

# BATTLETECH™



## D O S S I E R S

JASON ZAKLAN







### AGENT DCGF-037-1127-4MX

**Name:** Jason Zaklan

**Rank:** *Sang-wei*

**Last Update:** 22-Nov-3069

**Classification:** EXECUTIVE SECURITY 1A

**Presumed Location:** Homestead

The attached report identifies recent activity by Non-Official Cover operative Jason Zaklan. Prior to the Federated Suns attack, *Sang-wei* Zaklan had been dispatched to coordinate and escalate counter-intelligence operations within the Federated Suns' Crucis March. His presence was unknown to any CCAF military personnel on Homestead. However, before adequate transportation could be arranged through non-traditional channels, the assault identified as OPERATION SOVEREIGN JUSTICE erupted across the Capellan border. With his planned route into the Federated Suns compromised, he enacted standard protocols and initiated resistance activities.

Soon he discovered the role of the Third Capellan Reserve Cavalry within the planetary resistance. He began to reveal himself and utilize various lances to augment his own operations. The scattered command staff of the Third CRC rarely heard about these operations. Had they known, it is likely they would have protested. Lances that did not perform to Zaklan's standards were discarded or worse, led into situations from which they would not escape. He wanted to know who his best available assets were. Eventually, he settled upon Arthur Chin and the "Youling Zhanshi".

When back-channel communications informed Zaklan of the impending arrival of Warrior House Lu Sann his operational profile changed significantly. He worked on identifying enemy assets that were crucial to the Illician Lancers command and control activities. His quick and decisive campaign to eliminate those assets was invaluable in ensuring the success of the eventual counter-assault.



## HOW TO USE THIS PDF

*Dossiers: Jason Zaklan* provides players with the character sheet of an independent MechWarrior, as well as record sheet for his BattleMech.

Along with the provided background material, players can use Jason Zaklan in their own campaign, either as the opposition, ally, or as a ready-for-use player character.

The **Unit Profile** section includes a brief background on the MechWarrior, as well as Design Quirk suggestions for use with the optional Design Quirk rules as found in *Strategic Operations* pp. 193-199. These Design Quirks are optional, and can affect the difficulty level of the Missions.

The **Record Sheets** section provides character sheet and record sheet for the mechwarrior and his BattleMech. To convert a character's relevant Gunnery or Piloting Skill in *A Time of War* over to *Total Warfare*, simply subtract the character's Skill Level from the Skill's Base Target Number (TN) as listed in the Skills block of the Character Sheet. For example, Jason Zaklan's Piloting Skill Level of 6 in *A Time of War* would have a *Total Warfare* Piloting Skill Rating of 2;  $Base\ TN\ 8 - 6 = 2$ .

Players are encouraged to check out the *Dossiers: Youling Zhanshi* PDF, as it is designed as a companion product intended to enhance gameplay. Do note that this will affect the difficulty level as well.



If you enjoy using miniatures in your games, be sure to check out Iron Wind Metals' companion products: *Liao Lance Pack Light/Medium* and *Liao Lance Pack Heavy/Assault*.

## CREDITS

**Project Development:** Herbert A. Beas II

**BattleTech Line Developer:** Herbert A. Beas II

**Writing:** Craig K. Erne

**Product Editing:** Herbert A. Beas II

### Production Staff

*Art Direction:* Brent Evans

*Cover Design and Layout:* Ray Arrastia

*Original Illustrations:* Jarrod Owen

*Miniatures Painting & Photography:*

Matt Edwards

*Unit design and Record Sheets:* Ray Arrastia,

Joel Bancroft-Connors, Chris Smith

**Factchecking/Playtesting:** Paul Sjardijn.

**Special Thanks:** I'd like to thank Michael Stackpole and all of the *BattleTech* novelists for fueling my passion for the *BattleTech* Universe. I'd also like to thank all of the players I've met or known in twenty years of *BattleTech* for giving me a way to enjoy the game so richly and completely, they know who they are.

