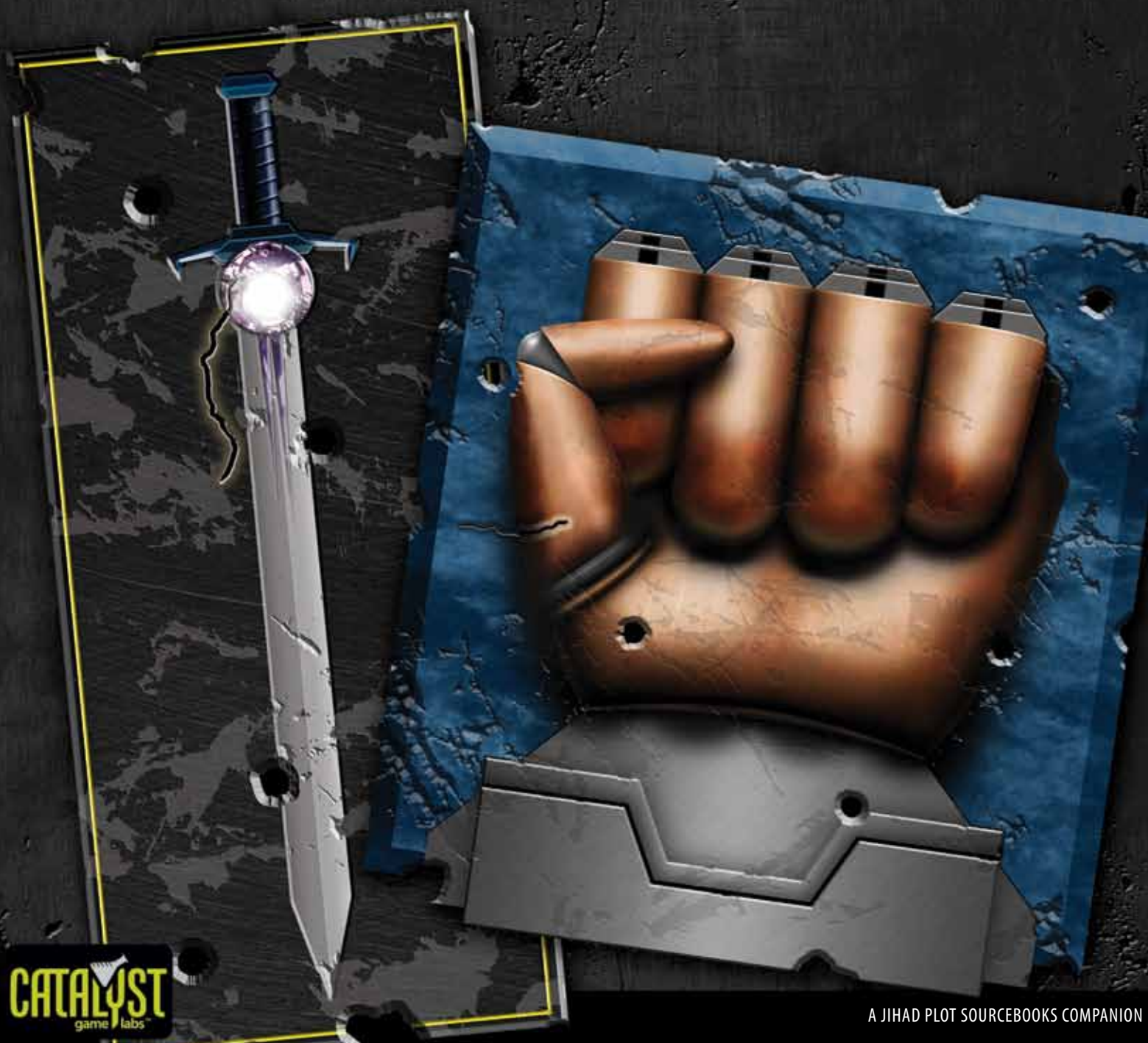


TM

BATTLETECH



JIHAD TURNING POINTS HESPERUS



CATALYST
game labs™

A JIHAD PLOT SOURCEBOOKS COMPANION



BATTLETECH™

JIHAD TURNING POINTS

HESPERUS™

Under License From



©2013 The Topps Company Inc. All rights Reserved. Historical Turning Points: Antallos, Classic BattleTech, BattleTech, BattleMech and 'Mech are registered trademarks and/or trademarks of The Topps Company, Inc. in the United States and/or other countries. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC.

35TP011



LAST PATROL

**OUTSIDE DOERING ELECTRONICS, SOUTH WHITMAN
HESPERUS II, LYRAN ALLIANCE
14 MARCH 3068**

Damn, I'm soaked. Markus Oder tugged at the collar of his heavy environmental suit. Even without the helmet, he was dripping with sweat from the humidity sucked in by what passed for a ventilation system in his dilapidated Rowell World Rover. Even on one of the most important planets in the Alliance, they couldn't assign him the bloody jungle variant. *Cheap bastards. I'd like to see one of Doering's fat executives or our sniveling sack of shit lieutenant spend more than an hour in this soup. Why couldn't Doering just work in the mountains like everyone else on Hesperus?*

Markus pushed his Rowell through the thick jungle canopy along the security path. He knew exactly the route he was going to take; it was the same he took every day during his perimeter patrol of Doering Electronics. It was a lousy job, even for militia, and after being there for six months he could probably drive it in his sleep.

The waypoint on the Rowell's HUD beeped to life, and Markus slowed the rover to a complete stop before picking up the portable communicator on the seat next to him. "Stefan, Hans, we're here." The walkie-talkie connected to the other two members of his three-man patrol seated on the Rowell's exposed cargo bed. A quick knock to the cabin's rear window acknowledged his heads-up before they unloaded their equipment.

Poor bastards.

As much as Markus hated patrol, working on a jungle cutting crew was far worse. Though his job was tedious and mind-numbingly boring, at least it was easy. Cutting crews, however, were an unfortunate necessity for the inhabitants of South Whitman: the local flora was aggressive, and only constant pruning kept the thick vegetation from overrunning Doering's factory. From the side mirror he watched Hans and Stefan struggle to drag heavy chainsaws and jugs of industrial defoliant off the Rowell. Work on a cutting crew was hard physical labor in the worst conditions Hesperus II had to offer.

Though being a glorified gardener's driver wasn't something the Maria's Elegy recruiting office mentioned when he joined the LAAF, his job wasn't all bad. Patrol provided plenty of time to catch up on reading, and Markus was thankful he remembered to bring the latest copy of *Solarian Gun Enthusiast* today, or he'd be stuck counting komodos—Hesperus II's version of a wild turkey—again.

The little communicator crackled to life. "We're heading out," Hans said. "Back in sixty."

Markus punched sixty minutes into his chronometer's digital alarm. "Roger. See you in an hour. Have fun, boys."

Popping open the Rowell's center console storage bin, Markus reached for the rolled publication. "Let's see what goodies Mauser & Gray have for us this month," he muttered as he started thumbing through the glossy pages.



Markus's wrist chronometer beeped to life. *One hour. Hans and Stefan should be back any minute.* He glanced back down at the magazine. He was halfway through the *Enthusiast's* review of Mauser & Gray's G-150 Hunting Rifle; all he needed was five more minutes. *Maybe I can spot them, see how far they have to walk and how much time I have left.* Getting caught reading wasn't necessarily against the rules, but rubbing his cushy job in their faces would create trouble he didn't need.

Markus moved the magazine off his lap. His chronometer read one minute past the hour. Reaching down, he picked up a pair of binoculars from the Rowell's storage compartment. An early addition to the rover after his first patrol, the glasses were usually employed to secure a page as an impromptu bookmark, but today they were getting actual use.

He scanned the jungle. Nothing. It didn't help that the humidity inside the Rowell was fogging the windows enough to make seeing difficult. Even the rear glass was covered with tiny specks of water. He rubbed the glass with his glove, hoping to improve the view, but the heavy material only left a wet smear in its wake. "This is useless!"

Dropping the glasses on top of the magazine, he picked up his helmet from the cabin floor, its battery indicating a fifteen-minute charge; he had forgotten to recharge the unit—again. *Oh well; this shouldn't take long.* Attaching the helmet to his suit's collar, he twisted it into place. The helmet locked with a click, and a reassuring whoosh of filtered air confirmed the helmet successfully sealed with the rest of his suit. Markus leaned over, retrieved the binoculars, and opened the cabin door.

Despite the environmental suit, the jungle's thick, humid air pounded against his body like a hammer, while the chirping, hissing sounds of Hesperus's native life filled his ears. He hated wearing the helmet almost as much as he wished it came with a sound filter. Putting the binoculars to his faceplate, Markus could already hear the little motors in the helmet struggling to keep the sweltering heat from cooking his head. *God, I hate wearing this thing.*

He started scanning the tree line, hoping to catch a glimpse of Hans or Stefan, but a slight flurry of movement within the jungle caught his attention. Not sure what it was, he tried to zoom in, but the thick foliage revealed nothing. Whatever it was, it was bigger than a komodo and moving slowly towards his position. He lowered his glasses. *Probably one of those fat belly snakes,* Markus thought.

Continuing his scan, he saw nothing else; the crew was nowhere to be found.

As he shrugged and turned toward the rover's open door, Markus was thrown forward, as if a gigantic sledgehammer had just smashed into him from the rear. His helmet slammed into the door's edge with a resounding crack, and he was faintly aware of the spray of blood – his blood – splattering the Rowell's interior. He bounced backward, his helmet's collision landing him hard on his back as an explosion of pain washed over his body. It was a hot, searing, paralyzing pain. Markus tried to move but couldn't, he coughed, tasting blood. He laid there for what felt like an eternity, wavering on the edge of consciousness. Then he heard them, the crunch of heavy footfalls just outside of his field of vision. *Hans, Stefan, help me.*

A shadow fell over Markus's prone form. It was getting dark and cold, but Markus could still make out the Purifier battlesuit and the faint outline of a stylized broadsword on its chest. He moved to speak, but no sound left his lips. The Purifier leaned over him, pointing the barrel of its anti-personnel weapon at Markus's forehead.

Its external speakers sprung to life: "Peace of Blake be with you."
The Word of Blake had come to Hesperus II.



JIHAD TURNING POINTS HESPERUS™

Welcome to *Jihad Turning Points: Hesperus II*, a campaign designed to give players the opportunity to fight in one of the landmark conflicts of the Word of Blake Jihad.

The general information contained in the **Atlas** and **Combatants** sections gives players the tools needed to fight an infinite number of engagements on Hesperus II, while the **Tracks** section gives details on some of the larger, pivotal battles of the planetary struggle.

The **Atlas** section presents a global view followed by some quick facts about Hesperus II. Included in this section are 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 provide ideas on 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 of these features before play.

The **Combatants** section gives details on the units that participated in the conflict and can be used by players wishing to add authenticity to their game. While the units that 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 if 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.

