

# BATTLETECH



TM

## HISTORICAL TURNING POINTS

# TORTUGA<sup>TM</sup>





**BATTLETECH**<sup>TM</sup>  
HISTORICAL TURNING POINTS  
**TORTUGA**<sup>TM</sup>

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# PRIDE AND PPCs

**OUTSKIRTS OF RAIDER'S ROOST**  
**TORTUGA PRIME**  
**PERIPHERY**  
**5 DECEMBER 3076**

Tripp fired his PPCs again, wilting at the surge of heat that flooded his *Awesome's* cockpit. His damaged engine shielding was making it much hotter than normal. It was becoming difficult to breathe. But he needed to pour it on to thin out the tanks swarming his Thumpers, keeping them from relieving the Filtvelt Militia.

Blinking away sweat, he growled and sublimated his instinct to fire. Even so, the distance closed too slowly as the tanks herded his comrades away from the landing site. Another growl escaped his throat when Lieutenant Creek Johnson fell to a pirate Demolisher. The tank's huge cannons amputated both legs from Johnson's battered *Zeus*. The legless torso crashed heavily to the ground. The pirate tanks reacted like hyenas swarming a downed water buffalo. Any hope of saving Johnson was dashed when the Demolisher blasted Johnson's cockpit. The *Zeus'* arms suddenly stopped flailing, flopping to the dusty red surface of Tortuga Prime.

Cold anger flooded Tripp's belly, and he fixed his stare on the Demolisher. Despite the chaos and incoming fire, Tripp took careful aim and lanced the Demolisher with three coruscating azure beams. The first obliterated the tank's left track. The other two blasted through the turret, sending the topmost cannon barrel careening into the air. A satisfying explosion gutted the tank. Its turret cartwheeled into a group of Vedettes and Hunters. These faster tanks were harassing the Thumpers, slowing them down and keeping them within range of the deadly Demolishers.

Tripp nearly swooned in the oppressive heat. One Demolisher was down, but his force was still vastly outnumbered. Hostile fire sought him as he waded into the enemy. He ignored the popguns on the small tanks, thankful no Demolishers were within range. Missile impacts opened new rents in the *Awesome's* battered armor. The hollow sound of the explosions provided an odd counterpoint to the thudding of his 'Mech's feet churning the sand.

He lined up another Demolisher and fired. His aim was off. Only one particle beam struck, scoring a long black streak down the tank's right side. The waste heat of his weapon fire was affecting his accuracy. As his PPCs cycled to readiness, he thumbed the selector to fire only the two mounted in his 'Mech's bullish torso. Compensating for the heat haze, he fired again. Long experience served him well, as the beams converged on the Demolisher. A gout of smoke testified to engine damage. It no longer posed a threat.

A trio of Vedettes swerved into his path and leveled their autocannon barrels his way. Three Hunters backed them up. The sextet fired with extraordinary accuracy. Tripp forced himself to ignore the damage. He didn't slow his advance. He had to reach the DropShips before they were overrun. No one wanted to be stranded on this rock. But the tanks held

their ground, pouring their meager fire into him as he closed. Tripp actually smiled beneath his neurohelmet. He wanted to thank them for the chance to cool down. Instead of firing his PPCs, he planted the toe of his right foot into the glacis of the closest Vedette and sent the tank flying. It rolled three times before stopping upside down. The other tanks scattered before him. His smile turned sinister as he deliberately stomped on the overturned Vedette in his path.

The brief lull allowed Third Lance to break free of the tanks. Tripp watched them go, but his gaze returned to Johnson's mauled *Zeus*. He clenched his jaw and stuffed his anger deep.

It was bad enough being beaten by mere tanks, but losing his people was too much. They just needed to reach the DropShips. Facing a wall of assault 'Mechs should stop the pirate tankers cold. Then the Thumpers could regroup.

He glanced to his left and saw four Pegasus hovertanks running circles around Captain Botloff's armless *Banshee*, pouring fire into him. Two smoking craters showed what was left of their comrades, but the *Banshee* was in serious trouble. Heavier tanks were closing in.

Tripp collected himself, breathing deeply. The air had cooled ever so slightly, and he relished it all the more since it was about to end. A pair of hovertanks were running clockwise around the *Banshee* while another pair circled counterclockwise. Tripp zoomed in on the clockwise pair. His fingers tensed on the triggers, timing his shot. They were just rounding the *Banshee*...

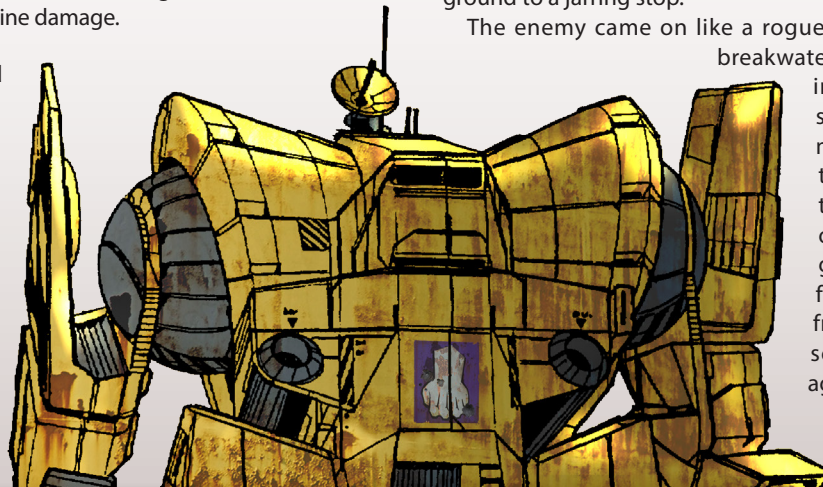
He fired.

Each Pegasus got one PPC. The beams arrowed into the pirate tanks just as their course headed away from Tripp. The thin rear armor on a Pegasus was laughable. Raw energy sliced through and ignited the fuel tanks. A matched pair of explosions sent two burning husks pinwheeling away. The other pair nearly crashed into one another as they broke off their attack. Botloff raised the stump of his *Banshee's* left arm and wagged it at Tripp.

Tripp savored the momentary victory and returned the salute. His brief victory was interrupted as his 'Mech staggered beneath him. He fought the controls and salvaged his balance. Saving Botloff allowed the Demolishers to close on his *Awesome*. Thankfully they fired at max range, or he might not have lived to make them regret it. Instead he came about and walked backwards toward his destination. He thumbed the selector to fire all three PPCs, shifted his targeting reticule onto the lead tank, and fired. He gasped in the rush of heat, but the Demolisher slowed and ground to a jarring stop.

The enemy came on like a rogue wave. Tripp resolved to be the breakwater. He traded fire with the oncoming tanks, their titanic cannon shells crossing paths with his man-made lightning. He shrugged off the incredible punishment they threw against him. He thought of the Vedette he had crushed. A grin was just starting to split his face when the first call came in from the militia. It was incoherent screaming, really. Anguish and agony and despair.

Tripp's smile disappeared forever.



# HISTORICAL TURNING POINTS

# TORTUGA™

**W**elcome to the next in the series of *Historical Turning Points* campaign books, designed to give players the opportunity to fight in some of the landmark conflicts of the Inner Sphere's tumultuous history.

The general information contained in the **Atlas** and **Combatants** sections gives players the tools needed to fight an infinite number of engagements on Tortuga Prime, while the **Tracks** section gives details on some of the larger and more pivotal battles of the planetary struggle between the pirates and the invading Filtvelt Coalition forces. The Tracks section can also be used with standalone games set in the Jihad time frame.

The **Atlas** section presents a global view followed by some quick facts about Tortuga Prime. 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 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 the gameplay experience. All players should agree whether to use any or all of these features before play begins.

The **Combatants** section gives details on the units that participated in the conflict and can be used by players who wish to add authenticity to their game. The tracks follow one another, with the effects of damage and destruction in one battle often carrying over into subsequent tracks; however, the forces which fought on Tortuga Prime are provided only as a guideline and players are encouraged to use other forces at their option to attempt to rewrite history. This allows the players to pursue the tracks with different forces as they wish. The forces present on each side in a track 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 units, or whatever else suits them.

The **Tracks** section presents several key battles that occurred on two worlds in the Filtvelt Coalition, which led directly to the assault on Tortuga Prime detailed in the subsequent tracks. Note that the events in one track lead into the next, with damage carrying over through the campaign. Players wishing to incorporate these tracks into their Chaos Campaign campaigns should use the Warchest Points (WP) listed in the brackets. Optional points are awarded only if the group achieves at least one Objective while using the listed option. Objective points are cumulative as they are achieved, unless otherwise noted.

The **Annex** section contains seven official Record Sheets. First is the AWS-8Q Buck *Awesome* of Thumpers commander Major Buck Tripp. Next are several prototype *Brigand* variants encountered by the Thumpers during their invasion of Tortuga Prime. A TRO page is also provided for the *Brigand* variant developed from the prototypes discovered on Tortuga Prime.

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**Special Thanks:** All too often, the pirates in the BattleTech universe are given insufficient credit for the flavor they provide. Almost as often as they appear, they are wiped out by superior House forces. I wanted to deliver a product that showcases a victory for the pirates over those who would eradicate them. Thanks to Ben Rome for giving me free rein to do so.

## STAR LEAGUE ERA



## CLAN INVASION ERA



## JIHAD ERA



## SUCCESSION WARS ERA



## CIVIL WAR ERA



## DARK AGE ERA

## NOTE!

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

For more information about Tortuga Prime and the people who have lived and died there, please see first and second edition *Periphery* sourcebooks, *Field Manual: Periphery (FM:P)*, *Field Manual: Federated Suns*, *Field Manual: Updates (FM:U)*, *Field Manual Mercenaries* (original and revised), the various *Mercenaries Supplementals and Updates*, *Handbook: Major Periphery States*, *Masters and Minions: The StarCorps Dossiers*, *Field Report: Periphery*, *Objectives: Periphery*, and *Field Manual: 3085 (FM:3085)*. Other references of use are *Total Warfare (TW)*, *Tactical Operations (TO)*, and *Historical: Reunification War (H:RW)*.

## TORTUGA PRIME

**Noble Ruler:** Precentor William Derer  
**Star Type (Recharge Time):** G2V (183 hours)  
**Position in System:** 3  
**Time to Jump Point:** 9.12 days  
**Number of Satellites:** 5 (Barbarossa, Kidd, Wendigo, Lafleur, Pandora)  
**Surface Gravity:** 0.85  
**Atm. Pressure:** Standard (Breathable)  
**Equatorial Temperature:** 30°C (Temperate)  
**Surface Water:** 40 percent  
**Recharging Station:** None  
**HPG Class Type:** B  
**Highest Native Life:** Plant  
**Population:** 1,372,300 (3076)  
**Socio-Industrial Levels:** D-C-D-D-C



# TORTUGA PRIME

Tortuga Prime has been the capital of the Tortuga Dominion since pirates first colonized that region of space. For many decades, the populace struggled to support itself in the harsh surface environment. Despite forty percent of the world's surface being covered by water, it is too alkaline for human consumption. The people were forced to rely on a vast underground reservoir for fresh water that nonetheless still requires significant treatment. Pirate raids on better supplied and better maintained worlds were necessary to replace failed components and devices the uneducated locals could not keep in operation.

The world's first successful ruler was Paula "Lady Death" Trevaline. She instituted a harsh and unfair caste system, supported mainly by slaves captured from various nations. When she was captured and imprisoned by the Federated Suns, her various followers fell to infighting and splintered into multiple, non-unified pirate groups. That changed when Fuchida's Fusiliers arrived in 3042. They spent a year wiping out those who challenged their assumption of power and finally returned stability to Tortuga Prime.

The Fusiliers directed their attacks specifically against industrial and infrastructural targets. Instead of stealing what was needed to replace what had stopped working, the Fusiliers managed to cobble together a minor industrial base. This led to the first BattleMech ever produced by a pirate band, the *Brigand*, built by the homegrown Vengeance Incorporated. Though this so-called manufacturing company was little more than a number of scattered machine shops and warehouses with jib cranes and support gantries, it lifted the world's image, and trade began with various other, smaller Periphery powers like Tortuga itself. The leap in status also claimed the attention of the Word of Blake.

The Word of Blake constantly sought remote locales for garnering support or establishing secret bases. To further their own ends, the Blakists constructed a B-class HPG on Tortuga Prime. Being linked to the rest of human-occupied space finally elevated the pirate homeworld to a semblance of legitimacy. The Blakists also curried favor by facilitating construction of a sophisticated monorail that linked the seven major cities on Torment, the world's primary continent. The Blakists also provided clandestine support to Vengeance Incorporated to upgrade their capabilities and products.

The ascendancy of Tortuga Prime might have halted completely when Lady Death returned from incarceration and destroyed the Fusiliers. Fortunately, she recognized the inherent value of the improvements wrought during her absence. After eliminating vocal opposition, she left the world to run itself as long as regular tribute was paid to her. Precentor William Derer was appointed to oversee the world when Death's Consorts left to conquer the Malagrotta region from within.

Precentor Derer was relatively hands-off, though he did reorganize the planetary militia into typical Word of Blake formations. He also poured funding into Vengeance Incorporated's manufacture of combat vehicles. Though the output was low-tech, this sudden military buildup increased the size of the world's defense force by at least an order of magnitude. His insistence on constant, live-fire drilling weeded out the weak and incompetent, leaving a large and well-trained force waiting to surprise anyone foolish enough to attempt a landing.

## Mapsheets

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

## TORTUGA PRIME MAPSHEETS TABLE

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

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

DESERT FLATLANDS	2D6 Result	Map
	2	Desert Sinkhole #1 (MS3, MSC1)
	3	Moonscape #1 (MS5, MSC1)
	4	Deep Canyon #2 (MS5, MSC2)
	5	Open Terrain #1 (MS5, MSC1)
	6	Desert Sinkhole #2 (MS3, MSC1)
	7	Open Terrain #2 (MS5, MSC1)
	8	City Ruins (MS2, MSC1)
	9	Moonscape #2 (MS5, MSC1)
	10	Deep Canyon #1 (MS5, MSC2)
	11	BattleTech (BT, MS2, MSC1)
	12	Desert Hills (MS2, MSC1)

## Optional Rules

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

## Base Terrain Types

- Heavy Industrial Zone (see p. 31, *TO*)
- Level 1 Foliage (see p. 36, *TO*)
- Sand (see p. 39, *TO*)

## Terrain Modifications

- Fire (see p. 43, *TO*)

## Terrain Conditions

- Low Gravity (see p. 55, *TO*)

## Weather Conditions

- Blowing Sand (see p. 62, *TO*)
- Fog (see p. 57, *TO*)
- Full Moon Night (see p. 58, *TO*)
- Rain (see p. 59, *TO*)

# RANDOM ASSIGNMENT TABLES

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

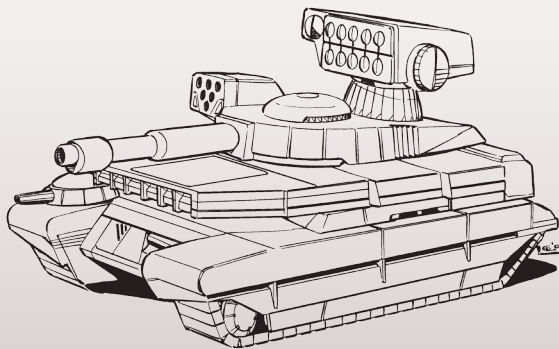
## RANDOM ASSIGNMENT TABLE: TORTUGA PRIME, 3076 VEHICLES

PIRATE	1D6	LIGHT VEHICLES	MEDIUM VEHICLES
	1	Pegasus Scout Hovertank [35]	Condor Heavy Hover Tank [50]
	2	Hunter Light Support Tank [35]	Vedette Medium Tank [50]
	3	Hunter Light Support Tank [35]	Vedette Medium Tank [50]
	4	Hunter Light Support Tank [35]	Vedette Medium Tank [50]
	5	Hunter Light Support Tank [35]	Vedette Medium Tank [50]
	6	Pegasus Scout Hovertank [35]	Drillson Heavy Hover Tank [50]

