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JIHAD TURNING POINTS
DIERON™

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THE NEW DIERON

"Contact ahead, Hunter One."

Adept Bryn Rivenschild's quiet voice over the *King Crab*'s cockpit speakers belied the tenseness of the situation currently unfolding around Precentor Artur Nihjo. *About time.* "Is it our quarry?" Nihjo was a bit concerned; half his Level II was on the other side of the mountain. They might as well have been half a world away.

Needle in a blasted haystack, Nihjo thought sourly. He hoped the information they'd pulled from their last "contact" was legit this time.

"Roger," came Rivenschild's curt reply. Nihjo recognized his subordinate's tone; the battle was about to be joined. His stomach leaped--was this finally the end? Throwing the throttle forward to its stops Nihjo jolted the massive *King Crab* into a lumbering, forest-shaking run. The trees shook from his assault machine's passage.

Too many times in the last four days had their quarry eluded them. Things would be different today.

"Confirmed," came Adept Candace Petrokovsky's lilting voice. "Taking fire from a *Daishi*, two *Panther*s and a *Wolverine*." A pause. "*Daishi* fits the profile."

Bingo. Nihjo smiled but then frowned. The *King Crab* stumbled slightly as it lumbered through a copse of dense Tatsuyama cherry oaks, but Nihjo shouldered the twisted giants aside and crested a small rise.

The valley floor lay a short distance below, straddled by the foothills of two large mountains. The forest arced off to the left, wrapping upward into the low early-morning mist. A thunderous shower of dirt and rock snared Nihjo's gaze to the right; he saw the *Daishi* in a defensive stance less than a kilometer away, colored beams intermittently connecting it to Petrokovsky's *Grand Titan*. The *Daishi*'s color scheme was scratched and faded, but familiar. Nihjo and his hunters had committed it to memory; it was the famed ride of Hohiro Kurita, the heir of the throne of the Draconis Combine.

He's guarding something, Nihjo realized. The *Daishi* hadn't moved, receiving the full onslaught of Petrokovsky's arsenal as she marched steadily forward. Barely visible beyond the massive Combine 'Mech was a downed and smoking *Panther*. Two other machines moved slowly along the tree line away from the unfolding battle. The *Wolverine* turned toward Nihjo, firing its PPC and igniting a nearby cherry oak.

"Hunter Two, status." Nihjo noted Rivenschild's location off to his left. His *Lightray* was stalking the two escaping Combine 'Mechs, forcing them to move cautiously. If they broke and ran the *Lightray* could open them up from head to waist through paper-thin rear armor.

"On station. Notice anything odd, One?"

It occurred to him as well. "Affirmative." He glanced at Petrokovsky, who shrugged off a series of laser hits along her left arm that left it sparking and smoking along the shoulder. "Hunter Three, status?"

"Firm. He's a determined bugger."

"Keep his attention." Nihjo triggered his full weapon spread at the *Wolverine* across the meadow. Much of it missed, exploding trees and rock closer to the *Panther*, but that was by design. Nihjo wanted that *Wolverine*'s attention on him. The responding PPC blast that washed across his torso told him what he needed to know. "Hunter Two, confirm Vega. Proceed."

A shallow grunt was Rivenschild's response as the *Lightray*'s icon shot into action. Nihjo sidestepped to his right, firing weapons at both the *Wolverine* and *Daishi*. Petrokovsky's *Grand Titan* took the brunt of another blast from the *Daishi*; its right leg snapped at the knee and the massive assault 'Mech shook the ground when it hit. Almost immediately its pilot had it levering up on one arm, bringing weapons to bear.

A Gaelic war cry sounded, announcing Rivenschild's entry into the fray. His target tried to jump but the *Lightray* tackled the *Panther* just as it started to rise, slamming the light BattleMech to the ground, its protruding PPC-arm snapping off at the shoulder. The *Lightray* stood, straddling his fallen foe.

"Combine forces, stand down," Nihjo called out across a general frequency. "You have no further reason to fight today." He watched as the *Daishi* and *Wolverine* twisted and leveled all their deadly weapons at his *King Crab*.

"This is *Tai-sho* Hohiro Kurita. I do not think you are in a position to argue. We hold the advantage."

Nihjo laughed heartily. "*Au contraire*, Lord Kurita. As you can clearly see from your position"— Nihjo watched the *Lightray* lean down and pull back its arm, the three-fingered hand pulled into a steel fist— "I have you exactly where I want you. Tell your valiant samurai to stand down—or my Venatori will introduce you to Dieron's soil through the back of your *Panther*'s head."

A long sigh passed. "Well played, Blakist. My forces and I surrender." Within a minute the remaining two Combine 'Mechs powered down their reactors. Nihjo sent the recall signal and a terse message to Precentor Winningham: COME PICK UP YOUR MESS.

His messages acknowledged, Nihjo breathed a sigh of relief. He'd just accomplished in a week what the regular Militia had failed for over two months to do. He watched as the three Combine MechWarriors exited their 'Mechs and knelt in the meadow under the shadow of his *King Crab*.

"*Konnichi-wa,* Kurita-*sama*. Welcome to the new Dieron; we hope you enjoy your stay."

JIHAD TURNING POINTS
DIERON

Welcome to another in the series of *Jihad Turning Points* campaign books, designed to give players the opportunity to fight in some of the landmark conflicts of the Word of Blake's Jihad.

The general information contained in the **Atlas** and **Combatants** sections gives players the tools needed to fight an infinite number of engagements on Dieron, while the **Track** section gives details on some of the larger and more pivotal battles of the planetary struggle. The **Track** sections can be used with stand-alone games set during the Jihad era.

The **Atlas** section presents a global view followed by some quick facts about Dieron. Included in this section you will find terrain tables broken into various categories. These tables can be used as a random chart to determine the maps used in the tracks, or simply as a guide to give you ideas of the types of terrain found on the world. This section also contains a list of various additional terrain types, environments and other rules that can be used to enhance your game experience. All players should agree whether or not to use any or all of these features before play begins.

The **Combatants** section gives details on the units who participated in the conflict and can be used by players who wish to add authenticity to their game. While the units who actually participated in the battles are noted, in most cases the numbers on each side are left undetermined. This allows the players to pursue the tracks with different forces as they wish. The rough ratio of forces on each side is provided as a guideline. Players should feel free to balance the forces in each track as they see fit, whether by battle value, tonnage, total number of 'Mechs, or whatever else suits them. See the Chaos Campaign rules for further information on force building guidelines.

The **Tracks** section presents several key battles that occurred on the world, though they are not the only ones. Unless otherwise noted, the Recommended Forces use a 1:1 balance; what ratio used is agreed to by all players before force selection. Players wishing to incorporate these tracks into their *Chaos Campaign* campaigns should use the Warchest Points (WP) listed in the brackets. Optional points are awarded only if the group achieves at least one Objective while using the listed option. Objective points are cumulative as they are achieved, unless otherwise noted.

The **Annex** section contains two official Record Sheets: the *Fire Moth Aletha*, the preferred OmniMech configuration of Clan Ghost Bear Khan Aletha Kabrinski, commander of Alpha Galaxy; and the *Kodiak Cale*, the field-built command 'Mech of *Tai-sa* Cale Schultz-Tanaka of the Second Dieron Regulars.

STAR LEAGUE ERA

CLAN INVASION ERA

JIHAD ERA

SUCCESSION WARS ERA

CIVIL WAR ERA

DARK AGE ERA

NOTE!
The last four pages of this PDF are sized for 11" x 17" paper. Please keep this in mind when printing out the document.

DIERON

Noble Ruler: Coordinator Hohiro Kurita
Appointed Ruler: *Tai-shu* Isoroku Kurita
Star Type (Recharge Time): G3V (184 hours)
Position in System: 4
Time to Jump Point: 8.53 days
Number of Satellites: 2 (Bemer, Nebulos)
Surface Gravity: 1.02
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 27° C (Temperate)
Surface Water: 54 percent
Recharging Station: Zenith, Nadir
HPG Class Type: A
Highest Native Life: Amphibian
Population (3078): 3,231,000,000
Socio-Industrial Levels: B-B-A-B-C

Fort Shiro

WENNISAKA

Fort Higgs

Aldega
Fort Cross

Mandalgovi

MATAEO

AOMORI MOUNTAINS

PARSONAGE REGION

Castillo Arratias

VALLEY OF BLOSSOMS

Dragon's Roost

Tatsuyama City
TATSUYAMA MOUNTAIN

KHÜITEN MOUNTAINS

SÜKHBAATAR VALLEY

KAMAKURA OCEAN

Rancagua

LAW 4R-Z

MM 59B
MM 23E

LAW-KT2

KHENTII MOUNTAIN TOWERS

CON 42Y

San Martin

ROURAN OCEAN

IZUMO SEA

LORETTA MOUNTAINS

PATAGONIA SEA

Olivet

Tahlwynn

ARGUS MOUNTAINS

Hughesville

Fortress Dieron

MOUNT SHANYU

Aldinga

YOMIUCHI VALLEY

THE CHILOES

ATACAMA DESERT

APALLOS HILLS

ATACAMA DESERT

Ulaangom

Chillán Viejo

SCALES OF THE DRAGONET

Newbury

Deber City

Iznakki Interplanetary Spaceport

Wazakashi Plating

Vicuña

MAPUCHE OCEAN

Kyoto DropPort

Quintero

TIBET OCEAN

CAUQUI OCEAN

GOBI STRAITS

San Clemente

VOLTENNA

KO 53R

KO 8N

Rock of Genghis

LAW Site B

Paradiso

CALDERA PASSAGE

Budapest Site C

Boeing 45-T

DIERON

A large and thriving planet during the first Star League, Dieron was a major administrative center for the Star League Army. With several factories and facilities dedicated to building billions of tons of electronics for the Terran Hegemony and its forces it was a ripe jewel to be picked when the Star League collapsed and the Combine quickly seized the planet. They discovered, however, that the world had suffered severely during and after the war to remove Stefan Amaris from power; the Star League Army had effectively stripped the planet of nearly everything of worth. Nonetheless, the Combine quickly utilized the shells of Dieron's deep mountain factories and forges and slowly built the world into a thriving industrial powerhouse.

