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Hello, fight fans! And welcome to a super-special, epic-level edition of the *Warrior's Arena*, the weekly vidzine where we cover all you need to know in the latest and greatest events in heavy metal combat entertainment!

Highlights for this week:

"The Return of Tassa Kay?" – We talk about rumors that Star Colonel Anastasia Kerensky may be visiting Solaris VII next month—and whether she'll have time for a few flashy Trials in the Coliseum while she's here!

"Countdown to 3137" – We talk about the early favorites for next year's Grand Championship, both in the individual warriors Classic Circuit and the Combined-Arms Circuit.

"He Said/She Said" – The war of words heats up between former SGB broadcast commentators Dave Parmenter and Gwen Klornax. Did the agreeable angel of "Solaris Game Watch" really take "unfair advantage" of her intoxicated co-host during the 3136 New Year's Gala, or is Parmenter just blowing smoke after learning his contract with the network ended soon after?

"Spotlight: The 3146 Royal Fantasy Tournament!" – And, of course, the event that everyone will be tuning in for this fight season: the 3146 Fantasy Tournament! An event so special this year it's even earned its own "theme" name!

Yes, it's an extravaganza of fire, metal, flash, and thunder! So, brace yourselves, fight fans, and tag in! This week's issue is exploding with surprises you don't want to miss!

–*Warrior's Arena Weekly*, Solaris Digital Distributions, 1 September 3146

HOW TO USE THIS BOOK

The 'Mechs and battle armor described in *Experimental Technical Readout: Solaris Royal Fantasy Tournament* provide players with a sampling of the custom designs that have arisen in the deadly gladiatorial arenas of Solaris VII's dueling circuit. In this case, the selection is focused entirely on the units and warriors taking part in a special mid-season exhibition games known as the 3146 Solaris VII Royal Fantasy Tournament.

The basic rules for using 'Mechs and battle armor in *BattleTech* game play can be found in *Total Warfare*, while the rules for their construction can be found in *TechManual*. However, the experimental nature of these designs also draws upon the advanced and experimental rules presented in *Tactical Operations* and the upcoming *Interstellar Operations*. For the benefit of players who concern themselves which such things, the data for all of the featured units identifies their lowest acceptable rules level (Tournament Legal, Advanced, or Experimental), but only as it applies to the Dark Age period of *BattleTech* history.

But this is no simple Technical Readout, either! In addition to data and background on nineteen unique units, plus Record Sheets to go with them, digital copies of the ten most popular dueling venues on Solaris VII are also provided. To go with this, an extensive rules section—covering not only the original arena rules as presented in 2004's *Solaris VII Map Pack*, but also updating each arena for the Dark Age setting! With additional special rules to cover the tactical abilities of all twelve competing teams taking part in this unprecedented event, and a guide to running the tournament itself from start to finish, this book offers players everything they need to finally answer the question that has spanned untold ages:

"Just who *would* win in a fight between Princess Jasmine and Snow White?"

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Special Thanks: To Christopher and Jennifer Ings, the only two who were willing to take credit for being at the table that late GenCon 2013 evening when I plowed my brain into this idea like a runaway freight car. Honorable mention also goes to Randy K. Milholland, whose June 7, 1993 *Something * Positive* web comic strip (which I still remember fondly when I still only freelanced for WizKids Games) had a huge hand in inspiring this idea.

And, of course, to Walt Disney Company (and the original creators of the various childhood folk tales Disney has translated to the big screen over these many decades), not only for providing further inspiration for all of this, but for understanding that we wouldn't be able to make a fun project like this without their timeless tales, and eternal forgiveness.

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STAR LEAGUE ERA   CLAN INVASION ERA   JIHAD ERA

SUCCESSION WARS ERA   CIVIL WAR ERA   DARK AGE ERA

INCOMING MESSAGE

SEND

SAVE

CANCEL

DELETE

Chassis Summary: Custom AGT-1A Variant
Operating Affiliate: Team Triton, Solaris VII
First Debut: 3145 (The Pool)
Aftermarket Modifications:
> Underwater Maneuvering Units
> HarJel III Repair Systems
> Full-Head Ejection System
> Clan ER Lasers

Overview

"Ariel" is a BattleMech modified to triumph in one environment above all others: underwater. Featuring technologies specifically meant to maximize mobility and survivability while submerged, the straightforward goal of this machine is to send "her" enemies to a watery grave with dozens of hull-breaches, while shrugging off any hits that would do the same in return. On the surface, these same features make "Ariel" a modest combatant at best, but in her element—under the sea—she is a deadly fighter.

Based on a fifty-ton *Agrotera* provided by Team Triton's Canopian backers, "Ariel" trades flight for fins by swapping out its improved jump jets in favor of underwater maneuvering props. While this gives the 'Mech a decided advantage in submersible mobility, the latest in Clan-made HarJel armor-repairing technology around the torso sections virtually ensures that its opponent will not land an engine-killing hull breach any time soon. Clan-spec extended-range lasers then give the "Ariel" better-than-average reach both above and below the water line, while saving mass that would otherwise need to go toward torpedoes.

All of these modifications, of course, have made this *Agrotera* a particular challenge for its tech crews, but the warriors and fans of Team Triton certainly appreciate the results every time "Ariel" emerges victorious from her duels below the waves.

Warrior Profile: Judith Benson

Stable/Affiliation: Team Triton (Free Agent)
Age: 26
Homeworld: Claybrooke (Magistracy of Canopus)
Dueling Record (W/L/D): 12/9/1

The auburn-haired vixen who drives "Ariel" into battle might be new to the Solaris dueling circuit, but Judith Benson's skills are solid, especially in The Pool and Mudpit arenas, where her modified *Agrotera* excels. But even more powerful than her weapons (or her beauty) is her mastery of psychological warfare. Combining perception, iron will, and a sharp wit, Benson has a knack for sizing up her opponents and finding any signs of doubt or self-consciousness—chinks in their mental armor that she then pierces with barbs as painful as any laser blast.

The effect of Benson's verbal jabs might seem dubious to anyone who's seen her taunt enemies bigger and more heavily armed than her, but this tactic helps keep the fire off her smaller teammates in the "Sebastian" battle armor squad. Distracted by Benson's goading,

these enemies often realize their mistake only when the first torpedo SRMs blast through their rear hull and flood out their engines.

Benson's charm, of course, is lost on her brother (and rival), Robert Benson of Team Teapot. Few know what caused the rift between Judith and her tech-turned-MechWarrior sibling. Indeed, whenever the subject comes up, the normally outgoing siren from Team Triton becomes uncharacteristically mute.

Type: AGT-UA Agrotera "Ariel"
Technology Base: Mixed Inner Sphere (Experimental)
Tonnage: 50
Battle Value: 2,199

Equipment		Mass
Internal Structure:	Endo Steel	2.5
Engine:	300 XL	9.5
Walking MP:	6	
Running MP:	9	
UMU MP:	6	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Reflective):	160 (C)	10

	Internal Structure	Armor Value
Head	3	9
Center Torso	16	23
Center Torso (rear)		8
R/L Torso	12	17
R/L Torso (rear)		7
R/L Arm	8	16
R/L Leg	12	20

Weapons and Ammo	Location	Critical	Tonnage
ER Large Laser (C)	RA	1	4
ER Medium Laser (C)	RA	1	1
HarJel III Repair System (C)	RT	2	3
HarJel III Repair System (C)	CT	2	3
HarJel III Repair System (C)	LT	2	3
ER Large Laser (C)	LA	1	4
ER Medium Laser (C)	LA	1	1
UMUs	RL	2	1
UMU	RT	1	.5
UMU	LT	1	.5
UMUs	LL	2	1

Notes: Features Full-Head Ejection System, Difficult to Maintain

Chassis Summary: Custom BCN-3R Variant
Operating Affiliate: Team Neverland, Solaris VII
First Debut: 3140 (The Scrapyard)
Aftermarket Modifications:
 Small Vibroblade
 Improved Jump Jets
 Re-Engineered Lasers
 Clan BattleMech Partial Wing
 Clan Ferro-Fibrous Armor

Overview

Where Team Triton's *Agrotera* is built to swim, the *Buccaneer* "Pan" favored by Robert Driscan is made to fly, courtesy of Team Neverland's backers in the Federated Suns. Though it uses a chassis much maligned for its association with the Word of Blake, "Pan" makes several changes that give it an entirely new look and profile. Most apparent among these are a small vibroblade weapon—styled to resemble a 'Mech-scale parrying dagger—which replaces the *Buck*'s original hatchet, and a collapsible partial wing assembly that features rounded-tip wings reminiscent of a techno-faerie. These wings boost the already-impressive jump radius provided by the 'Mech's improved jump jets, allowing "Pan" to clear up to 330 meters in a single bound.

Even with Clan-spec components used to save space and mass, this *Buccaneer* trades a lot of its original firepower away for its mobility. Because of this, "Pan" carries only three weapons, and all of them are lasers. Two of these flashbulbs are re-engineered models, which gives this 'Mech the ability to cut through virtually any armor type with equal hitting power—a vital advantage, given the preponderance of reflective and Lamellor protection that have become nigh-ubiquitous see in the arenas today. Nevertheless, the "Pan's" limited firepower means that slugging it out with one's adversary is just not an option for this 'Mech; agility and mobility are the order of the day for this machine.

Warrior Profile: Robert Driscan

Stable/Affiliation: Team Neverland (Free Agent)
Age: 34
Homeworld: Small World (Draconis Combine)
Dueling Record (W/L/D): 35/15/10

Robert Driscan of Team Neverland loves nothing more than a good scrap, especially at point-blank range. While his 'Mech was ideally modified for airborne mobility, Driscan is an expert pilot who prides himself on is abilities as a swordsman. Of his last ten victories, in fact, eight were won by precision strikes with his *Buccaneer*'s small vibrosword, often delivered only after a rapid exchange of laser fire, followed by a sudden leap behind opponents who woefully underestimated his reach.

What comes off as funny to many is that Driscan is not really the star of Team Neverland the way his counterparts are among the competition. Instead, it seems, the Neverland infantry actually runs the show behind the scenes (and in the team bouts). But while some of Driscan's critics may be fond of throwing around the word "whipped" to describe the state of this MechWarrior among his peers, when they see *who* does the whipping back at the team's base, all comments tend to vanish mysteriously.

Type: BCN-6PX Buccaneer "Pan"
Technology Base: Mixed Inner Sphere (Advanced)
Tonnage: 55
Battle Value: 1,343

Equipment		Mass
Internal Structure:		5.5
Engine:	330 XL	12.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	9*	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	172 (C)	9

	Internal Structure	Armor Value
Head	3	9
Center Torso	18	26
Center Torso (rear)		9
R/L Torso	13	19
R/L Torso (rear)		6
R/L Arm	9	16
R/L Leg	13	23

Weapons and Ammo	Location	Critical	Tonnage
Small Vibroblade	RA	1	3
ER Medium Laser	RA	1	1
2 Medium Re-Engineered Lasers	LA	5	4
Partial Wing (C)	RT/LT	3/3	3
Improved Jump Jet	RL	2	1
Improved Jump Jets	RT	6	3
Improved Jump Jet	CT	2	1
Improved Jump Jets	LT	6	3
Improved Jump Jet	LL	2	1

Notes: Features the following Design Quirks: Bad Reputation, Jettison-Capable Weapon (Small Vibroblade); *Partial Wing provides +2 Jump MP and −3 Heat in Standard Atmosphere (see pp. 293 and 295, *TO*)

CENSORED

EXPERIMENTAL

Chassis Summary: Custom PXH-7K Variant
Operating Affiliate: Team Genie, Solaris VII
First Debut: 3142 (King of the Mountain)
Aftermarket Modifications:
  Remote Drone Command Console
  Angel ECM Suite
  PPC Capacitor

Overview

Based on a post-Jihad, Draconis Combine variant of the classic *Phoenix Hawk* chassis, "Jasmine" is a solid enough brawler for any arena match. With its powerful, capacitor-enhanced, snub-nose PPC, twin medium lasers, and a ten-tube rocket launcher thrown in as a hold-out surprise, the Angel ECM suite added to its payload seems almost like a high-tech afterthought to protect against more advanced electronics. Yet none of these capabilities truly make this 'Mech stand out from the legions of custom makes found all over Solaris.

No, *that* honor instead is reserved for the newest tech craze to find its way here: the remote drone command console. A fairly new piece of hardware first developed in Republic space, the RDCC blends the two-pilot arrangement of the BattleMech cockpit command console with the remote control interface systems normally reserved for roomier vehicles and stationary bases. Limited to one drone at a time—and then only the types that need human input to stay in play—this concept allows a single 'Mech to bring its own backup units to the field and run them through the firefight even if the team is a little shorthanded.

Solaris dueling regs are surprisingly light on the subject of drones (except in the championships which have had strictly-stated humans-only directives ever since the Jihad), and some have questioned the point of sending robots to do a MechWarrior's job. Thus, a lot of spectators and stables are eager to see how well the "Jasmine" and her pet *Celerity* drone "Rajah" will fare during this year's exhibitions.

Bonus Profile: "Rajah"

As mentioned before, "Jasmine's" drone is a modified *Celerity* nicknamed "Rajah". Controlled by Team Genie's backup MechWarrior, Rodric Wilhelm, this 'Mech is a much cheaper refit of the recon machine originally tested by ComStar decades ago, but still has enough speed and firepower to be a real nuisance in an arena match.

Armed only with a pair of small, Clan-spec lasers and festooned with deadly spikes, Rajah's light armaments and paper-thin armor pose a minimal threat to anything bigger than a battlesuit. But it is this drone's existence as a concept—and that of the much heavier "Beast" drone found in Team Teapot—that may just offer our first glimpse of a new age in modern armored warfare.

Warrior Profile: Lindsey Larkin
Stable/Affiliation: Team Genie (Free Agent)
Age: 28
Homeworld: Nashira (Draconis Combine)
Dueling Record (W/L/D): 18/12/5

With skin of flawless bronze, eyes so dark, alluring, and mysterious, and a smile that disarms all but the most jaded of men, Lindsey Larkin has an appearance many holovid stars might kill for. Of course, nature often conceals the deadliest of predators within the most pleasing of shells, and Larkin's exotic beauty certainly seems to confirm that. Drawing on the traditions of her Azami ancestry, Larkin shows the fighting prowess of a veteran despite having only been on the dueling circuit a mere three years now.

Though her gunnery skills are definitely a cut above those of her fellow Team Genie warriors, it's as a pilot that Larkin truly demonstrates a preternatural skill. In fact, she is so in tune with her *Phoenix Hawk*, that she has been known to execute dance-like maneuvers in battle, sidestepping hazards that most MechWarriors would recklessly plow into.

This ability to impart such natural grace to her machine meshes well with the equally uncanny animism her copilot often imparts to "Jasmine's" pet *Celerity* drone, "Rajah". Many defeated opponents have even questioned whether or not these warriors are using neural implants to improve their control interfaces, a charge to which Larkin often coyly responds that "nice girls don't have to give away their secrets".

Type: PXH-7KJ Phoenix Hawk "Jasmine"
Technology Base: Inner Sphere (Advanced)
Tonnage: 45
Battle Value: 1,513

Equipment		Mass
Internal Structure:	Endo Steel	2.5
Engine:	270 Light	11
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Light Ferro):	152	9

	Internal Structure	Armor Value
Head	3	9
Center Torso	14	19
Center Torso (rear)		8
R/L Torso	11	16
R/L Torso (rear)		6
R/L Arm	7	14
R/L Leg	11	22

Weapons and Ammo	Location	Critical	Tonnage
Snub-Nose PPC	RA	2	6
PPC Capacitor	RA	1	1
Rocket Launcher 10	RT	1	.5
Angel ECM Suite	CT	2	2
Drone Command Console	H	1	2
2 ER Medium Lasers	LA	2	2
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5

Notes: Features the following Design Quirks: Jettison-Capable Weapon (Snub-Nose PPC)

EXPERIMENTAL

Type: CLR-03OMM Celerity "Rajah"
Technology Base: Mixed Inner Sphere (Advanced)
Tonnage: 15
Battle Value: 278

Equipment		Mass
Internal Structure:	Endo Steel	1
Engine:	120	4
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks (Clan):	10 [20]	0
Gyro (XL):		1
Cockpit (Drone):		3
Armor Factor:	24	1.5

	Internal Structure	Armor Value
Head	3	4
Center Torso	5	5
Center Torso (rear)		1
R/L Torso	4	4
R/L Torso (rear)		1
R/L Front Leg	3	1
R/L Rear Leg	3	1

Weapons and Ammo	Location	Critical	Tonnage
Drone Operating System	RT	1	2
Spikes	RT	1	.5
ER Small Laser (C)	RT	1	.5
Spikes	LT	1	.5
ER Small Laser (C)	LT	1	.5
Spikes	H	1	.5

Notes: Equipped with Full-Head Ejection System. Features the following Design Quirks: Improved Communications, Exposed Actuators

EXPERIMENTAL

Chassis Summary: Custom VT-5M Variant
Operating Affiliate: Team Genie, Solaris VII
First Debut: 3143 (The Scrapyard)
Aftermarket Modifications:
> Retractable Blade
> Stealth Armor
> Angel ECM Suite
> Thunderbolt Launchers

Overview

The "Aladdin" might have been eyed as an early effort to devise a bipedal drone to work with "Jasmine", but if so, its designers ultimate decided to scrap that idea in favor of the speedy, quadrupedal *Celerity* instead. This VT-5M *Vulcan* refit was thus rebuilt for piloted functionality, to serve as a lighter and stealthier partner for "Jasmine".

With only a pair of Thunderbolt-5 launchers and a retractable blade for weapons, "Aladdin" isn't a flashy fighter. Its Angel ECM and stealth armor give it the ability to hide in built up terrain, and thus surprise strikes are its best hope. This works well enough for its usual pilot, Scout Weinger of Team Genie, especially in team matches—but as a solo duelist, "Aladdin" is often at a disadvantage. It thus comes as little surprise that this machine is rarely seen outside of tag team fights and exhibition games like the Fantasy Tournament.

Warrior Profile: Scout Weinger

Stable/Affiliation: Team Genie (Free Agent)
Age: 27
Homeworld: Zavijava (Republic of the Sphere)
Dueling Record (W/L/D): 11/9/6

From a purely professional standpoint, Scout Weigner is a MechWarrior who is still seems quite a bit rough around the edges. Indeed, with solid marksmanship, but a clumsy manner when it comes to maneuvering, he almost seems boorish and drunk in battle next to the polished style of his teammates. Critics have even remarked that his use of a BattleMech specially modified more for defense than firepower, and his reliance on jumping over obstacles of any kind, tell of a warrior who learned and relied on only a few tricks of the trade in his short career.

Yet, somehow, Weinger has made this all work for him. As a matter of fact, many of this warrior's arena victories have been won specifically by his constant leap-and-shoot combat technique. It is as if the mere act of leaving the ground—for however short a period—improves Weigner's aim, and he's ready to ride that talent for all it's worth.

Type: VT-5ML Vulcan "Aladdin"
Technology Base: Inner Sphere (Advanced)
Tonnage: 40
Battle Value: 947

Equipment		Mass
Internal Structure:	Endo Steel	2
Engine:	240	11.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Stealth):	80	5

	Internal Structure	Armor Value
Head	3	8
Center Torso	12	10
Center Torso (rear)		6
R/L Torso	10	8
R/L Torso (rear)		4
R/L Arm	6	6
R/L Leg	10	10

Weapons and Ammo	Location	Critical	Tonnage
Retractable Blade	RA	3	2.5
Thunderbolt 5	RT	1	3
Ammo (Thunderbolt) 12	RT	1	1
Angel ECM Suite	CT	2	2
Thunderbolt 5	LT	1	3
Ammo (Thunderbolt) 12	LT	1	1
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5

Notes: Features the following Design Quirks: Extended Torso Twist, Narrow Profile, Weak Legs

EXPERIMENTAL

CH11-NGC GUNSMITH "CINDERELLA"

Chassis Summary: Custom CH11-NG Variant
Operating Affiliate: Team Godmother, Solaris VII
First Debut: 3138 (New Hartford Gardens)
Aftermarket Modifications:
- Clan Reflective Armor
- Laser Anti-Missile System
- Clan ER Pulse Lasers

Overview

The "Cinderella" is a high speed flashbulb. Fast and nimble, this *Gunsmith* variant—developed for Team Godmother with a little help from FedSuns benefactors—features Clan-spec weapons and a laser anti-missile system to maximize its reach, hitting power, and accuracy all at once. This is particularly useful for this year's competition, given that this 'Mech is the lightest unit to headline for any of the competing teams.

The all-energy approach, while prone to running hot, is a common enough choice for the arenas, where every ton of destructive potential counts—and a twenty-five ton *Gunsmith* simply doesn't have a lot of that to spare. Conversely, the use of reflective armor (which the Godmothers keep polished to maximum sheen, right down to "Cinderella's" dainty metal feet), is an equally wise choice against adversaries who are similarly armed. Sure, this approach does leave this 'Mech open to the popular exploits, like Inferno missiles, ballistic weaponry, and physical attacks, but with a land speed well over a hundred kph, "Cinderella" can hopefully evade anything that might shatter her veneer.

Bonus Profile: The Ugly Stepsisters

Like many of the teams involved in this year's Fantasy Tournament, the Godmothers perform best in group matches. In this case, "Cinderella" is clearly the leading element in a three-woman team. Piloted by novice MechWarriors Lucy Blessed and Rhonda Wilkins (both of whom are actually quite lovely, by the way), her partner 'Mechs are known individually by the nicknames "Anastasia" and "Drizella", but their FrankenMech construction has more than earned them their popular group moniker: "the Ugly Stepsisters".

Assembled from the parts of three distinct BattleMechs—a 3050s-vintage *Hunchback*, an early run *Legionnaire*, and a Clan-made *Pinion*—these two war machines may look alike in their mismatched appearance, but their performance is practically night and day. The "Anastasia" is a hulking brute that moves fairly slow yet hits hard, while the "Drizella" can almost match "Cinderella's" speed and carries enough laser weapons to host a lethal—but short-ranged—rave party.

Warrior Profile: Eileen Woods
Stable/Affiliation: Team Godmother (Free Agent)
Age: 27
Homeworld: Towne (Draconis Combine)
Dueling Record (W/L/D): 42/21/8

It's rare to find a contender of veteran-grade talent under the age of thirty, but it's rarer still to find one who also knows how to lead a motley band of warriors while under fire! Yet Team Godmother has both in the same package with Eileen Woods, the pilot of a gleaming-armored *Gunsmith* nicknamed "Cinderella". Trained to pilot a WorkMech from the tender age of sixteen, Woods already showed refined skill as a pilot when she first entered the arenas in a battered *Hunchback* in 3137.

Today, Woods' breathtaking finesse at the helm of "Cinderella" would easily give Team Genie's Lindsey Larkin a run for her kroner, whether engaging in single combat, or as part of her three-girl team. Indeed, by all accounts (even, begrudgingly, their own) the brute force of the "Ugly Stepsisters" would be wasted without Woods' direction, as her teammates have come to rely on her sense of tactics and experience in the dueling circuit. (High praise indeed, considering the fact that Blessed and Wilkins once owned the industrial co-operative where Woods first learned the ropes of 'Mech piloting at minimum wage!)

Type: CH11-NGC Gunsmith "Cinderella"
Technology Base: Mixed Inner Sphere (Experimental)
Tonnage: 25
Battle Value: 1,519

Equipment		Mass
Internal Structure:	Endo Steel	1.5
Engine:	200 XL	4.5
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (XL):		1
Cockpit:		3
Armor Factor (Reflective):	88 (C)	5.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	8	12
Center Torso (rear)		3
R/L Torso	6	10
R/L Torso (rear)		2
R/L Arm	4	8
R/L Leg	6	12

Weapons and Ammo	Location	Critical	Tonnage
2 Medium ER Pulse Lasers (C)	RA	2	4
Laser Anti-Missile System	CT	2	1.5
2 Medium ER Pulse Lasers (C)	LA	2	4

Notes: Features Full-Head Ejection System

Type: HBK-LGN-Pin "Ugly Stepsister Anastasia"
Technology Base: Mixed Inner Sphere (Experimental-FrankenMech)
Tonnage: 50
Battle Value: 1,303

Equipment		Mass
Internal Structure:	Endo/Standard	3.5
Engine:	200	8.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor:	158	10

	Internal Structure	Armor Value
Head	3	9
Center Torso	16	26
Center Torso (rear)		5
R/L Torso	12	20/16
R/L Torso (rear)		4/6
R/L Arm	7	14
R/L Leg	12	22

Weapons and Ammo	Location	Critical	Tonnage
Heavy Large Laser (C)	RA	3	4
Autocannon/20	RT	10	14
Ammo (AC) 5	RT	1	1
Targeting Computer	LT	4	4

Notes: Features the following Design Quirks: Extended Torso Twist, Stable, Non-Standard Parts, Prototype

Type: HBK-LGN-Pin "Ugly Stepsister Drizella"
Technology Base: Mixed Inner Sphere (Experimental-FrankenMech)
Tonnage: 50
Battle Value: 1,544

Equipment		Mass
Internal Structure:	Endo/Standard	3.5
Engine:	350 XL	15
Walking MP:	7	
Running MP:	11	
Jumping MP:	6	
Heat Sinks:	14 [28]	4
Gyro:		4
Cockpit:		3
Armor Factor:	152	9.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	16	20
Center Torso (rear)		7
R/L Torso	11	15
R/L Torso (rear)		7
R/L Arm	8	16
R/L Leg	12	20

Weapons and Ammo	Location	Critical	Tonnage
Medium Laser	RA	1	1
Medium Pulse Laser (C)	RT	1	2
2 Micro Pulse Lasers (C)	RT	2	1
Medium Pulse Laser (C)	LT	1	2
2 Micro Pulse Lasers (C)	LT	2	1
Medium Laser	LA	1	1
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5

Notes: Features the following Design Quirks: Extended Torso Twist, Stable, Non-Standard Parts, Prototype

CENSORED
CENSORED
CENSORED

EXPERIMENTAL

Chassis Summary: Custom WTC-4M Variant
Operating Affiliate: Team Teapot, Solaris VII
First Debut: 3144 (New Hartford Gardens)
Aftermarket Modifications:
>   Remote Drone Command Console
>   Clan Watchdog Composite EW System
>   Re-Engineered Laser

Overview

Like Team Genie's "Jasmine", Team Teapot's *Watchman* "Belle" is an experiment in bringing master-and-drone technology into the realm of BattleMech dueling. Thanks to backing from the Duchy of Andurien, this 'Mech features the same type of modified command console found in the "Jasmine", allowing a copilot to control the team's heavyweight drone—a *Vulpes* refit nicknamed "the Beast".

In addition to the remote control system, "Belle" makes the most of her remaining mass by replacing the *Watchman*'s classic armament with a quartet of medium lasers that support a single large re-engineered laser. This combination of firepower taxes the 'Mech's heat sinks, but gives it a chance to strike fast and hard enough to puncture most opponents in the same weight class, even if they sport advanced anti-laser armors.

But the real perk lies in the "Belle's" electronics. Already in possession of superior detection and communications gear (which neatly complements MechWarrior Penny O'Hara's brains-over-brawn style of fighting), this 'Mech adds a Clan Watchdog electronics package. This effective blend of active probe and ECM hardware not only allows "Belle" to disrupt her adversaries' sensors, but also serves as a powerful counter-countermeasures suite, that can punch through hostile interference that might otherwise render her "Beast" a very expensive and impotent statue.

Warrior Profile: Penny O'Hara

Stable/Affiliation: Team Teapot (Free Agent)
Age: 25
Homeworld: Villanueva (Duchy of Andurien)
Dueling Record (W/L/D): 12/5/4

As a MechWarrior, Team Teapot's Penny O'Hara is certainly skilled. Even though she's not been on the dueling circuit for long, and doesn't demonstrate a lot of the dramatic flair we've come to expect from our champions, O'Hara has already racked up a steady string of victories to date. Her lack of flash and thunder tends to lead other contenders to underestimate this hazel-eyed warrior with "girl next door" charm simply lucked her way into the charts, but when it becomes clear that most Teapot victories happen when she works as part of a team, it all makes sense.

For O'Hara, tactics wins the day more often than sure-shooting and brute force. Whether fighting solo or as part of a group, this MechWarrior knows how to take charge of a situation and prepare her comrades for any contingency. This skill has proven particularly invaluable in matches where she and her copilot, Robert Benson (yes, *that* Robert Benson), bring both "Belle" and her "Beast" to bear. With Benson's hulking drone built for close combat, and her Watchman designed for medium-range sniping, O'Hara becomes the hammer to the "Beast's" anvil, and together the two usually triumph against those who oppose them.

Type: WTC-4MB Watchman "Belle"
Technology Base: Mixed Inner Sphere (Advanced)
Tonnage: 40
Battle Value: 1,204

Equipment		Mass
Internal Structure:		4
Engine:	200 Light	6.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		2
Cockpit:		3
Armor Factor (Ferro):	125	7

	Internal Structure	Armor Value
Head	3	9
Center Torso	12	15
Center Torso (rear)		7
R/L Torso	10	13
R/L Torso (rear)		6
R/L Arm	6	11
R/L Leg	10	17

Weapons and Ammo	Location	Critical	Tonnage
2 ER Medium Lasers	RA	2	2
Watchdog CEWS (C)	RT	2	1.5
Drone Command Console	H	1	2
2 ER Medium Lasers	LT	2	2
Large Re-engineered Laser	LA	5	8

Notes: Features the following Design Quirks: Command BattleMech, Improved Sensors, Difficult Ejection

Chassis Summary: Custom VLP-1D Drone Variant
Operating Affiliate: Team Teapot, Solaris VII
First Debut: 3144 (New Hartford Gardens)
Aftermarket Modifications:

Remote Drone Operating System
Clan XL Engine
Clan Double Heat Sinks
Claws and Talons
Anti-Penetrative Ablation Armor

Overview

The heaviest contender in this year's Fantasy Tournament, interestingly enough, is not really a contender at all, but a remote-operated drone in the form of a sixty-ton *Vulpes* affectionately known as "the Beast" by its Team Teapot masters. This hard-hitting machine, personally modified by the same technician who controls it from the copilot seat in the *Watchman* known as "Belle", is tailor-made to act as its master's bodyguard, and may well be a triumph of modern military technology.

Though it is based on a chassis that originated in the Federated Suns just over ten years ago, the "Beast's" modifications come courtesy of a grant from the Duchy of Andurien, the primary backers for Team Teapot. In modifying it for remote control, however, this *Vulpes* suffers loss of roughly one third of its land speed, and has shed its stealth equipment in favor of a mix of Clan-spec weapons and anti-penetrative armor. This produces a lumbering monster that can take—and dish out—a serious pounding in close combat.