PIRATE	1D6	HEAVY VEHICLES	ASSAULT VEHICLES
	1	LRM Carrier [60]	Schrek PPC Carrier [80]
	2	Manticore Heavy Tank [60]	Demolisher Heavy Tank [80]
	3	Bulldog Medium Tank [60]	Demolisher Heavy Tank [80]
	4	SRM Carrier [60]	Demolisher Heavy Tank [80]
	5	Pike Support Vehicle [60]	Demolisher Heavy Tank [80]
	6	Brutus Assault Tank [75]	Demolisher II Heavy Tank [100]

FILTVELT COALITION	1D6	LIGHT VEHICLES	MEDIUM VEHICLES
	1	Hunter Light Support Tank [35]	Light SRM Carrier [40]
	2	Plainsman Medium Hovertank [35]	Vedette Medium Tank [50]
	3	Striker Light Tank [35]	Hetzer Wheeled Assault Gun [40]
	4	Chevalier Light Tank [35]	Condor Heavy Hover Tank [50]
	5	Lightning [35]	Goblin Medium Tank [45]
	6	Galleon Light Tank [30]	Regulator Hovertank [45]

FILTVELT COALITION	1D6	HEAVY VEHICLES	ASSAULT VEHICLES
	1	Manticore Heavy Tank [60]	Behemoth Heavy Tank [100]
	2	AC/2 Carrier [60]	Ontos Heavy Tank [95]
	3	Pike Support Vehicle [60]	Partisan Heavy Tank [80]
	4	LRM Carrier [60]	Demolisher Heavy Tank [80]
	5	Von Luckner Heavy Tank [75]	Heavy LRM Carrier [80]
	6	SRM Carrier [60]	Schrek PPC Carrier [80]



## RANDOM ASSIGNMENT TABLE: TORTUGA PRIME, 3076 BATTLEMECHS

PIRATE / FILTVELT COALITION	2D6	LIGHT 'MECHS
	2	VLK-QA Valkyrie [30]
	3	LCT-1E Locust [20]
	4	STG-3R Stinger [20]
	5	WSP-1A Wasp [20]
	6	LDT-1 Brigand [25]
	7	WSP-1A Wasp [20]
	8	COM-2D Commando [25]
	9	PNT-9R Panther [35]
	10	STG-3R Stinger [20]
	11	SDR-5K Spider [30]
	12	ABS-3L Anubis [30]

PIRATE / FILTVELT COALITION	2D6	MEDIUM 'MECHS
	2	MHL-X1 Marshal [55]
	3	HBK-4G Hunchback [50]
	4	GRF-1N Griffin [55]
	5	CN9-A Centurion [50]
	6	PXH-1 Phoenix Hawk [45]
	7	SHD-2H Shadow Hawk [55]
	8	WVR-6R Wolverine [55]
	9	PXH-1 Phoenix Hawk [45]
	10	WVR-6R Wolverine [55]
	11	HBK-4P Hunchback [50]
	12	PXH-1D Phoenix Hawk [45]

PIRATE / FILTVELT COALITION	2D6	HEAVY 'MECHS
	2	TDR-5S Thunderbolt [65]
	3	GHR-5H Grasshopper [70]
	4	CPLT-C1 Catapult [65]
	5	WHM-6R Warhammer [70]
	6	MAD-3D Marauder [75]
	7	DRG-1N Dragon [60]
	8	MAD-3R Marauder [75]
	9	ARC-2R Archer [70]
	10	ON1-K Orion [75]
	11	WHM-6R Warhammer [70]
	12	CRD-3R Crusader [65]

PIRATE / FILTVELT COALITION	2D6	ASSAULT 'MECHS
	2	VTR-9A Victor [80]
	3	ZEU-6S Zeus [80]
	4	BNC-3E Banshee [95]
	5	CGR-1A1 Charger [80]
	6	AWS-8Q Awesome [80]
	7	STK-3F Stalker [85]
	8	VTR-9B Victor [80]
	9	BLR-1D BattleMaster [85]
	10	CGR-1A1 Charger [80]
	11	VTR-9B Victor [80]
	12	GOL-1H Goliath [80]

# REPULSED BY THE PIRATES ON TORTUGA PRIME

The Word of Blake Jihad changed the fortunes of Filtvelt in countless ways. Pirate raids increased far beyond even the highest historical level. With the AFFS already weakened from the FedCom Civil War, the remnants were busy shattering themselves against the Blakists throughout the Federated Suns, especially on New Avalon. That the March Lords had raised the ire of their hereditary enemies did nothing to help the overall strategic picture.

With no recourse, Filtvelt declared independence from the Federated Suns, taking a number of neighboring worlds along, forming the Filtvelt Coalition. The primary focus of the new nation was to protect its people from the depredations of free-ranging pirates. This was accomplished, in part, by offering those selfsame pirates letters of marque and sending them as privateers against others of their ilk. This policy was only marginally successful.

When Malagrotta took the same path as Filtvelt, they also made the mistake of issuing commissions to various pirate bands. Sadly for the peoples of the Malagrotta Collective, one of those bands was Death's Consorts. The Consorts assaulted the defenders from within and took control of the Collective.

The Filtveltters increased their issuance of letters of marque, offering more generous terms to those they sought to appease. Even so, the pirate raids increased in both frequency and audacity. In October 3076, a stunning series of pirate raids hit the Filtvelt Coalition nearly simultaneously. These raids targeted the fledgling nation's meager industrial base. The burgeoning Filtvelt Citizens Militia was completely humiliated by the raiders, losing precious supplies while taking significant losses. The only saving grace was that several pirates were captured and interrogated. They revealed that they were operating out of Tortuga Prime.

The Coalition Council ordered the Thumpers, mercenaries who formed the core of the new nation's military, to punish the pirates in their home; eliminating the Tortugan weapons industry was the Thumpers' primary mission objective. The Thumpers headed for the Tortuga Dominions, taking along a detachment of the Citizens Militia hoping for redemption.

Major Buck Tripp, leader of the Thumpers, hoped a surprise assault would divert attention away from their DropShips. Tripp and his command company dropped into Raider's Roost while the DropShips continued on to the outskirts of the sprawling city. The plan soon revealed itself as disastrous.

While Tripp and his company of assault 'Mechs engaged the Strychnine Slavers, bad news came in from the landing zone. The Tortugans were attacking the disembarking troops with mass tank formations. The Thumpers and Citizens Militia were taking heavy losses. Tripp and his command company disengaged and proceeded immediately to the DropShips, weathering ambushes as they passed through the pirate city.

Just as Tripp reached the city's edge, another devastating report came in. As the Tortugan tanks reached the Citizens Militia perimeter, they unleashed a tactic that had been plaguing Jihad battlefields for years. Chemical weapons were detonated in the midst of the Filtvelt tanks and infantry. The casualties were horrific. The few infantrymen who survived lamented the fact. Tank crews actually fared worse, as their poorly maintained vehicles admitted the deadly gas even with the hatches dogged shut. Very few crews survived.

Thumpers MechWarriors were spared by virtue of being in their cockpits, while the DropShip crews quickly closed bay doors. This separated those who had already disembarked from those still heading for the fight.

Tripp and his command company waded through the Tortugan tank horde and reached the DropShips. The heavy damage they inflicted against the tanks turned the tide of the battle enough that the pirates retreated into Raider's Roost.

Tripp faced the unenviable decision of packing up and fleeing immediately, but returning home with extreme casualties and complete mission failure was not an option. He decided to remain, hoping to destroy Vengeance Incorporated before returning to Filtvelt. Analyzing data from the DropShips' flyover of Raider's Roost, the Thumpers command staff identified potential factory sites to attack, since the data showed that the Vengeance sites near the spaceport were primarily vehicle assembly plants and warehouses.

The attempt to destroy Vengeance Incorporated continued Tripp's unlucky streak. The Tortuga Militia was deadly efficient. They ambushed and slaughtered Tripp's force. The speediest of Tripp's 'Mechs reached the target sites, but they were cut off from the slower elements of the force. While they struck minor blows against the Tortugan industrial base, those few who escaped the many pirate traps in the twisting confines of Raider's Roost were lucky to do so.

The Thumpers fled Tortuga Prime under the countless guns of home-built tanks and returned to Filtvelt in disgrace. Had they still been mercenaries, they might have been imprisoned. Instead, Tripp was censured and tasked with personally visiting the families of the dead to explain how his actions cost the lives of their loved ones.

For several years life on Tortuga Prime returned to the status quo. While Death's Consorts were wiped out and Malagrotta returned to Federated Suns control, Precentor Derer remained in control of the pirate homeworld. Things changed when the Jihad went against the Blakists. Derer chose to flee, simply because he was a known Blakist. Though death and destruction traveled in Derer's wake, Tortuga continued to benefit from his relatively enlightened leadership, and the people waited for a new ruler to emerge from the vacuum left by his departure.

## COMMANDERS

### BUCK TRIPP

**Rank:** Major

**Born:** 3036 (40 in 3076)

Tripp grew up in the mercenary lifestyle. His father Antler Davis Tripp was third in command of the Thumpers for over a decade before dying in combat against Swann's Cavaliers during service to the Lyran half of the Federated Commonwealth. Tripp inherited his father's *Awesome* and eventually became a MechWarrior with the Thumpers. He blamed his father's death on the command's lack of advanced technology, so he made it his goal to modernize the command. To realize this goal, he began considering the Thumpers more as a corporate entity. His efforts bore little fruit, as he was on the lowest rung of the corporate ladder. To effect real change, he would have to be in command.

It took several years before his deft maneuvering garnered sufficient support. Finally he drove the commander into early retirement and took the reins himself. With Tripp in command and running the Thumpers as a business, he took advantage of the contract with Edasich Motors to purchase every piece of advanced technology from whatever avenues he could. Upgrading was slow and required spending large amounts to attract skilled technicians to his seemingly down-and-out command. He remained true to his goal, though. His efforts finally bore fruit as his technical staff began successfully upgrading Thumpers' 'Mechs one at a time.

After an unremarkable stay in the Chaos March, the Thumpers moved to greener pastures in the Periphery. This stalled Tripp's push for upgrades, but it also made for easier money. The paranoid Taurians paid the Thumpers a veritable mint just to sit and wait for a Federated Suns attack few thought would ever manifest.

When the border heated up, though, the Thumpers were left out of the fighting, and they lost the lucrative combat bonus pay associated with it. So the Thumpers left the Concordat for Filtvelt, where their outdated but well-maintained assault 'Mechs earned them respect in addition to generous pay. Hard fighting against various pirates tested the Thumpers, especially as superior numbers and tactics saw them nearly lose a number of battles with the Death's Consorts, but the love and appreciation of the populace made the Coalition feel like home. When permanent service with the new nation was offered, Tripp realized it was the best business decision he could make.

**Special Abilities:** Buck Tripp is an Elite-level MechWarrior and officer with a twenty-two-year mercenary career. He commands an assault battalion with a 6 TP *Rank* (major) and 9 TP *Connection* (Filtvelt) and is *In For Life* (Filtvelt Coalition). He is an excellent BattleMech commander, with Skill Roll Modifiers of +5 to Leadership, +2 to Strategy, and +5 to Tactics rolls for Land-based combat.

### WILLIAM DERER

**Rank:** Precentor (Word of Blake)

**Born:** 3032 (44 in 3076)

Precentor Derer was an unlikely choice for the assignment as liaison to Tortuga Prime. His upbringing in the Federated Commonwealth instilled martial values in him, but his drive to restore an overall balance to humanity was overwhelming. He joined ComStar, and later the Word of Blake, because he felt it allowed him to make a difference. He had no idea what shape that difference would take.

The Blakists found in Derer a particular affinity for organization and ability to accept unsavory means to achieve a desired end. When Vengeance Incorporated debuted the *Brigand*, the 'Mech caught the Word's attention and drew investment to the pirate capital. After installing a brand-new Class B HPG on Tortuga, the world was linked to the rest of humanity for the first time. Now it needed a dedicated, trustworthy overseer. The Word chose Derer to be their primary representative on Tortuga Prime. Derer was uncertain about life in the Periphery and left his son in the care of his brother. Alone, Derer relocated to Tortuga Prime.

Derer's mandate was to establish a long-lasting and cordial relationship with the Tortugans. He attempted to maintain a distance from Lady Death but apparently made a good impression. When Death's Consorts left for Malagrotta, Derer found himself in command of the world. Knowing the best way to endear the Word to the locals was to preserve their way of life, such as it was, he directed all the world's resources to defense. Direct investment of funds and technical experts increased the amount and quality of factory output. At first he overlooked the use of slaves on Tortuga Prime, but he was quickly desensitized to their plight and found himself backstopping slaving operations by various pirate groups. He did put into place specific guidelines for those owning slaves, in terms of proper treatment and support.

The desperate state of the Jihad and the horrors being unleashed throughout the Inner Sphere and Periphery frightened Derer. His communications revealed a contrary philosophy to the Blakists' efforts. A team of overseers arrived one day unannounced and started watching Derer closely and openly. All he could do was continue his efforts to protect the world, though he began planning his escape. He hoped the group of grim-faced cyborgs keeping watch didn't notice.

**Special Abilities:** Derer is an excellent organizer. Any command answering ultimately to him gains a +1 bonus to Initiative when their efforts are to defend Tortuga Prime. Although he eschews combat, he is a Regular-skill MechWarrior with a twenty-year career in ComStar/Word of Blake. He commands a Level IV and has a 7 TP *Connection* (WoB) and is *In For Life* (Word of Blake). He is an able commander, with Skill Roll Modifiers of +5 to Leadership, +4 to Strategy, and +3 to Tactics rolls for Land-based combat.

# COMBATANTS

This section lists the combat units active in the invasion of Tortuga Prime. The Experience Level indicates which column to roll on when using the Random Skills Table (see p. 273, *TW*) for the combatants.

*RAT* shows which Random Assignment Tables (see *Tortuga Prime*, 3076 *RAT*, p. 5) to roll units from if randomly determining a force. To build a unit (if not using a player-defined unit from a campaign), use the Unit Generation rules (see p. 264, *TW*). For the faction tables to roll from, locate the *RAT* entry for each combatant (Pirate forces may roll on the Periphery and/or Mercenary tables if using *RATs* from other sources).

If not using the included *Tortuga Prime*, 3076 *RAT*, choose a variant specific to the force/nation involved to give a specific flavor to the forces used. None of the combatants has access to the most advanced technology. All forces on both sides should limit their selection to variants that have been in production for several years, to represent the lack of both large-scale manufacturing and prestige in this region of space. Variants dating to 3067 or earlier are recommended.

*Unit Abilities* are special game rules that apply to that unit in combat. Keep in mind these rules are optional and all players should agree to their use before gameplay begins. The *Notes* section gives in-universe details on the unit to help give players a feel for the command during the battles in the Filtvelt Coalition and on Tortuga Prime.

### Tortugan Phalanx [Pirate]

**CO:** Polemarch Naxamander Anabasis

**Average Experience:** Veteran

**RAT:** Pirate, Periphery, *FM:P*, *FM:U*

**Unit Abilities:** The Phalanx has trained in hit-and-run operations. Add +1 to all Initiative rolls when the Phalanx is the Attacker. The Phalanx has installed Triple Strength Myomer in all BattleMechs with sufficient available critical space. When attempting to carry loot in their 'Mechs' hands, increase the carrying capacity by 10%. In addition, Phalanx 'Mechs do not suffer a movement penalty when carrying loot.

When randomly rolling for forces, use only the Light and Medium 'Mech tables. For Sarissa Mora, any roll resulting in a 'Mech lacking an LRM or PPC weapon may be re-rolled one time; the second result must be kept. For Peltast Mora, any rolled result may be exchanged for an adjacent result on the table if the alternative has a faster walking speed.

**Notes:** The Phalanx was unknown until 3071, when the command carried out an admittedly perfect raid against Lackland. This seemed almost like a shakedown mission, as each subunit split off from the landing zone and attacked a specific target in the capital, returning to their DropShips and departing before the militia was even roused. The Phalanx is believed to be composed of various undesirables, including those fleeing trials for war crimes after the FedCom Civil War. Naxamander Anabasis is unknown on the rolls of Inner Sphere militaries and is likely an alias. He is apparently fond of classical history, giving ancient ranks to himself and those in his command. He oversees three *moras* (nominally the equivalent of companies): Hoplite Mora, Sarissa Mora and Peltast Mora; the Hoplites are generalists, the Sarissas are long-range specialists, and the Peltasts are a fast-moving cadre of shock troops. Each *mora* is composed of three *lochoi*. Each *lochos* is a subunit of five BattleMechs, though there seems to be no Clan connection. The Tortugan Phalanx's insignia is a round Greek hoplon shield with a Jolly Roger emblazoned upon it. The insignia is placed on both shoulders of Phalanx 'Mechs, which are painted dull gray with bright red blood dripping from weapons ports.



