

# BATTLETECH



TM

## TURNING POINTS

# EPSILON ERIDANI

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**35TP019**



# CITADEL of Devotion

**ALPHA BASE, SHAMUS MOUNTAINS  
EPSILON ERIDANI, REPUBLIC OF THE SPHERE  
2 MARCH 3127**

Precentor Malcolm Buhl gingerly fingered a page from the classified geological report one of his adepts had just handed him.

*We've found it. Our prayers have finally been answered. Bless Blake!*

After the fatigue of devoting countless hours poring over ancient Star League records and Benton's private files, after the stress of hiding and then spending millions of C-bills searching treacherous terrain, Buhl had finally found it: a place for his Blessed Order to call home.

Despite the hot, stuffy interior of the modified Magellan Series Four research vehicle, all of Buhl's doubts faded away in an instant. His hope, once waning, was renewed. Again the gift of faith had provided. Again Blake's blessing of strength had seen his children through.

Buhl closed his eyes and silently recited the words of Blake in reverent prayer.

*We are the children of Blake. We are the blessed who will bring humanity out of the darkness and into the light. We fervently pray for the candle of knowledge to light our dark souls.*

He opened his eyes and smiled at the report. Here, on Epsilon Eridani, he would use one of the ancient Star League's long-lost depots to secure a new future for ComStar, a future where ComStar would be strong, respected, and even feared. Here Buhl would reform the Com Guards. Here he would reforge something precious, something ComStar and Blake's children had lost.

Here he would build a new future for humanity.

**20 FEBRUARY 3141**

*How did it come to this?* Buhl wondered.

The roof of the command bunker shook violently. More ferrocrete dust drifted from the room's ceiling as another explosion rocked the building. Outside, the last of Blake's holy warriors were fighting for their very lives. Republic troops had already breached their last defensive line and were now fighting among the facility's outer structures.

There was no more retreat, nowhere else to go.

*This wasn't supposed to happen. We were supposed to save the Inner Sphere, not be ended by it!*

Buhl looked around and soaked in his surroundings one last time. Much of the room's equipment was in various states of function, and the few technicians still manning their posts appeared haggard. They all had the worn look of fatigue, worry, despair, and the unmistakable look of defeat. Almost all personnel present

were injured to some extent, some seriously; otherwise they'd be outside selling their lives against the enemy. These were broken people, in body and in spirit.

*Broken ... just like our mission, our holy responsibility.*

The bunker quaked again, and the room's PA crackled to life. The speaker's voice was garbled and mixed with the sounds of battle, but there was also a youthfulness behind the words being spoken.

*"Republic troops have entered the base! Republic troops have entered the..."*

The transmission cut off, and Buhl made a slight but audible sigh.

*We've failed. I've failed, and with this failure ComStar is doomed. The Blackout will never end. Humanity will descend into darkness, and this holy place will become our tomb.*

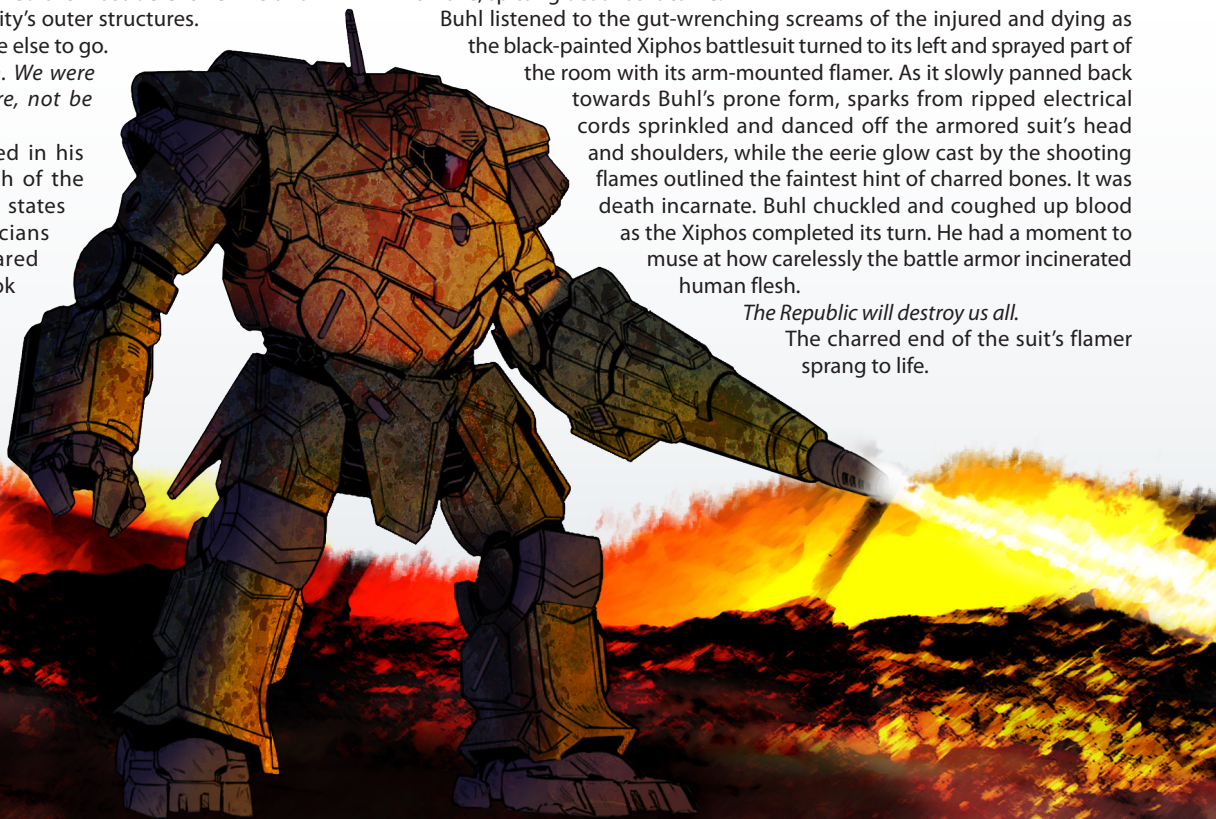
The room trembled for a third time, but from a more distant series of explosions. It was obvious the Republic artillery was firing on targets farther away from this part of the base. Buhl looked to the door. As the din of landing artillery began to fade, he heard the distinctive clatter of automatic weapons and the recognizable whoosh of a shoulder-mounted SRM. They were the sounds of men fighting and dying, and the sounds were close. Buhl reached for his sidearm and started to open his mouth to warn his technicians to arm themselves, but no words leaped from this throat.

For an instant, time seemed to slow to a complete standstill. The command room's sealed metal doors buckled inward, like some massive, invisible hammer had slammed into their center from the outside. For the briefest of seconds they held, but then with an incredible crack they exploded into the room. Pieces of both doors flew off their hinges, spraying the room with shrapnel. One large piece neatly severed a nearby technician in two; hot metal peppered another tech's face. The poor woman threw her hands to her face and wailed as Buhl was thrown off of his feet, the wind knocked out of his lungs. He landed hard, smacking his head on the cold floor and feeling his ribs crack. Lying on his side, Buhl was still facing the shattered doorway. His eyes opened and closed as he struggled to maintain consciousness, but he watched as a hulking, gore-covered shadow pushed through the fire and smoke, spitting death as it came.

Buhl listened to the gut-wrenching screams of the injured and dying as the black-painted Xiphos battlesuit turned to its left and sprayed part of the room with its arm-mounted flamer. As it slowly panned back towards Buhl's prone form, sparks from ripped electrical cords sprinkled and danced off the armored suit's head and shoulders, while the eerie glow cast by the shooting flames outlined the faintest hint of charred bones. It was death incarnate. Buhl chuckled and coughed up blood as the Xiphos completed its turn. He had a moment to muse at how carelessly the battle armor incinerated human flesh.

*The Republic will destroy us all.*

The charred end of the suit's flamer sprang to life.



# TURNING POINTS

# EPSILON ERIDANI™

**W**elcome to *Turning Points: Epsilon Eridani*, a campaign designed to give players the opportunity to fight in one of the landmark conflicts of the Dark Age.

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

The **Atlas** section presents a global view followed by some quick facts about Epsilon Eridani. 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 to use any or all of these features before play.

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 exact force composition of each side are left undetermined. This allows the players to replay the tracks with different forces if they wish. An approximate 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* games 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.

**Alpha and Omega** offers a peek at how ComStar managed to rebuild itself in the face of the early Republic's disarmament mandates—and how such hubris led to the venerable faction's final destruction.

Finally, the **Annex** contains three official Record Sheets. The first is the AEM-05C *Dragoon* variant and the custom Pollux II ADA tanks operated by the First Division on Epsilon Eridani, followed by the custom LMT-2R *Lament* piloted by Major Herman Manes of the Fourteenth Hastati Sentinels.

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**Special Thanks:** To Ben, for letting me make sure the Com Guard did not go gentle into that good night.

For more information about Epsilon Eridani during the Dark Age, Malcolm Buhl's Blessed Order, and the Com Guard's reformed First Division, please see *Era Report: 3145*, *Era Digest: Dark Age*, *Field Manual: 3145*, *Technical Readout: 3145 Republic*, and the MechWarrior Dark Age novels *Target of Opportunity* and *A Bonfire of Worlds*.

## STAR LEAGUE ERA



## CLAN INVASION ERA



## JIHAD ERA



## SUCCESION WARS ERA



## CIVIL WAR ERA



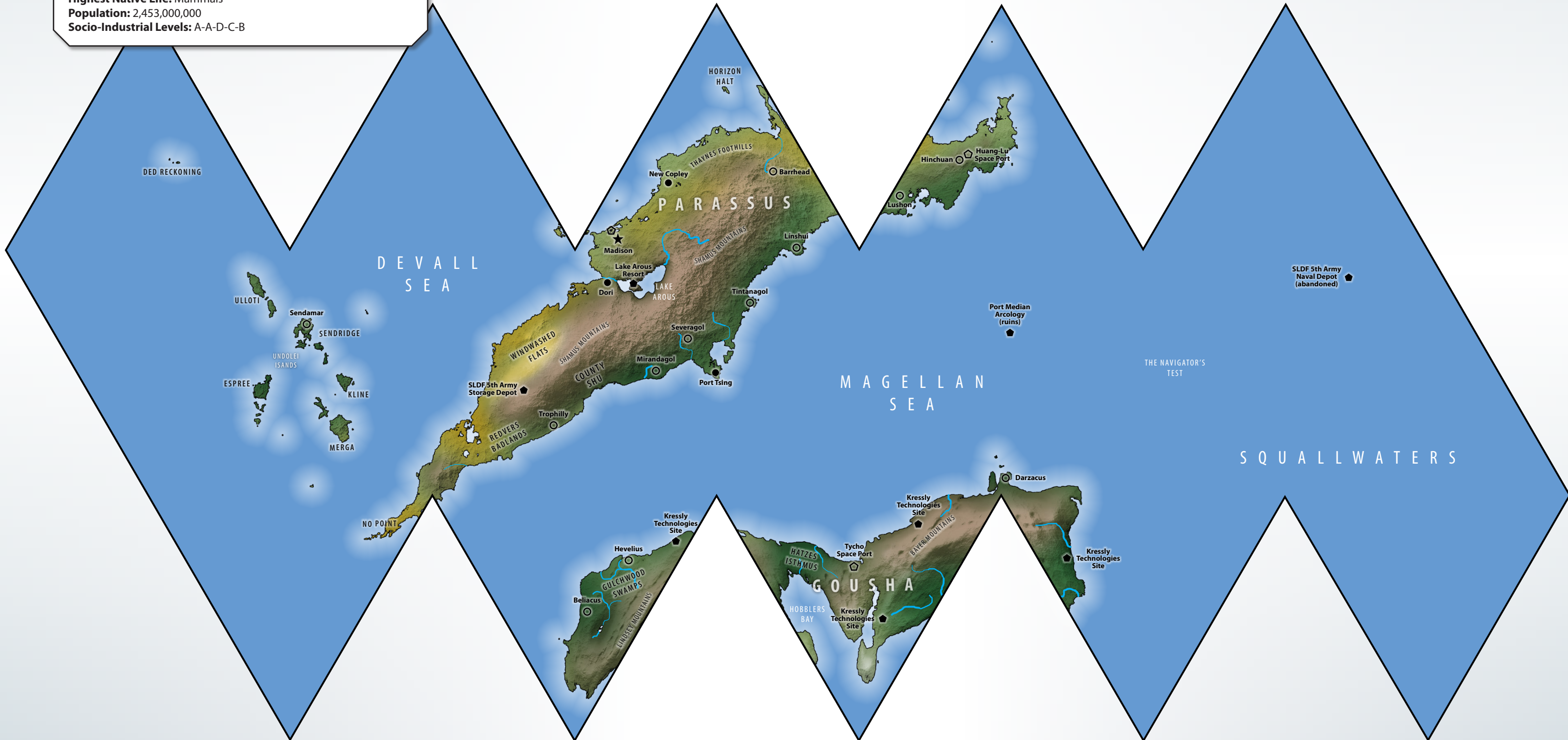
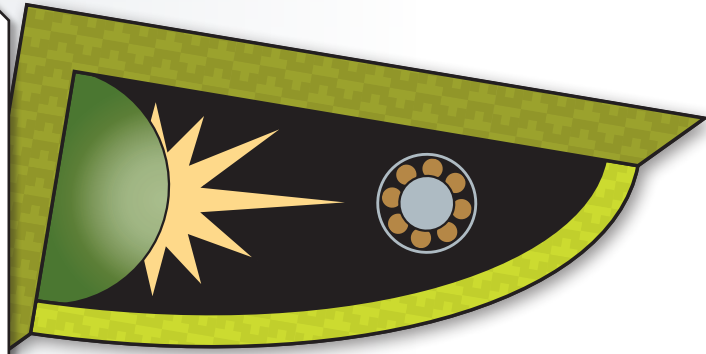
## DARK AGE ERA

### NOTE!

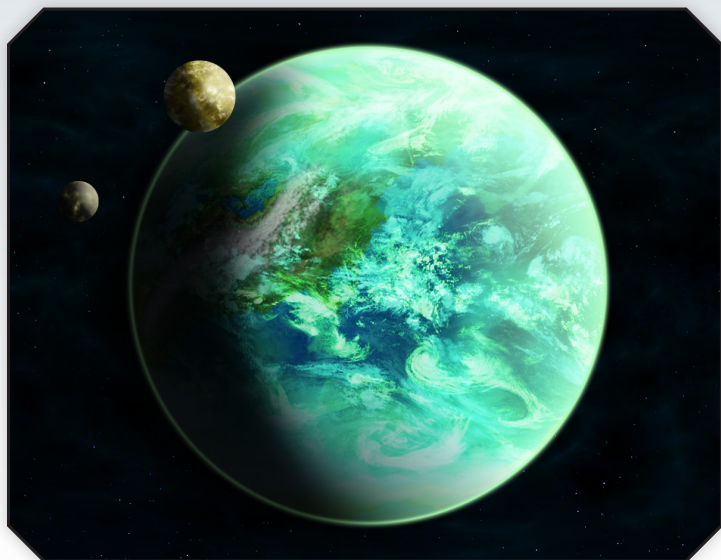
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**EPSILON ERIDANI (3141)**

**Governor:** Theo McCellan  
**Planetary Legate:** Rowan Roberts  
**Star Type (Recharge Time):** K2IV (193 hours)  
**Position in System:** 4 (of 10)  
**Time to Jump Point:** 4.85 days  
**Number of Satellites:** 2 (Minori, Almagest)  
**Surface Gravity:** 1.06  
**Atm. Pressure:** Standard (Breathable)  
**Equatorial Temperature:** 34° C (Temperate)  
**Surface Water:** 83%  
**Recharging Station:** Zenith, Nadir  
**HPG Class Type:** B  
**Highest Native Life:** Mammals  
**Population:** 2,453,000,000  
**Socio-Industrial Levels:** A-A-D-C-B



# EPSILON ERIDANI



Epsilon Eridani is a pleasant world with frequent rainstorms and fertile soils. The southern continent of Gousha is a mix of swamplands and rainforest, where much of the planet's industry—including Kressly Technologies (formerly Kressly Warworks)—is based. The northern continent of Parassus, by contrast, is slightly drier and rockier, and offers more varied terrain but still suffers the effects of the planet's chronic showers.