The **Tracks** section presents several key battles that occurred on the world, though they are not the only ones. Players wishing to incorporate these tracks into their *Chaos Campaign* campaigns should use the Warchest Points (WP) listed in brackets. Optional points are awarded only if the group achieves at least one Objective while using the selected option. Objective points are cumulative as they are achieved unless otherwise noted.

The **Annex** contains two official record sheets. The first is the customized *Galahad* of Phantom Demi-Precentor Delta Laodices, a commander in the Fortieth Shadow Division, followed by the custom Sturmfeur Heavy Tank manufactured by Defiance Industries during the Word of Blake occupation.

CREDITS

Project Development: Ben H. Rome

BattleTech Line Developer: Herb Beas

Writing: Joshua C. Perian

Editing: Philip A. Lee

Production Staff

Cover Design and Layout: Ray Arrastia

Evolved Faction Logos Design: Jason Vargas

Maps and Logos: Ray Arrastia

Record Sheets: Johannes Heidler

Factchecking/Playtesting: Bryan Compton, Bruce Ford, Eugen Fournes, William Gauthier, Ross Hines, Stephen C. King.

Special Thanks: To Ben, for giving me a second whirl on this roller coaster and letting me play in my favorite sandbox. This book goes out to all of Blake's Blessed Children. We never saw a Third Transfer, but we left one *heck* of a mark on the Inner Sphere.

For more general information about the history of Hesperus II during the Jihad, see the sourcebooks *Jihad Hot Spots: 3070*, *Jihad Hot Spots: 3072*, and *Jihad Secrets: The Blake Documents*.

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



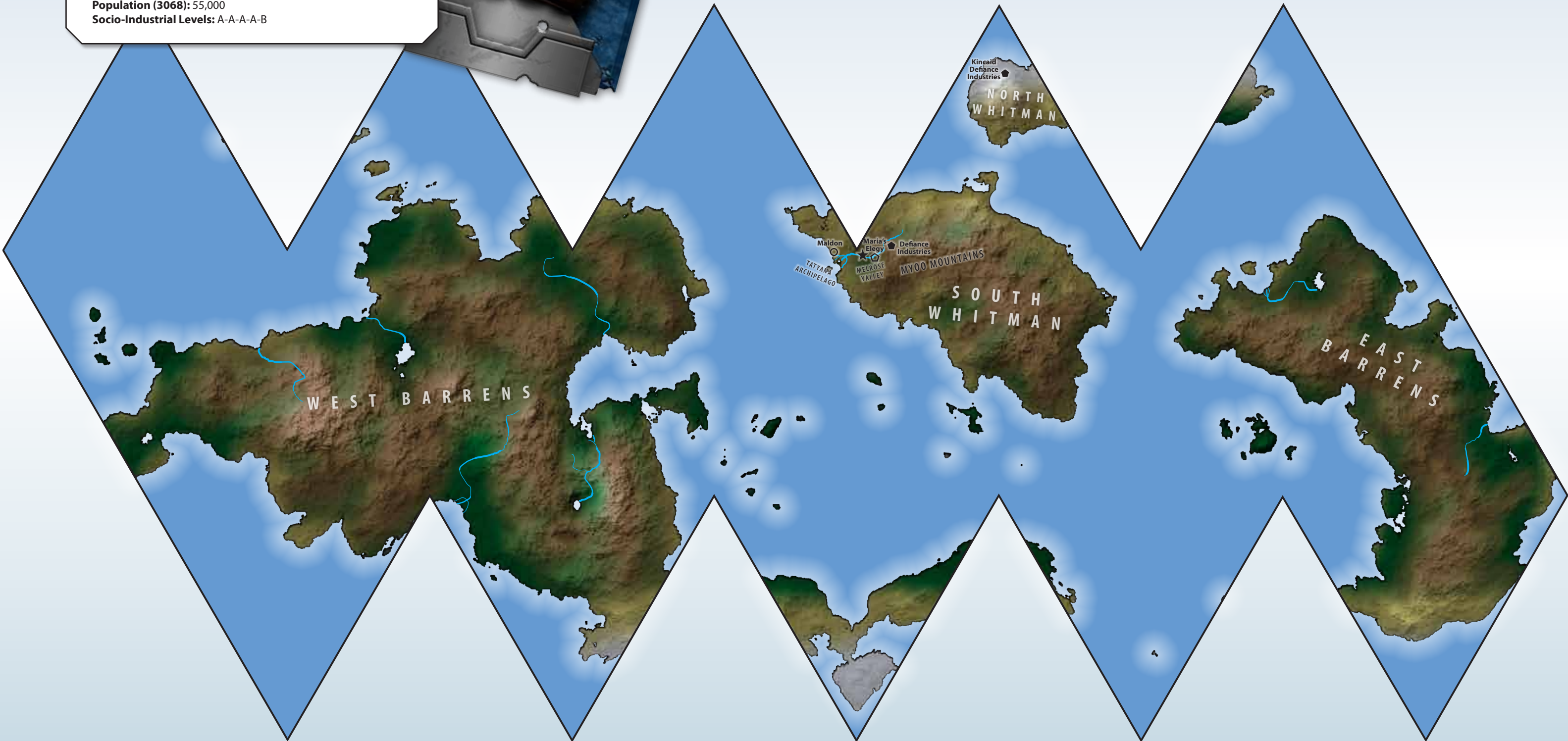
DARK AGE ERA

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.

HESPERUS II (3067)

Noble Ruler: Duke Daniel Brewer
Star Type (Recharge Time): F2IV (172 hours)
Position in System: 2nd
Time to Jump Point: 18.75 days
Number of Satellites: 1 (Hesperus II-Alpha)
Surface Gravity: 1.01
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 85° C (Jungle)
Surface Water: 40 percent
Recharging Station: Zenith, Nadir
HPG Class Type: A
Highest Native Life: Reptiles
Population (3068): 55,000
Socio-Industrial Levels: A-A-A-A-B



HESPERUS II

Long considered the most vital planet in the Lyran realm after Tharkad, Hesperus II is far from a picturesque garden world. Instead, it is a planet of barren mountains and deep valleys dividing and crisscrossing its four main continents. Most of Hesperus II's landmasses and the numerous islands and archipelagos that dot the world's shallow oceans resemble a blasted wasteland or untamed jungle.

Most of Hesperus II's small population resides on the continent of South Whitman. Located in the planet's northern latitudes, South Whitman is home to Maria's Elegy, the planetary capital in Melrose Valley, and the massive Defiance Industries of Hesperus II BattleMech plant. As the primary supplier of 'Mechs for the Lyran military for centuries, Hesperus II has always enjoyed above-average protection against raiders and assault forces alike. This strong defensive force, often bolstered by the Defiance Self-Protection Force, has enabled the world to withstand more than fifteen major assaults aimed at capturing or destroying the factories. The last invasion, which occurred during the FedCom Civil War only a few short years before the start of the Jihad, significantly weakened the planet's defenses. Still recovering from the last war when the Word of Blake launched Operation STEEL HAMMER in early 3068, the Lyran defenders were ill-prepared for the Blakist raids and subsequent invasion.

Beyond South Whitman lies the northernmost continent of North Whitman, the only other landmass where humans can tolerate the jungle-like conditions and make a decent living. Hesperus II's other continents are the blasted, equatorial wastelands collectively called the Barrens by locals. Completely inhospitable to human life, East Barren and West Barren are overrun by badlands, jungles too thick to explore, and creatures that have never been catalogued.

Mapsheets

The following tables represent the categories of terrain found on the battlefields of Hesperus II. Players should create a playing area using terrain suitable for the terrain type noted under *Game Setup* for each track. Players using mapsheets 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 = *BattleTech Introductory Box Set*.

If miniature rules are used instead of mapsheets, players should do their best to mimic the type of terrain features and elevations found on the listed mapsheets.

OPTIONAL RULES

If all players agree, the following particular effects from *Total Warfare (TW)*, *Tactical Operations (TO)*, and *Strategic Operations (SO)* may be used to add specific Hesperian aspects to the battles played out.

Base Terrain Types

Jungle (see p. 31, *TO*)
Heavy Industrial Zone (see p. 31, *TO*)
Rough (see p. 39, *TO*)
Sheer Cliffs (see p. 39, *TO*)

Terrain Modifications

Mud (see p. 50, *TO*)
Roads, Dirt and Gravel (see p. 51, *TO*)
Swamp (see p. 51, *TO*)

Weather Conditions

Light Rainfall (see p. 59, *TO*)
Light Gale (see p. 61, *TO*)
Extreme Temperatures (see p. 62, *TO*)

Forced Withdrawal

Unless otherwise noted, the *Forced Withdrawal* rules (see p. 258, *TW*) are in effect for all forces.

Salvage

Unless otherwise noted in an individual track, the Salvage rules (see p. 191, *SO*) may be used if the player group achieves at least one Objective in the track.

HESPERUS II MAPSHEETS TABLE

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

URBAN	2D6 Result	Map
	2	Scattered Woods (MS2, MC2)
	3	Drop Port #1 (MS7)
	4	City Street Grid/Park* #1 (MS4, MSC1)
	5	City (Downtown) (MS6, MSC2)
	6	CityTech Map* (MS2, MSC1)
	7	City (Hills/Residential)* #2 (MS3, MSC1)
	8	City (Skyscraper) (MS6, MSC2)
	9	City Street Grid/Park* #2 (MS4, MSC1)
	10	City (Hills/Residential)* #1 (MS3, MSC1)
	11	City (Suburbs) (MS6, MC2)
	12	Woodland (MS6, MC2)

*Place Light and Medium buildings of varying heights in each non-Paved hex.

URBAN RUINS	2D6 Result	Map
	2	Drop Port #2 (MS7)
	3	City Street Grid/Park* #1 (MS4, MSC1)
	4	City (Downtown) (MS6, MSC2)
	5	City Street Grid/Park* #2 (MS4, MSC1)
	6	City (Suburbs) (MS6, MSC2)
	7	City (Hills/Residential)* #1 (MS3, MSC1)
	8	City (Suburbs) (MS6, MSC2)
	9	CityTech Map* (MS2, MSC1)
	10	City (Skyscraper) (MS6, MSC2)
	11	City (Hills/Residential)* #2 (MS3, MSC1)
	12	Military Base #1 (MS7)

*Place Light and Medium buildings of varying heights in each non-Paved hex.

JUNGLE	2D6 Result	Map
	2	Heavy Forest #1 (MS4, MSC1)
	3	Large Lakes #1 (MS4, MSC1)
	4	Woodland (MS6, MSC2)
	5	Open Terrain #1 (MS5, MSC2)
	6	BattleTech (BT, MS2, MSC1)
	7	Scattered Woods (MS2, MSC2)
	8	Open Terrain #2 (MS5, MSC2)
	9	River Delta/Drainage Basin #1 (MS4, MSC1)
	10	Lake Area (MS1, MSC1)
	11	Large Lakes #2 (MS4, MSC1)
	12	Heavy Forest #2 (MS4, MSC1)

THE BATTLE FOR HESPERUS II

One of the most important manufacturing worlds in the Inner Sphere, Hesperus II was a primary objective of the Word of Blake's Operation STEEL HAMMER, the plan designed to disrupt the Lyran Alliance's economic and industrial base. Long before attempting to seize Hesperus II, the Word concocted a lengthy invasion plan designed to weaken the Lyran defenses. Although over the years the Lyrans had repulsed many previous attempts to capture the planet, the Blakists aimed to succeed where other invaders had failed.