Fair warning to anyone who gets that close, though: those claws and talons are no mere cosmetics designed to make the "Beast's" image live up to its name. Each and every one of those pointy bits can gouge their way through several layers of battlefield armor at a swipe! The good news, however, is that all the weight for those protrusions left little room for ranged weapons. As a result, anyone facing down this heavyweight brawler need only fear a pair of Clan-spec lasers and a couple of flamers meant more for spectacle than for the fight. Missile boats, though, should also consider the advanced point-defense system also installed in this thing; that sophisticated piece of tech, developed by eggheads somewhere inside the Republic after the Crash, can down missiles that pass too close, even if they are aimed at someone else entirely.

Warrior Profile: Robert Benson

Stable/Affiliation: Team Teapot (Free Agent)
Age: 30
Homeworld: Claybrooke (Magistracy of Canopus)
Dueling Record (W/L/D): 8/6/2

Of the gruff-speaking technician-turned-MechWarrior who remotely operates Teapot's "Beast", his partner—Penny O'Hara—often says, "he has a good heart". But it's anyone's guess whether this is a cover phrase for something personal between O'Hara and Robert Benson, or a way of evading the endless questions about the strife between Benson and his sister, Judith of Team Triton. Nor does it address what may be a curious point of honor between the two teammates when it comes to Judith

Benson: the rumored agreement that Robert will never engage his sister in direct combat except under the most dire of circumstances.

Whatever the case, Benson demonstrates the classic talents of someone who learned how to drive a 'Mech long before he ever bothered to learn its weapon systems. But while he may have trouble landing his laser hits over long distances, Benson's piloting is actually much more refined than those of a typical WorkMech jock, and it shows in how he controls the "Beast". Blinding strikes from the 'Mech's clawed hands and feet often tear away tons of armor at a single strike, stunning any opponent that finds itself too close to the frenzied drone that melees like a prize fighter. Contenders quickly learn to keep their distance from the "Beast" because of this, but the power and speed of Benson's attacks often mean that he need only get close enough *once* to ensure a Teapot victory in the arenas.

Type: VLP-1DX Vulpes "Beast"
Technology Base: Mixed Inner Sphere (Experimental)
Tonnage: 60
Battle Value: 1,229

Equipment		Mass
Internal Structure:	Endo Steel	3
Engine:	240 XL (C)	6
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks (Clan):	11 [22]	1
Gyro:		3
Cockpit (Drone):		3
Armor Factor (ABA):	162	13.5

	Internal Structure	Armor Value
Head	3	8
Center Torso	20	25
Center Torso (rear)		9
R/L Torso	14	20
R/L Torso (rear)		6
R/L Arm	10	15
R/L Leg	14	19

Weapons and Ammo	Location	Critical	Tonnage
ER Large Laser (C)	RA	1	4
Claws	RA	4	4
Drone Operating System	RT	1	6.5
RISC Advanced PDS	LT	2	3
Ammo (APDS) 12	LT	1	1
Claws	LA	4	4
Medium ER Pulse Laser (C)	LA	2	2
2 ER Flamers	LA	2	2
Talons (C)	RL/LL	2/2	4

Notes: Features the following Design Quirks: Distracting, Difficult to Maintain

Chassis Summary: Custom CAL-1MAF Variant
Operating Affiliate: Team Magic Mirror, Solaris VII
First Debut: 3141 (King of the Mountain)
Aftermarket Modifications:
    Clan ER PPC
    PPC Capacitor
    Clan Ferro-Lamellor Armor
    Clan Laser Heat Sinks
    Clan Improved Heavy Laser

Overview

To this writer, Team Magic Mirror's modified *Calliope* ("Snow White") could almost be the bigger, younger, sexier sister of the venerable *Panther*, if only it jumped. Packing a pair of Streak SRM four-packs, supporting a Clan-spec PPC (augmented by a capacitor, no less!) and an improved heavy laser, this is one devastating brawler for a forty-tonner. Throw in the fact that it's meant to work in concert with an oversized squad of heavy battlesuits, and this brawler only gets much more terrifying.

The money behind this upgrade to a Canopian machine comes from the Capellan Confederation, and a lot of that cash was spent on not only a few Clan weapons, but even a new skin of Clan ferro-lamellor armor and Clan laser heat sinks that make for quite the spectacle whenever the lights go out. (Did I mention this was all Clan gear? Oh, I did? Clan!) All of this together might make "Snow White" one of this year's tougher and flashier contenders—at least after Team Rebel Alliance's "Leia"—with not only the ability to project some serious damage, but also to soak it up in return and keep on coming.

Warrior Profile: Adrienne Caselotti

Stable/Affiliation: Team Magic Mirror (Free Agent)
Age: 26
Homeworld: New Canton (Capellan Confederation)
Dueling Record (W/L/D): 24/8/7

Some have claimed that Adrienne Caselotti of Team Magic Mirror came to Solaris VII out of fear for her life, and took up with Team Magic Mirror to gain the security that can only come with having seven battlesuit-clad bodyguards at one's beck and call. But if those rumors are at all true, nobody's been able to show any evidence yet. Meanwhile, this fair-skinned, raven-haired beauty has become indispensible to her team as the pilot of the *Calliope* named "Snow White".

What Caselotti brings to the fight—beyond the solid skills of a trained MechWarrior, and the incidental ability to play bus driver to an oversized armor squad—is a perceptiveness that proves its worth every time her team finds itself in a new environment. With so many of the circuit arenas beefed up by traps of every conceivable kind, this ability to spot traps and sidestep dangers before they present themselves has been a huge benefit to the Magic Mirrors.

Asked which of the team's seven "Dwarf" battle troopers is her favorite, Caselotti often grins impishly and counters with "What day of the week is this?"

Type: CAL-1MAFSW Calliope "Snow White"
Technology Base: Mixed Inner Sphere (Advanced)
Tonnage: 40
Battle Value: 1,668

Equipment		Mass
Internal Structure:	Endo Steel	2
Engine:	200	8.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks (Laser C):	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor (Lamellor):	126 (C)	9

	Internal Structure	Armor Value
Head	3	9
Center Torso	12	18
Center Torso (rear)		5
R/L Torso	10	15
R/L Torso (rear)		5
R/L Arm	6	12
R/L Leg	10	15

Weapons and Ammo	Location	Critical	Tonnage
ER PPC (C)	RA	2	6
PPC Capacitor	RA	1	1
Improved Heavy Med. Laser (C)	LT	2	1
2 Streak SRM 4s	LA	2	6
Ammo (Streak) 50	LT	2	2
CASE	LT	1	.5

Notes: Features the following Design Quirks: Modular Weapons, Non-Standard Parts

Chassis Summary: Custom TBT-7M Variant
Operating Affiliate: Team Brave, Solaris VII
First Debut: 3140 (Steiner Coliseum)
Aftermarket Modifications:
    Clan Streak LRMs
    CASE II
    Small Vibroblade
    Reflective Armor

Overview

Ah, the classic *Trebuchet*, a staple of the Succession Wars, and basically what you get when someone decides to cut twenty tons' worth of armor and muscle from the even more venerable *Archer*. Allow us a moment to wax nostalgic over the heady days of 3025, when 'Mechs like this were relevant…only to reflect on how much modern technology has made this one such a killer.

Nicknamed "Merida" by its Team Brave operators, this *Trebuchet* upgrade is actually based more on a Clan Invasion-era model than the older medium support raider, but you can hardly tell the difference, given that the original 7M's jump jets were once again removed to make room for more firepower and armor. Here, once again, we see Clan technology mixing on a Spheroid frame, but only to trade out the standard fifteen-tube LRM pods for Streak LRMs instead. Protected by improved CASE II, these launchers are now not only economical, but their ammo bins are no longer the liability they were when the 7M was a new idea.

Backing up "Merida's" missiles are a pair of medium lasers for intermediate range work, and a small vibroblade for those who try to get even closer still. With these weapons, and a reflective armor hide, this 'Mech could be troublesome at any distance, especially against the laser-heavy opponents we're seeing in this year's tournament. Throw in the special talents of its pilot—a woman who is as much a product of Skye as the finances used to help realize this variant machine—and things can get downright ugly at just about any range.

Warrior Profile: Kaley Macdonald

Stable/Affiliation: Team Brave (Free Agent)
Age: 27
Homeworld: Skye (Lyran Commonwealth)
Dueling Record (W/L/D): 35/16/19

With her thick Gaelic accent, Natasha-red hair, jade green eyes, and a face full of freckles, almost everything about Kaley Macdonald looks and sounds like a stereotype that goes back before her homeworld of Skye was even settled. How much of this presentation is an affectation for the public, and how much is real, may be a source of debate for some of her critics, but what's not debatable is her skill as a MechWarrior.

Macdonald may not have been a Sanglamore Academy cadet, but her time in the Skye planetary militia taught her enough basics in 'Mech warfare to give her a leg up on her competitors when she first

came to Solaris. Yet it is her exceptional skill with missile launchers that makes her particularly deadly. Like an accomplished bow-hunter, she can deliver effective volleys to her enemies, even over obscuring terrain. What's truly amazing, however, is that she can often do his even without a friendly spotter, and her warheads can strike in dense clusters, rather than spreading over her target's armor. Combined with the modifications to her *Trebuchet* "Merida", this particular talent makes Macdonald particularly lethal in the arenas.

When asked where she learned her unique skills, Macdonald often credits her mother.

Type: TBT-7MM Trebuchet "Merida"
Technology Base: Mixed Inner Sphere (Advanced)
Tonnage: 50
Battle Value: 2,028

Equipment			Mass
Internal Structure:	Endo Steel		2.5
Engine:	250 XL		6.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Heat Sinks:	10 [20]		0
Gyro:			3
Cockpit:			3
Armor Factor (Reflective):	159		10
	Internal Structure	Armor Value	
Head	3	9	
Center Torso	16	24	
Center Torso (rear)		8	
R/L Torso	12	15	
R/L Torso (rear)		7	
R/L Arm	8	16	
R/L Leg	12	21	

Weapons and Ammo	Location	Critical	Tonnage
2 ER Medium Lasers	RA	2	2
Streak LRM 15 (C)	RT	3	7
Ammo (LRM) 16	RT	2	2
CASE II	RT	1	1
Streak LRM 15 (C)	LT	3	7
Ammo (LRM) 16	LT	2	2
CASE II	LT	1	1
Small Vibroblade	LA	1	3

Notes: Features the following Design Quirks: Cowl, Exposed Actuators

Chassis Summary: Custom Clint IIC Variant
Operating Affiliate: Team Rebel Alliance, Solaris VII
First Debut: 3128 (Noisiel)
Aftermarket Modifications:
    Inner Sphere Ballistic-Reinforced Armor
    Inner Sphere Variable-Speed Pulse Laser
    Inner Sphere Re-Engineered Laser

Overview

It seems that no matter what the field is, be it engineering, art, literature, or fighting styles, one can always find someone who works against the grain. For the samples of battlefield technology we've seen in this year's Fantasy Tournament, there is no finer demonstration of this fact than the most prized BattleMech fielded by the aptly named Team Rebel Alliance.

Dubbed "Leia" for reasons only her pilot understands, this BattleMech reverses the trend of Clan-modified-Inner-Sphere machines, and instead *starts* with a sleek Clan-built frame before swapping in weaponry cultivated here in our own Inner Sphere. Here, in an effort to improve its overall damage output of this 'Mech, the designers shucked the armor, jump jets and autocannon from the original *Clint IIC* chassis, and popped in two advanced Inner Sphere-made lasers (one a powerful large variable-speed pulser, and the other a medium re-engineered job), and mated all of the 'Mech's weapons to a targeting computer. The result, naturally, is a hyper-accurate mix of ammo-free destruction that can get a bit hot to handle, but only for a reckless showboat.

Defensively, the "Leia" replaces its original standard plate armor with the specialized protection of ballistic-reinforced armor. This gives the 'Mech extra defense against autocannons and missiles, weapons which may not be quite as prevalent as lasers and particle guns in the today's arenas, but often tend to be used by contenders who go for the quick kill.

Warrior Profile: Carolyn Fischer

Stable/Affiliation: Team Rebel Alliance (Free Agent)
Age: 31
Homeworld: Galatea (Independent)
Dueling Record (W/L/D): 20/4/16

Carolyn Fischer is not the first one to pilot the modified *Clint IIC* known affectionately as "Leia". Indeed, she inherited the 'Mech from her mother, Natalia Porter, who first made a name for herself on the Noisiel Games circuit in the late 3120s, before travelling to Solaris VII. While Porter fought for fame and glory, her daughter was raised and educated on Galatea, within the Republic of the Sphere, and she was still there when the Blackout struck in 3132.

As chaos descended across the Inner Sphere, Fischer—then aged 19—found herself on Glengarry when the Jade Falcons invaded that world in 3134. Conscripted into the resistance to fight alongside the Stormhammers, Fischer got her first taste of actual combat at the helm of an armed MiningMech. When

Malvina Hazen chose to retaliate against the rebels with a nuclear strike, Fischer was one of the lucky survivors only by dint of not being in the strike zone. The horrors of those events ended the resistance on Glengarry, but she managed to escape the system, working her way to Solaris VII by 3140—only to learn that her mother had been killed in the arenas.

The tragedies of her lost life in the Republic, and her mother's fate on Solaris have hardened Fischer, and she is easily the most focused and serious of the fighters in this year's Fantasy Tournament. This dedication and focus shows in her ability to ignore many of her opponents' psychological ploys and anticipate their tactics. She also has a knack for pushing her BattleMech past its rated performance limits, while delivering accurate fire even at long distances.

Type: Clint IIC 2L "Leia"
Technology Base: Mixed Clan (Advanced)
Tonnage: 40
Battle Value: 1,480

Equipment		Mass
Internal Structure:	Endo Steel	2
Engine:	240 XL	6
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Reinforced IS):	114	9.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	12	15
Center Torso (rear)		4
R/L Torso	10	13
R/L Torso (rear)		4
R/L Arm	6	10
R/L Leg	10	16

Weapons and Ammo	Location	Critical	Tonnage
Large VSP Laser (IS)	RA	4	9
Targeting Computer	RT	3	3
ER Medium Laser	CT	1	1
ER Medium Laser	LT	1	1
Med. Re-Engineered Laser (IS)	LA	2	2.5

Notes: Features the following Design Quirks: Jettison-Capable Weapon (Large VSP Laser), Cramped Cockpit

Chassis Summary: Custom HKZ-1F Variant
Operating Affiliate: Team Samurai, Solaris VII
First Debut: 3139 (King of the Mountain)
Aftermarket Modifications:
    Large Vibroblade

Overview

A sword-wielding, Japanese-styled BattleMech, from a Combine-backed freelancer group called "Team Samurai"? Perish the thought! Surely, *nobody* would be that cliché?

Oh, wait… Yeah, they totally would!

And, with that, we give you the *Hitotsume Kozo* variant known to her operator by the moniker of "Mulan". Kidding aside, the "Mulan" actually manages to enhance the ancient Japanese swordsman motif that underlies the *Kozo* and other recent DCMS war machines. In this case, it does so by trading its unusually shaped, sickle-like hatchet for a large vibroblade properly styled to resemble a katana. At the same time, the hardened armor skirting that actually slows down its original chassis has been replaced with lighter and less cumbersome conventional armor. In addition to enabling smoother and faster battlefield maneuvers, this latter change has made it much easier for Team Samurai's techs to service and repair "Mulan" between matches.

Interestingly enough, that is pretty much where the changes to this variant end. The engine, musculature, skeleton, and even the ranged weapons on "Mulan" all remain in place to Combine specs. This, again, may be a concession to maintenance requirements, or it could be another sign of just how closely aligned with the Combine's ideals our friends at Team Samurai aspire to be.

Warrior Profile: Ming-Na Salonga

Stable/Affiliation: Team Samurai (Free Agent)
Age: 31
Homeworld: Dieron (Draconis Combine)
Dueling Record (W/L/D): 36/8/4

Although she is the star champion for Team Samurai, Ming-Na Salonga calls herself a ronin, acknowledging that she has no true master to serve. Her family, descendants of Combine expatriates who joined the Republic after the Jihad, moved from Dieron to New Kyoto shortly before the Blackout, and it was there that a nineteen year-old Ming-Na first learned how to pilot a 'Mech as a LoaderMech operator for RAMTech. [*Editor's Note: Ming-Na allows that there may have been some "little white lies" involved in landing that particular job, but we somehow doubt the New Kyotan authorities plan to pursue legal action now…*]

A year after the Blackout, friends of the Ming-Na clan helped them relocate to Solaris VII, and it was while here—once more working as a LoaderMech driver—that Ming-Na Salonga came to be discovered by a talent scout for Katana Stables. Taken under the wing of the off-circuit stable's master at arms, Kayoto

Mulan, Ming-Na was trained in the fine art of what she calls "BattleMech kendo"—the sword-dominant fighting style she now uses in the arena.

The shattering of Katana Stables and Yamata's death in 3140 spared only a few of the stable's membership, which morphed into today's Team Samurai—of which Ming-Na is only one of two MechWarrior champions. In her duels to date, she shows weapons skill on par with any soldier, but it is in close-quarters that her fighting style really shines. Mastering her customized, Combine-styled *Hitotsume Kozo* "Mulan", she demonstrates not only a killer finesse with its seven-ton vibroblade, but also an amazing agility in deflecting and evading similar blows from her opponents.

Type: HKZ-1FM Hitotsume Kozo "Mulan"
Technology Base: Inner Sphere (Advanced)
Tonnage: 55
Battle Value: 1,772

Equipment		Mass
Internal Structure:	Endo Steel	3
Engine:	330 XL	12.5
Walking MP:	6 (7)	
Running MP:	9 (11)	
Jumping MP:	4	
Heat Sinks:	12 [24]	2
Gyro:		4
Cockpit:		3
Armor Factor:	152	9.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	18	23
Center Torso (rear)		10
R/L Torso	13	15
R/L Torso (rear)		9
R/L Arm	9	13
R/L Leg	13	18

Weapons and Ammo	Location	Critical	Tonnage
Large Vibroblade	RA	4	7
Heavy PPC	RT	4	10
2 ER Medium Lasers	LA	2	2
Triple-Strength Myomer	RA/LA	3/3	0
Jump Jets	RT	2	1
Jump Jets	LT	2	1

Notes: Features the following Design Quirks: Stable, Jettison-Capable Weapon (Large Vibroblade)

TSN-X4R TESSEN "RAPUNZEL"

Chassis Summary: Custom TSN-X4 Variant
Operating Affiliate: Team High Tower, Solaris VII
First Debut: 3135 (The Crankshaft)
Aftermarket Modifications:
  Chain Whip (Cosmetically Modified)
  Impact-Resistant Armor
  C3 Remote Sensor Dispenser
  Angel ECM Suite
  RISC Laser Pulse Module
  Clan Medium Pulse Lasers

Overview

To make sense of the *Tessen* known as "Rapunzel", you need only have learned that ancient children's tale of the same name. Then, all it takes is a casual look at this thing's most unique physical feature—a chain whip that's been cosmetically modified to resemble a giant metal braid extending from the 'Mech's own head—and the reference will click in your head as loudly as an spent autocannon.

Yes, even though here is a BattleMech built for a tactical fighter—including a C3 remote sensor launcher and an Angel ECM suite ideal for disrupting hostile electronics—the "Rapunzel" seems built to show off at knife-fighting range, where it uses its own simulated *hair* as a weapon. With impact-resistant armor to soften blows from opposing physical attacks, it's a bit hard to fathom what the designers may have been thinking, given that "Rapunzel" also benefits from a payload of Clan-spec pulse lasers and a Sphere-made ER laser enhanced with experimental RISC tech.

The best theories offered to date both converge on the idea that "Rapunzel" is a work in progress. One suggests that this machine is awaiting another upgrade, where it will lose its whip and soft armor in favor of its own C3 master unit for proper solo-network play. Another is that the 'Mech's current brawler of a pilot has forced the changes to a machine originally built for team support, and only keeps some of its vestigial gear around just to psych out her opponents.

Warrior Profile: Mindy Moore-Stein

Stable/Affiliation: Team High Tower (Free Agent)
Age: 33
Homeworld: Summer (Lyran Commonwealth)
Dueling Record (W/L/D): 40/19/14

If the cool and tempered Combine-influenced style of Ming-Na Salonga is "yin", the "yang" in this over-stretched metaphor would have to be Mindy Moore-Stein of Team High Tower. Born on Summer when it belonged to the Republic of the Sphere, by all accounts—some of them even her own—Moore-Stein was a hellraiser in her youth. As she grew older, her antics grew bolder, until she finally crossed the line from petty (and ultimately immature) pranks, to full on "grand theft Agro" when she commandeered an IndustrialMech for a joyride at age twenty.

Moore-Stein's tale gets murky around this point, thanks to the Blackout, but a few short years later, she turned up in Solaris City, itching for a shot at the arenas, and somehow scored a slot in Lynch Stables. It was there that the impulsive MechWarrior at least managed to stick around long enough to pick up a few more skills before a three-game losing streak left her back on the free market.

When she next appeared, of course, she bore the logo of Team High Tower as a backup to "Rapunzel's" original pilot, Dawna Murray. It was here that spectators saw the first glimpse of the Mindy Moore-Stein we know today—the same warrior who would inherit "Rapunzel" after Murray's critical loss to Davita Chass of Team Ohana, and her *Chameleon* "Stitch".

As skilled with her weapons as she is with her BattleMech's fists and feet, Moore-Stein's tactics are aggressive enough to make the most bloodthirsty arena spectators salivate. But she's no mere berserker; the aggressive tactics demonstrate as much psychology as they do brute force, and she has been known to startle her opponents with seemingly reckless charges that leave them briefly stunned and confused. It is then that she truly strikes, capitalizing on their momentary hesitation to land her most telling blows at point-blank range.

Type: TSN-X4R Tessen "Rapunzel"
Technology Base: Mixed Inner Sphere (Experimental)
Tonnage: 50
Battle Value: 1,463

Equipment			Mass
Internal Structure:	Endo Steel		2.5
Engine:	300 XL		9.5
Walking MP:	6		
Running MP:	9		
Jumping MP:	0		
Heat Sinks:	11 [22]		1
Gyro:			3
Cockpit:			3
Armor Factor (Impact):	154		11
		Internal Structure	Armor Value
Head		3	9
Center Torso		16	25
Center Torso (rear)			6
R/L Torso		12	17
R/L Torso (rear)			5
R/L Arm		8	15
R/L Leg		12	20

Weapons and Ammo	Location	Critical	Tonnage
Chain Whip	RA	2	3
ER Large Laser	RT	2	5
RISC Laser Pulse Module	RT	1	1
2 Medium Pulse Lasers (C)	LT	2	4
Angel ECM Suite	CT	2	2
C3 Remote Sensor Dispenser	LA	3	4
Ammo (C3 Dispenser) 4	LA	1	1

Notes: Features the following Design Quirks: Distracting, Protected Actuators

Chassis Summary: Custom GST-10 Variant
Operating Affiliate: Team Eternity, Solaris VII
First Debut: 3144 (Tennessee Valley)
Aftermarket Modifications:
　　Void-Signature System
Clan Ferro-Fibrous Armor
Clan Small ER Pulse Laser

Overview

"Don't ask where she got it."

That's the advice we were given when we began to research the modified *Ghost* known to the warriors and techs of Team Eternity as "Aurora". "It", in this case, does not actually refer to the 'Mech itself, since its chassis type has been in production since just after the Jihad. No, here "it" refers to the most striking piece of technology this machine features: a Void-Signature System.

Although we *were* dying to ask—and have even been tempted to at least inquire if Team Eternity's backers in the Draconis Combine knew about it—it didn't seem worth agitating the enigmatic pilot who drives "Aurora" into battle with the skill and efficiency of a ninja. So, instead, we've taken note of the less-impressive things: the Clan-spec ferro-fibrous armor that replaced its original Capellan-style Starshield Stealth; the single nine-tube MML launcher that appears where once there were twin MML-3s; the loss of the light PPCs in favor of more ER medium lasers. Indeed, even the missing Beagle active probe caught our attention, as did the improved Narc launcher that we've seen used to dispense Haywire pods in battle. These changes certainly helped redefine "Aurora" as a Ghost made for the arenas of Solaris, well suited to the misdirecting tactics of her pilot.

But even the existence of that strange, Clan-tech small laser in the BattleMech's head could not distract us away from the fact that this was a 'Mech that could make itself invisible at will.

Warrior Profile: Marie Costa

Stable/Affiliation: Team Eternity (Free Agent)
Age: 32
Homeworld: Sabik (Rasalhague Dominion)
Dueling Record (W/L/D): 8/2/3

Marie Costa and her *Ghost* "Aurora" are so new to the arenas of Solaris that it's been hard to gauge her full measure. Playing up the mystique angle, this blonde-haired MechWarrior of few words—especially when it comes to her 'Mech's origins—offers few words to give away her past, but a hint of Combine Japanese can be heard in her accent. This comes as little surprise, given that her stated homeworld of Sabik, formerly of the Republic, is still home to sizeable populations of Combine descent. But it's perhaps the missing tip of her left pinky finger, often concealed by her pink pilot's gloves, that most critically hints at a past many Solaran natives know better than to inquire about.

Though she's had few matches to date since her first duel in the Tennessee Valley arena, Costa has already demonstrated the skills of a veteran "MechWarrior ninja". Favoring electronic warfare and stealth tactics to attain her best sniper's position before unloading a storm of laser fire, she often backs up this display of marksmanship with a cloud of smoke missiles meant to aid her in ducking back into cover. Combined with her uncanny discipline and patience, these tactics have won Costa over half of her matches fought to date.

Type: GST-10A Ghost "Aurora"
Technology Base: Mixed Inner Sphere (Experimental)
Tonnage: 50
Battle Value: 1,500

Equipment		Mass
Internal Structure:		5
Engine:	300 XL	9.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	163 (C)	8.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	16	22
Center Torso (rear)		10
R/L Torso	12	17
R/L Torso (rear)		7
R/L Arm	8	15
R/L Leg	12	22

Weapons and Ammo	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
ER Medium Laser	RT	1	1
MML 9	RT	5	6
Ammo (MML) 26/22	RT	2	2
Small ER Pulse Laser (C)	H	1	1.5
Guardian ECM System	LT	2	1.5
ER Medium Laser	LT	1	1
Improved Narc Launcher	LA	3	5
Ammo (iNarc) 4	LA	1	1
Void Signature System	*	7	0

Notes: Features the following Design Quirks: Extended Torso Twist, Difficult to Maintain;*Void-Signature System occupies 1 slot in all body locations except the 'Mech's head

CENSORED

EXPERIMENTAL

Chassis Summary: Custom TR2 Variant
Operating Affiliate: Team New World, Solaris VII
First Debut: 3141 (Tennessee Valley)
Aftermarket Modifications:
- Clan Extralight Engine
- Clan ER Medium Lasers
- Clan Ferro-Lamellor Armor
- Myomer Accelerator Signal Circuitry
- Hatchet

Overview

When it was unveiled in the mid 3050s, the *Wraith* was already an impressive BattleMech. Highly mobile, with respectable armor, and accurate—if somewhat short-ranged—laser weapons, it was ideal for scouting and raiding. The *Wraith* was best at making life a living hell for anyone unfortunate enough to be pestered by a 'Mech that could leap hundreds of meters from cover, pepper a target with laser pulses, then dart away without a scratch.

For the modified variant known as "Pocahontas", the order of the day was to keep the best features of this hundred-year-old machine and make it even better. With Clan ferro-lamellor armor improving its resistance to nearly all forms of damage, MASC boosting its land speed, and Clan-spec ER lasers replacing the Sphere-made pulse tech, "Pocahontas" can run faster, take more of a pounding, and deliver more firepower at greater range than its predecessor. Adding to this the fact that even its engine has been traded in for a Clan-spec model, and this machine is even more durable than ever.

But this wouldn't be an arena-worthy 'Mech without a little something extra, and even though it's tame by comparison to other competitors, the techs at Team New World have fitted "Pocahontas" with a hatchet to complete her ensemble and give her a powerful point-blank punch. While the shape and style of this weapon are fairly mundane, many of this team's fans have taken to calling it "Pocahontas' tomahawk". (It remains to be seen, however, if any of Team New World will ever adopt that term for themselves.)

Warrior Profile: Ira Kuhn-Bedard

Stable/Affiliation: Team New World (Free Agent)
Age: 34
Homeworld: Dayr Khuna (Free Worlds League)
Dueling Record (W/L/D): 28/16/4

On the battlefields of the Inner Sphere, Ira Kuhn-Bedard would make the perfect scout, not just for the speed of her modified *Wraith* "Pocahontas", but for her the way her own talents blend with its abilities. Particularly at home in natural terrain, as seen in her debut Tennessee Valley match back in '41, as well as her many bouts since in the New Hartford Gardens and Jungle venues, Kuhn-Bedard can navigate through foliage as easily as most other warriors handle open ground, and can make the most of that same natural cover once her opponent opens fire.

In addition to this skill, Kuhn-Bedard has the kind of perception any recon force would prize, and has used it on many occasions to evade traps and pitfalls on arena floors all over Solaris. For these reasons, many fans often refer to this dark-haired beauty of mixed Indian-AmerIndian descent as "The Ranger", and she has rapidly become the darling of Team New World's free agency.

Type: TR2-P Wraith "Pocahontas"
Technology Base: Mixed Inner Sphere (Advanced)
Tonnage: 55
Battle Value: 2,051

Equipment		Mass
Internal Structure:	Endo Steel	3
Engine:	385 XL (C)	22
Walking MP:	7	
Running MP:	11 (14)	
Jumping MP:	7	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor (Lamellor):	119 (C)	8.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	18	18
Center Torso (rear)		6
R/L Torso	13	15
R/L Torso (rear)		5
R/L Arm	9	10
R/L Leg	13	13

Weapons and Ammo	Location	Critical	Tonnage
2 ER Medium Lasers (C)	RA	2	2
Hatchet	RA	4	4
2 ER Medium Lasers (C)	LA	2	2
MASC	LT	3	3
Jump Jets	RT	3	1.5
Jump Jet	CT	1	.5
Jump Jets	LT	3	1.5

Notes: Features the following Design Quirks: Hyper-Extending Actuators, Jettison-Capable Weapon (Hatchet), Narrow Profile, Cramped Cockpit

EXPERIMENTAL

Chassis Summary: Custom Undine Remodel
Operating Affiliate: Team Triton, Solaris VII
First Debut: 3145 (Arena Amazonia)
Aftermarket Modifications:
Upgraded Weight

Overview

The "Sebastian" is a battlesuit specifically configured for intense underwater combat, where even the mightiest 'Mech might be felled by a well-placed shot. To facilitate a quick—and embarrassing—kill, this modified form of the Clan's Undine suit has upgraded its mass and used the extra weight to improve its armor and weapons. This version can now withstand a hit from all grades of Inner Sphere-spec lasers and even light PPCs with little chance for critical failure. At the same time, this armor can dish out twice the laser fire of the original model, backed up by a pair of multi-purpose SRM launchers for truly amphibious combat.