The major trading and port city of Dori sits by Lake Arous on Parassus and is the center of the planet's commercial industry. Just 370 kilometers north of Dori lies the planetary capital, Madison, rebuilt after the Amaris occupation, when the city was virtually leveled by an orbital bombardment. Also located on Parassus are the implacable Shamus Mountains, whose sheer cliffs, gorges, and deep valleys divide Parassus in two. The mountains were made famous in 3067 when the Lone Star mercenary regiment uncovered an SLDF storage depot in the arid regions of the southern range.

The Thaynes Foothills region of the range in the north—largely abandoned after the fall of the first Star League—now flourishes thanks to private investment in the 3120s, which reopened a dozen abandoned mining concerns. ComStar was secretly involved in the commercial expansion of the region and recovered, converted and expanded a second, larger SLDF depot as a new base for their operations. The bustling city of New Copley, now the focal point for the new mining operations, was built to cover the Order's activities and hosts the Benton SmeltWerks, the largest ore refinery on the planet.

## 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 Epsilon Eridani aspects to the battles played out.

### Base Terrain Types

Buildings (see p. 166, TW and p. 114, TO)

Heavy Woods (see p. 32, TW)

Sheer Cliffs (see p. 39, TO)

### Forced Withdrawal

Unless otherwise noted, units are not subject to *Forced Withdrawal* (see p. 258, TW).

### Salvage

Unless otherwise noted in an individual track, the rules for *Salvage* (see p. 191, SO) are in effect.

## MAPSHEETS TABLE

WYATT	2D6 Result	Map
	2	River Valley (MS2, MSC1)
	3	Rolling Hills #1 (MS3, MSC1)
	4	Scattered Woods (MS2, MSC1)
	5	City Ruins (MS2, MSC1)
	6	Lake Area (MS2, MSC1)
	7	Large Lakes #2 (MS4, MSC1)
	8	BattleTech (MS3, MSC1)
	9	River Delta/Drainage #2 (MS4, MSC1)
	10	Large Lakes #1 (MS4, MSC1)
	11	Rolling Hills #2 (MS3, MSC1)
	12	Woodland (MS6, MSC2)

\* Place Light and Medium buildings of varying heights in each clear non-paved hex.

LUYTEN 68-28	2D6 Result	Map
	2	Lake Area** (MS2, MSC1)
	3	Moonscape #1 (MS5, MSC2)
	4	City Street Grid/Park* #1 (MS4, MSC1)
	5	DropPort #1 (MS7, MSC2)
	6	CityTech* (MS2, MSC1)
	7	DropPort #2 (MS7, MSC2)
	8	Military Base #1 (MS7, MSC2)
	9	Military Base #2 (MS7, MSC2)
	10	Moonscape #2 (MS5, MSC2)
	11	Open Terrain #1 (MS5, MSC2)
	12	Desert Sinkhole #2 (MS3, MSC1)

\* Place Light, Medium and Heavy buildings of varying heights in each clear non-paved hex.

\*\*Unless otherwise noted, all water areas are dry.

## EPSILON ERIDANI MAPSHEETS TABLE

SHAMUS MOUNTAINS	2D6 Result	Map
	2	Desert Hills (MS2, MSC1)
	3	Moonscape #1 (MS5, MSC2)
	4	Desert Sinkhole #1 (MS3, MSC1)
	5	Deep Canyon #2 (MS5, MSC2)
	6	Large Mountain #1 (MS5, MSC2)
	7	Desert Mountain #1 (MS3, MSC1)
	8	Desert Mountain #2 (MS3, MSC1)
	9	Desert Sinkhole #2 (MS3, MSC1)
	10	Large Mountain #2 (MS5, MSC2)
	11	Deep Canyon #1 (MS5, MSC2)
	12	CityTech (MS2, MSC1)

THAYNES FOOTHILLS	2D6 Result	Map
	2	Heavy Forest #1 (MS4, MSC1)
	3	Mountain Lake (MS2, MSC1)
	4	Woodland (MS6, MSC2)
	5	Rolling Hills #2 (MS3, MSC1)
	6	Scattered Woods (MS2, MSC2)
	7	Rolling Hills #1 (MS3, MSC1)
	8	Open Terrain #2 (MS5, MSC2)
	9	Rolling Hills #2 (MS3, MSC1)
	10	Desert Hills (MS2, MSC1)
	11	River Valley (MS2, MSC1)
	12	Heavy Forest #2 (MS4, MSC1)

# RANDOM ASSIGNMENT TABLES

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 struggle for Epsilon Eridani. 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, *TW*)

To use these BattleMech RATs, first determine the appropriate table for the force being generated from its description in the Combatants section. Then, consult the Force Composition table here, applying the modifier appropriate to the force's Equipment Level to the 2D6 dice roll used when determining the units used.

Note: 'Mechs with a \* indicate a quad design.

## RANDOM ASSIGNMENT TABLES: EPSILON ERIDANI, 3141

	2d6 Result	Light 'Mechs	Medium 'Mechs	Heavy 'Mechs	Assault 'Mechs
<b>ORIENTE PROTECTORATE</b>	2	WGT-2SC Wight	HBK-6N Hunchback	TMP-3M Tempest	LGB-12C Longbow
	3	STG-3Gb Stinger	SHD-7M Shadow Hawk	HRC-LS-9000 Hercules	BLR-1Gb BattleMaster
	4	FNHK-9K Falcon Hawk	SKW-4G Shockwave	MAD-9M2 Marauder	ALB-3Ur Albatross
	5	LCT-5W2 Locust	WVR-9M Wolverine	TDR-10M Thunderbolt	AWS-10KM Awesome
	6	SDR-8M Spider	GST-10 Ghost	ON2-M Orion	T-IT-N11M Grand Titan
	7	HER-4K Hermes	VND-6L Vindicator	ARC-9M Archer	LCG-13C Longbow
	8	HVC-P6 Havoc	PXH-1c Phoenix Hawk	ON3-M Orion	MR-5M Cerberus
	9	EGL-3M Eagle	OSP-26 Osprey	ZU-G60 Anzu	JLN-5A Juliano
	10	WSP-8T Wasp	GRF-4R Griffin	WHM-8M Warhammer	TR-XB Trebaruna*
	11	HMR-3C Hammer	MON-267 Mongoose II	LFA-1A Pandarus	Warhammer IIC 8
	12	Crimson Hawk	Black Hawk (Standard) 2	Guillotine IIC 2	BNC-9S Banshee
	<b>REPUBLIC MILITIA / SPIRIT CATS</b>	2	SKU-198 Sokoryou	JL-1 Raider	RCL-Z1M Deep Lord
3		OTT-11J Ostscout	Stalking Spider II*	OTL-9R Ostsol	GUN-1ERD Gunslinger
4		CPK-6S Copper	BC XV-M-B Buster MOD	RCL-4 Dig Lord	D-M3D-4 Diomedes
5		CON-9M Carbine	MN2-D Sarissa	LMS/M Lumberjack	D-M3D-M Diomedes
6		FS9-M2 Firestarter	LGN-2D Legionnaire	GLT-7-0 Gallant	BLR-4S BattleMaster
7		Ocelot 2	Shadow Hawk IIC 9	Sphinx 3	Mad Cat Mk II 4
8		SDR-7K Spider	HCT-7S Hatchetman	Vulture	Warhammer IIC
9		CPP-6S Copper	MN2-A Sarissa	RCL-Z1M Deep Lord	D-M3D-M Diomedes
10		Uller	SKW-6H Shockwave	Sphinx 2	Jupiter
11		Crimson Hawk	TRG-3M Targe	Thor II	Phoenix Hawk IIC 7
12		Arbalest	Black Hawk (Standard)	Nova Cat	MAD-4S Marauder II
<b>REPUBLIC ARMED FORCES</b>		2	BD-XL Blade	Dasher II	GLT-7-0 Gallant
	3	WLF-4W Wolfhound	TRG-2N Targe	SCG-WF1 Scourge	AS7-K2 Atlas
	4	Locust IIC 8	NSR-K3 Night Stalker	Ryoken II	TI-2PA Titan II
	5	Arbalest	OSP-26 Osprey	TDR-10SE Thunderbolt	PKP-1B Peacekeeper
	6	OTT-11J Ostscout	GRF-5M Griffin	EXC-B2b Excalibur	Highlander IIC 3
	7	Jenner IIC 4	Griffin IIC 3	LMT-2R Lament	AS7-D-H Atlas II
	8	HVC-6P Havoc	Mad Cat III	PRF-1R Prefect	Warhammer IIC 4
	9	JLP-BD Jackalope	Shadow Hawk IIC 8	MAD-9M2 Marauder	DLR-0 Doloire
	10	Pack Hunter II	Stalking Spider II	LMT-4RC Lament	MAL-XT Malice
	11	Puma	Dragonfly	Thor	Mad Cat Mk II-Enhanced
	12	Hankyu	RPT-SX Raptor	Mad Cat Mk IV	Supernova
	<b>COM GUARD</b>	2	CLR-03-0 Celerity	Dasher II	SCG-WF1 Scourge
3		FNHK-9K1B Falcon Hawk	HER-5C Hermes II	GLT-6WB Guillotine	AS7-K2 Atlas
4		HSR-500-D Hussar	CRB-30 Crab	AEM-05C Dragoon	THG-12E Thug
5		MCY-102 Mercury	KHP-7R Kheper	UAE-7R Uraeus	TI-1Aj Titan II
6		BD-XX Blade	KW1-KHW Lineholder	EXC-D1 Excalibur	MR-6B Cerberus
7		LCT-5W2 Locust	SHD-11CS Shadow Hawk	MAD-9W Marauder	DLR-0 Doloire
8		VLK-QW5 Valkyrie	EFT-7X Eisenfaust	ARC-9W Archer	HGN-641-X-2 Highlander
9		HVC-6P Havoc	KHP-7R Kheper	UAE-7R Uraeus	MAD-6D Marauder II
10		Crimson Hawk 3	GRF-6CS Griffin	LCN25-04 Lancelot	EMP-6M Emperor
11		Koshi	MON-266 Mongoose II	Vulture Mk IV	SD1-0 Sunder
12		Uller	GRD-1D Gravedigger	Mad Cat	KGC-008 King Crab

# AVENGING ANGELS

The events that took place on Epsilon Eridani in February 3141 traced their origin to the aftermath of the Blackout of the HPG network, when the desperate Precentor Malcolm Buhl revealed the existence of the reformed Com Guard to capture Tucker Harwell, the only person capable of fixing a broken HPG. Harwell was considered the key to ending the Blackout and rebuilding ComStar into the organization it once was.

With Tucker in the hands of the Blessed Order, Buhl knew the Republic would hunt ComStar down, but he hoped the Order's secret preparations would buy them enough time to extract from Harwell the secret of repairing the HPG network. Unfortunately for Buhl and the Com Guards, Knight-Errant Alexi Holt infiltrated ComStar and tracked Harwell to Buhl's secret Omega research base on Luyten 68-28. Together they evaded their captors in orbit and then later in the wastes of Luyten.

With Harwell gone, Buhl knew he had run out of time. He ordered First Division—known as the Avenging Angels—and the ComStar personnel on Luyten 68-28 to fall back to their primary base of operations on Epsilon Eridani. The order came not a moment too soon, as Republic troops made planetfall on Luyten two days later. Backed by the Com Guards, the Blessed Order made a fighting withdrawal off world.

Over the next four months Buhl and his people went to ground, quietly evading Republic search parties and gathering whatever remaining assets they had at their disposal, ultimately giving the RAF the slip before taking refuge on Epsilon Eridani. There, Buhl believed he could ride out the gathering storm and continue researching a fix for the Blackout.

Unfortunately for the Blessed Order, information the Republic recovered on Luyten eventually revealed the Order's destination, and the heavy cruiser *Auspicious* was ordered to investigate. When Acolytes of Vision III-gamma arrived at the nadir jump point, the Com Guards found a surprised *Auspicious* waiting. Both sides launched fighters and DropShips, and fought a running space battle all the way from the system's nadir jump point to the planet.

The *Auspicious* neutralized the Com Guards' JumpShips and remained in-system to prevent escape or rescue. Worse for the Com Guards than the loss of their transports, however, was knowledge that the Republic had exposed ComStar's refuge and knew the general location of the Order's Alpha Base.

Forewarned by the *Auspicious*'s HPG that the Order was indeed present on Eridani, the already-dispatched Fourteenth Hastati Sentinels reached Epsilon Eridani on 11 February 3141. Landing just outside New Copley and moving into the countryside, the Fourteenth were soon caught in a number of well-laid Com Guard traps. Using superior knowledge of the surrounding Thaynes Foothills, Stalwart Covenant III-eta and Chastity of Faith III-zeta almost forced the surprised Fourteenth back to their recently secured landing zones.

Bolstered by their unexpected success against the RAF, Precentor Buhl marched more of First Division through a succession of probes

on the morning of 12 February. Stalwart Covenant III-eta, supported by Heralds of Pious Light III-delta, hit the Fourteenth's lines at a number of points causing chaos and making off with a portion of the Hastati's supplies. Following the Com Guards' morning raid, General Rehagen of the Fourteenth kept her troops on the defensive. Buhl considered hitting the RAF again, but long-range sensor readings suggested a wave of incoming DropShips would land on the planet around 14–15 February.

