

# BATTLETECH™

TOURING THE STARS



KAUMBERG



**BATTLETECH™**  
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# INTRODUCTION

We began on Terra, a lonely, blue-green speck in the vastness of the void. It has been more than a millennium since mankind ventured to the stars beyond home, and while it has been a tumultuous history—at the very least—we have discovered, explored, and conquered worlds that our ancestors could only dream about. Humanity now occupies more than two thousand worlds stretched across a vast range of interstellar space known the Inner Sphere.

For humanity as a whole, Terra, at the heart of it all, will forever be known as “Home.” But for the far greater majority of us, “home” is a very different speck amidst the infinite black. Our homes are many, varied, beautiful, and filled with rich histories—each unique to itself.

In the grand scale of interstellar history, it often becomes so easy to forget this, to see planets and solar systems as dots on an abstracted map. But, at the core of the matter, each of those dots is a place where men, women, and children live, work, love, and survive. Join us on a special tour of the Sphere, as we explore the richness of these worlds like never before!

—Dr. Herbert Redburn, *Touring the Stars: One World at a Time*, Free Republic Press



**W**elcome to *Touring the Stars*, a campaign supplement designed to offer players the opportunity to learn about the worlds of the Inner Sphere, Periphery and beyond.

The background information contained in the *Atlas* section gives players a world's geography, history, notable events and other tools needed to create an unlimited number of *BattleTech* games, while the *A Time of War* section offers plot seeds and details for the planet's more notable events. These plot seeds can serve as stand-alone games, can be weaved into an existing game, or become part of a larger ongoing campaign.

The *Rules Annex* section explains planetary information for use in gameplay, as well as optional terrain tables, weather and flora/fauna rules. Terrain tables serve as a random chart to determine gameplay maps, or simply as a guide to provide ideas on the types of terrain found on the world. This section also contains a list of other rules that can enhance your game experience. All players should agree whether to use any of these features before play.

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

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**Special Thanks:** To Ray, who insisted.



# ATLAS

## KAUMBERG

**Star Type (Recharge Time):** G5V (186 hours)

**Position in System:** 4th (of 7)

**Time to Jump Point:** 7.47 days

**Number of Satellites:** One (Grobot)

**Surface Gravity:** 1.01

**Atm. Pressure:** Standard (Breathable)

**Equatorial Temperature:** 36°C (Warm-Temperate)

**Surface Water:** 81 percent

**Recharging Station:** None

**HPG Class Type:** B

**Highest Native Life:** Mammals

**Population:** 2,016,000,000 (3150)

**Socio-Industrial Levels:** C-D-C-B-A

**Landmasses (Capital City):** Regenwald (Stuttgart),  
Eingeschneit, Kühlschrank



## KAUMBERG

Similar to Terra in so many ways, but possessing a less turbulent climate than humanity's birthplace, Kaumberg is a pleasant world near the outer reaches of Lyran space which is best known for its lumber products. First surveyed in the early 2340s—shortly after the formation of the Lyran Commonwealth—the planet drew settlers from a collective of Donegal Pact families who mostly hailed from German and Austrian origins. Finding the low mountains and sprawling woodlands of Kaumberg's largest landmasses reminiscent of their ancestors' terrestrial homelands, these first colonists established several footholds around the world. The largest of these was a spaceport city of Neu-Salzburg, built on the semi-tropical southern coast of the continent they came to call Regenwald.

The first wave of settlers soon found that Kaumberg's tectonics were nearly as mild as its global climate, resulting in reduced volcanism and generally lower mountain chains compared to those of Terra. A side effect of these milder geological conditions was a relative lack of heavy metals close to the planetary surface. Mining and manufacturing industries were thus slow to develop on Kaumberg, but a broad and varied timber trade did take off as many worlds one or two jumps away proved comparatively harsher and more barren. Agriculture also boomed on Kaumberg, further establishing the planet as a regional breadbasket, but exports of grains and produce from local farms rarely outstripped trade in building materials and hand-crafted furnishings over the centuries that followed.

While they cooperated to establish the first colonies on their new homeworld, Kaumberg's founding families soon staked their own claims to select regions around the globe. These territories became the first of the planet's baronial states, with their ruling families

assuming the noble titles to match. By situating each barony a significant distance from the others, the families ensured that they could pursue their own business affairs without coming into conflict over turf, and a central embassy of sorts—eventually dubbed the House of Lords—was built in neutral territory in the heart of the heavily wooded lands of Regenwald. Around this embassy rose the city of Stuttgart. As more and more political and economic activity gathered around the House of Lords, the embassy building and the barons who met there evolved into a proper planetary government over a few decades. By 2450, Stuttgart was formally recognized as Kaumberg's capital city, and the nine barons of the House of Lords were recognized as the planet's ruling council, with each one serving as council president (dubbed the First of Lords or simply First Lord) in rotating five-year terms. In 2465, the House of Lords voted to gift a special barony—centered on Stuttgart itself—to then-Archon Alistair Marsden-Steiner. Through this act, Kaumberg's barons received the appreciation of the emergent House Steiner, and cemented their place within the Lyran Commonwealth's growing order of noble peerage.

Throughout the days of the first Star League, little changed in the daily life and businesses of Kaumberg. The Commonwealth's entry into the League prompted the House of Lords to change the title of its council president to "Lord of Lords" to minimize political confusion, and the rise of the Rim Worlds Republic put an international customer on the planet's proverbial doorstep. But neither of these developments much impacted an otherwise mundane existence on a near-bucolic world, whose ruling barons pledged undying loyalty to the Commonwealth. Stefan Amaris's coup would change everything.



# ATLAS

Kaumberg's pre-eminence as a regional defense hub and center of the lumber and agriculture service trades continued unabated during House Steiner's political alliance with House Davion, and the Fourth Succession War it precipitated. But in the House of Lords, political divides began to grow over the various baronies' attitudes toward the forming Federated Commonwealth. Most prominent among the alliance's supporters were the heads of House Hasseldorf, many of whom served in the nascent AFFC. House LeSat's masters, meanwhile, were among the Steiner-Davion union's most vocal opponents. At first merely academic in nature, the debates rose in intensity after the perceived disaster of the War of 3039 and reached a near-fever pitch in the wake of the Clan Invasion. By the time the alliance formally collapsed with the Lyran secession in 3057, the political divide on Kaumberg had grown so severe that warriors from opposing baronies refused to even work with one another, complicating even the most mundane operations and exercises of the Kaumberg Defense Force.

Political tensions hit their peak in 3063 amid a backdrop of enraged rhetoric between the Baroness Sondra Hasseldorf and Baron Franklin LeSat over news that the Hasseldorfs' heir-apparent, Trent Hasseldorf, had resigned his LAAF commission in protest against Archon Katherine Steiner-Davion. Assassins (later proved to have been hired by Baron LeSat) killed numerous Stuttgart officials and fled into the night before the nearby Hasseldorf defenders could intervene. Accusing the Hasseldorfs of everything from neglectful incompetence to overt treason, LeSat and his supporters eventually swayed the House of Lords to place the holders of the Stuttgart barony under arrest pending trial—an act the Hasseldorfs violently opposed. Soon, both sides hired mercenaries to augment their respective portions of the KDF as the Hasseldorfs became fugitives on their own world, stalked by LeSat and his nationalist faction. The ensuing eight-month conflict, known as the Kaumberg Civil War (or the Hasseldorf-LeSat Conflict), tore through much of Regenwald, devastating the continent's woodlands and ravaging several cities. The casualties sustained by the warring baronies also left the KDF badly depleted by the time the fighting ended in the LeSats' defeat.

In the aftermath of the war, the victorious Hasseldorfs worked with the surviving members of the House of Lords to rebuild and reorganize both the planetary government and its defenses. Reforms such as broadening the authority of the Citizens Parliament provided a check on the executive authority of the baronial lords. Meanwhile, the Kaumberg Defense Act of 3065 established limits on how many defensive units could be raised and stabled by the various baronies, while a volunteer force—the Civil Defense Reserve—would form the standing core of the new Kaumberg

Planetary Guard. These efforts proved fortuitous when the Jihad struck just over a decade later, forcing a disrupted Lyran Alliance to re-establish an old policy which bestowed regional authority on various lesser worlds in the form of Archonettes. As Kaumberg maintained the largest military force among its neighbors and thus held a commanding role in their mutual aid pacts, then-Lord of Lords Erich Sheridan was installed as the leader of the Kaumberg Archonette—the first of four such organizations Archon Peter Steiner-Davion created in 3072.

The Kaumberg Archonette underwent an immediate trial by fire in the form of a multi-world conflict with Democracy Now. The progressive political organization, opposed to the dynastic systems prevalent throughout much of the Inner Sphere, turned increasingly militant under its new leader, Lindon Ashley. Seizing the chaos of the Jihad as an opportunity to overthrow the governments on several worlds near the Lyran Periphery, Ashley and his followers fomented open rebellions and demanded the wholesale secession of the Alarion Province from the Alliance. Called to action, the KPG—augmented by mercenaries—engaged the militants on Enzesfled, Calafell, Batajnica, Akfata, Vermezzo, and Novara, before finally capturing Ashley on Virtue in 3075. While Archonette Sheridan's leadership proved effective in

maintaining order and putting down the insurgency, his exemplary service to the Alliance was marred by his refusal to formally relinquish his authority and return regional control back to Tharkad upon the end of the Jihad. Opposed by many in both the House of Lords and the Citizens Parliament, Sheridan's obstinance put Kaumberg back on the path to a full-blown political and military crisis. The situation was resolved in 3083, when LAAF troops retook Inarcs and arrested its own rebellious Archonette leader, Duchess Tamari LaRue. Rather than face execution for treason like LaRue, Baron Sheridan resigned his post and the Kaumberg Archonette promptly disbanded.

In the decades since the end of the Jihad, Kaumberg's political and cultural wounds have gradually healed, though scars remain to this day. The lumber and agricultural trades, fully recovered since the days of the Hasseldorf-LeSat conflict, have been joined by a low-level 'Mech industry centered on the city of Wechsel in the Kühlschränk continent. Wechsel Royal Industrial engineers briefly produced a series of low-tech BattleMechs during the Jihad, and now manufacture and refit a host of WorkMechs sold throughout the Buena Province. The KPG remains an active—if little used—regional defense force on which neighboring worlds can rely on in a crisis, though its equipment has become out-of-date since the Word of Blake's fall. Periodical spats between the world's various baronies still flare up from time to time, but thankfully these conflicts are once more restricted to council chambers and courtrooms.



# A TIME OF WAR ADVENTURE SEEDS

## NOBLE BLOOD

"FOUR THINGS ARE ETERNAL HERE ON KAUMBERG:  
DEATH, TAXES, THE LUMBER TRADE, AND BARONIAL INFIGHTING."