Retaining a Clan-spec chassis, the "Sebastian" continues to benefit from the perks of Clan engineering, including the HarJel sealing system that has always made Clan battlesuits so resilient. It also retains the underwater maneuvering system of the original Undine, which keeps it mobile—and therefore deadly—in submerged combat. Though the increased weight does preclude its effective use as an anti-'Mech swarmer, the "Sebastian" adds a second battle claw, not only to maintain its ability to ride on friendly OmniMechs, but also to enhance its deadliness in infantry-scale arena matches.

Warrior Profile: Samson Wright

Stable/Affiliation: Team Triton (Free Agent)
Age: 32
Homeworld: Solaris VII (Wolf Empire)
Dueling Record (W/L/D): 10/6/5

Leading a team of custom-built Undine battlesuits "under the sea" takes a special kind of infantryman. After all, underwater combat—especially when encased in one and a half tons of armor, with no means of fast egress—is only slightly less dangerous than doing so in the vacuum of space. Samson Wright, however, takes the dangers in stride, often affecting a rich accent reminiscent of Terra's Caribbean Isles when regaling reporters with the tales of all the times he nearly drowned (or otherwise died) in the Solaris arenas.

Originally a pit fighter on the exoskeleton and power armor circuit, Wright has seen action in all of the popular infantry-focused venues on Solaris, including the Black Hills Urban Combat Zone, and the Arena Amazonia. But his pre-fighting background as a rescue diver off the Grayland coasts came into play when he joined Team Triton to lead its unique squad of support troopers. There, Wright has used his past experience to teach his warriors how to find the best weak points on any submerged target.

Type: Undine "Sebastian"
Technology Base: Clan (Tournament Legal)
Chassis Type: Humanoid
Weight Class: Heavy
**Maximum Weight:** 1,500 kg
Battle Value: 44
Swarm/Leg Attack/Mechanized/AP: No/No/Yes/No
Notes: Features the following Design Quirks: Non-Standard Parts

Equipment	Slots	Mass
Chassis:		400 kg
Motive System:		
Ground MP:	1	0 kg
UMU MP:	3	480 kg
Manipulators:		
Left Arm:	Battle Claw	15 kg
Right Arm:	Battle Claw	15 kg
Armor:	Standard	225 kg
Armor Value: 9 + 1 (Trooper)		

Weapons and Equipment	Slots Location	(Capacity)	Mass
ER Micro Laser	RA	1	150 kg
SRM/T 1 (OS)	Body	2	20 kg
SRM/T 2 (OS)	Body	2	40 kg
ER Micro Laser	LA	1	150 kg

Chassis Summary: Custom Sylph Remodel
Operating Affiliate: Team Neverland, Solaris VII
First Debut: 3144 (Black Hills Urban Combat Zone)
Aftermarket Modifications:
    Upgraded Weight

Overview

Like the Undine "Sebastian", "Tinkerbelle" is another weight-upgraded rebuild of an existing Clan battlesuit model. In this case, the base chassis of a lightweight Sylph was increased in mass to improve its armor and weapon options, without sacrificing the suit's airborne mobility or its anti-'Mech attack options.

Once more, "Tinkerbelle" draws on Clan engineering that retains HarJel technology and the life support systems keeping its warrior battle-ready even when compromised. This has also enabled the use of lighter-weight Clan armor, which has been upgraded here by sixty percent over the original. As a result, the "Tinkerbelle" can sustain hits from all but the heaviest lasers and autocannon, while still closing in to swarm its target. Trading the original Sylph's bomb rack for a five-pack of SRMs also gives it a little extra punch, allowing a squad of these up-sized air Elementals to put some serious hurt on even a medium BattleMech.

These features—made possible for Team Neverland by its FedSuns backers—have proven a winning combination in many armored infantry matches, especially in built-up arenas like the Scrapyard, the Black Hills UCZ, and the Crankshaft.

Warrior Profile: Jillian Robertson

Stable/Affiliation: Team Neverland (Free Agent)
Age: 36
Homeworld: Oliver (Wolf Empire)
Dueling Record (W/L/D): 26/18/9

Seeing Jillian Robertson outside of her armor, and hearing her speak, can possibly cause a man's mind to break from all the conflicting signals. Her muscular build betrays a mixed parentage (her father was a Hell's Horses Elemental who mustered out of Republic militia service, and her mother was a factory worker of Lyran descent). Meanwhile, her singsong voice and facial features are so youthful and delicate that it almost seems like her head had been transplanted from another body entirely. Throwing in the fact that Robertson takes supreme delight in dressing like a teenage model, and the juxtapositions shatter more than a few chauvinistic notions of beauty and femininity.

Robertson's whimsical—almost "coquettish"—sense of humor even carries into her combat style. She often leads her squad of custom Sylph "Tinkerbelles" through a series of erratic maneuvers, as if trying to actually mimic the movement of mythical faeries in order to distract enemy fire. In fact, these maneuvers are often carefully choreographed to account for their target's position and terrain, to help maximize the squad's effectiveness with its limited—but very powerful—missile fire.

Oh, and have we mentioned that she and Driscan are an item? No? Digest that image for a while, folks!

Type: Sylph "Tinkerbelle"
Technology Base: Clan (Tournament Legal)
Chassis Type: Humanoid
Weight Class: Medium
Maximum Weight: 1,000 kg
Battle Value: 52
Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/No
Notes: Features the following Design Quirks: Non-Standard Parts

Equipment	Slots	Mass
Chassis:		250 kg
Motive System:		
Ground MP:	1	0 kg
VTOL MP:	5	300 kg
Manipulators:		
Left Arm:	Basic Manipulator	0 kg
Right Arm:	Basic Manipulator	0 kg
Armor:	Standard	200 kg
Armor Value: 8 +1 (Trooper)		

Weapons and Equipment	Slots Location	(Capacity)	Mass
ER Micro Laser	RA	1	150 kg
SRM/T 5 (OS)	Body	3	100 kg
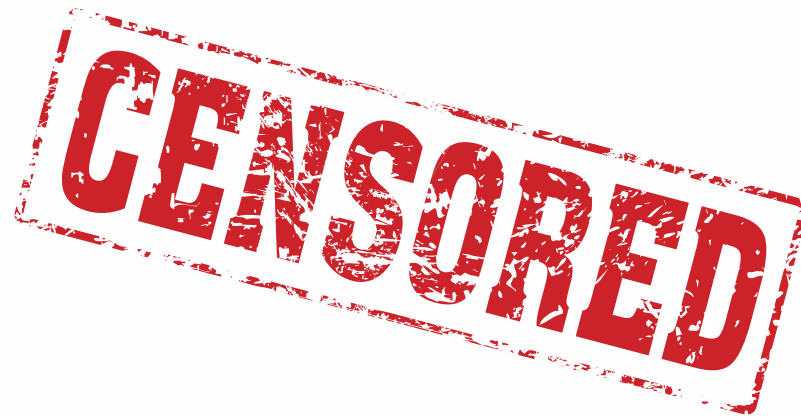
Chassis Summary: Custom Gnome Hybrid Refit
Operating Affiliate: Team Magic Mirror, Solaris VII
First Debut: 3140 (Black Hills Urban Combat Zone)
Aftermarket Modifications:
Inner Sphere Chassis
Clan SRM 6 One-Shot
Clan Standard Armor
Variable-Speed Pulse Laser

Overview

Last—but certainly not least—among this year's Royal Fantasy battlesuit mods comes the "Dwarf", a hybrid refit of the Clans' Gnome. The unique modifications of this suit took a lot of people by surprise, not only for its mobility and firepower, but also because its operators at Team Magic Mirror have consistently fielded these suits in seven-man squads.

Unlike the "Sebastian" and "Tinkerbelle" remodels, the "Dwarf" Gnome suits actually weigh the same as the original Clan battle armor upon which they are based. And while they do support less protection than their baseline, the secret to attaining their improved firepower—which includes six-pack SRM launchers, small variable-speed pulse lasers, and even vibroblade battle claws for the personal touch against competing infantry—actually lies beneath their skin.

Eschewing Clan HarJel in favor of an internal chassis of Inner Sphere manufacture, the "Dwarf's" Confederation-backed refit saves weight that otherwise would have forced an up-size to the assault category. Combined with an armor reduction that still leaves the suit sturdy enough to take a direct PPC strike, this weight savings leaves enough room not only for its weapons package, but also the magnetic clamp system Team Magic Mirror uses to transport the squad into battle even without an OmniMech.

Team Profile: "The Seven Dwarfs"

Stable/Affiliation: Team Magic Mirror (Free Agent)
Age: Variable
Homeworld: Variable
Dueling Record (W/L/D): 30/17/8

Using a series of call signs that rotate from battle to battle, Team Magic Mirror's "Seven Dwarfs" squad consists of warriors nicknamed "Doc", "Dopey", "Grumpy", "Happy", "Sleepy", "Sneezy", and "Bashful"—and one would have to work rather hard to figure out who is who at any given time. But make no mistake, folks: this oversized battle armor squad is well organized under the command of Capellan-born warrior Raulo Ashwani.

Ashwani's tactic of misdirection applies to more than just swapping nicknames between bouts. Against all odds, it seems, he has managed to train his group of hulking brutes in stealthy maneuvering, even while under fire. This unique tactic, in which his troopers appear to melt into the terrain while they move, is ineffective against advanced sensor probes, but works well enough against most conventional battlefield detection to keep their opponents guessing.

When asked about his upbringing and how he developed his unique talent for misdirection, Ashwani most often smiles enigmatically and replies "in the salt mines".

Type: Gnome "Dwarf"
Technology Base: Mixed Inner Sphere (Advanced)
Chassis Type: Humanoid
Weight Class: Heavy
Maximum Weight: 1,500 kg
Battle Value: 53
Swarm/Leg Attack/Mechanized/AP: No/No/Yes/Yes
Notes: Features the following Design Quirks: Non-Standard Parts, Modular Weapons

Equipment		Slots	Mass
Chassis:			300 kg
Motive System:			
Ground MP:		1	0 kg
Jump MP:		2	250 kg
Manipulators:			
Left Arm:	Battle Vibro-Claw		50 kg
Right Arm:	Armored Glove		0 kg
Armor:	Standard (C)		250 kg
Armor Value: 10 +1 (Trooper)			

Weapons and Equipment	Slots Location	(Capacity)	Mass
Magnetic Clamps	RA	2	30 kg
Small VSP Laser	LA	2	500 kg
SRM 6 (OS) (C)	Body	4	120 kg

EXPERIMENTAL

The Solaris VII Royal Fantasy Tournament (S7RFT) is a unique exhibition match series tailored to small teams and stables, rather than the major state- and conglomerate-backed competitors. These tournaments may not be the epic duels where one might see the next Kai Allard-Liao or Gray Noton, but what they lack in power players, they more than make up for in showmanship and character.

The 3146 S7RFT is particularly unique in that it has assembled something of a running theme this year, with all of its qualifying warriors and their teams bringing BattleMechs and battle armor suits inspired by heroines of classic folktales. Combining their unique skills with some of the latest and greatest developments in combat technology, these gladiators—most of them the "fairest in the land"—are sure to make 3146 a year to remember!

The following rules are presented to reflect the specialties and skills of the various teams taking part in the 3146 S7RFT. While their preceding Technical Readout specs and accompanying Record Sheets will enable players to quickly jump into duels featuring these unusual war machines, the following rules section adds more features to enhance game play.

As ever, these rules remain optional. Gamemasters and players should all agree on using any of these supplemental rules before play begins, and feel free to modify any rule that seems inappropriate for their campaign. Although the 3146 S7RFT *is* a tournament, after all, the technologies and special rules presented here may not be suitable for classic Tournament-Legal play under *Total Warfare*.

Players may also feel free to use these rules in other game situations, if appropriate, so what we're basically saying is: Have some fun with this!

Overlapping Abilities and Advantages

If opposing champions possess identical abilities or advantages, the advantages cancel each other out. For example, if both sides possess the advantage of choosing their home side of the map, this advantage is lost and the home edges are selected in the order indicated by the players' Initiative rolls.

Optional Solaris Arena Rule: Crowd Participation

The duels of Solaris VII have been a spectator sport for centuries, and how the crowds react to their champions while they duke it out can have an impact on a warriors' career and possibly even the fight at hand. A flashy warrior whose actions elicit "oohs" and "aahs" from a packed audience is a definite keeper to his or her stable even if his battlefield skills are mediocre at best. Meanwhile, a veteran warrior who manages to merely survive an otherwise fair exchange of deadly blows might come off as unimaginative and unimpressive to the crowd, and soon finds himself on the stable's "B-list" for filler matches and the like.

Since many warriors like to hear the crowd's reactions during battle, most arenas allow them to patch into the announcer's chatter and audio pick-ups in the stands so they can gauge the audience reactions for themselves. This makes it possible for the audience to influence the outcome of a fight, as their reactions can impact the warrior's own morale and combat effectiveness.

Players who wish to use this optional "crowd participation" rule must agree to its use beforehand, reflecting a mutual decision of the challengers to have the crowd reactions and commentary piped into their units' comm channels throughout the fight. During the End Phase of every combat turn, each side receives (or loses) points based on the events that took place during that turn. These points are indicated on the Crowd Participation Points Table, where positive points reflect cheers and chants from the crowd and praise from fight commentators, while negative points represent boos, jeering, and criticism.

Once these points are tallied, each side's controlling player rolls 2D6 and adds that value to the number of points they have gained. On a result of 9+, the crowd is "with" that player's side, and their support translates to a +1 Initiative modifier during the following turn; on a result of 12+, the crowd support increases the Initiative modifier to +2, and adds a –1 target modifier to all of that side's Gunnery and Piloting Skill rolls. On a result of 4 or less, however, the crowd has grown hostile or cool toward the player's side, resulting in a –1 Initiative modifier during the following turn. A result of 1 or less demoralizes the player's side even further, dropping its Initiative modifier to –2, and adding a +1 target modifier to all of its Piloting and Gunnery Skill rolls.

Each turn's points are tallied separately for the effects of crowd participation, so their effects do not accumulate from turn to turn. In the event of team matches, the points earned must be assessed by all warriors in the team, so it is possible for an excellent performance by one teammate to be wholly negated by a bad showing in his partner. Crowd support is not exclusive; it is possible for the crowd to be "with" or "against" both sides in a duel.

Optional Super Secret Solaris Seven Special Surprise: Power-Ups!

Only on the Game World! Am I right?

Players with access to the special power-up rules not really found in *Tactical Operations* (http://catalystgamelabs.com/download/previews/13-TacOps-PowerUps.pdf) may find it amusing as all get-out to employ those in any of these matches. The author of this product, however, accepts all responsibility for the hilarity and the arguments that will ensue as a result….

TEAM-SPECIFIC RULES

The following special abilities and base Gunnery and Piloting (or Anti-'Mech) Skills for the teams and warriors featured in this volume are presented below. For the sake of uniformity, these rules are described as they apply to games using *BattleTech*'s core war game rules, as used in *Total Warfare* and *Tactical Operations*.

References to role-playing rules from *A Time of War* are given for players familiar with that system. (While the two game systems are mechanically compatible, *Total Warfare* applies most Skill modifiers to target numbers—sometimes referred to as to-hit numbers—while *A Time of War* applies its Skill modifiers to the dice roll.)

Affiliations for these teams are also given, to assist in determining any modifiers if the Crowd Participation rules are in play. It should be noted, however, that the individualistic nature of most Solaris gladiators is such that national affiliations are often more about which faction currently pays the warrior to wear its symbol and color than an actual political or social alignment.

Team Triton (Affiliation: Magistracy of Canopus)

Team Triton consists of the AGT-UA *Agrotera* "Ariel" (piloted by Judith Benson; Gunnery/Piloting Skills: 4/4), and a four-man squad of Undine "Sebastian" battlesuits (commanded by Samson Wright; Gunnery/Anti-'Mech Skills: 3/3).

CROWD PARTICIPATION POINTS TABLE

Event	Points
"Home" crowd**	+2
"Away" crowd**	–2
Each 20 points* dealt to opponent	+1
Each 20 points* received from opponent	–1
Player delivered successful physical attack	+1
Player fell while making/suffering physical attack	–1
Player delivered a head shot to opponent	–1
Player received a head shot from opponent	+1
Player suffered critical damage this turn	–1
Player dealt critical damage this turn	+1
Player suffered ammunition explosion	–1
Player caused opponent's ammo explosion	+1
Player has lost Initiative for 3+ consecutive turns	–1
Player has won Initiative for 3+ consecutive turns	+1
Team Matches Only:	
Player unit surrenders	–2
Player unit destroyed	–3
Player unit warrior(s) killed	+2
Opponent unit surrenders	+2
Opponent unit destroyed	+3
Opponent unit warrior(s) killed	–2

* Or fraction thereof.
** "Home" crowd advantage only applies if the arena is affiliated with the same faction as the player's stable, such as Silesia arena (Steiner) and Lion City Stables (also Steiner). "Away" crowd disadvantage only applies when the arena is affiliated with the same faction as the opposing player's stable. In all other circumstances, neither modifier applies. These modifiers only apply to the five major arenas of Solaris City: Boreal Reach, the Factory, Ishiyama, the Jungle, and Steiner Coliseum.

EXPERIMENTAL

"Ariel": Judith Benson has the Antagonizer special piloting ability (see p. 69, *AToW Companion*), with WIL and CHA scores of 5 and 6, respectively. This enables her to make a special psychological attack against a single opponent by rolling 2D6 against a TN of 12, and adding 11 to the roll result. Her opponent must then counter with a similar 2D6 roll, adding his WIL score to the roll result (or 6, if no WIL score is specified for that warrior).

If Benson's modified result is higher than that of her opponent's, the opposing unit becomes enraged for a number of turns equal to the amount by which Benson's modified roll result exceeded his. While enraged, Benson's opponent *must* move toward her unit (and hers alone), at his best possible speed, and may execute weapon or physical attacks only against her unit. However, to maintain her opponent's attention, Benson cannot move more than 10 hexes away from her opponent, nor can her raging opponent be struck by an attack from any other unit except hers.

Although her estranged brother, Robert, is a member of Team Teapot, Judith Benson has no compunctions against attacking either member of that team, should they face each other in the arenas of Solaris VII. This is in marked contrast to how Robert Benson will behave, as indicated by the Team Teapot rules below.

"Sebastian" Squad: When engaging underwater targets, Samson Wright's battle armor squad is particularly adept at scoring hull breaches. When making a hull breach check for damage caused by Wright's squad, apply a +1 modifier to the breach roll result (see p. 121, *TW*).

Team Neverland (Affiliation: Federated Suns)

Team Neverland consists of the BCN-6PX *Buccaneer* "Pan" (piloted by Robert Driscan; Gunnery/Piloting Skills: 3/2), and a four-man squad of Sylph "Tinkerbelle" battlesuits (commanded by Jillian Robertson; Gunnery/Anti-'Mech Skills: 2/3).

"Pan": Robert Driscan possesses the Swordsman Special Piloting Ability (see p. 67, *AToWC*), which not only grants him a –1 to-hit modifier and +1 damage points to all Physical Attacks, it also enables him the ability to execute a special Aimed Shot or Piercing Strike attack with his BattleMech's sword. The Aimed Shot applies the same rules as a direct-fire energy weapon attack using a targeting computer (see p. 143, *TW*), with any special melee weapon modifiers added in. To execute a Piercing Strike instead, Driscan's sword attack will suffer a +2 to-hit modifier, but makes an additional Critical Hit Check on a successful attack, even if his opponent's armor has not been breached (if armor is still present after this attack, the Critical Hit Check receives a –1 roll modifier).

The Aimed Shot and Piercing Strike attacks may not be combined in the same attack, nor may they be used with any non-weapon physical attacks (including punch, push, kick, charge, and Death from Above).

"Tinkerbelle" Squad: Jillian Robertson's battle armor squad has learned to make the most of its missiles (which Robertson refers to as "magic dust"). Apply a +2 modifier on the Cluster Hits Table for any successful missile attack by this squad.

Team Genie (Affiliation: Lyran Commonwealth)

Team Genie consists of the PXH-7KJ *Phoenix Hawk* "Jasmine" (piloted by Lindsey Larkin; Gunnery/Piloting Skills: 3/3), the VT-5ML *Vulcan*

"Aladdin" (piloted by Scout Weinger; Gunnery/Piloting Skills: 4/6), and a CLR-03OMM *Celerity* drone nicknamed "Rajah" (remotely controlled by Rodric Wilhelm; Gunnery/Piloting Skills: 4/4).

"Jasmine": Lindsey Larkin possesses the Maneuvering Ace Special Piloting Ability (see p. 223, *AToW*), which grants her 'Mech the ability to execute lateral shifts like a quad (see p. 50, *TW*), and also grants her a –1 target modifier to avoid skidding.

"Aladdin": Scout Weigner possesses the Jumping Jack Special Piloting Ability (see p. 223, *AToW*), which means that he suffers only a +1 to-hit modifier for any attacks he makes while using Jumping MP, instead of the usual +3 to-hit modifier.

"Rajah": Rodric Wilhelm possesses the Animal Mimicry Special Piloting Ability (see p. 65, *AToWC*), which grants his drone an additional –1 target modifier for all Piloting Skills, and reduces the additional MP cost for wooded terrain by 1.

Tournament Note: In the first round of the Solaris VII Royal Fantasy Tournament, Team Genie may use all three of these units together. In the second round, Team Genie may not field Weignar's "Aladdin". In the third round, only "Jasmine" may take to the field.

Team Godmother (Affiliation: Federated Suns)

Team Godmother consists of the CH11-NGC *Gunsmith* "Cinderella" (piloted by Eileen Woods; Gunnery/Piloting Skills: 3/3), and two "FrankenMechs" nicknamed "Anastasia" and "Drizella" (piloted respectively by Lucy Blessed; Gunnery/Piloting Skills: 6/6 and Rhonda Wilkins; Gunnery/Piloting Skills: 6/6).

"Cinderella": Eileen Woods possesses the Natural Grace Special Piloting Ability (see p. 224, *AToW*), which grants her a –1 target modifier to any Piloting Skill rolls to avoid falls, pilot injury in falls, damage from moving through buildings, and setting off minefields. Her 'Mech also gains the ability to twist by 2 hex sides in a turn (rather than 1), to flip its arms into the rear arc despite having lower arm actuators, and to reduce the MP costs for ultra-heavy woods, ultra-heavy jungles, and all buildings, by 1.

"The Stepsisters": Woods' partners are extremely reliant on her leadership in battle. If "Cinderella" is disabled or her teammates are otherwise forced to fight without her, they will suffer a –2 Initiative roll modifier as Blessed and Wilkins begin to bicker with and second-guess one another.

Tournament Note: In the first round of the Solaris VII Royal Fantasy Tournament, Team Godmother may use all three units together. In the second round, "Drizella" may not be fielded. In the third round, only "Cinderella" is available.

Team Teapot (Affiliation: Duchy of Andurien [Former Free Worlds League])

Team Teapot consists of the WTC-4MB *Watchman* "Belle" (piloted by Penny O'Hara; Gunnery/Piloting Skills: 3/4), and a VLP-1DX *Vulpes* drone nicknamed "The Beast" (remotely controlled by Robert Benson; Gunnery/Piloting Skills: 6/4).

"Belle": Penny O'Hara possesses the Tactical Genius Special Pilot Ability (see

p. 225, *AToW*). This enables her to reroll any Initiative at will, taking the second roll result (even if it is worth than the first). This also allows her team to ignore any effects of communications disruption (but not sensor disruptions). As a result, her "Beast" drone will not shut down or go berserk as a result of ECM interference.

"The Beast": Robert Benson possesses both the Melee Master and Melee Specialist Special Pilot Abilities (see pp. 223-224, *AToW*). This not only grants the 'Mech he controls a –1 to-hit modifier for all physical attacks, and an additional 1 point of damage per successful attack, it also grants the ability to execute one extra punch, kick, club, or BattleMech melee weapon attack per turn. This bonus attack may even accompany a charge or Death from Above attack, so long as all other physical attack conditions are met (such as not firing weapons in the same limb).

Benson's familial relationship with Judith Benson of Team Triton may be strained, but not enough that he will willingly engage his sister in combat, even via the controls of "The Beast". Recognizing this, O'Hara has vowed that, should Team Teapot find itself facing Team Triton in the arenas, "The Beast" will leave "Ariel" alone, and "Belle" will handle her, woman-to-woman. If O'Hara's 'Mech is defeated by Team Triton first and Benson's "Beast" still stands (somehow), Robert Benson must make a 2D6 roll at the End Phase of that turn, and will only resume the match if the result is 9 or higher.

Tournament Note: In the first and second rounds of the Solaris VII Royal Fantasy Tournament, Team Teapot may use both of these units together. In the third round, only "Belle" will be available.

Team Magic Mirror (Affiliation: Capellan Confederation)

Team Magic Mirror consists of the CAL-1MAFSW *Calliope* "Snow White" (piloted by Adrienne Caselotti; Gunnery/Piloting Skills: 4/4), and a seven-man squad of Gnome "Dwarf" battlesuits (commanded by Raulo Ashwani; Gunnery/Anti-'Mech Skills: 3/3).

"Snow White": Adrienne Caselotti possesses the Eagle's Eyes Special Pilot Ability (see pp. 69-70, *AToWC*), which grants her 'Mech the effective capabilities of a Beagle Active Probe with a range of 1 hex (+1 hex if she pilots a 'Mech that already has an active probe). Furthermore, all attempts to avoid damage from minefields, pit traps, and the like are improved by 2 points (add +2 to a minefield's target number to attack; apply a –2 Piloting Skill target modifier to avoid pit traps in Ishiyama, and so forth).

"The Dwarfs": Unique among battle armor formations across the Inner Sphere, Raulo Ashwani's squad of "Dwarfs" is seven troopers strong, and yet maintains its ability to ride into battle using the rules for Mechanized Infantry, thanks in part to their use of magnetic clamps. When riding on a BattleMech in this fashion, the seventh trooper (Ashwani himself) clings to the back of the 'Mech's head—and thus may be struck by any attack to the 'Mech that hits the head location from the rear. Because of their oversized formation, however, the "Dwarfs" reduce Walking/Cruising MP of their transporting unit by 1, even if the unit is an Omni.

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Although the record sheets for Ashwani's "Dwarfs" show the unit as two combat elements, this squad always moves and attacks as one. Due to the weight of their battlesuits, the "Dwarfs" are incapable of delivering Anti-'Mech swarm and leg attacks, but their weapon attacks continue to follow standard rules (see pp. 217-219, *TW*). When the squad suffers damage, the attacker determines which trooper is hit as if the squad were comprised of only six troopers, leaving Ashwani's seventh suit unharmed until one of the others is eliminated. Once reduced to six troopers (or less), Ashwani's trooper replaces the lowest-numbered dead trooper in the squad for the remainder of the scenario. For example, if "Dwarf" troopers 2 and 4 are marked off by damage during one attack, Ashwani's number 7 "Dwarf" becomes the new "Dwarf" number 2, and the squad continues to function normally.

In addition to all of the above, the "Dwarfs" are masters of misdirection and stealth that belies the heavy weight of their armor. To reflect this, any time this squad enters a terrain type other than Clear or Paved while using their Ground MP (as opposed to Jumping MP), it may opt to "sneak" into any adjacent hex—so long as the terrain of the target hex may be legally entered by battle armor using Ground MP. The "sneaking Dwarfs" are removed from the board and treated as a hidden unit in their new hex, which the controlling player must note on a piece of scrap paper (see pp. 29-260, *TW*). Like any other hidden unit, the "Dwarfs" will be revealed by hostile active probes, an opposing unit entering their hex (or one adjacent to them), or the moment that they next move or fire.

Tournament Note: In the first and second rounds of the Solaris VII Royal Fantasy Tournament, Team Magic Mirror may use both "Snow White" and her special seven-"Dwarf" squad together. In the third round, only "Snow White" may be deployed.

Team Brave (Affiliation: Lyran Commonwealth)

Team Brave consists of the TBT-7MM *Trebuchet* "Merida" (piloted by Kaley Macdonald; Gunnery/Piloting Skills: 3/4).

"Merida": Kaley Macdonald possesses both the Oblique Attacker Special Piloting Ability (see p. 221, *AToW*), and the Cluster Hitter Special Piloting Ability (see p. 64, *AToWC*). The Oblique Attacker ability enables her to deliver indirect-fire LRM attacks at a –1 to-hit modifier. These indirect attacks can be executed even without a spotter as long as Macdonald makes a successful Piloting Skill roll to acquire her target first (a failed Piloting Skill roll means that she is too uncertain of her target's position to risk the shot).

The Cluster Hitter ability further improves Macdonald's effectiveness with missiles by adding an additional –1 to-hit modifier for all attacks using missile weapons, unless she chooses to execute a special Aimed Shot attack with them instead. If Macdonald *does* opt for an Aimed Shot attack with her missiles—allowed only in a turn in which she has not spent any MP—her attack receives a +3 to-hit modifier in place of the –1 mentioned above, but will deliver all of her missile hits to a single location, rather than dispersing them each 5-point damage group.

Team Rebel Alliance (Affiliation: Republic of the Sphere)

Team Rebel Alliance consists of the *Clint IIC* 2L "Leia" (piloted by Carolyn Fischer; Gunnery/Piloting Skills: 3/3).

"Leia": Carolyn Fischer possesses the Sniper Special Pilot Ability (see p. 221, *AToW*), which reduces by half (rounding down to a minimum of 0) all range modifiers for her weapon attacks. In addition, she also has the Speed Demon Special Pilot Ability (see p. 224, *AToW*), which enables her to add 1 MP to her 'Mech's Running speed, and +2 MP to its Sprinting speed.

Fischer's past experience as a resistance fighter during the early Blackout years has exposed within her a natural aptitude for 'Mech tactics that translates to a +2 Initiative roll modifier, so long as she either fights alone or commands a team no larger than five units in strength. Furthermore, if targeted by an Antagonizer or Demoralizer special ability, Fischer has an effective WIL score of 8.

Team Samurai (Affiliation: Draconis Combine)

Team Samurai consists of the HKZ-1FM *Hitotsume Kozo* "Mulan" (piloted by Ming-Na Salonga; Gunnery/Piloting Skills: 4/3).