The invasion began March 3068 with a series of raids by the Sixteenth Division that targeted the Doering Electronics factory and outlying facilities in South Whitman. Suffering severe damage in the attack, the Sixteenth smashed Doering Electronics and the small militia garrison. Two months later a follow-up raid by the Twenty-second Division also struck, attacking many of Defiance Industries's outlying defense posts.

While both of these raids failed to target the Myoo Mountain factories directly, the Word used them as cover to deposit a number of Light of Mankind teams onto Hesperus II. Tasked with infiltrating Defiance Industries and the Lyran defenses, the teams conducted numerous sabotage missions in anticipation for the coming invasion.

In early 3070 the final Word of Blake offensive began when a Blakist armada, led by the *End of Wisdom* and reinforced by a Level II of Pocket WarShips, surprised and destroyed the LAS *Melissa Steiner* in orbit. Annihilating the Lyran orbital assets, the Word easily secured Hesperus II's airspace, with the *Wisdom* and her escorts effectively blockading the planet.

With Hesperan space secured, the Blakist invasion force—consisting of the Thirty-eighth Division and Fortieth Shadow Division—descended on Maria's Elegy and the Defiance Industries factory complexes. While both divisions made landfall, the Light of Mankind teams that had been seeded on planet years earlier sprung into action, enacting long-awaited mission objectives. Together, the infiltrators sabotaged defensive systems and assassinated key personnel.

Paralyzed by the enemies within their ranks, the Fifteenth Lyran Guards failed to mount a strong defense and suffered horrendous casualties battling the Word's elite cybernetic soldiers. Forced to withdraw under heavy fire toward the factory's interior, the Fifteenth's commander, Maria Ciampa, led a last-ditch effort to barricade the South Gate. She unsuccessfully attempted to destroy her own 'Mech and deny the Word entrance, but Tau infantry promptly executed her and seized the gate. By 19 February—only fourteen days after initial landings on Hesperus II—the Word of Blake had crushed all resistance and fully secured the planet and factories.

Hesperus II would remain under Blakist control for the next four years. On 1 November 3074 Devlin Stone, flush with his success on Galatea, led Coalition forces—including troops from ComStar and Clan Wolf—to free the occupied planet. Striking Hesperus II just as suddenly as the Word of Blake had done, the Coalition conducted a daring spaceborne assault to take on the three defending Blakist divisions. Stone's forces established a beachhead on South Whitman while Coalition aerospace forces cleared the sky above. Easily sweeping aside the Word's troops, the Coalition secured their LZ and waited only long enough to offload the remaining invasion

force before moving onto Maria's Elegy and the factory complexes. Together, the Coalition faced the Second and Thirty-eighth Divisions, which had withdrawn to the defenses of the mountain factories, and the Fortieth Shadow Division, which had entrenched in the heavily-fortified Elegy.

Recognizing the Fortieth Shadow Division as the greater threat, Stone led the entirety of Clan Wolf's Delta Galaxy against Precentor Sariel's cybernetic soldiers, while Precentor Martial Victor Steiner-Davion directed the First Com Guards Army and attached mercenary commands against the two Word of Blake divisions dug in around the Myoo Mountain factory.

Striking the ensconced Fortieth in the ruins of Maria's Elegy, the Manei Domini waited for Devlin Stone and the Wolf warriors. Using diversionary attacks along the Elegy's perimeter, the division withdrew deep into the city's interior and drew in Delta Galaxy with a series of deadly suicides and ambushes. Enraged by the *dezgra* tactics, the Clan warriors broke into a frenzy and smashed through several make-shift defenses but failing to penetrate the city's interior. Rallying the stalled attack, Stone led his Lament into the heart of the division's line and walked right into a well-laid trap. Only the timely intervention of the Wolfkin Keshik saved Stone from crippling defeat. Bloodied and unable to dislodge the Fortieth, Stone withdrew and settled into a siege around the Elegy.

While Devlin Stone and Delta Galaxy began to systematically destroy the Fortieth's defenses, at the Defiance Industries complexes Precentor Martial Steiner-Davion's troops faced the well-supplied and dug-in Thirty-eighth and Second Divisions. Ringing his command around the mountain factory, the precentor martial sent the Battle Corps Legion and a mixed mercenary command against the Thirty-eighth Division while the First Com Guards Army squared off against the Word's Second Division. Facing Castle Brian-like fortifications, the Coalition assault stalled, and on 2 November, the factory remained firmly under Blakist control.

For a second time the Coalition settled in for an extended siege, but after seven days of brutal fighting, a final push on 9 November by the Com Guards' Seventy-ninth Division finally breached the defenses and gained access to the mountain complex. The Seventy-ninth's victory broke the Word's hold on Defiance Industries, but it would be another month before Com Guards battle armor fully cleared the facility of Blakist troops and saboteurs.

With Defiance Industries in the hands of the Coalition, only Maria's Elegy remained under Word control. Still entrenched within the city ruins, Precentor Sariel's Manei Domini stubbornly held on for over a month while Stone's troops pounded them with artillery. By 20 December Coalition forces finally shattered the last Blakist fortification around the city. Hoping to break the stalemate, the First Skye Jaegers conducted a daring nighttime combat drop onto the Word's positions.

Surprised by the attack, the Fortieth Shadow Division inflicted heavy casualties on the dropping Lyrans—especially the Jaegers' officer corps—and though badly mauled, maintained order as they withdrew under fire to their hidden DropShips before abandoning the planet.

With the withdrawal of the Fortieth, the battle for Hesperus II was over.

RANDOM ASSIGNMENT TABLES: HESPERUS II

The Random Assignment Tables are meant to be used by players wishing to determine their forces randomly, or help them determine the likely equipment used by each side during the campaign. Players are not required to use these tables, especially when using player-group units. To randomly assign pilot quality, see the appropriate tables in Total Warfare (see p. 273).

Units marked with an asterisk (*) are four-legged (quad) BattleMechs.

SHADOW DIVISION	2D6	LIGHT 'MECHS	MEDIUM 'MECHS	HEAVY 'MECHS	ASSAULT 'MECHS
	2	C-MK-O Malak	C-PRT-O Preta	C-DVA-O Deva	C-ANG-O Archangel
	3	C-MK-O Malak	LHG-6W Lightray	C-DVA-O Deva	C-SRP-O Seraph
	4	HSR-950-D Hussar	SCP-12C Scorpion*	TYM-1B Toyama	LGC-03 Legacy
	5	MCY-102 Mercury	C-PRT-O Preta	C-GRG-O Grigori	GRN-D04 Grd. Crusader II
	6	NXS2-B Nexus	WVE-10N Wyvern	EXT-5F Exterminator	C-SRP-O Seraph
	7	GUR-4G Gurkha	RJN-200-A Raijin II	FLS-9B Flashman	HGN-736 Highlander
	8	HER-4WB Hermes	SHD-11CS Shadow Hawk	GLT-6WB Guillotine	KGC-008 King Crab
	9	PNT-14S Panther	C-PRT-O Preta	C-GRG-O Grigori	VQR-7V Vanquisher
	10	C-MK-O Malak	CRB-45 Crab	C-GRG-O Grigori	C-SPR-O Seraph
	11	C-MK-O Malak	C-PRT-O Preta	C-DVA-O Deva	FNR-5WB Fafnir
	12	Puma Prime	Ryoken Prime	Mad Cat Prime	C-ANG-O Archangel

LYRAN ALLIANCE	2D6	LIGHT 'MECHS	MEDIUM 'MECHS	HEAVY 'MECHS	ASSAULT 'MECHS
	2	OSR-3D Osiris	MON-267 Mongoose	CTS-6Y Cestus	BLR-4S Battlemaster
	3	COM-7S Commando	BTZ-3F Blitzkrieg	AXM-1N Axman	BRZ-A3 Berzerker
	4	BZK-F3 Hollander	HCT-5S Hatchetman	CES-3S Caesar	PPR-5S Salamander
	5	SPR-5T Spector	STH-1D Stealth	GAL-1GLS Gallowglas	HA1-O Hauptmann
	6	WLF-2 Wolfhound	NGS-4S Nightsky	PTR-4D Penetrator	AS7-S2 Atlas
	7	COM-5S Commando	GRF-6F Griffin	FLC-8R Falconer	ZEU-9S Zeus
	8	FS9-S Firestarter	HBK-5S Hunchback	DRG-3F Dragon Fire	BNC-5S Banshee
	9	NTK-2Q Nighthawk	UZL-3S Uziel	MTR-5K Maelstrom	TDK-7X Thunder Hawk
	10	DRT-3S Dart	STY-3C Starslayer	BGS-1T Barghest*	GUN-1ERD Gunslinger
	11	RZK-9S Razorback	CN9-D Centurion	VRS-R Verfolger	FNR-5 Fafnir
	12	TLN-5W Talon	SCP-12S Scorpion*	TNS-4S Thanatos	BNC-7S Banshee

COALITION/MERCENARY	2D6	LIGHT OMNIMECHS	MEDIUM OMNIMECHS	HEAVY OMNIMECHS	ASSAULT OMNIMECHS
	2	AF1 Arctic Fox	FS9-O Firestarter	YMN-6Y Yeoman	AS7-D-H Atlas II
	3	EGL-2M Eagle	VND-5L Vindicator	CES-4R Caesar	SRC-3C Sirocco*
	4	LCT-5M Locust	ENF-5D Enforcer	HEL-3D Helios	HGN-732 Highlander
	5	DRT-4S Dart	CBR-02 Cobra	RFL-8D Rifleman	EMP-6A Emperor
	6	ZPH-1A Tarantula*	END-6S Enfield	WHM-8D Warhammer	VTR-10D Victor
	7	BH-K305 Battle Hawk	WVR-8K Wolverine	ARC-8M Archer	MR-V2 Cerberus
	8	JA-KL-1532 Jackal	BEO-12 Beowulf	TDR-7SE Thunderbolt	GUN-1ERD Gunslinger
	9	HMR-3M Hammer	LNK-9Q Lynx	AV1-O Avatar	LGB-12C Longbow
	10	WLF-2 Wolfhound	STY-3D Starslayer	CTS-8Y Cestus	BKW-7R Black Watch
	11	TLN-5W Talon	WVE-9N Wyvern	MTR-5K Maelstrom	TIT-N11M Grand Titan
	12	SPR-5F Spector	BJ2-O Blackjack	DRG-5K Grand Dragon	MAD-4S Marauder II

CLAN WOLF	2D6	LIGHT 'MECHS	MEDIUM 'MECHS	HEAVY 'MECHS	ASSAULT 'MECHS
	2	Icestorm 2	Griffin IIC 4	Cauldron-Born D	Marauder IIC 3
	3	Uller B	Wyvern IIC 2	Thor C	Savage Coyote A
	4	Hankyu C	Phantom D	Linebacker A	Kingfisher H
	5	Pack Hunter 4	Pouncer Prime	Vulture B	Man O'War M
	6	Puma Prime	Fenris H	Mad Cat Prime	Daishi S
	7	Dasher Prime	Black Hawk	Thor Prime	Man O'War G
	8	Puma A	Ryoken B	Mad Cat A	Gladiator K
	9	Koshi C	Pouncer D	Loki E	Masakari Prime
	10	Cougar D	Lobo 2	Linebacker Prime	Daishi C
	11	Icestorm	Rabid Coyote 2	Guillotine IIC 2	Highlander IIC 2
	12	Locust IIC 4	Sun Cobra	Orion IIC	Turkina B

COMBATANTS

This section lists the combat units that had a major contribution to the Hesperus II campaign during the Jihad era. The Experience Level indicates which column to roll on using the *Random Skills Table* (see p. 273, *TW*) for the combatants.