**The Strychnine Slavers [Pirate]****CO:** Commander Nathaniel Gordon**Average Experience:** Veteran**RAT:** Pirate, Periphery, *FM:P, FM:U*

**Unit Abilities:** The Slavers are a fast and low-mass pirate force. None of their 'Mechs mass over 55 tons. Their DropShips have been modified so that the cargo space can be quickly converted to slave pens for transporting chattel when war materiel does not fill the holds. Similarly, cargo space on any vehicle is specifically modified to carry fresh abductees back to the command's DropShips. Add +1 to Initiative rolls when fighting as the Attacker. However, the Slavers are completely unsuited to defensive operations and receive a -2 modifier to Initiative rolls when fighting as the Defender.

**Notes:** Nathaniel Gordon was convicted as a slaver by the Taurian Concordat in 3066. His escape from MacLeod's Land was covered up by the authorities, primarily to avoid bad press. After he slipped off-world, he made his way to Tortuga and reunited with his old comrades. After killing several for leaving him behind, he rebuilt the Slavers by delivering high numbers of slaves to waiting masters. Once Lady Death reclaimed Tortuga Prime, Gordon's stock went up thanks to her demand for more labor for Vengeance Incorporated. The influx of money led to the Slavers expanding to a full battalion of cruel, hardened criminals with no regard for the sanctity of human life. The boom times of the Jihad allowed not only greater access to prey in the Federated Suns and Periphery but also free rein in Tortuga with the departure of Death's Consorts. The Slavers paint their 'Mechs and vehicles in a bright orange, yellow, and red autumn leaf pattern. Their insignia is a stylized universal poison symbol with a smiling skull, placed high on the rear center torso. This symbol is also painted on 'Mech arms as kill markers.

**Tortuga Militia [Pirate]****CO:** Precentor William Derer**Average Experience:** Veteran**RAT:** Pirate

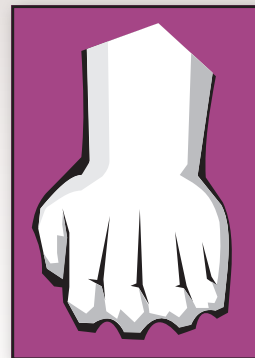
**Unit Abilities:** When acting as the Defender on Tortuga Prime, the Militia adds a +2 bonus to Initiative rolls. If the militia is outnumbered, the command's excellent training takes over. The Initiative bonus is lost when the Militia is the Attacker; in such cases the Militia cancels any Initiative special abilities of the opposing force.

**Notes:** The Militia was all but nonexistent before Derer took the reins on Tortuga Prime. His crash buildup of forces bore remarkable fruit. The high population of disgraced warriors on Tortuga Prime provided excellent crews for the massive number of tanks being constructed around the clock by slaves in the Vengeance Incorporated sweatshops. Constant training forged the units not only in terms of Gunnery and Driving Skills but also in terms of organization. The Militia uses Word of Blake organization but without combined-arms integration. Derer oversaw the troop buildup to two Level IVs. Each Level III operates as an independent command, taking charge of various important installations. A Level IV of combat vehicles guards Raider's Roost, while the other Level IIIs are each assigned to Tortuga Prime's other six primary cities. The Militia paints its units desert red, with the Tortugan flag prominently displayed on the turret or top of all tanks.

**Thumpers Assault Battalion [Filtvelt Coalition]****CO:** Major Buck Tripp**Average Experience:** Veteran**RAT:** Filtvelt, Periphery, Federated Suns, Lyran Alliance, *FM:3085, FM:U, MercSuppUpdate*

**Unit Abilities:** The Thumpers' controlling player may choose to use Filtvelt, Lyran, Federated Suns, or Periphery RATs to determine unit compositions, but if doing so, all units in a Thumpers lance must be rolled from the same faction's tables. The Thumpers suffer a -1 modifier to all Initiative rolls when fighting pirate forces. When acting as the Defender in any battle outside the Filtvelt Coalition, the Thumpers gain the Banking Initiative special ability (*TO*, pg. 192). Formerly an all-assault 'Mech force, the Thumpers have had to replace some losses with heavy 'Mechs instead. The Thumpers have a 3:1 ratio of assault to heavy 'Mechs.

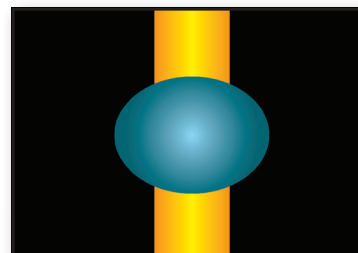
**Notes:** The Thumpers extended their contract with the Filtvelt Coalition despite Marquess Helen Trempeleau offering them extremely generous terms to become permanent members of the Filtvelt military. Tripp was weighing the option after consulting with his company and lance commanders. The invasion of Tortuga Prime was ordered after several daring and embarrassing pirate raids against Filtvelt and Broken Wheel in late 3076.

**First Filtvelt Citizens Militia [Filtvelt Coalition]****CO:** Colonel Erich Lebeau**Average Experience:** Regular**RAT:** Filtvelt, Federated Suns *FM:3085, FM:U*

**Unit Abilities:** When acting as the Defender on any Filtvelt Coalition world, the First adds a +1 modifier to all Initiative rolls. They also gain the Overrun Combat and Off-Map Movement special abilities.

**Notes:** The First was formerly known as the Filtvelt Academy Training Battalion. Colonel Lebeau

is expected to be promoted soon to field marshal. This will place him in command of the entire Filtvelt military. He is confident he can train troops to battle readiness, but he is less certain of his capabilities as overall commander of his new nation's military. The First is filled with dedicated troops, but the loss of his company commanders to the newly formed Second and Third Citizens Militias has diluted the overall experience the First gained in battle against pirates early in the Jihad. The First is currently a battalion in strength.



# BREAKING THE WHEEL

## SITUATION

Quikscell Factory  
Conestoga, Broken Wheel  
Filtvelt Coalition  
1 October 3076

Pirates out of the Tortuga Dominion decided to carry out a daring daytime raid against the Quikscell factory on Broken Wheel. Or maybe it's not so daring, considering the poor state of the Filtvelt militia even before the secession. Still, the locals will do what they can. Reserve troops have been activated from their regular jobs, and they're scrambling to their posts. Unfortunately, they are all headed to assigned positions at various governmental and infrastructural installations, leaving the corporate security to hold out until the planetary militia arrives.

## GAME SETUP

*Recommended Terrain:* Urban

Arrange two maps with their long edges touching. Place the factory on the Urban map, at the far side from the Desert Flatlands map. The factory is a 6-hex, 3-level, Hardened (CF 100) building; only infantry may enter the factory without damaging it. Further, a wall, equipped with defensive turrets, encloses the factory (see Special Rules). Place eight 1-hex, 1-level buildings throughout the Urban map, of which two are worker barracks (Light, CF 15). Six warehouses (see Special Rules) must also be placed. All barracks and warehouses (except the ammunition depots) must be placed within the wall. The Attacker's home edge is the edge farthest from the factory. The Defender's home edge is the edge closest to the factory.

## Attacker

*Recommended Forces:* Tortugan Phalanx

Attacker consists of one *mora* of pirate BattleMechs and 2 lances of cargo trucks (4 Rock Rover Half-Tracks and 4 Burro II Super Heavy Cargo Trucks). The Attacker enters from home edge on Turn 1.

## Defender

*Recommended Forces:* Broken Wheel Militia, Quikscell Corporate Security

Defender consists of planetary militia (one lance of heavy BattleMechs with Regular skills; one lance of vehicles with Veteran skills; and 4 Regular-skill infantry platoons, 2 Rifle, 1 Laser, 1 SRM) and corporate security (one platoon of Pegasus hovercraft and 1 company of Cavalier battle armor, all Green). The infantry are deployed inside the wall, and may be placed as Hidden Units (see p. 259, *TW*). The militia's vehicles and 'Mechs enter from the map corners of Defender's home edge on Turn 4.

## WARCHEST

**Track Cost:** 500 WP

### Optional Bonuses

- +200 Great Gunnerz.** Improve all enemy Gunnery Skills by 1.
- +100 Great Pilotz.** Improve all enemy Piloting/Driving Skills by 1.
- +400 They Got Skillz.** Improve all enemy Gunnery *and* Piloting/Driving Skills by 1.
- +400 Backup.** The enemy has another lance of BattleMechs which arrive via home edge on Turn 8.

## OBJECTIVES

- 1. Grab the goods!** The Attacker must escape with half the supplies from the six warehouses; the Defender must limit escape to less than half. **[400]**
- 2. Shootout.** Kill or capture at least half of the opposing units. **[500]**
- 3. Protect the Factory.** Both sides must limit damage to the factory. **[-10 per point of damage inflicted to factory, excluding warehouses]**

## SPECIAL RULES

The following rules are in effect for this track:

### Forced Withdrawal

Both sides are operating under *Forced Withdrawal* rules (see p. 258, *TW*) unless negated by special unit rules.

### Warehouses

There are two each of three types of warehouses filled with supplies for the pirates to loot. They are: ammunition storage (Heavy, CF 60; must be placed at least 5 hexes from the factory), parts storage (Medium, CF 40), and finished products (Light, CF 15). All are 1-hex, 1-level buildings. The Defender places buildings, secretly recording the contents of each.

Any unit with an active probe can identify the contents by ending a turn within 3 hexes of a warehouse but may only identify one per turn; the contents are revealed in the End Phase of that turn. Units lacking an active probe must end their turn adjacent to a warehouse to identify its contents.

To loot a warehouse, a pirate 'Mech or vehicle must end its turn adjacent to a warehouse; in the End Phase of that turn, the unit must declare it will loot the warehouse the following turn (see *Loot* below). The unit may not perform any actions (moving, firing weapons, etc.) during the turn it is looting. Each warehouse may be looted twice before it is emptied.

The finished products warehouses are special. They contain fully assembled and armed Pegasus hovercrafts and Light Thunderbolt Carriers from the Quikscell plant. Looting these requires the pirates deliver available crews to drive the vehicles away. The Attacker's Rock Rover Half Tracks carry 1 spare crew each at the start of the battle. During the looting turn, the spare crew is stealing a functional vehicle. The next turn, the vehicle becomes a combat unit for the Attacker, and it may engage in combat or leave the map

at the Attacker's discretion. The ammunition storage warehouses are likely to explode if they are fired upon. Any time one of them is struck by weapons fire, roll 2D6. On a roll of 10+, the warehouse explodes for 100 damage in the warehouse hex, 75 damage in adjacent hexes, 50 damage 2 hexes away, and 25 damage 3 hexes away, all applied in 5-point groups. If any of the other warehouses are damaged in any way, the loot is damaged. If the CF is reduced by half, half the loot is destroyed. Complete destruction destroys all remaining loot.

### Loot

The pirates' primary goal is to loot the warehouses. Their 'Mechs should be limited to those with hand actuators to enable carrying. They also have two lances of cargo trucks, which can be loaded in the same manner that 'Mechs can grab supplies from a warehouse. The rules for Cargo Carriers (see p. 261, *TW*) should be used for the pirates, with the following alterations. For 'Mechs, each available, functional hand actuator carries a sack capable of carrying half that 'Mech's cargo capacity. Hits to the arms force a Piloting Skill Roll to hold on to the loot in that arm's hand; otherwise, hits do not damage the loot. A critical hit to a hand actuator destroys the loot. If loot is dropped for any reason, the sacks break open and cannot be picked back up. Any movement besides Walking forces a Piloting Skill Roll (Running adds a +1 penalty to the target number, Jumping adds +2) to avoid dropping the loot.

### Wall

A wall encloses the factory and its ancillary buildings. The wall is 2 levels tall and completely fills the hexes it passes through. Treat the wall as a Hardened Building with CF 100. The wall is placed at a distance of 3 hexes from the factory. One hex is assigned to be the gate, with a road leading through to the factory; the gate is also Hardened, but has CF 80. A successful Push attack with a +3 modifier (and no bonus for Immobile Target) made against the gate *from inside the wall* will open the gate for the remainder of the battle.

### Turrets

Six turrets are built into the wall to defend the factory. Defender rolls on the following table to determine the armament of the turrets, then rolls again to determine the Gunnery Skill of that turret. Turrets should be placed with at least 1 non-turret hex between them. Turrets are 3 levels tall and have no limit to their traverse, so they may shoot within the border of the wall as well as outside it. All turrets have 2 tons of ammunition *per ammo-based weapon*, unless otherwise indicated. All turrets have Gunnery as noted in the table below. For RAC/2 and RAC/5, jams are automatically cleared in the End Phase of the turn in which the jam occurs.

## TURRET DEFENSE TABLE

2D6 Result	Turret Armament	Turret Gunnery
2	2 AC/20*	1
3	1 NARC <sup>†</sup> and 3 SRM-6 <sup>†</sup>	2
4	4 RAC/5	2
5	4 SRM-6 <sup>†</sup>	3
6	2 ER Large Lasers and 2 Large Pulse Lasers	3
7	4 LB 10-X AC**	4
8	4 ER Large Lasers	3
9	2 LRM-20*	3
10	2 RAC/5 and 5 RAC/2	2
11	1 LB-X AC/20*** and 2 ER PPCs	2
12	5 Large Pulse Lasers	1

\*4 tons of ammo each

\*\*1 ton each cluster and solid shot

\*\*\*4 tons of ammo: 2 each cluster and solid shot

<sup>†</sup>Defender may choose 1 ton per launcher as Infernos, if all players agree on their use (see p. 141, *TW*).

<sup>‡</sup>All LRM and SRM turrets use NARC-guided missiles.

### AFTERMATH

The pirates completely humiliated the planetary militia and corporate security. Not only did they make off with all the loot they could carry, they also commandeered several completed vehicles and simply drove them back to their DropShip. The pirate trucks also left fully laden, though a few were destroyed before the last of the militia fell. The only reason the factory was spared was so the pirates could raid it again in the future. This was just the most recent of a string of embarrassing pirate raids against the Coalition in recent months. And the worst was yet to come...



# STOMP THE FOOT...

## SITUATION

*Cal-Boeing of Dorwinion Factory  
Olafberg, Filtvelt  
Filtvelt Coalition  
2 October 3076*

Since Death's Consorts took over Malagrotta, the Filtvelt Coalition became even more of a target. The pirates grew so brazen they launched a raid on Filtvelt itself. This two-pronged attack saw the pirates brave the defensive turrets of both the Cal-Boeing factory at Olafberg and the Coalition Armory factory at Sor-Jan. Desperate to save both facilities, the defenders split their forces. The militia was driven not only to save the precious factories and their supplies but also to deal a heavy blow against the pirates.

## GAME SETUP

*Recommended Terrain:* Urban

Arrange a minimum of two maps for this battle. (If either side allocates more than 2 lances to this battle, add one map for every 2 additional lances or portion thereof.) The Defender chooses a home edge and places a factory within 3 hexes of that map edge; the Attacker's home edge is opposite the Defender's. The factory is a 6-hex, 3-level, Hardened building (CF 100); only infantry may enter the factory without damaging it. Place at least twelve 1-hex, 1-level buildings throughout the Urban map, including three worker barracks (Light, CF 15) and five warehouses (2 for parts storage, 2 for finished products, and one for ammunition storage; see Special Rules for *Breaking the Wheel* track, p. 9); all must be placed within 4 hexes of the factory. There are also four defensive turrets, 1-hex, 2-level, Heavy buildings (CF 75), which must be placed at least 4 hexes away from the factory. (For all warehouses and turrets, see Special Rules for *Breaking the Wheel* track, but add +1 to the Gunnery Skill for each turret. Also, ammunition storage explosion damage is 50/25/10/0.) There is no wall enclosing the Cal-Boeing factory.

## Attacker

*Recommended Forces:* The Strychnine Slavers

The Attacker secretly splits the 'Mech battalion before play begins and must use at least 4 of the 12 available cargo trucks for this track. One portion is sent to raid the Cal-Boeing factory at Olafberg. The Attacker should not reveal force size or composition prior to Turn 1, when units are deployed to the map. The Attacker enters via home edge on Turn 1.