**Recommended Group Size:** 4–8 player characters

**Recommended Group Type:** Civilian, Police, Military, Mercenary

**Recommended Skill Levels:** Regular–Veteran (Key Skill levels of 3–6)

It is a truth known across the Inner Sphere that feudal lords get along about as well as a tribe of feral cannibals, and yet the lords and ladies of the Great Houses stand atop an ever-widening base of lesser nobles who nominally owe them their fealty. The result, naturally, is a political landscape packed with intrigue, jealousy, greed, and betrayal on every level—even when all is *well*. The array of baronies that collectively rule Kaumberg are no exception, with frequent political, business, and legal rivalries constantly coloring their interactions in the global government. While most of these conflicts are minor wars of words exchanged in media, inter-house debates, and courtrooms, every once in a great while, violence can erupt as opposing barons and their vassals turn against one another.

**Complications:** A few obstacles for players to tackle.

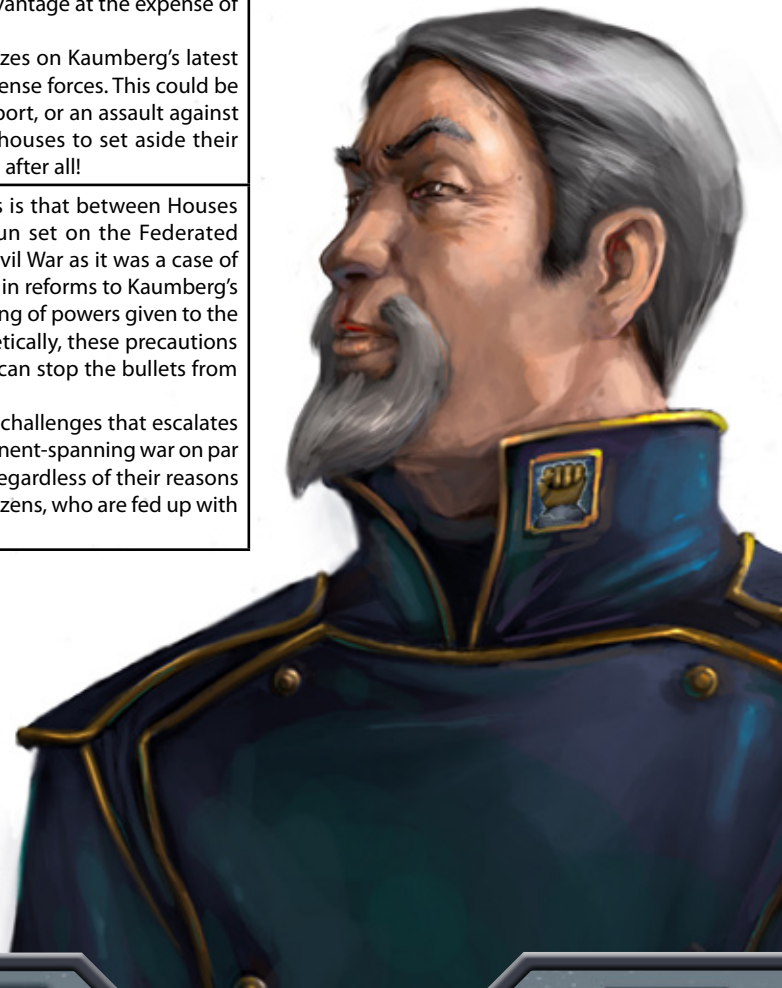
**Escalation:** Like a sad repeat of the Hasseldorf-LeSat Conflict, what started as another political spat between two baronies escalates to open warfare. Desperate to bolster their side, one or both of the houses involved resorts to either swaying local defense forces to their side or hiring mercenaries to do the fighting for them. Either way, innocents may get caught in the crossfire.

**Wildcard Houses:** Amid the latest drama, one (or more) of Kaumberg's other noble houses, for reasons of their own, decides to get involved. This could be anything from allying with one of the warring sides and attacking the other while it's distracted, to attempting to seize some advantage at the expense of *both* combatants.

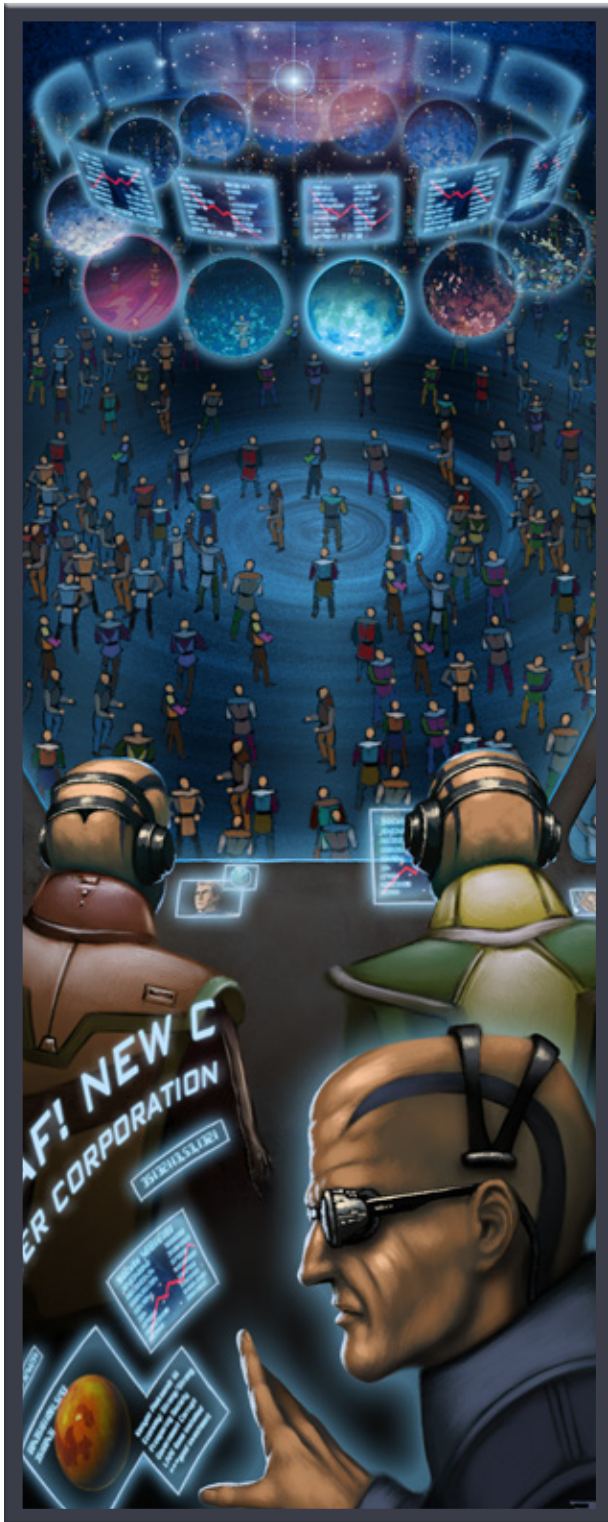
**Rogue Interference:** A bandit group or some other off-world faction capitalizes on Kaumberg's latest political crisis to strike a blow against one of the region's only functional defense forces. This could be a prelude to an invasion of either a nearby neighbor that relies on KPG support, or an assault against Kaumberg itself. Either way, the threat might be an impetus for feuding houses to set aside their differences; nothing brings a nation back together quite like a mutual threat, after all!

**Tips:** By far the largest and most infamous of Kaumberg's internal rivalries is that between Houses LeSat and Hasseldorf, both of the Regenwald continent. Sparked as the sun set on the Federated Commonwealth alliance, this war was as much a microcosm of the FedCom Civil War as it was a case of baronial infighting gone out of control. The aftermath of that civil war resulted in reforms to Kaumberg's military organization (see *The Kaumberg Planetary Guard*, p. 11), and a broadening of powers given to the Citizens Parliament that serves as a check on the ruling House of Lords. Theoretically, these precautions would avert any future bloodshed on the global scale, but in truth, very little can stop the bullets from flying if push comes to shove.

This adventure seed can reflect anything from a series of legal and political challenges that escalates into a dueling exchange between baronial representatives, to a full-blown, continent-spanning war on par with the Hasseldorf-LeSat Conflict. Note that any participants in such events, regardless of their reasons for taking part, could find themselves facing backlash from Kaumberg's own citizens, who are fed up with such squabbles; or worse, direct intervention by the Lyran military.



# A TIME OF WAR ADVENTURE SEEDS



## NEIGHBORHOOD WATCH

*"THARKAD'S GOT PROBLEMS OF ITS OWN. WE'VE GOT THIS."*

**Recommended Group Size:** 4–8 player characters

**Recommended Group Type:** Military, Mercenary, Covert Ops

**Recommended Skill Levels:** Regular–Veteran (Key Skill levels of 3–6)

Within the Buena Province, the Kaumberg Planetary Guard remains one of the most important defense forces for Lyran worlds as far coreward as Akfata and Virtue, as far spinward as Kvistgard and Rijeka, and as far rimward as Mezzana and Venaria. The presence of the Guard has enabled the LCAF to more widely spread its own defense forces across the province and the Timbuktu Theater, and cover the Commonwealth's outer boundaries. While many worlds within its operational area support militias of their own, only the KPG boasts enough BattleMechs, transport, and training capacity to oppose any serious raiding force or major upheaval.

**Complications:** A few obstacles for players to tackle.

**Teach a Man to Fish...:** Not all of the KPG's off-world deployments are combat missions. To foster a more cohesive interstellar community during troubled times, Kaumberg's military barons have also been known to loan forces for local training purposes. Such cadre duties tend to consist of a small team of MechWarrior instructors, who provide insights on effective anti-'Mech tactics for non-'Mech forces, or limited combat training for the smattering of older BattleMechs and weaponized WorkMechs that some nearby worlds have managed to scrape together on their own.

**It Never Rains, but it Pours:** Just as soon as your forces are ready to deploy, another military crisis arises on another world, forcing the KPG to split its resources. Now you're heading into a fight with less muscle than you expected.

**On Strike!:** As if to make an already bad situation even worse, a local labor crisis reaches its boiling point and the workers go on strike. Poor handling by management prompts a slew of other unions to stage sympathy strikes, and the flow of vital supplies is disrupted across the globe and beyond. The workers' grievances are real, but their protest comes at a critical time. Of course, *now* the planetary government wants to send in the troops! Is this what you signed up for?

**Tips:** Including Kaumberg itself, the KPG's operational area covers some nineteen worlds, several of which have notable features and industries that would either factor into or provide a focal point of any missions set on their landscapes.

Virtue is home to Virtue Cartography, Communications, and Transport (VCCT, known simply as Virtue Cartography prior to the Blackout). VCCT's fleet of JumpShips—once devoted to mapping the Deep Periphery and working in loose partnership with various exploratory endeavors, such as Interstellar Expeditions—have focused on courier duties in the wake of Gray Monday. VCCT now services most of the Buena Province in the same capacity once claimed solely by ComStar.

