

BATTLETECH™



THIRD LEAGUE TURNING POINTS

FREE ~~TAIW~~ ST. IVES™



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A THIRD LEAGUE PLOT SOURCEBOOKS COMPANION



BATTLETECHTM

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THE IDES OF MARCH

TIAN-TAN

TAIW...ST. IVES

WOLFHOUND CLAN DEFENSE CORDON, THIRD STAR LEAGUE

15 MARCH 3227

Star Captain Benjamin Tuscany pushed his *Targe* OmniMech as fast as it would go, every street a blur of red, propaganda posters from the Crimson Revolution littering the storefronts. Behind him was a full binary of the Dragoons, the best of the best of the best from the Third League's entire military force. Infantry forces futilely poured small arm and SRM fire into his 'Mech, failing to even scratch the "paint" covering his outer layer of armor. He grimaced as the warmth spread throughout his chest, a result of the traditional Capellan cuisine he had shoveled down as the intelligence reports broke back at headquarters.

"Green Star, head out," he spoke, his voice transmitted to his Binary only. His second, Star Commander Poul vanderFlamagigan—"Dutch" to just about everyone—would now lead his Star to the secondary target, but Benjamin had to focus on the primary goal.

Clearing the commercial district, where the towering buildings gave way to the one- and two-story warehouses of the industrial district, Benjamin felt hopelessly exposed. Without the skyscrapers standing in the way, the Dragoons came under heavy fire as if on cue.

An ancient *Victor* in rebel colors jumped over the top of a waste-treatment plant and fired a slug of super-sonic ferro-nickel at him. The *Targe's* alert system helped Tuscany dodge the inbound projectile, while the twin lasers that followed once more failed to penetrate the *Targe's* armor. Benjamin returned fire with a long pull from his right torso chain gun. The projectiles streamed into the Revolutionary, ripping open the *Victor's* right side and sending its corresponding arm plunging uselessly to its earth. Before the burst even subsided, Tuscany pivoted his OmniMech to the right, ripping into the *Victor's* center with a hail of slugs. The antique assault 'Mech stumbled to its left like a drunken sailor before crashing into a holding tank. Half standing and half leaning against the ruptured vessel, the rebel 'Mech was bathed from the waist down with a putrid slurry of brown-green waste.

Tuscany wasted little for time on the enemy machine, cutting away some more of its leg armor with a well-placed graser shot, then crushing its knee just as the eighty-tonner managed to regain its feet. The *Victor* stumbled back into the tank, this time burying its bulbous cockpit in the foul material inside.

An *Ostscout IIC*, flushed out of hiding, launched itself backwards on jets of flame, but one of Tuscany's Starmates ended the scouting threat with a cluster of well-placed Thunderbolt missiles. Blown apart in mid-leap, the remnants of the rebel machine scattered over a tire factory three hundred meters downfield.

"Good job, Ogre," Tuscany said, as the rest of his Star rallied for a push through the outer perimeter of the Crimson defenses. Benjamin's three heavy OmniMechs made up the center of the formation while Jack "Ogre" Howard's *Dervish* took the left flank and Tuscany held the right.

Four old Regulator hover tanks flew at the Star as it crossed Ward Street. A dozen incendiary Thunderbolts quickly left them smoldering wreckage, but not before they launched a salvo at Ogre, their older weapons still showing their power by shearing all of the armor from the *Dervish's* head and leaving deep gouges in its legs. The medium 'Mech wobbled but continued the advance.

"Sir, mission accomplished," Dutch said.

Inside his command suit, Tuscany smiled. "You got all of them, *quiaff?*"

"Aff," was the reply, "I have loaded up just over two hundred. We will head back to the base, I will not be late."

Tuscany switched channels, this time to the Cluster Command frequency. "Command, this is Gold Actual," he announced. "We have cleared out the school."

The slow, seductive voice of Star Colonel Waco responded, "Did you get the entire school?"

"Aff, we have all of the Crimson Revolution's adolescent dependants."