"Mulan": Ming-Na Salonga possesses the Dodge and Melee Specialist Special Piloting Abilities (see pp. 222 and 224, *AToW*). The Dodge ability enables her to make a special Piloting Skill roll any time an opponent attempts a physical attack against her 'Mech. If the margin of success for Ming-Na's Piloting Skill roll exceeds that of her opponent's attack, she succeeds in dodging the incoming blow. (This ability offers no protection against ranged weapon attacks, however.)

The Melee Specialist ability, meanwhile, grants Ming-Na a –1 to-hit modifier when attempting her own physical attacks, and applies an additional +1 point of damage to any physical attacks she successfully executes.

Team High Tower (Affiliation: Lyran Commonwealth)

Team High Tower consists of the TSN-X4R *Tessen* "Rapunzel" (piloted by Mindy Moore-Stein; Gunnery/Piloting Skills: 3/3).

"Rapunzel": Mindy Moore-Stein has made the unique nature of her BattleMech an intimidating presence on the battlefield, which translates into the Demoralizer Special Pilot Ability (see p. 225, *AToW*). With WIL and CHA scores of 6 and 5, respectively, this enables her to make a special psychological attack against a single opponent by rolling 2D6 against a TN of 12, and adding 11 to the roll result. Her opponent must then counter with a similar 2D6 roll, adding his WIL score to the roll result (or 6, if no WIL score is specified for that warrior).

If Moore-Stein's modified result is higher than that of her opponent's, the opposing unit becomes demoralized for a single turn. While demoralized, Moore-Stein's opponent cannot move faster than its Walking/Cruise MP, and may not willfully approach her 'Mech (though momentum from a skid, blocking terrain, and Moore-Stein's own movement may force them closer together regardless). Furthermore, the demoralized opponent will suffer a +1 to-hit modifier for all attacks made against Moore-Stein's 'Mech, due to the overwhelming fear and uncertainty she has elicited.

In addition to this ability, Moore-Stein can project a "zone of control" in front of her 'Mech in any turn where she has lost the Initiative or otherwise moves before her chosen opponent (see p. 193, *TO*). To exert this zone of control, Moore-Stein must move her 'Mech adjacent to an opposing unit, leaving at least 1 MP of movement unspent, *and* her final facing must be toward said opponent. Once these conditions are met, the opposing unit cannot use any ground-based movement to pass through the adjacent hexes to either side of Moore-Stein's 'Mech, and must either jump to get around her, or begin its movement by turning or backing away to move around those adjacent hexes as well.

Team Eternity (Affiliation: Draconis Combine)

Team Eternity consists of the GST-10A *Ghost* "Aurora" (piloted by Marie Costa; Gunnery/Piloting Skills: 3/3).

"Aurora": Everything about Marie Costa and her BattleMech is tailored to sneaking to long range and sniping at her enemies. She possesses both the Sniper and Range Master (Long) Special Pilot Abilities (see p. 221, *AToW*). These abilities not only reduce the range modifiers for her weapon attacks by half (rounded down, to a minimum of 0), but also trades her Long range target modifier for that of her normal Short range modifier. In other words, Costa suffers a +2 to-hit modifier for weapon attacks made at Short range, a +1 to-hit modifier for attacks made at Medium range, and a +0 to-hit modifier for attacks made at Long range. If Extreme-range rules are being used, Costa suffers a +3 to-hit modifier for attacks made at that range.

Costa's emphasis on using stealth and evasion to achieve her ideal sniping range also prompts her to load her Improved Narc Launcher with either ECM or Haywire pods (see p. 141, *TW*), while the munitions she prefers for her MML 9 launcher consist of a ton each of Tandem-Charge SRMs (see p. 373, *TO*) and Smoke LRMs (see p. 371, *TO*).

Finally, if targeted by an Antagonizer or Demoralizer special ability, Costa has an effective WIL score of 8.

Team New World (Affiliation: Free Worlds League)

Team New World consists of the TR2-P *Wraith* "Pocahontas" (piloted by Ira Kuhn-Bedard; Gunnery/Piloting Skills: 4/4).

"Pocahontas": Ira Kuhn-Bedard possesses both the Terrain Master/Forest Ranger and Eagle's Eyes Special Piloting Abilities (see pp. 68-70, *AToWC*). The Terrain Master/Forest Ranger ability reduces all MP costs for woods and jungle terrain types by 1, while also granting a –1 target modifier to all Piloting Skill rolls needed to cross through jungle terrain hexes. In addition, attacks against Kuhn-Bedard apply an additional +1 to-hit modifier if her 'Mech is standing in woods or jungle hexes of any kind.

The Eagle's Eyes ability, meanwhile, grants "Pocahontas" the effective capabilities of a Beagle Active Probe with a range of 1 hex (or +1 hex if Kuhn-Bedard pilots a 'Mech that already has an active probe). Furthermore, all of her attempts to avoid damage from minefields, pit traps, and the like are improved by 2 points (add +2 to a minefield's target number to attack; apply a –2 Piloting Skill target modifier to avoid pit traps in Ishiyama, and so forth).

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SOLARIS ARENAS

This PDF includes ten of Solaris VII's most popular arena maps, each of which has its own unique features that affect *BattleTech* gameplay. The following rules simulate these features, and are intended as advanced-level supplements for existing *BattleTech* and *A Time of War* rules. Many are optional features, which may be turned "on" or "off" for any given scenario.

Note that unless otherwise specified, all of these arenas are fully enclosed, save for a few arena entry points large enough to accommodate BattleMechs. This means that the edges of the maps actually represent walls or other barriers impassable to BattleMechs, barriers that theoretically protect spectators from the machines themselves. No unit in any of these enclosed venues may thus fall or be pushed off these map edge for any reason. Units that would ordinarily do so are instead displaced to one side of their current position along the arena wall, and remain in play, but suffer damage equal to their tonnage divided by 10. Divide this damage into five-point clusters and resolve it as if the unit had fallen on the side that faced the wall at the time they were displaced. If standing, the unit must then make an immediate Piloting skill roll to avoid falling in their new hex. This replaces the standard scenario rules for Movement and Retreat found on page 257 of *Total Warfare*.

Long-time players will recognize these maps and the basic rules presented here from the *Solaris VII Map Pack*, published in 2004 by FanPro LLC. For the purposes of this book, the rules have been largely reproduced as they were then, but with additional modifications added to reflect the state of the Solaris arenas as they are in the post-Jihad/Dark Age settings (in-universe years 3081 and later). For the benefit of those readers who wish to use these arenas in pre-Jihad games, all post-Jihad arena modifications are clearly identified as such in the text.

Non-BattleMech Matches

Players interested in exotic arena battles may use non-BattleMech units in these arenas, though many feature terrain that such units may find difficult to handle. ProtoMechs and battle armor, in particular, may find such terrain features to be a disadvantage for their lack of piloting skill ratings. If such units are used and required to make a Piloting Skill roll, players may substitute the unit's Gunnery Skill instead. (Players of *A Time of War* games may make use of the character's relevant Piloting Skill in all cases.)

Surrender

In most cases, arena battles continue until one machine or team of machines is destroyed or crippled, at which point the judges declare victory for the last unit or team of units still standing. However, because retreat is not an option in these enclosed arenas, MechWarriors eager to avoid the total loss of their machines may surrender once they absorb enough damage. This is done by broadcasting the surrender to a general arena frequency (also picked up by the opponent's machines), and is accompanied by the firing of a "surrender flare" both for the benefit of the audience and in case of communications damage.

Unless otherwise specified, the conditions that can prompt surrender are the same as those identified as crippling damage under the standard Forced Withdrawal rules (see p. 258, *Total Warfare*). If surrender conditions are met and the player opts to surrender, his broadcast and flare launch are considered a single action that must be carried out at the start of the earliest possible Combat Phase. The judges of the match will then declare the opposing unit victorious (crediting him with a "technical kill") in the End Phase immediately thereafter.

If a surrendering unit executes any form of weapon or physical attack after it has broadcast its intention to surrender and fired its flare, the surrender is voided. If the surrender is voided in such a fashion, the unit is considered fair game for complete destruction, and may only attempt to surrender again via pilot ejection/crew bailout.

BOREAL REACH (DAVION ARENA)

The Boreal Reach arena (also known as the Davion Arena) is a technological marvel that uses advanced holography, sophisticated environmental controls, and portable, prefabricated constructs to simulate a wide range of environments ranging from an arctic wasteland to a tropical forest to a post-apocalyptic urban battleground. The map featured in this product shows one of the Reach's more popular venues—that of a polar glacier—and the rules given below cover that map and setting. However, the capabilities of the Boreal Reach are such that virtually *any BattleTech* terrain or environmental conditions may be simulated instead, including those of the other arena maps.

Map Set-up

Unless holding the matches in simulated terrain other than the one shown on the Boreal Reach map, no special set-up is required. If using standard *BattleTech* map sheets to simulate different terrain types, note that the Davion Arena area is the size of two standard-size map sheets placed side-by-side.

All four corners of the map designate this arena's entry points. These points do not change, regardless of the terrain being simulated, and are always presumed to be at a ground level of 0. At the beginning of any scenario, unless stated otherwise, place opposing units within 2 hexes of these entry points.

Special Features (Arctic Map)

The arctic environment remains one of the most popular venues used by the Boreal Reach Arena, where the extreme cold and ice present unique challenges to the combatants. The following rules outline these challenges and features.
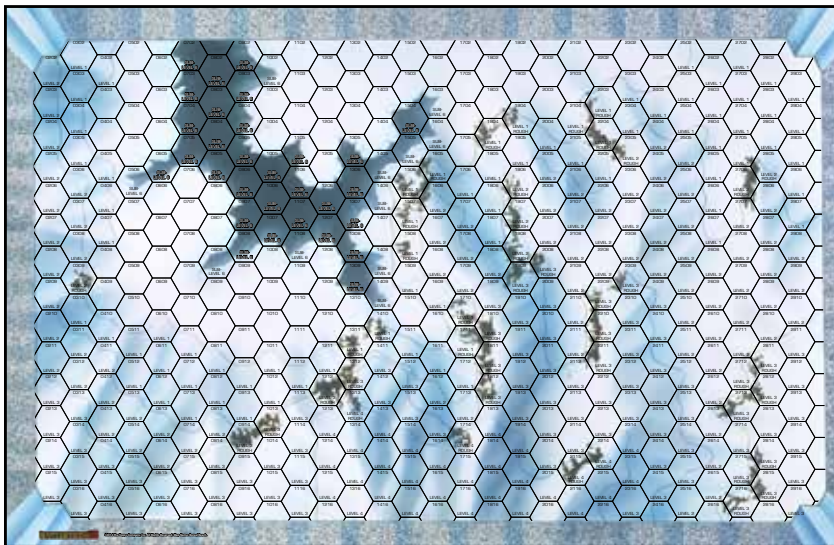
Extreme Cold

The standard temperature used for the Boreal Reach's arctic environment is –40 C, but if the gamemaster or players so desire, temperatures in this setting can range from a low of –60 C to a high of –20 C. The rules for how these temperatures impact BattleMech heat dissipation at these extremes are found in *Tactical Operations* (see p. 62, *TO*).

Ice

Except for the hexes marked as rough and the base of the crevasse, the terrain of the arctic environment is entirely covered with ice. The rules for ice and how it impacts movement, skidding, Piloting skill rolls, and so forth, may be found in *Tactical Operations* (see p. 50, *TO*).

The Crevasse

The crevasse is the arctic map's most prominent feature. This chasm is 6 levels deep, and its floor consists entirely of rough terrain. Most times, the crevasse is also filled 4 levels deep with water that has frozen over per the normal rules for ice (and thus may shatter when a unit falls onto it, lands on it, or runs over it). Alternatively, the crevasse may be kept empty, creating a real hazard for most MechWarriors to avoid, or the water within may be frozen solid (in which case, the crevasse simply becomes an ice-covered gash 2 levels deep).

Rock Outcroppings

In several areas marked on the map, rock penetrates through the ice. Irregular and treacherous, these outcroppings produce effects identical to standard rough terrain and are marked as such on the map.

Post-Jihad Modifications

The Black Hills sector of Solaris City, where the Davion Arena stands, was heavily damaged in the Word of Blake Jihad, and many sections of the area were never fully restored. In fact, several city blocks were permanently walled off and re-cast as an battle arena for infantry-scale events dubbed the Black Hills Urban Combat Zone (which can, of course, be simulated by using urban map sheets, covered in partially or fully destroyed building markers).

For the Davion Arena, the effect of the damage and post-Jihad reconstruction is that the Boreal Reach has its more sophisticated climate control technologies and its ability to simulate virtually all types of terrain. Thus, the following changes apply:

Extreme Temperatures: The post-Jihad Boreal Reach cannot attain extreme weather temperatures beyond –10 C at the lowest and 40 C at most. While this is good enough to make unprotected warriors freeze or sweat and can support the use of artificially-produced snow and ice, the Extreme Temperature rules from *Tactical Operations* will never apply in the Boreal Reach arena after the Jihad.

Simulated Weather Limits: Still, the arena *does* feature limited weather simulation equipment, including high-pressure sprinklers, special fixed and strobe lighting, and air jets that can mimic the effects of rain, snow, fog, and light gale-force winds. This makes it possible for events to experience the following weather conditions described on pp. 57-62 of *Tactical Operations*: Fog (Light or Heavy); Hail (Light Hail); Light (All Types); Rain (Light or Moderate Rainfall); Snow (Light or Moderate Snowfall, Sleet, Snow Flurries); Wind (Light or Moderate Gale). When using these conditions, however, any special effects that reference Extreme Temperatures are ignored, and all special effects that reference Wind of Strong Gale, Storm, or Tornado levels drop to the effective level of a Moderate Gale.

Simulated Terrain Limits: The hologram systems and moving topography used by the pre-Jihad Boreal Reach have been replaced in the post-Jihad arena by more static, temporary constructions and set-piece modules that have to be placed by work crews manually. These features only mimic the look and effects of the following terrain types to a basic degree: Woods (Light and Heavy), Hills (up to a maximum elevation of 4 levels above the arena's ground level), Depressions (down to a maximum depth of 3 levels below the arena's ground level), Buildings (up to a CF of 100), and Rough/Rubble terrain. Water features of any depth (including ponds and rivers) may not be simulated in the arena.

If the Terrain Modification rules are in play (see pp. 64-68, *TO*), all of the Boral Reach's faux terrain begins play with half its listed Terrain Factor value (rounded down). Building CFs are not reduced in this fashion.

Units heavier than infantry will find that even in simulated weather conditions where bog-down effects might happen normally (see pp. 62-68, *TO*), the underlying terrain is neither soft nor deep enough for these effects to apply.

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THE FACTORY (MARIK ARENA)

The Factory Arena is exactly that: an old shuttle manufacturing plant (scaled for work using IndustrialMechs) which was converted for use as a BattleMech dueling ground. Much of the structure has been allowed to decay with age, creating all sorts of unique hazards ranging from unstable floors and pit traps to a high volume of sensor-scattering scrap metal. The Factory grounds are dominated by two large, multi-floored structures that are featured on the map in a cut-away format. The main map appears on the left and represents the ground floor, while additional levels appear on the right side.

Map Set-Up

The Factory features only two entry points, the primary one located on the lower right corner of the ground floor, and the secondary located in the upper-right corner. However, unlike the Davion Arena, where units begin near these points, The Factory features a number of pre-designated starting points, marked on the map as a set of paired letters. To determine which of these hexes the combatants begin in at the start of a scenario, both players should roll 2D6. The player who rolls highest may then choose a starting hex marked by one of these letters. The opposing player must then place his unit on the other map hex that bears the same letter.

Special Features

The Factory's multi-level map has a number of special features outlined by the rules below.

The Bridge

A bridge joins the two structures on the map, located on the second level of each building. Originally designed with a maximum weight limit of 50 tons, this bridge has been reinforced in recent years, and now is strong enough to support a full 100 tons. Each hex of the bridge has a CF of 110, and the entire span (from hex 0610 to hex 0909) will collapse if two or more hexes are destroyed.

Elevators

Each of the buildings features an elevator with a 125-ton capacity. One is located in the upper right corner of the left structure, while the other is in the lower right corner of the right structure. These elevators are controlled by special comm units rigged into units used during a duel here, and may go up or down one level per turn. Their operation costs 1 MP per level (reflecting the time spent "in transit") for any units riding in them.

Units outside an elevator may call an elevator that is on another floor by declaring such an action during the Movement or End Phases of any turn, while standing adjacent to the elevator's hex. The elevator will arrive a number of turns later equal to the distance between its current floor and the one to which it has been called. Note that if two units call for the same elevator (from different levels), the elevator moves from its present location toward the unit that won Initiative.

Pits

A number of the floors in the upper levels have collapsed over the years, creating pits to lower floors through which opposing 'Mechs may see and fire upon one another, or simply drop through; use all standard terrain movement and LOS combat rules from *Total Warfare*. These pits appear on the map with solid lines on the levels where they exist, while the level immediately below will feature a dotted outline of the same hole in a corresponding hex.

Ramp

The ramp inside the right side building allows a unit to move up or down as if on level ground, meaning that changing levels does not create an additional movement cost.

Tanks

The tanks located in the upper right corner of the map present an interesting challenge. All three tanks stand two levels high, but none of these can support more than 10 tons in weight.

The larger tank is hollow, has no roof, and is riddled with holes on various sides that can permit units to move or shoot through it as though it were Light Woods terrain.

The smaller tanks, on the other hand, may contain chemicals that can explode when fired upon. This condition must be determined by a gamemaster or mutual player consent before play begins. For combat purposes, these smaller tanks receive a CF of 15, and if either tank is reduced to a CF of 0 from weapons fire, the attacking player rolls 2D6. If the result is 6 or higher, the tank explodes, delivering 10 points of damage to all units in and adjacent to the tank's hex. The tank hex itself is considered to be on fire once a tank explodes in this fashion, and remains so until the end of the scenario. As The Factory lacks any significant wind, this fire will not spread, but the contained nature of this arena will cause the smoke to spread to adjacent hexes as long as the fire burns. Otherwise, this fire and smoke follows the rules found in *Tactical Operations* (see pp. 43-47, *TO*).

Tanks destroyed by physical attacks—either intentionally or accidentally—cause no damage and do not explode.

Note that the exploding tanks feature was a recent change, added to this venue after 3063. Matches fought before this time feature harmless, empty tanks.

Walls

Thick, solid lines denote walls in all the structures of the Factory. These walls are heavily reinforced, and have an effective CF of 160; for simplicity sake, no matter how many wall hex sections are destroyed, the entire wall will never collapse. A rubbled wall should be noted as such with some type of marker on the map. Units may not pass through these walls until they are destroyed.

Sensor Interference (Optional Rule)

Heavy amounts of scrap metal and other features scramble all sensors used in The Factory. To reflect this, any use of the Sensor Operations Skill (*A Time of War*) suffers a –2 roll modifier. In *BattleTech* games, the entire map is affected by Electromagnetic Interference rules (see p. 55, *TO*).

Post-Jihad Modifications

During the Jihad, the Montenegro section of Solaris City suffered heavy damage, including the site of the Factory arena. Although this damage was eventually repaired by the war's end, the collapse of the Free Worlds League and the ravages of the conflict as felt on Solaris itself led to a postwar malaise that extended to the upkeep of the Marik Arena. By the mid-3080s, several of the venue's features—many of which often suffered in routine events, as destroying the arena terrain had long become a valid and popular tactic—fell into such disrepair that they either ceased working entirely or the arena management simply opted to stop replacing them between matches.

TECH BOOTH TABLE

1D6	Booth Type	Rules
1	Fire Bath	Unit is hosed down with Inferno gel; treat as if the unit has been struck by a single, 12-point, heat-causing weapon (the equivalent of 6 Inferno SRMs all hitting at once). Resolve effects as appropriate per *Total Warfare* (see pp. 141-142, *TW*).
2	Dud!	Nothing happens. Nothing at all.
3	Coolant Bath	Unit is hosed down with coolant; if it tracks heat, the unit reduces its heat level by 9 points in the current turn's End Phase. Otherwise, the coolant bath has no effect.
4	Ammo Reload	Unit may select a 1-ton bin of its own ammunition and reload it. This reload occurs in 1 turn, but requires a 2D6 roll on the part of the controlling player to avoid a mishap. If this 2D6 roll is 11 or 12, the ammunition misfeeds and explodes, causing damage to the unit's rear facing equal to the maximum damage of the entire 1-ton magazine, distributed in 5-point groups. A unit being reloaded cannot execute any attacks during the turn it is being reloaded. If attacked while being reloaded, the ammunition reload attempt is aborted and the unit recovers only 1D6 rounds of expended ammunition.
5	Handheld Weapon	A handheld weapon becomes available to the unit. If the unit possesses two functional hand actuators, it may use this weapon in accordance with the Handheld Weapon rules in *Tactical Operations* (see pp. 314-316, *TO*). To determine the exact type and weight of the Handheld Weapon, roll 1D6 again and consult the Handheld Weapon Table.
6	+1 Handheld Weapon	A handheld weapon becomes available to the unit. If the unit possesses two functional hand actuators, it may use this weapon in accordance with the Handheld Weapon rules in *Tactical Operations* (see pp. 314-316, *TO*). To determine the exact type and weight of the Handheld Weapon, roll 1D6 again, add +1 to the roll result and consult the Handheld Weapon Table.

In the late 3090s, a new management team decided to give The Factory venue a minor boost in the form of newer, more modular features, which including automated "coolant bath" system, a specialized field munitions reloader, and even a limited selection of handheld weapons. Instead of permanently placing these modules in the arena, the management opted instead to deploy these remotely-operated, 'Mech-scale booths on a random basis, based on requests from the fight organizers.

To reflect these changes, apply the following rules to scenarios set in The Factory post-Jihad:

Out of Service: After 3084, The Factory's elevators no longer function. Units may only access the upper levels of the arena through the use of jump jets and similar equipment. Likewise, only units that have jump capability may start in any position located on the upper levels.

Shaky Bridge: After 3085, the bridge section of The Factory is once again only capable of supporting units weighing 50 tons or less. Each bridge hex has a CF of only 50. More disconcerting is the fact that the low-quality bridge tends to buck under extreme shock; to reflect this, any time a unit ends its movement on a bridge hex after using Running, Sprinting, or Jumping MP, the unit must make a Piloting Skill roll with a +1 target modifier. If this roll fails, the unit will fall as the bridge shifts suddenly beneath it. If the roll fails by more than 3 points, the unit will fall off the bridge entirely, landing in the same hex immediately under the bridge hex it landed on. Resolve damage to the falling unit based on its final falling distance. (The bridge suffers no physical damage in this event; it simply wobbles.)

No Tanks: Despite the popularity of the occasional tank explosion in The Factory, the practice of replacing these features between matches was discontinued by 3084. Treat all hexes for the tanks as rubble terrain if the event takes place after 3084.

Tech Support (Optional): For events in The Factory set after 3095, special booths, large enough to accommodate an assault-class BattleMech, may be placed within the arena in any hex that is bordered by a wall on at least one side—this wall becomes known as where the booth is anchored.

Booths can be placed on any level of the map (the arena management uses special cranes to place any booths above the arena floor before the game begins), but the maximum number of booths that may be placed in the arena is equal to 2 for every 'Mech or vehicle unit taking part in the scenario. No two booths may be placed closer than 5 hexes from each other.

The nature of each booth is left unknown to the players until the first time a unit activates it in the scenario. To activate a booth, a unit must move into the booth's hex and end its turn facing away from the wall that the booth is anchored to. The first time this occurs, the player activating the booth rolls 1D6 and consults the Tech Booth Table to determine the outcome. The booth reveals its function in the Weapon Attack Phase, either by hosing the player's unit down (with Inferno gel or coolant), initiating a reload sequence with its automated armatures, or extending a docking station with a handheld weapon primed for immediate use. Heat-affecting systems will track their effects in the first End Phase after their use, while Handheld weapons may be retrieved and fired in the same Weapon Attack Phase as they are unveiled. Reload actions take the remainder of the turn, during which time the player's unit may not engage in any weapon or physical attacks.

Once activated the first time, the booth will perform that function every time a unit activates it in the same manner, for the duration of the scenario.

Note that the Handheld Weapons made available at these booths are randomly determined at the time of the booth's activation, so a different weapon is possible each time the booth is activated. If a weapon is presented that is too heavy for the player's unit to take (a handheld weapon can only be carried and used if it weighs up to 10 percent of the unit's weight—20 percent if the unit has active triple-strength myomers), the player may force the booth to generate a different weapon by leaving the booth and returning to it later. Unclaimed weapons are retracted in the End Phase of the turn in which they emerge.

HANDHELD WEAPON TABLE

1D6	Handheld Weapon	Specifications
1	Medium Laser	6 tons: 1 standard Medium Laser, 3 heat sinks, 16 armor points
2	Flamer	6 tons: 6 standard Flamers (Vehicle), 40 shots, 16 armor points
3	Rotary Autocannon	12 tons: 1 Rotary AC/5 (Inner Sphere), 20 shots, 16 armor points
4	Heavy SRM Weapon	12 tons: 5 SRM 4s (Inner Sphere), 25 shots (Narc-capable), 16 armor points
5	Heavy LRM Weapon	12 tons: 1 HAG/20, 6 shots, 16 armor points
6	Hyper-Assault Gauss	12 tons: 2 LRM 15s (Clan) with Artemis V, 8 shots (Artemis), 16 armor points
7	Heavy Chemical Laser	10 tons: 6 Medium Chemical Lasers, 60 shots, 32 armor points

EXPERIMENTAL

ISHIYAMA (KURITA ARENA)

The Ishiyama Arena (also known as Stone Mountain) is a maze of caves that runs through a craggy, artificial mountain made of titanium and steel and simulates the effect of fighting inside a 'Mech-scaled mining complex. The unpredictable twists and turns of these tunnels and the electromagnetic interference of the mountain's construction make it a fearsome venue full of surprises and excellent places from which to stage an ambush or be ambushed in. To reflect this unique battleground, the maps for Ishiyama are designed to be cut into several modular "sub-maps" half the size of a standard *BattleTech* mapsheet.

Map Set-up

Because of the modular nature of the Ishiyama "sub-maps", set-up is a two-stage process. In a gamemastered campaign, the set up is up to the GM, but should consist of no more than four "sub-maps" arranged in a standard two-by-two pattern. For player-only games, the players should take turns selecting the "sub-map" sheets until a similar arrangement is made. To determine which player selects the first "sub-map" sheet, the players may roll 2D6, with first pick going to the highest roller.

The only restrictions for setting up the "sub-maps" is that their tunnels should all connect in such a way that all maps can be reached. If playing by the standard rules (rather that the optional *Endless Tunnels* rules below) at least two tunnels on opposite sides of the total map area should lead off the board. These opposing tunnels will thus represent the arena's entry points.

Regardless of the set-up method used, the players must then place their units by rolling initiative. The player with the higher roll may then place his unit within 2 hexes of any tunnel that leads off the map. The opposing player must then place his unit within 2 hexes of a tunnel on the opposite side of the map.

Special Features

Stone Mountain's underground environment poses a number of unique challenges with its many obstructions, pits, and mines. Rules for these perils are described below.

Optional Rules: There are several optional rules for the Ishiyama map. All players should be familiar with these rules and agree to their use before play begins.

Tunnels

The tunnels in Ishiyama are barely large enough to accommodate the largest BattleMechs. This confining nature and uneven floors make normal movement treacherous, providing even greater challenge in larger duels. For the sake of simplicity, the following tunnel rules apply in any hex that is blocked on all but two hexsides.

If a BattleMech attempts to pass through a tunnel hex occupied by a friendly BattleMech, each 'Mech must make a Piloting Skill Roll or fall. MechWarriors must also make a Piloting Skill roll to avoid falling when

attempting to make a three-hexside facing change in one turn. Any 'Mech which falls in this fashion—or at any other point during the Movement and Attack Phases—while inside a tunnel must also add 1 extra point of damage for every 10 tons of its weight, but only if the direction of the fall faces a tunnel wall. If a falling unit violates stacking rules at the end of its movement for some reason, the unit is automatically displaced into the last hex it moved from.

No jumping or MechWarrior ejection is possible inside a tunnel, due to the low ceilings. Infantry units with jump capability (including battle armor) may use jump MP inside the tunnels, but cannot jump higher than 2 levels above the underlying terrain.

Obstructions

Throughout the Kurita Arena are several Draconis Combine logos. Whenever a player's unit moves within line of sight to one of these hexes, that player should roll 1D6. On a result of 1 or 6, the hex is obstructed by debris and is treated as a tunnel wall. Some type of marker should be placed to show this obstruction. A result of 2 through 5, on the other hand, indicates no obstruction, and a different marker of some type should be placed as a reminder that the obstruction roll was made and that no obstruction is present.

Mines and Pits

When a unit enters a hex that bears a Draconis Combine logo but was not obstructed, the controlling player should roll 1D6. On a 1, the hex is mined. On a 6, it contains a pit trap. Any other result indicates a clear hex, and no further rolls will be required. Counters of some type should immediately be placed in these hexes to identify the roll result.

A mined hex contains a 10-point conventional minefield, which may immediately attack the controlling units per the standard minefield rules found on pp. 207-209 of *Tactical Operations*.

'Mechs entering a pit hex must immediately make a Piloting Skill Roll with a +3 roll modifier or fall into the pit. Each pit is 2 levels deep, and so damage to the falling unit is doubled accordingly. Non-'Mech units that do not have jump jets may not exit a pit trap.

Sensor Interference (Optional Rule)

The heavy metals and other materials used in Ishiyama's construction scramble all sensors used in this arena. To reflect this, any use of the Sensor Operations Skill (*A Time of War*) suffers a –2 roll modifier. In *BattleTech* games, the entire map is affected by Electromagnetic Interference rules (see p. 55, *TO*).

Endless Tunnels (Optional Rule)

The Ishiyama arena area may exceed the four "sub-map" region and become a running fight. In such a case, any player who comes within line of sight of a map edge tunnel may ask for placement of an additional map (either from the gamemaster or the opposing

player). Note, however, that while Ishiyama may continue indefinitely in this fashion, the opposing units must be within 2 "sub-maps" of each other at all times. Otherwise, the act of leaving the existing map area is treated as a retreat, and effectively forfeits the match.

To prevent taking up too much table space, maps may be removed as units continue to move past their original maps. If this occurs, however, players should somehow keep track of what the original maps were and what obstructions and other markers were placed on said maps, in case the fighting returns to that area in the future.