©2011 The Topps Company Inc. All Rights Reserved. BattleTech Dossiers: Jason Zaklan, Classic BattleTech, BattleTech, BattleMech, and 'Mech are registered trademarks and/or trademarks of The Topps Company Inc. in the United States and/or other countries. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC.

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



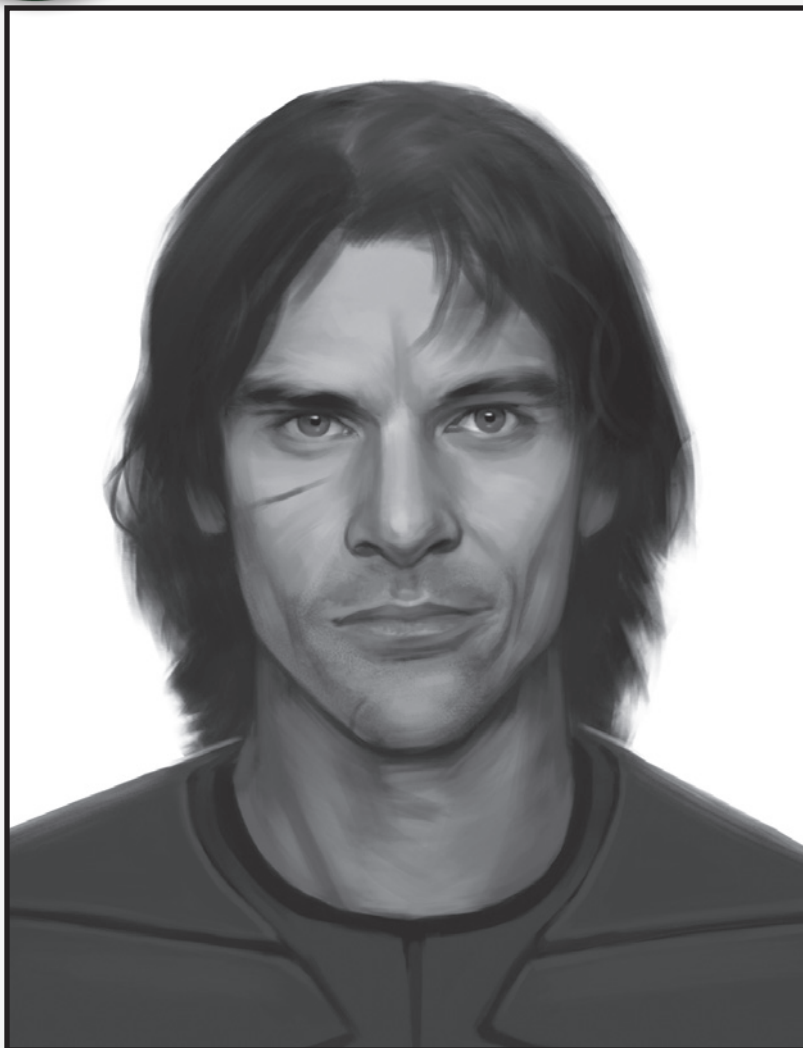
DARK AGE ERA







## JASON ZAKLAN

**AGENT LS-037-1127-4MX****Rank:** *Sang-wei***Last Update:** 22-Nov-3067**Classification:** Executive Security 1A**Presumed Location:** Homestead**MechWarrior Profile**

Jason Zaklan was a small child who, until puberty, was often picked on and beaten up at school. When puberty did arrive, he blossomed into a tallish, lean young man who instantly took up martial arts. He excelled with a natural aptitude and an ocean of misplaced rage waiting to unleash. He began to pile up tournament victories and various planetary awards for his kung-fu prowess.

Publicity and exposure brought the pre-teen Jason fame. Eventually this attention included state officials and military personnel who saw within the gifted youngster the potential for an exceptional warrior. When he was offered access to some of the most exclusive martial arts programs in the entire nation, he was more than happy to accept.