RAT shows which Random Assignment Tables (see p. 267, *TW*) to use if 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 in *Total Warfare* (see p. 264, *TW*). Try to remember 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: Lyran Alliance (FMLA)*, *Field Manual: Updates (FMU)*, *Jihad Secrets: The Blake Documents (BD)*, *Field Manual: Crusader Clans (FMCC)*, *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. 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 provide players a "feel" for the command during the Hesperus II campaign.

Fifteenth Lyran Guards RCT [Lyran Alliance] (March 3068–February 3070)

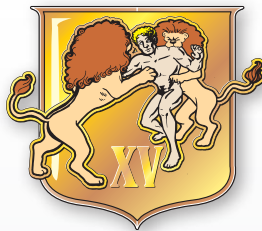
CO: Leutenant-General Gina Ciampa

Average Experience: Regular

RAT: House Steiner, *FMU*, *FMLA*, *ATOW*

Unit Abilities: The Fifteenth Lyran Guards suffer considerable micromanagement from the RCT command, leading to a lack of tactical flexibility and responsiveness in small-unit operations. If fewer than 12 units are fielded, they suffer a -3 Initiative penalty. In deployments between a company and a battalion, the Initiative penalty is -2. Large deployments suffer a -1 Initiative penalty. In all cases, the Initiative penalties apply for the entire game.

Notes: Hammered by Free Skye forces during the FedCom Civil War, the Fifteenth Lyran Guards unit was still in the process of rebuilding when the Word of Blake launched their first attacks against the planet. Undermined by Blakist Light of Mankind teams inserted during the raids, the Fifteenth was unprepared for the viciousness of the Fortieth Shadow Division and was annihilated by the Word's elite cybernetic warriors.



Defiance Self-Protection Force [Defiance Industries] (March 3068–February 3070)

CO: Duke Daniel Brewer

Average Experience: Regular

RAT: House Steiner, *FMU*, *FMLA*, *ATOW*

Unit Abilities: Built with the best technology Defiance Industries has to offer, the A-rated DSPF may re-roll any RAT result. However, the results of the second roll must be kept.

Notes: Mauled by Free Skye Forces during the FedCom Civil War, the DSPF had barely re-constituted when the first Word of Blake raids hit Hesperus II. Battered a second time and stretched to the breaking point, the corporate security force—volunteering themselves under local LAAF command—put up a valiant but futile defense of the factory complexes during the final Blakist invasion.



Planetary Militia [Lyran Alliance] (March 3068)

CO: Kommandant Cesaré Brehmer

Average Experience: Green

RAT: House Steiner, *FMLA*, *ATOW*

Unit Abilities: All infantry of the Hesperus II militia are counted as XTC troops at no extra cost. Poorly supplied despite their prestigious posting, when rolling for lance weight on the vehicle RAT, subtract -2 from the result.

Notes: Forced to take on a greater role in the protection of their planet following the FedCom Civil War, part of the planetary militia was reassigned to protect the vulnerable Doering Electronics Melrose Valley facilities. Present for the initial Blakist raids, the militia was no match for the advanced Sixteenth Division.



Sixteenth Division [Word of Blake] (March 3068–January 3070)

CO: Precentor X Roi Azulai

Average Experience: Regular

RAT: Word of Blake, *FMU*, *FMCS*, *BD*, *ATOW*

Unit Abilities: Favoring chameleonic tactics learned in preparation for its raid on Hesperus II, the Sixteenth may use the RAT of any House or Periphery faction most appropriate to their mission (controlling player's choice). However, when building the Sixteenth's force, all units must be rolled from the declared table.

Notes: The first of two new Word of Blake Divisions that raided Hesperus II in 3068, the Sixteenth briefly attacked the Doering Electronics factory, causing heavy damage to the factory and destroying the defending militia units before departing the system.



Twentieth Division [Word of Blake] (September 3068–January 3070)

CO: Precentor IX Mireille Dechanet

Average Experience: Veteran

RAT: Word of Blake, *FMU*, *FMCS*, *BD*

Unit Abilities: The Enlightened Ministry gains a +1 Initiative bonus when it is the Attacker and may deploy half of its force as *Hidden Units* (see p. 259, *TW*).

Notes: The second Word of Blake Division to raid Hesperus, the Twentieth spent only enough time in-system to maul the Defiance Self-Protection Force, destroy a number of outlying factory defense posts, and insert a group of Light of Mankind special operation teams.



Fortieth Shadow Division [Word of Blake] (March 3068–December 3074)

CO: Precentor Sariel

Average Experience: Elite

RAT: Word of Blake, *FMU* (*WoB and LA*), *BD*, House Steiner, *FMLA*

Unit Abilities: When rolling for Battle-Mech weight, the controlling player may increase the result by 2 once for every three units being selected, and use the Augmented Warrior special force rules (see p. 137, *BD*). The Fortieth Shadow Division is immune to *Forced Withdrawal* rules and negates any *Overrun Combat* or *Forcing the Initiative* special abilities the opposing force may have.



Notes: The first Shadow Division to appear to in the Inner Sphere, the Fortieth was integral to undermining and eventually conquering Hesperus II for the Word of Blake. Extremely active, parts of the division were seen on Tharkad, Arcturus, and elsewhere. Their presence on Hesperus II provided a stable conduit for replacement materiel leaving the factories for the rest of the Word of Blake Militia. The division would remain present on Hesperus II throughout the occupation and would be the last Blakist formation to be ejected by Stone's Coalition in late 3074.

Delta Galaxy [Clan Wolf] (November 3074–December 3074)

CO: Star Colonel Dirk Radick

Average Experience: Veteran

RAT: Clan, FMU, FMCC, ATOW

Unit Abilities: Rabid Crusaders, Delta Galaxy does not work well with other Inner Sphere units unless Devlin Stone is in command. Unless led by Devlin Stone, any Delta Galaxy force will purposefully ignore any Inner Sphere unit under enemy fire for two full turns after the first attack. On the third turn Clan units may intercede. However, Star Colonel Radick's hatred of the Word of Blake has infected most of the Clusters under his command. As a result, warriors of Delta Galaxy receive a +2 Initiative bonus when facing the Word of Blake.

Notes: Khan Ward's contribution to Devlin Stone's Coalition, Delta Galaxy's Clusters surrounded the Fortieth Shadow Division in the ruins of Maria's Elegy during the liberation. Unable to crack the Word's defensive ring, Delta contained the Word force until the First Skye Jaegers could break the stalemate.



First Army [ComStar] (November 3074–December 3074)

CO: Precentor Martial Victor Steiner-Davion

Average Experience: Veteran

RAT: FMU, FFMR, ATOW

Unit Abilities: The 103rd Division has an abiding hatred of the Clans and the Word of Blake and suffers a -1 Initiative penalty when facing either. However, in such circumstances 103rd units also reduce To-hit target numbers by 1. The Seventy-ninth Division has become adept at striking hard and first. The division may use the Overrun Combat special ability. If the precentor martial is present, First Army divisions receive a +2 Initiative Bonus and cannot be the target of Overrun Combat. These additional bonuses are lost if the precentor martial is removed from play.



Notes: A meager remainder of the once-massive Com Guards, First Army led the assault on the Defiance Industries factory. Facing heavy defenses and the Word's Thirty-eighth Division, the Com Guards persevered through seven days of brutal fighting before breaching the complex. However, it would be weeks before Com Guard battle armor fully cleared the facility of Blakist saboteurs.



Battle Corps Legion [Mercenary–Coalition] (November 3074–December 3074)

CO: Colonel Jocelyn Nichole

Average Experience: Regular

RAT: Mercenary, Free Worlds League, *FMU, FMCS, MS2, ATOW*

Unit Abilities: Still a motley collection of diverse nationalities, opponents of the Battle Corps suffer a –3 penalty to their Initiative. For every two turns of play, reduce the penalty by one. Stop when the bonus reaches 0.

Notes: Along with the Com Guards First Army, the Battle Corps was tasked with securing the Defiance Industries factory complex. Though they were unable to breach the defenses, the Battle Corps, supported by the Mixed Mercenary Auxillary, hammered the Word's Thirty-eighth Division.



Mixed Mercenary Auxillary [Mercenary–Coalition] (November 3074–December 3074)

CO: Brevet-Major Andrew Ringwald

Average Experience: Regular

RAT: Mercenary, *FMU, FMCS, MS2, ATOW*

Unit Abilities: The Auxillary gains a +2 Initiative Bonus when working in concert with either the Battle Corps or Stone's Lament and may use the *Off Map Movement* special ability. Treat MMA infantry as *Specialized Infantry* (see p. 340, *TO*).

Notes: A collection of small mercenary units collected by Devlin Stone for the growing Coalition, the conventionally equipped MMA was affectionately known as the "Brat Pack" by Coalition troops for their commanders' propensity to bicker amongst themselves during planning sessions. A potent support cadre of sappers, engineers, and artillery, the Auxillary was integral to the Battle Corps Legion's success against the entrenched Blakists.



Stone's Lament [Mercenary–Coalition] (November 3074–December 3074)

CO: Devlin Stone

Average Experience: Elite

RAT: Mercenary, *FMWC, FMU, FMCS, MS2, ATOW*

Unit Abilities: With access to some of the best equipment available, a player may roll once from any House RAT for every four units played and add +1 to any roll when determining lance weight. Under Stone and Lee's command, the Lament have the *Banking Initiative* special force rule and gain a +2 Initiative bonus when either is present.

Notes: Composed of surviving members of the Kittery Resistance group under the command of Belle Lee, Stone's Lament was Devlin Stone's personal bodyguard since freeing Kittery from the Word of Blake. Used as local troubleshooters during the liberation of Hesperus II, the Lament fought side by side with Clan Wolf's Delta Galaxy.