## Defender

*Recommended Forces:* First Filtvelt Citizens Militia, Cal-Boeing Corporate Security

The Defender secretly splits the militia 'Mech battalion before play begins. One portion is sent to defend the Cal-Boeing factory at Olafberg. The Defender should not reveal the force size or composition prior to entering the map. Militia units enter via home edge on Turn (2+1D6/2). Corporate Security must be deployed within 5 hexes of the Cal-Boeing factory and consists of one lance of Ripper VTOLs (Regular skills) and one company of Cavalier battle armor (Green); the Cavaliers may be placed as Hidden Units.

**Note:** The following two tracks take place at the same time. Players should determine overall Attacker (Strychnine Slavers) and Defender (First Filtvelt Citizens Militia) forces, which are to be divided prior to playing either track; each starts with a maximum total of 36 'Mechs; players must agree to the same 'Mech total to use for the overall force. The tracks may be played in either order the players prefer. Note that the Attacker gets a total of 12 cargo trucks (6 Rock Rovers and 6 Burro IIs) to allocate for the two tracks, though at least 4 cargo trucks must be used for each track.

## WARCHEST

**Track Cost:** 500 WP

### Optional Bonuses

- +100 **Can You See 'Em?** Light Fog blankets the area. (See p. 57, *TO*)
- +200 **Who's There?** Heavy Fog blankets the area. (See p. 57, *TO*)
- +250 **Hard Target.** Improve the enemy Gunnery Skills by 1.
- +500 **Tough Nut.** Improve the enemy Gunnery Skills by 2.
- +400 **Precious Resources.** No weapons fire within 3 hexes of the factory or any warehouse.

## OBJECTIVES

1. **Ill-Gotten Gains.** The Attacker must escape via home edge with half the supplies from the five warehouses; Defender must limit escape to less than half. [400]
2. **Easy Prey.** The Defender must destroy the cargo trucks; Attacker must safely exit the cargo trucks via home edge. [100 per truck destroyed (Defender) or escaped (Attacker)]
3. **Irreplaceable.** The factory contains antiquated equipment that cannot withstand the slightest damage. If any unit fires a weapon within 3 hexes of factory, that unit becomes a primary target. [100 per violating unit destroyed]

## SPECIAL RULES

The following rules are in effect for this track:

### Forced Withdrawal

Both sides are operating under *Forced Withdrawal* rules (see p. 258, *TW*).

## AFTERMATH

The pirates did well to reach the factory ahead of the defenders. They took out all the turrets and had already cleaned out half the warehouses before the militia arrived. A pitiful excuse of a battle resulted, as the speedy pirate 'Mechs simply left the pursuing militia 'Mechs behind. The only consolation for the defenders was that the pirates left the factory itself intact.

# ...THEN SMASH THE FACE

## SITUATION

Coalition Armory factory  
Sor-Jan, Filtvelt  
Filtvelt Coalition  
2 October 3076

Since Death's Consorts took over Malagrotta, life had grown considerably worse for locals in the Filtvelt Coalition. The pirates grew so brazen they launched a raid on Filtvelt itself. This two-pronged attack saw the pirates brave the defensive turrets of both the Cal-Boeing factory at Olafberg and the Coalition Armory factory at Sor-Jan. Desperate to save both facilities, the defenders split their forces. The militia was driven not only to save the precious factories and their supplies but also to deal a heavy blow against the pirates.

## GAME SETUP

*Recommended Terrain:* Urban

Arrange a minimum of two maps for this battle. (If either side allocates more than 2 lances to this battle, add 1 map for every two additional lances or portion thereof.) The Defender chooses a home edge and places a factory within 3 hexes of that map edge; the Attacker's home edge is opposite the Defender's. The factory is a 6-hex, 3-level, Hardened (CF 100) building; only infantry may enter the factory without damaging it. Place at least twelve smaller, 1-hex 1-level buildings throughout the Urban map, including three worker barracks (Light, CF 15) and seven warehouses (three for parts storage, two for finished products, and two for ammunition storage). All barracks and warehouses (except the ammunition depots) must be placed within 5 hexes of the factory. There are also five defensive turrets, 1-hex, 2-level, Heavy buildings (CF 90), which must be placed at least 4 hexes away from the factory. (For all warehouses and turrets, see Special Rules for *Breaking the Wheel* track, but add +1 to the Gunnery Skill for each turret.) There is no wall enclosing the Coalition Armory factory.

## Attacker

*Recommended Forces:* The Strychnine Slavers

The Attacker secretly splits the 'Mech battalion before play begins and must use at least 4 of the 12 available cargo trucks for this track. One portion is sent to attack the Coalition Armory factory at Sor-Jan. The Attacker should not reveal the force size or composition prior to Turn 1, when units are deployed to the map. The Attacker enters via home edge on Turn 1.

## Defender

*Recommended Forces:* First Filtvelt Citizens Militia, Coalition Armory Corporate Security

The Defender secretly splits the militia 'Mech battalion before play begins. One portion is sent to defend the Coalition Armory factory at Sor-Jan. The Defender should not reveal the force size or composition prior to entering the map. Militia units enter via home edge on Turn (4+1D6/3). Corporate Security must be deployed within 5 hexes of the factory and consists of one lance of *Dervish* and *Toro* BattleMechs (2 of each 'Mech, Regular skills; use the primitive *Dervish* model from *XTRO Primitives III* if available) and one company of Cavalier battle armor (Green); the Cavaliers may be placed as Hidden Units.

## WARCHEST

**Track Cost:** 500 WP

### Optional Bonuses

- +200 Good Timing?** Heavy Rain is falling. (See p. 59, *TO*)
- +400 Great Timing?** A Torrential Downpour affects the battlefield. (See p. 59, *TO*)
- +300 Precious Resources.** No weapons fire within 3 hexes of the factory or any warehouse.

## OBJECTIVES

- 1. Ill-Gotten Gains.** The Attacker must escape via home edge with half the supplies from the seven warehouses; The Defender must limit escape to less than half. **[400]**
- 2. Easy Prey.** The Defender must destroy the cargo trucks; the Attacker must safely exit the cargo trucks via home edge. **[100 per truck]**
- 3. Get the Techs.** One of the worker barracks is filled with techs. Both sides are desperate to have them. The Attacker can "loot" the workers as with supplies (2 "loads") from a warehouse, but only on a cargo truck. The Defender must prevent techs from being taken; any successful attack on cargo truck kills the techs on 1D6 roll of 1 or 6. **[100 per "load" of techs stolen(Attacker)/ saved(Defender)]**

## SPECIAL RULES

The following rules are in effect for this track:

### Forced Withdrawal

Both sides are operating under *Forced Withdrawal* rules (see p. 258, *TW*).

## AFTERMATH

The Coalition Armory plant was saved by surprising care taken by the pirates. They refrained from firing any weapons near the factory itself. This led to a bloody melee with the similarly cautious militia. The experienced pirates dealt a heavy blow against the Filtvelters in the physical combat that took place. The militia's timely arrival, at least, spared the technical staff. The pirates were attempting to kidnap the entire complement of workers when the militia destroyed the trucks that would have carried the techs to a fate worse than death on Tortuga Prime.

# RAIDERS IN THE ROOST

## SITUATION

*Mason's Borough  
Raider's Roost, Tortuga Prime  
Tortuga Dominions, Periphery  
5 December 3076*

Major Buck Tripp wanted to strike a heavy blow immediately upon arrival at the pirate capital. He ordered his four DropShips to transit the skies over Raider's Roost en route to their landing site. When they passed over the capital city, the command company executed a combat drop. Whether fortune favored them or not is for future historians to decide, but their landing placed them close to the base and slave pens of the Strychnine Slavers. Before the pirates could rally their entire force, the Thumpers attacked. Things seemed to go well at first ...

## GAME SETUP

*Recommended Terrain:* Urban

Use at least four maps for this track. The Attacker chooses a home edge, with the opposite edge being the Defender's home edge. Place buildings on all Clear, non-Paved hexes. Place a 4-hex, 2-level, Heavy building (CF 75) on Defender's home edge to represent the Slavers headquarters.

### Attacker

*Recommended Forces:* Thumpers

The command company of the Thumpers is used in this battle. The company is composed entirely of assault 'Mechs. Major Buck Tripp and the other two lance commanders have Elite skills. Attacker must designate which 'Mech represents Tripp. The Attacker enters on Turn 1 via the Defender's home edge. The Attacker may only exit via their own home edge; any unit exiting via another edge is considered captured and is permanently unavailable for future tracks. (**Note:** the status of the Thumpers at the end of this track is the basis for their condition at the start of the *Phalanx for the Memories* track.)

### Defender

*Recommended Forces:* Strychnine Slavers

(**Note:** if the *Stomp the Foot...* and *...Then Smash the Face* tracks were played, subtract from the Slavers available force all units destroyed on Filtvelt. Also, poor technical resources plague the Slavers. Do not repair any critical damage received during the battles on Filtvelt, and repair only half the armor damage (rounded down). If the Slavers successfully kidnapped a load of technicians, then a total of three-quarters of armor damage has been repaired; if they escaped with both loads of technicians, then half their critical damage (determined randomly) has been repaired. If those tracks were not played, subtract 5+2D6 'Mechs from the available total of 36. Of the remaining, apply 3D6 damage to the front of all units in 5-point groups, but ignore any critical damage.) One company of the Slavers is available at the start of this track. The Defender deploys to the map before Turn 1; units must be at least 10 hexes from the Attacker's home edge. Defender may place 6 of the initial 12 'Mechs as Hidden Units. The Slavers may receive reinforcements during this battle (see Special Rules). Any Slavers 'Mech that exits via any edge but the home edge is considered to have fled and will not be available for any future tracks.

**Note:** If *Stomp the Foot...* and/or *...Then Smash the Face* tracks were played and the Slavers successfully made off with ammunition supplies, then they have access to specialty munitions for all standard autocannon (Armor-Piercing, Precision) and LRMs (Fragmentation, Incendiary, Swarm) for this track.

## WARCHEST

**Track Cost:** 400 WP

### Optional Bonus

**+200 Good Timing?** Heavy Rain is falling. (See p. 59, *TO*)

## OBJECTIVES

- 1. Destroy/Protect Headquarters.** The Attacker must destroy the headquarters building, while the Defender must protect it. **[200 per hex destroyed (Attacker) or intact (Defender) at the end of track]**
- 2. Make Them Pay.** Destroy at least half the enemy's deployed 'Mechs. **[500]**
- 3. Free the Captives.** Four squads of captured technicians can be freed from the headquarters (see Special Rules). **[100 per squad that escapes (Attacker) or does not (Defender)]**

## SPECIAL RULES

The following rules are in effect for this track:

### Forced Withdrawal

The Defender is operating under *Forced Withdrawal* rules (see p. 258, *TW*). The Defender's units may only exit via their own home edge.

### Reinforcements

As long as at least one Slavers 'Mech is still operational and on the map, the Slavers may receive reinforcements as the battle progresses. In Turn 4, one lance of Slavers 'Mechs enters from their home edge. Another lance arrives every turn after that until the entire Slavers battalion that survived the Filtvelt raid has been deployed. However, if at any time there are no Slavers 'Mechs operational on the map, the track ends immediately in victory for the Attacker. (The Slavers, seeing such devastation and being less than loyal to one another, take the better part of valor and flee rather than join the battle.)

### Headquarters

Four squads of technicians are imprisoned in the headquarters building. The Attacker can free these technicians. One squad can be freed from each hex of the headquarters building. To free them, an Attacker 'Mech must end its movement adjacent to that building hex and declare prior to the Weapons Phase that it will free the prisoners in that hex. The 'Mech may not make any weapon or physical attacks that turn. The next turn, a Rock Rover Half Track carrying the technicians appears on the map in the freeing 'Mech's hex. The Rock Rover must exit via the Attacker's home edge for the squad to escape. Each freed squad has its own Rock Rover to escape in.

### DropShip Distress Call

Beginning on Turn 8, roll 2D6 during the End Phase. On a roll of 8+, the Thumpers receive a distress call from their DropShips regarding the Tortuga Militia's counterattack on the landing zone. Reduce the target number by 1 every other turn following (so a roll of 7+ during the End Phase of Turn 10, 6+ at end of Turn 12, etc.). Once this call has been received, the Thumpers are all considered

to be under *Forced Withdrawal* and must exit via the Attacker's home edge. Keep a record of the number of turns after the distress call is received before the final Thumpers 'Mech exits the map, as this will determine what turn the Thumpers may enter the map for the *The LZ Massacre* track. This will be added to the number of turns before the final Thumpers 'Mech exits the map in *Phalanx for the Memories*.

### AFTERMATH

Things were going well for the Thumpers. First, they managed to free several groups of grateful captives from the Slavers' fortress-like headquarters. Then the Slavers showed up. The Thumpers were not merely holding their own: they were wiping out the Slavers a lance at a time. Then came the distress call from the DropShips. The Tortugas were attacking the LZ with incredible numbers, and the DropShips were at risk of being lost. Without hesitation, the Thumpers broke off from the battle and withdrew in good order, heading for the LZ. Time was of the essence, but assault 'Mechs can only move so fast. And it's not like the Tortugas were just going to let them pass through the city without challenge...



# PHALANX FOR THE MEMORIES

## SITUATION

*The Warrens*

*Raider's Roost, Tortuga Prime*

*Tortuga Dominions, Periphery*

*5 December 3076*

Major Buck Tripp's command company could finally see the edge of the city. Their audio pickups could detect the sounds of hard combat, but the path through the city had been a slow one. The tight confines and winding streets made for perfect ambushes, which the Tortugans had been launching the entire journey. Now they were in the final stretch, but Tripp seriously doubted it would be any easier than what came before.

## GAME SETUP

*Recommended Terrain:* Urban

Arrange at least two maps with their short edges touching to produce a long, narrow map that the Attacker must cross the length of. Place buildings on all Clear, non-Paved hexes. The Defender chooses one short edge as home edge, with the opposite edge being the Attacker's home edge.

## Attacker

*Recommended Forces:* Thumpers

The Attacker consists of the Thumpers all-assault 'Mech command company. If the *Raiders in the Roost* track was played, use the survivors of that track for the Attacker's force but apply 3D6 damage in 5-point groups to the front every unit (ignore any critical hits) to represent the attacks they suffered passing through the city. If *Raiders in the Roost* was not played, then apply 10D6 damage in 5-point groups to the front of each unit, including any critical hits, and reduce any ammunition critical damage by 50%. Designate one unit as Major Buck Tripp. The Attacker enters via the Defender's home edge on Turn 1. The Attacker is under Forced Withdrawal at the start of Turn 1 (see Special Rules).

## Defender

*Recommended Forces:* Tortugan Phalanx

The Defender consists of Peltast Mora and Hoplite Mora (15 BattleMechs each). Designate one Hoplite Mora unit as Polemarch Naxamander Anabasis. Peltast Mora deploys within 5 hexes of the midpoint of the map prior to Turn 1; the Defender may deploy all of them as Hidden Units. Hoplite Mora enters via the Attacker's home edge on Turn 5.

## WARCHEST

**Track Cost:** 600 WP

### Optional Bonuses

**+200 Poor Maintenance.** Place Rubble in one-third of all Paved hexes.

**+200 Blood Feud.** One Thumpers MechWarrior has a blood feud with a Peltast Mora MechWarrior (randomly assigned before Turn 1). As soon as these two units have LOS to one another, they ignore Forced Withdrawal and all other targets or objectives until one or the other is dead.

**+400 Fickle Nature.** A sandstorm has blown in from beyond the city's edge. Use the Blowing Sand rules (see p. 62, *TO*).

## OBJECTIVES

**1. Stop in the Name of ... Piracy?** The Attacker must exit entire force via home edge before Turn 7; the Defender must prevent the Attacker's entire force from escaping via home edge before Turn 7. [1000]

**2. Slow Them Down.** The Attacker must exit at least half of force via home edge before Turn 10; the Defender must prevent entire half of the Attacker's force from escaping via home edge before Turn 10. [500]

**3. Tear Them Apart (Defender Only).** Destroy the Attacker's 'Mechs. [100 per destroyed 'Mech]

**4. Swallow Your Pride (Attacker Only).** The Attacker must exit as many 'Mechs via home edge as possible. [100 per 'Mech not destroyed]

## SPECIAL RULES

The following rules are in effect for this track:

### Forced Withdrawal

Both sides are operating under *Forced Withdrawal* rules (see p. 258, *TW*). The Defender's units may only exit via their own home edge. The Attacker's units begin the track under Forced Withdrawal and must exit via their home edge in as few turns as possible. (See *DropShip Distress Call* under Special Rules for the *Raiders in the Roost* track.)