While considered a cramped world by many due to the limited space available in the narrow valleys between the planet's huge mountain ranges, the prestige of being a military district capital more than made up for the harsh conditions. Even with constant low-level earthquakes, cramped living space, and occasional political dissent, the Dieronese are a content people, not much caring whose flag is flying over their world as long as their masters take care of them. The citizenry is quite protective of their world; even after centuries under Kurita rule, many locals still refer to locations and cities by their original colonial names, often ignoring the officially-sanctioned Kuritan ones. The practice causes confusion to visiting dignitaries and endless amusement to the locals.

Mataeo is the largest continent, covering nearly 40% of the planet's surface. The smaller, southern land mass Voltenna is more of a large island in the planet's lone ocean. Predominately a mountainous world, Dieron is rich in natural minerals and ores. Several deep mine networks dot the bulk of the Scales of the Dragonet, the longest mountain chain on the planet. It stretches from the small northern polar continent of Wennisaka deep into the southern equatorial region of Mataeo. Nestled in the long, shallow Sükhbaatar Valley was the capital, San Martín. Once a crawling metropolis that straddled the cliffs on both sides of the Kazakh river the city has suffered the most from the recent fighting that liberated the system; several landslides dropped nearly a quarter of the southern portion of the capital to the valley floor. A temporary capital has been established in the smaller city of Tahlwynn at the heart of the Loretta-Argus mountain basin.

Fortress Dieron, a massive Star League fortress that occupies most of Mount Shanyu's summit, is the new center of Dieron's military power after the destruction of the Dragon's Roost on nearby Tatsuyama Mountain. The Roost, more of a glamorized Star League bunker complex that housed the Dieron District's lavish headquarters and governor's palace, was vaporized from orbit in the initial Blakist invasion.

Until the recent occupation only a portion of Fortress Dieron was being utilized. Most of it had been closed since the Star League Army had abandoned the Inner Sphere. Part of the massive complex was designated Fort Winston by the Eridani Light Horse garrison, a name that did not stick with the locals. When the Blakists took over, they unlocked the upper portions of the facility and upgraded previously-unknown defenses. Fortress Dieron remains fully operational despite the massive damage it sustained during Dieron's liberation; its secrets are still being catalogued by the ISF and O5P and are closed to anyone without Black Secret access.

The continent-spanning Atacama Desert girdles much of Dieron's equator. The gray volcanic sand hides numerous chasms and sinkholes, many of which are old Star League exploratory mines. A series of large lakes crisscrosses a large portion of the Atacama, connected to each other by the fast-flowing Khoomei River—so named from the constant low rumble of the river as it runs from the top of the Chiloe mountain range to the Tibet Ocean, an elevation change of 12,587 meters. Most of Dieron's cultural and administrative centers reside in the valleys and ridges along the Khoomei, including the Iznakki Interplanetary Spaceport and nearby Deber City, one of the five failed "modular cities" program conceived by Coordinator Hugai Kurita.

Mapsheets

The following tables represent the categories of terrain that can be found on the battlefields of Dieron. Players may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified by the Track. MS = *Map Set*, MSC = *Map Set Compilation*, BT = *Classic BattleTech Introductory Box Set*.

OPTIONAL RULES

If all players agree, the following particular effects from *Tactical Operations* (*TO*) may be used to add specific Dieronese aspects to the battles played out.

Base Terrain Types
Gravel Piles (see p. 30, *TO*)
Half Levels (see p. 31, *TO*)
Sand (see p. 39, *TO*)
Sheer Cliffs (see p. 39, *TO*)

Terrain Modifications
Geyser (see p. 48, *TO*)
Mud (see p. 50, *TO*)
Roads, Dirt and Gravel (see p. 51, *TO*)

Weather Conditions
Light Rainfall (see p. 59, *TO*)
Blowing Sand (see p. 62, *TO*)

Terrain Conditions
Earthquake, Strength 1-3 (see p. 55, *TO*)

DIERON MAPSHEETS TABLE

2D6 Result	Map
	MOUNTAIN
2	Woodland (MS6, MSC2)
3	BattleForce (MS6, MSC1)
4	Deep Canyon #2 (MS5, MSC2)
5	Large Mountain #1 (MS5, MSC2)
6	Box Canyon (MS6, MSC2)
7	Deep Canyon #1 (MS5, MSC2)
8	Large Mountain #2 (MS5, MSC2)
9	Desert Mountain #1 (MS3, MSC1)
10	Wide River (MS6, MSC2)
11	Desert Mountain #2 (MS3, MSC1)
12	River Valley (MS2, MSC1)

2D6 Result	Map
	URBAN TERRAIN
2	Mountain Lake (MS2, MSC1)
3	Military Base #1 (MS7)
4	City Street Grid/Park* #1 (MS4, MSC1)
5	Moonscape #1 (MS5, MSC1)
6	City, Residential (MS6, MSC2)
7	City, Skyscraper (MS6, MSC2)
8	City, Downtown (MS6, MSC2)
9	City, Skyscraper (MS6, MSC2)
10	Box Canyon (MS6, MSC2)
11	City, Suburbs (MS6, MSC2)
12	Military Base #2 (MS7)

2D6 Result	Map
	BADLANDS
2	Desert Sinkhole #1 (MS3, MSC1)
3	Large Lakes #1 (MS4, MSC1)
4	Wide River (MS6, MSC2)
5	Open Terrain #1 (MS5, MSC1)
6	BattleTech (MS2, MSC1)
7	Desert Mountain #2 (MS3, MSC1)
8	City Ruins (MS2, MSC1)
9	Rolling Hills #1 (MS3, MSC1)
10	Desert Hills (MS2, MSC1)
11	Box Canyon (MS6, MSC2)
12	Moonscape #2 (MS5, MSC1)

2D6 Result	Map
	DESERT
2	Wide River (MS6, MSC2)
3	Box Canyon (MS6, MSC2)
4	Desert Sinkhole #2 (MS3, MSC1)
5	Open Terrain #1 (MS5, MSC1)
6	Desert Hills (MS2, MSC1)
7	Desert Mountain #1 (MS3, MSC1)
8	Rolling Hills #2 (MS3, MSC1)
9	Mountain Lake* (MS2, MSC1)
10	Desert Sinkhole #1 (MS3, MSC1)
11	River Delta/Drainage Basin #1* (MS4, MSC1)
12	Large Mountain #2 (MS5, MSC1)

*Treat all water hexes as Clear terrain, with the Depth indicating the Sublevel of the hex.

COMBATANTS

This section lists the combat units that had a major contribution to the Dieron campaign during the Jihad era. Each synopsis lists the unit's arrival date; if there is no end date, the unit was present through the conclusion of the ten year occupation, from February 3068 through January 3078. The *Average Experience* is the unit's average experience rating in terms of how many veteran warriors are present in a Lance/Star/Level II formation. When building a force from the listed combatant, each formation can have no more than that number of veteran pilots/crews; fill the rest of the remaining unit slots by rolling randomly on the Random Experience Rating Table in *Total Warfare* (see p. 273, *TW*) for each unit's skills (unless otherwise noted).

RAT shows which Random Access Tables (see p. 267, *TW*) to roll units from when randomly determining a force. Abbreviations in italics are suggestions for advanced RAT options. To build a unit (if not using a player-defined unit from a campaign), follow the Unit Generation rules (see p. 264, *TW*). Keep in mind that RATs are approximate estimations of a force's more common units fielded on the battlefield.

For a more advanced game, utilizing a broader range of 'Mechs, vehicles and battle armor, players should feel free to also utilize the RATs in *Field Manual: Draconis Combine (FMDC)*, *Field Manual: ComStar (FMCS)*, *Field Manual: Warden Clans (FMWC)*, *Field Manual: Lyran Alliance (FMLA)*, *Field Manual: Updates (FMU)*, *Jihad Secrets: Blake Documents (BD)*, *Field Manual: Mercenaries, Revised (FMM)*, *Mercenaries Supplemental (MS1)*, *Mercenaries Supplemental II (MS2)*, *Mercenaries Supplemental Update (MSU)* and *A Time of War (ATOW)*. (Visit your local game store to purchase these additional products, or order them directly from www.battlecorps.com/catalog; PDFs for some products are also available.)
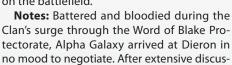
Unit Abilities are special game rules that apply to that unit in combat. Keep in mind these rules are optional and all players should agree to their use before gameplay begins. The *Notes* section gives in-universe details on the unit to help give players a "feel" for the command during the Dieron campaign.

Alpha Galaxy [Clan Ghost Bear] (October 3077)
CO: Khan Aletha Kabrinski
Average Experience: 5
RAT: Clan Ghost Bear, Clan Wolf, *FMWC, FMU, ATOW*
Force Abilities: Unparalleled in skill among the entire Clan, Alpha Galaxy has a +1 Initiative modifier for the entire Track. Additionally, one Point from each Star may be chosen from the RAT by the controlling player, rather than being randomly determined. Alpha Galaxy ignores any Forced Withdrawal rules as long as there are Word of Blake units on the battlefield.

Notes: Battered and bloodied during the Clan's surge through the Word of Blake Protectorate, Alpha Galaxy arrived at Dieron in no mood to negotiate. After extensive discussion and negotiation with *Gunji-no-Kanrei* Minamoto, Khan Kabrinski reluctantly allowed the Dieron Regulars to lead the assault as a matter of honor. She refused to come to the Kuritan units' aid, however, until properly asked—but by then, the Regulars were nearly broken and shattered. Alpha Galaxy demolished the Word's forces with the same cold fury seen elsewhere, taking no prisoners and shooting every Blakist on sight, but at a huge cost; the Galaxy suffered over sixty percent casualties in the Dieron assault.