Novara is home to a TK Industries small arms factory that supplies weapons for police, militia, and military forces throughout the Commonwealth.

Ferihegy is a mining world with a toxic nitrogen-cyanide atmosphere and corrosive weather patterns, forcing its populace to live in large arcologies. These self-contained cities can be easy prey for terrorists and saboteurs.

Vermezzo is a major producer of petrochemicals, fueling the commercial and industrial needs of much of the region. Needless to say, oil wells, refineries, and storage depots can make for some explosive battlegrounds.

Finally, of the worlds within the KPG's operational area, only Chiavenna, Calafell, and Nuneaton possess fully operational HPG stations after Gray Monday. All of these HPG stations are Class-B.

# RULES ANNEX

The following section will assist players and gamemasters in creating games or campaigns based on the world described in this product. The following rules rely on the core game rules found in *Total Warfare (TW)*, *Tactical Operations: Advanced Rules (TO:AR)*, *Tactical Operations: Advanced Units and Equipment (TO:AUE)* and *A Time of War (AToW)* but additional references may be made to *Strategic Operations (SO)* and other rulebooks.

Players and gamemasters alike should realize that these rules are substantially less rigid than the core rules. Players creating tracks and scenarios using the material in this Rules Annex are encouraged to accept, modify, or even completely ignore these guidelines if they prove too cumbersome.

## USING PLANETARY DATA

This product included a block of basic planetary data describing the featured world and providing key details that players can use to tailor their games to the unique features of the world. The following rules will help players implement the world data.

**Across the Ages:** Data for many of the worlds presented in this series changes greatly across the *BattleTech* Eras. Players and gamemasters should account for the Era in which their games are set when using worlds that have such variable data values.

## STAR TYPE, POSITION IN SYSTEM, TIME TO JUMP POINT

These lines are most pertinent to the advanced aerospace aspects of gameplay defined in *Strategic Operations* and will generally have no impact on games that focus entirely on ground combat.

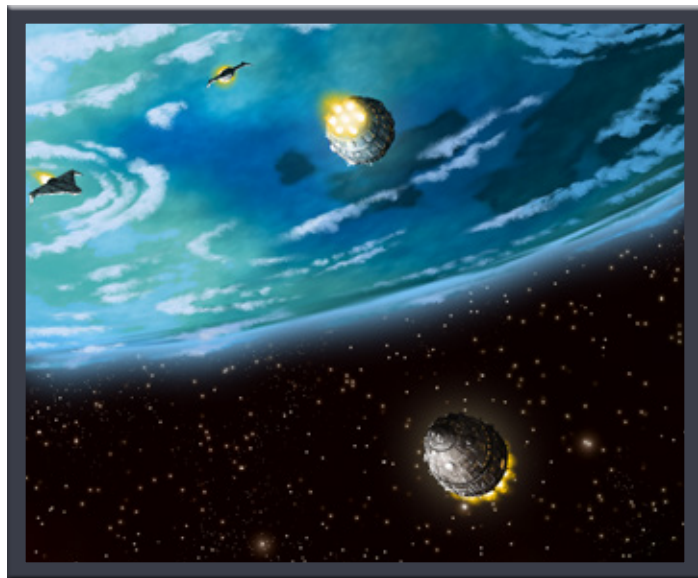
*Star Type* identifies the color, size, and stability of the world's primary star, as well as how long an arriving JumpShip requires to charge its K-F drive while in system (using only its jump sail). Particularly large and/or unstable stars can be prone to odd lighting effects that can affect combat, such as glares and solar flares (see *Light*, p. 58, *TO:AR*)

*Position in System* indicates how many orbital positions away from the star the world orbits; an "orbital position" may be held by other planets or asteroid belts.

The *Time to Jump Point* indicates how many days' worth of travel a DropShip accelerating at 1 G, the same acceleration produced by gravity on Terra, would take to travel from the system's standard zenith or nadir jump points to the world. This transit time includes a mid-point turnover and 1 G deceleration rate as well, which are standard transit rates to and from most worlds. Longer distances between the world and its local jump point mean longer transit times for incoming vessels and thus more time for local defenders to arrange defenses once they realize there are inbound attackers.

## NUMBER OF SATELLITES

This line indicates how many natural satellites (moons) the world has, and their names if applicable. Many orbital facilities may be found in the LaGrange Points (regions where the gravitational forces between the planet and its moon or moons cancel each other out), and some of these same points (specifically, places near the L-1 points) are occasionally used as "pirate points" by daring raiders who wish to radically cut down transit times and local defensive preparations.



In night combat situations, worlds with one or more moons or rings may produce lighting effects caused by solar reflections off the lunar surfaces (depending, of course, on lunar phases), while worlds without any moons at all may present equally distracting effects. To reflect these possible effects, consult the Full Moon Night, Moonless Night, or Pitch Black rules (see *Light*, p. 58, *TO:AR*).

## SURFACE GRAVITY

*Surface Gravity* has a distinct game play effect on the performance of virtually all combat units. Values higher than 1.00 reflect worlds where units are significantly heavier than they are under normal Terran gravity, while values lower than 1.00 reflect worlds where units are significantly lighter. For the full effects of gravity on combat, see *High/Low Gravity*, p. 53, *TO:AR*.

## ATMOSPHERIC PRESSURE

This detail describes the relative density and breathability of the local atmosphere and can have a profound impact on game play if the atmosphere is anything but "Standard (Breathable)". Thinner or thicker atmospheres can affect the use of several unit types and may even have an impact on weather conditions. Likewise, atmospheres classified as Tainted or Toxic can affect how various combat units function and suffer damage in game play. For the effects of pressure variations, see *Atmospheric Pressure (Density)*, p. 52, *TO:AR*. For the effects of breathability, see *Tainted and Toxic Atmospheres*, p. 54, *TO:AR*.

## EQUATORIAL TEMPERATURE AND SURFACE WATER

A world's *Equatorial Temperature* helps define whether the world can be broadly classified as hot, warm, or cold by indicating the temperate (in degrees Celsius) it averages at the equator—typically the warmest region on the planet's surface. Temperatures at the north and south pole of most worlds may average as much as 30 degrees colder than at the world's equator, but it is always important to know that local

# RULES ANNEX

conditions such as weather and terrain can vary these averages somewhat. Nevertheless, the equatorial temperature helps players gauge whether much of the world will likely be arctic, tropical, desert, and so forth. If gameplay falls in regions where temperatures are extreme (below  $-30^{\circ}$  Celsius or above  $50^{\circ}$  Celsius), *Extreme Temperature* rules (see p. 60, *TO:AR*), will apply.

*Surface Water* reflects the percentage of the world's surface that is covered in water, and essentially defines whether the world might be covered in vast, lifeless wastelands, lush forests, or miniscule, rocky islands. Worlds with low surface water values (50 percent or less) will rarely see much rainfall or snowfall weather effects, and water or woods features on terrain maps may instead be considered sinkholes, craters, and rough terrain instead to reflect the lack of significant water sources and vegetation. Worlds with higher surface water values, meanwhile, will much more likely have active, precipitation-heavy weather patterns, and support more water and woods terrain features.

## RECHARGING STATION, HPG CLASS, NATIVE LIFE, AND POPULATIONS

These details describe other noteworthy features of a target system that could affect campaigns.

*Recharging Stations* describes whether a system has any space station capable of recharging a JumpShip's K-F drive, and, if so, at which of the two standard Jump Points they are located. Recharging stations are often small and lightly armed, but also act as spaceborne hubs of trade and communication to the local world. Raiders often avoid these stations by using non-standard jump points so their arrival cannot be blown to the locals, but more significant invasions often begin by seizing the local recharge stations instead, to secure some measure of strategic control over the jump point.

*HPG Class* defines the presence of a local hyperpulse generator on the planet, indicating its ability to transmit signals to other systems nearby. Such stations are always located on the planetary surface, and are generally considered inviolate by all but the most serious attack forces. (Attacking an HPG is still considered a crime against humanity by most civilized realms, even in the post-Clan Invasion eras.) Class A stations reflect major interstellar communications hubs, while Class B stations usually send transmissions in massive bundles less frequently. Although any HPG can send an emergency signal to a nearby system within hours of an attacking force's discovery, many raiders target worlds with Class B stations (or no stations at all), in the hopes that their arrival will raise the alarm among nearby systems more slowly. Assault forces, meanwhile, may target Class A worlds in an attempt to secure a region's communications hub and disrupt responses to a border-wide campaign.

*Native Life* describes (in very basic terms) the highest level of native-born life forms the world possesses. Barren worlds in the Inner Sphere may be home only to microbes or plants, while more evolved planets often host their own species of animal life up to and including mammals. Though this rarely impacts a planetary campaign, it cannot be ignored that many local creatures can pose a threat—or a boon—to raiders and invaders in some circumstances, ranging from being a source for local food in the event of supply shortage, or a hazard to establishing secure perimeters while operating outside of vehicular

protection. This detail, however, does not include any species the human population may have imported to the world; while a target world may be host only to native-born trees, horses originally raised on Terra may yet make an appearance.

*Population* defines the number of humans estimated to be living on-world. Worlds with particularly high populations numbering in the billions are often highly developed, with many major cities. Sparsely populated worlds with populations in the millions or less are more likely to have only small towns or even tiny outposts and domed arcologies. Because a more densely populated world often increases the threat of local armed resistance or merely more eyes to spot incoming aggressors and more voices to raise an alarm, raiders tend to target less populated worlds, while invaders often attempt to secure the greater manpower and infrastructure found on highly populated worlds.

## SOCIO-INDUSTRIAL LEVELS

The world's *Socio-Industrial Level* is a five-letter code used to broadly define the world's level of wealth and development using a series of classic A-F letter grades. The more "A"s and "B"s that appear in this code versus "D"s and "F"s will generally denote a world that is more self-sufficient, technologically sophisticated, and resource wealthy than the average. Many of these factors can be used to enhance role-playing aspects of game play; for an in-depth explanation of this code structure, see pp. 366-373, *AToW*.

## LANDMASSES AND CAPITAL CITIES

The major landmasses (continents, regions, and/or island chains) identified on each world are listed, with the planetary capital city listed (in parentheses) beside the name of the landmass where it is located. Traveling between landmasses often requires the use of high-speed rails (overland), aerospace transit (via DropShips, airships, and other aerospace craft), or seagoing vessels.



# OPTIONAL RULES

The following additional special rules provide further flavor to games set on the world featured in this product. For the most part, these rules are considered advanced and optional, as they primarily reflect conditions and/or features unique to this one planet or planetary system.

## TERRAIN AND WEATHER

While comparable in many ways to Terra itself, with the whole gamut of terrestrial biomes found across its surface, Kaumberg is a world noted for its moderate seasons and extensive woodlands—favored by its early settlers and current inhabitants alike. The following rules describe terrain and weather conditions most common during scenarios set on this world.