## AFTERMATH

It was difficult to ignore the harassing fire as the Thumpers crossed the final meters of the city, but they made it intact. They were much the worse for wear, though, when they saw the disaster at the LZ with their unbelieving eyes. The Phalanx did their job to perfection, slowing the Thumpers down long enough that their arrival at the LZ was much delayed. Major Tripp could see the tanks and infantry of the Filtvelt Citizens Militia holding desperately against the tide of Tortugan tanks. However, no one knew the lengths the Tortuga Militia would go to drive off the invaders.

# THE I.Z. MASSACRE

## SITUATION

*Outskirts of Raider's Roost  
Tortuga Prime  
Tortuga Dominions, Periphery  
5 December 3076*

The Filtvelt DropShips grounded outside the city and began to deploy the troops within. The Citizens Militia moved smartly and secured the area. The infantry established a perimeter with the tanks interspersed between troop platoons. The 'Mechs were clearing the bays when the Tortugan counterattack arrived. In terrifying numbers.

## GAME SETUP

*Recommended Terrain:* Desert Flatlands

Use at least two maps for this track. Arrange them so their long edges are touching. The Defender chooses one long edge as home edge, with the opposite edge being the Attacker's home edge. Defender has 1 combat vehicle company and 1 unarmored infantry company from the Filtvelt Citizens Militia for this battle; 2 companies of Thumpers are also available. The Defender must use the entire Citizens Militia force but chooses how many, if any, of the Thumpers BattleMechs to use. The total must be declared in advance, as the Attacker's all-vehicle force must be larger than the Defender's force by a 3:1 ratio (up to 3 Level IIIs of vehicles for the Attacker). Note that this ratio is determined using only the Defender's 'Mechs and vehicles; do not include the infantry, DropShips, or any potential reinforcements for Defender (see Special Rules) when computing this ratio.

## Attacker

*Recommended Forces:* Tortuga Militia

The militia may deploy up to 3 Level IIIs of vehicles, depending on the Defender's force selection. The minimum will be 1 Level III. The Attacker enters via home edge on Turn 1.

## Defender

*Recommended Forces:* Thumpers, First Filtvelt Citizens Militia

The Defender chooses the size of the force to use for this track (see Game Setup). The militia consists of 3 companies (3 platoons each) of unarmored infantry; each company is split equally among SRM, Laser, and Rifle platoons; First Company's platoons have Veteran skills, while Second and Third Companies have Regular skills. The Defender places 2 DropShips (1 *Union*-class and 1 *Seeker*-class) within 2 hexes of their home edge. The Defender places infantry and vehicles on the map before Turn 1 at least 6 hexes away from their DropShips. They may not retreat toward their DropShips before the first chemical weapon goes off (see Special Rules). If the Defender uses 1 company of Thumpers, place an additional *Union*, and if the last company is used place a third *Union*, for a maximum of 4 DropShips. All 'Mechs must deploy within 4 hexes of their home edge. Alternatively, the Defender may hold the 'Mechs in reserve, on their DropShips, allowing them to deploy from the DropShips during the battle using the *Carrying Units* rules (see pp. 89–91, *TW*). If this option is chosen, the BattleMechs are counted for determining the size of the Attacker's force. They may begin to deploy on Turn 1.

## WARCHEST

**Track Cost:** 1000 WP

### Optional Bonuses

**+200 Swirling Winds.** The prevailing winds are initially blowing toward the DropShips. However, starting on Turn 3, roll 1D6 to see what direction the wind will blow for the next 3 turns. Repeat this process every third turn (e.g., Turn 6, Turn 9, etc.)

**+200 Gusting Winds.** The strength of the wind varies. Move every chemical weapon cloud by 1D6/2 hexes instead of just 1.

**+200 Abrasive Wind.** A sandstorm whips up. Use *Blowing Sand* rules (see p. 62, *TO*).

## OBJECTIVES

**1. Stranded?** The Attacker must cripple or destroy the Defender's DropShips; the Defender must protect the DropShips. [**500 per DropShip crippled/destroyed (Attacker) or saved (Defender)**]

**2. Teach Them Pain.** Destroy at least half the enemy's units. [**1000**]

**3. Eliminate/Save the First!** The Attacker must destroy all of the Defender's infantry and tanks; the Defender must prevent this. [**700**]

## SPECIAL RULES

The following rules are in effect for this track:

### Forced Withdrawal

The Attacker is operating under *Forced Withdrawal* rules (see p. 258, *TW*). The Defender will not retreat.

### Chemical Weapons

The Attacker secretly chooses 6 vehicles of its force to be chemical weapon carriers, with a maximum of 1 per Level II of tanks. The crews are unaware they are carrying such weapons. These tanks will only ever move at Cruising speed. When any of these tanks are destroyed or get within 5 hexes of any DropShip, the chemical weapon immediately explodes. It destroys the tank and inflicts 4D6 damage to any other units in its hex. The chemical weapon is a Class III chemical weapon (see p. 198, *H:RW*) with an area effect. It immediately fills the vehicle's hex and all adjacent hexes. The defenders only deployed these tanks knowing the prevailing wind is blowing toward the DropShips. The poison cloud will move 1 hex toward the DropShips in the End Phase of every turn after the turn the weapon goes off. All of the Defender's infantry and vehicles in the cloud must

immediately roll to avoid the effects. Roll 2D6 and subtract 2 from the result. Only on a result of 8+ will the unit survive. Any subsequent turn(s) in the same or another cloud forces another Effects Resist roll with the same target number. Failing the Effects Resist roll indicates the unit dies immediately. The Defender may have one or more DropShips close their ramps and bay doors by declaring this intent in the End Phase; during the next turn, those DropShips may not fire any weapons. It takes 1 turn to close the doors, after which they cannot be reopened during this track. Any DropShip that does not close its bay doors must make an Effects Resist roll if a cloud enters any of its hexes. Note that the Defender may attempt to have infantry and vehicle units board the *Seeker* if its doors are still open, using the *Carrying Units* rules. The Attacker's vehicles are sealed against the weapon and do not need to make an Effects Resist roll; the same applies to BattleMechs, unless their head armor has been destroyed. In that case, the MechWarrior must make the Effects Resist roll.

### Tripp's Command Company

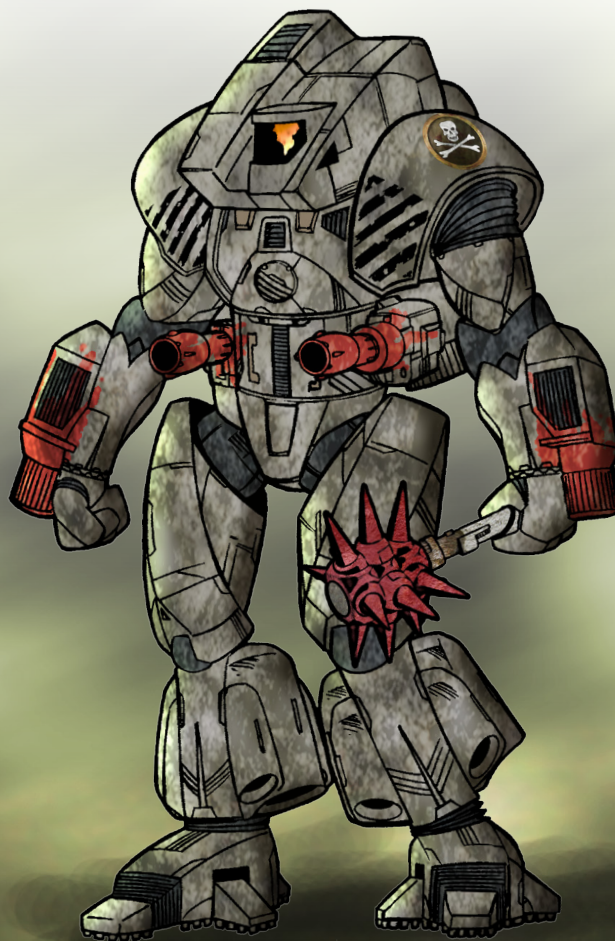
The Defender will get reinforcements from the Attacker's home edge in the form of the survivors of Major Buck Tripp's command company. These are the 'Mechs that successfully exited via their home edge in the *Phalanx for the Memories* track; they will be in the same condition as at the end of that track since there was no time to repair damage. They will enter the map on Turn 10 +

(the number of turns since they received the distress signal in the *Raiders in the Roost* track, including the turns in that track and *Phalanx for the Memories*). If those two tracks were not played, then the reinforcements are only 6 'Mechs which enter on Turn 10 + 3D6; apply 15D6 damage in 5-point clusters to the front of each 'Mech, including any resulting critical hits; also reduce any ammunition criticals from this damage by 75%.

### AFTERMATH

Polemarch Anabasis was appalled to learn of the craven use of chemical weapons. Even though Precentor Derer shared his horror (only now learning that his overseers had been busy at more than watching over his shoulder), Anabasis began a rampage throughout the city. He led his comrades out of Raider's Roost to settle in another city, while Derer ordered the Tortuga Militia to break off their attack, regardless that the Thumpers might have been pushed off Tortuga Prime that day.

The enraged Thumpers wanted revenge, immediately, but they realized the futility of that. They were still massively outnumbered, and the Tortugans had retreated into the city, where surely more ambushes awaited any effort to destroy them utterly. Tripp swallowed his pride and ordered the DropShips to lift off and relocate to a new base, free of the chemical weapons' taint. Then the techs repaired everything they could at their fastest pace. The Thumpers still sought to achieve one objective.



# PURSUIT OF VENGEANCE

## SITUATION

*Robin Hood Lane and Blackbeard's Parkway  
Raider's Roost, Tortuga Prime  
Tortuga Dominions, Periphery  
7 December 3076*

With the new LZ secured, the Thumpers moved to complete their primary mission goal: destroy Vengeance Incorporated's manufacturing capability. First, though, they had to find the factory sites. Intel from the flyover and sensor data from the command company during their exfiltration from the city indicated several likely targets. Thumpers recon led the way. The closest sites were located and ruled out. That left just one large building at the intersection of Robin Hood and Blackbeard. While the slower heavy guns slogged their way through the city's tight confines, the recon elements arrived to scout the area, but an ECM blanket prevented them from scanning at a distance. Then they were surprised when tanks boiled out of the surrounding buildings and opened fire.

## GAME SETUP

*Recommended Terrain:* Urban

Place four maps in a 2x2 arrangement. Place building counters to produce a congested city environment; aside from roads, all hexes should be occupied with buildings. The Defender chooses a home edge prior to Turn 1. The Attacker places one large warehouse (see Special Rules) at a central intersection prior to Turn 1.

## Attacker

*Recommended Forces:* Tortuga Militia

The Militia is a tank-only force outnumbering the Defender 3 to 1. One-third of the tanks are light and medium hovertanks; the rest are split evenly between heavy and assault tanks. Randomly assign Elite skills to one tank from each Level II. Tanks are placed on the map after the Defender's units are placed.

Hovertanks are placed between the Defender's units and their home edge, at least 10 hexes from the nearest Defender unit. The remaining tanks must be placed in buildings within 10 hexes of the warehouse (no damage is taken to exit the buildings, as these were prepared ambush positions). The Attacker's units may exit via any edge except the Defender's home edge.

## Defender

*Recommended Forces:* Thumpers

The Defender consists of the Thumpers' recon elements. All should have a minimum Walking MP of 4 and maximum mass of 80 tons. The Defender places units within 5 hexes of the large warehouse at the map's center before Turn 1. The Defender must exit via their home edge; exiting via any other edge results in that unit being captured.

## WARCHEST

**Track Cost:** 500 WP

### Optional Bonus

**+250 Night Raid.** The incursion was launched at night.

## OBJECTIVES

- 1. Save/Destroy Warehouse.** The Attacker must save the warehouse; the Defender must destroy it. **[100 per building hex or (number of hexes + 1) x 100 for entire building]**
- 2. Live to Fight Another Day.** Escape the battle alive. **[75 per unit that escapes/survives]**
- 3. Bounty.** Kill enemy units. **[50 per unit destroyed (not crippled)]**
- 4. Poor Souls.** Capture enemy units (includes Attacker units driven off Defender home edge, Defender units exiting via non-home edge) for interrogation. **[100 per unit]**
- 5. Jammers.** The Defender must capture one ECM unit (see Special Rules); the Attacker must prevent this. **[100]**

## SPECIAL RULES

The following rules are in effect for this track:

### Forced Withdrawal

Both sides are operating under *Forced Withdrawal* rules (see p. 258, *TW*).

### Warehouse

The warehouse is a 4-hex (minimum; players can use a larger structure if preferred), 3-level, Heavy building (CF 50). This is a distribution center for various tank and BattleMech components used by Vengeance Inc. at their scattered assembly sites. Parts include fusion engines, armor, internal structure, various weapons (autocannon, lasers, PPCs), ammunition, cockpits, motive systems,

gyros, etc. Randomly assign one specific component (or family of components, e.g., "weapons") to each hex of the warehouse. All such components are destroyed if that hex is destroyed in the battle. Note that a fire will cause an explosion from stored ammunition on a 2D6 roll of 9+ in the End Phase (roll every turn a fire is present in the building).

### Jammers

ECM units are hidden in several buildings near the warehouse. These allow the Attacker's units to remain undetected by the Defender. Prior to Turn 1, the Attacker secretly assigns one building (Medium, CF 30) per mapsheet within 6 hexes of the warehouse to house an ECM unit. These prevent advanced electronics (TAG, Artemis, NARC, etc.) from operating as per Guardian ECM rules. Any Defending unit that enters a hex adjacent to an ECM unit detects its location immediately. Destroying the building destroys the ECM. Entering a building (without destroying it) allows the Defender to pick up the ECM

unit and carry it per the *Cargo Carriers* rules (see p. 261, *TW*). The ECM unit mass is 1 ton, and the carrier must have one functional and available (i.e., not carrying loot or anything else) hand actuator.

### AFTERMATH

The recon force was ambushed and almost wiped out in a bloodbath. Only the sudden explosion of stored ammunition in the warehouse allowed any Thumpers to escape. The shockwave stunned the Tortuga Militia's tank crews and allowed some of the 'Mechs to slip the trap. Their escape was aided by capturing a pirate ECM jammer, which allowed the Thumpers to adjust the jamming for their own protection. The chaos of the escape, though, left the recon 'Mechs lost in the maze of Raider's Roost. Most were hunted down and killed individually before they could reunite with friendly forces. One small group managed to link up en route and stumbled upon a very interesting site which Vengeance Inc. would have preferred remain secret...



# DISCOVERING VENGEANCE

## SITUATION

*Trevaline St. and Raider's Alley*  
*Raider's Roost, Tortuga Prime*  
*Tortuga Dominions, Periphery*  
 7 December 3076

A lance of Thumpers found itself cut off from retreat after the disastrous seek-and-destroy mission against Vengeance Incorporated. As they sought a safe route back to their DropShips, they stumbled upon a series of warehouses. Some of them contained *Brigand* BattleMechs of unique configurations, which quickly attacked. Normally, a lance of four light 'Mechs would be no challenge to a lance of Thumpers. However, in the tight confines of the city, the Thumpers were easily outmaneuvered. And the pursuing tanks were closing in from behind ...

## GAME SETUP

*Recommended Terrain:* Urban

Arrange two maps with their long edges touching. Place building counters to produce a congested city environment; aside from roads, all hexes should be occupied with buildings. The Defender chooses a home edge prior to Turn 1. The Attacker places four warehouses (see Special Rules) before Turn 1 and records which *Brigand* variant is in which warehouse.

## Attacker

*Recommended Forces:* Vengeance Incorporated security force, Tortuga Militia

Assign a lance of *Brigand* BattleMechs to the security force (MechWarriors have Veteran skills). They should be one each of four the variants included with this product (the Attacker chooses which to exclude). Each *Brigand* starts the game as a Hidden Unit in its own warehouse (see Special Rules). The militia is a tank-only force consisting of 2 Level IIs. Tanks are evenly split between light and medium and have Regular skills. Tanks enter via the Defender's home edge on Turn 3. The Attacker's units may exit via any edge except the Defender's home edge.