Beta Galaxy [Clan Ghost Bear] (October 3077)
CO: Loremaster Laurie Tseng
Average Experience: 4
RAT: Clan Ghost Bear, Clan Diamond Shark, *FMWC, FMU, ATOW*
Force Abilities: Under the Loremaster's wise command Beta gains a strategic advantage against their opponents. The controlling player may choose the mapsheets he is designated to generate, rather than rolling randomly. The player always chooses his home map edge first and sets up second, unless the Track rules specifically prohibit it. Beta Galaxy ignores any Forced Withdrawal rules as long as there are Word of Blake units on the battlefield.

Notes: Taking the brunt of the initial fighting, Beta Galaxy managed to force its way around a major Word of Blake blockade and occupy Olivet, establishing a solid base of control for the rest of the Dominion invasion. Constantly in the thick of the fighting in and around Mataeo, Beta Galaxy suffered tremendous losses before finally putting down the harassing Protectorate Militias.

Burr's Black Cobras [Mercenary–Word of Blake] (June 3068—December 3068)
CO: Colonel Richard Burr
Average Experience: 3
RAT: Word of Blake, Mercenary, *FMU, MSU, BD*
Force Abilities: The Black Cobras may use the Off-Map Movement special ability (see p. 167, *TO*). Also, the mercenary commander must move at least one-third of his forces onto the map during Turn 1 from his home edge and must thereafter maintain at least a third of the Cobra forces on the map. This amount is determined *only* at the end of a Movement Phase in which the Cobra unit(s) leaves the map, before weapons fire, so battle attrition during that turn thereafter does not affect it.

Notes: Burr's Black Cobras arrived on Dieron soon after the Combine's Tenth Ghost had snuck onto the planet. With their continued hatred of House Kurita the Cobras fell upon the Tenth's base of operations in Deber City. After several days of intense combat, the Cobras only just managed to push the Tenth Ghost out of Deber City and away from the main spaceport, but at the cost of Colonel Richard Burr and several elements of Fang Battalion. The Cobras remained as a support unit for various Blakist operations until they were recalled to New Home for rest and refit.

8th Dieron Regulars [Draconis Combine] (October 3077)
CO: *Tai-sa* Jerry Simms
Average Experience: 2
RAT: House Kurita, *FMDC, FMU, ATOW*
Force Abilities: The Eighth receives a +1 Initiative bonus during night operations. Additionally, unit members receive +1 To-hit modifiers instead of the standard +2 night combat To-hit modifier.

Notes: The Eighth Dieron was given the honor of being one of only two Combine units to join the Ghost Bear assault. As the spearhead the Eighth received grievous damage upon landing near San Martín as its DropShips came under constant fire from anti-aerospace and artillery positions near the Word of Blake Second Division's headquarters. Steadfastly refusing advice from his commanders, *Tai-sa* Simms pushed forward toward the heart of Fortress Dieron where the Eighth was taken apart as it breached the facility's main defenses. The shattered Eighth managed to keep the door open long enough for Alpha Galaxy to swarm inside, earning the respect of the Khan and her warriors.
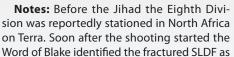
8th Division [Word of Blake] (February 3068 – June 3071)

CO: Precentor XIV Alex Winningham
Average Experience: 3
RAT: Word of Blake, Mercenary, *FMCS, BD, MS1, MS2, MSU*
Force Abilities: When deployed in forces of 6 units or less, Eighth Division units receive a +1 initiative modifier.

Notes: Before the Jihad the Eighth Division was reportedly stationed in North Africa on Terra. Soon after the shooting started the Word of Blake identified the fractured SLDF as a threat and the Eighth was sent to Dieron with support from Hannibal's Hermits and Burr's Black Cobras. Though the attack initially focused on the Eridani Light Horse the Word soon expanded its targets to include the Third Dieron Regulars, shattering the unit and capturing the few remaining survivors.

The majority of the Eighth was recalled to the Capellan theater in mid-3069, leaving Dieron underdefended with only one Level III. The populace seemed complacent with the change in government. After Hohiro's escape, the Word hired several small mercenary groups on short-term garrison contracts, overseen by the token Eighth Division force, until the arrival of the Nineteenth Division in 3071.

Eridani Light Horse [Mercenary–Draconis Combine] (February 3068—March 3068)

CO: Lieutenant General Edwin Amis
Average Experience: 3
RAT: Mercenary, Clan Wolf, House Kurita, *MSU, FMDC, FMFS, FMCS*
Force Abilities: Using eclectic tactics, the ELH can use Overrun Combat ability once per game (see p. 193, *TO*).

Notes: Occupying Fort Winston on Mount Shanyu, the Twenty-First Striker Regiment and the Nineteenth Cavalry of the ELH was ground zero for the Blakists' initial assault. Nearly ninety percent of the base and the two regiments were caught in the multiple tactical nuclear strikes from overflying DropShips, which later targeted and obliterated the bulk of the Third Dieron Regulars. Despite the horrendous loss of life and devastating damage done to the fort and nearby city, the ELH resisted the Blakist advance on Fortress Dieron until the unit's survivors were captured. A few members of the Pathfinders and three MechWarriors from the Nineteenth managed to help Hohiro Kurita escape in 3070 and are the brigade's only known survivors.

14th Division [Word of Blake] (November 3074)

CO: Precentor XX Mary Stahl
Average Experience: 4
RAT: Word of Blake, House Kurita, *FMU, FMDC, FMCS, BD*
Force Abilities: The Fourteenth Division gained a reputation for "hit hard going in, then hammer" tactics during its continual attacks on various Combine worlds. Because this force works better in smaller, faster attacks, the Fourteenth ignores any Forced Withdrawal rules in play if acting as the Attacker. The Fourteenth also receives a +2 Initiative modifier for the first 3 turns of game play. This Initiative modifier is reduced by 1 point for every 2 turns (or fraction thereof) that they remain in the field after Turn 3 (to a maximum negative modifier of –3 after Turn 12).

Notes: Fresh from executing several successful raids and assaults, the Fourteenth arrived on Dieron to reinforce its defenses against an anticipated invasion by the Draconis Combine. Loaded with several DropShips of war materiel, the Division began upgrading the defenses in and around San Martín, including the building of an additional outer wall near Fortress Dieron. Amply supplied and dug in, the Fourteenth became one of Clan Ghost Bear's biggest obstacles in retaking the planet. None of the Fourteenth survived to be captured by Dominion forces.

Ghosts of the Black Watch [Mercenary–Draconis Combine] (October 3068—January 3069)

CO: Colonel Loren Jaffray
Average Experience: 3
RAT: Mercenary, House Kurita, House Davion, *FMU, MS1, MS2, MSU*
Force Abilities: Relying extensively on intelligence and reconnaissance reports, the player controlling the Ghosts may elect to either select a mapsheet off the appropriate Terrain table or place their units on the battlefield last. If placing units, the player controlling the Ghosts may not place them any farther than 3 hexes from the designated home edge (or 6" if using miniature rules) and all units must be facing the center of the battlefield.

Notes: Born from an ill-advised attempt at freeing captured SLDF soldiers from reported Blakist prison camps, the Black Watch was nearly eliminated running the unexpected Word of Blake blockade over Dieron. The few survivors managed to link up with a small Dieron resistance cell and a DEST unit, breaking out Hohiro Kurita from Fortress Dieron and escaping off-world. The operation managed to put Colonel Jaffray square into the sights of Precentor Domini Apollyon, who dispatched the Opacus Venatori to destroy the unit. Colonel Jaffray and the Ghosts were last seen on Odessa fighting for their lives against the relentless Blakist special forces unit.

Hannibal's Hermits [Mercenary-Word of Blake] (February 3068—March 3070)

CO: Colonel Hannibal Aufkophen
Average Experience: 2
RAT: Word of Blake, Mercenary, *FMU, FMCS, MS2, ATOW*
Force Abilities: The Hermits' heavy and assault 'Mechs may use the Off-Map Movement special ability (see p. 193, *TO*).

Notes: Assigned as an auxiliary force to the Word of Blake during the initial assault, the Hermits became valuable after the fighting tapered off in early 3069. Using their combat engineers' expertise, the Hermits were responsible for much of the planning and building of fortified defenses at key sites across the planet before they were ordered elsewhere. Their most infamous engineering design was the mock suburbs built outside San Martín, which contained entrenched tank pits, infantry tunnels, and battle armor bunkers. The Fourteenth Division made good use of the Hermits' defenses during the Ghost Bear assault, holding off several Stars with only two mixed companies of motorized infantry and battle armor.

19th Division [Word of Blake] (June 3071)

CO: Precentor XI Rachel Eager
Average Experience: 2
RAT: Word of Blake, *FMU, FMCS, FMDC, ATOW*
Force Abilities: Experienced in raiding and quick-strike attacks, the Nineteenth uses a particular mix of light, fast vehicles and Battle-Mechs. For every 6 units deployed, 2 must be light or medium BattleMechs, 3 must be light or medium vehicles, and 1 must be either a battle armor squad or a light aerospace fighter, depending on the mission. Of these units, only the BattleMechs may be selected from Word of Blake tables; all other units are determined by rolling on the Draconis Combine (House Kurita) Random Assignment Table.

Because of their extensive service along the Combine-FedSuns border, whenever the Nineteenth faces a DCMS or AFFS-affiliated unit, their vehicle crews modify their Driving and Gunnery skills by –1 each (to a minimum value of 0/0).