### MAPSHEET AND TERRAIN CONDITIONS

The Kaumberg Master Terrain Table below reflects the dominant terrain of Kaumberg's most inhabited regions. This table replaces the Mapsheet Table (see p. 262, *TW*) for games set on Kaumberg.

Most of Kaumberg's terrain is common enough to use the mapsheets as presented. Players interested in some variety may wish to consider employing advanced terrain options. Planted Fields and/or Level 1 Foliage can represent farmland and untamed scrublands, Jungle and/or Ultra-Heavy Woods can represent particularly thick or tough patches of Kaumberg's forests, and Rough/Ultra-Rough terrain types can reflect wooded areas that have been recently "harvested," and are strewn with jutting tree stumps and loose bits of felled lumber. For rules on these terrain options, see *Terrain Modifications*, p. 38, *TO:AR*.

### WEATHER AND LIGHTING CONDITIONS

Kaumberg is a pleasant world not unlike Terra itself, but with generally milder seasonal variations. The reasons for this are many, but include the planet's relatively minor axial tilt and orbital eccentricities compared to those of humanity's home, as well as a slightly stronger magnetosphere and the reduced tidal effects of its smaller moon. As a result, Kaumberg's temperate zones experience only three major seasons per year, compared to Terra's four. The longest of these is the five-month stretch known simply as the *Regenzeit*, or wet season, during which time most of the planet's populace experiences varying degrees of rainfall and gusting winds. *Regenzeit* follows the planet's warmer and drier *Mildezeit* (mild season), and leads into the snows of

*Kaltenzeit* (cold season). On average, Kaumberg's mild and cold seasons each last about three to four months, depending on where one lives.

To randomly reflect the weather conditions of a given scenario set on Kaumberg, roll 2D6 and consult the Kaumberg Weather Conditions Table below for the season in question. Like so many worlds across the Inner Sphere, Kaumberg's orbital cycle hardly matches that of a Terra-standard year (though it is close), so the seasons in play are not bound to any in-game calendar date players might use. For rules covering each of the conditions below, see *Weather Conditions*, p. 55-60, *TO:AR*.

### THE KAUMBERG PLANETARY GUARD

Under the Kaumberg Defense Act of 3065, each armed baronial house force must maintain no more (or less) than two platoons of conventional infantry for planetary defense, with up to half this number available for off-world deployment at all times. In addition to these troops, each barony is permitted to maintain no more than two complete companies/squadrons worth of BattleMechs, combat vehicles, aerospace fighters, and/or or blue-water capital ships. (For blue-water vessels, two capital ships are treated as a single naval lance.) Forces raised in excess of these limits must be redistributed to other Houses on an "indefinite loan" basis, under which the originating House retains financial responsibility for the surplus units' upkeep, while command of the units falls to the House that borrows them. To retain their legitimacy, all baronial military assets are collectively treated as intrinsic components of the Kaumberg Planetary Guard, and are subject to the overall command of the planet's *Weltmarschall* (World Marshall) during times of crisis.

As part of Kaumberg's ongoing pledge of military support to neighboring star systems, up to half of the total military strength of the KPG may be mustered to off-world duty, but only with the written approval of the Kaumberg House of Lords. Interstellar transport assets for all KPG forces are maintained by Kaumberg's tax base. A fleet of twenty dedicated DropShips—mostly comprised of *Leopard*, *Leopard CV*, *Fury*, and *Gazelle*-class transports—are divided across the planet's twelve major spaceports year-round, while a pair of refurbished *Unions* and an aging *Overlord* typically reside at the Stuttgart Kapital DropPort for use in large-scale deployments.

The Kaumberg Baronial Forces Table presents a roster of Kaumberg's eighteen major armed baronies and their military assets as of 3130. When combined with the KPG's Civil Defense Reserve (comprising 24

KAUMBERG MASTER TERRAIN	2d6 Result	Terrain Type
	2	Badlands
	3	Heavy Urban
	4	Wetlands
	5	Light Urban
	6	Flatlands
	7	Wooded
	8	Hills
	9	Coastal
	10	Wooded
	11	Flatlands
	12	Mountains

KAUMBERG WEATHER CONDITIONS	2d6 Result	Wet Season	Cold Season	Mild Season
	2	Lightning Storm	Clear	Heavy Fog
	3	Clear	Light Gale	Light Fog
	4	Overcast*	Moderate Gale	Moderate Gale
	5	Overcast*	Snow Flurries	Light Gale
	6	Light Rain	Light Snowfall	Clear
	7	Light Rain	Sleet	Clear
	8	Gusting Rain	Moderate Snowfall	Overcast*
	9	Heavy Rain	Heavy Snowfall	Light Rain
	10	Torrential Downpour	Blizzard	Gusting Rain
	11	Storm	Heavy Hail	Heavy Rain
	12	Tornado F1-F3	Light Hail	Storm

\* In gameplay terms, Overcast is considered Clear by day, and Moonless Night by night.

# OPTIONAL RULES

'Mechs, 72 vehicles, 24 fighters, 2 infantry regiments, and 2 naval aircraft carriers) and the infantry troops of the world's seven lesser houses, the KPG can field a mixed force just shy of six regiments at full activation, while a task force of 12 capital ships patrols Kaumberg's home seas.

## GENERATING KPG FORCES

The Kaumberg Planetary Guard is well-armed for what amounts to a backwater Lyran world, but their equipment is hardly comparable to that of any LCAF regiment in service today. Indeed, the vast majority of the KPG's BattleMechs, vehicles, and fighters are of late Succession War vintage, with many of the 'Mechs either inherited or salvaged from generations past. Supplementing these forces are low-cost imports from elsewhere in Lyran space and—in some rare cases—variations on RetroTech machines or up-armed WorkMechs produced by Kaumberg's own industry. Beyond these assets are many other civilian 'Mechs used extensively by Kaumberg's various agricultural and lumber trades, as well as a few smaller operations.

When generating forces for the KPG, players should restrict all vehicle and aerospace craft to units from 3052 and earlier (or 3030 and earlier, if creating a Kaumberg-based force prior to the Clan Invasion). Furthermore, such units must only be selected from those available to the Lyran Commonwealth/Alliance, as the various baronies and the Kaumberg government have no access to non-Lyran sources. If using random assignment tables to select forces, simply reroll any results that fail to comply with these restrictions.

For BattleMech forces, the Random 'Mech Assignment Table: Kaumberg provided below can be used to generate a KPG 'Mech force fielded from 3075 and onward. Use the BattleMechs column of this table for both baronial 'Mechs and those of the KPG's Civil Defense Reserve, and roll on the Armed Militia 'Mechs column only when indicated by a BattleMechs column result, or when generating an ad-hoc "police" force. (**Note:** 'Mech-armed police forces on Kaumberg

only appear in single-lance formations, based in a few of the planet's largest cities, and none existed prior to 3070.) If a non-military IndustrialMech group is required for the purposes of a scenario, the Civil WorkMechs column can be used to reflect options typical to Kaumberg's labor force.

**Local Military Training:** Though it is hardly on par with the major state-run academies throughout Commonwealth space, Kaumberg claims one of the most comprehensive military training centers in its immediate region. Founded by Aric Hasseldorf soon after his retirement from the LCAF in 2821, the Stuttgart School of Defense initially trained warriors and officers in most aspects of planetary combat from infantry tactics to 'Mech warfare and aerospace interdiction. Although bluewater warfare and DropShip operations courses were added later, the majority of the SSD's courses and training emphasizes ground and air combat. Training at the SSD is open to all citizens of Kaumberg, regardless of their baronial house (or lack thereof), so long as the cadets have undergone some basic military training or can demonstrate equivalent military proficiency. As recruitment rates for Kaumberg's defense forces tend to run low (allowing only the maintenance of the KDF's strength as-is, rather than expanding), the SSD's graduating classes are typically quite small. The academy boosts its utility by opening its halls to active service members for refresher courses and supplemental exercises. In this way, the KDF's warriors can maintain their overall readiness, even during extended periods of military inactivity.

In game terms, if random experience ratings and skills are used (see *TW*, pp. 271-273), any Green-rated Kaumberg unit that has been trained by the Stuttgart School of Defense receives a +2 modifier to the Random Skills Table. Regular, Veteran, and Elite units receive no additional modifiers from SSD training.

For *A Time of War* campaigns, the Stuttgart School of Defense counts as a Family Training military school during character creation

KAUMBERG BARONIAL FORCES (CA. 3130)	House	Barony	Continent	Military Strength (Nominal)
	Amberhaus	Donau	Kühlschrank	12 vehicles
	Bren-LeSat	Gipfelsburg	Regenwald	4 'Mechs, 8 vehicles, 6 fighters
	Dekkerson	Braunhügel	Regenwald	8 'Mechs, 12 vehicles, 2 fighters*
	DuChambe	Bouleau	Kühlschrank	4 vehicles, 4 fighters, 1 frigate**
	Elblanc	Metizzo	Eingeschneit	8 vehicles, 2 cutters**
	Forsterin	Kalensberg	Regenwald	4 'Mechs, 8 vehicles*
	Hasseldorf	Stuttgart	Regenwald	12 'Mechs, 8 vehicles, 2 fighters
	Heidlmach	Wechsel	Kühlschrank	12 'Mechs, 8 vehicles
	Holtzen	Choate	Eingeschneit	8 vehicles, 4 fighters
	Howards	Sabrewood	Kühlschrank	4 'Mechs, 4 vehicles
	Klarkov	Cruce de Lemn	Kühlschrank	2 'Mechs, 8 vehicles
	Leibowitz	Pilsen	Kühlschrank	8 vehicles, 4 fighters
	Olsen	Neu Graz	Regenwald	4 'Mechs, 4 fighters*
	Rhodes	Frozenwald	Eingeschneit	10 vehicles, 2 fighters, 2 cutters**
	Schroeder	Rügen	Wegpunktinsel (Island)	8 vehicles, 6 fighters, 2 destroyers**
	Sheridan	Meeresmauer	Regenwald	8 'Mechs, 10 vehicles, 2 cutters**
Ulsted	Freidenholm	Regenwald	3 'Mechs, 6 vehicles	
Von Gradon	Gradon	Eingeschneit	4 vehicles, 1 destroyer**	

\* House Dekkerson's BattleMech force includes 4 "surplus" Hasseldorf 'Mechs; the BattleMech forces of Houses Olsen and Forsterin each include 2 "surplus" Bren-LeSat 'Mechs

\*\* Wet navy capital ships (never deployed off-world).

# OPTIONAL RULES

but does not allow the character to take the Pilot/Battle Armor field, as such courses are not offered (see p. 73, *AToW*). At the player's option, bluewater training can be represented by taking the Pilot/DropShip, Marine, and Ship's Crew fields, and substituting all /Space and /Spacecraft subskills with /Sea and /Vehicle subskills, respectively. For bluewater service fields, the Swimming skill replaces all Zero-G Operations skill.