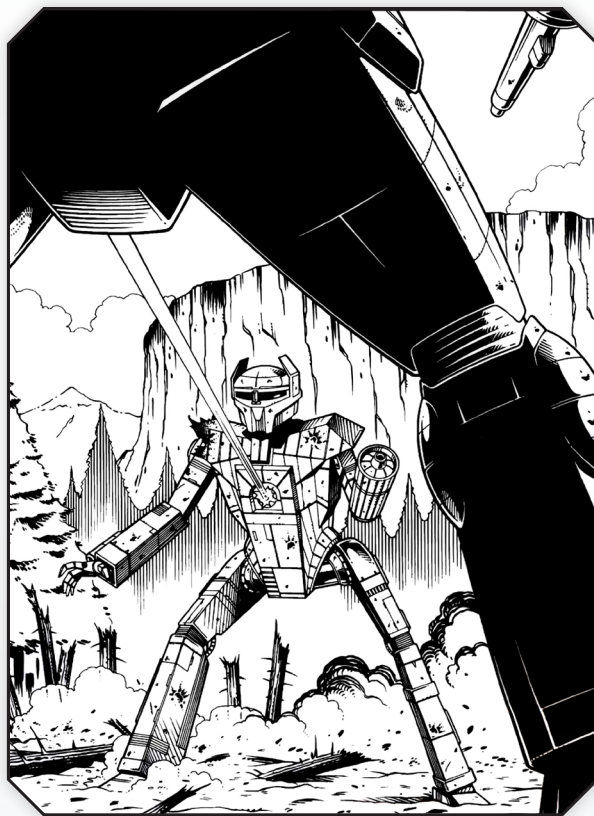
Stone's Revenants landed on 15 February and the combined RAF force advanced towards Com Guard positions. With the Revenants leading the attack, the RAF troops drove First Division back. The brutal fighting in the foothills almost cost the Avenging Angels the entirety of Chastity and Faith III-zeta. However, most of the division was able to retreat into the Shamus Mountains, thanks to the sacrifice of the unit's aerospace fighters, which bombed the passes leading to the Order's hidden Alpha Base. Unfortunately for the Angels, the bombing runs only slowed the RAF. Using a combination of explosives and brave combat engineers, the Republic force spilled into the mountains. There they battled Blake's Guardians III-epsilon and Acolytes of Vision III-gamma for every centimeter of ground.

Despite intense artillery fire from hidden Com Guard batteries, on 19 February another deep push by the Fourteenth Hastati almost broke the Com Guard's lines. Only the surprising arrival of *Celerity* OmniMechs and hidden *Duat* DropShips loaded with powerful cruise missiles stalled the RAF advance. However, in revealing the *Duats*, the RAF learned the location of the remaining Com Guard DropShips and neutralized them via counterbattery fire and orbital bombardment.

Shocked at the deadly effectiveness of the Com Guard artillery, the RAF planned a daring combat drop directly atop First Division's position. Led by General Rehagen and First Battalion of the Fourteenth Hastati, the combat drop was intended to break the stalemate. In the early evening of 20 February, the Hastati performed a high-altitude drop directly in the face of lethal anti-aircraft fire from Pollux ADA units and Unending Faith III-beta. Despite heavy losses, the Fourteenth's combat drop was a massive success. Caught between the hammer of the dropping Hastati and the anvil of the advancing Revenants, First

Division and its defenses crumbled. After the drop, the ground fighting descended into a vicious night melee as the RAF pushed the remains of First Division into Alpha Base.

By the end of 21 February, the Republic had effectively destroyed the Blessed Order. Precentor Buhl and most of his executive staff perished when the RAF stormed the Alpha Base's command post; however, a group of Com Guards fled the battle. For four days, Republic forces and Com Guard survivors played a deadly game of cat-and-mouse among the sheer cliffs and high altitudes of the Shamus Mountains. On 25 February, the last Com Guard troops detonated explosives to trigger a massive landslide which cost the Fourteenth two lances and killed the remaining ComStar forces. With their deaths, the battle for Epsilon Eridani came to an end.





# COMBATANTS

This section lists the combat units that played a major role in the Epsilon Eridani campaign during the Dark Age era. *Average Experience* 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. 6) 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-generated unit from a campaign), follow the Unit Generation rules in *Total Warfare* (see p. 264, *TW*). For a more advanced game utilizing a broader range of 'Mechs, vehicles, aerospace, and infantry, players should feel free to also utilize the *RATs* in *Field Manual: 3145 (FM3145)*, *Era Report: 3145 (ER3145)*, and *Era Digest: Dark Age (EDDA)*. (Visit your local game store to purchase these additional products, or order them directly from [www.battlecorps.com/catalog](http://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. *A Time of War (AToW)* provides rules for some of these abilities.

The *Notes* section gives in-universe details on the unit to provide players a feel for the command during the Epsilon Eridani campaign.

## First Division [ComStar]

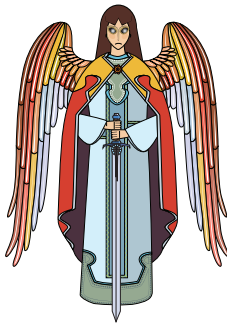
**CO:** Precentor Omega XVIII Malcolm Buhl

**Average Experience:** Veteran

**RAT:** Com Guard, *FM3145*, *ER3145*, *EDDA*

**Unit Abilities:** First Division can make use of Banking Initiative and Overrun Combat (see pp. 192 and 193, *TO*, respectively). To reflect that the Com Guards are technically a "shadow" force, *AToW* characters who serve in this command prior to Epsilon Eridani automatically receive a -3 TP Dark Secret Trait and the In for Life Trait (see pp. 112 and 120, *AToW*, respectively). Following the events of Epsilon Eridani, characters should add a -4 TP Bloodmark Trait and -7 TP Enemy (Republic) Trait (see pp. 109 and 113, *AToW*, respectively), as they are now hunted enemies of the Republic of the Sphere. BattleMechs operated by First Division may add an Improved C<sup>3</sup> Computer (see p. 209, *TechManual*) to their machines at no additional cost, after freeing up the necessary critical space and tonnage.

**Notes:** The first and only division of the reformed Com Guard, the Avenging Angels quickly went from a spectacular debut on Wyatt to running for their lives. Pursued by a relentless RAF, First Division was finally cornered on Epsilon Eridani in a dramatic last stand. Like all Com Guard divisions, First Division is composed of six Level III formations—the equivalent of six combined-arms battalions or two regiments.



## XIV Hastati Sentinels [Republic of the Sphere]

**CO:** Brigadier General Kathrin Rehagen

**Average Experience:** Elite

**RAT:** Republic Armed Forces, *FM3145*, *ER3145*, *EDDA*

**Unit Abilities:** Pursuit of the Avenging Angels on Epsilon Eridani pushed the Fourteenth Hastati hard. When rolling unit skills, apply a +1 modifier to the roll result for determining a unit's Piloting Skill (see *Experience Rating and Skills*, p. 271, *TW*). The Fourteenth also gains a +2 bonus to Initiative rolls when fighting in mountainous terrain, and applies a -2 to-hit modifier for all Piloting Skill rolls made for a combat drop (see *Dropping Troops*, p. 22, *SO*).

**Notes:** One of the RAF's more experienced and respected units, the Fourteenth Hastati Sentinels reached new heights on the bloody battlefields of Epsilon Eridani. Facing the fanatical Com Guards time and time again, the Fourteenth risked a devastating combat drop to end the Avenging Angels once and for all.



## XI Principes Guards [Republic of the Sphere]

**CO:** Colonel Randolph Abasi

**Average Experience:** Elite

**RAT:** Republic Armed Forces, *FM3145*, *ER3145*, *EDDA*

**Unit Abilities:** When rolling for randomly chosen 'Mechs, add a +1 to rolls determining lance weight (see *Force Composition*, p. 264, *TW*). Any randomly rolled vehicle with a Walking/Cruising speed of less than 4 MP may be rerolled once. The second result must be taken.

**Notes:** An assault unit with experience in rapid deployment, the Eleventh Principes was the perfect first responder to Knight-Errant Alexi Holt's emergency rescue beacon. Moving quickly to Precentor Buhl's secret Omega Base on Luyten 68-28, the Eleventh caught the Com Guards by surprise and quickly rescued the stranded Alexi Holt and Tucker Harwell.



## Stone's Revenants [Republic of the Sphere]

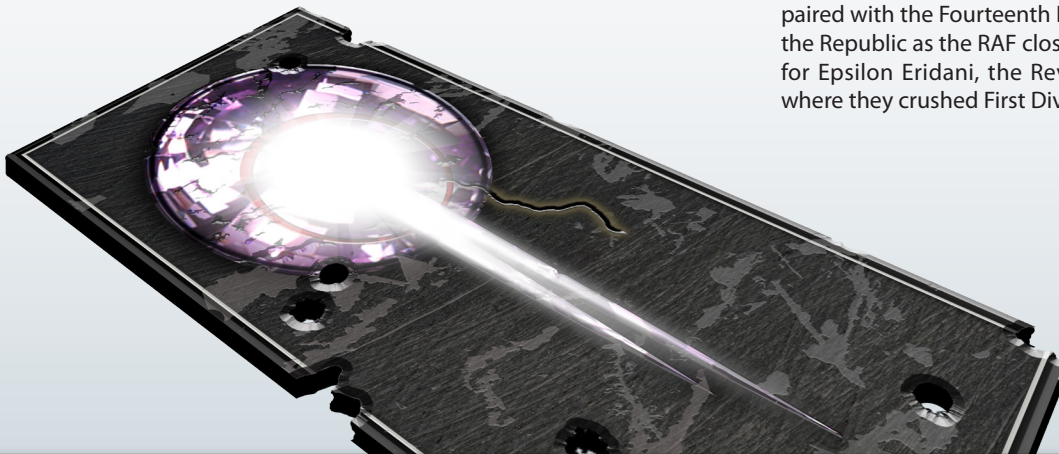
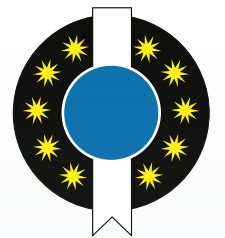
**CO:** Colonel Thaddeus Yewande

**Average Experience:** Veteran

**RAT:** Republic Armed Forces, *FM3145*, *ER3145*, *EDDA*

**Unit Abilities:** The soldiers of Stone's Revenants have trained themselves to push their equipment to the limit. To reflect this, apply +1 Running/Flanking MP to every unit in the regiment. Additionally, the Revenants can use *Opportunity Fire* rules (see p. 86, *TO*). When fighting against the Capellan Confederation, the Revenants apply a -1 to-hit modifier for all weapon attacks.

**Notes:** A veteran component of Stone's Brigade, the Revenants were paired with the Fourteenth Hastati Sentinels to tackle whatever awaited the Republic as the RAF closed in on the First Division. During the battle for Epsilon Eridani, the Revenants spilled into the Thaynes Foothills where they crushed First Division's Chastity and Faith III-zeta.



# A TARGET OF OPPORTUNITY

## SITUATION

Crater Lakes, North of Kinross  
Wyatt

Prefecture VIII, Republic of the Sphere  
22 May 3135

The situation on Wyatt has become untenable. We cannot allow the Republic or—Blake forbid—those twice-cursed Spirit Cats to secure Tucker. Something must be done before Wyatt falls completely out of our control. That poor naïve boy is the key to our future. If Blake's light is to once again shine over humanity, we the faithful must emerge as saviors of the Inner Sphere. We must be the ones who repair the HPG network and end the darkness of this Blackout. The time has come for us to risk leaving the shadows. It is the only way to secure Harwell for ComStar. I just pray Blake will protect his blessed children in their hour of need.

—Excerpt from Malcolm Buhl's private journal, 12 May 3135

Despite Precentor Buhl's desire to keep the Com Guards a secret, Tucker Harwell's repair of Wyatt's HPG forced Buhl to reveal the reformed First Division. While mercenaries backed by Jacob Bannson, troops from the Oriente Protectorate, Spirit Cat warriors, and Republic Militia battled each other over Harwell and control of the HPG he repaired, Buhl sent the Avenging Angels into action with orders to secure Harwell at any cost. Wyatt's reactivated HPG may have been a valuable target, but Tucker Harwell was the ultimate prize.

## GAME SETUP

*Recommended Terrain:* Wyatt

Use a minimum of four maps for this track. At least one map should contain water to represent one of Wyatt's Crater Lakes. The Defender selects their home edge; the Attacker's edge is opposite. To represent earlier rounds of fighting, use the rules for *Battlefield Wreckage* (see p. 187, *TO*) and randomly place 3D6 hexes of BattleMech and Combat Vehicle wreckage.

## Attacker

*Recommended Forces:* Eagle's Talons (Oriente Protectorate)

The Attacker consists of a mixed company of Eagle's Talons, led by Captain Ivan Casson. They enter the map via their home edge at the start of the track. Because of the Talons' tenacious fighting prowess, when randomly rolling for skills, add +1 to the roll result for both Piloting and Gunnery skills.

## Defender

*Recommended Forces:* Republic Standing Guard, Spirit Cats

The Defender equals 100% of the Attacker's total force and may deploy anywhere except within 4 hexes of the Attacker's home edge. The defending force must include some conventional vehicles and infantry.

## WARCHEST

**Track Cost:** 500

### Optional Bonuses

**+500 Limping to Victory (Defender Only):** Apply 2D6 armor damage to each location of every Defending unit prior to the start of play; reroll any damage that would cripple or destroy the unit. Halve (round up) all ammunition loads.

**+300 Summer Breeze:** Use the rules for *Light Gale* (see p. 61, *TO*)



## OBJECTIVES

**Head Hunters.** Destroy or cripple the enemy commander. [300]

**Parting Shots.** Destroy or cripple at least 50% of the opposing force. [500]

**Final Bid.** Destroy or cripple at least 75% of the opposing force. [700]

## SPECIAL RULES

The following rules are in effect for this track:

### Cut Off the Head

As long as the commander is present, friendly units ignore *Forced Withdrawal* (see p. 258, *TW*). If the command unit is destroyed, *Forced Withdrawal* rules go into effect as normal. The Defender may designate as a commander either Knight-Errent Alexi Holt, piloting a *Black Knight*, or

Spirit Cat Star Captain Cox, piloting a *Warhammer IIC*. The Attacker must designate one unit as Captain Casson, piloting a *Sun Cobra*.

## Avenging Angels

The track ends with the arrival of ComStar's First Division, the Avenging Angels. After Turn 8, each player rolls 1D6. The results are added together to determine the remaining number of turns before the end of the game.

## AFTERMATH

The battle over Tucker Harwell was both vicious and brief. Despite heavy losses and previous damage, the Republic and Spirit Cat forces fought the Eagle's Talons to a standstill. At that moment, the Avenging Angels made their surprise battlefield debut with a combat drop directly into the middle of the battlefield. The astonishing arrival of the reformed Com Guard announced their presence to the Inner Sphere and ended further hostilities on Wyatt, while a shocked Tucker Harwell was quickly ushered away to the disbelief of those still present.

# AVENGING MESSAGE RECEIVED

## SITUATION

*Canis Wastes*  
Luyten 68-28, Fortress Republic  
15 September 3140

With Tucker Harwell in the hands of Buhl's Blessed Order and the revelation that ComStar had rebuilt the Com Guards, the fate of the HPG network and the Republic hung in the balance. On the order of Paladin Kelson Sorenson, Knight-Errent Alexi Holt embarked on a mission to recover Harwell and return him to the Republic. Four years later, Holt managed to infiltrate ComStar, track Harwell to Buhl's secret Omega research base on Luyten 68-28, and make a daring escape with Harwell in tow. On the run for their lives, Holt was able to alert the Republic.