Post-Jihad Modifications

Aside from some new tunnels constructed to replace a few that collapsed from overuse, the Jihad did not significantly alter the functionality and design of the Ishiyama arena itself, but when Word of Blake used the arenas for execution matches, they increased the frequency of the traps, and even introduced the added surprise of spontaneous "rock falls". Post-Jihad, the arena's management opted to retain these features, while also introducing a "Maze and the Minotaur" option, where an expert MechWarrior, employed by the arena itself, would be sent into the venue ahead of the match, with orders to attack any competitor who crossed his path.

The following rules reflect these changes:

More Traps!: After 3071, the 1D6 roll made when checking for mines or pits in Ishiyama results in a minefield on a result of 1 or 2, and a pit trap on a result of 5 or 6. This effectively doubles the chances of both of these hazards being present. In addition, a roll result of 3 results in a rock fall event, in which debris from the ceiling crashes down on top of the passing unit. This rock fall delivers 15 points of damage, distributed in 5-point clusters, to the Front column of the unit. If the unit is a 'Mech, resolve this damage using the Punch Table.

"Paul the Samurai Minotaur" (Optional): After 3080, Ishiyama arena began to employ its own staff stable of expert MechWarriors, many of whom were either retired from the usual championship circuit or veterans of past conflicts. These MechWarriors, armed with BattleMechs either purchased specially for the event or borrowed from other sources, would be sent into the arena during select matches, with the express orders to fight any passing competitor, regardless of allegiance.

To add to the mystique, the 'Mech—always of a weight class heavier than the largest competitor in the arena—was invariably painted in camouflage scheme of mottled blacks, browns, and grays, with cosmetic modifications made to its head to appear as if the 'Mech is wearing a horned *kabuto* helmet, and the addition of a sashimono (back banner) bearing House Kurita's crest. Furthermore, both the 'Mech and its pilot were always referred to as "Paul", regardless of the warrior's actual name or gender. (No explanation for this name choice, especially by an arena with a long history of Kuritan affinity, was ever given.)

EXPERIMENTAL

"Paul the Samurai Minotaur" may only appear in Ishiyama if the players agree to his presence before gameplay, and is best run by a gamemaster or player associated with none of the competing teams. He begins play a minimum of one "sub-map" away from all combatants, and may start as a hidden unit (see pp. 259-260, *TW*). If placed as a hidden unit, "Paul" will not move until his position is uncovered by the first unit which passes by or ends its turn within 3 hexes of him—or at least achieves a valid LOS.

For gameplay purposes, "Paul the Samurai Minotaur" is always a MechWarrior with Piloting and Gunnery scores of 2/2, whose 'Mech is always one weight class above the heaviest unit in the current match. (If the heaviest unit in the match is an assault 'Mech, "Paul the Samurai Minotaur" drives a refurbished SHP-X4 *Omega*, see pp. 151-152, *Jihad: Final Reckoning*.) If randomly generating this 'Mech, use Mercenary or Draconis Combine Random Assignment Tables only.

As "Paul the Samurai Minotaur" is considered an obstacle to be overcome or avoided, competitors receive no additional benefits or credit for defeating him. Destroying "Paul" is thus never a valid arena objective.

"Paul the Samurai Minotaur" rolls his own Initiative every turn, and always moves at his 'Mech's Walk MP when not engaging a target. The direction "Paul" travels may be determined randomly every time his 'Mech reaches an intersection, unless he has acquired a target (at which point, he is authorized to pursue the closest one). "Paul" always targets the closest enemy. If two or more enemies are nearest to him, he targets the one that looks most damaged (judged quickly by counting up the number of damaged/destroyed armor locations). If this still presents "Paul" with more than one valid target, he goes for the one that has a lower to-hit number.

(If this *still* offers more than one target, flip a coin or roll a die; "Paul" really doesn't care who he shoots at.)

EXPERIMENTAL
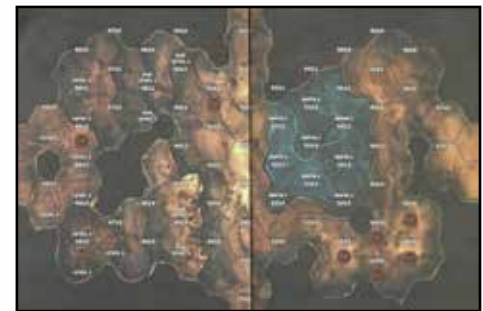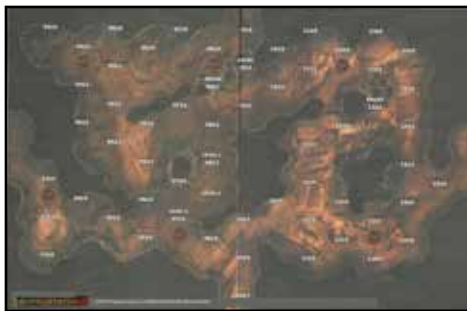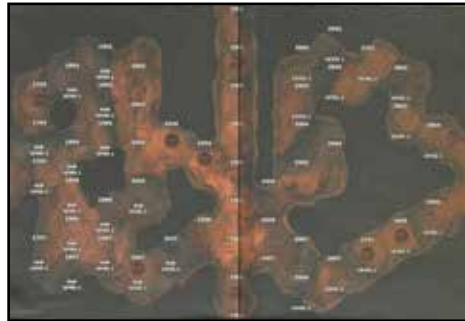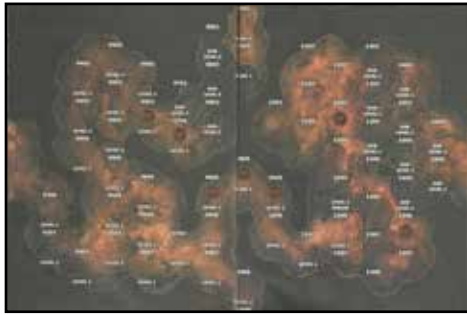
THE JUNGLE (LIAO ARENA)

The Liao Arena (known as the Jungle for obvious reasons) was originally planned as a Buddhist monastery, but when the construction project was terminated in 2770, the Capellan government moved quickly to redesign it as its own official arena on Solaris. Though straightforward in concept, The Jungle's aptly named environment hides a number of surprises for the unwary, including pit traps, minefields, and other hazards.

Map Set-up

The Jungle map actually presents a variable-size battlefield, as electronic markers in the field are often used to delineate the area of battle for the combatants. Passage by any combatant beyond these boundaries (as designated by the red lines and/or the physical map edge) will result in a default by that warrior, granting an automatic victory for the other. If a gamemaster runs a duel in The Jungle, he must decide which of the boundaries apply during the scenario in advance. Players using the Jungle arena without a gamemaster may decide which portion of the map to use either by mutual agreement or by rolling to see who gets to choose the battlefield area.

Unlike other arenas, the Jungle has no defined entry points along its outer wall. Instead, units are elevated into position from underground bays. This means that combatants may begin battle anywhere within 3 hexes of their home edge, so long as this deployment area is within the duel's designated boundaries.

Special Features

For the most part, the Jungle consists of familiar terrain features found on any *BattleTech* map sheet, all of which work to the standard rules found in *Total Warfare*. Hidden surprises and the waterfalls in hexes 0510 and 0513 (in the lower right quadrant of the map), however, can add a few unique twists to combat in this arena.

The Falls

A unit standing under the falls is considered completely submerged for purposes of heat dissipation, and may not fire any ballistic or missile weapons while in this position (though the unit is not considered to be susceptible to hull breach effects). Physical attacks and energy weapon attacks by units standing under the falls are possible, but both suffer a +3 to-hit modifier due to the rushing water. These units may also be fired upon normally, but the waters add a +2 to-hit modifier to such attacks.

'Mech units moving through or standing under the falls must also make a successful Piloting Skill roll when doing so. If this roll fails, the 'Mech falls, but suffers damage as though it fell while underwater (divide the normally falling damage by 2, and round up).

Variable Weather and Terrain (Optional)

At the gamemaster or players' discretion, The Jungle features basic environmental controls that can simulate combat at night, in dusk or dawn, or even under rainy or foggy conditions.

These controls can mimic all of the following weather conditions as described on pp. 57-62 of *Tactical Operations*: Fog (Light or Heavy); Light (All Types); Rain (Light or Moderate Rainfall); Wind (Light or Moderate Gale). When using these conditions, however, any special effects that reference Extreme Temperatures are ignored, and all special effects that reference Wind of Strong Gale, Storm, or Tornado levels drop to the effective level of a Moderate Gale.

Players may decide on what weather conditions are in play during their Jungle match by mutual agreement, or by random dice rolls using the Planetary Conditions Tables on p. 69 of *Tactical Operations*, rolling 1D6 each on Weather Tables 1 (Light), 2 (Wind), and 3 (Rain). If the roll results in a weather condition not listed among the arena's capabilities above, the indicated condition is not applied for that match.

Hidden Mines and Traps (Optional)

For an added challenge, mines and other hidden traps may be located throughout the battleground. In such a case, either the gamemaster rolls 2D6, or each player rolls 1D6. The result is the number of hexes the player may nominate as a possible trap location. The hexes that may be nominated may not contain woods or water terrain, and should be noted on a separate piece of paper before game play begins.

Whenever a unit enters a hex nominated in this fashion, the unit's controlling player must make a 1D6 roll immediately. On a 1 or a 6, the hex is mined. On a 2 or a 5, the hex contains a 2-level pit trap. Use the same rules for Mines and Pits described for the Ishiyama map (p. 29). A 3 or 4 result indicates the hex is clear, and a marker of some kind should be placed to indicate that a roll was made.

Shrinking Battlefield (Optional)

A final optional feature of the Liao Arena is the "shrinking battlefield", where the designated boundaries are gradually reduced over the course of the fight to force a closer, more desperate battle. Under this rule, one (or both, if starting with the entire map area) of the beacons on either side of the battlefield (left or right), will switch to the next red line position toward the battleground's center, automatically disqualifying whatever combatants are left outside the new boundaries.

Players receive a 2-turn warning in advance of these shifts, so that they can attempt to get within the new limits of the combat zone. To determine when a shift will take place, the gamemaster (or the player winning Initiative for the round) must roll 2D6. On a roll result of 9 or higher, the "two-turn warning" sounds. The battlefield will shrink until only one quarter of the map—the closest distance between any two beacons—is left available.

Post-Jihad Modifications

During the Jihad, the Cathay District of Solaris City suffered severe damage, and the roof of the Liao Arena collapsed, closing the venue after 3070. When The Jungle finally reopened in 3082, it was without the upper levels of its trademarked Asian-style pyramid. Indeed, the arena floor was left wide open to the elements, and debris from the original structure was largely left scattered across the floor of the venue, with much of the cultivated gardens allowed to overgrow the shattered chunks of ferrocrete and fragments of classical architecture. Meanwhile, the arena seating and supporting facilities were completely redesigned, improving the overall comfort for staff and spectators alike—a welcome change after centuries of cramped confines and infamously "curious odors".

With little more than scaffolding to support a mix of stadium lights, holo-cameras, high-powered speakers, and a ballistic-deflecting mesh, the floor of The Jungle no longer benefits from the artificial weather produced in the arena's pre-Jihad heyday, but this has proven quite the energy-saver for the stadium's management, as few competitors have noticed the difference thanks to Solaris City's usual weather patterns. Meanwhile, the other well-recognized features of this venue—including the waterfalls, the periodic traps, and the moving battle-boundary markers—have been retained.

To reflect The Jungle's post-Jihad state, use the arena's standard rules as above, but with the following modifications:

All Natural Weather: In place of the optional Variable Weather and Terrain rules defined above, players *must* determine the weather for their match (the arena management can't control the weather, after all). The nature of this weather is determined by first rolling 2D6 at the scenario's set-up. If the result of this roll is 6 or less, some form of inclement weather is happening at the time of the bout. The nature of this weather is then found by rolling 1D6 and consulting Weather Table 3 (Rain) in the Planetary Conditions Tables (see p. 69, *TO*).

Because lighting for the event may still be controlled using floodlights and such, but can only grow as dark as Solaris City's natural nighttime lighting allows, duels in The Jungle may take place under any lighting conditions desired except for Pitch Black. Unlike the weather, these conditions may be selected by mutual player agreement of gamemaster determination.

Fighting in the Ruins: Wreckage from the arena's original peak remain strewn about the surface of The Jungle's floor, and much has since been overgrown by wild vegetation. This creates the impression that the combatants are struggling amid the ruins of an ancient and forgotten civilization, while the military-grade nature of this wreckage also offers some ideal cover.

To represent the wreckage, when setting up the map, each player must roll 2D6 and take turns placing that many markers on the map. Each marker must be placed a minimum of 3 hexes away from the map's edge and though markers may be placed adjacent to each other, no more than 3 markers may be placed together in a single continuous cluster of any configuration. No more than one marker may be placed in any individual hex, and markers may not be placed in a hex also designated for possible trap features.

When placing each marker, each player must roll 1D6, and divide the result by 2 (rounding up). The marker is treated as a large chunk of ferrocrete wreckage which stands that many levels of height above the underlying terrain. These chunks of wreckage block all line of sight through them, and each has a CF equal to 3D6 x 10 (also resolved when the marker is placed).

For movement purposes, treat this wreckage as a hill of appropriate height, but with an additional +2 MP movement cost, and a Piloting Skill roll requirement to enter or move through (at a +1 target modifier) as per the rules for Ultra Rubble terrain (see p. 39, *TO*).

STEINER COLISEUM (STEINER ARENA)

The Steiner Coliseum (also known as Steiner Stadium) is one of Solaris VII's most popular venues because of its classical style and the simple-yet-challenging environment it provides for combatants. Although its battlefield area is smaller than all of the other Great House arenas, the Coliseum's rising walls, pylons, and "chaos mode" features provide a dynamic, ever-shifting battlefield as deadly as it is unpredictable.

Map Set-up

The Coliseum map features a large octagonal area that represents the arena floor and a smaller sub-map that represents its accompanying 'Mech bay. The bay is not intended to be part of the combat zone, but may be used as part of a scenario in other campaigns, both as a bay for the Coliseum or as a generic 'Mech bay for other arenas and stables. On this map, dashed lines from this bay lead to the designated entry points on the Coliseum's arena floor, hexes 1401 and 1414. At the start of gameplay, opposing plays should place their units within two hexes of these points.

The large white and black numbers appearing on the Steiner Arena Map indicate the positions of wall sections and pylons, respectively. In a standard game, each player (or a presiding gamemaster) should roll a 1D6 twice before gameplay begins. The first die roll indicates that the wall section with the corresponding number starts the game in raised position; the second die roll indicates that the group of pylons with that roll's

number begins the game raised. If *both* players roll the same result for a given wall section or pylon group, the rolls cancel out, and the indicated wall section or pylon group will not be raised at the game's start.

The height of each obstruction may vary, but in a standard Coliseum arena battle, all raised obstructions begin at 3 levels high—2 levels, if none of the competing units possess jump jets.

Special Features

Both the wall sections and pylons in Steiner Coliseum block line of sight and weapons fire. Though weapons and physical attacks may destroy them (as defined for each feature, below), such destruction will create a rubble hex that will require Piloting Skills to safely traverse. Counters of some kind should be used to track what sections are raised, and which hexes are rubbled. Lowered obstructions require no counters.

Walls and pylons in a typical Steiner Coliseum match rise and fall with regularity. To reflect the randomness of the moving features, the players (or a presiding gamemaster) must make two 1D6 rolls at the End Phase of the turn. As was done in the map set-up, these two die rolls determine which walls and pylons will rise for the following turn. Walls and pylons that are not selected to rise by this roll—and which were raised in the previous turn—will reset to level 0, eliminating their presence as a movement and line of sight obstruction. All wall and pylon elevation changes take place immediately before the Movement Phase of the following turn.

Alternatively, the players or gamemaster may choose to "lock" the Coliseum's walls or pylons for the duration of the match. If this option is taken, only the rolls made at the start of the map set-up will be applied, and the walls or pylons raised at that time will remain up for the entire duration of play.

Additional rules on the wall sections and pylons are described below.

Wall Sections

As described earlier, the wall sections (the long, chevron-shaped sections on the map indicated by large white numbers 1 through 6) may remain locked in the lowered or raised position throughout a scenario, or they may rise and fall on a turn-by-turn basis, depending on the players' preference.

In a standard game, a raised wall section stands 3 levels high (2, if all combatants lack jump jets), while a lowered one is flush to ground level. Players and gamemasters interested in more variety, however, may roll 1D6 and divide the result by 2 (rounding up) to determine the height of a raised wall section instead.

Raised wall sections have a Construction Factor (CF) of 100 per hex, and are wide enough to support the weight of a unit. Destroying a wall section hex will not destroy the entire wall; it will only destroy that particular hex.

A unit standing on a wall section when it rises or falls must make a Piloting Skill roll to remain standing atop that wall hex. Failure means the unit not only falls from the wall's final height, but will be displaced into a random, adjacent hex if the wall's final height is greater than 1 level.

Wall hexes cannot support units with a tonnage heavier than its current CF. If any unit stands upon a wall hex with a CF that is lower than the unit's weight, and a height of more than zero during the End Phase of the turn, the wall section will instantly collapse, and the unit will automatically fall from a height equal to the wall section's height at the time it was destroyed. In this case, the unit lands in the same hex as the now-destroyed wall section.

Pylon Groups

The pylon groups, identified by large black numbers, function just like wall sections, but with two exceptions.

First, each pylon only has a CF of 50 before it is destroyed.

Second, the pylons, while thick enough to block line of sight and movement, are not thick enough to support a non-infantry unit standing on them. Any non-infantry unit in a pylon's hex when that pylon rises will thus automatically fall into a random adjacent hex as if they were dropped from the pylon's final height.

Infantry units (including battle armor) that occupy a pylon hex when it rises or lowers must make a 2D6 roll against their Anti-'Mech Skill, adding the difference in heights the pylon changes to the roll result. If this roll fails, the infantry unit suffers 1D6 damage points, reflecting shock and damage caused by the sudden terrain shift.

"Chaos Mode" (Optional Rule)

Sometimes, Steiner Coliseum matches are fought under full "Chaos Mode", in which random lighting effects combine with a relentless and unpredictable change of the battlefield terrain to add a challenge worthy of only the best warriors.

Under Chaos Mode rules, the players or gamemaster each make three 1D6 rolls per obstruction type (walls and pylons), rather than one, at the End Phase of each turn. These die rolls all indicate which obstructions of that type will change its level in that turn, with any doubles cancelling out.

For cancelled rolls, the obstruction will remain at its current height (if any) into the next turn, rather than dropping it to floor level. Rolls that are not cancelled are followed by a second 1D6 roll, which is divided by 2 (rounding down) to find the height that obstruction will rise (or drop) to at the start of the next Movement Phase.

EXPERIMENTAL
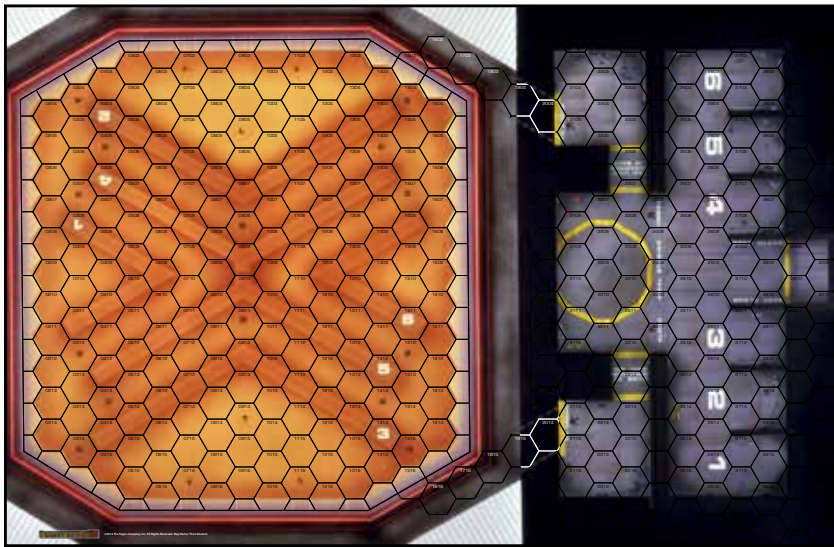
In addition, both sides roll 1D6 to determine whether the Coliseum lights will be turned on or off by the following Movement Phase. For this roll, any result of 4 or more indicates lights-out conditions identical to a Moonless Night (see p. 58, *TO*), while results of 3 or less indicate the lights are on. Once again, identical opposing roll results will cancel, so if both players roll the same lighting effect, the Coliseum's lights will remain in their previous state.

Post-Jihad Modifications

The Steiner Coliseum's arena itself was not heavily damaged during the Jihad, though it rose to infamy as the site of many staged bout-executions (where Blakist 'Mechs slaughtered some of Solaris VII's best gladiators in mismatched duels with their opponents' weapons disabled and the like). Its underground 'Mech bays, where some fighting took place, were far more heavily damaged, as were the Coliseum seating areas, and the outside areas, including the mammoth parking garages and other commercial structures surrounding the arena facilities. All of these supplemental features were rebuilt, with most more luxurious than ever.

As a result, the post-Jihad Steiner Coliseum arena is essentially identical to its pre-Jihad configuration. As an extra perk, however, matches set after 3095 introduced an option for what the arena's promoters called "Aggressive Audience Participation", in which spectators could electronically pay to have remote-controlled weapons open fire on the combatants. To implement this option—if the players agree beforehand—the following additional rules must be used in conjunction with the optional Crowd Participation Rules on p. 22:

Whose Side are They **On? (Optional):** Starting with the third turn of the match, the Coliseum officials begin to invite the stadium's audience to "vote with their wallets" to aid their favorite champion. By simply sliding their currency cards and pushing a button, these spectators enter a blind auction that prompts hidden gun turrets to surface and target the gladiator of their choice. Fortunately for those warriors already engaged in battle, there are only so many weapon batteries to go around, so only one or two hapless champions are usually attacked at a time.

Each of the six automated turrets that may fire on the players is mounted in the ceiling of the Coliseum, 8 levels above the Stadium floor, in the ring of hexes adjacent to the map's center (hex 0809). The turrets each have an effective Gunnery Skill of 4, and pack a single 6-shot Narc Missile Beacon, and a single SRM 6 with 15 volleys of Narc-capable missiles. The turrets have 50 points of armor, and are disabled once all armor is destroyed. The combatants in the arena may attack these turrets at any time, but receive no credit for doing so. (In fact, attacking a turret applies –2 Crowd Participation Points against the attacker's side; nobody likes a party pooper.)

While the match is underway, and starting with the Weapon Attack Phase of turn 3, one of these turrets will attack one combatant on whichever side made a modified Crowd Participation roll of 5 or less during the previous turn's End Phase. (If more than one side made a roll this low, a turret attack will be made against each side that did so.)

If the side being attacked has more than one unit in play, the targeted unit will be whichever one is heaviest or has the highest Battle Value. The turret which executes the attack will be the closest functional one to the target which also still has ammunition. (Determine turrets and targets randomly in the event of a tie.)

If no turrets remain functional, all of them are out of ammunition, or all sides have made a Crowd Participation roll of 6 or higher, no attack will be delivered by the turrets in that turn.

EXPERIMENTAL

HARTFORD GARDENS (REACHES ARENA, XOLARA)

The Hartford Gardens is a small Reaches arena that once was a sprawling estate owned by a wealthy Solaris family. Converted into a BattleMech arena venue, the walls and woods of the Gardens now also features such perils as hidden minefields, weapon turrets and quicksand traps, providing an interesting challenge for combatants.

Map Set-up

The Hartford Gardens has entry points in all four corners, accessed by tunnels that run under the arena's surrounding stands. Players should set up their units within 2 hexes of opposing corners, determining who sets up first by rolling Initiative. The outer arena walls are considered to be 5 levels high and have a Construction Factor of 110 for each wall hex. They are considered to be "out of bounds" during any match; any units that jump onto them automatically forfeit the duel. The rest of the arena walls are two levels high, with a CF of 75 for each wall hex.

Units may not move through walls, though walls may support a unit so long as its tonnage does not exceed that of the current CF of the wall section in the hex where the unit is standing. Every wall section that has its own CF fills the hex with rubble and should be marked with some kind of counter. Units standing on a wall section with a CF lower than the unit's weight at the End Phase of any turn automatically destroy the wall section fall in the same hex as the now-destroyed wall.

Special Features

Quicksand pits, minefields, and turrets provide the unsuspecting MechWarrior with a surprise or two in the Gardens. To set these traps, either the gamemaster rolls 2D6 or the players roll 1D6 each. The result is the number of hexes that may then be nominated as a possible trap location. The hexes that are nominated may not contain wall or water terrain, and should be noted on a separate piece of paper before game play begins.

Whenever a unit enters a hex nominated as a possible trap, the controlling player must make a 1D6 roll immediately. On a result of 1 or 2, the hex is mined. On a 3 or 4, an adjacent—and unoccupied—hex (determined at random; if all hexes are occupied by units, re-roll the die) contains either a small laser turret (on result 3) or a one-shot SRM-4 turret (on result 4). A 5 result indicates the hex is filled with quicksand, while a 6 result indicates no traps are present (though the hex should be marked by some type of counter to indicate the roll was made).

Rules governing the nature of these traps are outlined below.

Minefields

A 7-point conventional minefield in the hex attacks the player's unit per the standard minefield rules found on pp. 207-209 of *Tactical Operations*.

Turrets

Laser and missile turrets open fire immediately once any unit comes close. These turrets are automated, have a 360-degree firing arc, and an effective Gunnery Skill of 5. Turrets fire first during the Weapon Attack Phase and automatically fire upon the closest target (determined randomly, in the event of a tie).

The laser turrets mount a single small laser and remain active until destroyed, while missile turrets mount only a single-shot SRM-4 and go inert after their initial attack.

Both turret types have 8 armor points each, and are destroyed once the armor is destroyed. Until a turret is destroyed, units may not pass through the turret's hex, but the turret does not otherwise block line of sight.

Quicksand

Quicksand traps are 1 level deep, cost 4 MP to move through, and require a Piloting Skill Roll the moment they are entered. This Piloting Skill roll has a +3 target modifier, and failure automatically ends the unit's movement as it becomes stuck in the trap. Stuck BattleMechs are considered to be partially submerged in the quicksand trap at the End Phase of the turn, and can repeat their roll to escape (with an additional +3 modifier, for a total modifier of +6) during the following Movement Phase.

Non-'Mech units (including ProtoMechs, vehicles, and battle armor) that become stuck in a quicksand trap, receive only one chance to escape a quicksand trap during the following Movement Phase, and are not considered submerged during that turn. If the roll fails, however, these units will sink and are considered disabled for game purposes.

The quicksand traps in Hartford Gardens will not pull a unit deeper than 1 level below the surface.

Natural Weather

Because the Hartford Gardens is exposed to Solaris VII's natural environment, use the All Natural Weather rules indicated for the post-Jihad Liao Arena map (see p. 32), to determine any weather effects taking place in the Hartford Gardens during the players' match.

Post-Jihad Modifications

The Hartford Gardens suffered significant damage in the Jihad and its aftermath, but more from extensive use as a practice ground and an alternative venue for the more war-ravaged arenas. As a result, the Gardens' management closed the venue for a fourteen-month renovation in 3084. When the so-called "New Hartford Gardens" opened in early 3086, many were surprised that the revamped arena looked outwardly identical to its predecessor before years of battle damage had whittled its walls to tatters. Aside from better supporting facilities and spectator seating, in fact, critics initially thought the venue had not changed much at all.

In fact, the Gardens' engineers and architects had beefed up the arena's features to contend with post-Jihad advances in weapons and armor technologies. To reflect these modifications, the following changes apply to events in the "New" Hartford Gardens after 3086:

Walls: The outer arena walls now stand 6 levels high, rather than 5, and have a CF of 150 per hex. The inner arena walls remain 2 levels in height, but now have a CF of 100 per hex.

Minefields: The minefields now deliver 10-point attacks, rather than 7-point attacks.

Turrets: Both of the turret types that may appear now possess 16 armor points each. The small laser turrets have been upgraded to mount a single Clan ER medium laser in place of the original weapon, while the one-shot SRM-4 turrets have traded their weapons in for a Clan Streak SRM 6 launcher with 15 shots. The targeting systems for these weapons have been enhanced as well, giving them an effective Gunnery Skill of 4. Once activated by a passing unit, these weapon turrets will focus on the nearest active unit, regardless of its alignment.

EXPERIMENTAL
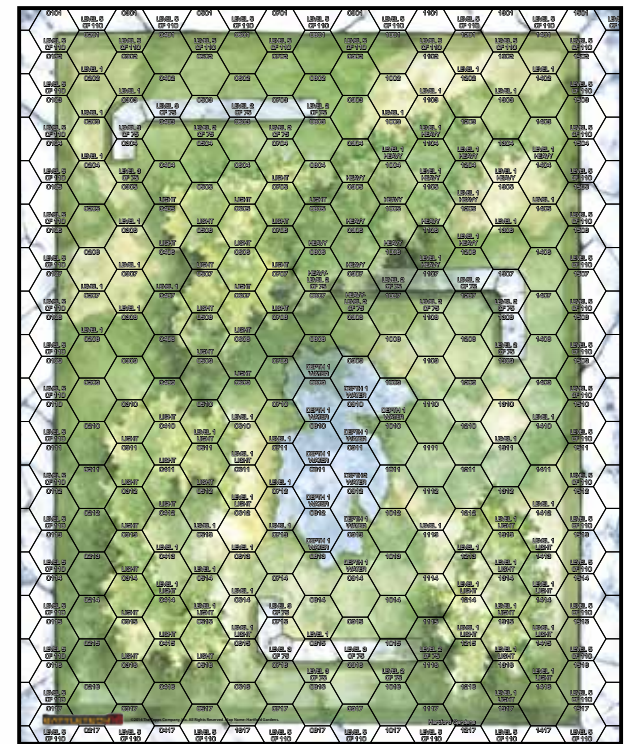
KING OF THE MOUNTAIN (REACHES ARENA, XOLARA)

Built in the center of a nuclear blast crater that once served as a landfill, the ugly and intimidating King of the Mountain Arena is one of the Reaches most popular venues. Deceptively simple, the shifting terrain, narrow-cut ridges, and the occasional vibrabombs hidden throughout keep MechWarriors on their toes.

Map Set-up

Unlike most other arenas, the King of the Mountain is not surrounded by a proper wall, but rather by an open system of bunkers, which provide general seating for spectators. These bunkers effectively define the sides of the arena, but leave the corner entry points wide open. There are thus no blast doors to impede units that attempt to leave the arena via the corner hexes. Any unit that does so before the match is done, however, forfeits the duel. Players must set up their units in one of these corner hexes, determining who sets up first by rolling Initiative.