Notes: The Nineteenth were assigned to garrison Dieron after extended operations on Algot and Yangtze. Using Dieron as their main command and supply base, the Nineteenth raided a string of fifteen worlds over the next three years. Until 3076 only two Level IIs were stationed on Dieron at any given time, their locations rotated around to fool underground spy networks from gauging the Division's true strength. After 3076, the Nineteenth occupied Dieron in full, using the spoils of its raids to reinforce and swell its size by half with new recruits gathered from many of Dieron's smaller settlements. The Nineteenth coordinated the Blakist defense when Dominion and Combine forces invaded, collapsing Luthien Armor Works' Khentii Towers plant and destroying over eighty percent of the facility with subterranean nuclear detonations.

Omega Galaxy [Clan Ghost Bear] (October 3077)
CO: Galaxy Commander Kelly Forrester
Average Experience: 2
RAT: Clan Ghost Bear, *FMU, FMWC, ATOW*
Force Abilities: Omega Galaxy need never follow Clan honor when facing Inner Sphere opponents. Any special unit ability the opponent possesses because they are fighting the Clans is negated. An Inner Sphere opponent may never Force the Initiative against Omega. Omega Galaxy ignores any Forced Withdrawal rules as long as there are Word of Blake units on the battlefield.

Notes: Damaged heavily in the fighting on Dyev, Omega Galaxy arrived at Dieron only fifty percent combat ready and was held back by Khan Kabrinski as a reserve force. Omega became entangled in a brutal firefight around the Clan's main drop zone in December, managing to hold off a determined assault by several Protectorate Militia forces for nearly a week. Only when reinforced by elements of Alpha Galaxy—who were occupied at Fortress Dieron—did Omega manage to disengage. Losses were devastating; the surviving two Clusters were folded into Beta Galaxy before departing in early 3078.

Protectorate Militia [Word of Blake] (March 3077)
CO: various
Average Experience: 1
RAT: Word of Blake, Mercenary, *FMU, MSU, MS1, BD, ATOW*
Force Abilities: The Protectorate Militia forces on Dieron lose all of their special abilities (see p. 143, *BD*) and suffer a –2 Initiative modifier. Although Blakist-aligned, Protectorate Militia forces may—at the controlling player's discretion—use standard Inner Sphere force arrangements (lances, companies, and battalions, as described on p. 34, *TW*) rather than Word of Blake force arrangements.

Notes: When ROM began reporting the coming Combine assault the Word of Blake began moving various Protectorate Militias to Dieron, sizably increasing its on-planet defenders. All of the Liberty and Fletcher PMs were relocated to Dieron in March 3077. By the time of the Ghost Bear/Combine invasion in late 3077 the Protectorate Militias from Acamar, Asta, and Milton (without their infantry regiments) were in a dead system one jump from Dieron with the combined Second and Third Divisions. The combined Blakist force arrived in November, pinning the assaulting Ghost Bear/DCMS forces and hitting several key staging areas. The fighting was brutal but the relative inexperience of the PM regiments showed; Ghost Bear forces shattered them completely. Only the Fletcher PM managed to escape off-planet but was destroyed on the outbound flight by the remains of the Ghost Bear fleet.

Rho Galaxy [Clan Ghost Bear] (October 3077)
CO: Galaxy Commander Michael Hawkins
Average Experience: 3
RAT: Clan Ghost Bear, *FMU, FMWC, ATOW*
Force Abilities: Fully experienced in urban combat, Rho Galaxy forces receive a +1 Initiative bonus when the terrain is predominately urban. In addition, Rho Galaxy may use the Overrun Combat ability once per Track (see p. 193, *TO*).

Notes: Tasked with seizing several of the outlying industrial centers and secondary spaceports while acting as the Clan's reserve unit, Rho Galaxy saw little action for the first month of the invasion though Rho did come to blows with elements of the Eighth Dieron regarding the disposition of Blakist prisoners outside Fort Cross. The Galaxy then received a rude awakening when they were attacked by the Word's Third Division. Their command structure shattered, Rho struck back viciously and blindly, leaving a gap in the Clan line near Newbury that allowed the shattered remnants of the Second Division to escape.
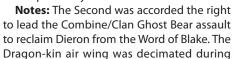
2nd Dieron Regulars [Draconis Combine] (October 3077)
CO: *Tai-sa* Cale Schultz-Tanaka
Average Experience: 3
RAT: House Kurita, *FMU, FMDC, ATOW*
Force Abilities: The Second Dieron's extensive experience in mountain fighting gives the unit a +1 Initiative bonus when fighting in Mountain terrain; the controlling player may also choose to set up its forces last, unless the Track specifically indicates otherwise.

Notes: The Second was accorded the right to lead the Combine/Clan Ghost Bear assault to reclaim Dieron from the Word of Blake. The Dragon-kin air wing was decimated during the Regulars' descent, though their sacrifices resulted in few losses to the ground units. Moving swiftly up the Khentii Towers range, the Second managed to reclaim two minor weapons factories for the Dragon before running headfirst into the Word's reinforced position at the main LAW facility. The unit suffered major losses in breaching the facility and its entire command structure was killed when the Word detonated the plant from within.

2nd Division [Word of Blake] (November 3077)
CO: Precentor XII Janis Dechartiers
Average Experience: 2
RAT: Word of Blake, ComStar, House Steiner, *FMU, FMCS, FMLA, ATOW*
Force Abilities: Second Division units receive a –2 Piloting Skill modifier to avoid skidding on paved surfaces. If the Second Division deploys more than a single Level III in the scenario, the controlling player receives a –2 Initiative modifier, reflecting this command's preference for smaller-scale actions.

Notes: Heavily damaged from intense fighting on Donegal, Arcturus, and Hesperus II, the Second Division spent time on Terra to rest and refit. Once ROM discovered the Dominion's plan to invade Dieron the Precentor Martial ordered a task force consisting of several Word of Blake WarShips, the Second and Third Divisions, and several Protectorate Militia forces to a dead system one jump from Dieron. After the DCMS and Clan forces committed themselves the Blakist WarShips

jumped in and hammered the Bear fleet. The ground forces then arrived at a pirate point on the opposite side and made a hard 3G burn to land and reinforce the Word's Dieron forces. The Second became the first line of defense for Fortress Dieron and managed to blunt the Eighth Dieron's initial charge before being replaced on the line by the Twenty-Third Division. Less than two Level IIIs managed to escape with a few survivors of the Third Division.

10th Ghost Regiment [Draconis Combine] (March 3068—June 3068)

CO: *Tai-sa* Samuel Noda
Average Experience: 3
RAT: House Kurita, *FMU, FMDC*

Force Abilities: When operating in formations larger than a lance the Tenth Ghost receives a –1 Initiative modifier due to the heavy atmosphere of mistrust among many of its members.

Notes: Arriving on Dieron late in the initial assault, the Tenth managed to make planetfall relatively unscathed. Grounding near Deber City, the Ghosts dug in even as they retook the nearby planetary spaceport. Their accomplishment was short-lived, however, when Burr's Black Cobras arrived and were tasked with rooting out the entrenched Ghost Regiment. Suffering enormous casualties in the twenty-six days of fighting, the Tenth managed to outflank the mercenaries using the underground subway tunnels and deal a crippling blow. Before *Tai-sa* Noda could order the final blow, Dieron High Command ordered the unit back to the spaceport to defend it against a Blakist feint that allowed the Cobras to withdraw. During the engagement, *Tai-sa* Samuel Noda was killed and the unit barely survived a late-hour rally around Noda's wife, Gretchen. The Tenth was ordered off the planet shortly afterwards and redirected to Quentin for rest and refit.

3rd Dieron Regulars [Draconis Combine] (February 3068—June 3070)

CO: T*ai-sa* Gerrald Hyogo
Average Experience: 2
RAT: House Kurita, *FMU, FMDC, ATOW*

Force Abilities: The Third Dieron's urban-combat expertise makes surprising the unit during city engagements nearly impossible; the unit automatically wins the Initiative during Turn 1 of any battle in Urban terrain. The Third may use the Hidden Units rules when deploying its jump infantry (see p. 259, *TW*).

Notes: Despite being prepared for the Word's invasion the Third suffered horrific losses in the first two months of the attack. Nearly every fixed position the Third occupied was overwhelmed by the end of March; only the late arrival of the Tenth Ghost managed to delay the inevitable. The remains of the Regulars surrendered after their headquarters was overrun in the Chiloe, the survivors scattered and several were captured and imprisoned in Blakist prison camps.
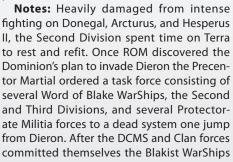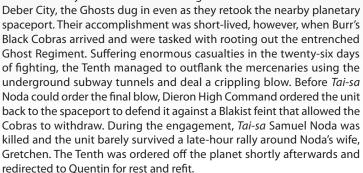
3rd Division [Word of Blake] (November 3077)

CO: Precentor VI Blair Otogaco
Average Experience: 2
RAT: Word of Blake, ComStar, House Steiner, *FMU, FMCS, FMLA, ATOW*

Force Abilities: In any scenario where the Third Division is the Defender and employs infantry units, the controlling player may opt to deploy some or all of these infantry units using the Hidden Unit rules (see p. 259, *TW*).

Notes: Barely three Level IIs from the Third Division survived the carnage on Skye in 3074. Pulled back to Terra, the Division was rebuilt with new recruits and officers from various Protectorate Militia forces. Nearly up to three-quarters of its original strength, the Third was reassigned to bolster the defenses on Dieron but languished for several months at Epsilon Eridani due to a transportation error. The Third was reassigned to the Blakist task force designed to trap Dominion and Combine forces; the vehicle- and infantry-heavy unit was deployed throughout the industrial ruins of Aldinga (destroyed by orbital bombardment early in Dieron's occupation). The Third played the role of harasser well but was chewed up by Rho Galaxy and barely managed to escape with the scant survivors of the decimated Second Division.