All the pair had to do was survive and hope the Republic reached them before Buhl did.

## GAME SETUP

*Recommended Terrain:* Wyatt

The Attacker places two Wyatt mapsheets in any legal position and designates one edge as the Attacker's home edge. The Defender's home edge is opposite the Attacker's. Any buildings are reduced to rubble, and water areas are considered dry.

### Attacker

*Recommended Forces:* Eleventh Principles Guards

The Attacker consists of a small force, no larger than a company. Half of the Attacker's force enters from their home edge at the beginning of Turn 1. The remaining units enter from any edge (other than the Defender's home edge) during any Movement Phase of the Attacker's choice after Turn 5. If all the Attacking units are destroyed before Turn 4, the reinforcements enter the battlefield during the Movement Phase of the following turn.

### Defender

*Recommended Forces:* First Division

The Defender equals 75% of the Attacker's total force and consists of elements of Unending Faith III-beta. The Defender sets up all but one unit on the half of the playing area closest to the Defender's home edge. The last unit enters the game from the Defender's home edge during the Movement Phase of Turn 4.

## WARCHEST

**Track Cost:** 300

### Optional Bonuses

**+300 The Wastes:** All woods hexes are considered rough terrain, and 3D6 hexes of Rubble (Ultra) (see p. 39, *TO*) is randomly placed throughout the playing area.

**+400 Remnants of the Jihad:** Use the rules for *Tainted and Toxic Atmospheres* (see p. 56, *TO*) to simulate a toxic radiological/

[WHITFIELD] "Our doctors tell me the damage is largely irreversible. Even with extensive therapy and meds, Tucker's brain will never fully heal."

[Sound of a fist slamming against wood]

[BUHL] "Damn Patricia Harwell! I saw the look in her eyes after Wyatt. I should have pulled her away from Tucker the minute we recovered him. This is my fault. I thought her presence would accelerate his progress, not halt it indefinitely."

[WHITFIELD] "Patricia's excesses may have cost us, but I believe enough of Tucker remains that he may still be of some use to us. Even in his current state, he remains the best candidate to solve the network failure. With your permission, I'd like to take charge of Adept Harwell. I believe I can provide her the proper motivation to achieve our desired results."

[BUHL] "Very well. You may also have what's left of our boy genius. But Whitfield, pray to Blake you do not fail. Next time I will be less tolerant or forgiving of failure."

—Excerpt from recovered communications,  
20 December 3139

poisonous atmosphere. Each player may use XCT Troops (see p. 351, *TO*) for the same cost as a conventional infantry platoon.

**+200 Luyten Distortion:** Apply a +2 to-hit modifier to all missile-based attacks.

## OBJECTIVES

**Hold the Line! (Defender Only)** Keep all of the Attacker's units from getting within 4 hexes of the Defender's home edge for fifteen turns. [200]

**Break Through the Line! (Attacker Only)** Move units to anywhere within 4 hexes from the Defender's home edge. [20 per unit]

**Escape (Defender Only).** At least one-third of the Defender's force must retreat off the Defender's home map edge, but only after Turn 8. (Units exiting earlier do not count towards the completion of this Objective.) [200]

**Meet Your Maker (Attacker Only).** Prevent more than one-third of the Defender's force from retreating through the Defender's home edge, but only after Turn 8. (Units exiting earlier do not count towards the completion of this Objective.) [200]

## SPECIAL RULES

No special rules are in effect for this track.

## AFTERMATH

Landing unopposed on Luyten 68-28, advance elements of the Eleventh Principles Guards collided with a very surprised First Division, which was deeply engaged in the search for Harwell and Holt. With their search mission ended and the Order exposed, the Com Guards quickly alerted Buhl to the RAF's presence.

# PASSAGE OF BELIEF

## SITUATION

*Outside Omega Base  
Luyten 68-28, Fortress Republic  
15 September 3140*

In the face of the RAF's imminent attack, Buhl ordered the Com Guard to abandon Omega Base. As the Blessed Order made their frantic preparations to flee the planet, Buhl directed Unending Faith III-beta to buy them time.

This precious time would be paid for in the blood of true believers.

## GAME SETUP

*Recommended Terrain:* Luyten 68-28

The Defender arranges two Luyten 68-28 mapsheets with their shortest edges together, and designates one of the short edges as the Defender's home edge. The Attacker's home edge is opposite the Defender's. Any buildings are reduced to rubble, and water areas are considered dry. (This track may be played multiple times to represent the Com Guards fighting withdrawal.)

## Attacker

*Recommended Forces:* Eleventh Principles Guards

The Attacker enters the map from their home edge at the beginning of Turn 3. Half of the Attacker's force should be combat vehicles, battle armor, and conventional infantry.

## Defender

*Recommended Forces:* First Division

The Defender consists of Unending Faith III-beta and equals 80% of the Attacker's total force. The Defender's units enter from the Attacker's home edge during the Movement Phase of Turn 1.

*How did we lose him? How did I lose him?*

—Excerpt from Malcolm Buhl's private journal, 17 October 3140

## WARCHEST

**Track Cost:** 400

### Optional Bonuses

**+200 Sandy Sahara:** Use the rules for *Sand* (see p. 39, *TO*).

**+200 Luyten Distortion:** Apply a +2 to-hit modifier to all missile-based attacks.

## OBJECTIVES

**Back to Base Boogie (Defender Only).** Exit at least half of the Defender's force through the Defender's home edge. [400]

**Stone's Hammer (Attacker Only).** Cripple or destroy half of the Defender's total force. [200]

**Command and Control.** Cripple or destroy the enemy commander. [500]

## SPECIAL RULES

The following rule is in effect for this track:

### Field Commanders

Each player secretly selects one unit as their field commander. If the designated command unit is destroyed, the controlling player suffers a -2 Initiative modifier for the rest of the track.

## AFTERMATH

Despite having the numerical advantage, the Com Guard used Luyten's blasted terrain to slow the RAF's advance. While the loss of Omega Base was inevitable, the cost was not in vain. Every minute and every meter Unending Faith III-beta kept the Eleventh Principles at bay meant more time for the Order's evacuation.



# LUYTEN'S HYMN

## SITUATION

Omega Base

Luyten 68-28, Fortress Republic

15 September 3140

After a series of holding actions against the advancing Republic task force, the Order successfully evacuated the bulk of their onsite equipment and personnel from the doomed Omega Base. Surviving elements of Unending Faith III-beta, the last of the Com Guard to leave Luyten 68-28, needed to board their transports while under the guns of the RAF.

## GAME SETUP

*Recommended Terrain:* Luyten 68-28

Place a minimum of four maps in Breakthrough format (see p. 261, *TW*). If using more than four maps, add a second row using the same format, and so on. The Defender selects one of the narrow edges as a home edge; the Attacker's home edge is the opposite. Randomly place 4D6 hardened buildings of various heights throughout the playing area to represent the Com Guard's secretive Omega Base.

## Attacker

*Recommended Forces:* Eleventh Princes Guards

The Attacker equals 125% of the Defender's total force and enters the map from their home edge at the beginning of Turn 1. At least 25% of the attacking force must be a mix of combat vehicles, battle armor, and conventional infantry.

## Defender

*Recommended Forces:* First Division

The Defender consists of Unending Faith III-beta and can deploy anywhere on the playing area except within 5 hexes of the Attacker's edge. Up to half of the defending units may be deployed using *Hidden Unit* rules (see p. 259, *TW*), in Improved Positions (see p. 198, *TO*) or inside any of the buildings. Four hexes from the center of the Defender's home edge the Defending player should place 4 medium DropShips (if possible, use 2 *Unions*, a *Duat* and a *Merlin*). The DropShips should be no further than 2 hexes from each other.

## WARCHEST

**Track Cost:** 600

### Optional Bonuses

**+400 Jihad Wastes:** Use the rules for *Blowing Sand* (see p. 62, *TO*).

**+300 Pinpoint Firepower (Defender Only):** The Attacker has 2 Arrow IV Artillery launchers of Veteran skill 6 maps away from the Attacker's home edge, and has access to 20 Arrow IV rounds of any variation (see pp. 353–357, *TO*). Prior to play, the Attacker must determine what Arrow IV missile variants and ammunition will be used.

*Buhl is a fool to trust Whitfield to get results. My brother is weak. He's always been weak because he lacked the strength of true faith. I could break him ... if I only I had a little more time.*

—Excerpt from Patricia Harwell's private journal, 22 December 3139

## OBJECTIVES

**No Escape (Attacker Only).** Cripple/Destroy Unending Faith III-beta's DropShips. [200 per DropShip]

**Faith's Survival (Defender Only).** Unending Faith III-beta's DropShips escape Luyten 68-28. [150 per DropShip and 25 per escaped unit]

**No Quarter.** Cripple/Destroy over half of the opposing force (not counting DropShips). [600]

## SPECIAL RULES

The following rules are in effect for this track:

### Cruising for a Bruising

On Turn 8 the *Duat's* cruise missiles become available to the Defender. On Turn 10 the Com Guard DropShips' engines have reached liftoff temperature and are able to depart the battlefield. During the End Phase of Turn 10 and any turn thereafter, the Defender may roll 2D6 per DropShip. On a result of 10+ the ship may lift off the following turn using the rules for *Landing and Liftoff* (see p. 87, *TW*), gaining 1 level of altitude each subsequent turn. Once the DropShip exits the atmosphere it is considered escaped.

### Withdrawing from Battle

At any point during the game, the Defender may begin to withdraw their forces and board the grounded DropShips before they make their escape off world using the rules for *Carrying Units* (see p. 89, *TW*).

## AFTERMATH

Pushing through the Division's holding action, the Eleventh Princes pursued the Com Guard troops to their secret Omega Base as they continued a fighting withdrawal off world. While Tucker Harwell and Alexi Holt were rescued from ComStar's clutches, the Blessed Order survived thanks to the efforts of Unending Faith III-beta, who fought until the last possible moment. While the Level III's total losses were light, Tucker's sister Patricia Harwell was killed in action.

# PURSUIT OF PURITY

## SITUATION

Nadir Jump Point  
Epsilon Eridani, Fortress Republic  
2 January 3141

To assist their hunt for the Com Guard, the Republic dispatched two of its remaining WarShips, the heavy cruiser *Auspicious* and destroyer *Triumphus*. Moving quickly from her berth in the Sol system, the *Auspicious* pursued the Com Guards to their base of operations, catching Acolytes of Vision III-gamma as they arrived at the nadir jump point. As the *Auspicious* moved to secure the Com Guard transports, both sides launched fighters and DropShips. The time for subtlety was over; there was no turning back.

## GAME SETUP

*Recommended Terrain:* Space

Place three space mapsheets in an "L" shape. The longer edge is considered the Defender's home edge and is the far opposite of the Attacker's shorter home edge. Consider the edges of the maps as containing enough space debris to automatically cripple any vessel wandering across the edge of the battlefield.

## Attacker

*Recommended Forces:* Aegis-class heavy cruiser *Auspicious*

The Attacker consists of the Aegis-class heavy cruiser *Auspicious*, her attendant DropShips and fighter squadrons. This force is composed of two *Interdictor* SCC DropShips, a *Leopard CV*, an *Arondight* SCC DropShip and four squadrons of *Schrack* OmniFighters. Prior to play the Attacker deploys their entire force within 4 hexes of their home map edge.

## Defender

*Recommended Forces:* Acolytes of Vision III-gamma

The Defender consists of portions of Acolytes of Vision III-gamma and their transport assets. This force includes one *Interdictor* SCC; upgraded *Achilles*, *Union-X*, and *Assault Triumph* DropShips; two squadrons of *Sternensturm* OmniFighters; and four *Mule* DropShips. The Defender deploys their entire force within 4 hexes of their home edge.

## WARCHEST

**Track Cost:** 600

### Optional Bonuses

- +300 ECM: Use the rules for *Electronic Warfare* (see p. 110, SO).
- +300 Sensor Ghosts: Use the rules for *Sensor Shadows* (see p. 114, SO).
- +400 Orbital Debris: Add 3D6 asteroids to each map (see p. 44, SO).
- +200 Q-Ship (Attacker Only): Change a standard *Mule* DropShip to a Pocket WarShip variant.

## OBJECTIVES

**Blockade Runners (Defender Only).** Flee to the planet. [100 per DropShip]

**Zero-G Fatality.** Destroy or cripple the enemy. [300 per fighter squadron, DropShip or WarShip]

**One-way ticket (Attacker Only).** Capture the Com Guards' JumpShips. [100 per JumpShip captured at the end of the track]

*I've just received word from the demi-precentor that the Republic has finally found us. How could they have known? Do we have another traitor in our midst? No, this was blind, dumb luck. Still, we will now have to face our enemy on ground we cannot abandon. Now we will face our dread: the terror of annihilation. Blake, bless your children in their hour of need.*

—Excerpt from Malcolm Buhl's private journal, 14 January 3141

## SPECIAL RULES

The following rules are in effect for this track:

### Com Guard JumpShips

Arrange six JumpShips (suggested: 2 *Magellans*, 1 *Star Lords*, 1 *Tramp* and 2 *Chimeishos*) in 6 hexes of the Defender's home map; these ships should be at least 3 hexes apart from each other. These ships are in the process of executing emergency jump procedures





using their lithium-fusion batteries. On Turn 8 and every fourth turn after, a player may jump a single ship using the rules for *Making a Jump* (see p. 89, *SO*).

#### **JumpShip Capture**

To capture a JumpShip, a unit must carry out a boarding action per the rules for *Carrying Units* (see p. 89, *TW*) and *Boarding Actions* (see p. 188, *TO*). The JumpShips begin the track with 10 marine points onboard. Players looking for accuracy may decide how many of each JumpShip's crew will enter the fight and calculate additional marine points accordingly (see p. 201, *TO*). After the start of the track, the ship's controlling player may add extra security by moving appropriate units into a ship. If the boarding unit is the only combat unit aboard the JumpShip and the unit remains boarded for the next full turn, the JumpShip is considered captured. The attacking unit may also opt to *Board for Damage* (see p. 37, *SO*) to purposefully cripple the targeted vessel. Whoever has control of a JumpShip at the end of the track is considered the owner, unless the ship is destroyed.

Recaptured JumpShips should use the *Crew Losses and Crew Hits* rules (see p. 206, *TO*) if they still remain operational, while captured ships (if not intentionally destroyed) should follow the *Using a Captured Unit* rules (see p. 207, *TO*). Attacks inside a JumpShip (see p. 188, *TO*) against the JumpShip itself, or missed hits against other units, automatically hit the JumpShip and the damage is applied directly to its Structural Integrity.

#### **The Crazy Auspicium Maneuver**

Should the *Auspicious* move within 2 hexes of any ComStar JumpShip, the vessel will be unable to safely jump away. At the end of the track, any JumpShip within the *Auspicious's* 2-hex radius is considered captured.

#### **The Rules of War**

The recovery of Star League technology, the Clan Invasion, and the Jihad disabused most of the Inner Sphere of their reluctance to purposefully target JumpShips, but old habits die hard. Neither the *Auspicious* nor any of her attendant vessels will purposefully target any of the Com Guard JumpShips with weapons fire.