## Defender

*Recommended Forces:* Thumpers

The Defender consists of one lance that successfully exited the map in the *Pursuit of Vengeance* track. Their condition will be as when they exited the map since there has been no time to repair damage. If that track was not played, note that all four should have a minimum Walking MP of 4 and maximum mass of 80 tons. Apply 4D6 damage in 5-point clusters to each unit to represent damage from their escape in the prior track (ignore potential critical hits). The Defender enters opposite their home edge on Turn 1. The Defender must exit via their home edge; exiting via any other edge results in that unit being captured.

## WARCHEST

**Track Cost:** 600 WP

### Optional Bonus

**+600 Double Down.** Double the number of enemy BattleMechs.

## OBJECTIVES

**1. Control.** Drive off the enemy to secure the warehouses. **[200 per intact warehouse]**

**2. Deny.** Destroy the warehouses to deny their use to the enemy. **[100 per destroyed warehouse]**

**3. Hogtie.** Capture enemy BattleMechs (either by inflicting crippling damage or forcing them off the map: the Defender via a non-home edge, the Attacker via Defender's home edge). **[150 per captured 'Mech, only awarded to the player controlling the map at the end of the Track]**

**4. No Witnesses.** Destroy the enemy. **[75 per destroyed unit].**

## SPECIAL RULES

The following rules are in effect for this track:

### Forced Withdrawal

Both sides are operating under *Forced Withdrawal* rules (see p. 258, *TW*).

### Warehouses

The warehouses are 1-hex, 2-level, Medium buildings (CF 30). Each warehouse contains the plans for the variant that was housed there. Controlling the map at the end of the track gives the controlling player the technical data for that variant. Warehouses are destroyed by reducing CF to 0. Plans for the variant in any destroyed warehouse are lost.

## AFTERMATH

The surprise attack by the unknown *Brigand* variants, combined with the pursuing tank elements, briefly trapped the Thumpers in a vise. Using their superior armor and weaponry, however, they stood firm and repelled the attack. As the enemy 'Mechs were put to flight, they paused and torched a number of warehouses, destroying any records of their specific technical data. This forced the Thumpers to report only incomplete specifications based on battleROM data. However, they were on guard against future encounters with 'Mechs of unknown capabilities.

# DESPERATE DISOBEDIENCE

## SITUATION

*Trevaline Palace*

*Raider's Roost, Tortuga Prime*

*Tortuga Dominions, Periphery*

*7 December 3076*

Tripp's orders were clear. The target was Vengeance Incorporated. There was no time for a futile attempt at revenge. But Third Company's route took them very close to Precentor Derer's residence. Sure, there were a lot of tanks guarding the area, but someone had to make a statement.

## GAME SETUP

*Recommended Terrain:* Urban

Arrange two maps with their long edges touching. The Attacker chooses a home edge, with the opposite edge the Defender's home edge. Place a 6-hex, 3-level, Medium building (CF 50) as Derer's residence; it must be placed at least 3 hexes from the Attacker's home edge. Place a total of 20 1-hex, 2-level, Light buildings (CF 15) along streets throughout the map.

## Attacker

*Recommended Forces:* Third Company, Thumpers

The Attacker consists of the Thumpers' Third Company. The Attacker enters from the Defender's home edge on Turn 1.

## Defender

*Recommended Forces:* Tortuga Militia

The Defender consists of 1 Level III of Tortuga Militia. The Defender deploys on the map within 5 hexes of Attacker's home edge before Turn 1. None of the militia may be Hidden Units.

## WARCHEST

**Track Cost:** 500 WP

### Optional Bonuses

**+500 Backup.** The enemy has reinforcements arrive on Turn 5. Reinforcements are equal to one-third of the enemy's starting force size.

**+1000 Out of Hand.** The battle gets out of hand as each side receives even more reinforcements on Turn 10. Total reinforcements for each side are equal to the starting force size.

## OBJECTIVES

**1. Destroy the Palace.** The Attacker must destroy the palace; the Defender must prevent the destruction. **[500]**

**2. Level This Place!** The Attacker must destroy all structures on the map; The Defender must save at least one building. **[1000]**

**3. Leave Our Mark!** Destroy (Attacker) or save (Defender) at least half of the buildings on the map. **[300]**

**4. Cosmetic Damage.** Destroy (Attacker) or save (Defender) buildings. **[25 per building destroyed (Attacker) or still standing (Defender) at end of track]**

## SPECIAL RULES

The following rules are in effect for this track:

### Forced Withdrawal

Both sides are operating under *Forced Withdrawal* rules (see p. 258, *TW*).

## AFTERMATH

Precentor Derer was evacuated from the palace as soon as enemy BattleMechs were spotted heading that direction. Instead the Thumpers rampaged through the neighborhood, leaving a huge scar of rubble where dozens of buildings once stood. Crippled by shame or not, Derer could not let such wholesale destruction go unanswered. He ordered the entire militia to drive the Thumpers from the city and off Tortuga Prime.

# WASTING AWAY AGAIN ON TORTUGA PRIME

## SITUATION

*Outskirts of Raider's Roost*  
*Tortuga Prime*  
*Tortuga Dominions, Periphery*  
 7 December 3076

Third Company stirred up a hornet's nest when they attacked Derer's palace and the surrounding neighborhood. The precentor sent a veritable ocean of tanks against the Thumpers. One way or another, the Thumpers' time on the pirate capital world was over.

## GAME SETUP

*Recommended Terrain:* Urban

Arrange three maps with their long edges touching. The Defender chooses a home edge; the Attacker's home edge is the opposite edge.

### Attacker

*Recommended Forces:* Tortuga Militia

All tanks in the Level IV stationed in Raider's Roost that have not been destroyed in prior tracks are available to the Attacker for this track. They enter the map from the Attacker's home edge on Turn 1.

### Defender

*Recommended Forces:* Thumpers

All Thumpers BattleMechs not destroyed or captured in prior tracks are available for this track. The Defender deploys 5 hexes from the Attacker's home edge.

## WARCHEST

**Track Cost:** 1000 WP

### Optional Bonuses

**+500 Bless the Night.** Combat takes place at night. Use Full Moon Night rules (see p. 58, *TO*).

**+200 Sandtraps.** The middle map is sandy and treacherous. Use Sand rules (see p. 39, *TO*).

## OBJECTIVES

**1. Explain It to Them [Attacker Only].** Kill or cripple at least 75% of the Defender's units. **[1000]**

**2. Let's Get the Hell Outta Here [Defender Only]!** The Defender must exit at least 75% of their units off their home edge. **[1000]**

**3. Time Is of the Essence.** Defender's DropShips (just off their home edge) will only wait so long. They depart on Turn 8+2D6. Any of the Defender's units still on the map are left behind. **[100 per unit that escapes (Defender) or is left behind (Attacker)]**

## SPECIAL RULES

The following rules are in effect for this track:

### Forced Withdrawal

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

## AFTERMATH

Major Buck Tripp looked through the viewport on the dwindling world of Tortuga Prime. He hoped he'd never see that hellhole again. He'd lost half his command—more, if counting the First Filtvelt. He tried not to think about it. Instead, he tried to find a lesson from this defeat. But the taste of defeat prevented any sort of soul searching.



# LDT-5 BRIGAND

**Mass:** 25 tons

**Chassis:** Contraband Endo Steel

**Power Plant:** Omni 175 XL

**Cruising Speed:** 75 kph

**Maximum Speed:** 118 kph

**Jump Jets:** Contraband Jump Jets

**Jump Capacity:** 210 meters

**Armor:** Haven Cent

**Armament:**

3 Contraband Medium Lasers

1 Mace

**Manufacturer:** Vengeance Incorporated

**Primary Factory:** Tortuga Prime

**Communications System:** Contraband

**Targeting & Tracking System:** Contraband

The Brigand is the only BattleMech produced by Vengeance Incorporated. Four variants were known prior to the Filtvelt Coalition's failed 3076 invasion of Tortuga Prime. Their forces encountered several new *Brigand* variants, but this was kept secret for several years. The Coalition believed these were single custom builds. Later, however, multiple worlds reported raiders using a new *Brigand* variant. This new variant combined various elements of those fought in 3076, proving those earlier versions were prototypes.

## CAPABILITIES

This newest *Brigand* is faster than all prior variants. The meager defenses of Periphery factories and other installations are often unable to track the fast-moving raider 'Mech well enough to threaten it. The pirate 'Mech is well-designed for raids, lacking any reliance on expensive ammunition and using its mace to crack open walls to expose precious loot. Many corporate executives are happier to see this newer *Brigand* among raiding forces, knowing it cannot carry as much as a 'Mech with two free hands. Only the *Brigand's* small size limits its combat effectiveness, while also limiting its carrying capacity.

## DEPLOYMENT

The Thumpers attacked Tortuga Prime in late 3076 with two goals in mind. First they wanted revenge against various pirate bands that had been operating with impunity throughout the Filtvelt Coalition, the Thumpers' new permanent home, but also to demolish as much of Vengeance Incorporated as possible. The mission was a disaster. Historians have written of the horrors of the unique chemical weapon the pirate natives unleashed against the conventional forces securing the Thumpers' landing zone. After that event, the Thumpers went against common doctrine and continued their mission. As they plunged into the convoluted and twisting streets and alleys of Raider's Roost, the planetary capital, their recon elements happened upon a collection of warehouses converted to crude assembly plants. The prototype *Brigands* in the gantries quickly powered up and attacked the Thumpers.

The battle was quick and bloody, as the Thumpers were beset by pursuing tanks of the militia and the surprising new *Brigand* variants. The surprise allowed the lightweight *Brigand* to seize the initiative and distract the Thumpers from their true objective: destroying the evidence of the new 'Mechs. While one *Brigand* mounting what appeared to be X-pulse lasers and an SRM rack dealt significant damage while leaping back and forth, its three comrades were busy pouring fire into the warehouses. No sooner had the buildings caught fire than the *Brigands* took the better part of valor and fled the Thumpers, any one of which outmassed three of the *Brigands* combined. One warehouse was leveled with an incomplete *Brigand* still partially assembled, but detailed sensor scans by the Thumpers preserved enough data that engineers were able to reverse engineer on paper the specifications of the escaped *Brigands*.

The first reported appearance of the new variant combining features of the prototypes was on Lackland in 3083. One mace-wielding *Brigand* was part of the Tortugan Phalanx's raiding force. It led the assault force, clearing entire city blocks with its sophisticated array of jump jets. Before its comrades arrived, it had cracked open the walls of a Third Filtvelt Citizens Militia's storage warehouse near the capital's primary space port. Spare armor, ammunition, and electronics were loaded up and gone before the Third could arrive on the scene.

## VARIANTS

The prototypes have been reported on several occasions in various Tortugan pirate forces. These primarily altered the weapons array, though rare components like composite internal structure and an XL gyro were also used. However, it is believed these prototypes are unique and have simply avoided the destruction of most pirate 'Mechs.

## NOTABLE UNITS

**Polemarch Lysandr Anabasis:** Polemarch Anabasis took command of the Tortugan Phalanx when his father died under mysterious circumstances. His raids are less well-planned than his father's, but his application of numbers is often a viable alternative to superior tactics against the meager defenses of most Periphery worlds.

Type: **LDT-5 Brigand**

Technology Base: Inner Sphere (Advanced)

Tonnage: 25

Battle Value: 762

## Equipment

Equipment		Mass
Internal Structure:	Endo Steel	1.5
Engine:	175 XL	3.5
Walking MP:	7	
Running MP:	11	
Jumping MP:	7	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor:	88	5.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	8	12
Center Torso (rear)		3
R/L Torso	6	9
R/L Torso (rear)		3
R/L Arm	4	8
R/L Leg	6	12

Weapons and Ammo	Location	Critical	Tonnage
Medium Laser	RT	1	1
Medium Laser	CT	1	1
Medium Laser	LT	1	1
Mace	LA	2	3
Jump Jets	RL	2	1
Jump Jet	RT	1	.5
Jump Jet	CT	1	.5
Jump Jet	LT	1	.5
Jump Jets	LL	2	1

**Notes:** Features the following Design Quirks: Easy to Maintain, Easy to Pilot.



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Brigand 5 LDT-5

Movement Points: **Walking:** 7 **Running:** 11 **Jumping:** 7  
**Tonnage:** 25 **Tech Base:** Inner Sphere (Advanced)  
**Era:** Jihad

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Mace	LA	-	7	-	-	-	-

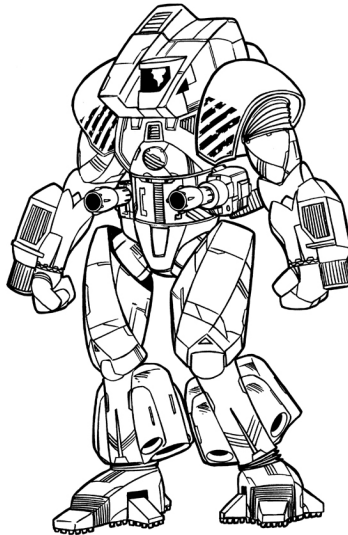
BV: 762

### WARRIOR DATA

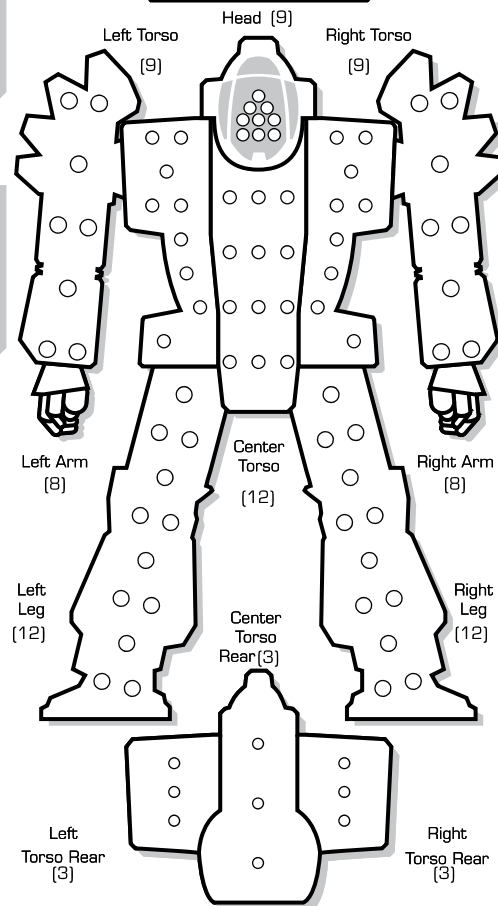
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. Jump Jet
2. Medium Laser
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

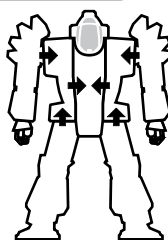
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Medium Laser

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



Damage Transfer Diagram

#### Right Arm

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

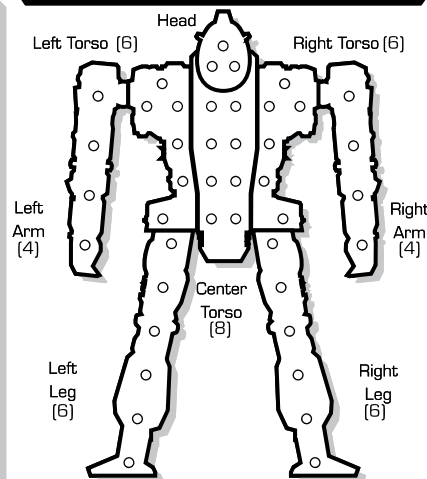
#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Jump Jet
5. Medium Laser
6. Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

Heat 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

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Brigand LDT-XPR1

Movement Points: **Walking:** 6 **Running:** 9 **Jumping:** 6  
**Tonnage:** 25 **Tech Base:** Inner Sphere (Experimental)  
**Era:** Jihad

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium X-Pulse Laser	RT	6	6 [P]	—	3	6	9
1	Medium X-Pulse Laser	LT	6	6 [P]	—	3	6	9
1	SRM 4	RA	3	2/Msl [M.C.S.]	—	3	6	9