**Local 'Mech Production:** Before the onset of the Jihad, the only 'Mech-related industry on Kaumberg was that of Wechsel Royal Industrial Repair and Heavy Machining (WRI, Inc.), located within House Heidlmach's Barony of Wechsel. Although this complex served primarily as an assembly and refurbishing plant for IndustrialMechs and vehicles, it underwent a crash-upgrade during the Word of Blake Jihad, when desperation led many to revive older Age of War-era 'Mech designs and to weaponize WorkMechs as cheap alternatives to mainstream BattleMechs. At that time, Wechsel's facilities were rapidly retooled to produce not only an armed variant of the ubiquitous *Crosscut* ForestryMech, but also to manufacture "RetroTech" versions of the *Commando* and *Phoenix* BattleMechs.

In the wake of the Jihad, WRI ceased the production of militarized *Crosscuts* and both RetroTech lines were effectively mothballed, with any new machines rolled out only to fulfil the occasional custom order from local clients. When the aftermath of Gray Monday brought with it a resurgence in demand, however, WRI was quick to answer the call. The company has since reactivated its militarized product lines, introducing a few new variants in the process.

## SPECIAL VARIANTS

WRI, Inc. offers the following variant options for the *Copper*, *Crosscut*, *Commando*, and *Phoenix* 'Mech chassis:

**CPK-65KM Copper:** This field upgrade kit for Coventry Metal Works' CPK-65 *Copper* swaps out the original model's machine guns and ammo in favor of a second SRM-2 with its own 1-ton ammo bin.

**ED-X4K Crosscut:** This variation on the popular *Crosscut* LoggerMechs built at WRI is an extensive refit that trades out the ED-X4's internal combustion engine in favor of a lighter, equally-rated fuel cell version with an additional heat sink. The right torso lift hoist is then replaced by an SRM-4 with 25 shots, mated to an advanced fire control system for military-grade accuracy. Five tons of heavy industrial

armor replaces the original X4's commercial-grade plates for superior protection, especially around the head, legs, and torso.

**COM-1AK Commando:** WRI's variant take on the RetroTech *Commando* drops the solitary large laser and replaces it with a medium laser in each arm, and a small laser in the head. 2.5 tons of additional low-grade BattleMech armor is then applied for maximum protection of the head, torso, and most of the legs.

**PX-1KC Phoenix:** The first of four main variants on WRI's RetroTech *Phoenix* line swaps the right arm PPC for an Autocannon/5 and a ton of ammunition. Though it lacks the stopping power of the original 'Mech, this variant runs cool even with the loss of two heat sinks. Moreover, the removal of the PPC has effectively eliminated the electronic interference that so often plagued the original *Phoenix*.

**PX-1KL Phoenix:** The laser variant for the RetroTech *Phoenix* seeks to maintain the original 'Mech's hitting power and battlefield endurance while reducing its heat load. Here, the right arm PPC and two heat sinks are dropped in favor of a large laser. In addition, the 'Mech's dual SRM 2s and ammo are traded in for a single SRM 6 launcher, with two tons of ammo for a total of 30 shots. While the removal of the PPC once again spares this variant the EM interference of its original progenitor, only a conservative MechWarrior would find this model a cooler ride.

**PX-1KR Phoenix:** The heavy rifle variant of the RetroTech *Phoenix* is one that many pilots mockingly refer to as the "Double Throwback." Like WRI's other *Phoenix* variants, this model drops the right arm PPC and two heat sinks in favor of a different main gun (again solving the EM interference problems for which the original *Phoenix* was nicknamed "Sparkly Bird"). But in this case, the trade-off also comes with the cost of the 'Mech's jump jets. In exchange, the 1KR carries a heavy rifle with two tons of ammo. The extra half ton of armor spread across its forward torso is small comfort to warriors who find the decidedly low-tech rifle lacking, but WRI engineers point out that this model still hits modern armor *slightly* harder than the 1KC variant.

**PX-1KT Phoenix:** The rarest of the RetroTech *Phoenix* variants is the 1KT model. In this version, the right arm PPC and two heat sinks are traded in for a heavy Thunderbolt 10 launcher with 12 missiles. Boasting a superior heat profile for the same reach and hitting power as the original, this variant might be WRI's best refit, were it not for the limited supply of Thunderbolt launchers and munitions in today's market.

KAUMBERG RANDOM 'MECH ASSIGNMENT	2d6 Result	BattleMechs	Armed Militia 'Mechs	Civil WorkMechs
	2	Reroll for Armed Militia 'Mech	CPK-65 <i>Copper</i> [25] (VA)	KIC-3 <i>Harvester Ant</i> [20] (VA)
	3	Reroll for Armed Militia 'Mech	CPK-65KM <i>Copper</i> [25] (VA)*	RCL-1 <i>Dig King</i> [30] (VA)
	4	COM-2S <i>Commando</i> [25]	ED-X4K <i>Crosscut</i> [30] (VA)*	CON-7 <i>Carbine</i> [30] (VA)
	5	AXM-1N <i>Axman</i> [65]	LM-4/P <i>Lumberjack</i> [70] (VA, 3075U)	ED-X4D <i>Crosscut</i> [30] (VA)
	6	FS9-H <i>Firestarter</i> [35]	ATAE-70M <i>Uni</i> [70] (VA)	ED-X4 <i>Crosscut</i> [30] (VA)
	7	COM-2D <i>Commando</i> [25]	COM-1A <i>Commando</i> [25] (Prim1)	ED-X4 <i>Crosscut</i> [30] (VA)
	8	HCT-3F <i>Hatchetman</i> [45]	PX-1R <i>Phoenix</i> [50] (Prim5)	LM-4/C <i>Lumberjack</i> [70] (VA)
	9	GHR-5H <i>Grasshopper</i> [70]	PX-1KL <i>Phoenix</i> [50] (Prim5)*	ATAE-70 <i>Uni</i> [70] (VA)
	10	ZEU-6S <i>Zeus</i> [80]	PX-1KC <i>Phoenix</i> [50] (Prim5)*	ATAE-70 <i>Uni</i> [70] (VA)
	11	BNC-3S <i>Banshee</i> [90]	PX-1KR <i>Phoenix</i> [50] (Prim5)*	CPK-65 <i>Copper</i> [25] (VA)
	12	AS7-D <i>Atlas</i> [100]	PX-1KT <i>Phoenix</i> [50] (Prim5)*	CPK-65KM <i>Copper</i> [25] (VA)*

\* See Special Variants.

# BATTLETECH™

## PRIMITIVE BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Commando COM-1AK

Movement Points: **Tonnage:** 25  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Rules Level:** Advanced  
 Jumping: 0 **Role:** Scout

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Small Laser	HD	1	3 [DE]	-	1	2	3

(hexes)

### WARRIOR DATA

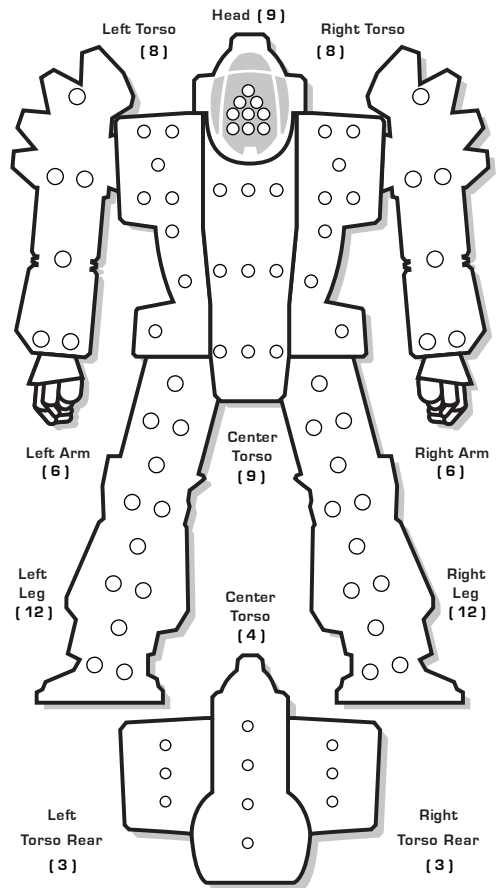
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 533



### CRITICAL TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Medium Laser
  - Roll Again

- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Left Torso**
- Heat Sink
  - Heat Sink
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

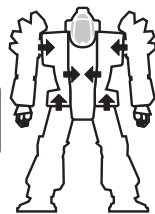
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

- Head**
- Life Support
  - Sensors
  - Primitive Cockpit
  - Small Laser
  - Sensors
  - Life Support

- Center Torso**
- Primitive Fusion Engine
  - Primitive Fusion Engine
  - Primitive Fusion Engine
  - Gyro
  - Gyro
  - Gyro

- 1-3**
- Gyro
  - Primitive Fusion Engine
  - Primitive Fusion Engine
  - Primitive Fusion Engine
  - Roll Again
  - Roll Again

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



Damage Transfer Diagram

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Medium Laser
  - Roll Again

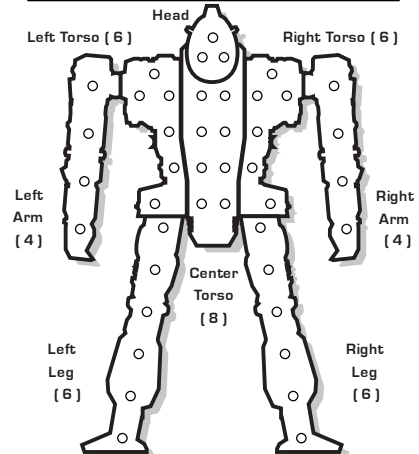
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Right Torso**
- Heat Sink
  - Heat Sink
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Sinks: 10



Heat Scale

Overflow

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

# BATTLETECH™

## INDUSTRIALMECH RECORD SHEET

### 'MECH DATA

Type: Copper SecurityMech CPK-65KM

Movement Points: **Tonnage:** 25  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Rules Level:** Standard  
 Jumping: 0 **Role:** Ambusher

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 2	LA	2	2/Msl [M,C,S]	—	3	6	9
1	SRM 2	RA	2	2/Msl [M,C,S]	—	3	6	9
1	Searchlight	LT	—	[E]	—	—	—	—
1	Searchlight	RT	—	[E]	—	—	—	—