#### **Schrack Attack**

Fighters from the *Auspicious* are allowed the Off-Map Movement Special Ability (see p. 192, *TO*) for this track.

#### **Blockade Running**

To escape the RAF blockade, ComStar DropShips must exit the playing area from the edge of the map opposite their home edge.

#### **AFTERMATH**

During the running space battle from Epsilon Eridani's nadir jump point, the Acolytes of Vision III-gamma lost a number of assault ships, including the *Achilles-class Purity of Purpose* and two Level IIs of ground troops, while a number of irreplaceable JumpShips were captured by daring RAF boarding actions. More importantly, the Republic confirmed the location of the fleeing First Division.

# SILENT DISPATCH

## SITUATION

Outside of New Copley, Thaynes Foothills

Epsilon Eridani, Fortress Republic

11 February 3141

Arriving in early February, the Fourteenth Hastati made a hard burn for Eridani's surface, hoping to end the Com Guard threat once and for all. Coming down fast near the Com Guard's suspected destination of New Copley, the Fourteenth prepared for a bloody landing but was surprised to find the city and spaceport defenseless. The locals, shocked to see a full RAF regiment spoiling for combat, indicated that the surmised Com Guard DropShips leveled off low near the outskirts of the city before heading in the direction of the Thaynes Foothills and Shamus Mountains. With local intelligence sketchy and the initial orbital reconnaissance inconclusive, the RAF had no choice but to advance with caution.

## GAME SETUP

*Recommended Terrain:* Thaynes Foothills

Use a combination of Thaynes Foothills maps to build the playing area. The Defender selects one edge as their home edge; the remaining edges are the Attacker's.

## Attacker

*Recommended Forces:* Fourteenth Hastati Sentinels

The Attacker equals 100% of the Defender's total force. Half of the Attacker's total force may enter the playing area from their map edge beginning Turn 1. The remaining half enters from the same edge at the beginning of Turn 6. At least 50% of the Attacking force must include a mix of combat vehicles, conventional infantry, and battle armor.

## Defender

*Recommended Forces:* First Division

The Defender may set up anywhere on the playing area before the start of the track and must include an even mix of 'Mechs, combat vehicles, conventional infantry, and battle armor. Defending units must be placed on every map if more than one map is used. Up to two-thirds of these units may begin hidden using *Hidden Units* rules (see p. 259, *TW*). The remaining one-third may be placed anywhere on the playing area in *Improved Positions* (see p. 198, *TO*), but they may not use the optional *Hidden Units* rule. Units placed in *Improved Positions* must also mount some form of active ECM. Any infantry units deployed by the Defender are considered to be *Digging In* (see p. 108, *TO*) at the start of play.

## WARCHEST

*Track Cost:* 600

### Optional Bonuses

**+400 Timid Travel (Attacker Only):** The cautious Fourteenth is in no hurry to fall into a Com Guard trap. The Attacker's units will never exceed their Walking/Cruising MP.

**+300 Hold Your Ground:** Use the rules for *Standing Still* (see p. 18, *TO*).

**+400 Frayed Nerves (Defender Only):** All Defending units apply a +1 to-hit modifier to all Piloting and Gunnery skill rolls.

**+600 See No Evil:** Use *Double-Blind Rules* (see p. 220, *TO*).

## OBJECTIVES

**Delaying Action.** Force enemy units to exit the playing area via Forced Withdrawal. [75 per unit]

**First Meetings.** Destroy or cripple the enemy. [50 per unit]

*They're almost here.*

—Excerpt from Malcolm Buhl's private journal, 10 February 3141

## SPECIAL RULES

The following rule is in effect for this track:

### Forced Withdrawal

The rules for *Forced Withdrawal* (see p. 258, *TW*) are in effect. Withdrawing Attacking units must move toward their closest friendly map edge.

## AFTERMATH

The first clash between the Fourteenth Hastati and the Com Guards was as much a surprise to the Republic troops as it was a testament to the fighting spirit of the First Division. While the Fourteenth slowly advanced into the Thaynes Foothills in search of their quarry, the Com Guard waited. Unbeknownst to the RAF or the people of New Copley, the Com Guard had spent years erecting secret fortifications in the area. Lying in wait, the concealed units and hidden positions of Stalwart Covenant III-eta and Chastity of Faith III-zeta inflicted a number of casualties on the shocked Fourteenth before General Rehagen called for a withdrawal. The real battle for Epsilon Eridani had just begun.





# ACTIVE PROBES

## SITUATION

Thaynes Foothills  
Epsilon Eridani, Fortress Republic  
12 February 3141

The first successful defense of First Division's outer defensive ring gave the Avenging Angels both hope and a small dose of courage. Hoping to press his advantage, Precentor Buhl authorized a series of early-morning probes by Heralds of Pious Light III-delta and Stalwart Covenant III-eta against the Fourteenth's cantonments, in the hopes of catching the RAF troops off guard.

## GAME SETUP

*Recommended Terrain:* Thaynes Foothills, Light Urban

Set up using the Thaynes Foothills and Light Urban terrain table (see p. 263 *TW*). A supply depot should be set up on one of the Light Urban maps. If multiple maps are used, the map edges closest to the depot are considered the Defender's home edges, with the opposite edges the Attacker's. This track may be played multiple times in conjunction with the track *Mission: Heavy Scout* (see p. 141, *ER3145*) to represent different Com Guard attacks against the Fourteenth Hastati.

## Attacker

*Recommended Forces:* First Division

For each scenario, the Attacker may use up to four Level IIs of units from either Heralds of Pious Light III-delta or Stalwart Covenant III-eta, but the force must include a mix of BattleMechs, combat vehicles, conventional infantry, and battle armor. The Attacker's force may not exceed 150% of the Defender's force. The Attacker's units begin the game off the playing area and enter the battlefield from their assigned edges at the beginning of Turn 1.

## Defender

*Recommended Forces:* Fourteenth Hastati Sentinels

The Defender consists of the Fourteenth Hastati Sentinels, and the force must also include a mix of BattleMechs, combat vehicles, conventional infantry, and battle armor. The Defender must set up within 10 hexes of the Defender's home edges, and up to half of these units may begin as *Hidden Units* (see p. 259, *TW*) and in *Improved Positions* (see p. 198, *TO*).

## WARCHEST

**Track Cost:** 700

### Optional Bonuses

**+400 Dawn Riders:** The Com Guards rode in with Epsilon Eridani's rising sun. Use the rules for *Dawn* (see p. 58, *TO*).

**+300 Hurry Up:** Neither side is keen on wasting precious time. Use the rules for *Hurried Movement* (see p. 20, *TO*).

## OBJECTIVES

**The Supplies.** Capture or protect the supplies. [50 per 10 tons]

**Not a Morning Person.** Destroy or cripple at least half of the opposing force. [500]

## SPECIAL RULES

The following rules are in effect for this track:

### Forced Withdrawal

*Forced Withdrawal* rules (see p. 258, *TW*) are in effect, and the withdrawing units must move towards their closest friendly map edge.

*Our current routes through the mountains won't support the sheer amount of people and equipment we now have present. I've tasked Adept Roseman and his acolytes to find us alternative routes. I pray to Blake we won't need to use them.*

—Excerpt from Malcolm Buhl's private journal, 11 February 3141

## Supply Depot Fourteen

The Defender places 8 buildings within the Defender's deployment zone. The buildings are single-hex, Level 1 heavy buildings with a CF of 70. These 8 buildings represent the supply depot's cargo sheds, and they are filled with ammunition and parts. Each shed is filled with 40 tons of supplies in four standard 10-ton cargo containers (see p. 239, *TM*). Destruction of a supply shed releases a powerful explosion. Apply 70 damage to units inside the building, 60 damage to units in adjacent hexes, 50 damage to units 2 hexes away, 40 damage to units 3 hexes away, and so on. Apply damage in 5-point groups. Cargo destroyed in the supply sheds does not count towards the track's Objectives.

## The Bonnie and Clyde Routine

The Attacker is supplied with 8 hovertrucks, such as Buffalo BFFL Hovertrucks (see p. 66, *Technical Readout: Vehicle Annex Revised*) or the equivalent support vehicle. Each hovertruck is capable of holding 30 tons of supplies and comes equipped with a ten-person squad of exoskeleton-equipped cargo loaders, such as the P-5000 Powerloader (see p. 190, *TRO:VAR*). These units do not count toward the Attacker's total force and are specifically designated to retrieve stolen cargo. Any Buffalo truck that ends its turn in a hex adjacent to a supply shed may attempt to load cargo on the following turn. For each turn the hovertruck and associated cargo loader squad remains adjacent to the supply shed, they can load 10 tons of cargo, to a maximum of 30 tons. To receive points for the track Objective, the Attacker must exit cargo-carrying trucks from the play area via either of the Attacker's home edges; however, any truck that exits the playing area may not return. Trucks may attempt the *Bootlegger* maneuver (see p. 25, *TO*) to help escape combat more quickly.

Any truck, loader squad, or carried cargo destroyed during the Track does not count towards the track's Objectives.

## AFTERMATH

Making their approach under the cover of darkness, the First Division launched their raids at dawn on 12 February, and for a second time in as many days the Com Guards surprised the Fourteenth Hastati. Level IIs from both First Division units hit their assigned targets with minimal difficulty, using stealth and their unfamiliar equipment to penetrate the RAF's lines and make off with hundreds of tons of vital supplies. In particular, two Level IIs from Stalwart Covenant III-eta caused significant havoc in the Sentinels' rear areas until two companies from the Fourteenth's third battalion hunted them down. While the Fourteenth did inflict significant Com Guard casualties, they were now soundly on the defensive. Satisfied with the result, Precentor Buhl considered the operation a success.

# WHITE WINGS OF EPSILON ERIDANI

## SITUATION

Thaynes Foothills  
Epsilon Eridani, Fortress Republic  
15 February 3141

Wary of what other surprises the Com Guard may have had in store since the morning attacks of 12 February, General Rehagen kept the Fourteenth Hastati on the defensive. While light probes into the Thaynes Foothills continued to confirm the Com Guard's presence and potency, it wasn't until Stone's Revenants landed two days later that the Republic troops again took action. Bolstered by the arrival of the veteran Revenants, the RAF force advanced towards the Com Guard's position, where the First Division welcomed them.

## GAME SETUP

*Recommended Terrain:* Thaynes Foothills, Shamus Mountains

Use a combination of maps to build the playing area. The Defender selects one edge as their home edge; the opposite edge is the Attacker's. This track may be played multiple times in conjunction with the tracks *Mission: Ambush* (see p. 136, ER3145), *Mission: Crossfire* (see p. 139, ER3145) and *Mission: Running the Gauntlet* (see p. 142, ER3145) to represent the RAF's advance.

## Attacker

*Recommended Forces:* Fourteenth Hastati Sentinels, Stone's Revenants

The Attacker equals 150% of the Defender's total forces and should be built around a combination of Hastati and Revenant units, with an even mix of BattleMechs, combat vehicles, conventional infantry, and battle armor. Divide the Attacking force equally into two groups. The first group deploys from the Attacker's home edge on Turn 1. On Turn 4, the second group may deploy from the same edge.

## Defender

*Recommended Forces:* First Division

The Defender should use a mix of forces from Stalwart Covenant III-eta, Chastity of Faith III-zeta and Heralds of Pious Light III-delta. If an insufficient number of units are available for this track, units from only one Level III can be used, but the Attacker's force should not contain more than three 'Mech Level IIs, and the total force should not exceed one Level III per track. A mix of 'Mechs, combat vehicles, conventional infantry, and battle armor should be used.

Prior to play, the Defender may set up half of their units as *Hidden Units* (see p. 259, TW) within 8 hexes of their home edge. The remaining units are placed as normal within 6 hexes of the Defender's home edge. In addition, the Defender may also secretly place four 15-point command-detonated minefields (see p. 209, TO) and four 15-point command-detonated EMP minefields (see p. 365, TO) prior to gameplay.

*When I ordered the Heralds and the Covenant to probe the Republic lines yesterday I had hoped Demi-Precentor Yelma's little divisionary raid would force the Republic back on their heels. A follow-up assault aimed at their transports would have forced the Hastati to retreat, and additional pressure could have forced them off world long enough for us to get past their blasted WarShip. Now I've received reports of a second wave of incoming Republic DropShips ...*

—Excerpt from Malcolm Buhl's private journal, 13 February 3141

## WARCHEST

**Track Cost:** 600

### Optional Bonuses

**+500 Drizzle:** Use the rules for *Light Rain* (see p. 59, TO).

**+500 Tall Stands:** Treat all wood hexes as *Woods (Ultra-Heavy)* (see p. 40, TO).

## OBJECTIVES

**Push Harder.** Destroy, cripple, or drive off 50% of the opposing units. [600]

**No Mercy.** Destroy, cripple, or drive off all of the enemy units. [900]

## SPECIAL RULES

The following rules are in effect for this track:

### Forced Withdrawal

The rules for *Forced Withdrawal* (see p. 258, TW) are in effect for this track.

### Friendly Flyboys

For every four Attacking units deployed, the Defender gains access to a single light aerospace fighter, such as the *Sternensturm* OmniFighter. At the beginning of Turn 4 and every turn thereafter that the Defender has aerospace fighters remaining, they may roll 1D6. On a roll of 5+, a single fighter will appear from the Defender's home edge on the following turn. The fighter may be used to make a single strafing, strike, or bomb attack. After the fighter makes its attack, it must leave the battlefield.

## AFTERMATH

Bolstered by the arrival of Stone's Revenants, the combined force of RAF troops began to drive the entrenched Com Guards back. Despite fierce fighting and the almost complete loss of Chastity and Faith III-zeta, Precentor Buhl waited to withdraw to the Shamus Mountains until the last possible moment. In doing so, Buhl was forced to commit his last aerospace fighters to bomb the passes leading to First Division's final redoubts.

# REFORM OF THE DEAD

## SITUATION

*Shamus Mountains*  
*Epsilon Eridani, Fortress Republic*  
 16 February 3141

Buhl's bombing of the passes leading into the Shamus Mountains barely slowed the advancing RAF. Using explosives and brave combat engineers to clear paths, the Republic force quickly gained access to the mountain passages to continue their pursuit.

## GAME SETUP

*Recommended Terrain:* Shamus Mountains

Use a combination of Shamus Mountain maps to build the playing area. Set up the maps in a double-wide Breakthrough format (see p. 261, *TW*). The Defender selects one short edge as their home edge; the opposite short edge is the Attacker's. The mapsheets on the Attacker's side of the battlefield (with their home edge) should contain canyons or sublevels, such as Deep Canyon #1 or #2 (MS5, MCS1). All Level 0 hexes that are two rows from the Attacker's home edge are considered to be *Rough (Ultra)* (see p. 39, *TO*) to represent the blown passages. This track may be played multiple times.