Special Features

The King of the Mountain arena has only a few outstanding features: its steep slope, the moat that surrounds it, and three narrow ridgelines (two cut into the southern part of the 3-level elevation, and one cut through the southern part of the 5-level elevation). There may also be 1D6 vibrabomb minefields placed along the mountain in any given match. Rules for these features are outlined below.

Slope

Although elevation levels increase gradually enough, the Mountain is cut sharply to make climbing difficult. All elevation changes on the King of the Mountain map thus cost an extra movement point. Falls on any hex that features an elevation line will, on a second failed Piloting Skill Roll, result in a drop to the lowest level in the hex, with damage resolved accordingly.

Vehicles may not ascend the Mountain due to the slope.

Ridges

The ridgelines cut through parts of the arena provide a narrow access way for 'Mechs to cut through without going over the nearby elevations. Navigating these narrow passes requires a Piloting Skill roll to avoid taking falling damage (though units will not actually fall by failing this roll). Units that stand within these ridges without spending the MP to ascend to the higher levels are treated as if they are on the hex's lower level.

Moat

The moat surrounding the Mountain is 2 levels deep and filled with a semi-toxic water. For movement and combat purposes, this moat functions as normal water, but MechWarriors standing close to this semi-toxic water (within 1 hex) and exposed to the fumes (due to a cockpit with no armor or life support critical) will suffer the effects of 1 pilot hit per turn of exposure.

In an *A Time of War* scenario, this water is treated as a non-lethal poison (see pp. 318-321, *AToW*) with the following poison stats: Primary Vector: Inhaled/Ingested; Strength: 2; Poison AP: 1; Duration: 2 turns;

Notes: Continuous, Subduing. This damage can be avoided if the warrior is wearing a filter mask or respirator, but if the warrior comes into direct contact with the water for any reason, double the poison's Strength value.

Vibrabombs (Optional)

If vibrabomb minefields are placed, each is rated for units weighing 1D6 x 10 tons. Vibrabomb rules are found on pp. 207-209 of *Tactical Operations*. These vibrabombs are placed by the gamemaster or another neutral third party who must then monitor when (and if) they are set off.

Natural Weather

King of the Mountain is exposed to Solaris VII's natural environment. Use the same All Natural Weather rules indicated for the post-Jihad Liao Arena map (see p. 32), to determine any weather effects taking place in this venue during the players' match.

Post-Jihad Modifications

The Jihad itself did nothing to the King of the Mountain venue. Instead, years of combat and efforts to shore up the Mountain's integrity have paradoxically created a new hazard in the form of random rockslides that enhance the dangers of its steep slopes. Far more dangerous than the shorter slides that have become common on this arena's terrain, the dramatic rockslides have sent many MechWarriors tumbling to the very floor of the area in a cascade of twisted metal limbs and hunks of debris the size of hovercars.

While the arena's management publicly maintains that the rockslides are a natural occurrence, the accepted theory is that the engineers specifically tasked with ensuring that the giant mound remains a stable field for 'Mech battles regularly sabotage small sections to ensure that combatants regularly tumble from the peaks. This theory has gained particular traction (pun intended) ever since the late 3090s, when these rockslides became so common that they became the focus of side-betting pools for King of the Mountain matches.

To reflect the rockslide hazard, apply the following rules in addition to this arena's other rules:

Beware! Falling Rocks!: Any time a unit expends Running, Sprinting, or Jumping MP and ends its movement at a level of 5 or higher on this map, its controlling player must immediately make a Piloting Skill roll, with a target modifier of +2. If this roll fails, the unit not only falls in that hex—suffering normal falling damage as a result—but immediately displaces 1 hex in the same direction of its falling facing.

If this new hex is lower than the level the unit originally ended its movement, or contains contours for a level lower than that which it originally ended its movement, the player must make another Piloting Skill roll, applying a target number modifier equal to the lowest level of the terrain it has entered (e.g., if the unit fell into a hex that contains contours for both level 4 and level 3 terrain, the target modifier is +3). If this roll fails, the unit continues sliding in that direction, and sustains damage as if it fell from the highest level of the last hex to the lowest level of the new hex, using the same facing direction as its initial fall.

For each hex the unit slides into, and until the unit hits a moat hex, the player must continue making Piloting Skill rolls to stop its slide until a roll succeeds. On at that point does the unit cease its plunge, and its Movement Phase. A unit that has slid 1 or more hexes from this type of rockslide is partially trapped under debris that piles up behind it, imposing an additional +1 target modifier and an extra 2 MP cost for any efforts to stand up after such a fall.

If a unit rockslides into the moat, any hit locations that have lost armor will automatically flood per the rules for underwater hull integrity (see p. 121, *TW*).

If a unit sliding in this fashion enters the hex of another unit, check for a possible collision as if the sliding unit has skidded into the other unit's hex (see pp. 62-63, *TW*). If the other unit is also on a level of 5 or higher when it suffers a collision from a unit experiencing a rockslide, that unit must also check for a rockslide effect.
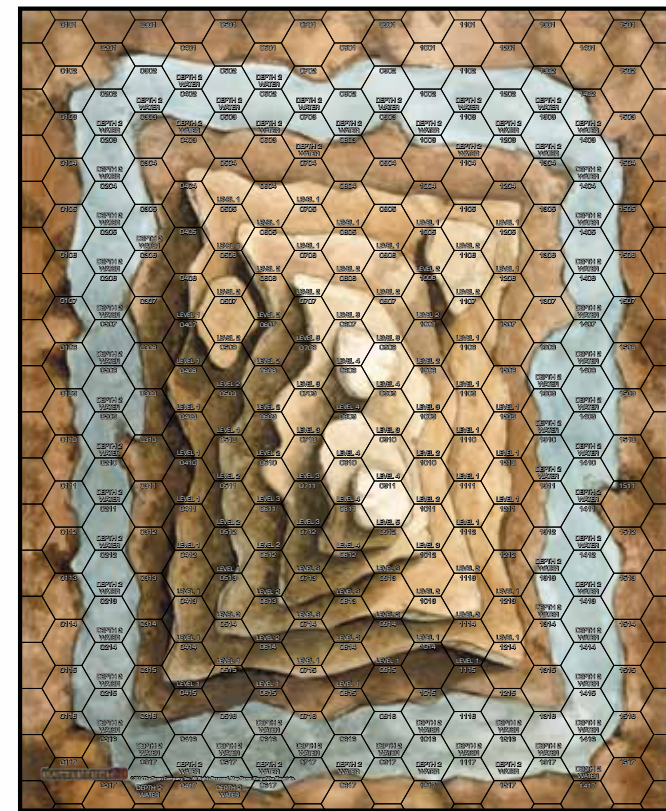
THE SCRAPYARD (REACHES ARENA, BURGTON)

A converted junkyard in the Burgton area of the Reaches, the Scrapyard is a maze of debris on top of debris. Chemical and acid pits throughout the arena provide additional hazards for combatants to watch out for in this small, but deadly hunting ground.

The entire arena stands beneath a high dome of sheet metal and scaffolding primarily intended to protect the combatants and spectators from the Solaran rains, while containing—to a limited extent—the fumes generated by the venue's acidic chemical reservoirs. The spectators and support staff are spared these fumes and stray shrapnel by ferroglass shields and a basic ventilation system, though this does little to offset the smell and feel of technological decay that permeates this arena regardless.

Map Set-up

The Scrapyard has two entry points on the alcoves on the right side of the map, accessed by tunnels that run under the arena's surrounding stands. Players should set up their units within one hex of these entry points (but not on any of the wall hexes), determining who sets up first by rolling initiative. The outer arena walls are considered to be five levels high and have a Construction Factor of 150. They are considered to be "out of bounds" during any match, and any units that jump onto them automatically forfeit the duel. The rest of the arena's walls, primarily composed of discarded metallic waste, are 2 levels high, with a CF of 120 per hex.

Units may not move through walls, though walls may support a unit so long as its tonnage does not exceed that of the current CF of the wall section in the hex where the unit is standing. Every wall section that has its own CF fills the hex with rubble and should be marked with some kind of counter. Units standing on a wall section with a CF lower than the unit's weight at the End Phase of any turn automatically destroy the wall section fall in the same hex as the now-destroyed wall.

Special Features

Acid pits and obstructions created by falling debris provide a few surprises in the Scrapyard. To set these features, either the gamemaster rolls 2D6, or the competing players roll 1D6 each. The result is the number of hexes that may be nominated as a possible feature location. The hexes that are nominated may not contain walls or acid terrain (which appears as a red pool near the bottom of the map), and should be noted on a separate piece of paper before game play begins.

Rules governing the nature of these features are outlined below.

Obstructions

Whenever a unit obtains a line of sight to a hex nominated for a possible feature, the controlling player should make a 1D6 roll immediately. On a result of 1 or 6, the hex is obstructed by debris, and a counter of some type should be placed marking the hex as impassable (debris obstructions have an effective CF of 65 for the hex, and stand 2 levels high).

Any other result indicates no obstruction, but the hex should still be marked with a counter to identify that an obstruction roll was made.

Acid Pits

When entering a hex defined as a possible feature, but not as an obstruction, the controlling player should roll 1D6. On a result of 1 or 6, the hex contains an acid pit, and the MechWarrior must immediately make a Piloting Skill Roll with a penalty of +3 to avoid falling in.

All acid pits in the Scrapyard are one level deep, and BattleMechs may move into or out of them as though entering/leaving depth 1 water, with the following exceptions:

Unlike water, acid does not reduce a 'Mech's heat level. In fact, for every location of a BattleMech exposed to acid in a given turn, the 'Mech generates 3 heat points. This heat is cumulative for multiple exposed locations, but cannot increase the unit's heat level by more than 15 points (as per the limits of heat generated by external sources).

Any BattleMech passing through either these acid pit hexes, or any of the hexes for the one-level deep acid pool at the center-bottom of the map, must automatically roll 4D6 and apply the result as damage in 5-point groupings to the BattleMech's legs.

Finally, a player whose 'Mech enters an acid pit must make a Piloting Skill roll to avoid falling as though entering depth 1 water. If this roll fails, however, in addition to the normal falling damage, *each* separate location exposed to acid will sustain 4D6 points of damage (dividing torso damage evenly between front and back locations).

Non-hovering vehicles, ProtoMechs, and battle armor entering an acid pits for any reason suffer 4D6 damage to all non-turret locations and must make a Piloting roll with a +5 target modifier to avoid getting stuck. Any critical hits sustained from acid damage automatically destroy a vehicle's motive systems first, rendering it immobilized. ProtoMechs suffer critical damage as normal.

Sensor Interference (Optional Rule)

The metallic junk that makes up most of the Scrapyard scrambles all sensors used in this arena. To reflect this, any use of the Sensor Operations Skill (*A Time of War*) suffers a –2 roll modifier. In *BattleTech* games, the entire map is affected by Electromagnetic Interference rules (see p. 55, *TO*).

Post-Jihad Modifications

From an aesthetic perspective, very little about the Scrapyard has changed since the Jihad. Sharper eyes, however, have detected the odd bits of "Word of Blake white" among the wreckage strewn throughout the arena's walls, debris piles, and floor.

Resourceful combatants over the years have discovered that, with a bit of "softening up", the arena's debris can offer up some handy improvised weapons, including debris that may be hurled or wielded as makeshift clubs as the need arises. To reflect this option, players may make use of the following rule for any matches that take place in the Scrapyard (regardless of when they occur):

What Have We Here?: Any time a hex of interior arena walls or a debris obstruction is reduced to a CF of 0, a 'Mech unit equipped with two functional hand actuators may search the hex for a suitable club during the Weapon Attack Phase (in place of an actual weapon attack) by making a 2D6 roll of 6 or higher. The debris works in the same fashion as a girder recovered from a rubbled heavy building (see pp. 145-146, *TW*).

Alternatively, instead of searching for a makeshift club, the unit may search the debris for an object suitable for throwing at its opponent (see *Picking up and Throwing Objects*, pp. 92-95, *TO*). To find a suitable object, the unit makes the same 2D6 search check as it would to find a suitable club. On a result of 6 or higher, the unit discovers a throwable object. The unit must then roll 1D6 to determine the throwable object's weight. An object obtained in this fashion from the Scrapyard is always considered inanimate.

EXPERIMENTAL
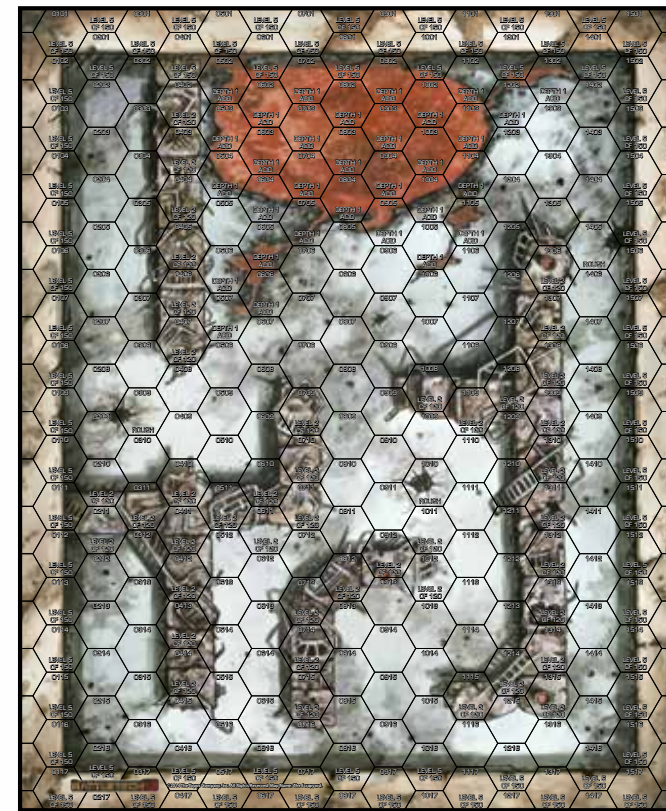
THE POOL (REACHES ARENA, BRACKEN SWAMP)

Easily among Solaris VII's most unusual venues, the Pool is also one of the most dangerous. Built from the remains of a sewage treatment facility, this aquatic arena features a blast-proof transplas ceiling that allows spectators to watch the action from nearby bleachers, while its treacherous floor is covered with mounds of debris that make for an interesting and dangerous landscape.

Map Set-up

The corner alcoves of the Pool serve as the arena's entry points, and are actually the entrances to sophisticated airlocks where both 'Mechs and small rescue and maintenance subs can enter and leave the arena proper. Players in this arena must start in one of the corner alcove hexes, their placement determined by rolling Initiative; the winner chooses his or her location first, with the loser choosing a location on the opposite end of the map.

Special Features

The Pool is a completely submerged environment and all rules for underwater combat apply per the rules in Total Warfare (see pp. 56-57, 107, and 121 of *Total Warfare*). The pool floor is considered to be 5 levels underwater. In addition, the following additional rules apply:

Pool Bottom

Debris covers the entire floor of the pool, making movement exceedingly difficult. In addition to requiring a Piloting Skill roll to prevent falling for every hex moved, the rough terrain increases the normal cost for movement along the pool floor to 5 MPs per hex.

Debris Mounds

Like the pool bottom, the three debris mounds are also covered with rough terrain. Rising 2 levels above the arena floor, these mounds block line of sight.

MechWarrior Ejection

Most MechWarriors knowing they will be fighting in The Pool take special precautions in advance, such as the inclusion of an underwater respirator and oxygen tanks to their standard cockpit garb. This allows them to eject normally. MechWarriors not so prepared may not eject.

Post-Jihad Modifications

By the end of the Jihad, damage to the Pool forced its managers to shut down the venue for some badly needed overhauls, lest it become "just another hole in the ground". Throughout the 3080s, the arena remained off-line, while engineers renovated the arena with higher viewing stands, a larger dome, reinforced walls, some dredging of the debris to improve mobility, and a series of heavy, industrial grade pumping stations reportedly based on DropShip refueling tankers.

The combined result of these modifications enabled the arena's operators to flush and refill its waters between matches, not only increasing their ability to maintain the venue properly, but also allowing for variable water levels that ranged from completely empty to maximum capacity within just a few hours. The high-power pumps could even produce artificial currents within the arena's waters, producing an additional challenge for underwater combat. At the same time, the raised dome even granted 'Mechs with jump capability enough room to use their jets for short bursts when fighting in bouts—as long as the arena was at least half emptied.

To reflect these changes, no matches can be fought in The Pool during the 3080s. After 3089, modify The Pool's normal rules as follows:

Bigger and Better: The Pool's floor is lower than before, and the debris mounds that break up its surface are higher. Combined with a higher outer wall, this gives the arena a maximum depth (when fully filled with water) of 6 levels, with the debris mounds topping out at the half-way point—3 levels higher than the arena floor.

If the arena is left at least half empty (meaning only the bottom 3 levels or less are flooded with water), units with jumping MP may use those abilities in the arena, while units with UMUs may use them for maneuver underwater as long as the water level is at least 1 level higher than the unit's normal height.

Regardless of the water level, no unit may ascend higher than 6 levels above the floor of The Pool.

In addition to this, despite the amount of debris used to make up The Pool's terrain, this material is surprisingly solid and stable to 'Mechs and ground vehicles. As such, the arena floor and the tops of the debris mounds produce no additional movement modifiers beyond those required for moving on those surfaces while submerged. The submerged movement modifiers, meanwhile, are highly dependent on how much water is present in the arena (see below).

Half-Full, or Half-Empty? (Optional): Though the water levels in The Pool cannot be changed during a match, they can vary between matches, to offer more varied tactical options for all combatants concerned. If randomness is desired, the water level can be determined by rolling 1D6 and setting the maximum water depth to that many levels above the arena's floor, or—if the players desire—the arena may be played completely empty, with no water present at all.

Turn on the Jets (Optional): If the water level is at least 3 levels above the floor of this arena, a current may be added to The Pool, created by the same pumps used to fill or drain it. This current is treated as a Rapids Terrain Modification (see pp. 50-51, *TO*), applying an added +1 MP cost to enter each water hex, and a +2 target modifier to all Piloting Skill checks made while in the water.

The flow of these rapids is random from turn to turn—due more to the presence of the debris mounds than the pumps. This water flow will displace units that either fail their Piloting Skill checks and fall, or which fail to expend naval MP to hold their position.
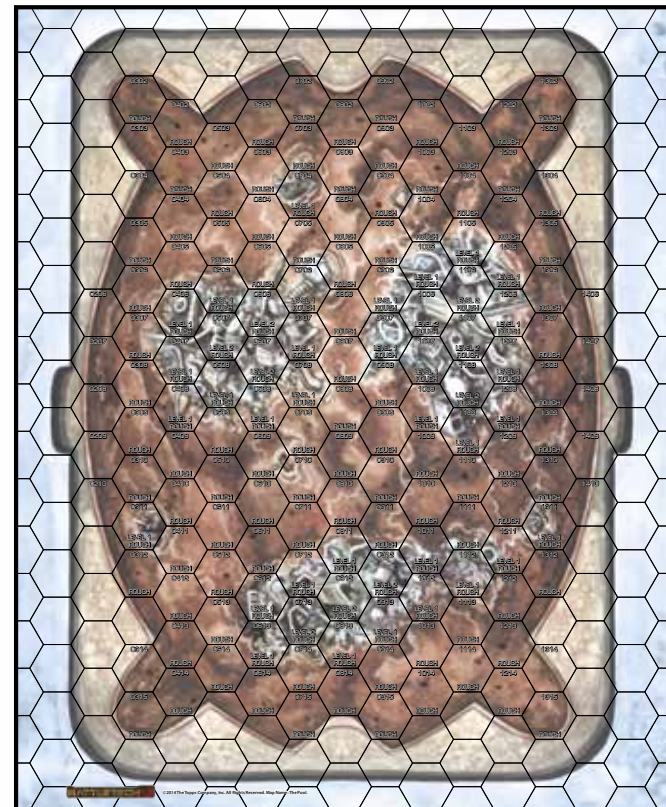
THE MUD PIT (REACHES ARENA, ROLAND FIELDS)

Another Reaches favorite, the Mud Pit was born from an old gravel quarry dug out of the Roland Fields, northeast of Solaris City. While many of the quarries around Solaris City have come to serve as impromptu arenas, what set the Mud Pit apart was the fact that an underground water flow through the area, combined with the previous removal of so much stone, turned the work site into a swampy mess of clay and soft earth. Though this straightforward arena's mud and muck is now maintained more by human intervention, the passage of time and its exposure to the region's naturally rainy conditions has only made the Mud Pit even more treacherous.

Map Set-up

Initially established with mere bleachers along the outer rim, the Mud Pit now features reinforced bunkers to protect the spectators and provide a hard boundary for its combatants. Like the King of the Mountain arena, however, this makes departure from the map edges easier, and there are thus no set entry points.

Units generally enter the Mud Pit via the corner hexes of this map, and begin play within 2 hexes of these points. Placement is determined by the winner of first Initiative roll.

Special Features

The Mud Pit's terrain is kept perpetually wet, making movement difficult and climbing dangerous. The muddy terrain adds +1 MP cost for each hex of ground movement within the pit (applicable to all units except for those using hover, WiGE, VTOL, or jumping movement), and imposes a +1 target modifier on all Piloting Skill Rolls.

For each hex of mud terrain a unit enters (or, in the case of jumping and airborne units, each hex of mud terrain the unit lands in) a Piloting Skill Roll is required to avoid getting stuck in the mud (see *Bog Down Rules*, p. 62, *TO*). This bog down check receives a –1 target modifier, which combines with the normal +1 modifier for movement in mud for a net modifier of +0.

Slippery Slope

Although elevation levels decrease gradually enough, the Mud Pit's has a shifting surface that makes climbing extremely difficult. In addition to the added movement cost and bog down checks, any time a unit falls in a Mud Pit hex that features an elevation line will force a second Piloting Skill roll. Even if the unit has bogged down, if this second roll fails, the fallen unit slides 1 hex toward the center of the map, landing in the lowest elevation level of that hex. Damage from this sliding fall is calculated as normal, with the falling distance determined as the difference between the unit's starting elevation and its final one. The sliding unit ends its Movement Phase in the new hex,

regardless of whether or not the unit had any MP left to spend, and is automatically considered bogged down as well.

All vehicles, ProtoMechs, and battle armor units may operate in the Mud Pit per these rules, though damage from falls is applied as if the unit skidded to its new position (with battle armor sustaining 1 point of damage on each trooper). Hovercraft and WiGE vehicles are not affected by the Mud Pit's terrain.

Pools of Water…Maybe (Optional)

The water pools at the bottom of the Mud Pit are Depth 0, and are normally treated as the same type of terrain as the rest of this arena.

Alternatively, at the discretion of the players or the gamemaster, these pools may be substituted with quicksand instead. Non-hover/WiGE units entering a quicksand hex spend 4 MP to do so, and automatically become stuck in the terrain. Units stuck in a quicksand hex must make a Piloting Skill roll, with a +3 target modifier to break free, or their Movement Phase will end immediately, and they will sink 1 level during the End Phase of that turn. A sinking unit adds an additional +3 target modifier to its attempts to break free for every level by which it sinks—which, in this case, will increase to a maximum depth of 3 levels below the Mud Pit's bottom.

A unit that sinks deeper into quicksand than it stands (2 levels for conventional vehicles and battle armor; 3 levels for standard BattleMechs) is considered disabled for game purposes.

Weapon and physical attacks made against units stuck in mud or quicksand receive a –2 to-hit modifier.

Natural Weather

The Mud Pit is exposed to Solaris VII's natural environment. Because of this, use the All Natural Weather rules indicated for the post-Jihad Liao Arena map (see p. 32), to determine any weather effects taking place in the Mud Pit during the players' match.

Post-Jihad Modifications

The Mud Pit was not actually damaged by the Jihad, but the combination of the region's chronically wet weather, a period of lapsed maintenance from the mid 3070s through the 3080s, and the ongoing erosion caused by the underwater stream that originally transformed it into a venue worthy of its name, have taken their toll.

By the 3090s, especially in the local spring season, it became common to see Mud Pit matches where water had pooled up as deep as 15 meters above the arena's floor. While the Mud Pit's operators can and do periodically use pumps to drain the venue for traditional fights, some event organizers feel that the unpredictable presence of a small lake in the middle of the arena can add an extra surprise for fans and fighters alike.

To reflect this happenstance, players may apply the following rule in place of the *Pools of Water…Maybe* option:

Flooding (Optional): If the players agree to a Mud Pit event where flooding is possible, each player must roll 1D6, subtracting 2 from the result. If both modified roll results amount to 0 or less, the Pool is actually "dry" that day, and even the level 0 water pools are only about the same muddy consistency as the slopes (no quicksand occurs).

If either of the modified roll results is 1 or more, the higher of the two modified results is the maximum depth of the water that fills the center of the map. For example, if one player gets a modified roll of 3 while the other has a modified roll result of 1, the lowest 3 levels of the arena are filled with water.

Above the water line, the Mud Pit's walls and slopes will retain their terrain features as described above; below the water line, treat the ground as normal submerged terrain, ignoring bog down effects and the like.
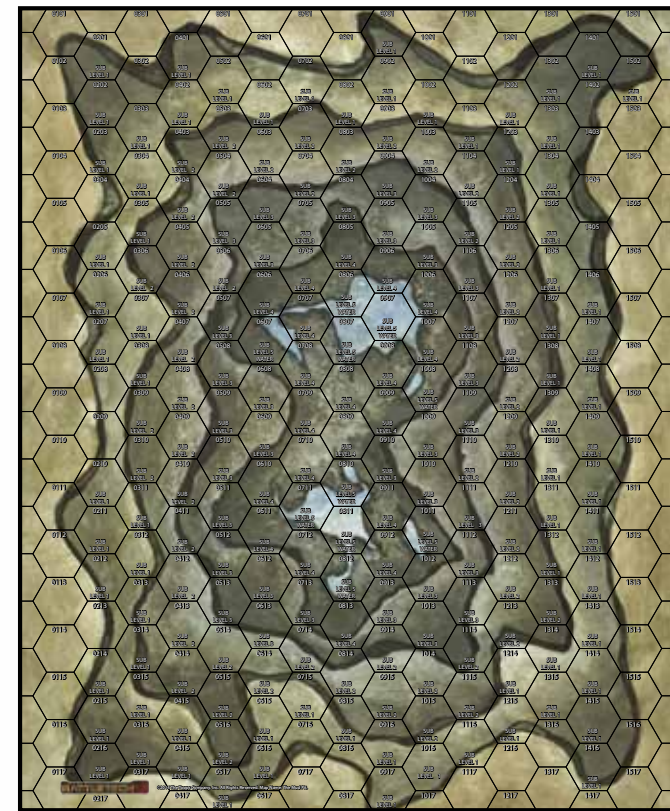
THE 3146 SOLARIS VII ROYAL FANTASY TOURNAMENT

The 3146 Solaris VII Royal Fantasy Tournament (S7RFT) is a three-round, elimination-style event that takes place over the course of three days in the "off season" between major tournaments. Though billed as a series of exhibition matches, the Royal Fantasy Tournament duels still use live ammunition, which can be particularly dangerous for all involved.

The S7RFT was opened only to freelancers, rather than major stables and cooperatives. These individual warriors and small teams have been sponsored by governments, corporations, and other interests, but their small-time nature and modest skills on a world teeming with champion fighters has left them outside of the normal dueling circuit. These sponsors have granted these teams access to a wide range of sophisticated hardware, with some of the latest battlefield technologies with which to customize their gear—all for the chance to demonstrate their skills and tech before millions of bloodthirsty viewers!

The S7RFT tournament may be played out using the material in this product, which includes Record Sheets for of all unique units used in these events, digital copies the ten major arena maps of Solaris VII, and special rules for teams and arena venues alike. Familiarity with the rules in *Total Warfare* and *Tactical Operations* is expected, while supporting material from the *A Time of War* and *A Time of War Companion* role-playing rulebooks would also be helpful. Players interested in even more dynamic rules and campaign material may also find *Strategic Operations* useful, not only to resolve repairs between matches, but also to effectively employ the Design Quirks that most of the 'Mechs and battlesuits in this volume feature.

Playing the Tournament

The 3146 Solaris VII Royal Fantasy Tournament Schedule is provided on p. 42, with the teams filled in only for the first round of matches. Each box provides the teams that will face each other (by team name), and the name of the arena that the battle will take place in (in bold). The venues for the second and third round matches are given in the remaining boxes, with the third round being the only match where three teams will compete against each other in a final free-for-all.

Ideally, all matches should be played out, to find which champions will move on to each round in the fairest and most entertaining way possible. But if the players are pressed for time, a simple roll of dice can decide the winners of any "unplayed" matches. Worth mentioning about this option is that only the first round matches have been balanced for Battle Values and skills; by the second and third rounds, it is quite possible that the warrior teams facing each other could be horribly mismatched.

In either event, only the winner of a given match may proceed to the next round's match, and that winner may only move to the match venue that is connected to his previous match by an arrow. For example, the winner of the first round duel between Teams Triton and Neverland in The Pool arena can only move on to The Mudpit in the second round, not the Boreal Reach or Jungle venues. This also means that the first round winner between Teams Triton and Neverland will only face the winner between Teams Genie and Godmother from round one.

The final winner of the Solaris VII Royal Fantasy Tournament is the team with the last surviving warrior at the end of the third round match in Steiner Coliseum. Congratulations, a pile of stuffed animals, a giant gold trophy in the shape of a fairy tale castle, lots of C-bills, and a possible holovid deal with a major interstellar entertainment giant (who we'll avoid naming for legal reasons) will all go to that lucky contestant.

(And who knows? Maybe *then* a major stable will finally take that team seriously!)