Ammo: [SRM 2] 100

BV: 339

### WARRIOR DATA

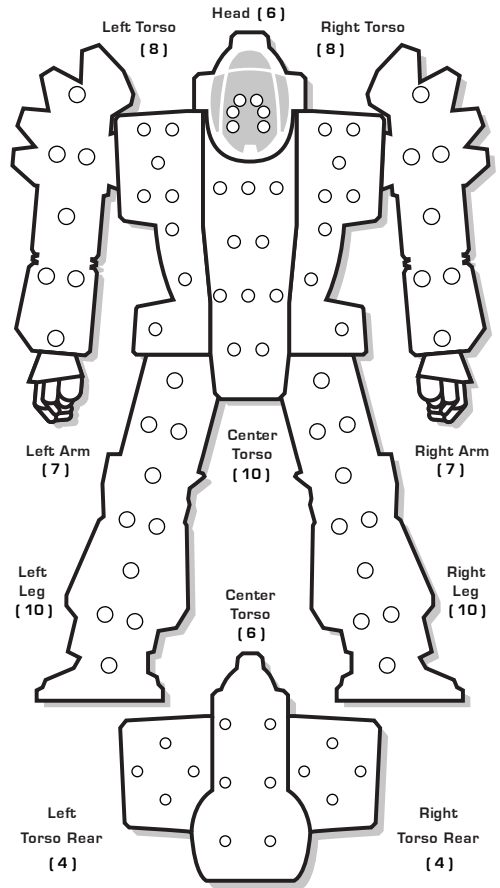
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - SRM 2
  - Ammo [SRM 2] 50
  - Roll Again

- Center Torso**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Left Torso**
- Searchlight
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Right Torso**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

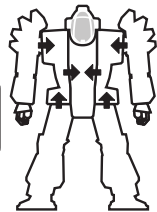
#### Head

- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Roll Again
- Sensors
- Life Support

- Center Torso**
- Fuel Cell Engine
  - Fuel Cell Engine
  - Fuel Cell Engine
  - Gyro
  - Gyro
  - Gyro

- Right Torso**
- Gyro
  - Fuel Cell Engine
  - Fuel Cell Engine
  - Fuel Cell Engine
  - Roll Again
  - Roll Again

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



Damage Transfer Diagram

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - SRM 2
  - Ammo [SRM 2] 50
  - Roll Again

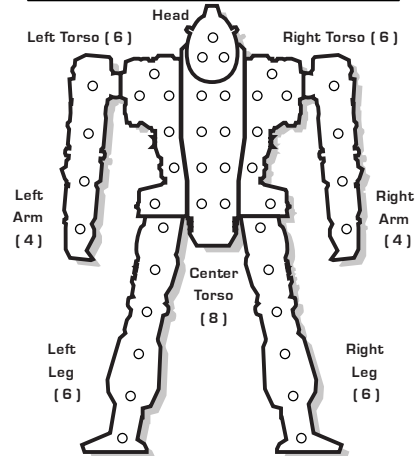
- Center Torso**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Left Torso**
- Searchlight
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Right Torso**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	3
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 8+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow

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

# BATTLETECH™

## INDUSTRIALMECH RECORD SHEET

### 'MECH DATA

Type: Crosscut ED-X4K LoggerMech

Movement Points: **Tonnage:** 30  
 Walking: 3 **Tech Base:** Inner Sphere  
 Running: 5 **Rules Level:** Standard  
 Jumping: 0 **Role:** Ambusher

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Chainsaw	RA	—	5	—	—	—	—
1	SRM 4	RT	3	2/Msl [M.C.S]	—	3	6	9
1	Cargo (2 tons)	CT	—	[E]	—	—	—	—

Ammo: [SRM 4] 25

BV: 367



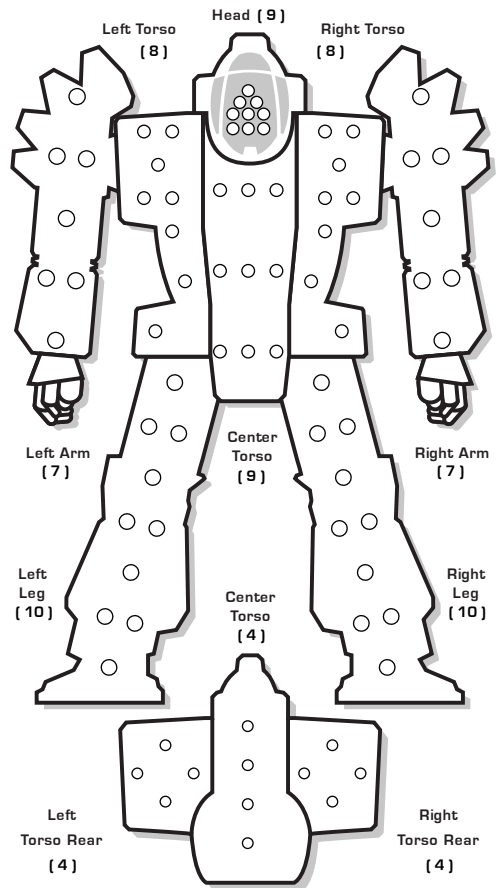
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Roll Again
  - Roll Again

- Center Torso**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Left Torso**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Right Torso**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

- Head**
- Life Support
  - Sensors
  - Industrial Cockpit (adv. FCS)
  - Roll Again
  - Sensors
  - Life Support

- Right Arm**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Right Torso**
- SRM 4
  - Ammo [SRM 4] 25
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Left Leg**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

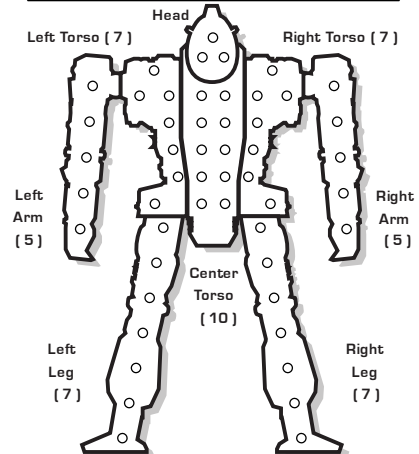
- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Sinks: 2

Heat Scale

Overflow

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

# BATTLETECH™

## PRIMITIVE BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Phoenix PX-1KC

Movement Points: **Tonnage:** 50  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Rules Level:** Advanced  
 Jumping: 3 **Role:** Brawler

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AC/5	RA	1	5 [DB,S]	3	6	12	18
2	SRM 2	LT	2	2/Msl [M,C,S]	-	3	6	9

Ammo: [AC/5] 20, [SRM 2] 50

BV: 766



### WARRIOR DATA

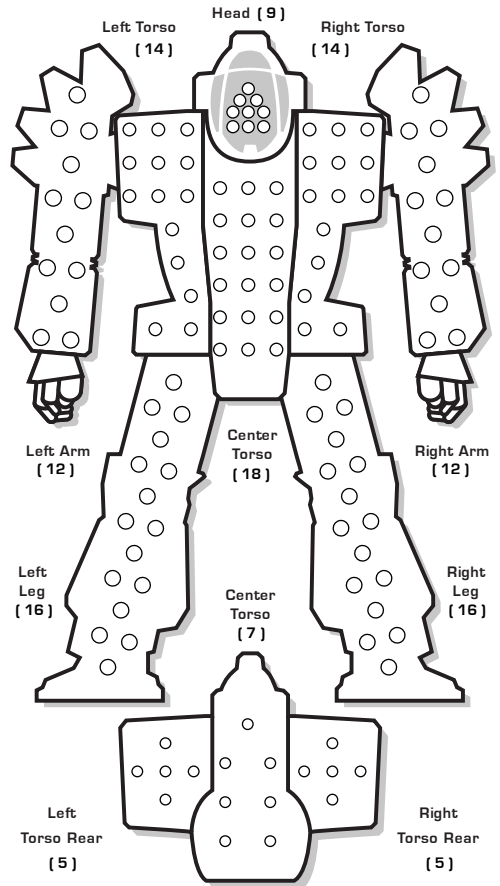
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Roll Again
  - Roll Again

- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Left Torso**
- Jump Jet
  - SRM 2
  - SRM 2
  - Ammo [SRM 2] 50
  - Roll Again
  - Roll Again

- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

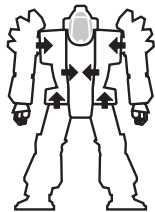
### Head

- Life Support
- Sensors
- Primitive Cockpit
- Roll Again
- Sensors
- Life Support

- Center Torso**
- Primitive Fusion Engine
  - Primitive Fusion Engine
  - Primitive Fusion Engine
  - Gyro
  - Gyro
  - Gyro

- 1-3**
- Gyro
  - Primitive Fusion Engine
  - Primitive Fusion Engine
  - Primitive Fusion Engine
  - Heat Sink
  - Jump Jet

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



Damage Transfer Diagram

### Right Arm

- Shoulder
- Upper Arm Actuator
- AC/5
- AC/5
- AC/5
- AC/5

- 1-3**
- Ammo [AC/5] 20
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

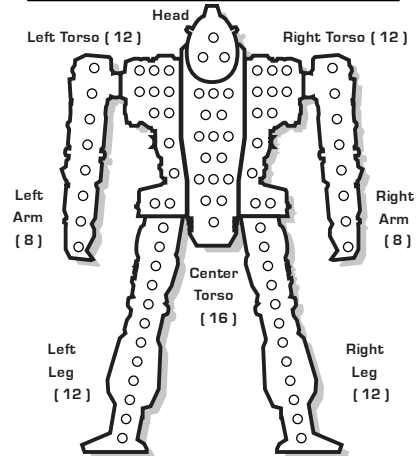
### Right Torso

- Jump Jet
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Sinks: 10



Heat Scale

Overflow

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

# BATTLETECH™

## PRIMITIVE BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Phoenix PX-1KL

Movement Points: **Tonnage:** 50  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Rules Level:** Advanced  
 Jumping: 3 **Role:** Brawler

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	SRM 6	LT	4	2/Msl [M.C.S]	—	3	6	9

Ammo: [SRM 6] 30

BV: 930



### WARRIOR DATA

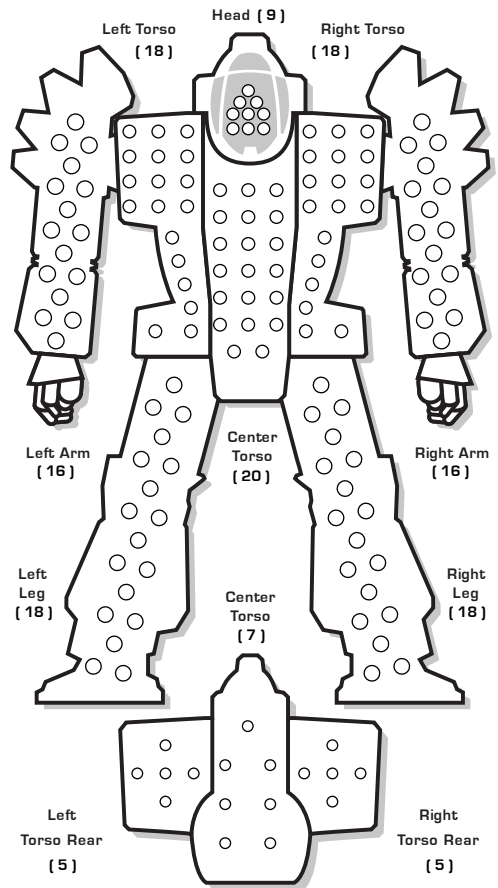
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Roll Again
  - Roll Again