## Attacker

*Recommended Forces:* Fourteenth Hastati Sentinels, Stone's Revenants

The Attacker equals 200% of the Defender's total force and must be a mix of BattleMechs, combat vehicles, conventional infantry, and battle armor. 25% of the Attacking force enters the playing area from the Attacker's home edge at the beginning of Turn 1; the next 25% enter on Turn 2; the next 25% enter on Turn 3; and the final 25% enter on Turn 4.

## Defender

*Recommended Forces:* First Division

The defending force consists of both Blake's Guardians III-epsilon and Acolytes of Vision III-gamma, and contains a mix of BattleMechs, combat vehicles, conventional infantry, and battle armor. Up to half of the Defender's total force may deploy as *Hidden Units* (see p. 259, *TW*) in *Improved Positions* (see p. 198, *TO*).

## WARCHEST

**Track Cost:** 700

### Optional Bonuses

**+600 Sheer Shamus:** Use the rules for *Sheer Cliffs* (see p. 39, *TO*).

**+600 Mechanized Mountaineers:** Use the rules for *Climbing and Leaping* for 'Mechs (see p. 22, *TO*) and *Climbing* for infantry (see p. 27, *TO*).

## OBJECTIVES

**Gory Gauntlet.** Destroy or cripple at least 60% of the opposing units. [700]

**Boulder Dash.** Destroy or cripple at least 80% of the opposing units. [900]

*With the blood of Blake's brave men and women, we've bought ourselves some time. I just hope their sacrifice was enough. I must ensure the survival of the Order, our research, and some measure of the Guard, even if it costs me my life.*

—Excerpt from Malcolm Buhl's private journal, 15 February 3141

## SPECIAL RULES

The following rules are in effect for this track:

### Celerity Celebrities

At the beginning of Turn 4, from their home edge the Defender may deploy 1D6 *Celerity* OmniMechs outfitted in their primary configuration. These 'Mechs are considered to be of Regular skill.

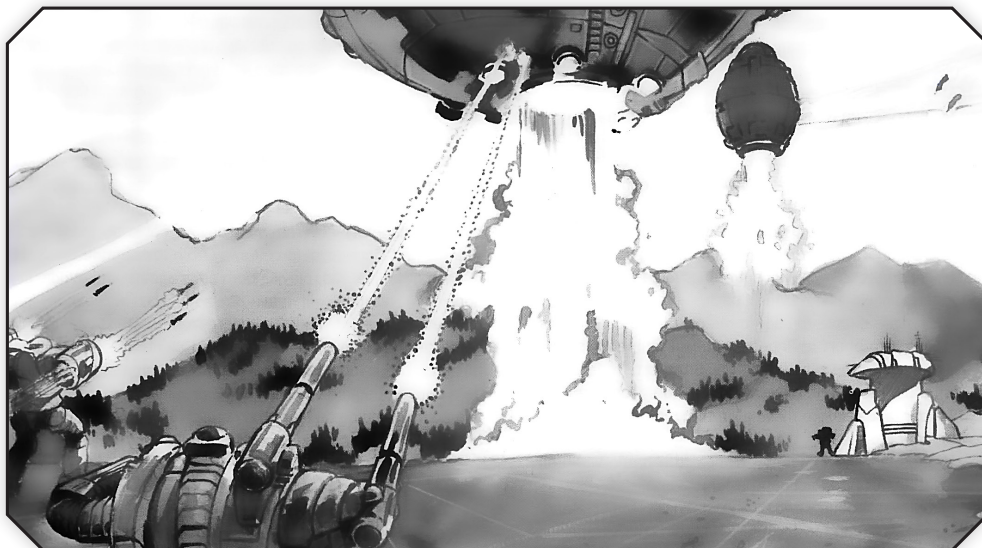
### Duat Sky Dancers

At the beginning of Turn 4, the Defender may access the support of artillery-carrying DropShips, such as the *Duat*-class vessels *Sword of Focht*, *Faith's Blessing*, and *Divine Shield*. These DropShips are located 25 mapsheets away. Due to combat and low supplies, any deployed DropShips have a total of 14 rounds available between them.

## AFTERMATH

Despite hidden artillery and anti-aircraft batteries at their disposal, Blake's Guardians III-epsilon and Acolytes of Vision III-gamma could only slow the RAF advance, and on 19 February another push by the Fourteenth Hastati almost broke their lines. In danger of their positions being overrun, Buhl deployed his remaining assets, *Celerity* OmniMechs and hidden *Duat* DropShips loaded with powerful cruise missiles.

With most of the Republic force surrounded by the deep canyons and sheer cliffs of the Shamus Mountains, the Com Guard drones and cruise missiles inflicted horrendous casualties on the RAF forces. Buhl's gambit successfully stalled the RAF's advance, but at a cost. Republic counterbattery fire zeroed in on Buhl's remaining aerospace assets and destroyed the once-hidden Com Guard ships. All possibility of escape was lost.



# A BLESSED ORDER

## SITUATION

Alpha Base, Shamus Mountains  
Epsilon Eridani, Fortress Republic  
20 February 3141

Despite the formidable anti-air defenses that still remained, the devastating effects of the Com Guard artillery convinced the RAF that the quickest way to end the fight was to conduct a daring combat drop directly atop the First Division. While General Rehagen and First Battalion of the Fourteenth Hastati volunteered to conduct the drop, the rest of the RAF taskforce prepared to charge the Com Guard lines.

## GAME SETUP

*Recommended Terrain:* Shamus Mountains

Set up two separate battlefields for this track. The first playing area should consist of at least one mountain, such as Desert Mountain #1 and #2 (MS3, MSC1) to represent the Artillery Map. For gaming purposes the Artillery Map is considered to be 16 mapsheets away from the second battlefield. The second battlefield should be sized according to the number of units deployed by the Attacker and Defender, and be a combination of Shamus Mountain maps. On both battlefields, the Defender selects one edge as their home edge, and the Attacker's edge is the opposite.

## Attacker

*Recommended Forces:* Fourteenth Hastati Sentinels, Stone's Revenants

The Attacker consists of Stone's Revenants and First Battalion of the Fourteenth Hastati and equals 200% of the Defender's total force. Half of the Attacker's force enters the playing area from the Attacker's home edge at the start of play. The remaining half may deploy in the form of an orbital combat drop. These reinforcements are dropped at the start of play from Atmosphere Row 2 on the *High Altitude Map* (see p. 79, *TW*) using the rules for *Dropping Troops* (see p. 22, *SO*). On the separate Artillery Map, the Attacker deploys units according to the *Taranis Twist* Special Rules below.

## Defender

*Recommended Forces:* First Division

The Defender consists of the full strength of Unending Faith III-beta and may setup anywhere on the main playing area, with up to half of the Level III's units deploying as *Hidden Units* (see p. 259, *TW*) in *Improved Positions* (see p. 198, *TO*). On the separate Artillery Map, the Defender deploys units according to the *Avenging Artillery* Special Rules below.

## WARCHEST

**Track Cost:** 900

### Optional Bonuses

**+600 Battered and Bruised:** All units roll 2D6 worth of damage per unit per location; reroll any damage that would cripple or destroy the unit. Halve (round up) all ammunition loads.

**+600 Dust Riders:** The Sentinels dropped with the setting sun. Use the rules for *Dusk* (see p. 58, *TO*).

*I know the end is coming. The loss of our DropShips removed any chance of escape off world, but through sheer force of conviction, Blake's chosen have held our enemy at bay. It's only a matter of time, but there's hope we can still survive.*

—Excerpt from Malcolm Buhl's private journal, 19 February, 3141

## OBJECTIVES

**Capture the Toms.** Capture or protect the Long Toms. [125 per Long Tom]

**Hello, Hastati (Defender Only).** Shoot down the combat-dropping units. [50 per enemy unit]

**Fractured Faith.** Cripple or destroy 75% of the opposing units. [800]

## SPECIAL RULES

The following rules are in effect for this track:

### Fearsome Flak

For every four units deployed by the Attacker, the Defender can add to their force a single anti-aircraft platform, such as the MHI Defense AA Tank or Pollux ADA Tank. Half of these units (rounding down) can deploy as *Hidden Units* (see p. 259, *TW*) in *Improved Positions* (see p. 198, *TO*). These tanks do not count toward the Defender's total force.

### Avenging Artillery

Prior to the start of play, the Defender should deploy four artillery units, such as LT-MOB-25 Mobile Long Tom Artillery, 8 hexes from the Defender's home edge on the Artillery Map playing area. These units are Regular skill and have a total of 15 rounds of ammunition available, divided between the units. The Defender can also deploy two mixed Level IIs of BattleMechs and infantry to represent the surviving elements of the Division's other Level IIIs; however, each Level II may include no more than two BattleMechs, and each 'Mech must weigh 45 tons or less. These units must be deployed within 4 hexes of the Long Toms, and infantry should use the rules for *Digging In* (see p. 108, *TO*).

### Taranis Twist

At the start of Turn 1, the Attacker may deploy 16 squads of battle armor, such as Taranis Battle Armor, and associated transports, such as Scapha Hover tanks, from their home edge on the Artillery Map.

## AFTERMATH

Although the combat drop proved costly in lives and equipment, the dropping Fourteenth Hastati threw the First Division's carefully prepared defense into total disarray. During the battle, the regiment deployed fast-moving battle armor and hovercraft to destroy the Order's artillery batteries. As the remaining RAF entered the fray, the First Division's final lines of resistance were crushed.

# ANGEL'S REQUIEM

## SITUATION

Alpha Base, Shamus Mountains  
Epsilon Eridani, Fortress Republic  
20 February 3141

Pushing their advantage through the rest of the day, the fighting descended into a vicious night melee as the RAF pushed the remains of the First Division into their base.

## GAME SETUP

*Recommended Terrain:* Shamus Mountains

Use a minimum of four maps for this track; two maps should be Military Base #1 and Military Base #2. The Defender's forces are placed anywhere on the playing area. The Attacker's forces enter from all four map edges at the start of Turn 1.

## Attacker

*Recommended Forces:* Fourteenth Hastati Sentinels, Stone's Revenants

The Attacker equals 150% of the Defender's total force and must include an even mix of BattleMechs, combat vehicles, conventional infantry, and battle armor. The Attacker will split his total force into four equal groups and assign one group to each map edge; however, prior to play, half of the units from each group may be kept hidden from the Defender until the start of play.

## Defender

*Recommended Forces:* First Division

The Defender is the full remnant of First Division and should not total more than one Level III in strength. This force should be an even mix of 'Mechs, combat vehicles, conventional infantry, and battle armor and will deploy in *Improved Positions* (see p. 198, *TO*) before the start of play.

## WARCHEST

*Track Cost:* 900

### Optional Bonuses

**+400 Blackout:** Use the rules for *Full Moon* (see p. 58, *TO*) and *Sheer Cliffs* (see p. 39, *TO*).

**+800 Battle Damage:** Roll 2D6 of damage for every unit and every location. For each unit, roll one critical hit per location. Reroll all critical hits that would cripple or destroy the unit. Cut all ammunition loads in half (rounding down).

Night fell.  
They died.  
Thus goeth ComStar.

—Excerpt from Colonel Thaddeus Yewande's private journal, 26 February, 3141

**+800 Fighting Fatigue:** All units operate under *Fatigue* (see p. 198, *TO*) as if it was Turn 20.

## OBJECTIVES

**Righteous Campaign.** Destroy or cripple 100% of the enemy force. [1200]

**Blackout.** Destroy or cripple 80% of the enemy force. [900]

**Headhunter.** Destroy or cripple enemy commanders. [400 per enemy commander]

## SPECIAL RULES

The following rules are in effect for this track:

### Commanders

Each player must designate two commander units. These units have a starting skill level of Veteran unless otherwise modified. Beginning on Turn 2, for every active commander on the field the controlling player receives a +1 Initiative bonus. This bonus is cumulative, and the loss of a commander removes the associated bonus. For historical accuracy, the Defender should include Demi-Precentor Jacob Kenyon of Unending Faith III-beta in his AEM-05C *Dragoon*; the Attacker should use Major Herman Manes of the Fourteenth Hastati Sentinels in his custom LMT-2R *Lament*.

## AFTERMATH

By the end of 21 February, a final charge by RAF Major Herman Manes effectively shattered all organized resistance; however, a small number

of Com Guards managed to flee deeper into the mountains. With RAF capture teams hot on their tail, there was no escape. The pursuit lasted for four more days and cost dozens of additional lives. However, it would be many months before the remains of the Blessed Order and Com Guards met their final end at the hands of the Black Torrent.



# ALPHA AND OMEGA

The Order's secret bases were a testament to the continued skill of ComStar to hide and obfuscate information as much as they were the product of one man's drive. In the span of a decade, Malcolm Buhl took a small group of true believers and reorganized them into a powerful secret sect with the singular goal of resurrecting ComStar to its former glory.

In the years before Buhl's rise to power, the earliest neo-Blakists operated a number of storage depots throughout Prefecture X. Built in secret after the Jihad by former Com Guard members who were less than happy with Stone's treatment of ComStar after the war, these caches housed military equipment allegedly destroyed during the liberation by Stone's forces during the fading years of the Jihad. In addition to providing the genesis for the Blessed Order, these secret storehouses provided the equipment to found the future Avenging Angels. As the Order matured and expanded, other secret facilities evolved to pursue other important functions, such as the concealed polar HPG built on Mars. During the Com Guard's flight to Epsilon Eridani, many of these secret safe houses and equipment caches were stripped as part of Buhl's plan to consolidate and secure the organization from potential exposure and possible eradication. Unfortunately for Buhl and the Blessed Order, the Republic was able to ascertain their final destination from decrypted intelligence recovered after the Com Guards abandoned Luyten 68-28.

However, contrary to what the Republic news fed the civilian population after the battle, the Order wasn't fully eradicated on Epsilon Eridani. While the bulk of the Order and the Avenging Angels were exterminated, some survived at their secret bases inside Fortress Republic. Considered too valuable or too important to destroy—like the Order's attachment to the New Earth Trading Company's manufacturing operation on New Earth—these small, isolated Com Guard facilities were staffed with some of the most fanatical of Malcolm Buhl's zealots.

Using the information captured on Luyten 68-28 and Epsilon Eridani, the Black Torrent faced these neo-Blakists as they scoured the Fortress for the Order's last remnants. In the ruins of an ancient Star League university campus on Caph, the Blessed fought to the last man protecting a cache of small arms. The same occurred on Zavijava, where the Torrent cleansed a supposedly abandoned branch of a Succession Wars-era native Dolomite mine. Pushed to their final subterranean chamber, the fanatics opted to detonate hidden explosives rather than face capture. At the Arietis asteroid belt in the Sheratan system, the Black Torrent battled through one sealed bulkhead to the next to secure the small research station. In the aftermath, evaluation of the partially functional research platform revealed an ambitious software project underway. Although years from completion, the experimental control software—based on

surviving Caspar II data—helped improve operational control over the RAF's growing drone force.

The single exception to these small redoubts was the Order's sprawling Alpha complex on Epsilon Eridani. Now little more than smoking rubble, Alpha Base eclipsed even the Luyten 68-28 research facility in size and grandeur. Using funds siphoned from ComStar, Buhl spent years searching for this former SLDF base. When the depot was found, along with a cache of Star League-era equipment and materials, the Order refurbished and expanded the location to become their proverbial "Hilton Head."