First Skye Jaegers [Lyran Alliance] (November 3074–December 3074)

CO: Colonel Steve Pitcher

Average Experience: Regular

RAT: House Steiner, *FMU, FMLA, ATOW*

Unit Abilities: Its previous expertise in planetary assaults lost, along with the bulk of its experienced warriors, the Jaegers are nevertheless eager to prove their mettle against the Word of Blake. The unit may attempt to *Force the Initiative* once per game.

Notes: Shattered by the FWLM's Operation BROKEN FIST on Gallatin, the Skye Jaegers were rebuilt just in time to participate in the liberation of Hesperus II. Held in reserve, the Jaegers famously broke the Fortieth Shadow Division's hold on Maria's Elegy with a daring nighttime combat drop. While costly, their attack effectively ended the Word's occupation of the planet.



Thirty-eighth Division [Word of Blake] (February 3070–November 3074)

CO: Precentor VIII Maria Paez

Average Experience: Regular

RAT: Word of Blake, House Steiner, *FMU, FMLA, FMCS, BD, ATOW*

Unit Abilities: The Thirty-eighth has experience in anti-raiding actions. When this force is defending a base, unit, or other objective against a raiding force, their opponents receive a –3 Initiative penalty to reflect the Thirty-eighth's ability to "read" their battle plan.

Notes: Alongside the Fortieth Shadow Division, the Thirty-eighth Division conquered Hesperus II, defeating its Lyran defenders for the first time in history. Though charged with protecting the heavily fortified factories, the division participated in a number of off-world actions—most notably on Arcturus in 3073—but always returned to Hesperus II. During the liberation, the Thirty-eighth fought hard against Victor Steiner-Davion's First Army but would ultimately withdraw. Suffering heavy losses, fewer than two Level IIs survived the battle.



Second Division [Word of Blake] (February 3070–November 3074)

CO: Precentor II Brian Rhoades

Average Experience: Veteran

RAT: Word of Blake, House Steiner, *FMU, FMLA, FMCS, BD, ATOW*

Unit Abilities: For every 6 units deployed by the Second Division, one unit may be chosen from the Word of Blake's Random Assignment Table rather than rolled randomly. Second Division receives a –2 Piloting Skill modifier to avoid skidding on Paved hexes. If the 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 small-unit actions.

Notes: One of the Word of Blake's most active and experienced divisions, the Second first secured Donegal in 3070 before participating in the disastrous assault on Arc-Royal in 3072 and then later on Arcturus in 3073. Suffering heavy losses in both actions, the division was withdrawn to Hesperus II, where it faced the full might of Devlin Stone's Coalition. Forced off world, fewer than two Level IIIs survived the battle.



HARD RAIN

SITUATION

Doering Electronics, Melrose Valley
Hesperus II, Lyran Alliance
14 March 3068

Landing under the cover of darkness, elements from the Word of Blake's Sixteenth Division deployed into the thick Melrose Valley jungles surrounding the Doering Electronics plant. Protecting the facility was a detachment of local militia; they would become the first casualties of the Blakist invasion.

GAME SETUP

Recommended Terrain: Jungle

Use a minimum of 4 maps: 3 from the Jungle Terrain table, and a single map from the Light Urban Table. The Attacker's edge is furthest from the Light Urban map. The Defender's is the opposite. The Defender places/nominates 12 building hexes as the Doering Electronics factory on the Urban map. These are heavy Level 4 buildings (80 CF) and must be placed within 5 hexes of the Defender's home edge.

Attacker

Recommended Forces: Sixteenth Division

The Attacker may deploy 25% of its forces as *Hidden Units* (see p. 259, *TW*) within 4 hexes of its home edge before the start of the track. The remainder deploy from their home edge at the start of the game.

Defender

Recommended Forces: Planetary Militia

The Defender equals 150% of the Attacker's deployed force. At least half of the Defender must be infantry and vehicles. The Defender begins the game anywhere within 11 hexes of the Defender's home edge.

Hesperus II. The very name evokes a strange sense of desire. Like the primal emotion to procreate or possess a toy you were denied as a child, there is an intense craving to exercise ownership over this place. Despite soil drenched in hundreds of years of blood and death, or perhaps in spite of it, the challenge to conquer the unconquerable is a strong one. So many have tried, and so many have failed in their conquests of greed. That is why we will succeed. We do not reclaim Hesperus II for riches but for humanity.

Blake's blessed are bringing Hesperus II home.

WARCHEST

Track Cost: 400

Optional Bonuses

+100 Danger in the Mist: Use the rules for *Light Fog* (see p. 57, *TO*).
+200 Rain, Rain, Go Away: The *Moderate Rainfall* rules (see p. 59, *TO*) are in effect beginning with Turn 4.

OBJECTIVES

Leave no survivors. Cripple/Destroy at least 75% of the opposing force. [300]

Rumble in the Jungle. Destroy or Protect at least half of the Doering Electronics factory. [200]

Reduced to Rubble. Destroy or Protect all of the Doering Electronics factory. [100]

SPECIAL RULES

There are no special rules for this track.

AFTERMATH

The Sixteenth Division's raid on the Doering Electronics was an unmitigated success. The Blakist troops devastated the local militia detachment and significantly damaged a large portion of the factory. Production at Doering was reduced by eighty percent, while covert insertion of ROM and Light of Mankind teams set about infiltrating the Word's next target: Defiance Industries.

SELF PROTECTION

SITUATION

*Defiance Defense Post Charlie, Myoo Mountains
Hesperus II, Lyran Alliance
22 September 3068*

Six months after the Sixteenth Division hammered Hesperus II's militia and Doering Electronics, the Word's Twentieth Division conducted a lightning strike against Hesperan defenses. Under specific orders to target facilities protecting Defiance Industries, the Twentieth Division hammered the local Defiance Self-Protection Force while covering the insertion of several additional Light of Mankind operational teams onto the planet.

GAME SETUP

Recommended Terrain: Mountain

The Defender designates/places 5 Hardened Level 1 buildings (CF 120) across the entire battlefield. There should be at least 2 hexes between buildings. Building hex size is determined by rolling 1D6 for each building; the result indicates the number of hexes the building occupies. The Attacker may select their home edge.

Attacker

Recommended Forces: Twentieth Division

All Attackers enter the map on Turn 1. At least 25%, but no more than 75%, of the Attacker's units deploy using the Dropping Troops rules (see p. 22, *SO*); the rest enter from the Attacker's home edge. The Word of Blake force should be no more than a Level III in strength.

Defender

Recommended Forces: Defiance Self-Protection Force

The Defender equals 100% of the Attacker's force and should deploy within 3 hexes of every building.

WARCHEST

Track Cost: 600

Optional Bonuses

+200 Dawn Drop: Use the rules for *Dawn/Dusk* (see p. 58, *TO*).

+300 Uphill Struggle: Use the rules for *Sheer Cliffs* (see p. 39, *TO*).

We sure taught the Word a thing or two about tenacity. In all my years in the LAAF, and the AFFC before that, I never saw an enemy run away so quick. They were more cowardly than the bandits I roasted on Bryceland. Just goes to show how bad things have gotten in the Alliance military. I bet those Arschlöcher on Tharkad now wish they never drummed a guy like me out.

+600 Firebase Defiance: The Defender adds 21 tons of crew-served weapons, plus an independent fusion generator to the Hardened Buildings. The Attacker increases its total deployed force by 50%.

OBJECTIVES

Blake's Wrath. Cripple/Destroy at least half of the opponent's force. [300]

Property Damage. Destroy or Defend at least half of Defiance's facilities. [200]

SPECIAL RULES

The following rules are in effect for this track:

Surprise Support

Beginning on Turn 2 the Defender may call in the support of 2 Sniper cannons from Defiance's mountain top factory. The artillery has a Regular crew and is 9 mapsheets away. After Turn 4 the Attacker may roll 3D6. On a result of +15, the cannons are removed from play thanks to a successful strike by a Blakist Light of Mankind team.

AFTERMATH

Once again, the Word of Blake's attack was successful. Despite sustaining moderate losses against the DSPF, the Twentieth Division savaged their assigned targets, while the Light of Mankind teams began the process of integrating themselves into the local population.

THE SHADOW DESCENDS

SITUATION

*Maria's Elegy, South Whitman
Hesperus II, Lyran Alliance
5 February 3070*

The long-awaited conquest of Hesperus II began with a lightning strike by the Fortieth Shadow Division and Thirty-eighth Division against the Fifteenth Lyran Guard RCT's positions around Maria's Elegy and the Defiance Industries complex. Unprepared for the appearance of the Shadow Division's cybernetic warriors, the Lyran Guard suffered hideous casualties against the Word's elite killing machines.

GAME SETUP

Recommended Terrain: Urban, Urban Ruins, Mountain
The Attacker

Attacker

Recommended Forces: Fortieth Shadow Division, Thirty-eighth Division

The Attacker equals 150% of the Defender's deployed force and chooses a home edge. All Attacking forces enter from their home edge at the start of the track.

Defender

Recommended Forces: Fifteenth Lyran Guards RCT
50% of the Defender's units may be placed as *Hidden Units* (see p. 259, *TW*) anywhere within 12 hexes of the Attacker's home edge. All other edges are considered the Defender's home edge.

WARCHEST

Track Cost: 800

Optional Bonuses

+400 Fanatical: All units fight to the death; all opposing 'Mechs must be destroyed either through head or center torso destruction.

+800 Cat & Mouse: Play using *Concealing Information* rules (see p. 219, *TO*).

OBJECTIVES

Annihilation. Cripple/Destroy over 75% of the opposing force. [600]

Headhunter. The opponent's commander is Destroyed, not Crippled. [600]

"Monsters." That's what came over the comm. Desperate reports of things ripping through our lines. I didn't believe it until I saw them pushing up the hill. They climbed over vehicles, buildings, and 'Mechs. Some ran on four legs, clambering up to cockpits or hatches with amazing speed before using clawed hands to rip pilots from their machines.

They were terrible to behold, crushing or rending flesh from bone with ease. I watched one nonchalantly chew through the neck of a soldier while a third arm protruding from its back punched through the chest of another. Covered in blood and gore, it raised its metal head to the heavens and let out the most bloodcurdling sound I've ever heard.

Yes, they were monsters.

SPECIAL RULES

The following rules are in effect for this track:

Commanders

Player may select any 'Mech from their unit's appropriate RAT as a commander; the commander has a Piloting Skill of 2 and a Gunnery Skill of 1 and is immune to *Forced Withdrawal*.

No Surrender; No Retreat

As long as the commander is present, no friendly unit may be forced to withdraw. If the command unit is destroyed, use the rules for *Forced Withdrawal* (see p. 258, *TW*) as normal.

Augmented Warriors

Modify the Fortieth Shadow Division's cybernetic warriors with *Generic Warrior Augmentation Table* (see p. 137, *BD*). Players without access to the table may roll 2D6 for each unit. On a roll of 7+ the unit receives a -1 Gunnery Skill modifier and may ignore any pilot damage from ammunition explosions or heat effects. Vehicles may also ignore Crew Stunned critical hits, while Battle Armor troopers are figured as having a Damage Capacity of 2 points and may be counted as part of a friendly C3i network.