- Center Torso**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Left Torso**
- Jump Jet
  - [SRM 6
  - SRM 6
  - Ammo [SRM 6] 15
  - Ammo [SRM 6] 15
  - Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

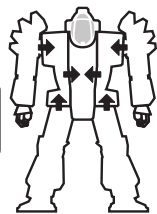
### Head

- Life Support
- Sensors
- Primitive Cockpit
- Roll Again
- Sensors
- Life Support

- Center Torso**
- Primitive Fusion Engine
  - Primitive Fusion Engine
  - Primitive Fusion Engine
  - Gyro
  - Gyro
  - Gyro

- Right Torso**
- Jump Jet
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

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



Damage Transfer Diagram

### Right Arm

- Shoulder
- Upper Arm Actuator
- Large Laser
- Large Laser
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

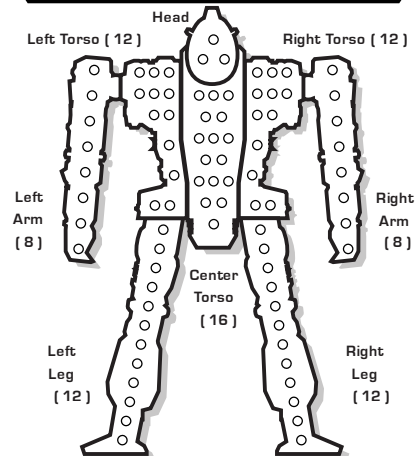
- Right Torso**
- Jump Jet
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Sinks: 10



Heat Scale

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

# BATTLETECH™

## PRIMITIVE BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Phoenix PX-1KR

Movement Points: **Tonnage:** 50  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Rules Level:** Experimental  
 Jumping: 0 **Role:** Brawler

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rifle (Cannon, Heavy)	RA	4	9 [DB,S]	2	6	12	18
2	SRM 2	LT	2	2/Msl [M,C,S]	-	3	6	9

Ammo: (Heavy Rifle) 12, (SRM 2) 50

BV: 760



### WARRIOR DATA

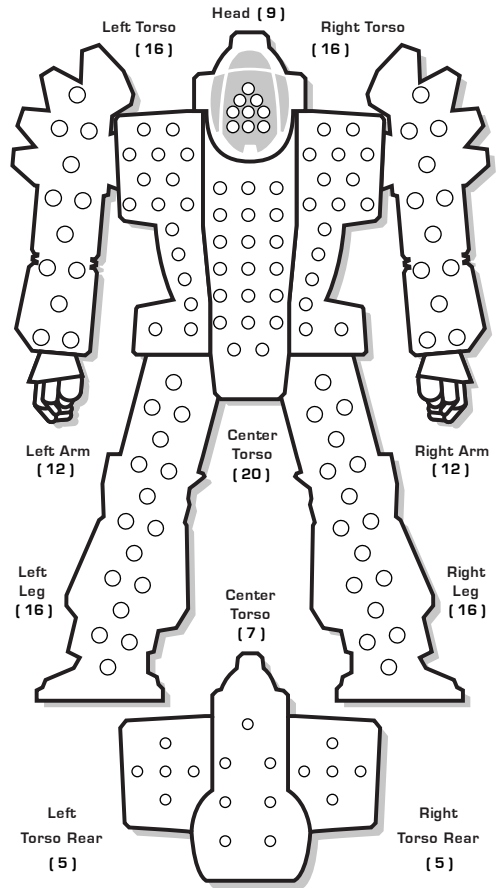
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM

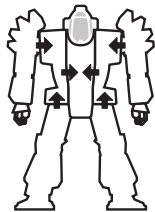


### CRITICAL TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Left Torso**
- SRM 2
  - SRM 2
  - Ammo (SRM 2) 50
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

- Head**
- Life Support
  - Sensors
  - Primitive Cockpit
  - Roll Again
  - Sensors
  - Life Support
- Center Torso**
- Primitive Fusion Engine
  - Primitive Fusion Engine
  - Primitive Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - Primitive Fusion Engine
  - Primitive Fusion Engine
  - Primitive Fusion Engine
  - Heat Sink
  - Roll Again
- 4-6**

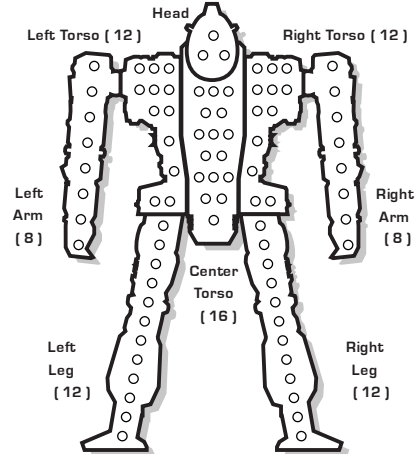
Engine Hits ○○○○  
 Gyro Hits ○○○  
 Sensor Hits ○○○  
 Life Support ○



Damage Transfer Diagram

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Rifle (Cannon, Heavy)
  - Rifle (Cannon, Heavy)
  - Rifle (Cannon, Heavy)
  - Ammo (Heavy Rifle) 6
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Right Torso**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Sinks: 10



Heat Scale

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

# BATTLETECH™

## PRIMITIVE BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Phoenix PX-1KT

Movement Points: **Tonnage:** 50  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Rules Level:** Advanced  
 Jumping: 3 **Role:** Missile Boat

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Thunderbolt 10	RA	5	10[M]	5	6	12	18
2	SRM 2	LT	2	2/Msl [M.C.S]	-	3	6	9

Ammo: [SRM 2] 50, [Thunderbolt 10] 12

BV: 857



### WARRIOR DATA

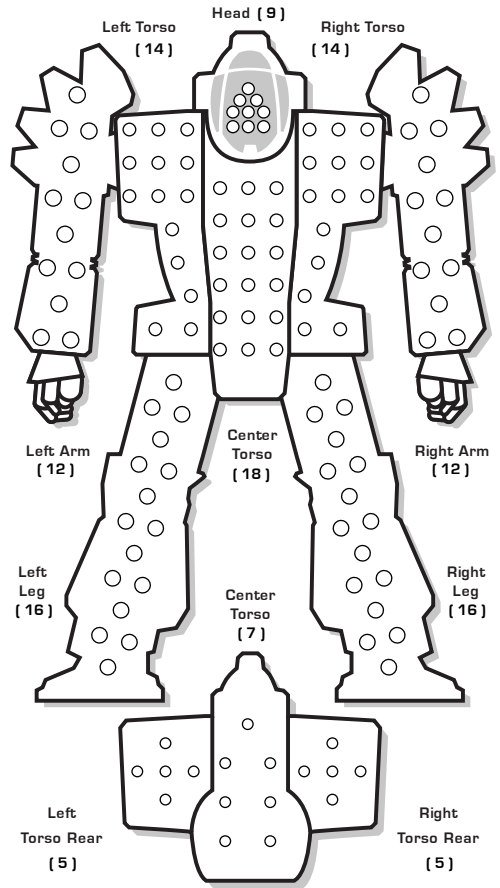
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Roll Again
  - Roll Again

- Center Torso**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Left Torso**
- Jump Jet
  - SRM 2
  - SRM 2
  - Ammo [SRM 2] 50
  - Roll Again
  - Roll Again

- Right Torso**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

- Head**
- Life Support
  - Sensors
  - Primitive Cockpit
  - Roll Again
  - Sensors
  - Life Support

- Right Arm**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Right Torso**
- Jump Jet
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

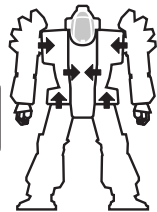
- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Thunderbolt 10
  - Thunderbolt 10
  - Ammo [Thunderbolt 10] 6
  - Ammo [Thunderbolt 10] 6

- Center Torso**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Right Torso**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

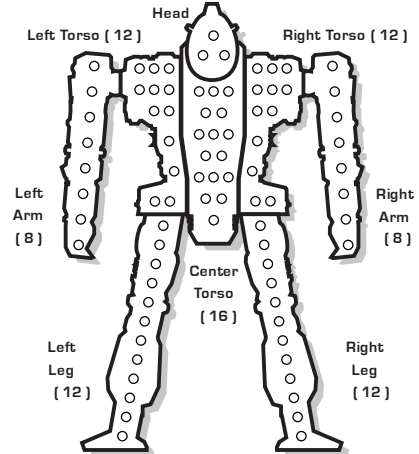
- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Sinks: 10