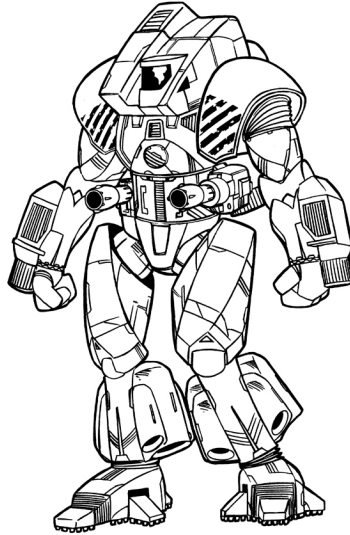
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### WARRIOR DATA

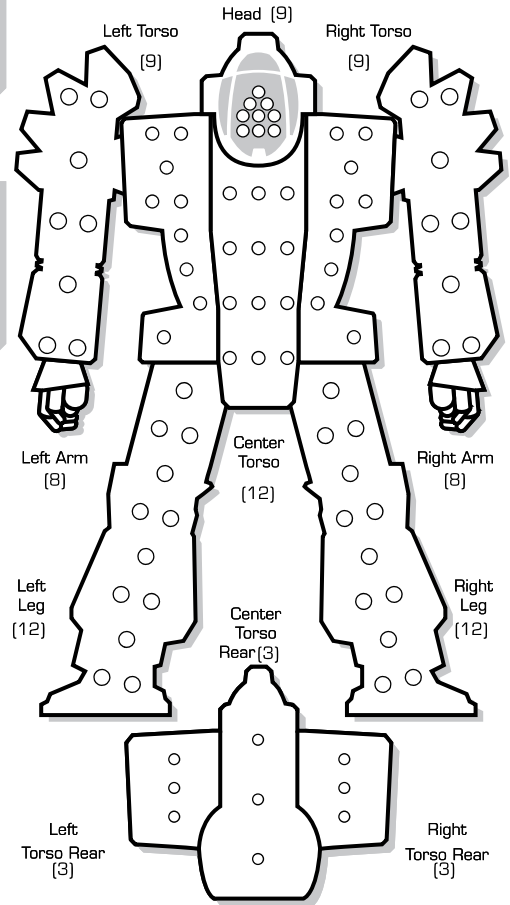
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Jump Jet
- Jump Jet
- 4-6 Medium X-Pulse Laser
- Endo Steel
- Endo Steel
- Roll Again

#### Left Leg

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

#### Head

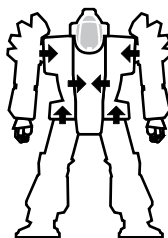
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

#### Center Torso

- 1-3 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- 4-6 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- SRM 4
- 4-6 Ammo [SRM 4] 25
- Endo Steel
- Endo Steel
- Roll Again

#### Right Torso

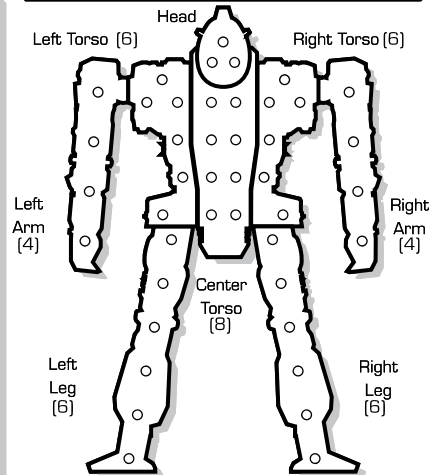
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Jump Jet
- Jump Jet
- 4-6 Medium X-Pulse Laser
- Endo Steel
- Endo Steel
- Roll Again

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

Heat 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

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Brigand LDT-XPR2

Movement Points: **Walking:** 6 **Running:** 9 **Jumping:** 6  
**Tonnage:** 25 **Tech Base:** Inner Sphere (Experimental)  
**Era:** Jihad

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	Angel ECM Suite	CT	—	—	—	—	—	6
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

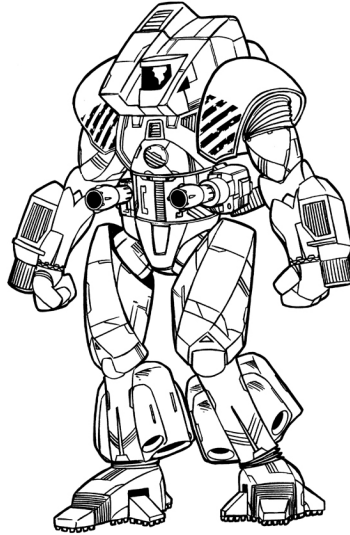
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### WARRIOR DATA

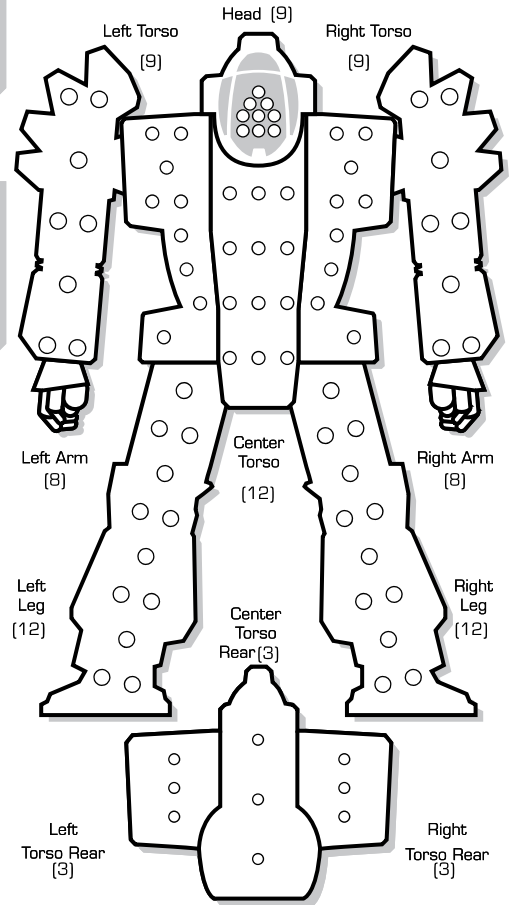
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Medium Laser
- 4-6 Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Jump Jet
- Jump Jet
- 4-6 Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Endo Steel

#### Head

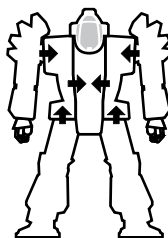
- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

#### Center Torso

- 1-3 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- 4-6 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Angel ECM Suite
- Angel ECM Suite

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Medium Laser
- 4-6 Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

#### Right Torso

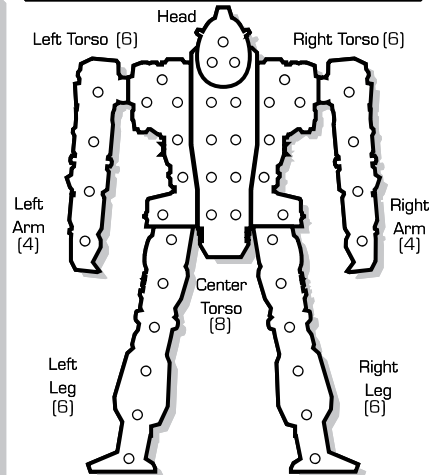
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Jump Jet
- Jump Jet
- 4-6 Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Endo Steel

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

Heat 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

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Brigand LDT-XPR3

Movement Points: **Walking:** 6 **Running:** 9 **Jumping:** 6  
**Tonnage:** 25 **Tech Base:** Inner Sphere (Advanced) **Era:** Jihad

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Mace	LA	—	7	—	—	—	—

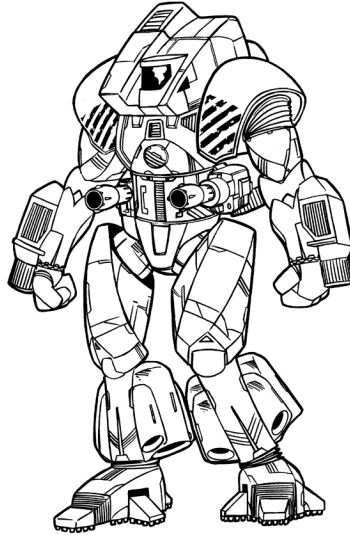
BV: 752

### WARRIOR DATA

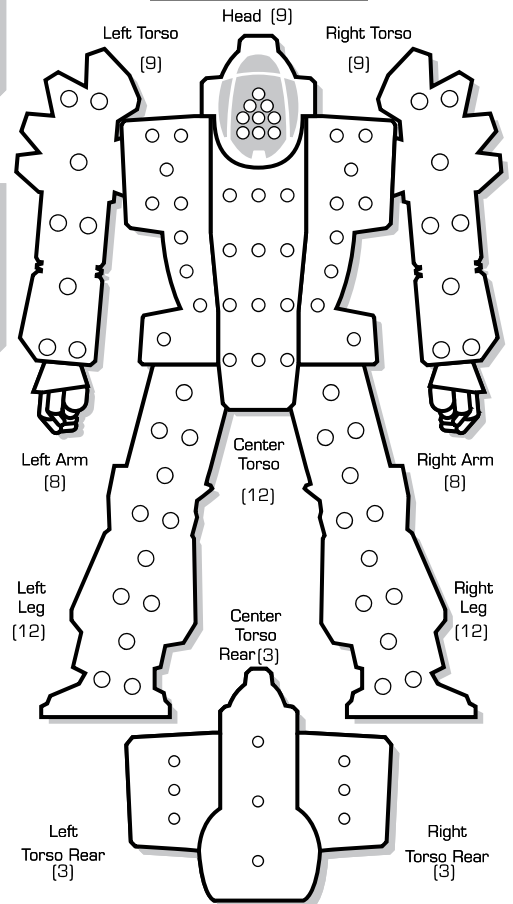
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

#### Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 1-3 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Jump Jet
- 2. Jump Jet
- 3. Endo Steel
- 4-6 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

#### Left Leg

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

#### Head

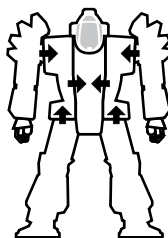
- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Medium Laser
- 5. Sensors
- 6. Life Support

#### Center Torso

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

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

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



Damage Transfer Diagram

#### Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Double Heat Sink
- 2. Medium Laser
- 3. Endo Steel
- 4-6 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

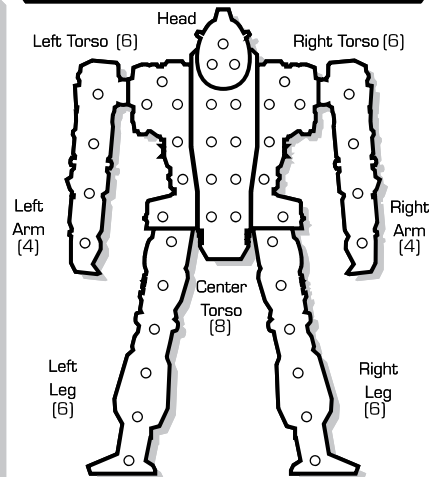
#### Right Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 1-3 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Jump Jet
- 2. Jump Jet
- 3. Medium Laser
- 4-6 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

Heat 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

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Brigand LDT-XPR4

Movement Points: **Walking:** 6 **Running:** 9 **Jumping:** 6  
**Tonnage:** 25 **Tech Base:** Inner Sphere  
**Era:** Jihad

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9

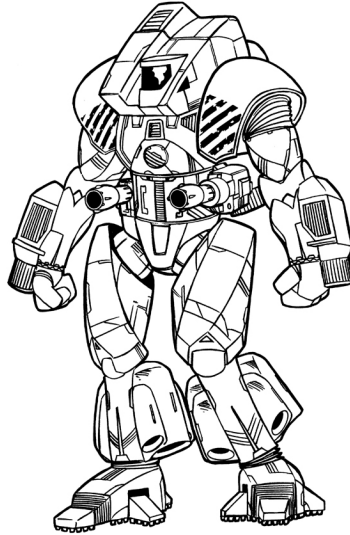
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### WARRIOR DATA

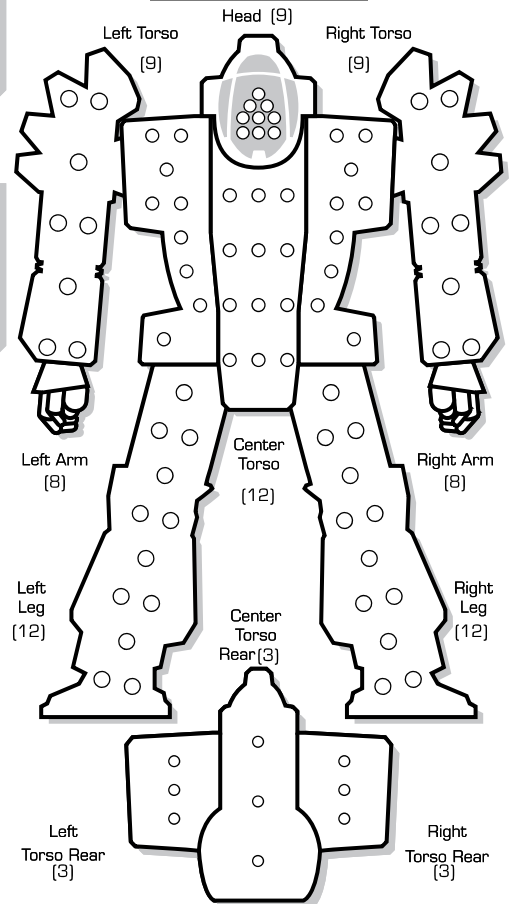
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
- 4-6 Improved Jump Jet
5. Medium Laser
6. Endo Steel

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

#### Head

- Life Support
- Sensors
- Cockpit
4. Medium Laser
- Sensors
6. Life Support

#### Center Torso

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
1. Medium Laser
2. Endo Steel
3. Endo Steel
- 4-6 Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

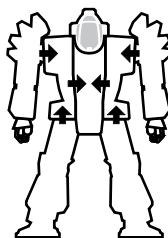
#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
- 4-6 Improved Jump Jet
5. Medium Laser
6. Endo Steel

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

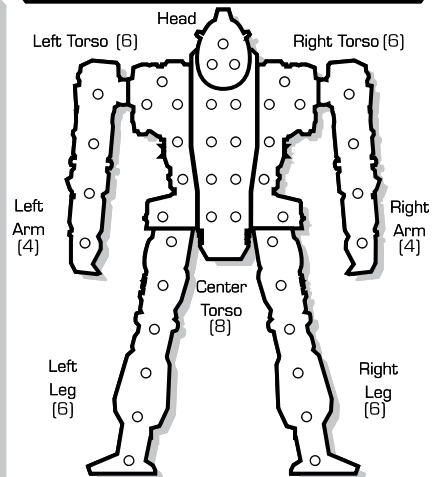
Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



Damage Transfer Diagram



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

Heat 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

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Brigand LDT-XPR5

Movement Points: **Walking:** 5 **Running:** 8 **Jumping:** 8  
 Tonnage: 25  
 Tech Base: Inner Sphere (Experimental)  
 Era: Jihad

### Weapons & Equipment Inventory (hexes)

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

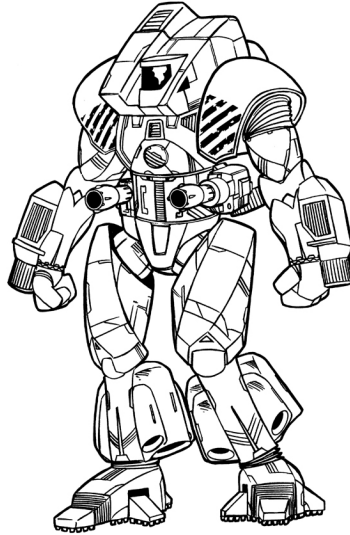
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### WARRIOR DATA