AFTERMATH

The Word of Blake's assault on Maria's Elegy was devastating. Whole swaths of the city were demolished in the fighting as Lyran soldiers fought for their very lives. When the battle ended, only a few soldiers of the Fifteenth managed to flee. Unable to form any organized resistance, the handful of holdouts were slaughtered by the Fortieth's Creeping Death III-zeta. By 19 February all resistance in Maria's Elegy ended.

CIAMPA'S FINAL STAND

SITUATION

*Defiance Industries, Maria's Elegy
Hesperus II, Lyran Alliance
7 February 3070*

Hitting Defiance Industries at the same time as Maria's Elegy, the Fortieth Shadow Division threw the Fifteenth Lyran Guards into complete disarray and inflicted severe casualties with their cybernetic infantry. Desperate to protect the factory, Leutnant-General Gina Ciampa made her final line of defense at the massive South Gate. Unfortunately for her, Blakist infiltrators had sabotaged the gate and prevented it from closing. The way to Defiance Industries was open.

GAME SETUP

Recommended Terrain: Urban, Mountain

Designate one home edge for the Defender. The first 2 hex rows are considered the mountain "wall" of the factory complex. Select 4 adjacent hexes in the center; this is the South Gate of Defiance Industries, built directly into the rock face. For LOS purposes, the gate is 5 levels high. The gate has a CF of 525 per hex; destroying one hex does not destroy the entire gate system, though units may pass through the destroyed hex as if passing through (Ultra) Rubble terrain. The 4 hexes in the rows before the gate are considered Level 0 and Clear.

Randomly place 3D6 Hardened Level 3 buildings across the remainder of the map. They should be no closer than 6 hexes from each other. Roll 2D6 to determine how many hexes each building occupies.

Attacker

Recommended Forces: Fortieth Shadow Division
The Attacker enters from the map edge opposite the South Gate.

Defender

Recommended Forces: Fifteenth Lyran Guards RCT
The Defender's total force is 100% of the Attacker's. Place all of the Defender's units anywhere in front of the wall hex rows. Vehicles and infantry may deploy in Improved Positions (see p. 198, TO).

WARCHEST

Track Cost: 1000

Optional Bonuses

+500 Cybernetic Nightmares (Defender): The Attacker may add an additional 25% to its force.

+500 For the Alliance! (Attacker): All Defending units are immune to *Forced Withdrawal*. Once a Defending unit receives internal structure damage, it gains a +1 bonus to all To-Hit rolls for the remainder of the game.

I'd just told her the gate doors had been deliberately sabotaged, and all she did was give a slight shrug. It was unnerving. I've never seen Ciampa so calm. The sounds of shelling and heavy fighting were only a few kilometers away, and she looked completely unfazed about the approaching danger. Instead she just quietly ordered us away from the gate.

We started moving deeper into the complex. After all, Defiance is big and has plenty of natural choke points. At first I thought she was coming with us, but then I saw her Atlas move toward the gates, not away from them.

That was the last time I saw Leutnant-General Gina Ciampa.

+500 Bombs Away (Defender): The Attacker may use a pair of *Rusalka* fighters with full bomb loads. These fighters are available at the beginning of Turn 3 and may enter from any map edge except the Defender's.

+500 Fire for Effect (Attacker): The Defender receives *Off-Board Artillery* assistance (see p. 179, TO) from 4 Long Tom batteries. These guns are located 2 mapsheets away and are of Veteran skill level.

OBJECTIVES

Breach! (Attacker). Blow the gate. [600 each gate hex opened]
Deny! (Defender). Cripple/Destroy at least 75% of the Attacker's force. [1000]

Crushing Blow (Attacker). Cripple/Destroy at least half of the Defender's force. [800]

Parry and Deflect (Defender). Destroy/Cripple at least half of the Attacker's force. [800]

SPECIAL RULES

The following rules are in effect for this track:

Industrial Nightmare

Treat 3 hexes around each Hardened Building as a *Heavy Industrial Zone* (see p. 31, TO).

AFTERMATH

Despite a ferocious defense, the factory fell. Ciampa herself was one of the last to fall, being executed after her failed attempt to sabotage her own 'Mech to deny the Word the South Gate. Securing Defiance Industries for themselves, the Word of Blake had finally conquered Hesperus II.

DAY OF DAYS

SITUATION

South Whitman

Hesperus II, Word of Blake Protectorate

1 November 3074

While Allied aerospace forces battled Blakist ships in orbit, the Devlin Stone-led Coalition, including forces from ComStar and Clan Wolf, began its assault on Hesperus II by conducting a daring spaceborne assault to establish a beachhead on the continent of South Whitman.

The Word was waiting.

GAME SETUP

Recommended Terrain: Jungle

The Attacker may secretly select a home edge. The remaining edges are considered the Defenders.

Attacker

Recommended Forces: Delta Galaxy, Stone's Lament, First Com Guards Army, Battle Corps Legion

The Attacker equals 100% of the Defender's total force. At least half of the force must deploy using *Dropping Troops* rules (see p. 22, *SO*). The dropping units should be split evenly, with one group deploying during Turn 1 and one in Turn 2. Forces that drop outside of the map are considered destroyed for the purpose of this track. The remainder (if any) deploy from the Attacker's home edge at the start of Turn 3.

Defender

Recommended Forces: Thirty-eighth Division

The Defender may place up to half of its units as *Hidden Units* (see p. 259, *TW*) anywhere on the map.

Say what you want about those Clanners, but they're the craziest SOB's I've ever seen behind the stick. Our ride through the atmosphere was tough. I mean, vomit-in-your-mouth tough. Now, I've seen my fair share of combat drops, and none of them were pleasant, but the way we were coming down I swear the engine was off the whole time, like we were imitating a goddamn meteor. And the whole time I could hear the pilot chatting away; he was having the time of his life! I'm convinced: Kerensky's boys are bat-shit crazy.

WARCHEST

Track Cost: 500

Optional Bonuses

+200 Devlin of the Jungle: Use the rules for *Light Jungle* (see p. 32, *TO*).

+200 Inconsiderate Weather: Use the rules for *Heavy Rainfall* (see p. 59, *TO*).

+100 Artillery (Attacker): The Defender may call on 4 Sniper barrages (one per turn); for determining flight times, the battery is considered 9 mapsheets away from the battlefield (see p. 179, *TO*).

OBJECTIVES

Rumble in the Jungle. Cripple/Destroy at least half of the opposing force. [400]

Death Blow. Cripple/Destroy at least 75% of the opposing force. [600]

SPECIAL RULES

There are no special rules for this track.

AFTERMATH

As an unexpected storm system scattered Coalition units all over the battlefield, securing the landing zone was a quick but brutal affair. The battle-hardened Thirty-eighth Division put up a hard fight but withdrew in the face of superior numbers. Spending only a brief period consolidating their LZ, the Coalition moved to the factory complexes.

HUNGRY WOLVES

SITUATION

*Maria's Elegy, South Whitman
Hesperus II, Word of Blake Protectorate
2 November 3074*

Hoping to maintain the initiative after swiftly securing their landing zone, Devlin Stone and Dirk Radick led the Lament and Clan Wolf's Delta Galaxy into the heart of the Blakist defenses around Maria's Elegy. The offensive was intended to secure the valuable DropPort and repair facilities, but Precentor Sariel and the Fortieth Shadow Division were waiting for them. Well-prepared for the Coalition's arrival, the heavily fortified Blakists had planned a trap for the Coalition leader.

GAME SETUP

Recommended Terrain: Urban Ruins
Use a minimum of 4 maps.

Attacker

Recommended Forces: Delta Galaxy, Stone's Lament
The Attacker equals 125% of the Defender's total force and may deploy from any edge at the start of the track.

Defender

Recommended Forces: Fortieth Shadow Division
Up to 50% of the Defenders 'Mechs may deploy as *Hidden Units* (see p. 259, *TW*), and half of all vehicles and infantry may use *Improved Positions* (see p. 198, *TO*). The remaining units may deploy anywhere on the map. In addition, the Defender secretly deploys six 15-point *Command Detonated* minefields.

WARCHEST

Track Cost: 800

Optional Bonuses

+300 Heavily Industrialized Zone: Designate up to 16 hexes as *Heavy Industrialized* prior to play (see p. 31, *TO*).

+300 Deadly Trap (Attacker): The Defender receives a 25% force increase. These troops deploy onto the map during Turn 6 from any edge.

+200 Eager Beavers (Attacker): Spoiling for a fight, the Attacker halves all ammo loads.

+400 Stone or Metal: Devlin Stone and Precentor Sariel are taken as commanders for this track.

OBJECTIVES

Circling Wolves. Cripple/Destroy at least two-thirds of the opposing force. [500]

Kill the Frails. Kill/Destroy the opposing commander. [400]

From the start I knew we'd have problems with the Wolves. Ward's contribution was like any great backhanded compliment: it sounded good at first, but after a second you realized you'd just been slapped in the jaw. Getting them to resupply was almost an exercise in futility, and forget about slowing down. Radick was moving his troops toward the Elegy before nightfall. For being so-called "superior warriors," the Wolves can't follow orders worth a damn. I've never seen such uncontrollable rage, except in children. When I heard Sariel's smug tone on the open channel, I knew all hell was about to break loose.

SPECIAL RULES

The following rules are in effect for this track:

To the Death

Fortieth Shadow Division soldiers will voluntarily suicide themselves if an opportunity to kill the enemy in such a way presents itself. Any Blakist unit may self-explode themselves during a unit's *Weapon Attack* or *Physical Attack* Phase. Treat suicides as *Engine Explosions* (see p. 77, *TO*) for resolving damage. For battle armor and infantry, halve their total damage potential and apply it to units in their hex.

Forced Withdrawal

The rules for *Forced Withdrawal* are suspended for this track. Neither side will withdraw.

Commanders

Both sides designate one of their units as a commander. If either commander unit is crippled or destroyed, that side will suffer a -3 penalty to their Initiative rolls for the rest of the track.

AFTERMATH

The battle for Maria's Elegy was a swirling melee from the start. Both sides fought with fanatical determination, and the *Manei Domini* sold themselves dearly against the Wolves. While the Fortieth Shadow managed to retain control of the city, they failed to kill or capture Devlin Stone. Surrounded, the Shadow Division would be unable to aid the Word divisions protecting the factory complexes.

SWORDS AND HEROES

SITUATION

*Outside Defiance Industries, Maria's Elegy
Hesperus II, Word of Blake Protectorate
2 November 3074*

While Devlin Stone commanded the Wolves against the Manei Domini in Maria's Elegy, Precentor Martial Victor Steiner-Davion led the First Com Guards Army and some mercenary commands against the Thirty-eighth and Second Divisions dug in around the Defiance Industries Myoo Mountain factory. Directed by the veteran Battle Corps Legion, Coalition mercenaries hammered the Word of Blake defenses.

GAME SETUP

Recommended Terrain: Urban Ruins, Mountains

This track may be played multiple times, as each track represents an attack on one of three different sections of the Defiance Industries complex. Use the Castle Brian setup rules (see p. 141, *TO*); the Defender chooses the map edge the Attacker will use to enter the battlefield.