23rd Division [Word of Blake] (July 3076)

CO: Precentor XVIII Antonio Pietro
Average Experience: 4
RAT: Word of Blake, ComStar, *FMU, FMCS, BD, ATOW*

Force Abilities: The Twenty-Third are experts in incendiary suppression tactics. When fighting in wooded or urban terrain, the controlling player for this Division can assign 6 units equipped with lasers, flamers, PPCs or missile launchers of any kind to act as a special "arsonist" squad. This squad applies +4 to any rolls required to deliberately start a fire (see p. 43, *TO*). Additionally, all the units of the Twenty-Third may ignore Shutdown and Ammunition Explosion checks at heat levels of 14 and 19, respectively, as they are used to fighting in high temperatures.

Notes: Relocated from Sabik, the Twenty-Third arrived to reinforce and take overall command of the Word's forces on Dieron. Precentor Pietro used the Division to augment various defensive fortifications, including the fully operational Fortress Dieron. The Twenty-Third made the Combine and Ghost Bear forces pay for every centimeter of San Martin and other key cities, setting controlled fires to channel enemy units into devastating killing zones. The Division was the last obstacle Alpha Galaxy and the Eighth Dieron faced in the final days of Dieron's invasion, giving the invaders as good as it got and nearly succeeding in blowing up the ancient Star League fortress. None of the Twenty-Third survived.

DEADLY RAIN

SITUATION
Mystic Metals Mine Site #59B
Dieron, Draconis Combine
4 February 3068

Trapped within the tight confines of his *Tessen*, Adept Mykal St. Clair gripped his seat harness with both hands, fingers aching from the tension. Unable to see anything but the smooth black shell of the 'Mech cocoon outside his cockpit glass, he kept his eyes firmly locked on his control board, waiting for the green "all clear" lamp to light. By then, the *Tessen* would be screaming its way down toward the badlands below and Mykal would have his second combat drop under his belt.

As long as he landed the *Tessen* on both feet this time, he'd count it a success.

The BattleMech lurched, Mykal's stomach shot up his throat, and the lamp went green…

GAME SETUP
Recommended Terrain: Mountains, Badlands
Place 1D6+2 two-hex Medium Level 1 Buildings across the battlefield; there must be at least four hexes between each building.

Attacker
Recommended Forces: Eighth Division, Hannibal's Hermits
Eighth Division units enter the battle using the Combat Drop rules (see p. 22, *SO*) on Turn 1. The Hermits' units enter the battlefield from one edge that is not the Attacker's designated edge; they must enter the map using Running/Flank or Jumping movement. Secretly designate one unit as the commander of the Attacking force; this unit is of Veteran skill level.

Defender
Recommended Forces: Third Dieron Regulars
The Third Dieron's force size should be at least 150% of the Attacker's total force. Place the Defender's units anywhere on the battlefield. If units are placed in buildings, the units must begin Prone (if a BattleMech) or Hull Down (if a vehicle). Designate two edges as the Third's home edge for withdrawal purposes. Secretly designate one unit as the commander of the Defending force; this unit is of Veteran skill level.

WARCHEST
Track Cost: 500
Optional Bonuses
+200 Airstrikes: Both sides are able to call upon limited air support; an air strike may be declared in any End Phase after Turn 3. Declared air strikes occur one turn after called. [*Example: An air strike is called by the Attacker in the End Phase of Turn 5; the strike occurs in Turn 7.*] Both sides may call for one strike; the Attacker receives three seventy-ton fighters with full bomb complements, the Defender receives two sixty-ton fighters and are only capable of Strafing (see p. 243, *TW*).

+200 Heavy Rain: The Heavy Rainfall rules (see p. 55, *TO*) are in effect, starting at the beginning of Turn 3.

OBJECTIVES
1. Clear the Way. Cripple/Destroy at least half of the opposing force. **[Reward: 300]**
2. Clear the Zone. [Attacker only] Destroy all buildings on the map. **[Reward: 100]**
3. Cap the Commander. [Defender only] Destroy the commander's unit. **[Reward: 100]**

SPECIAL RULES
The following rules are in effect for this track:

Forced Withdrawal
The Defender is operating under the Forced Withdrawal rules (see p. 258, *TW*).

AFTERMATH
The initial landings of the Eighth Division at a few scattered mining sites were less than successful. The Blakists found themselves outnumbered as they tried to establish safe landing zones for the bulk of the incoming Divisional forces, necessitating some *ad hoc* urban renewal. Finding the Third Dieron Regulars more scattered than initially believed, the Word concentrated on eliminating the Eridani Light Horse's base on the outskirts of Fortress Dieron before turning their sights on the Third Dieron. The bulk of the Third was destroyed by judicious use of tactical and strategic nuclear weapons as the DCMS gathered on Voltenna, possibly in preparation for a reactionary strike to retake Fortress Dieron. With the majority of the Third destroyed, the Blakists began landing on Dieron with impunity.

DEBER DOWN

SITUATION
Deber City
Dieron, Draconis Combine
10 June 3068

The steel doors blew outward with a loud bang, off their hinges and into the street beyond, crushing an abandoned delivery truck. Emerging from the darkness through the smoldering debris like a reaper of death, the massive *No-Dachi* led the Tenth Ghost's assault lance into the pre-dawn mist that had settled during the night. With a wave of its elegant samurai sword it directed its companions toward the lightening horizon and the enemy beyond.

The sky lit with fire as other emerging Ghost BattleMechs unleashed waves of missile fire upward, arcing westward to deliver death to the unsuspecting mercenaries ahead.

GAME SETUP
Recommended Terrain: Urban, Desert

Designate eight hexes as tunnel access points and mark them. Access points may be located in any terrain except water; for purposes of movement, the access points are considered one level less than the marked terrain. There should be a minimum of five hexes between each access point.

Attacker
Recommended Forces: Tenth Ghost

Secretly select four of the eight access points; all of the Tenth's forces will enter the map from these locations. They may enter the board in any direction as long as the path is legal; it costs 2 MP to exit the access point. Secretly designate one unit as the force commander.

Defender
Recommended Forces: Burr's Black Cobras

Secretly designate one unit as the force commander. Place at least half of the Defender's forces on the map before the Attacker makes his access point selection. The remaining forces enter the map from any edge at the beginning of Turn 3.

WARCHEST
Track Cost: 500
Optional Bonuses
+200 Dawn/Dusk: Use the Dawn/Dusk rules (see p. 58, *TO*).
+200 Commanders: Secretly assign up to three additional units as the commander's elite command squad. All of these designated units are of Elite experience.
+300 Missed Shots: Use the Missed Shots rule (see p. 81, *TO*).

OBJECTIVES
1. Shatter: Cripple/Destroy at least two-thirds of the opposing force. **[Reward: 400]**
2. Eliminate the leadership: Cripple/Destroy the commander **[Reward: 100]**. (If Optional bonus **Commanders** (above) is used, also add each member of the command squad **[Reward: 50 each]**.)
3. Minimize collateral damage: Do less than 10% damage to the surrounding city. (Determine the threshold by adding up all of the CF present at the beginning of Turn 1 and calculating 10%.) **[Reward: 200]**

SPECIAL RULES
The following rules are in effect for this track:

Tunnel Access Points
Access points are considered to be one level less than marked, are considered Paved hexes, contain the terrain as indicated on the hex, and are subject to normal Stacking rules.

AFTERMATH
The Tenth Ghost's plan was a complete success. The fury of the regiment fell squarely on the rear echelon of the Cobras and nearly broke the mercenary force in half. The Black Cobras managed to pull back and square off in good order, despite losing their commander to the initial ambush. The fighting ebbed and flowed along the outskirts of Deber City for most of Dieron's daylight hours, dwindling down only when both sides began coming up short on ammunition.

Despite dealing the Cobras a crippling blow the Tenth was recalled to defend Iznakki Spaceport before the regiment could finish off the mercenaries. When the Tenth was ordered off-world, the Cobras surged forward and managed to capture the vital spaceport before DCMS forces could reinforce it, denying the Combine's defenders their last main link for supplies and cutting them off from further reinforcements.

DRAGON RISING

SITUATION
Outside Fortress Dieron
Dieron, Draconis Combine
4 January 3069

"Green Three, tighten up. We've got to plow through that canyon in double-time and we need your guns."
"Roger that, Green Lead. Had a blip pop up but it looks like a glitch. Can't trust this Wobblie junk these days."
"I'm sure the owner would think otherwise, Three."
"If he was still breathing, Two."
"Can it, Greens. Our august personage isn't interested in our nervous chatter."
"On the contrary, Colonel. The conversation is most refreshing, considering the cone of silence I've been in for the last several months."
"Kurita-san! Please stay off the airwaves—no telling if those Blakies can—"
"Lead! Multiple contacts just lit up ahead! Looks like the Blakists are trying to cut us off!"
"All units, charge ahead! We must make that rendezvous! Banzai! Banzai! BANZAI!"

GAME SETUP
Recommended Terrain: Mountains
Set the maps up in a Chase format (see p. 262, *TW*).

Attacker
Recommended Forces: Ghosts of the Black Watch, Eridani Light Horse, Third Dieron Regulars
The Attacker enters from the short edge of one side of the map, as designated by the Defender. Secretly designate one BattleMech unit to transport Hohiro Kurita. This unit adds a +2 penalty to all To-hit rolls and a –1 bonus to all Piloting Skill rolls due to the Mech-Warrior's attention to safeguarding his charge.

Defender
Recommended Forces: Eighth Division, Hannibal's Hermits
Place all of the units on the battlefield; at least half may be placed as per the Hidden Units rules (see p. 259, *TW*).

WARCHEST
Track Cost: 500
Optional Bonuses
+300 Advanced Combat: Use the Glancing/Direct Blows (see p. 80, *TO*) and Missed Shots rules for Advanced Combat (see p. 81, *TO*).