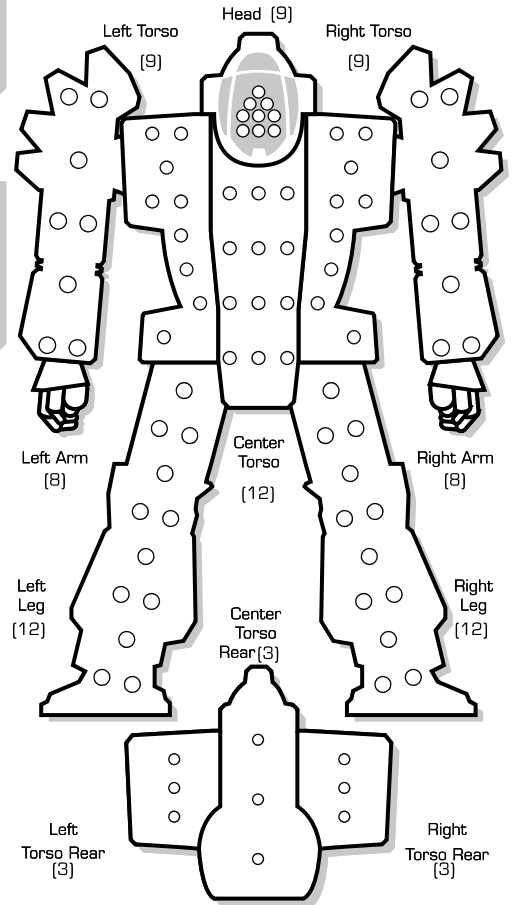
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

#### Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 1-3 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Improved Jump Jet
- 2. Improved Jump Jet
- 3. Improved Jump Jet
- 4-6 4. Improved Jump Jet
- 5. Improved Jump Jet
- 6. Improved Jump Jet

#### Left Leg

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

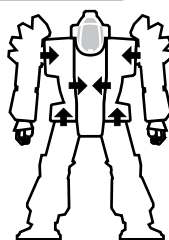
#### Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Medium Laser
- 5. Sensors
- 6. Life Support

#### Center Torso

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

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



Damage Transfer Diagram

#### Right Arm

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

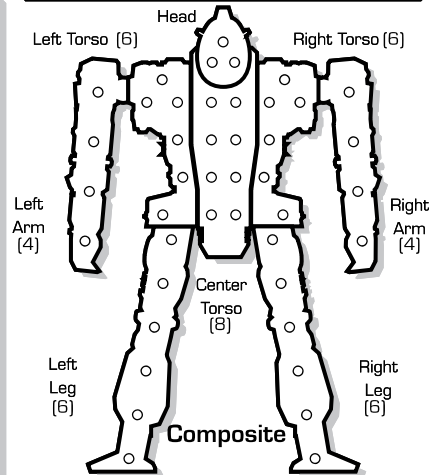
#### Right Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 1-3 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink
- 1. Improved Jump Jet
- 2. Improved Jump Jet
- 3. Improved Jump Jet
- 4-6 4. Improved Jump Jet
- 5. Improved Jump Jet
- 6. Improved Jump Jet

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM

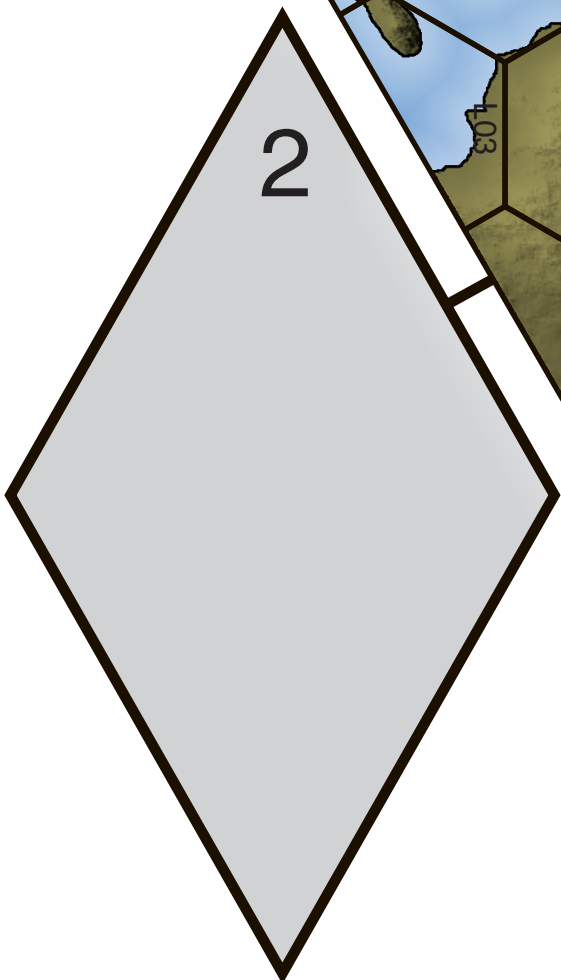
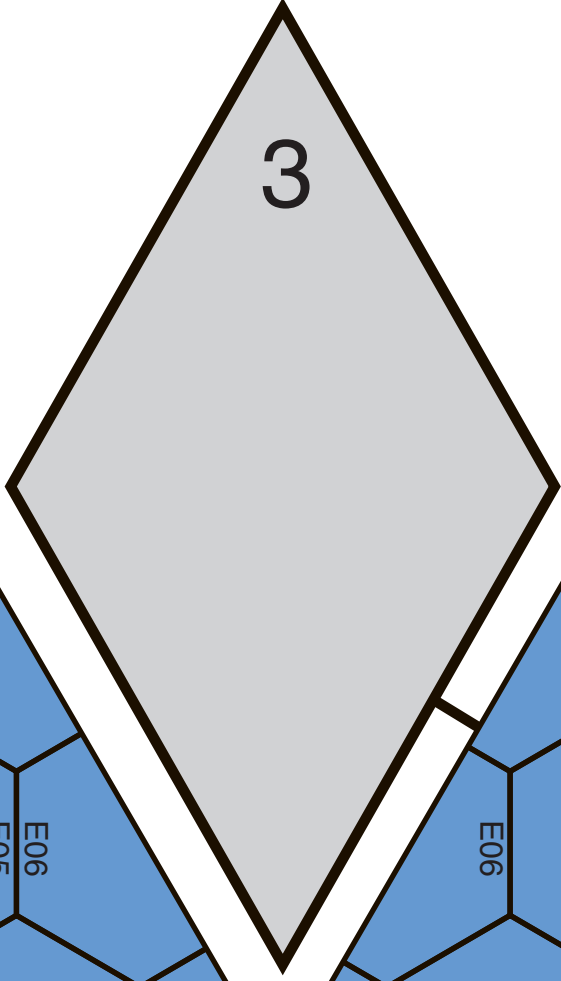
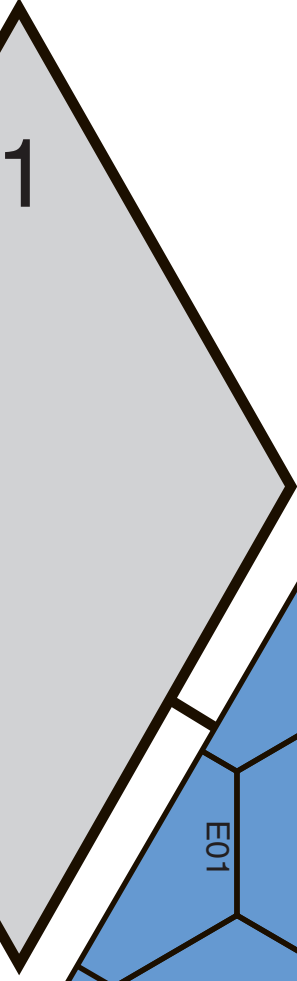
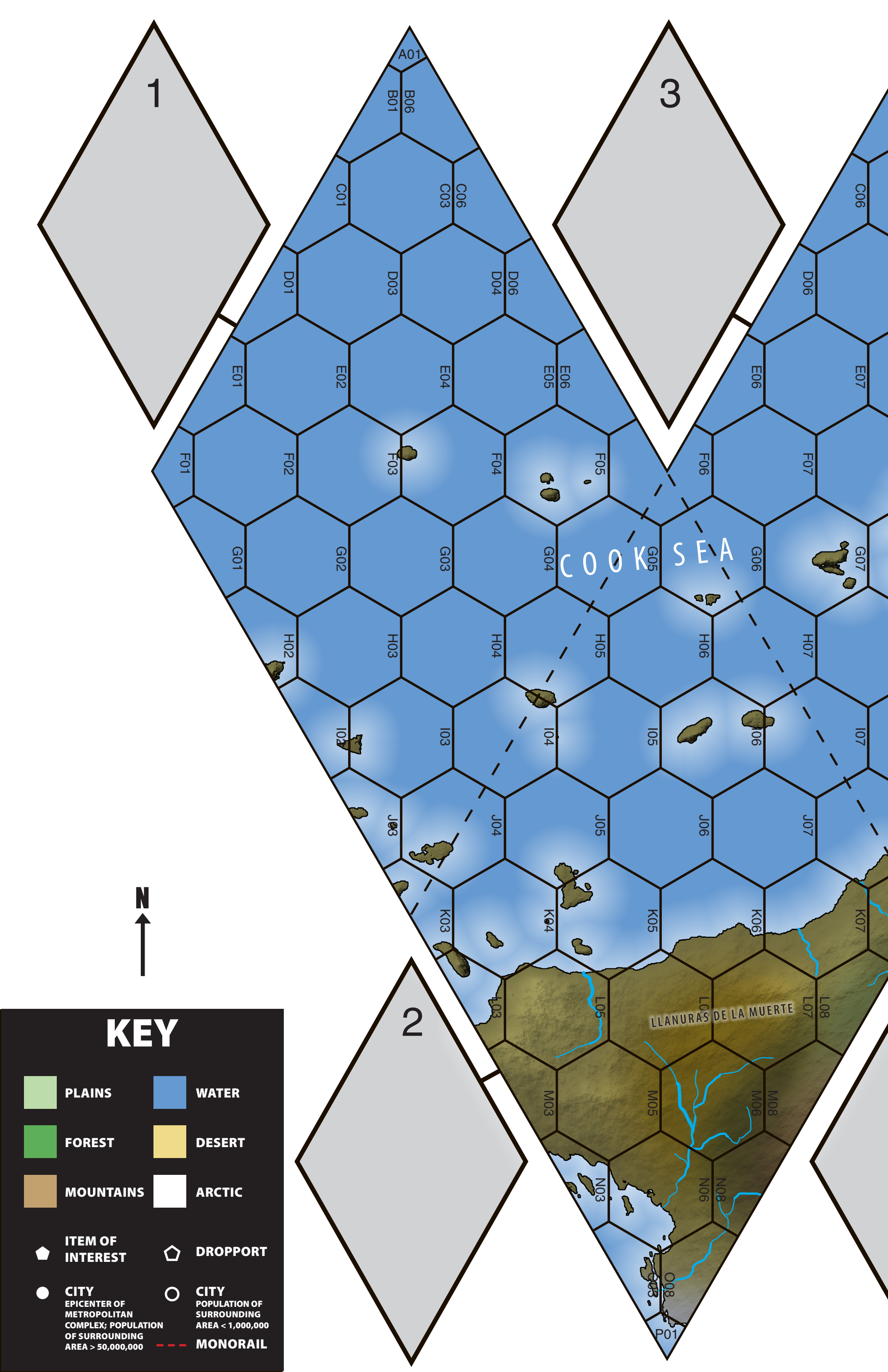


### HEAT DATA

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

### Heat Scale

Heat 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	○



COOK SEA

LLANURAS DE LA MUERTE



# KEY

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



5

7

4

6

A01

B06

B11

C08

C11

D08

D09

D11

E08

E09

E11

F08

F09

F10

G08

G09

H08

H09

I08

I09

J08

K08

K09

L08

L09

M08

N08

N09

O08

O13

P01

A01

B16

B11

C13

C16

D11

D13

D16

E13

E14

E16

F13

F14

F16

G13

G14

H13

H14

I13

I14

J13

J15

K13

K14

L13

L15

M13

N13

O13

P01

A01

B16

B11

C13

C16

D11

D13

D16

E13

E14

E16

F13

F14

F16

G13

G14

H13

H14

I13

I14

J13

J15

K13

K14

L13

L15

M13

N13

O13

P01

DUTCHMANS  
HM-49

MINE  
KE-129

MICCOSUKEE

COPPERVELT

ENDOLINE

VARSHOOT

DUM  
HRÚZY

ACAMPAMOS

CAMP  
COPROLITE

MINE  
JL-47

MONTAGNE  
DES DAMNÉS

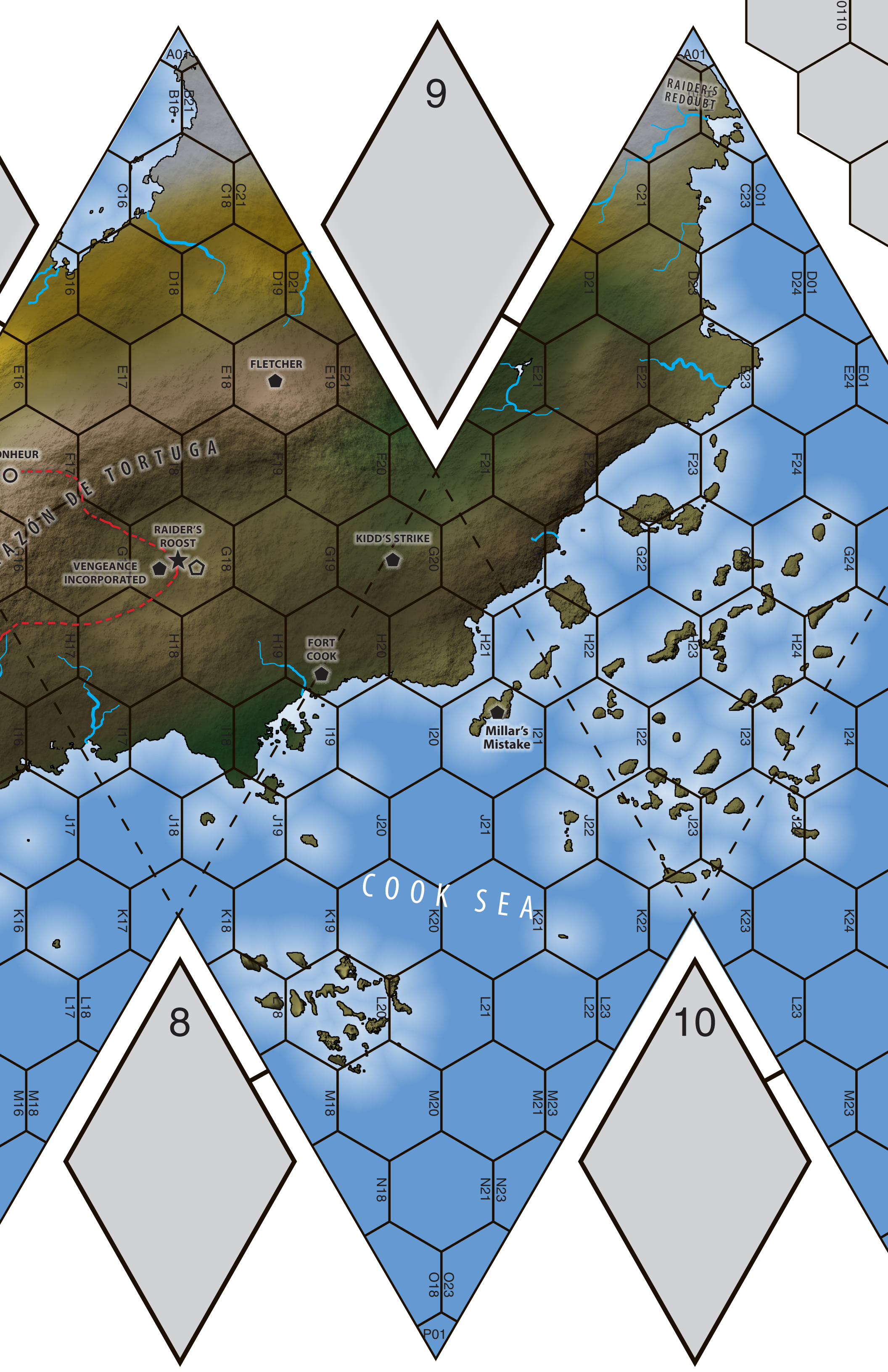
TORMENT

CAPARAZÓN DE TORTUGA

CAPARAZÓN

TRAITOR'S BLOOD RIVER

BAUDITE CREEK



6

RAIDER'S REDOUBT

FLETCHER

RAIDER'S ROOST

VENGEANCE INCORPORATED

KIDD'S STRIKE

FORT COOK

Miller's Mistake

COOK SEA

8

10

0110