Attacker

Recommended Forces: Seventy-ninth Division, 103rd Division, Battle Corps, Mixed Mercenary Auxiliary

Each section is assigned to a different assault force; only the Battle Corps and Mixed Mercenary Auxiliary are deployed together. The Attacker receives 2 Long Tom batteries of Veteran quality 6 mapsheets away. They are available beginning Turn 2. For each section the Attacker should equal 150% of the Defender's deployed force.

Defender

Recommended Forces: Second Division, Thirty-eighth Division

The Thirty-eighth Division holds the first two sections of the complex, while the Second Division holds the third. Word of Blake sympathizers and Terran workers operate most of the factory's static defenses. All Defending forces may begin anywhere on the battlefield; up to 20% of the Defender's force in any section may be deployed using Improved Positions rules (see p. 198, *TO*).

WARCHEST

Track Cost: 1,800 (each section)

Optional Bonuses

+300 Gust from the Gods: Use the rules for *Moderate Gale* (see p. 61, *TO*).

I hate staff meetings.

Molly was at it again, complaining about rations and watch schedules. Didn't the woman realize she was about to face an entrenched Word division on Hesperus II? Andrew wasn't any better: he indulged her outbursts like he indulged in his bottle of Glengarry Special Label every morning. The man was clearly hung over. The rest of the staff wasn't any better. Their lead engineer was reading the latest issue of the Immortal Warrior comic book. My Battle Corps are supposed to rely on these people?! Someone should tell them there's a war going on.

-200 Lucky Break: Reduce the number of operational gun emplacements by half.

+500 Heavily Industrialized Zone: Designate up to 16 hexes around the Castle Brian as *Heavy Industrialized* prior to play (see p. 31, *TO*).

OBJECTIVES

Secure Defiance. Cripple/Destroy at least 75% of the opposing force. [2,000]

Open a hole. Destroy at least half of the gun emplacements. [800]

SPECIAL RULES

The following rules are in effect for this track:

Industrial Complex

Defiance Industries is a massive factory capable of churning out vast amounts of war materiel. At the end of Turn 8 and every other subsequent turn, the Defender may roll 3D6. On a result of 16+ they may add either one 'Mech or two vehicles to their forces at the start of the following turn. These vehicles have half the standard ammo and armor loads and are piloted by factory workers of Green skill level. Players interested in historical accuracy should consult the *Technical Readout* series for specific machines.

AFTERMATH

The fight for Defiance Industries was brutal, but Coalition forces were unable to break through the Word's thick defenses. While Precentor Martial Steiner-Davion marshaled his forces for another assault, the Seventy-ninth Division made a final push for the mountain complex.

ONE MORE UNTO THE BREACH

SITUATION

*Outside Defiance Industries, Maria's Elegy
Hesperus II, Word of Blake Protectorate
9 November 3074*

Hopelessly surrounded, the Blakist troops continued to hold out, fighting for every inch of ground. Exhausted and without reinforcement or resupply, the Com Guards Seventy-ninth Division stormed the Second Division's positions around the factory complex one last time.

GAME SETUP

Recommended Terrain: Urban Ruins
Set up at least 3 mapsheets in a row, with all the short edges touching.

Attacker

Recommended Forces: Seventy-ninth Division
The Attacker enters from one of the short sides of the map, as chosen by the Defender; the opposite edge is the Attacker's home edge. The Attacker must deploy at least 2 vehicle and 2 infantry units.

Defender

Recommended Forces: Second Division
Place all of the units on the battlefield; half may be placed using the *Hidden Units* rule (see p. 259, *TW*). The Defender equals 100% of the Attacker's deployed strength but must include at least 2 vehicle and 2 infantry units.

WARCHEST

Track Cost: 800

Optional Bonuses

+400 On the Move: Use the rules for *Opportunity Fire: Firing on the Move* (see p. 86, *TO*) and *Hurried Movement* (see p. 20, *TO*).

+300 Guns Blazing (Attacker): The Defender adds 4 Thumper Field Artillery pieces. The cannons are operated by mechanized (tracked) infantry platoons of Regular Skill and use the Direct-Fire Artillery rules (see p. 185, *TO*). Half of these cannons may be deployed as Hidden Units.

+500 Industrialized Wasteland: Designate 12 hexes as *Heavy Industrialized* prior to play (see p. 31, *TO*) and 6 hexes of Class 2 Hazardous Liquid Pools (see p. 49, *TO*).

To my right, Samuel took a spray from one of those Firedrake needlers the Lyrans invented a few years ago. He screamed as they tore through his armored vest and melted his chest. Poor guy. I actually think he was from Donegal. What terrible irony, killed by a gun invented by your countrymen. I got the bastard that killed him, though. Fried the toaster-worshiping Robe with a blast from my Mauser. That's how the whole day went. They killed us. We killed them. Over and over, until there weren't any of them left. Weren't many of us left either...

OBJECTIVES

Fight to the Death. Cripple/Destroy at least half of the opposing force. [400]

Breakthrough! (Attacker): At least a third of the Attacker's units exits through their home edge. [400]

Access Denied (Defender): Prevent the Attacking force from exiting a third of its force through their home edge before the end of Turn 10. [600]

SPECIAL RULES

The following rules are in effect for this track:

The Western Front

The battle for Defiance Industries has been a drawn-out, brutal affair. Both sides have been in almost constant combat for a week and are seriously fatigued. All units start out with a +1 Piloting Skill Roll modifier as if fatigued and use the rules for *Fatigue* (see p. 198, *TO*) for the rest of the Track.

AFTERMATH

Pushed to the breaking point after seven days of brutal fighting without rest or reprieve, the Com Guards Seventy-ninth Division finally broke into the mountain complex, but Word of Blake saboteurs and suicide troops meant it would take days for Com Guards battle armor to fully secure the facility. However, the Fortieth Shadow Division was still in control of Maria's Elegy. The fight for Hesperus II was far from over.

DEATH FROM ABOVE

SITUATION

*Maria's Elegy, South Whitman
Hesperus II, Word of Blake Protectorate
20 December 3074*

After losing control of Defiance Industries, only the Fortieth Shadow Division's occupation of Maria's Elegy remained secure. Entrenched within the city, the Manei Domini refused to withdraw, stubbornly retaining their position for over a month while Coalition troops relentlessly pounded them with artillery. To break the stalemate, the First Skye Jaegers concocted a daring nighttime assault.

GAME SETUP

Recommended Terrain: Urban Ruins, Mountains

Attacker

Recommended Forces: First Skye Jaegers

The Attacker equals 150% of the Defender's total strength and deploys using the rules for Dropping Troops (see p. 22, *SO*). The Attacker deploys at the start of Turn 1. Units that scatter off-map may re-enter the closest map edge after 2+1D6 Turns.

Defender

Recommended Forces: Fortieth Shadow Division

Place all of the units on the battlefield; half may be placed as *Hidden Units* (see p. 259, *TW*).

WARCHEST

Track Cost: 1000

Optional Bonuses

+400 Fury Unleashed (Defender): The sudden Jaeger attack caught the Blakists unprepared. The Attacker receives a +4 Initiative bonus for the length of the track.

+300 Cybernetic Failure (Defender): For each of Defender's units, roll 1D6; on a result of 1–3 apply one of the following *Negative Design Quirks* (see pp. 196–199, *SO*): Ammunition Feed Problem, Cooling System Flaws, EM Interference, Inaccurate Weapon, No Torso Twist, Poor Cooling Jacket, Poor Performance, Poor Targeting, Sensor Ghosts, or Unbalanced.

+300 Moonless Night: Use the rules for *Moonless Night* (see p. 58, *TO*).

Peace of Blake be with you, Devlin Stone, and any who follow you...

—Word of Blake transmission repeatedly broadcast to Coalition troops

Laodices says this is a test of our faith in the divine will of Blake. He is right; this is a test. We are Blake's children, the Master's very hands. We will not suffer this atrocity. Our faith will purify the unbeliever.

OBJECTIVES

Fight to the Death. Cripple/Destroy at least half of the opposing force. [500]

Annihilation. Cripple/Destroy at least 75% of the opposing force. [800]

Headhunter. Destroy the opposing force's commanders. [600]

SPECIAL RULES

The following rules are in effect for this track:

Commanders

Both sides follow the rules for *Commanders* (see p. 191, *TO*) and *Command Level (Tactical) Comms*, including assignment of sub-commanders and sub-force abilities.

Forced Withdrawal

The rules for *Forced Withdrawal* are suspended for this track.

AFTERMATH

The First Skye Jaegers' combat drop onto the Fortieth's position was a stunning success. Despite suffering heavy casualties—especially among their officer corps—the Jaegers drove Sariel's Conquerors into a full retreat. Forced off-world under heavy fire, the remaining Word of Blake troops abandoned Maria's Elegy to the victorious Coalition. The liberation of Hesperus II was finished.

BATTLETECH

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Sturmfeuer Heavy Tank (WoB)

Movement Points: **Tonnage:** 85
 Cruising: 3 **Tech Base:** Inner Sphere
 Flank: 5 **Era:** Jihad
Movement Type: Tracked
Engine Type: Light Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Improved C ³ CPU	BD [E]	—	—	—	—	—
1	B-Pod	FR 1 [DB,PD,AI,X,OS]	—	—	—	—	—
1	LRM 20 w/Artemis IV FCS	FR 1/Msl [M,C,S]	6	7	14	21	
1	B-Pod	RS 1 [DB,PD,AI,X,OS]	—	—	—	—	
1	B-Pod	LS 1 [DB,PD,AI,X,OS]	—	—	—	—	
1	B-Pod	RR 1 [DB,PD,AI,X,OS]	—	—	—	—	
2	ER Medium Laser	T 5 [DE]	—	4	8	12	
2	MML 9	T [M,S,C]	—	—	—	—	
1	LRM SRM	1/Msl	6	7	14	21	
1	TAG	2/Msl	—	3	6	9	
1	TAG	0 [S]	—	5	9	15	

Ammo (CASE): [MML 9 SRM Artemis] 11, [MML 9 LRM Artemis] 13
 [LRM 20 Artemis] 12

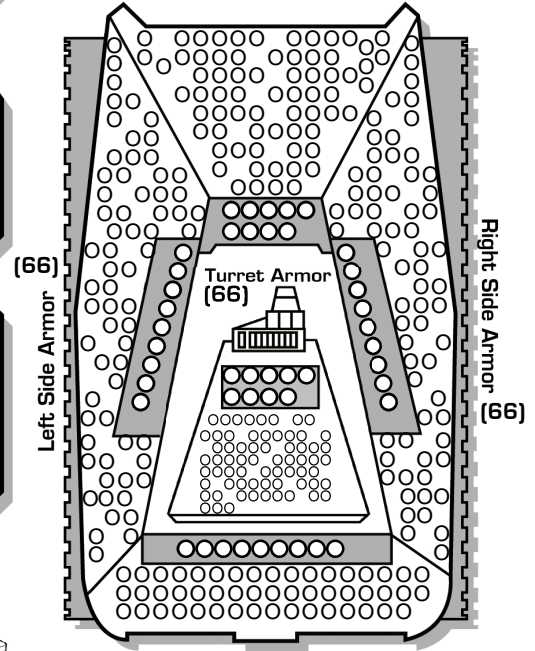
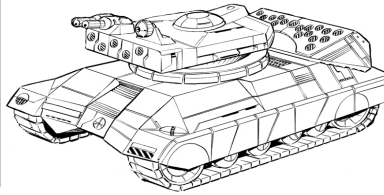
BV: 1,578