By 3135, most of First Division's materiel was stockpiled at Alpha, and plans were being made to transfer some of the Order's more sensitive projects on-site. Alpha Base was Buhl's crown jewel, and the Order protected its secrecy with a meticulously maintained selection of dummy corporations and faux nonprofit organizations that purchased large swaths of the surrounding land, while communication to and from the base was obfuscated and directed off-world through Order couriers.

## Blessed Order Bases

The first Order facilities were simple storage units and warehouses filled with carefully concealed war equipment. Unstaffed, these caches were remotely monitored for added protection. Later, the Order expanded to abandoned mines, small transfer stations, and other out-of-the-way locations when a permanent presence was deemed necessary. These small auxiliary facilities were hidden in plain sight and boasted minimal defenses. A Level II of infantry armed with small arms or a few inconspicuous vehicles was typical. When possible or warranted, self-destruct mechanisms were also installed. The Order also used civilian fronts—some unknowingly sponsored by ComStar—and other legitimate commercial concerns to hide their operations. The larger, more exotic facilities, like those on Luyten 68-28 and Epsilon Eridani, were in a class

by themselves. Each possessed extensive bunkers, repair facilities, and military-grade defensive capabilities.

The following Republic systems and planets had notable Blessed Order facilities:

- Caph
- Yorii
- Sheratan (Arietis Asteroid Belt)
- Terra (Mars)
- Zavijava
- Alula Australis
- New Earth
- Luyten 68-28
- Epsilon Eridani
- Hall
- Rigil Kentarus



From: Paladin Kelson Sorenson  
To: Exarch Jonah Levin  
Date: 1 Oct 3143

Jonah,

Knight Miller's onsite reports from Epsilon Eridani were dead wrong. Despite early fears that the Order deployed the same "cleanser" virus the WoB used back in the '80s to wipe their computer systems, I can safely report that we have indeed recovered petabytes of encrypted Order data. While Buhl's people expertly wiped the active system—which led to the early "virus" theory—they failed to destroy their storage library. If the salvage team's after-action reports are correct, the library was saved when stray artillery severed the primary power and cable conduits under hundreds of tons of Epsilon granite. Buhl's people attempted to burn the servers remotely, but the extra rock and heavy ECM blocked the connection. Lucky for us, the avalanche didn't compromise the bunker's roof. Recovery operations were slow going, but after two years of onsite work, our salvage teams were able to retrieve the encrypted data.

What our initial decryption efforts have revealed, thus far, have been impressive. One of the most useful and interesting pieces of intelligence we've recovered is some of Malcolm Buhl's personal journals. While his writings paint a disturbing picture of a true believer who hid in our midst for decades, we can now say with absolute certainty that Malcolm's so-called "Blessed Order" was not responsible for Gray Monday. I know Alexi told us as much after her rough treatment on Luyten, but I wasn't as sure. For all the time I spent with him, Buhl may have been playing the same long game his forebears were famous for. After all, it would have been quite a coup for Buhl to have engineered the Blackout to bankrupt ComStar and then ride to the rescue at the last second with a fix. That kind of move would have secured him the Prime Administrator position and the Order's future.

However, Malcolm's personal journal spells it all out. In fact, if Buhl's words can be believed, not only did his Order have no part in executing Gray Monday, but he was actively searching for the culprits. So whatever else Malcolm and his fanatics may be guilty of, disabling the HPG network isn't one of them.

We're still sifting through the mountain of operation data, but I took the liberty of forwarding all of their HPG research data to Project Sunlight. I'm not sure the information will be of any use, since most of the data is from Tucker's time on Luyten. (Warning: Some of the security footage is pretty painful to watch.)

Still, the raw material might help our people fill in some of the blanks. Buhl's people didn't have a lot of time to make much headway between Luyten and Eridani, but they came up with some interesting theories based on Harwell's work and the failed polar test. Speaking of our missing boy genius, has Holt made any headway tracking him down since Geneve?

—Kelson

# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Pollux II ADA Tank

**Movement Points:** Tonnage: 75  
**Cruising:** 3 **Tech Base:** Inner Sphere  
**Flank:** 5 **(Advanced)**  
**Movement Type:** Tracked **Era:** Dark Age  
**Engine Type:** Light Fusion Engine

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	Small X-Pulse Laser	FR	3 [P, AI]	—	2	4	5
1	Arrow IV	TU	20	—	1	2	8
			[A, E, S, F]				
1	Silver Bullet Gauss Rifle	TU	15	2	7	15	22
			[DB, C/F/X]				
1	Small X-Pulse Laser	TU	3 [P, AI]	—	2	4	5

Ammo: [Silver Bullet] 24, [Arrow IV] 15, [Arrow IV Homing] 15

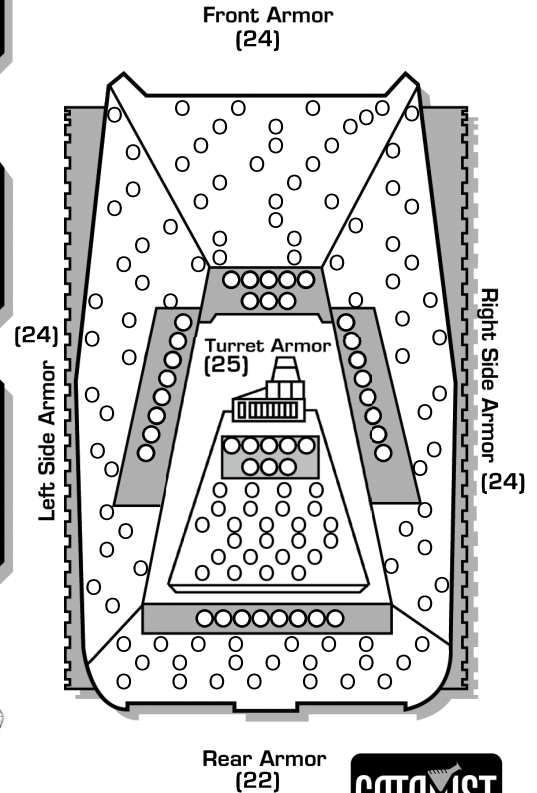
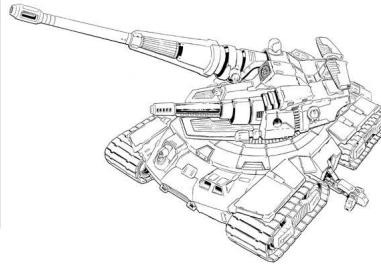
BV: 1,224

#### 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  0  
**Motive System Hits**  +1  +2  +3  
**Stabilizers**  
 Front  Left  Right   
 Rear  Turret



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### 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 Vehicles 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 right (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
		WIGE	+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.

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# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Lament LMT-2R Manes

Movement Points: **Tonnage:** 65  
 Walking: 5 **Tech Base:** Mixed Tech (I.S.)  
 Running: 8 **Era:** Dark Age

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	HD	—	[E]	—	—	—	—
1	Improved Heavy Medium Laser (Clan)	RT	7	10 [DE,X]	—	3	6	9
1	Radical Heat Sink System	RT	—	[E]	—	—	—	—
1	Improved Heavy Medium Laser (Clan)	LT	7	10 [DE,X]	—	3	6	9
1	ER PPC (Clan)	RA	15	15 [DE]	—	7	14	23
1	ER PPC (Clan)	LA	15	15 [DE]	—	7	14	23

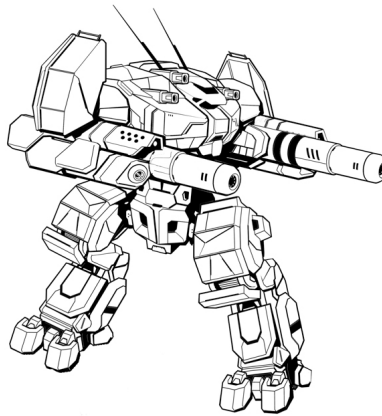
BV: 2,297

### WARRIOR DATA

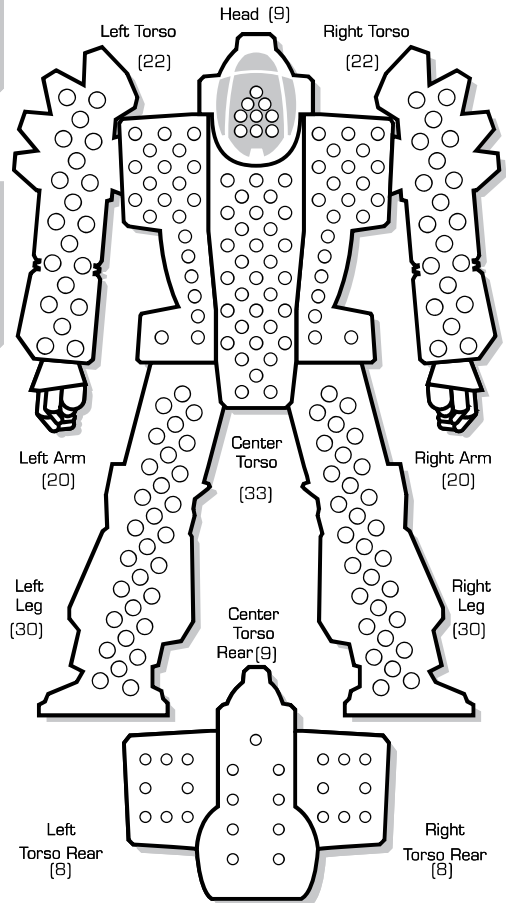
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

1	2	3	4	5	6
3	5	7	10	11	Dead

  
 Consciousness#



### ARMOR DIAGRAM

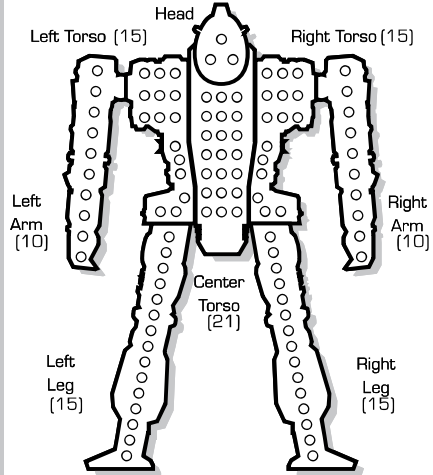


### CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>1-3 Double Heat Sink (Clan)</li> <li>Double Heat Sink (Clan)</li> <li>ER PPC (Clan)</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>C<sup>3</sup> Slave</li> <li>Sensors</li> <li>Life Support</li> </ol>	<h4>Right Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>1-3 Double Heat Sink (Clan)</li> <li>Double Heat Sink (Clan)</li> <li>ER PPC (Clan)</li> </ol>
<ol style="list-style-type: none"> <li>ER PPC (Clan)</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>4-6 Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>	<h4>Center Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>1-3 Compact Gyro</li> <li>Compact Gyro</li> <li>XL Fusion Engine</li> </ol>	<ol style="list-style-type: none"> <li>ER PPC (Clan)</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>4-6 Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>
<h4>Left Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>1-3 Double Heat Sink (Clan)</li> <li>Double Heat Sink (Clan)</li> <li>Double Heat Sink (Clan)</li> </ol>	<ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>4-6 Double Heat Sink (Clan)</li> <li>Double Heat Sink (Clan)</li> <li>Light Ferro-Fibrous</li> <li>Light Ferro-Fibrous</li> </ol>	<h4>Right Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>1-3 Double Heat Sink (Clan)</li> <li>Double Heat Sink (Clan)</li> <li>Improved Heavy Medium Laser (Clan)</li> </ol>
<ol style="list-style-type: none"> <li>Double Heat Sink (Clan)</li> <li>Improved Heavy Medium Laser (Clan)</li> <li>Improved Heavy Medium Laser (Clan)</li> <li>4-6 Light Ferro-Fibrous</li> <li>Light Ferro-Fibrous</li> <li>Light Ferro-Fibrous</li> </ol>	<div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Engine Hits</b> ○○○  <b>Gyro Hits</b> ○○  <b>Sensor Hits</b> ○○  <b>Life Support</b> ○                 </div>	<ol style="list-style-type: none"> <li>Improved Heavy Medium Laser (Clan)</li> <li>Radical Heat Sink System</li> <li>Radical Heat Sink System</li> <li>4-6 Radical Heat Sink System</li> <li>Light Ferro-Fibrous</li> <li>Light Ferro-Fibrous</li> </ol>
<h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>	<p style="text-align: center;">Damage Transfer Diagram</p>	<h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>



### INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level*	Effects
30*	Shutdown
29	Ammo Exp. avoid on 8+
28*	Shutdown, avoid on 10+
27	-5 Movement Points
26*	+4 Modifier to Fire
25*	Ammo Exp. avoid on 6+
24*	Shutdown, avoid on 8+
23*	-4 Movement Points
22*	Ammo Exp. avoid on 4+
21	Shutdown, avoid on 6+
20*	+3 Modifier to Fire
19*	-3 Movement Points
18*	Shutdown, avoid on 4+
17*	+2 Modifier to Fire
16	-2 Movement Points
15*	+1 Modifier to Fire
14*	-1 Movement Points
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

### HEAT DATA

Heat Level*	Effects	19 (38) 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: Dragoon AEM-05C

**Movement Points:**     **Tonnage:** 70  
**Walking:** 4             **Tech Base:** Mixed Tech (I.S.)  
**Running:** 6                 [Advanced]  
**Jumping:** 3             **Era:** Dark Age

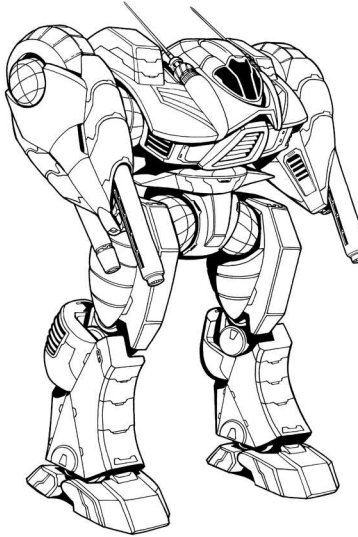
### WARRIOR DATA

**Name:** \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Piloting Skill:** \_\_\_\_\_  
**Hits Taken**    1   2   3   4   5   6  
**Consciousness#** 3   5   7   10   11   Dead