Playing the Matches

All matches are fought as stand-up fights, with victory going to whichever combatant is left standing when the shooting finally stops. A team may win by destroying or crippling all of its opponents, or through the surrender of those units. Because arenas are enclosed battlefields, retreating off the map requires a unit to move to a designated exit point (which some arenas simply do not open until the duel officially ends). Because of this, players may disregard the normal Forced Withdrawal rules (see p. 258, *TW*) or, alternatively, use the conditions for forced withdrawal as an indicator as to when a unit may surrender.
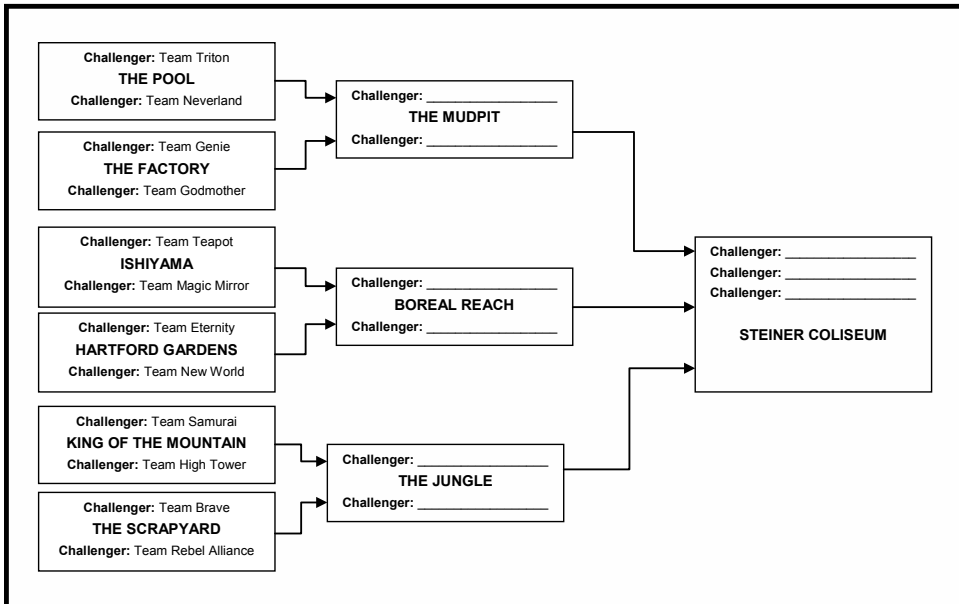
Casualties

Units that are destroyed in a given tournament round cannot be played in a subsequent round, nor can warriors who are killed in a given tournament round. If a warrior is killed, but her team emerged victorious and her unit could be repaired for combat in a later round, only a warrior of equivalent skills from the same team (or from a previously eliminated team of the same/allied faction affiliation) may act as a substitute warrior to fight in the slain warrior's stead. For example, if Team Triton (affiliated with the Magistracy of Canopus, which is an ally of the Capellan Confederation), manages to win its bout against Team Neverland, but lost its MechWarrior, Judith Benson, in the fight due to a lucky last-turn critical hit to her *Agrotera*'s cockpit, Adrienne Caselotti from the Capellan-affiliated Team Magic Mirror may take Benson's place for round 2—at least, if she's not busy fighting her own match in the Boreal Reach at that time.

If no suitable substitute warrior is available for a subsequent match, and the team therefore cannot post a force reasonably capable of defeating its scheduled opponent, it must forfeit the match. Thus, in the case of the previous example, if Team Triton cannot find a substitute pilot for Benson's *Agrotera*, the Tritons automatically forfeit their match in The Mudpit.

The same guideline may also be applied to units that are destroyed, but whose warriors survive. Only, in this case, if a suitable substitute unit cannot be found in the same team's roster, or from the rosters of an allied-affiliated team that has already been eliminated, the team may roll on the appropriate Random Assignment Table for its faction of affiliation. This replacement unit roll may only be made using the medium or light weight classes, however. Furthermore, destroyed units that were being operated as drones in this tournament (such as the *Celerity* "Rajah" and the *Vulpes* "Beast") may not be substituted with drones; their drone operators—if they still live—must instead operate the replacement units directly.

Repairs

Between matches, each team will receive only 1 day to repair damage to their machines. Players may simply assume any and all damage short of complete unit destruction is restored automatically by an unlimited pool of techs and parts, but this can be particularly unrealistic if the previous match was brutal. Instead, players may use the following basic information to make repair rolls on units damaged in a previous round, in conjunction with the Repair and Replacement rules found in *Strategic Operations* (see pp. 175-187, *SO*).

Challenger: Team Triton
THE POOL
Challenger: Team Neverland

Challenger: Team Genie
THE FACTORY
Challenger: Team Godmother

Challenger: _____
THE MUDPIT
Challenger: _____

Challenger: Team Teapot
ISHIYAMA
Challenger: Team Magic Mirror

Challenger: Team Eternity
HARTFORD GARDENS
Challenger: Team New World

Challenger: _____
BOREAL REACH
Challenger: _____

Challenger: _____
Challenger: _____
Challenger: _____

STEINER COLISEUM

Challenger: Team Samurai
KING OF THE MOUNTAIN
Challenger: Team High Tower

Challenger: Team Brave
THE SCRAPYARD
Challenger: Team Rebel Alliance

Challenger: _____
THE JUNGLE
Challenger: _____

EXPERIMENTAL

Team Tech Support: Each team in the Solaris VII Royal Fantasy Tournament has access to three technical teams. Two of these teams are considered Regular, with a Base Technical Skill Target of 7+, and the third is considered Veteran, with a Base Technical Skill Target of 6+. All teams are fully staffed.

Team Medical Support: Each team in the Solaris VII Royal Fantasy Tournament has access to a single, Veteran-rated medical team, with a Base Medical Skill Target of 7+. This medical team is fully staffed.

Location Modifiers: All repairs conducted by a technical team applies the Maintenance Facility location modifier (–2). No planetary condition modifiers apply.

Special Repair Modifiers: The mixture of Clan and Inner Sphere technologies in the 3140s, especially on Solaris VII, has become so ubiquitous that the Incompatibility modifier in this tournament is effectively reduced to +1. All other modifiers apply as normal.

Obtaining Replacement Parts: All teams in the Solaris VII Royal Fantasy Tournament may make up to three free rolls to obtain replacement parts per repair cycle, using the rules found on pp. 178-179, *SO*. When doing so, cost is not considered an issue (sponsoring factions cover those costs), and all teams are considered to be making this search on their "home turf" (source location vs. current location modifiers do not apply). If an availability code for the item being sought is unknown, assume it to have an availability of E. Parts that are successfully obtained during the repair cycle may be used immediately, or stored for later days.

Always Available: For replacement purposes, replacement armor, internal structure, actuators, and ammunition for all of a unit's needs are always considered available, but only as long as the replacements are of the same type and tech base. For example, standard armor cannot be "replaced" with ferro-fibrous armor using this rule.

Customizations: Throughout this tournament, units cannot be customized or modified; all units must be repaired to their same specifications. If a repair is partially successful or unsuccessful, it must be played as-is, or the unit must be replaced entirely per the rules for casualties above. Substitutions and jury-rigged changes will disqualify the unit from the rest of the tournament.

Maximum Repair Time: The maximum amount of repair time available to fix a damaged unit is 20 hours (1,200 minutes). Unused repair time will not carry over to the next cycle.

Special Arena Rules

When playing the arena matches, the players are welcome to use any and all optional rules presented in this book for the arenas, their warriors, and their units' Design Quirks. For full authenticity, all arenas must apply their appropriate Post-Jihad Modifications rules.

We also recommend the following tweaks, as appropriate, for the Royal Fantasy Tournament:

Triton vs. Neverland (The Pool)

In this first round duel, the Pool has been half-drained so that the jump-capable units of Team Neverland can still move about on the surface, while Team Triton's UMU-equipped units may do the same in their venue. The lower 3 levels of the arena are therefore flooded, but the "current" is not turned on, and the SRMs used by both sides' battle armor units are multi-purpose SRMs that work as standard missiles or torpedoes.

To discourage the challengers from "hiding" in their chosen environment, after the second turn of gameplay, roll 1D6 in the End Phase of any turn in which no attacks were made *and* all combatants are unable to trace a line of sight to their opponents due to the waterline. Furthermore, subtract 1 from the roll result for every consecutive turn these conditions are met (again, *after* the second turn of play). If the modified roll result is 1 or less, the arena officials declare both sides disqualified, and the winner of the Factory match between Teams Genie and Godmother automatically wins their second round match without a fight.

Genie vs. Godmother (The Factory)

Use all of post-Jihad modifications in this arena, including the optional Tech Support rules. However, if a Tech Support booth dispenses a handheld weapon, roll again if the resulting handheld weapon weighs more than 10 tons. The second result stands, regardless of the weapon's weight.

Teapot vs. Magic Mirror (Ishiyama)

Do not use Ishiyama's "Paul the Samurai Minotaur" optional rule for this event. The improved traps rule for the post-Jihad Ishiyama arena rule remains in effect. The traps may even be triggered by battle armor units or using Ground MP to pass through trap hexes, or by jumping battle armor units that end their movement in a trap hex.

Eternity vs. New World (Hartford Gardens)

All post-Jihad modifications to this arena are in effect for this event.

Samurai vs. High Tower (King of the Mountain)

All post-Jihad modifications to this arena are in effect for this event.

Brave vs. Rebel Alliance (The Scrapyard)

All post-Jihad modifications to this arena are in effect for this event, and the electromagnetic interference (EMI) effect optional rules are in play. Note that EMI will also apply its –2 Cluster Hits Table effect to the Streak LRM 15s on Team Brave's *Trebuchet* "Merida", reducing their damage capacity to 12 missiles per volley, rather than 15.

Round 2: The Mudpit

If Team Triton won in the previous round, the lower 3 levels of The Mudpit are flooded per the optional flooding rule (just ignore the player roll requirement to determine the depth level).

Otherwise, use the same post-Jihad modifications to this arena, including the optional flooding rule.
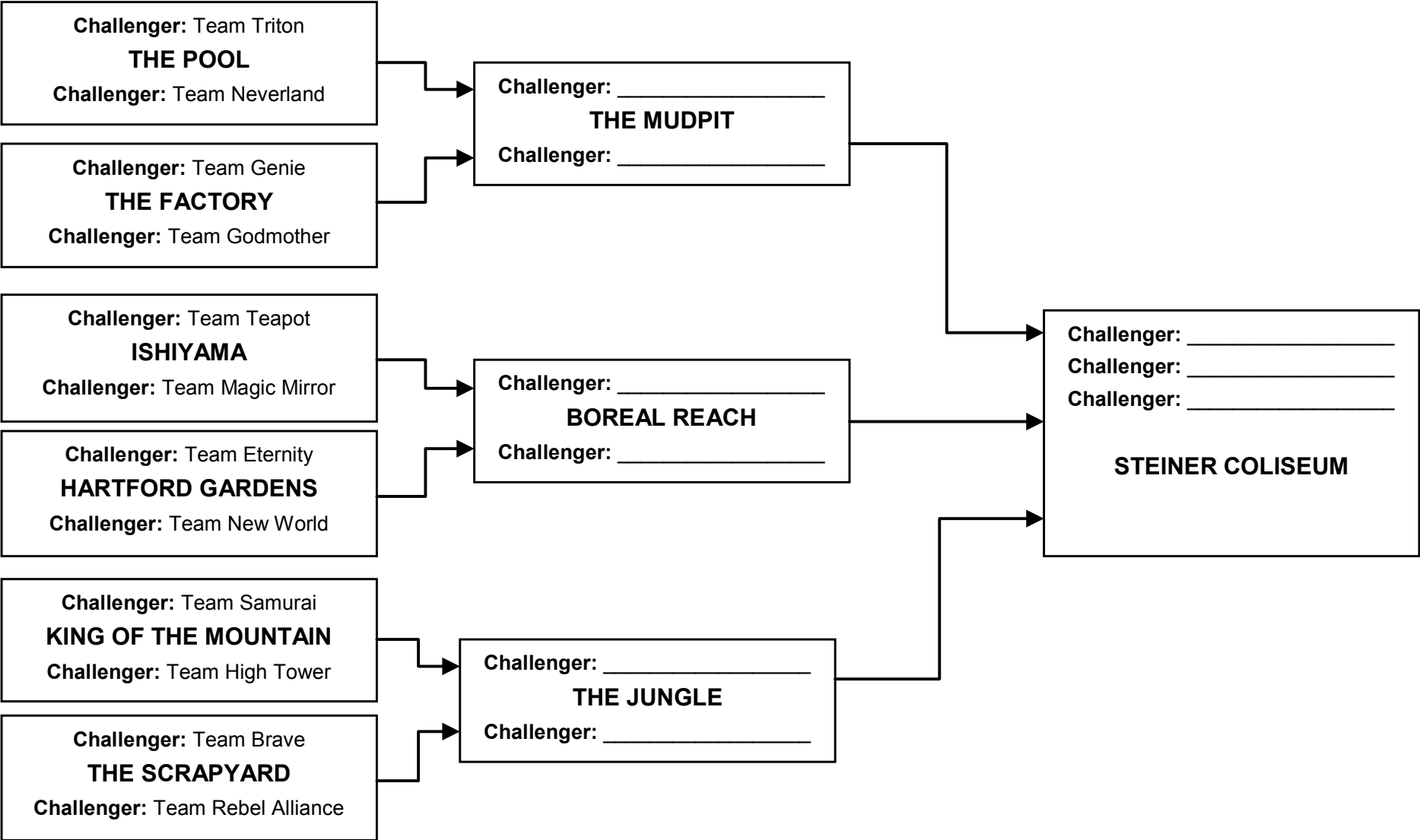
Round 2: Boreal Reach

All post-Jihad modifications to this arena re in effect for this event. In keeping with those rules, use the arctic map for this event, but disregard the extreme cold effects, treat the crevasse as if it is an empty feature with a Depth of 2, and treat all rock outcroppings as light woods terrain. The terrain remains covered in ice, and the event will use normal (daytime) lighting, with sleet for a weather condition (applying a +1 to-hit for all attacks, increased to +2 for missiles).

Round 2: The Jungle

All post-Jihad modifications to this arena are in effect for this event.

Round 3: Steiner Coliseum

All post-Jihad modifications to this arena are in effect for this event, including the optional "Whose Side are *They* On?" rules. Do not use the optional "Chaos Mode" rules, however; the fact that this is a three-way free-for-all, where each team rolls its own Initiative and Crowd Participation checks, will make this event chaotic enough!

EXPERIMENTAL

Challenger: Team Triton
THE POOL
Challenger: Team Neverland

Challenger: Team Genie
THE FACTORY
Challenger: Team Godmother

Challenger: _____
THE MUDPIT
Challenger: _____

Challenger: Team Teapot
ISHIYAMA
Challenger: Team Magic Mirror

Challenger: Team Eternity
HARTFORD GARDENS
Challenger: Team New World

Challenger: _____
BOREAL REACH
Challenger: _____

Challenger: _____
Challenger: _____
Challenger: _____
STEINER COLISEUM

Challenger: Team Samurai
KING OF THE MOUNTAIN
Challenger: Team High Tower

Challenger: Team Brave
THE SCRAPYARD
Challenger: Team Rebel Alliance

Challenger: _____
THE JUNGLE
Challenger: _____

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Agrotera AGT-UA "Ariel"

Movement Points:		Tonnage:	50
Walking:	6	Tech Base:	Mixed Tech (I.S.)
Running:	9		(Advanced)
Underwater:	6	Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HarJel III Self-Repair System (Clan)	CT	—	[E]	—	—	—	—
1	HarJel III Self-Repair System (Clan)	RT	—	[E]	—	—	—	—
1	HarJel III Self-Repair System (Clan)	LT	—	[E]	—	—	—	—
1	ER Large Laser (Clan)	RA	12	10 [DE]	—	8	15	25
1	ER Medium Laser (Clan)	RA	5	7 [DE]	—	5	10	15
1	ER Large Laser (Clan)	LA	12	10 [DE]	—	8	15	25
1	ER Medium Laser (Clan)	LA	5	7 [DE]	—	5	10	15

BV: 1,913

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)
Left Torso [17]
Right Torso [17]
Left Arm [16]
Center Torso [23]
Right Arm [16]
Left Leg [20]
Center Torso Rear [8]
Right Leg [20]
Left Torso Rear [7]
Right Torso Rear [7]

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser (Clan)
6. ER Medium Laser (Clan)

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Left Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. UMU
5. HarJel III Self-Repair System (Clan)
6. HarJel III Self-Repair System (Clan)

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. UMU
6. UMU

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. HarJel III Self-Repair System (Clan)
6. HarJel III Self-Repair System (Clan)

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Damage Transfer Diagram

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser (Clan)
6. ER Medium Laser (Clan)

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. UMU
5. HarJel III Self-Repair System (Clan)
6. HarJel III Self-Repair System (Clan)

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. UMU
6. UMU

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso [12]
Right Torso [12]
Left Arm [8]
Right Arm [8]
Center Torso [16]
Left Leg [12]
Right Leg [12]

HEAT DATA

Heat Scale
Overflow

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	−5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	−4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	−3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

Heat Scale: 30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Buccaneer BCN-6PX "Pan"

Movement Points:			
Walking:	6	**Tonnage:**	55
Running:	9	**Tech Base:**	Mixed Tech (I.S.) (Advanced)
Jumping:	11	**Era:**	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Partial Wing (Clan)	LT/RT	—	[E]	—	—	—	—
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Small Vibroblade	RA	3	7	—	—	—	—
2	Medium Re-engineered Laser	LA	7	6 [DE]	—	3	6	9

BV: 1,343

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

- Head (9)
- Left Torso (19)
- Right Torso (19)
- Left Arm (16)
- Center Torso (26)
- Right Arm (16)
- Left Leg (23)
- Center Torso Rear (9)
- Right Leg (23)
- Left Torso Rear (6)
- Right Torso Rear (6)

INTERNAL STRUCTURE DIAGRAM

- Head
- Left Torso [13]
- Right Torso [13]
- Left Arm [9]
- Right Arm [9]
- Center Torso [18]
- Left Leg [13]
- Right Leg [13]

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Re-engineered Laser
6. Medium Re-engineered Laser

4-6
1. Medium Re-engineered Laser
2. Medium Re-engineered Laser
3. Ferro-Fibrous (Clan)
4. Ferro-Fibrous (Clan)
5. Ferro-Fibrous (Clan)
6. Roll Again

Left Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

4-6
1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Partial Wing (Clan)
5. Partial Wing (Clan)
6. Partial Wing (Clan)

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous (Clan)
5. Sensors
6. Life Support

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Improved Jump Jet
6. Improved Jump Jet

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Damage Transfer Diagram

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Small Vibroblade

4-6
1. Ferro-Fibrous (Clan)
2. Ferro-Fibrous (Clan)
3. Ferro-Fibrous (Clan)
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

4-6
1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Partial Wing (Clan)
5. Partial Wing (Clan)
6. Partial Wing (Clan)

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

HEAT DATA

Heat Level*	Effects	10 [23] Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	−5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	○
20	−4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	−3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	−2 Movement Points	○
8	+1 Modifier to Fire	
5	−1 Movement Points	

Heat Scale
Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Phoenix Hawk PXH-7KJ "Jasmine"

Movement Points:		Tonnage:	45
Walking:	6	Tech Base:	Inner Sphere
Running:	9		(Advanced)
Jumping:	6	Era:	Dark Age

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Drone Control Console	HD	—	[E]	—	—	—	—
1	Angel ECM Suite	CT	—	[E]	—	—	—	6
1	Rocket Launcher 10	RT	3	1/Msl [M,C]	—	5	11	18
1	PPC Capacitor	RA	5	[E]	—	—	—	—
1	Snub-Nose PPC	RA	10	10/8/5 [DE,V]	—	9	13	15
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

BV: 1,513

WARRIOR DATA

Name: _____

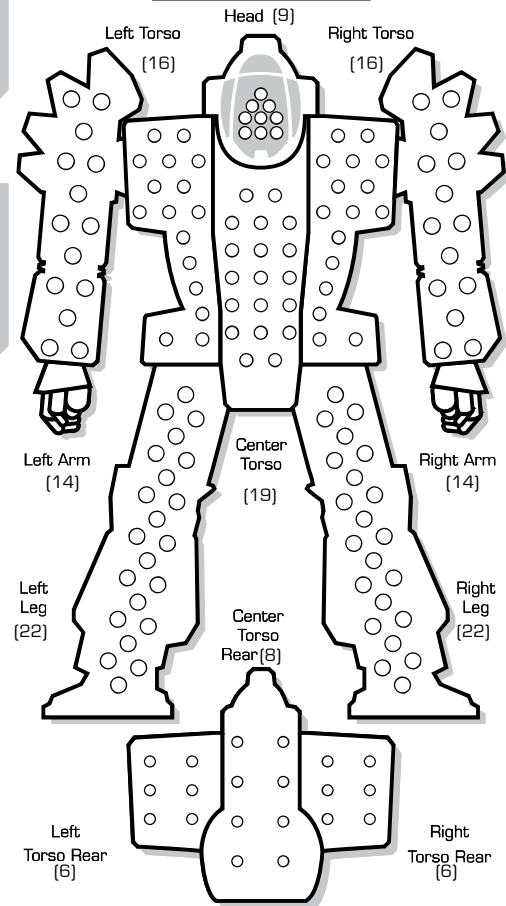Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)
Left Torso (16)   Right Torso (16)
Left Arm (14)   Center Torso (19)   Right Arm (14)
Left Leg (22)   Center Torso Rear (8)   Right Leg (22)
Left Torso Rear (6)   Right Torso Rear (6)
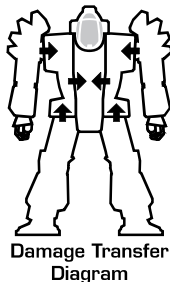
CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

4-6
1. Light Ferro-Fibrous
2. Light Ferro-Fibrous
3. Light Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Light Ferro-Fibrous
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Drone Control Console
5. Sensors
6. Life Support

Center Torso
1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
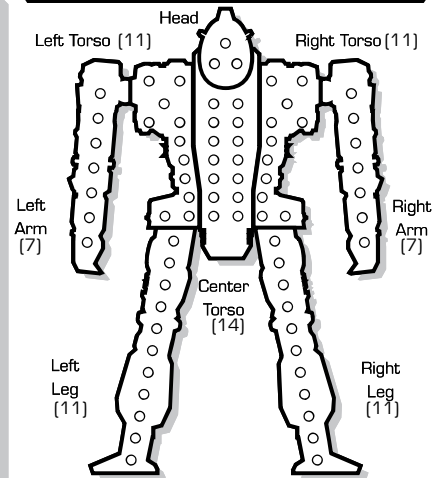5. Angel ECM Suite
6. Angel ECM Suite

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Damage Transfer Diagram

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Snub-Nose PPC
6. Snub-Nose PPC

4-6
1. PPC Capacitor
2. Light Ferro-Fibrous
3. Light Ferro-Fibrous
4. Light Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. Rocket Launcher 10

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso [11]   Right Torso [11]
Left Arm [7]   Center Torso [14]   Right Arm [7]
Left Leg [11]   Right Leg [11]

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	−5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	−4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	−3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

Heat Scale
Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

BATTLETECH™

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Celerity CLR-03OMM "Rajah"

Movement Points:		Tonnage:	15
Walking:	8	Tech Base:	Mixed Tech (I.S.)
Running:	12		(Advanced)
		Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Spikes	HD	—	[E]	—	—	—	—
1	Drone (Remote) Operating System	RT	—	[E]	—	—	—	—
1	ER Small Laser (Clan)	RT	2	5 [DE]	—	2	4	6
1	Spikes	RT	—	[E]	—	—	—	—
1	ER Small Laser (Clan)	LT	2	5 [DE]	—	2	4	6
1	Spikes	LT	—	[E]	—	—	—	—

BV: 278

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head [4]

Left Torso [4]

Right Torso [4]

Center Torso [5]

Left Front Leg [1]

Left Rear Leg [1]

Right Rear Leg [1]

Right Front Leg [1]

Left Torso Rear [1]

Right Torso Rear [1]

Center Torso Rear [1]

CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. Spikes
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. [Double Heat Sink (Clan)
6. [Double Heat Sink (Clan)

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. [Double Heat Sink (Clan)
6. [Double Heat Sink (Clan)

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

4-6
1. XL Gyro
2. XL Gyro
3. XL Gyro
4. Fusion Engine
5. Fusion Engine
6. Fusion Engine

Left Torso

1-3
1. [Double Heat Sink (Clan)
2. [Double Heat Sink (Clan)
3. [Double Heat Sink (Clan)
4. [Double Heat Sink (Clan)
5. ER Small Laser (Clan)
6. Spikes

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Torso

1-3
1. [Double Heat Sink (Clan)
2. [Double Heat Sink (Clan)
3. [Double Heat Sink (Clan)
4. [Double Heat Sink (Clan)
5. ER Small Laser (Clan)
6. Drone (Remote) Operating System

4-6
1. Spikes
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Right Rear Leg
1. Hip
2. Upper Leg Actuator
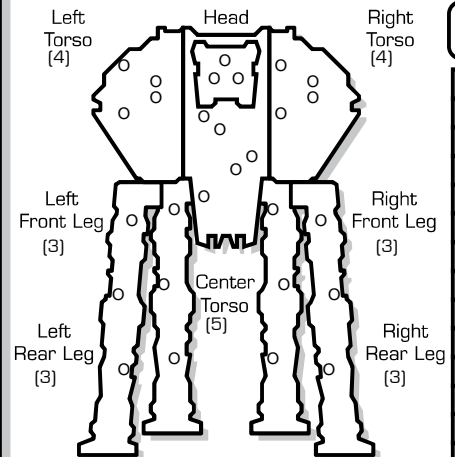3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Damage Transfer Diagram

CATALYST game labs™

INTERNAL STRUCTURE DIAGRAM

Left Torso [4]

Head

Right Torso [4]

Left Front Leg [3]

Center Torso [5]

Right Front Leg [3]

Left Rear Leg [3]

Right Rear Leg [3]

HEAT DATA

Heat Scale

Overflow

| 30* | 29 | 28* | 27 | 26* | 25* | 24* | 23* | 22* | 21 | 20* | 19* | 18* | 17* | 16 | 15* | 14* | 13* | 12 | 11 | 10* | 9 | 8* | 7 | 6 | 5* | 4 | 3 | 2 | 1 | 0 |

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	–5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	–4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	–3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Vulcan VT-5ML "Aladdin"

Movement Points:		Tonnage:	40
Walking:	6	Tech Base:	Inner Sphere
Running:	9		(Advanced)
Jumping:	6	Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	CT	—	[E]	—	—	—	6
1	Thunderbolt 5	RT	3	5[M]	5	6	12	18
1	Thunderbolt 5	LT	3	5[M]	5	6	12	18
1	Retractable Blade	RA	—	4	—	—	—	—

BV: 947

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head [8]

Left Torso [8]   Right Torso [8]

Left Arm [6]   Center Torso [10]   Right Arm [6]

Left Leg [10]   Center Torso Rear [6]   Right Leg [10]

Left Torso Rear [4]   Right Torso Rear [4]

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Endo Steel
3. Endo Steel
4. Stealth
5. Stealth
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Retractable Blade
6. Retractable Blade

4-6
1. Retractable Blade
2. Endo Steel
3. Endo Steel
4. Stealth
5. Stealth
6. Roll Again

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
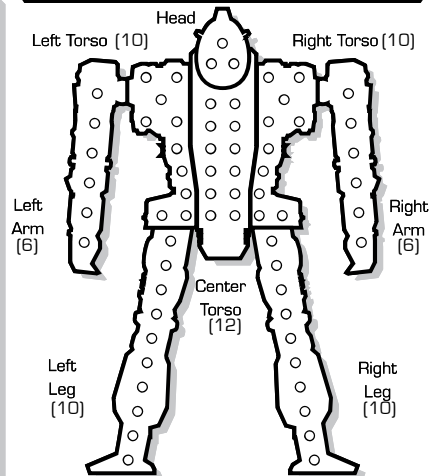5. Angel ECM Suite
6. Angel ECM Suite

Left Torso
1-3
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Thunderbolt 5
5. Ammo (Thunderbolt 5) 12
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Stealth
6. Stealth

Right Torso
1-3
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Thunderbolt 5
5. Ammo (Thunderbolt 5) 12
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Stealth
6. Stealth

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Head

Left Torso [10]   Right Torso [10]

Left Arm [6]   Center Torso [12]   Right Arm [6]

Left Leg [10]   Right Leg [10]

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	−5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	−4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	−3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Gunsmith CH11-NGC "Cinderella"

Movement Points:		Tonnage:	25
Walking:	8	Tech Base:	Mixed Tech (I.S.) (Advanced)
Running:	12	Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Laser AMS	RT	7	— [PD]	—	—	—	—
2	ER Medium Pulse Laser (Clan)	RA	6	7 [P]	—	5	9	14
2	ER Medium Pulse Laser (Clan)	LA	6	7 [P]	—	5	9	14

BV: 1,519

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)

Left Torso (10) Right Torso (10)

Left Arm (8) Center Torso (12) Right Arm (8)

Left Leg (12) Center Torso Rear (3) Right Leg (12)

Left Torso Rear (2) Right Torso Rear (2)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ⌈ ER Medium Pulse Laser (Clan)
5. ⌊ ER Medium Pulse Laser (Clan)
6. ⌈ ER Medium Pulse Laser (Clan)
1. ⌊ ER Medium Pulse Laser (Clan)
4-6
2. Reflective (Clan)
3. Reflective (Clan)
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ⌈ Double Heat Sink
5. ⌈ Double Heat Sink
6. ⌊ Double Heat Sink
4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Reflective (Clan)
5. Sensors
6. Life Support

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro
4-6
1. XL Gyro
2. XL Gyro
3. XL Gyro
4. XL Fusion Engine
5. XL Fusion Engine
6. XL Fusion Engine

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Damage Transfer Diagram

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ⌈ ER Medium Pulse Laser (Clan)
5. ⌊ ER Medium Pulse Laser (Clan)
6. ⌈ ER Medium Pulse Laser (Clan)
1. ⌊ ER Medium Pulse Laser (Clan)
4-6
2. Reflective (Clan)
3. Reflective (Clan)
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ⌈ Double Heat Sink
5. ⌈ Double Heat Sink
6. ⌊ Double Heat Sink
4-6
1. ⌈ Laser AMS
2. ⌊ Laser AMS
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM

Head

Left Torso (6) Right Torso (6)

Left Arm (4) Right Arm (4)

Center Torso (8)

Left Leg (6) Right Leg (6)

HEAT DATA

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	–4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	–3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: HBK-LGN-Pin "Anastasia"

Movement Points:		Tonnage:	50
Walking:	4	Tech Base:	Mixed Tech (I.S.)
Running:	6		(Experimental)
		Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AC/20	RT	7	20 [DB,S]	—	3	6	9
1	Targeting Computer (Clan)	LT	—	[E]	—	—	—	—
1	Heavy Large Laser (Clan)	RA	18	16 [DE]	—	5	10	15

BV: 1,303

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)
Left Torso (16) Right Torso (20)
Left Arm (14) Center Torso (26) Right Arm (14)
Left Leg (22) Center Torso Rear (5) Right Leg (22)
Left Torso Rear (6) Right Torso Rear (4)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Endo Steel (Clan)
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Targeting Computer (Clan)
5. Targeting Computer (Clan)
6. Targeting Computer (Clan)