CREW DATA

Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit [+1] Driver Hit [+2]
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits +1 +2 +3 D
 Motive System Hits +1 +2 +3
 Stabilizers
 Front Left Right
 Rear Turret



Rear Armor (50)



© 2012 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
 Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicle Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval +0
Hit from the sides	+2	Wheeled +2
		Hovercraft, Hydrofoil +3
		WICE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

© 2012 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
 Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Galahad GLH-3D Laodices

Movement Points: **Tonnage:** 60
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Era:** (Experimental) Jihad

Weapons & Equipment Inventory (hexes)

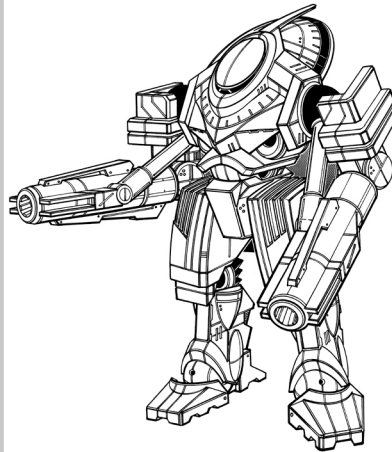
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C ³ CPU	HD	—	[E]	—	—	—	—
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	Light PPC	CT	5	5 [DE]	3	6	12	18
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	PPC Capacitor	RA	—	[E]	—	—	—	—
1	Light Gauss Rifle	LA	1	8 [DB,X]	3	8	17	25

WARRIOR DATA

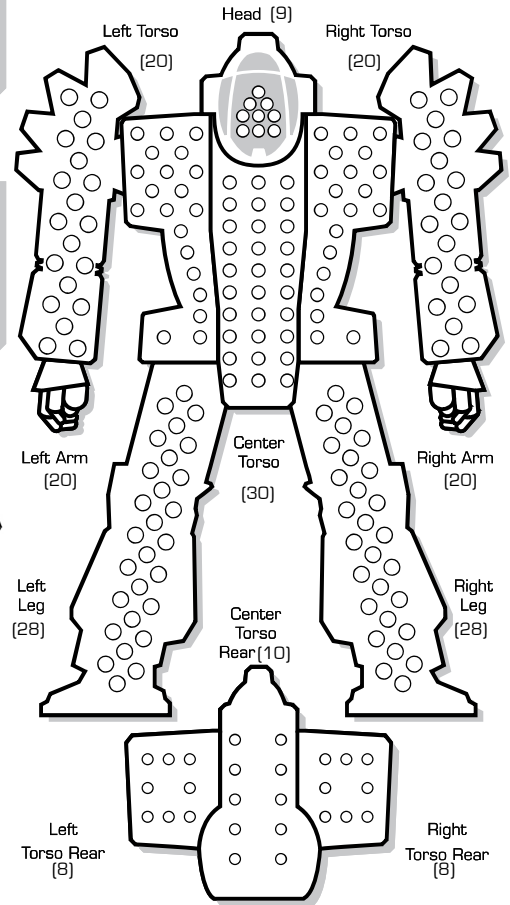
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Light Gauss Rifle
- 4 Light Gauss Rifle
- 5 Light Gauss Rifle
- 6 Light Gauss Rifle

Center Torso

- 1 Light Gauss Rifle
- 2 Ammo (Light Gauss) 16
- 3 Ammo (Light Gauss) 16
- 4-6 4 Ammo (Light Gauss) 16
- 5 Endo Steel
- 6 Endo Steel

Left Torso

- 1 Light Fusion Engine
- 2 Light Fusion Engine
- 1-3 Endo Steel
- 4 Endo Steel
- 5 Endo Steel
- 6 Ferro-Fibrous

Right Torso

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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 5 Endo Steel
- 6 Endo Steel

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- 5 Improved C³ CPU
- 6 Improved C³ CPU

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 ER PPC
- 4 ER PPC
- 5 ER PPC
- 6 PPC Capacitor

Center Torso

- 1 Light Fusion Engine
- 2 Light Fusion Engine
- 3 Light Fusion Engine
- 1-3 4 Compact Gyro
- 5 Compact Gyro
- 6 Light Fusion Engine

Right Torso

- 1 Endo Steel
- 2 Endo Steel
- 3 Ferro-Fibrous
- 4-6 4 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

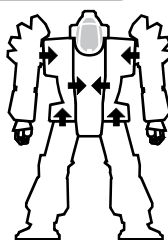
Left Leg

- 1 Light Fusion Engine
- 2 Light Fusion Engine
- 3 Light PPC
- 4-6 4 Light PPC
- 5 Guardian ECM Suite
- 6 Guardian ECM Suite

Right Leg

- 1 Light Fusion Engine
- 2 Light Fusion Engine
- 1-3 3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Endo Steel

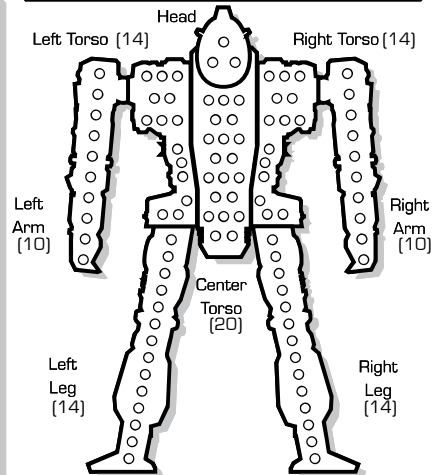
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM

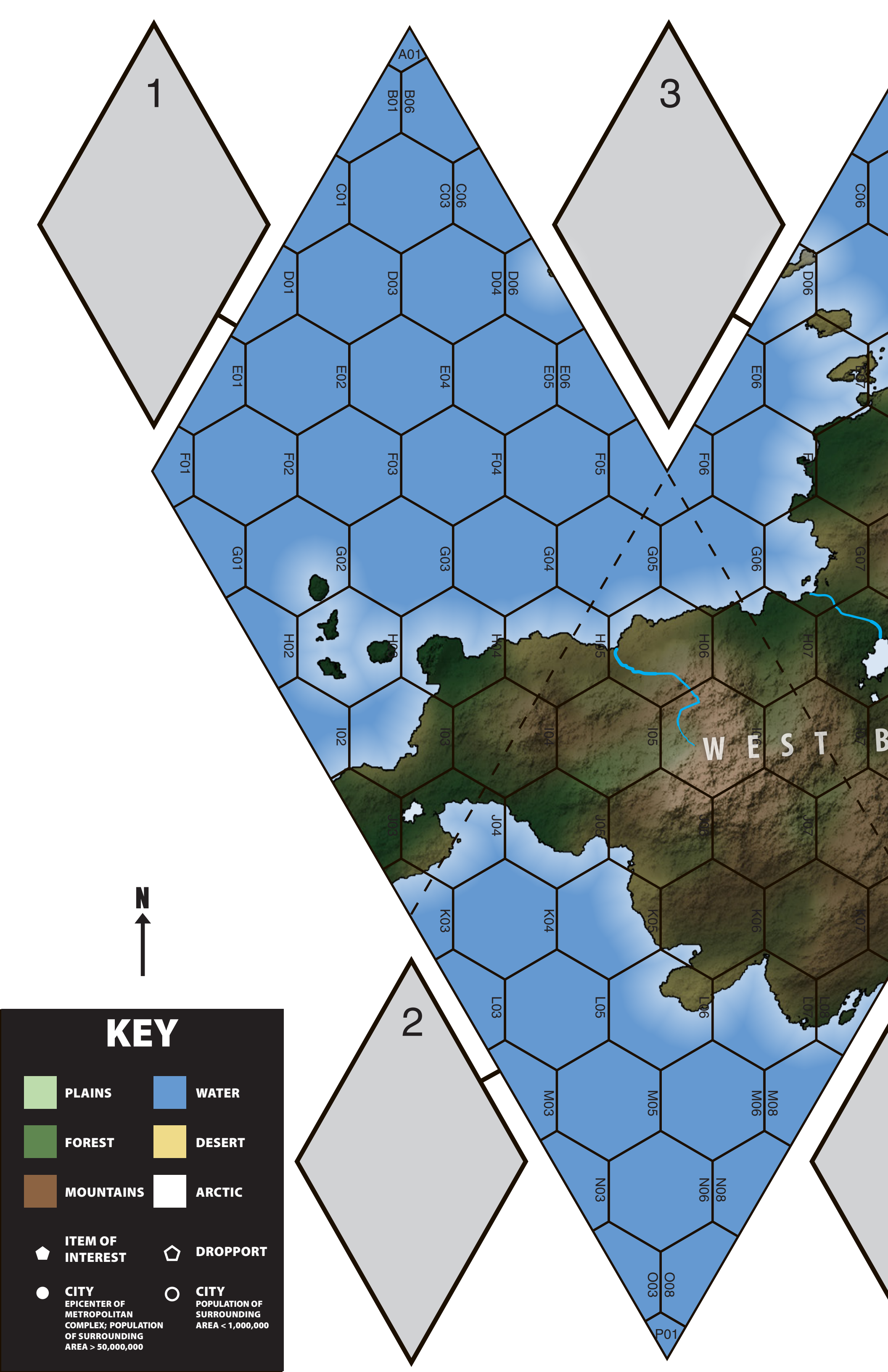


HEAT DATA

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

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



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 |



WEST B



A01

B06

B11

C08

C11

D08

D09

D11

E08

E09

E11

F08

F09

G08

G09

H08

H09

H10

J08

J09

J10

K08

K09

K10

L08

L09

L10

L11

L12

L13

L14

L15

L16

L17

L18

P01

5

A01

B16

B11

C13

C16

D11

D13

D14

D16

E11

E12

E13

F11

F12

F13

F14

G11

G12

G13

G14

H11

H12

H13

H14

H15

I13

I14

I15

J13

J14

J15

J16

K13

K14

K15

K16

L13

L14

L15

L16

M13

M15

N13

N15

N16

N17

N18

O13

O18

P01

7

ARRENS

Maldon
TATYANA
ARCHIPELAGO

Maria's
Elegy
MELROSE
VALLEY

4

6

N13

N16

N18

O13

O18

P01



Kincaid
Defiance
Industries

NORTH
WHITMAN

Defiance
Industries
MYOO MOUNTAINS

SOUTH
WHITMAN

BEARR

6

8

10

0110

P01