Jason's temper and stubbornness was set aside during his training. He was so desperate to learn every possible facet of what was being offered that he was willing to listen and to absorb. Since the pervading culture of the Capellan people prize the MechWarrior as the ultimate combatant, he eventually gravitated there. His meditative background and nearly superhuman ability to endure the pain of training should have made him the top graduate of his class. However, several scuffles with upper-class students marred his record.

Zaklan's early career was wildly dichotomous. While he was one of the youngest MechWarriors to ever achieve "ace" status, he also spent many weekends on some form of punishment due to run-ins with fellow MechWarriors or various commanders. He bounced around companies and regiments as an array of Capellan officers attempted to tame the talented young MechWarrior. None of them succeeded.

*Sao-shao* Martin Wu, a decorated Death Commando officer, saw potential within the young man. He made an effort to study Zaklan, going as far as a lengthy personal interview and sparring session where he beat Zaklan severely to test the limits of his fabled pain tolerance. What he found was a highly intelligent MechWarrior who simply felt no respect for the abilities of his comrades. Since he didn't deem them his equal, he rejected their commands. Wu offered Zaklan a chance to become a Death Commando despite some reservations within the CCAF and Maskirovka command structures.



For his own part, *Sang-wei* Zaklan worked with Herculean focus to adapt and excel at the rigorous Death Commando training program. He had finally found a challenge he felt worthy of his very best efforts, and a cadre of MechWarriors both mentally and physically worthy of his respect. His ability to adjust and endure impressed his instructors. When his training was complete, Zaklan was marked for observation and possible elevation to Non-Official Cover status.

As part of the operational Death Commando lances, he proved to be a capable and lethal asset. His history of insubordination simply vanished and he served with distinction in operations on Bithinia, Irian, and Warlock (see files 87LS-118902, 87LS-137521 and 87LS-14882). It was clear that *Sao-shao* Wu's vision had proved accurate. Soon, Zaklan was released to NOC status. After exposing internal security breaches and gathering intelligence on Canopian cells operating within Capellan space, he was dispatched to Homestead to locate and develop potential intelligence assets within the Crucis March.

### TSG-9H *Ti Ts'ang* Jason

Jason's *Ti Ts'ang* has Protected Actuators (see p. 195, SO).

*Sang-wei* Zaklan was first assigned a captured *Hatchetman* BattleMech. It was there that his fusion of martial arts and traditional MechWarrior tactics blended into a highly capable combatant with a thirst for close-in and brutal fighting. The Death Commandos embraced this tendency. Zaklan was often assigned mission roles that dictated rapid close-quarters contact with enemy forces. If an objective required a bold and aggressive element, Zaklan was assigned to complete it. Whenever possible, his BattleMech was either built with, or retrofitted to include, some type of melee weapon.

Once *San-wei* Zaklan was assigned to NOC status, he was given his choice of BattleMechs. His choice of the *Ti Ts'ang* was viewed as obvious and inappropriate for a covert operative. Zaklan saw too much potential within the machine to alter his selection. While it certainly marked him as a Capellan or at the very least as a person with important Capellan contacts, Zaklan remained steadfast that the *Ti Ts'ang* be his BattleMech. Using contacts within the Solaris VII underworld, a *Ti Ts'ang* was procured that could not be traced back directly to CCAF sources.