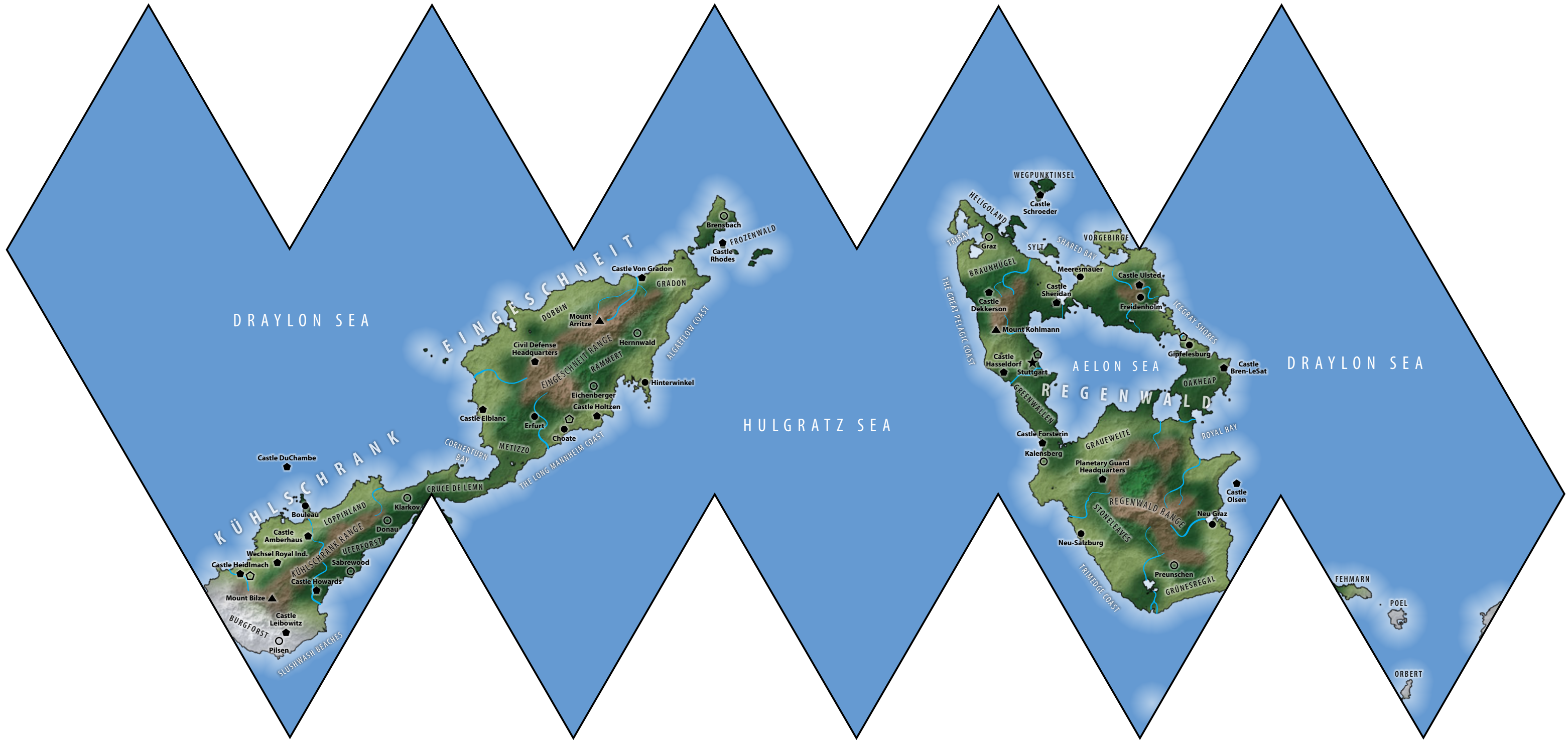


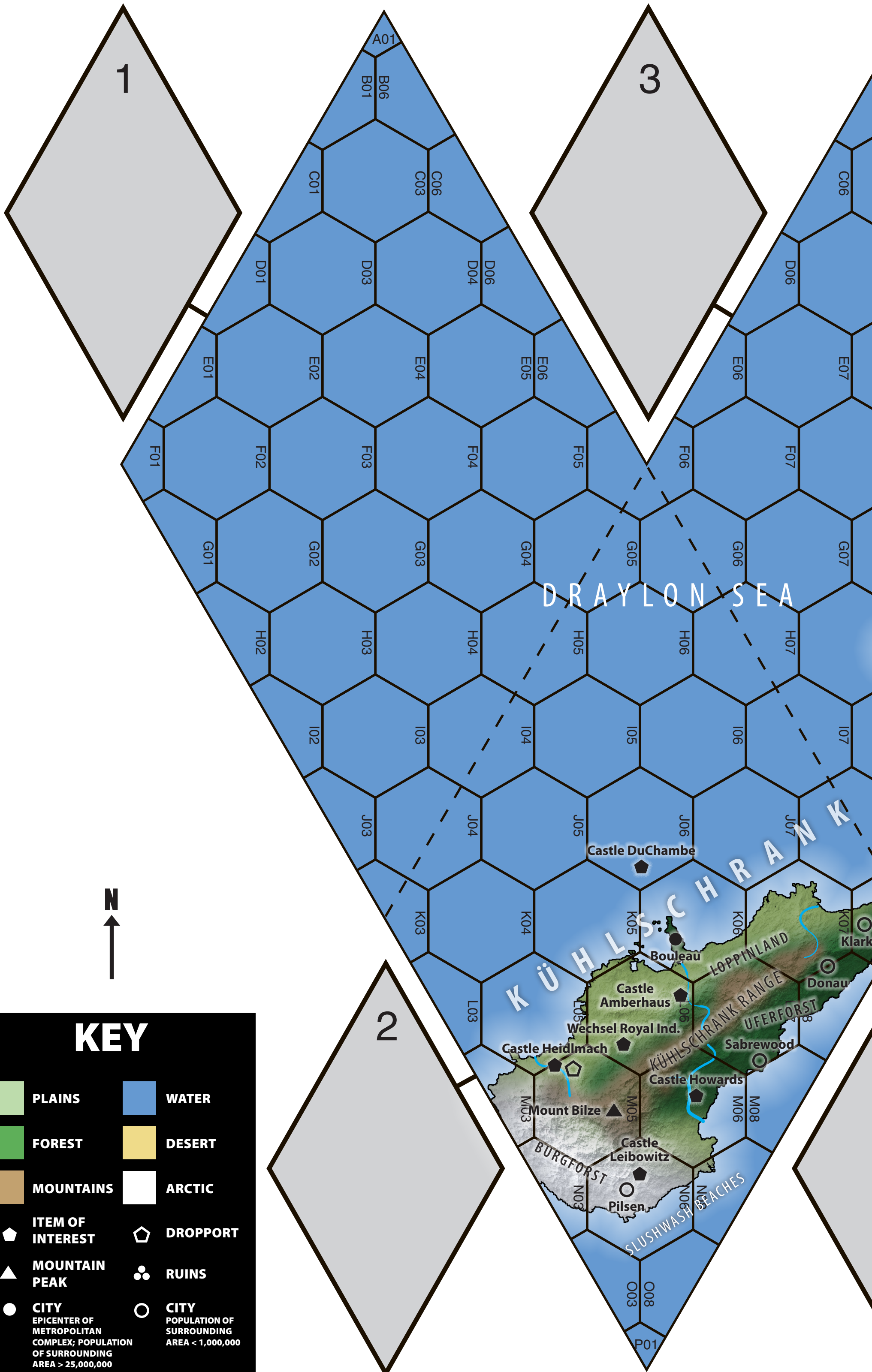
Heat Scale

Overflow

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

# KAUMBERG





1

3

2

DRAYLON SEA

KÜHLSCHRANK

LOPPINLAND

BURGFORST

SLUSHWASH BEACHES

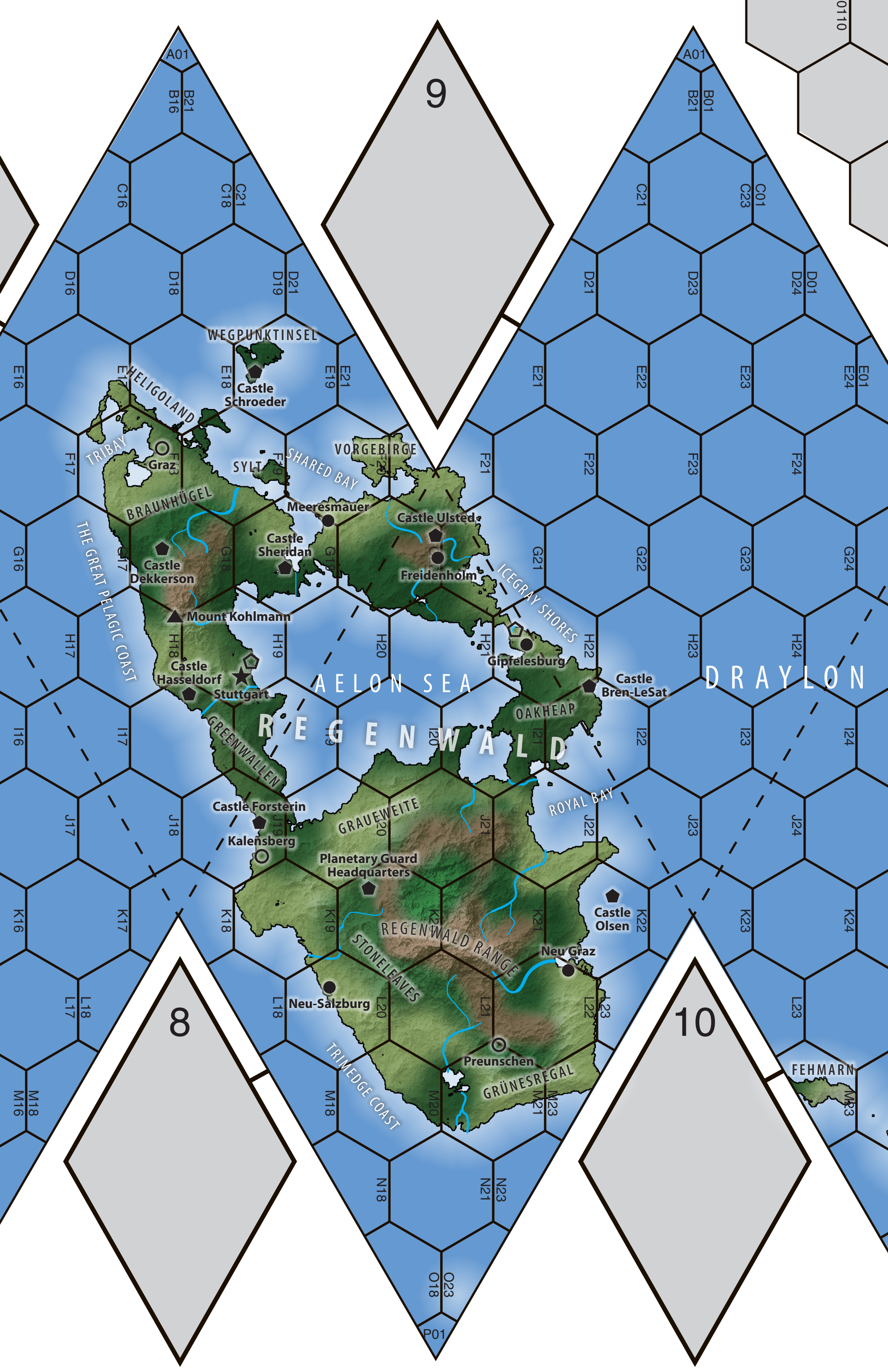
UFERFORST

# KEY

- |  |   |   |   |
|--|---|---|---|
|  | <b>PLAINS</b>   |  | <b>WATER</b>  |
|  | <b>FOREST</b>   |  | <b>DESERT</b>   |
|  | <b>MOUNTAINS</b>  |  | <b>ARCTIC</b>   |
|  | <b>ITEM OF INTEREST</b>   |  | <b>DROPPORT</b>   |
|  | <b>MOUNTAIN PEAK</b>  |  | <b>RUINS</b>  |
|  | <b>CITY</b><br>EPICENTER OF METROPOLITAN COMPLEX; POPULATION OF SURROUNDING AREA > 25,000,000 |  | <b>CITY</b><br>POPULATION OF SURROUNDING AREA < 1,000,000 |







6

10

8

DRAYLON

REGENWALD

AELON SEA

THE GREAT PELAGIC COAST

HELIGOLAND

WEGPUNKTINSEL

VORGEBIRGE

SYLT

SHARED BAY

BRAUNHÜGEL

Meeresmüer

Castle Ulsted

Castle Sheridan

Freidenholm

Mount Kohlmann

Castle Dekkerson

Castle Hasseldorf

Stuttgart

Gipfelsburg

Castle Bren-LeSat

OAKHEAP

Castle Forsterin

Kalensberg

Planetary Guard Headquarters

Castle Olsen

Neu Graz

REGENWALD RANGE

STONELEAVES

Neu-Salzburg

Preunschen

GRÜNESREGAL

TRIMEDGE COAST

FEHMARN