OBJECTIVES
1. Human Target [Attacker only]: The unit carrying Hohiro must escape off the opposite map edge. **[Reward: 300]**
2. Human Target [Defender only]: Cripple/capture the unit carrying Hohiro before it exits the battlefield. **[Penalty: 300]**
3. Save the Core: Destroy/Cripple at least half of the opposition's forces. **[Reward: 400]**

SPECIAL RULES
The following rules are in effect for this track:

Rockslides
If a firing unit is adjacent to a hex that is at least one level higher than the unit's occupying hex and it fires a large ballistic or missile weapon (one that does a possible 15 or more damage), there is a chance to trigger a rockslide. During the end phase, roll 2D6; a rockslide occurs on a result of a 9 or better. The rockslide does 10 points of damage for every level difference between the target and originating hex. Apply damage in 5 point groups to the unit's front facing.

AFTERMATH
Sacrificing themselves at seemingly every turn, the prison camp escapees threw themselves into the line of fire repeatedly in order for the *Wolverine* carrying Hohiro Kurita to successfully make the rendezvous with a waiting *Union* DropShip. Out of the original thirty-five escapees, less than a company's worth of survivors managed to get aboard the *Inside-Out* and escape the system. Only the remaining DEST troopers went on with the Coordinator's heir to New Samarkand; the remaining hodge-podge of survivors gathered under Colonel Jaffray's Black Watch banner, determined to bring the fight back to the Blakists in whatever way they could.

SERPENTS IN STONE

SITUATION
Atacama Desert
Dieron, Draconis Combine
18 May 3070

The *Hitman* staggered up the dune, its broken hip whining audibly as more sand coated the interior mechanisms. *Chu-i* Brent McDermott squinted as he scanned the horizon, the harsh morning sunlight overcoming the windscreen's automatic polarization.

There, in the valley of sand below, lay the partially-obscured bunker his lance had been hunting this portion of the Atacama for. "Teak One, this is Four. Found it," he rasped. His 'Mech's water recycling system had run dry the day before; already the heat emanating from the *Hitman*'s damaged engine and hip assembly was reaching the "barely tolerable" stage.

"Four, One. Acknowledged. Guess the storm that blew through last night helped uncover it?"

"Yessir, looks like it." McDermott squinted again. Was that movement on the horizon?

The shattering blast knocked the *Hitman* flat before a Gauss rifle's sonic boom rolled over the 'Mech. McDermott screamed. "Enemies inbound! They found u—"

Teak Four ceased transmitting as the two claw-like feet of a landing *Catapult* pulverized the *Hitman*'s head.

GAME SETUP
Recommended Terrain: Desert
Place one three-hex sized Hardened Level 1 building anywhere on the battlefield.

Attacker
Recommended Forces: Third Dieron Regulars
Apply 5D6 points of damage to each BattleMech unit; reroll any damage that causes the unit to be Crippled or Destroyed. Each vehicle unit receives 2D6 damage; ignore all mobility damage of Moderate or higher. Each infantry/battle armor unit is reduced to half-strength. Apply all damage in 5 point groups.

The Attacker enters from one designated map edge.

Defender
Recommended Forces: Eighth Division
The Defender enters from the map edge farthest from the building.

WARCHEST
Track Cost: 300
Optional Bonuses
+100 Automated defenses: Add an automated turret to one hex adjacent to the building. The turret has a CF of 50 and is one level high. It contains six machine guns and 100 rounds of ammunition; the turret possesses a Gunnery equivalent of 4. It will fire at the closest target with the lowest target number; if multiple targets exist with the same target number, roll randomly to determine target.

+200 Blowing Sand Use the Blowing Sand rules (see p. 62, *TO*).

OBJECTIVES
1. Asset Denial: Retain control of the depot at the end of the battle. **[Reward: 200]**
2. Damage to Destruction: Destroy/Cripple at least half of the opposition's forces. **[Reward: 200]**

SPECIAL RULES
The following rules are in effect for this track:

Controlling the Depot
The Depot is considered controlled when one side has a unit adjacent to the building. If an opposing unit is also adjacent or if no units are adjacent, the building is considered neutral. If the building is destroyed, the building is considered under control of the last side that had contact in the Turn the building was destroyed. If no side was adjacent in the turn the building was destroyed, control is awarded to neither side.

AFTERMATH
Heavily damaged and on the run, the battered remains of the Third Dieron not wasting away in Blakist prison camps attempted to rearm and repair by raiding whatever ancient SLDF depots they could find. Though marginally successful in locating a couple from old DCMS surveyor logs, the Third found little to no relief at the ancient sites. By the end of 3070 the Third Dieron ceased to exist as a fighting force when the last ranking officer surrendered to Blakist forces in Tibet City.

CLAW HAMMER

SITUATION
Chiloe Pass, near Olivet
Dieron, Draconis Combine
12 October 3077

"Sir, outer post detecting a number of approaching magscan hits. Unit count unknown."

"Acknowledged, Adept. Please double-check our forward readiness. Won't be long now."

"Yes, Precentor. Should I prepare our fall back plan?"

"Not yet. Once we let it go, this pass will no longer exist and it's vital we keep it open as long as possible for our own forces as well. Otherwise, we'll be trapped in Olivet."

"Sir, orders dictate…"

"I know what our orders are, Adept. But I do not want to kill our troops in a prolonged siege, either. We will stand here and fight to the last; the enemy will not break us."

"But sir…"

"Enough, Adept. I know my duty. Do yours, and maybe I won't need to bring fire and death to Olivet."

GAME SETUP
Recommended Terrain: Mountains, Badlands

Attacker
Recommended Forces: Beta Galaxy
The Attacker enters half of their force from one designated map edge on Turn 1. The remainder of the Attacker's force enters from the same edge at the beginning of any Turn in any number, up until the start of Turn 9.

Defender
Recommended Forces: Fletcher Protectorate Militia, Twenty-Third Division
At least half of the Defender's forces must be a mix of infantry and vehicles. The Defender sets up all forces within four hexrows of the map edge opposite of the Attacker's declared home edge.

WARCHEST
Track Cost: 600
Optional Bonuses
+300 Air support: The opposing side receives a total of five air support missions (strafing or striking; no bombing runs available). Declare the number of air support missions during the End Phase of the turn prior to when the mission takes effect.

OBJECTIVES
1. Asset Denial: Keep the opposing force from exiting a third of its force across the opposite map edge before the end of Turn 10. **[Reward: 500]**
2. Steel Crush: Destroy/Cripple at least two-thirds of the opposition's forces. **[Reward: 500]**

AFTERMATH
The Fletcher Protectorate Militia held out for five days, using the rugged and pocked terrain of Chiloe Pass to their best advantage while support services evacuated as many civilians from Olivet as possible. Despite some much-needed bolstering by the Twenty-Third the combined might of Beta Galaxy—along with some DropShip support—overran the defenders and Beta flooded into the Olivet valley, capturing the nearly empty city within a day.

MY ENEMY'S ENEMY

SITUATION
Fort Cross, outside Aldega
Dieron, Draconis Combine
23 October 3077

"By order of the Khan, you will stand down."

"By the order of the Kanrei, *you can stick that PPC up your furry butt. You may NOT touch my prisoners, much less exterminate them! Are you mad?"*

"You are in violation of the agreement made between our leaders! We have every right to treat the surat *Blakists as we see fit!"*

"It doesn't mean exterminating POWs that are in DCMS custody!"

"There is no provision regarding custody matters. Every Blakist on this hellhole is subject to Dominion justice. There is no *compromise."*

"Yes there is. It's at the end of my Gauss rifle barrel. Come get some, you thick-headed bastard of Kerensky." [sonic boom]

"Bargained poorly but done. Rho Galaxy, attack!"

GAME SETUP

Recommended Terrain: Mountains, Urban

Designate/place eight Medium Level 1 buildings (CF 35) across the entire battlefield. If placed, there should be at least one hex between buildings. Building hex size is determined by rolling 1D6 for each building; the result indicates the number of hexes occupied by the building.

Attacker

Recommended Forces: Rho Galaxy

The Attacker enters from the opposite map edge from the Defender. The Attacker can designate ten percent of their total force as a reserve; these units enter the battle at the beginning of Turn 6. Designate one of these reserve units as the force commander.

Defender

Recommended Forces: Eighth Dieron Regulars

At least half of the Defender's forces must be vehicle units. The Defender sets up all forces on the half of the battlefield farthest from the Attacker's declared home edge. The Defender secretly designates two Medium Level 1 buildings as POW compounds.

WARCHEST

Track Cost: 700

Optional Bonuses

+300 Combat Drop [Defender]: The Attacker's reserve force arrives on Turn 6 using the Combat Drop rules (see p. 22, *SO*).

+300 Determined Foe [Attacker]: The Defender's force is assigned a command lance of BattleMechs above their original deployed force; this lance has an average experience level of Elite. These units enter the battlefield at the beginning of Turn 3 from any map edge.

+700 Rescue party: A Word of Blake rescue force arrives at the beginning of Turn 10. The Blakist forces are elements from the Twenty-Third Division and are 75% of the combined total of both the Attacker and Defender's deployed forces. The Blakist objective is to simply cause as much damage as possible to both the Attacker and Defender, destroy/cripple each side's commander (if present and as designated at the start of the game), and are operating under Forced Withdrawal rules (It is highly recommended a third party operate these units if this option is used).

OBJECTIVES

1. Kill them all [Attacker]: Destroy all POW buildings before the end of Turn 9. **[Reward: 500]**

2. Save them all [Defender]: Prevent the destruction of all POW buildings before Turn 10. **[Reward: 500]**

3. Honorable Mention [Attacker]: Destroy/cripple at least five units using strict *zellbrigen* rules. **[Reward: 400]**

4. Venting the Rage [Defender]: Destroy/cripple at least one-third of the Attacker's total deployed force.

AFTERMATH

Both the Combine and Dominion forces engaged with ferocity, each commander believing they were in the right and stubbornly refusing to back down. Only the sudden appearance of Blakist 'Mechs from the Twenty-Third Division united the two combatants; the coalition forces pounded the Blakists before the prisoners could escape. The Combine did manage to evacuate at least one compound worth of POWs before Dominion forces leveled the compounds, the fort, and the adjoining town in their bizarre quest to exterminate every Blakist they found.