### PERSONAL DATA

Name: Jason Zaklan

Height: 188 cm

Weight: 88 kg

Hair: Brown

Eyes: Hazel

Player: \_\_\_\_\_

Affiliation: Capellan Confederation

Extra: \_\_\_\_\_

### ATTRIBUTES

Attribute	Score	Link	XP
STR	5	0	_____
BOD	5	0	_____
RFL	7	+1	_____
DEX	6	0	_____
INT	4	0	_____
WIL	6	0	_____
CHA	3	-1	_____
EDG	3	-1	_____

### TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Ambidextrous	2	p. 108	_____
Citizen/Capellan	2	p. 109	_____
Compulsion/Hot-Headed	-2	p. 110	_____
Connections	3	p. 111	_____
Fit	2	p. 117	_____
Impatient	-1	p. 119	_____
In For Life/Death Commandos	-3	p. 120	_____
Natural Aptitude/Piloting	5	p. 121	_____
Pain Resistance	3	p. 121	_____
Rank	5	p. 123	_____
Pilot Special Ability: Melee Specialist		p. 224	_____

### COMBAT DATA

#### Condition Monitor

Standard Damage: ○○○○○○ ○○○○○○

Fatigue Damage: ○○○○○○ ○○○○○○ ○○

Stun: ○

Unconscious: ○

#### Movement (Meters per Turn)

Walk: 12

Climb: 7

Run/Evade: 25

Crawl: 3

Sprint: 50

Swim: 13

#### Personal Armor (Loc)

#### Armor Type

#### BAR (M/B/E/X)

Main (Torso): Cooling Vest (1/2/0/1)

Helmet (Head): Neurohelmet, Standard (4/4/3/2)

Boots (Feet): Plasteel Boots (4/6/4/4)

Body Armor (Torso, Arms, Legs): Concealed AB/Flak Suit (2/3/3/2)

#### Weapon

#### Skill AP/BD

#### Range

#### Ammo Notes

Martial Arts +6 0/2 (Melee) N/A

VibroKatana +6 6M/3 (Melee) 2 PPS +1 to Attack Roll

Avenger CCW +5 2B/6BS (7/18/28/62) 15 p. 268

Sea Eagle Needle P. +5 1B/4BS (2/5/10/20) 10 p. 268

### SKILLS

Skill	Lvl	Links	TN/C	XP
Career/Soldier	+3	INT	7/SB	_____
Climbing	+3	DEX	7/SB	_____
Comms/Conventional	+2	INT	7/SB	_____
Cryptography	+2	INT+WIL	9/CA	_____
Disguise	+2	CHA	7/SB	_____
Escape Artist	+4	STR+DEX	9/CA	_____
Gunnery/'Mech	+6	RFL+DEX	8/SA	_____
Interrogation	+4	WIL+CHA	9/CA	_____
Language/Chinese	+4	CHA	8/SA	_____
Language/English	+3	CHA	8/SA	_____
Martial Arts	+6	RFL	8/SA	_____
MedTech/General	+3	INT	7/SB	_____
Melee Weapons	+6	DEX	8/SA	_____
Navigation/Ground	+3	INT	7/SB	_____
Negotiation	+3	CHA	8/CB	_____
Perception	+6	INT	7/SB	_____

Skill	Lvl	Links	TN/C	XP
Piloting/'Mech	+6	RFL+DEX	8/SA	_____
Running	+4	RFL	7/SB	_____
Security Systems/Electronic	+5	DEX+INT	9/CA	_____
Sensor Operations	+3	INT+WIL	8/SA	_____
Small Arms	+5	DEX	7/SB	_____
Stealth	+6	RFL+INT	8/SA	_____
Streetwise/Capellan	+5	CHA	8/SB	_____
Support Weapons	+4	DEX	7/SB	_____
Survival/Forest	+4	BOD+INT	9/CA	_____
Swimming	+3	STR	7/SB	_____
Tactics/Land	+3	INT+WIL	9/CA	_____
Technician/Electronics	+3	DEX+INT	9/CA	_____
Technician/Mechanical	+3	DEX+INT	9/CA	_____
Thrown Weapons	+5	DEX	7/SB	_____
Tracking/Urban	+5	INT+WIL	8/SA	_____
Tracking/Wilds	+4	INT+WIL	8/SA	_____



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Ti Ts'ang Jason

Movement Points:

Walking: 6 [7]

Running: 9 [11]

Jumping: 6

Tonnage: 60

Tech Base: Inner Sphere

Era: Jihad

### WARRIOR DATA

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

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

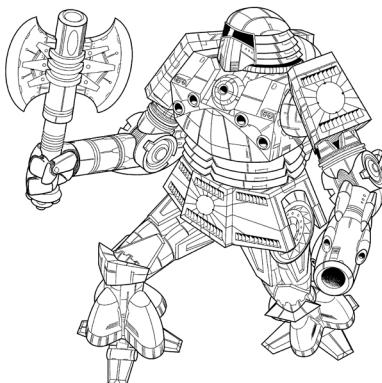
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

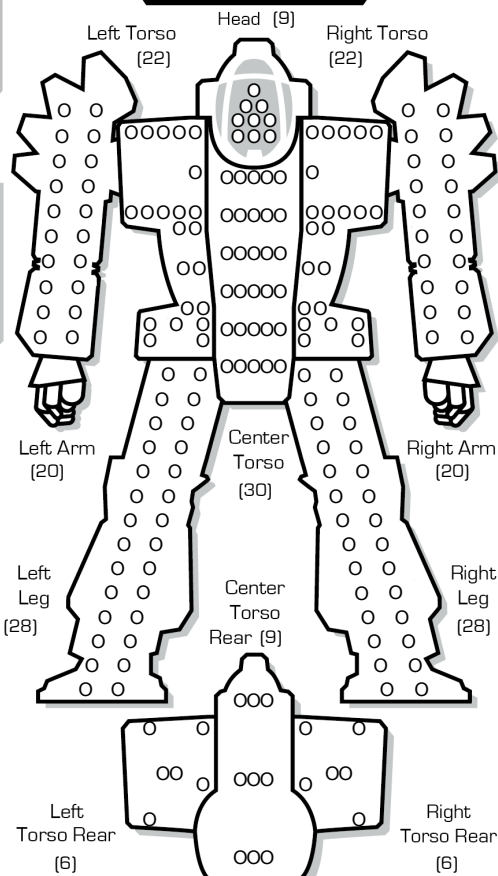
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
2	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Hatchet	RA	—	12	—	—	—	—
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
4	Small Pulse Laser	LA	2	3 [P]	—	1	2	3

Cost:

BV: 1,602



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Pulse Laser
- Small Pulse Laser
- Small Pulse Laser

1-3

- Small Pulse Laser
- Small Pulse Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- Roll Again
- Roll Again

4-6

#### 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

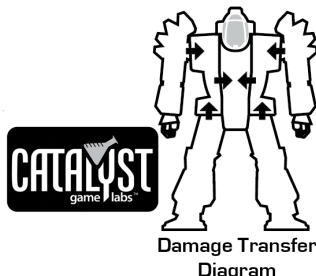
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Roll Again

4-6

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Hatchet
- Hatchet

1-3

- Hatchet
- Hatchet
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Medium Pulse Laser
- Medium Pulse Laser

1-3

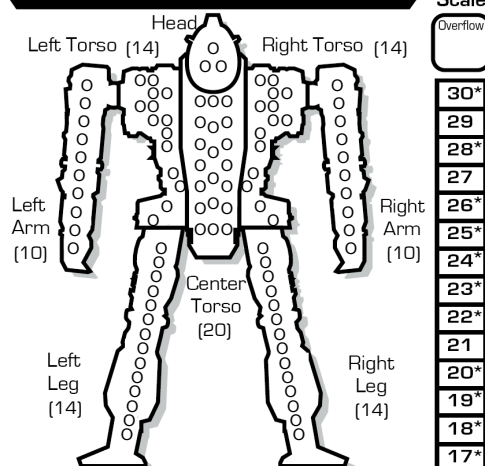
- Endo Steel
- Endo Steel
- Endo Steel
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

Overflow

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