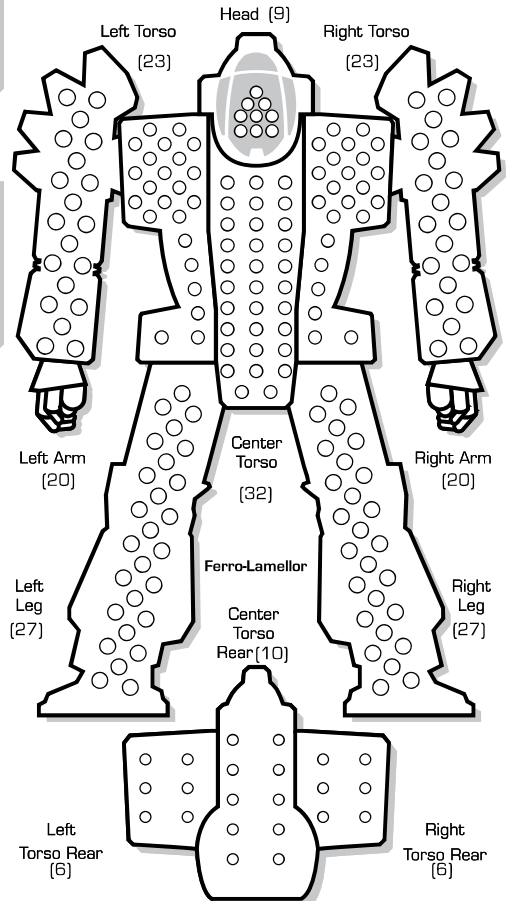
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C³ CPU	RT	—	[E]	—	—	—	—
1	Angel ECM Suite	LT	—	[E]	—	—	—	6
1	LB 10-X AC	RA	2	10	—	6	12	18
				[D,B,C/F/S]				
2	Medium X-Pulse Laser	LA	6	6 [P]	—	3	6	9
1	Plasma Rifle	LA	10	10	—	5	10	15
				[D,E,H]				

BV: 1,893



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

<p><b>Left Arm</b></p> <p>1. Shoulder</p> <p>2. Upper Arm Actuator</p> <p>1-3. Plasma Rifle</p> <p>4. Plasma Rifle</p> <p>5. Medium X-Pulse Laser</p> <p>6. Medium X-Pulse Laser</p>	<p><b>Head</b></p> <p>1. Life Support</p> <p>2. Sensors</p> <p>3. Cockpit</p> <p>4. Ferro-Lamellor (Clan)</p> <p>5. Sensors</p> <p>6. Life Support</p>	<p><b>Right Arm</b></p> <p>1. Shoulder</p> <p>2. Upper Arm Actuator</p> <p>1-3. LB 10-X AC</p> <p>4. LB 10-X AC</p> <p>5. LB 10-X AC</p> <p>6. LB 10-X AC</p>
<p>1. Ferro-Lamellor (Clan)</p> <p>2. Ferro-Lamellor (Clan)</p> <p>3. Ferro-Lamellor (Clan)</p> <p>4-6. Roll Again</p> <p>5. Roll Again</p> <p>6. Roll Again</p>	<p><b>Center Torso</b></p> <p>1. XL Fusion Engine</p> <p>2. XL Fusion Engine</p> <p>3. XL Fusion Engine</p> <p>1-3. Gyro</p> <p>4. Gyro</p> <p>5. Gyro</p> <p>6. Gyro</p>	<p>1. LB 10-X AC</p> <p>2. LB 10-X AC</p> <p>3. Ferro-Lamellor (Clan)</p> <p>4-6. Roll Again</p> <p>4. Roll Again</p> <p>5. Roll Again</p> <p>6. Roll Again</p>
<p><b>Left Torso</b></p> <p>1. XL Fusion Engine</p> <p>2. XL Fusion Engine</p> <p>3. XL Fusion Engine</p> <p>1-3. Jump Jet</p> <p>4. Jump Jet</p> <p>5. Ammo (Plasma Rifle) 10</p> <p>6. Ammo (Plasma Rifle) 10</p>	<p>1. Gyro</p> <p>2. XL Fusion Engine</p> <p>3. XL Fusion Engine</p> <p>4-6. XL Fusion Engine</p> <p>4. XL Fusion Engine</p> <p>5. Jump Jet</p> <p>6. Roll Again</p>	<p><b>Right Torso</b></p> <p>1. XL Fusion Engine</p> <p>2. XL Fusion Engine</p> <p>3. XL Fusion Engine</p> <p>1-3. Jump Jet</p> <p>4. Jump Jet</p> <p>5. Ammo (LB 10-X) 10</p> <p>6. Ammo (LB 10-X Cluster) 10</p>
<p>1. Angel ECM Suite</p> <p>2. Angel ECM Suite</p> <p>3. Ferro-Lamellor (Clan)</p> <p>4. Ferro-Lamellor (Clan)</p> <p>5. Ferro-Lamellor (Clan)</p> <p>6. Roll Again</p>	<p><b>Left Leg</b></p> <p>1. Hip</p> <p>2. Upper Leg Actuator</p> <p>3. Lower Leg Actuator</p> <p>4. Foot Actuator</p> <p>5. Ferro-Lamellor (Clan)</p> <p>6. Roll Again</p>	<p>1. Improved C³ CPU</p> <p>2. Improved C³ CPU</p> <p>3. CASE II</p> <p>4-6. Ferro-Lamellor (Clan)</p> <p>4. Ferro-Lamellor (Clan)</p> <p>5. Ferro-Lamellor (Clan)</p> <p>6. Roll Again</p>

**Engine Hits** ○ ○ ○

**Gyro Hits** ○ ○

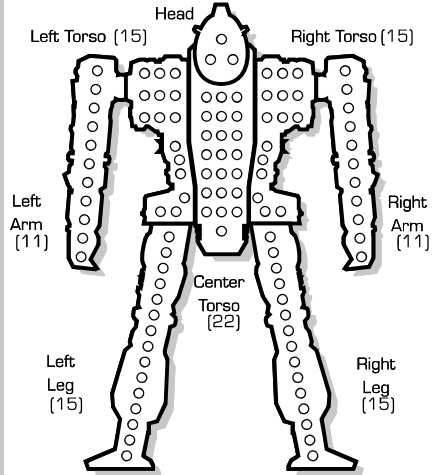
**Sensor Hits** ○ ○

**Life Support** ○

Damage Transfer Diagram



### INTERNAL STRUCTURE DIAGRAM

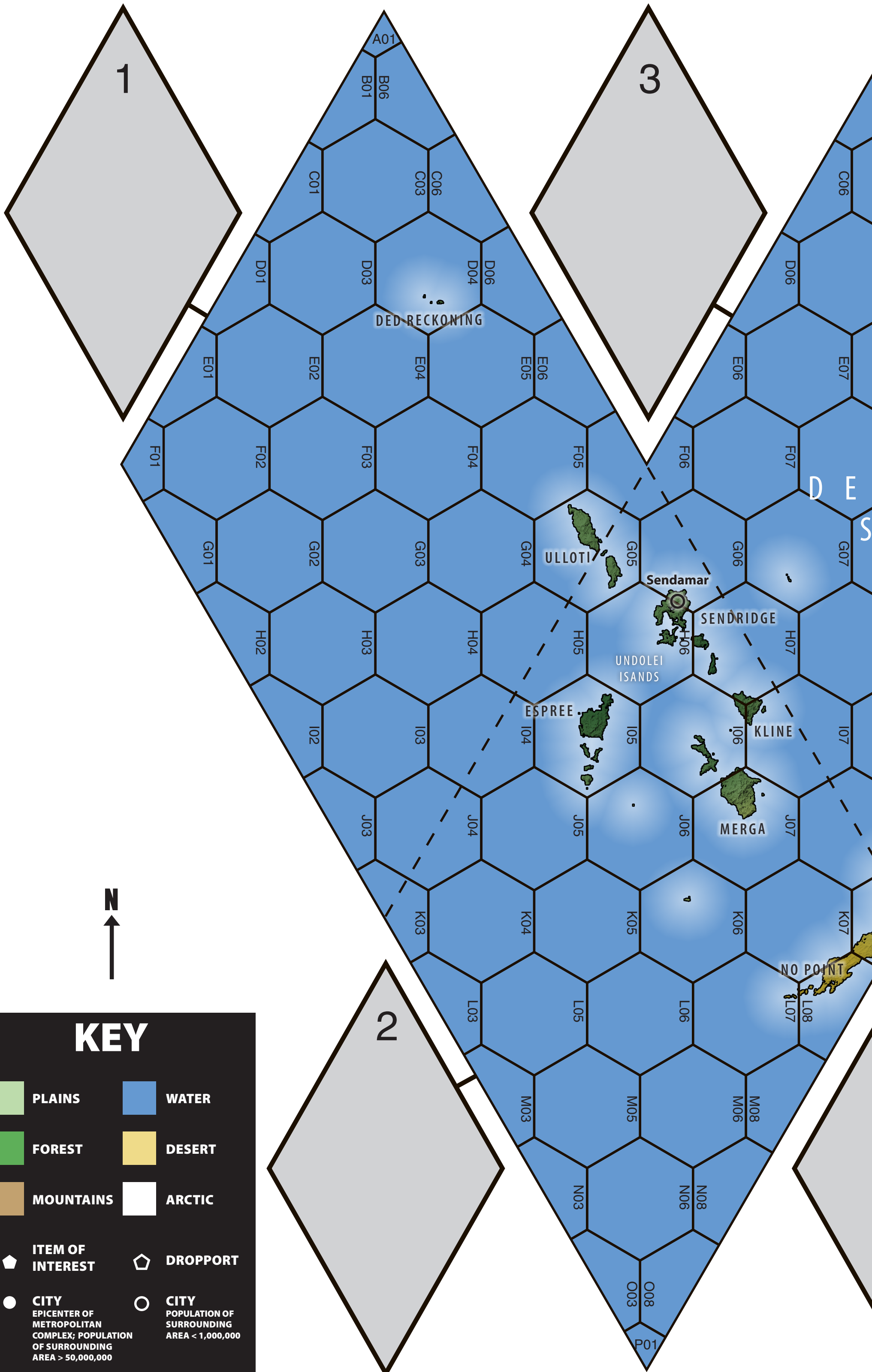


**Heat Scale**

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

<b>Heat Level*</b>	<b>Effects</b>	<b>11 (22) Double</b>
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

DED RECKONING

ULLOTI

Sendamar

SENDERIDGE

UNDOLEI ISLANDS

ESPREE

MERGA

KLINE

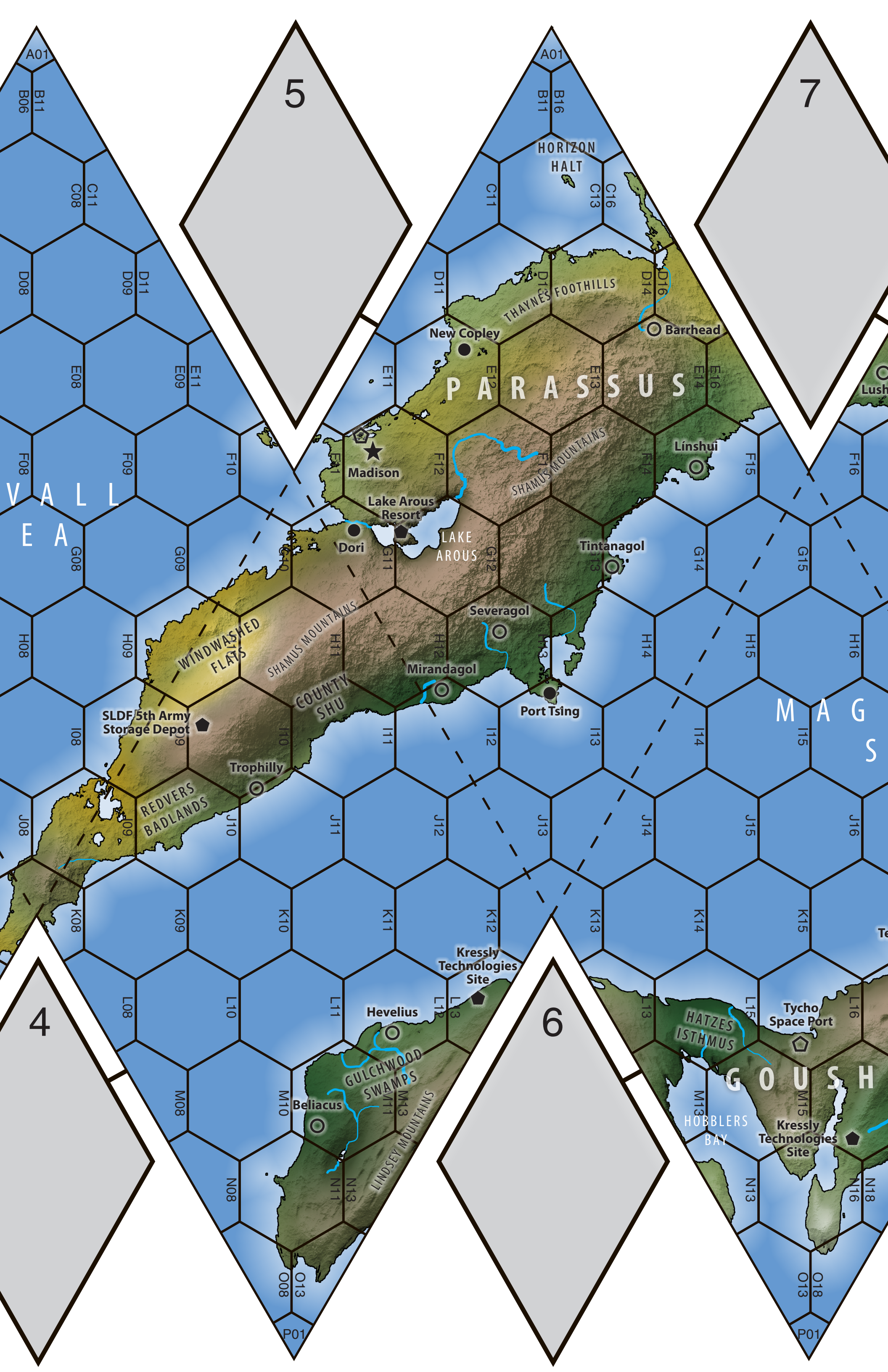
NO POINT



# KEY

- |  |  |   |  |
|--|--|---|--|
|  | PLAINS   |  | WATER  |
|  | FOREST   |  | DESERT   |
|  | MOUNTAINS  |  | ARCTIC   |
|  | ITEM OF INTEREST   |  | DROPPORT   |
|  | CITY<br>EPICENTER OF METROPOLITAN COMPLEX; POPULATION OF SURROUNDING AREA > 50,000,000 |  | CITY<br>POPULATION OF SURROUNDING AREA < 1,000,000 |

2



5

7

PARASSUS

VALL  
E A L L

MAGS

G O U S H

GULCHWOOD  
SWAMPS

HATZES  
ISTHMUS

WINDWASHED  
FLATS

COUNTY  
SHU

REDVERS  
BADLANDS

Hevelius

Beliacus

Kressly  
Technologies  
Site

Tycho  
Space Port

LAKE  
AROUS

Madison

Lake Arous  
Resort

Dori

Severagol

Mirandagol

Port Tsing

Tintanagol

Linshui

Barrhead

New Copley

SLDF/5th Army  
Storage Depot

Trophilly

Kressly  
Technologies  
Site

A01

B06

C08

D08

E08

F08

G08

H08

I08

J08

K08

L08

M08

N08

O08

P01

A01

B16

HORIZON  
HALT

C11

C16

D11

D16

E11

E16

F12

F16

G11

G16

H11

H16

I11

I16

J11

J16

K11

K16

L11

L16

M11

M16

N11

N16

O13

O18

P01

6

4