CLIMBING MOUNT SHANYU

SITUATION

Gatepost 1A, outside Fortress Dieron
Dieron, Draconis Combine
12 November 3077

A relic of the Star League and the Terran Hegemony, Fortress Dieron radiates the power and majesty of bygone eras.

Occupying nearly two-thirds of Mount Shanyu, the fortress boasts several artillery, turret, and orbital gun emplacements as well as nearly one hundred 'Mech and vehicle bays, cavernous storage facilities, and enough space for over four regiments of troops, support personnel, and command staff. Even at its height as the Dieron District capital the DCMS never used more than a fifth of the facility due to ancient lockdown protocols enacted during the gathering of General Kerensky's Exodus.

The Word of Blake's ascension to the summit of Mount Shanyu changed everything. A superior defensive fortress with nearly 90% of its defensive capabilities now online thanks to the Word's unlocking, Fortress Dieron can be considered nigh-impregnable.

The Dominion and DCMS consider themselves lucky to have outlasted the Word by the barest of margins in surviving Mount Shanyu.

-MIIO Report 25S-DC; Code Green Secret; 10/3078

GAME SETUP

Recommended Terrain: Mountains

Designate three hexrows near the middle of the battlefield; this is "the wall." The hexrow closest to the Attacker's map edge is level 7 high and contains a low wall (CF 150 each hex) that provides Partial Cover (see p. 102, *TW*) to an occupying unit. The middle hexrow has a height of 5 levels. The hexrow closest to the Defender's map edge has a height of 3 levels.

Designate two adjacent hexes within the middle row; these each contain a massive gate to the inner ring of Fortress Dieron's outer defenses; these gates are within the rock; if the gates are destroyed, units may still cross from one side of the wall to the other using the rock frame. For LOS purposes, the gates are three levels high. The gates have a CF of 500 each; destroying one hex does not destroy the entire gate system, though units may pass through the destroyed hex as if passing through Rubble terrain. The two hexes in the rows before and behind each gate are considered Level 0 and open (i.e. not a tunnel or bridge).

Place six Hardened Level 3 gun emplacements (see p. 117, *TO*) on the wall; the towers contain a turret that houses three large lasers and one PPC with appropriate crew. Each gun crew is of Regular skill level. Towers must be at least two hexes apart and at least one hex away from the gates.

Attacker

Recommended Forces: Eighth Dieron Regulars

The Attacker enters from the map edge opposite the higher portion of the wall.

Defender

Recommended Forces: Asta Protectorate Militia, Second Division

The Defender's total force is 60% of the Attacker's. Place all of the Defender's units anywhere on the wall hexrows and/or behind the wall.

WARCHEST
Track Cost: 1,000
Optional Bonuses

+500 Fiery Shadows [Attacker]: The Defender may add an additional 25% of its force and place them outside the wall on the battlefield (between the gates and the Attacker's map edge), using the Hidden Unit rules (see p. 259, *TW*). Upgrade the gun crew skill levels to Veteran.

+500 Banzai Courage [Defender]: Once an Attacking unit receives internal damage, it gains a +1 bonus to all To Hit rolls for the remainder of the game.

+500 Thunder from Heaven [Attacker]: The Defender receives Off-Board Artillery assistance (see p. 179, *TO*) from four Long Tom batteries. For game purposes, the batteries are located a distance of three map boards from the battlefield and are of Veteran skill level.

+500 Thunder from Hell [Defender]: The Attacker receives Off-Board Artillery assistance (see p. 179, *TO*) from five Sniper batteries. For game purposes, the batteries are located a distance of one map board from the battlefield and are of Regular skill level.

OBJECTIVES

1. Breach! [Attacker]: Blow the gates. **[Reward: 500 each gate opened]**

2. Punish! [Defender]: Cripple/destroy at least 75% of the Attacking forces. **[Reward: 1,000]**

3. Hold the Line [Attacker]: Destroy/cripple at least half of the Defender's deployed force and a minimum of four gun towers. **[Reward: 800]**

4. Shatter the Line [Defender]: Destroy/cripple at least half of the Attacker's deployed force. **[Reward: 800]**

AFTERMATH

After nearly a month of fighting through the tight confines of the mountain passes leading to Mount Shanyu, the Eighth Dieron arrived at the foot of Fortress Dieron and one of the two massive gates along its outer defensive ring. After two days of constant assault the Eighth managed to breach the mountainous wall and, incredibly, hold it against a concentrated Blakist counterattack while Clan Ghost Bear's Alpha Galaxy rushed through the gap, only to stall at the shores of a mountain lake as a *Mammoth*-class DropShip plummeted into its depths, turning the water to acid and setting fire to the main causeway across the lake. Caught in the open, Alpha Galaxy became targets for constant artillery fire until the battered remains of the Eighth Dieron charged the oncoming Blakist ground forces, giving the Khan and her troops the time to reorganize and then break the onrushing Asta Protectorate Militia and overrun the lower artillery positions.

POLAR POSSIBILITIES

SITUATION

Fort Higgs, North Polar cap
Dieron, Draconis Combine
18 December 3077

TO: GALAXY COMMANDER MICHAEL HAWKINS
FROM: LOREMASTER LAURIE TSENG
WATCH HAS DETECTED UNUSUAL TRANSMISSIONS AND LIGHT DROPSHIP TRAFFIC FROM A PREVIOUSLY UNKNOWN FACILITY LOCATED ON THE NORTHERN ICE CAP. LOCATE AND DENY ANY FACILITY FROM ENEMY USE; EXTREME PREJUDICE IS AUTHORIZED.

GAME SETUP

Recommended Terrain: Mountains
Designate/place two one-hex Medium Level 1 buildings (CF 35) near the center of the battlefield.
All clear terrain hexes are treated as coated in ice (see p. 50, *TO*).

Attacker

Recommended Forces: Rho Galaxy
The Attacker designates two map edges as its home edge and may enter the battlefield from both edges. The Attacker may stagger its units; all units must enter the battlefield by the end of Turn 3.

Defender

Recommended Forces: Third Division
The Defender's forces are 50% of the Attacker's total force. All of the Defender's forces are set up on the battlefield as Hidden Units. (see p. 259, *TW*). The Defender designates one map edge as its home edge for withdrawal purposes.

WARCHEST

Track Cost: 400

Optional Bonuses

+200 Snow Storm: The battlefield is affected by Moderate Snowfall (see p. 60, *TO*).

+300 Party Crashers: A small force from the Second Dieron arrives at the beginning of Turn 8. The DCMS unit is 25% of the combined total of both the Attacker and Defender's forces. The DCMS force must place at least one unit adjacent to one of the buildings (or building hex, if the buildings are destroyed) before it can withdraw and are operating under Forced Withdrawal rules.

Their arrival is construed as interference by the Clan and the DCMS is considered a legitimate target by Rho (It is highly recommended a third party operate these units if this option is used.)

OBJECTIVES

1. Push back: Cripple/destroy at least half of the opposing force. **[Reward: 300]**

2. Saving grace: At least two-thirds of the player's force must survive. **[Reward: 200]**

SPECIAL RULES

The following rules are in effect for this track:

Booby-trap buildings

The buildings are booby-trapped to explode if a unit gets too close or lingers too long near it. During the End Phase, determine the number of enemy units within a two-hex radius of a building. If there is at least one unit, roll 2D6; on a result of 11-12, the building explodes, causing 20 points of damage to units in the same hex, 10 points of damage to adjacent units, and 5 points of damage to units 2 hexes away. Damage is applied in 5 point clusters. For every unit above two within proximity, add a +1 bonus to the roll.

AFTERMATH

The side trip to the polar cap didn't yield immediate results to either the Clan or DCMS forces that searched it, though both Watch and ISF forces examining the remains of the facility in early January made a startling discovery that launched several covert operations, leading to the capture of a "person of interest" on a refugee Drop-Ship orbiting the planet.

BLOODY TAKEDOWN

SITUATION
Command Summit, Fortress Dieron
Dieron, Draconis Combine
10 January 3078

"Bloody sun rises to peak
Shanyu's hoard to bleed thick red rain
Dragon and Bear victorious"
-*Tai-sa* Jerry Sims' death haiku

GAME SETUP
Recommended Terrain: Mountains, Urban
This track may be played multiple times, as each track represents an attack on one directional quadrant of Fortress Dieron's summit complex, the tip of the massive Castle Brian fortress. In addition to using the Castle Brian setup rules (see p. 141, *TO*), the battlefield is also affected by Thin Atmosphere (see p. 55, *TO*) due to the extreme height of Mount Shanyu's summit.

The Defender automatically determines from which map edge the Attacker enters the battlefield.

Attacker
Recommended Forces: Alpha, Beta, and Omega Galaxies, Eighth Dieron Regulars

Each quadrant is assigned to a different assault force. Omega Galaxy splits its forces between two quadrants; one is assigned to itself and the other is assigned to assist the battered Eighth Dieron.

Defender
Recommended Forces: Second, Fourteenth, Nineteenth, Twenty-Third Divisions, remnants of all Protectorate Militias

The Twenty-Third and Fourteenth Divisions hold a quadrant each, the Second and Nineteenth are combined in another, and the bulk of the Protectorate Militias defend the fourth, along with most of the fortress' static defenses.

All Defending forces begin anywhere on the battlefield; up to 20% of the Defender's force in any quadrant may be deployed using the Hidden Unit rules (see p. 259, *TW*).

WARCHEST
Track Cost: 2,000 (each quadrant)
Optional Bonuses

+750 Earthquake: The battlefield is affected by a severe earthquake (see p. 55, *TO*), occurring on Turn 1D6+2. If used in subsequent tracks during the assault, downgrade each severity level by one for each subsequent use to reflect minor aftershocks.