4-6
1. Targeting Computer (Clan)
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
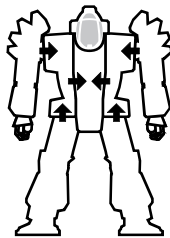3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel (Clan)
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Damage Transfer Diagram

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Heavy Large Laser (Clan)
4. Heavy Large Laser (Clan)
5. Heavy Large Laser (Clan)
6. Endo Steel (Clan)

4-6
1. Roll Again
2. Roll Again
3. Roll Again
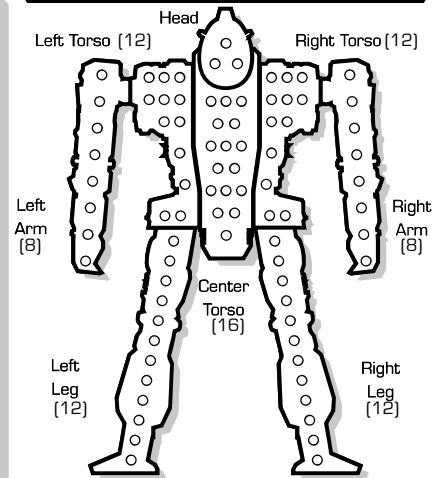4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. AC/20
2. AC/20
3. AC/20
4. AC/20
5. AC/20
6. AC/20

4-6
1. AC/20
2. AC/20
3. AC/20
4. AC/20
5. Ammo (AC/20) 5
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso [12] Right Torso [12]
Left Arm [8] Right Arm [8]
Center Torso [16]
Left Leg [12] Right Leg [12]

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	−5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	−4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	−3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

Heat Scale: Overflow, 30*, 29, 28*, 27, 26*, 25*, 24*, 23*, 22*, 21, 20*, 19*, 18*, 17*, 16, 15*, 14*, 13*, 12, 11, 10*, 9, 8*, 7, 6, 5*, 4, 3, 2, 1, 0

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: HBK-LGN-Pin "Drizella"

Movement Points:			
Walking:	7	Tonnage:	50
Running:	11	Tech Base:	Mixed Tech (I.S.) (Experimental)
Jumping:	6	Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser (Clan)	RT	4	7 [P]	—	4	8	12
2	Micro Pulse Laser (Clan)	RT	1	3 [P,AI]	—	1	2	3
1	Medium Pulse Laser (Clan)	LT	4	7 [P]	—	4	8	12
2	Micro Pulse Laser (Clan)	LT	1	3 [P,AI]	—	1	2	3
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

BV: 1,544

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)

Left Torso (15) Right Torso (15)

Left Arm (16) Center Torso (20) Right Arm (16)

Left Leg (20) Center Torso Rear (7) Right Leg (20)
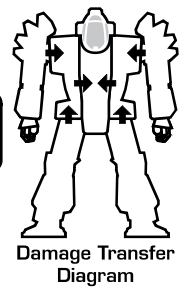
Left Torso Rear (7) Right Torso Rear (7)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
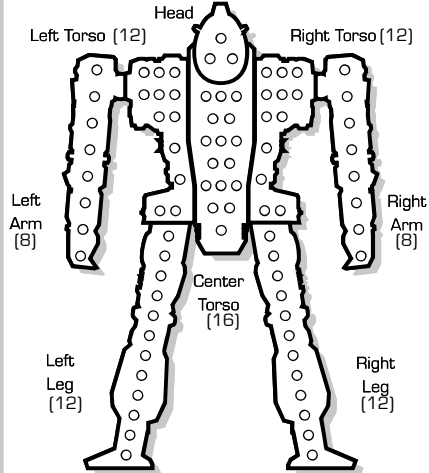3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

4-6
1. Medium Pulse Laser (Clan)
2. Micro Pulse Laser (Clan)
3. Micro Pulse Laser (Clan)
4. Endo Steel (Clan)
5. Roll Again
6. Roll Again

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Roll Again

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

4-6
1. Medium Pulse Laser (Clan)
2. Micro Pulse Laser (Clan)
3. Micro Pulse Laser (Clan)
4. Endo Steel (Clan)
5. Roll Again
6. Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Damage Transfer Diagram

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM

Head

Left Torso [12] Right Torso [12]

Left Arm [8] Right Arm [8]

Center Torso [16]

Left Leg [12] Right Leg [12]

Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	14 (28) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	−5 Movement Points	○○
24	+4 Modifier to Fire	○○
23	Ammo Exp. avoid on 6+	○○
22	Shutdown, avoid on 8+	○○
20	−4 Movement Points	○○
19	Ammo Exp. avoid on 4+	○○
18	Shutdown, avoid on 6+	○○
17	+3 Modifier to Fire	○○
15	−3 Movement Points	○○
14	Shutdown, avoid on 4+	○○
13	+2 Modifier to Fire	○
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Watchman WTC-4MB "Belle"

Movement Points:		Tonnage:	40
Walking:	5	Tech Base:	Mixed Tech (I.S.)
Running:	8		(Advanced)
		Era:	Dark Age

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Drone Control Console	HD	—	[E]	—	—	—	—
1	Watchdog CEWS (Clan)	RT	—	[E]	—	—	—	4
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Large Re-engineered Laser	LA	10	9 [DE]	—	5	10	15

BV: 1,204

WARRIOR DATA

Name: _____

Gunnery Skill: _____   Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head [9]
Left Torso [13]   Right Torso [13]
Left Arm [11]   Center Torso [15]   Right Arm [11]
Left Leg [17]   Center Torso Rear [7]   Right Leg [17]
Left Torso Rear [6]   Right Torso Rear [6]

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Large Re-engineered Laser
3. Large Re-engineered Laser
4. Large Re-engineered Laser
5. Large Re-engineered Laser
6. Large Re-engineered Laser

Left Torso
1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER Medium Laser

4-6
1. ER Medium Laser
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
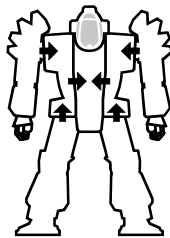4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Drone Control Console
5. Sensors
6. Life Support

Center Torso
1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. ER Medium Laser
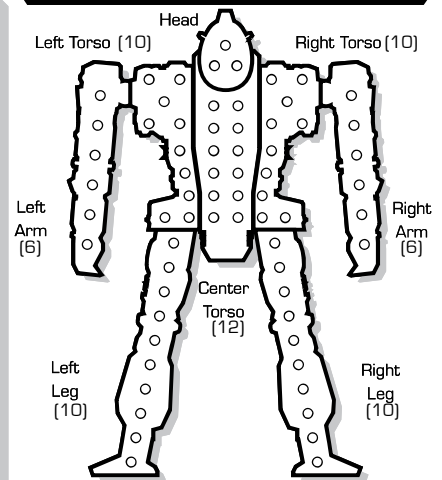3. ER Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Watchdog CEWS (Clan)

4-6
1. Watchdog CEWS (Clan)
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Damage Transfer Diagram

CATALYST game labs

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso [10]   Right Torso [10]
Left Arm [6]   Right Arm [6]
Center Torso [12]
Left Leg [10]   Right Leg [10]

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	−5 Movement Points	○○
24	+4 Modifier to Fire	○○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	−4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	−3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Vulpes VLP-1DX "Beast"

Movement Points:		Tonnage:	60
Walking:	4	Tech Base:	Mixed Tech (I.S.)
Running:	6		(Advanced)
		Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Drone (Remote) Operating System	RT	—	[E]	—	—	—	—
1	Advanced Point Defense System	LT	2	— [PD]	—	—	—	3
1	Claw	RA	—	9	—	—	—	—
1	ER Large Laser (Clan)	RA	12	10 [DE]	—	8	15	25
1	Claw	LA	—	9	—	—	—	—
2	ER Flamer	LA	4	2 [DE,H,AI]	—	3	5	7
1	ER Medium Pulse Laser (Clan)	LA	6	7 [P]	—	5	9	14
1	Talons (Clan)	Legs	—	18	—	—	—	—

BV: 1,229

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (8)
Left Torso (20) Right Torso (20)
Left Arm (15) Center Torso (25) Right Arm (15)
Left Leg (19) Center Torso Rear (9) Right Leg (19)
Left Torso Rear (6) Right Torso Rear (6)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Claw
5. Claw
6. Claw

4-6
1. Claw
2. ER Medium Pulse Laser (Clan)
3. ER Medium Pulse Laser (Clan)
4. ER Flamer
5. ER Flamer
6. Anti-Penetrative Ablation

Left Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Advanced Point Defense System
4. Advanced Point Defense System
5. Ammo (APDS) 12
6. Anti-Penetrative Ablation

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Talons (Clan)
6. Talons (Clan)

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Damage Transfer Diagram

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Claw
5. Claw
6. Claw

4-6
1. Claw
2. ER Large Laser (Clan)
3. Anti-Penetrative Ablation
4. Anti-Penetrative Ablation
5. Anti-Penetrative Ablation
6. Anti-Penetrative Ablation

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink (Clan)
4. Double Heat Sink (Clan)
5. Double Heat Sink (Clan)
6. Double Heat Sink (Clan)

4-6
1. Drone (Remote) Operating System
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Talons (Clan)
6. Talons (Clan)

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso [14] Right Torso [14]
Left Arm [10] Center Torso [20] Right Arm [10]
Left Leg [14] Right Leg [14]

HEAT DATA

Heat Level*	Effects	11 [22] Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	○ ○
25	−5 Movement Points	○ ○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	−4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	−3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Calliope CAL-1MAFSW "Snow White"

Movement Points:		Tonnage:	40
Walking:	5	Tech Base:	Mixed Tech (I.S.)
Running:	8		(Advanced)
		Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved Heavy Medium Laser [Clan]	LT	7	10 [DE,X]	—	3	6	9
1	ER PPC [Clan]	RA	15	15 [DE]	—	7	14	23
1	PPC Capacitor	RA	5	[E]	—	—	—	—
2	Streak SRM 4	LA	3	2/Msl [M,C]	—	3	6	9

BV: 1,668

WARRIOR DATA

Name: _____

Gunnery Skill: ____ Piloting Skill: ____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)
Left Torso (15)
Right Torso (15)
Left Arm (12)
Center Torso (18)
Right Arm (12)
Ferro-Lamellor
Left Leg (15)
Center Torso Rear (5)
Right Leg (15)
Left Torso Rear (5)
Right Torso Rear (5)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Streak SRM 4
6. Streak SRM 4

4-6
1. Ferro-Lamellor (Clan)
2. Ferro-Lamellor (Clan)
3. Ferro-Lamellor (Clan)
4. Ferro-Lamellor (Clan)
5. Ferro-Lamellor (Clan)
6. Ferro-Lamellor (Clan)

Left Torso
1-3
1. Laser Heat Sink (Clan)
2. Laser Heat Sink (Clan)
3. Improved Heavy Medium Laser (Clan)
4. Improved Heavy Medium Laser (Clan)
5. Ammo (Streak SRM 4) 25
6. CASE

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Damage Transfer Diagram

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER PPC (Clan)
5. ER PPC (Clan)
6. PPC Capacitor

4-6
1. Ferro-Lamellor (Clan)
2. Ferro-Lamellor (Clan)
3. Ferro-Lamellor (Clan)
4. Ferro-Lamellor (Clan)
5. Ferro-Lamellor (Clan)
6. Ferro-Lamellor (Clan)

Right Torso
1-3
1. Laser Heat Sink (Clan)
2. Laser Heat Sink (Clan)
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso (10)
Right Torso (10)
Left Arm (6)
Center Torso (12)
Right Arm (6)
Left Leg (10)
Right Leg (10)

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	10 (20) Laser
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	−5 Movement Points	
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	−4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	−3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Trebuchet TBT-7MM "Merida"

Movement Points:		Tonnage:	50
Walking:	5	Tech Base:	Mixed Tech (I.S.)
Running:	8		(Advanced)
		Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak LRM 15 (Clan)	RT	5	1/Msl [M,C]	—	7	14	21
1	Streak LRM 15 (Clan)	LT	5	1/Msl [M,C]	—	7	14	21
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Small Vibroblade	LA	3	7	—	—	—	—

BV: 2,028

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head [9]
Left Torso [15]
Right Torso [15]
Left Arm [16]
Center Torso [24]
Right Arm [16]
Left Leg [21]
Center Torso Rear [8]
Right Leg [21]
Left Torso Rear [7]
Right Torso Rear [7]

CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Small Vibroblade
6. Endo Steel

4-6
1. Endo Steel
2. Reflective
3. Reflective
4. Reflective
5. Reflective
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Streak LRM 15 (Clan)
5. Streak LRM 15 (Clan)
6. Streak LRM 15 (Clan)

4-6
1. Ammo (Streak LRM 15) 8
2. Ammo (Streak LRM 15) 8
3. CASE II
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Reflective
6. Reflective

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

4-6
1. Endo Steel
2. Endo Steel
3. Reflective
4. Reflective
5. Reflective
6. Reflective

Right Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Streak LRM 15 (Clan)
5. Streak LRM 15 (Clan)
6. Streak LRM 15 (Clan)

4-6
1. Ammo (Streak LRM 15) 8
2. Ammo (Streak LRM 15) 8
3. CASE II
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso [12]
Right Torso [12]
Left Arm [8]
Right Arm [8]
Center Torso [16]
Left Leg [12]
Right Leg [12]

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	–4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	–3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Clint IIC 2L "Leia"

Movement Points:		Tonnage:	40
Walking:	6	Tech Base:	Mixed Tech (Clan)
Running:	9		(Advanced)
		Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	Large VSP Laser (IS)	RA	10	11/9/7 [P,V]	—	4	8	15
1	Medium Re-engineered Laser (IS)	LA	7	6 [DE]	—	3	6	9

BV: 1,480

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)

Left Torso (13) — Right Torso (13)

Left Arm (10) — Center Torso (15) — Right Arm (10)

Left Leg (16) — Center Torso Rear (4) — Right Leg (16)

Left Torso Rear (4) — Right Torso Rear (4)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Re-engineered Laser (IS)
6. Medium Re-engineered Laser (IS)

4-6
1. Ballistic-Reinforced (IS)
2. Ballistic-Reinforced (IS)
3. Ballistic-Reinforced (IS)
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. ER Medium Laser
6. Endo Steel

4-6
1. Ballistic-Reinforced (IS)
2. Ballistic-Reinforced (IS)
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
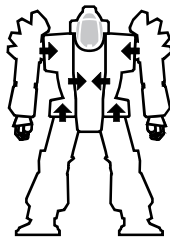1. Life Support
2. Sensors
3. Cockpit
4. Sensors
5. Sensors
6. Life Support

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Medium Laser
6. Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Damage Transfer Diagram

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large VSP Laser (IS)
6. Large VSP Laser (IS)

4-6
1. Large VSP Laser (IS)
2. Large VSP Laser (IS)
3. Ballistic-Reinforced (IS)
4. Ballistic-Reinforced (IS)
5. Ballistic-Reinforced (IS)
6. Roll Again

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Endo Steel

4-6
1. Ballistic-Reinforced (IS)
2. Ballistic-Reinforced (IS)
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM

Head

Left Torso [10] — Right Torso [10]

Left Arm [6] — Center Torso [12] — Right Arm [6]

Left Leg [10] — Right Leg [10]

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	−5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	−4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	−3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Hitotsume Kozo HKZ-1FM "Mulan"

Movement Points:		Tonnage:	55
Walking:	6 [7]	Tech Base:	Inner Sphere
Running:	9 [11]		(Advanced)
Jumping:	4	Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	RT	15	15 [DE]	3	6	12	18
1	Large Vibroblade	RA	7	14	—	—	—	—
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

BV: 1,772

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

	1	2	3	4	5	6
Hits Taken						
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)

Left Torso (15) Right Torso (15)

Left Arm (13) Center Torso (23) Right Arm (13)

Left Leg (18) Center Torso Rear (10) Right Leg (18)

Left Torso Rear (9) Right Torso Rear (9)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

4-6
1. Triple-Strength Myomer
2. Triple-Strength Myomer
3. Triple-Strength Myomer
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Damage Transfer Diagram

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Vibroblade
6. Large Vibroblade

4-6
1. Large Vibroblade
2. Large Vibroblade
3. Triple-Strength Myomer
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Roll Again

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Heavy PPC

4-6
1. Heavy PPC
2. Heavy PPC
3. Heavy PPC
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM

Head

Left Torso [13] Right Torso [13]

Left Arm [9] Right Arm [9]

Center Torso [18]

Left Leg [13] Right Leg [13]

Heat Scale

Overflow

| 30* |
| 29 |
| 28* |
| 27 |
| 26* |
| 25* |
| 24* |
| 23* |
| 22* |
| 21 |
| 20* |
| 19* |
| 18* |
| 17* |
| 16 |
| 15* |
| 14* |
| 13* |
| 12 |
| 11 |
| 10* |
| 9 |
| 8* |
| 7 |
| 6 |
| 5* |
| 4 |
| 3 |
| 2 |
| 1 |
| 0 |

HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	○ ○
25	–5 Movement Points	○ ○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	–4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	–3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Tessen TSN-X4R "Rapunzel"

Movement Points:		Tonnage:	50
Walking:	6	Tech Base:	Mixed Tech (I.S.) (Experimental)
Running:	9	Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	CT	—	[E]	—	—	—	6
1	ER Large Laser w/RISC LPM	RT	12	8 [DE]	—	7	14	19
2	Medium Pulse Laser (Clan)	LT	4	7 [P]	—	4	8	12
1	Chain Whip	RA	—	3	—	—	—	—
1	C³ Remote Sensor Launcher	LA	0	[M,E]	—	3	6	9

BV: 1,518

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)
Left Torso (17) Right Torso (17)
Left Arm (15) Center Torso (25) Right Arm (15)
Left Leg (20) Center Torso Rear (6) Right Leg (20)
Left Torso Rear (5) Right Torso Rear (5)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. C³ Remote Sensor Launcher
6. C³ Remote Sensor Launcher
4-6
1. C³ Remote Sensor Launcher
2. Ammo (C³ Remote Sensor) 4
3. Impact-Resistant
4. Impact-Resistant
5. Impact-Resistant
6. Impact-Resistant

Left Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Medium Pulse Laser (Clan)
5. Medium Pulse Laser (Clan)
6. Endo Steel
4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Impact-Resistant
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro
4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Angel ECM Suite
6. Angel ECM Suite

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Damage Transfer Diagram

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Chain Whip
6. Chain Whip
4-6
1. Impact-Resistant
2. Impact-Resistant
3. Impact-Resistant
4. Impact-Resistant
5. Roll Again
6. Roll Again

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER Large Laser
5. ER Large Laser
6. RISC Laser Pulse Module
4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Impact-Resistant

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso [12] Right Torso [12]
Left Arm [8] Right Arm [8]
Center Torso [16]
Left Leg [12] Right Leg [12]

HEAT DATA

Heat Scale — Overflow

Heat Level*	Effects	11 [22] Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	–4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	–3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale markers: 30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Ghost GST-10A "Aurora"

Movement Points:		Tonnage:	50
Walking:	6	Tech Base:	Mixed Tech (I.S.)
Running:	9		(Experimental)
		Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Pulse Laser (Clan)	HD	3	5 [P,AI]	—	2	4	6
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	MML 9	RT	5	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	iNarc	LA	0	[M]	—	4	9	15
1	Void Signature System	*	—	[E]	—	—	—	—

BV: 1,500

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)
Left Torso [17]   Right Torso [17]
Left Arm [15]   Center Torso [22]   Right Arm [15]
Left Leg [22]   Center Torso Rear [10]   Right Leg [22]
Left Torso Rear [7]   Right Torso Rear [7]

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. iNarc
6. iNarc
4-6
1. iNarc
2. Ammo (iNarc) 4
3. Ferro-Fibrous (Clan)
4. Void Signature System
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Small Pulse Laser (Clan)
5. Sensors
6. Life Support

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Ferro-Fibrous (Clan)
4-6
1. Void Signature System
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro
4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ferro-Fibrous (Clan)
6. Void Signature System

Left Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER Medium Laser
5. Guardian ECM Suite
6. Guardian ECM Suite
4-6
1. Ferro-Fibrous (Clan)
2. Ferro-Fibrous (Clan)
3. Void Signature System
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. MML 9
5. MML 9
6. MML 9
4-6
1. MML 9
2. MML 9
3. Ammo (MML 9 LRM Narc) 13
4. Ammo (MML 9 SRM Narc) 11
5. ER Medium Laser
6. Void Signature System

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Damage Transfer Diagram

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous (Clan)
6. Void Signature System

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous (Clan)
6. Void Signature System

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso [12]   Right Torso [12]
Left Arm [8]   Right Arm [8]
Center Torso [16]
Left Leg [12]   Right Leg [12]

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	11 (22) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	○○
25	–5 Movement Points	○○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	–4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	–3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Wraith TR2-P "Pocahontas"

Movement Points:		Tonnage:	55
Walking:	7	Tech Base:	Mixed Tech (I.S.) (Advanced)
Running:	11 [14]		
Jumping:	7	Era:	Dark Age

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser (Clan)	RA	5	7 [DE]	—	5	10	15
1	Hatchet	RA	—	11	—	—	—	—
2	ER Medium Laser (Clan)	LA	5	7 [DE]	—	5	10	15

BV: 2,051

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

	1	2	3	4	5	6
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (9)
Left Torso (15)   Right Torso (15)
Left Arm (10)   Right Arm (10)
Center Torso (18)
Ferro-Lamellor
Center Torso Rear (6)
Left Leg (13)   Right Leg (13)
Left Torso Rear (5)   Right Torso Rear (5)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Medium Laser (Clan)
5. ER Medium Laser (Clan)
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Ferro-Lamellor (Clan)
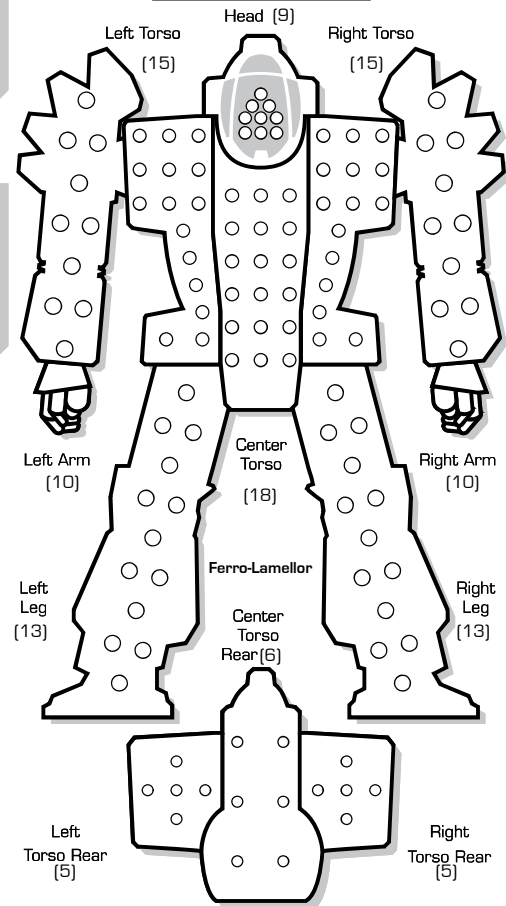
Left Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. MASC

4-6
1. MASC
2. MASC
3. Endo Steel
4. Ferro-Lamellor (Clan)
5. Ferro-Lamellor (Clan)
6. Ferro-Lamellor (Clan)

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Lamellor (Clan)
6. Ferro-Lamellor (Clan)

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Endo Steel

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

Damage Transfer Diagram

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Hatchet
6. Hatchet

4-6
1. Hatchet
2. Hatchet
3. ER Medium Laser (Clan)
4. ER Medium Laser (Clan)
5. Endo Steel
6. Ferro-Lamellor (Clan)

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Lamellor (Clan)
5. Ferro-Lamellor (Clan)
6. Ferro-Lamellor (Clan)

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Lamellor (Clan)
6. Ferro-Lamellor (Clan)

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso [13]   Right Torso [13]
Left Arm [9]   Right Arm [9]
Center Torso [18]
Left Leg [13]   Right Leg [13]

Heat Scale

Overflow
30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	−5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	−4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	−3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

BATTLETECH™

BATTLE ARMOR: SQUAD 1

Type: Undine Battle Armor "Sebastian"   **Era:** Dark Age

Gunnery Skill: ____   **Anti-'Mech Skill:** ____

Ground MP: 1   **UMU:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Micro Laser	2 [DE]	—	1	2	4
ER Micro Laser	2 [DE]	—	1	2	4
SRM 1 (OS) [Body]	2/Msl [M,C,S]	—	3	6	9
SRM 2 (OS) [Body]	2/Msl [M,C,S]	—	3	6	9

1 ⦿○○○○○○○○○
2 ⦿○○○○○○○○○
3 ⦿○○○○○○○○○
4 ⦿○○○○○○○○○

Mechanized: ☑   Swarm: ☐   Leg: ☐   AP: ☐

BV: 231/44

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT
Claws with magnets   −1

SITUATION*
'Mech prone   −2
'Mech or vehicle immobile   −4
Vehicle   −2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

CATALYST game labs

BATTLETECH™

BATTLE ARMOR: SQUAD 1

Type: Sylph Battle Armor "Tinkerbelle" **Era:** Dark Age

Gunnery Skill: _____ **Anti-'Mech Skill:** _____

Ground MP: 1 **VTOL:** 5

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Micro Laser	2 [DE]	—	1	2	4
SRM 5 [OS] [Body]	2/Msl [M,C,S]	—	3	6	9

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

BV: 272/52

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT
Claws with magnets   −1

SITUATION *
'Mech prone   −2
'Mech or vehicle immobile   −4
Vehicle   −2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

CATALYST game labs

BATTLETECH™

BATTLE ARMOR: SQUAD 1

Type: Gnome Battle Armor "Dwarf" **Era:** Dark Age

Gunnery Skill: _____   **Anti-'Mech Skill:** _____

Ground MP: 1   **Jump:** [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Magnetic Clamps (Body)	[E]	—	—	—	—
Small VSP Laser	5/4/3 [P,V]	—	2	4	6
SRM 6 (OS) (Clan) (Body)	2/Msl [M,C,S]	—	3	6	9

Must detach missiles before jumping or swarm/leg attacks.

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ◉○○○○○○○○○○
2 ◉○○○○○○○○○○
3 ◉○○○○○○○○○○
4 ◉○○○○○○○○○○
5 ◉○○○○○○○○○○
6 ◉○○○○○○○○○○

BV: 486/54

BATTLE ARMOR: SQUAD 2

Type: Gnome Battle Armor "Dwarf" **Era:** Dark Age

Gunnery Skill: _____   **Anti-'Mech Skill:** _____

Ground MP: 1   **Jump:** [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Magnetic Clamps (Body)	[E]	—	—	—	—
Small VSP Laser	5/4/3 [P,V]	—	2	4	6
SRM 6 (OS) (Clan) (Body)	2/Msl [M,C,S]	—	3	6	9

Must detach missiles before jumping or swarm/leg attacks.

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ◉○○○○○○○○○○

BV: 54/54

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT
Claws with magnets   −1

SITUATION *
'Mech prone   −2
'Mech or vehicle immobile   −4
Vehicle   −2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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

*Unit 1 and Unit 2 represent two battle armor units

CATALYST game labs

0310 0510 0710 0910 1110 1310
0410 0610 0810 1010 1210 1410
0511 ROUGH 0911 1111 1311
0411 ROUGH 0811 1011 1411
0512 0712 0912 ROUGH 1312
0412 0612 0812 1212 1412
0513 1113
0613 LEVEL 1 0813 1114
0314 0714 1413
0414 0614 LEVEL 1 1014 1214 1514
0315 0515 LEVEL 1 0715 0915 1115 1315 1414
0615 0815 1215 1415
0316 0916 1116 1316
0917

BATTLETECH

3302 3502 3702 3902 4102

3202 3402 3602 3802 4002 4202

3103 3303 3503 DEPTH 3 3703 DEPTH 2 3903 DEPTH 1 4103 4203

3203 3403 DEPTH 3 3803 DEPTH 1 4003

3304 3504 EPTH 3 3704 DEPTH 1 3904 4104 4304

3204 3404 3604 DEPTH 3 3804 4004

3105 3305 DEPTH 2 3505 EPTH 3 3705 DEPTH 1 3905 4105

LEVEL 1

LEVEL 2 ROUGH DEPTH 1 3405 DEPTH 3 3605 DEPTH 3 3805 4005

3106 3306 DEPTH 3 3506 EPTH 3 3706 DEPTH 2 3906 4106

LEVEL 2 DEPTH 2 3406 DEPTH 3 EPTH 1 3707 DEPTH 2 4006 4206

3206

DEPTH 1 3307 DEPTH 2 3507 DEPTH 3 3907

3107 4107 4307

LEVEL 2 DEPTH 1 3407 DEPTH 1 4007 4207

3207 DEPTH 1

LEVEL 2 LEVEL 2

3108 3308 DEPTH 1 3708 4108

LEVEL 2 LEVEL 2

DEPTH 3

LEVEL 2 LEVEL 2

5001

4702

4902

5102

4602

4802

LEVEL 1
5002

5201

5302

5502

5601

LEVEL 1
5602

LEVEL 2
4703

LEVEL 1
4903

5103

5202

5402

LEVEL 1
ROUGH

LEVEL 2
4603

LEVEL 2
4803

LEVEL 1

5303

LEVEL 1
ROUGH

LEVEL 1
ROUGH
5503

LEVEL 1
5603

LEVEL 2
4704

LEVEL 1
4904

5104

5203

5403

LEVEL 1
5504

LEVEL 1
5704

LEVEL 2
ROUGH
4804

5004

5304

LEVEL 1
5404

LEVEL 1

4505

LEVEL 2
4705

LEVEL 1
4905

5105

5204

5305

LEVEL 1
5505

LEVEL 1

LEVEL 2
4605

LEVEL 2
4805

LEVEL 1
ROUGH
5005

5205

5405

LEVEL 2

LEVEL 2
ROUGH
4706

LEVEL 2
4906

LEVEL 1

5106

5306

5506

5706

LEVEL 2
4606

LEVEL 2
ROUGH
4806

LEVEL 1
5006

LEVEL 1
5206

ROUGH

5606

LEVEL 2
ROUGH
4907

LEVEL 2
5107

LEVEL 1
5307

LEVEL 1
5507

LEVEL 1

4707

LEVEL 2
4807

LEVEL 1
5007

LEVEL 1
5207

5407

LEVEL 1
5607

LEVEL 2
4607

LEVEL 2

LEVEL 2
4908

LEVEL 1
5108

ROUGH
5508

LEVEL 1

LEVEL 2

LEVEL 2

LEVEL 1
ROUGH

LEVEL 2

Hartford Gardens

King of the Mountain

BATTLETECH