OBJECTIVES
1. No mercy. NONE: Cripple/destroy at least 75% of the opposing force. **[Reward: 2,500]**

SPECIAL RULES
The following rules are in effect for this track:

Battlefield Morale
If using multiple tracks for the assault, every track that is successfully completed grants the player a +1 bonus to all Initiative rolls.

AFTERMATH
The slow assault up the sides of the massive Fortress Dieron complex lasted nearly three months. At the end the liberators took over sixty percent losses in personnel and equipment, wiping out nearly ninety percent of the Blakist occupiers. However, the most horrific damage was to the Dieronese; with four major cities burning or destroyed, several mines and manufacturing complexes ruined beyond repair, an entire continent laid to nuclear and toxic waste, and the loss of civilian life exceeding the ten million mark, Dieron was in dire straits and in desperate need of relief and rebuilding—something the Combine could not immediately provide. ISF and DCMS resources became tied up in pacification and relief efforts, even as the war moved onward, deeper into the Protectorate.

Dieron, however, was finally "free."

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: FIRE MOTH ALETHA

Movement Points:		Tonnage:	20
Walking:	10	Tech Base:	Clan
Running:	15 [20]		Jihad
Jumping:	0		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	LT	—	[E]	—	—	—	6
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
3	ER Small Laser	LA	2	5 [DE]	—	2	4	6

Cost: 4,178,425 C-bills   **BV:** 1,388

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 (5)
Left Torso (4)
Right Torso (4)
Left Arm (3)
Center Torso (5)
Right Arm (3)
Left Leg (4)
Center Torso Rear (2)
Right Leg (4)
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. Hand Actuator
5. ER Small Laser
6. ER Small Laser

4-6
1. ER Small Laser
2. Endo Steel
3. Ferro-Fibrous
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. ECM Suite
6. Endo Steel

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
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. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
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. MASC
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. ER Large Laser
6. Endo Steel

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

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Endo Steel
6. Ferro-Fibrous

4-6
1. Ferro-Fibrous
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. Roll Again

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso (5)
Right Torso (5)
Left Arm (3)
Right Arm (3)
Center Torso (6)
Left Leg (4)
Right Leg (4)

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	Heat Sinks: 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: KODIAK CALE

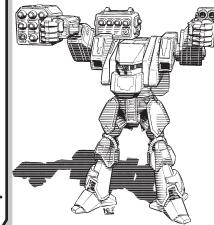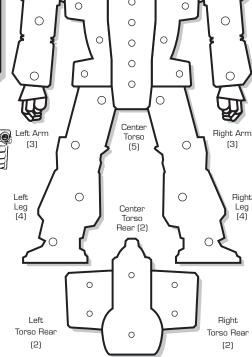| Movement Points:		Tonnage:	100
Walking:	3	Tech Base:	Clan
Running:	5		Mixed Tech (Clan)
Jumping:	0		(Experimental) Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser (IS)	H	3	5 [DE]	—	3	6	9
1	Autocannon/10 (IS)	RT	3	10 [DB,S]	—	5	10	15
1	Beagle Active Probe (IS)	RT	—	[E]	—	—	—	4
1	C³ Master (IS)	LT	—	[E]	—	—	—	—
2	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
1	Heavy PPC (IS)	RA	15	15 [DE]	3	6	12	18
2	ER Med. Laser (IS)	LA	5	5 [DE]	—	4	8	12
1	Medium Laser (IS)	LA	3	5 [DE]	—	3	6	9
3	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

Cost: 13,446,000 C-bills **BV:** 2,511

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 (32)

Right Torso (32)

Left Arm (34)

Center Torso (47)

Right Arm (34)

Left Leg (42)

Center Torso Rear (15)

Right Leg (42)

Left Torso Rear (10)

Right Torso Rear (10)

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. ER Medium Laser
2. ER Medium Laser (IS)
3. ER Medium Laser (IS)
4. Medium Laser (IS)
5. Endo Steel
6. Roll Again

Left Torso (CASE)
1-3
1. Streak SRM 6
2. Streak SRM 6
3. Streak SRM 6
4. Streak SRM 6
5. Ammo (Streak SRM 6) 15
6. Ammo (Streak SRM 6) 15

4-6
1. C³ Master (IS)
2. C³ Master (IS)
3. C³ Master (IS)
4. C³ Master (IS)
5. C³ Master (IS)
6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser (IS)
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. 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. Double Heat Sink
5. Double Heat Sink
6. Heavy PPC (IS)

4-6
1. Heavy PPC (IS)
2. Heavy PPC (IS)
3. Heavy PPC (IS)
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Torso (CASE)
1-3
1. Autocannon/10 (IS)
2. Autocannon/10 (IS)
3. Autocannon/10 (IS)
4. Autocannon/10 (IS)
5. Autocannon/10 (IS)
6. Autocannon/10 (IS)

4-6
1. Autocannon/10 (IS)
2. Ammo (AC/10) 10
3. Ammo (AC/10) 10
4. Beagle Active Probe (IS)
5. Beagle Active Probe (IS)
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM

Head

Left Torso (21)

Right Torso (21)

Left Arm (17)

Right Arm (17)

Center Torso (31)

Left Leg (21)

Right Leg (21)

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 Sinks: 15 (30) Double

Heat Level*	Effects
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

1

3

A01
B06
B01

Fort
Shiro

C01
C03
C06

D01
D03
D04
D06

Aldega
Fort
Cross

C06

D06

E01
E02
Mandalgovi
E04
E05
E03

E06
E07

AOMORI MOUNTAINS

M A T A E O   PARSONAGE REGION

Castillo
Arratias

F01
F02
F03
F04
F05
F06
F07

LAW 4R-Z

MM 59B
MM 23E

G01
G02
G03
G04
G05
G06
G07

LAW-KT2

KHENTII MOUNTAIN
TOWERS

H02
H03
H04
H05
H06
H07

CON 42Y

I02
I03
I04
I05
I06
I07

Wazakashi
Plating

J03
J04
J05
J06
J07

GOBI STRAITS

K03
K04
K05
K06
K07

2

L03
L05
L06
L07
L08

M03
M05
M06
M08

N03
N06
N08

O03
O08

P01

KEY

	PLAINS		WATER
	FOREST		DESERT
	MOUNTAINS		ARCTIC

ITEM OF
INTEREST

DROPPORT

CITY
EPICENTER OF
METROPOLITAN
COMPLEX; POPULATION
OF SURROUNDING
AREA > 50,000,000

CITY
POPULATION OF
SURROUNDING
AREA < 1,000,000

This is a hex-grid map. The following labels and features are visible:

Map tile 5 (top center)
5

Map tile 7 (top right)
7

Map tile 4 (bottom left)
4

Map tile 6 (bottom center)
6

Left diamond (Ennisaka region)
A01
B11
B08
ENNISAKA
Fort Higgs
C08
C11
D08
D09
D11
E08
E09
E11
F08
F09
G08
ROURAN OCEAN
H08
H09
I08
I09
Vicuña
San Clemente
J08
J09
J10
VOLTENNA
KO 53R
K08
K09
KO 8N
K10
L08
L10
L11
L12
L13
CALDERA PASSAGE
M08
M10
M11
M13
N08
N11
N13
O08
O13
P01

Center / right diamonds (Tatsuyama region)
A01
B16
C11
C13
C16
D11
D13
D14
D16
VALLEY OF BLOSSOMS
E11
E12
E13
E16
Dragon's Roost
Tatsuyama City
TATSUYAMA MOUNTAIN
F10
F11
F12
F13
F14
F15
F16
SÜKHB VALL
G09
G10
G11
G12
G13
G14
G15
San Martín
KAZAKH R.
H10
H11
H12
H13
H14
H15
H16
Fortress Dieron
MOUNT SHANYU
Ald
I10
I11
I12
I13
I14
I15
I16
Newbury
Chillán Viejo
J11
J12
J13
J14
J15
J16
MAPUCHE OCEAN
SCALES OF THE DRAGONET
YO
K11
K12
K13
K14
K15
K16
L13
L15
L16
M13
M15
N13
N16
N18
Budapest Site C
O13
O18
P01

A01
B21
B16
C16
C18
C21
D16
D18
D19
D21
E16
E18
E19
E21
F17
F18
F19
F20
G16
G17
G18
G19
G20
G21
H17
H18
H19
H20
H21
H22
H23
I16
I17
I18
I19
I20
I21
I22
J17
J18
J19
J20
J21
J22
K16
K17
K18
K19
K20
K21
K22
L17
L18
L20
L21
L22
L23
M16
M18
M20
M21
M23
N18
N21
N23
O18
O23
P01

9

8

10

A01
B01
B21
C01
C21
C23
D21
D23
D24
D01
E21
E22
E23
E24
E01
F21
F22
F23
F24
G20
G21
G22
G23
G24
H21
H22
H23
H24
I22
I23
I24
J22
J23
J24
K21
K22
K23
K24
L22
L23
L23
M21
M23
M23

0110

KAMAKURA OCEAN

KHÜITEN MOUNTAINS

ZAAATAR VALLEY

ZANABAZAR SEA

KÜCHI VALLEY

Tinga

IZUMO SEA

THE CHILOES

ATACAMA DESERT

LORETTA MOUNTAINS

PATAGONIA SEA

ARGUS M

ATACAMA

KHOOMEI R.

Rancagua

Olivet

Tahlwynn

APALLOS HILLS

Deber City

Iznakki Interplanetary Spaceport

Kyoto DropPort

Quintero

LAW Site B

Rock of Genghis

TIBET OCEAN

Par

MOUNTAINS

Hughesville

DESERT

Ulaangom

CAUQUI OCEAN

Paradiso

Boeing 45-T

+0

P +6
P +6 P +6
P +6 P +6 P +6

+0

P +6 P +6 P +6
P +6 P +6
P +6

N +0