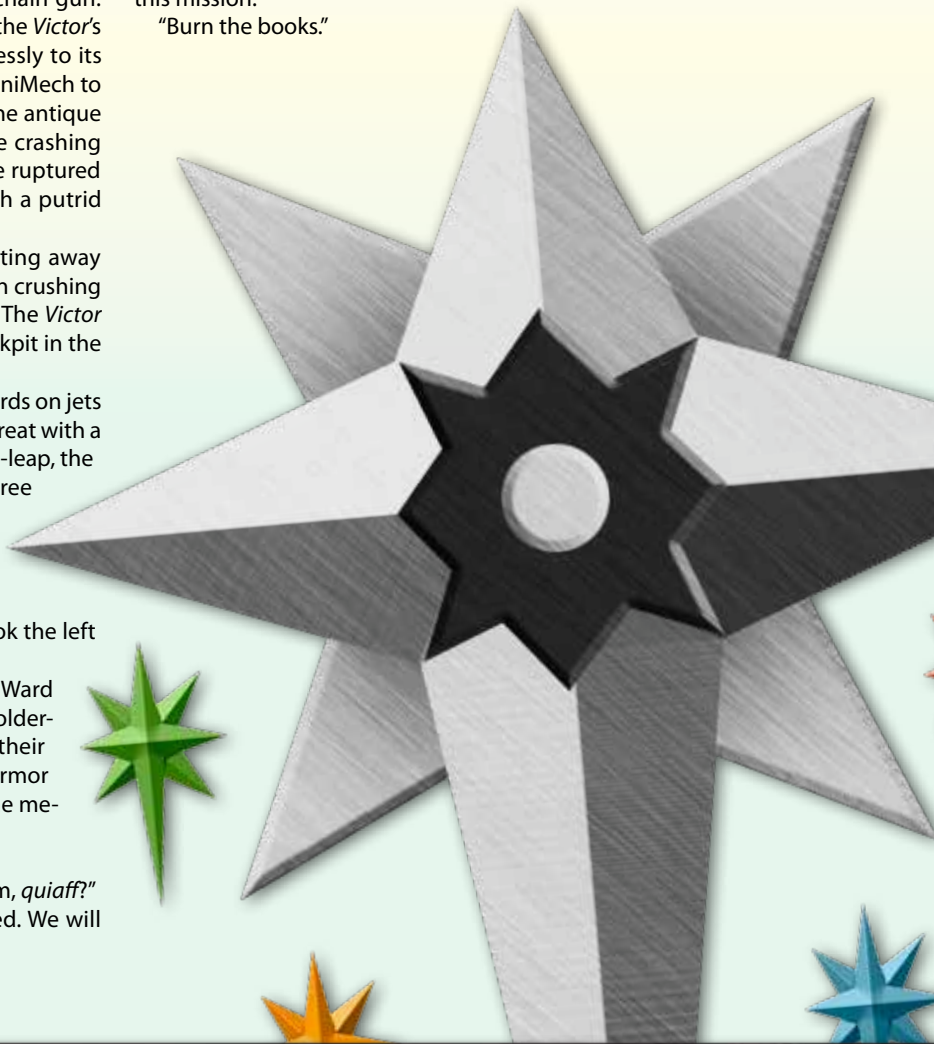
"Good job, Star Captain, now finish the job and get home."

Tuscany did not bother with a response. He pushed his *Targe* to its maximum speed, flying past four rebel 'Mechs hiding in ambush. Startled by his sudden surge forward, their shots went wide, punching gaping holes in the surrounding buildings. Tuscany unleashed a full salvo, taxing his heat capacity to shatter an obsolete *Summoner* OmniMech, while supporting missile fire rained down on a *Treburana* that pivoted to bring him into its sights. As the *Treburana* collapsed to the ground, the two remaining hostiles were caught between the Star Captain and the rest of his Star.

"Sir, behind you!"

As the ambushers crumbled, Tuscany glanced at the 360-degree view in his helmet. Behind him was a convoy. A mere six BattleMechs surrounded four APCs, all thundering off at about sixty kilometers per hour. With only minor damage outside of Ogre's damaged *Dervish*, the Crimson forces were little match for Tuscany's Star. He looked down as his *Targe* stood over a crippled APC, its cargo spilling all over the ferrocrete. Not infantry or weapons but books. Each one contained revised versions of history—rewritten by the Crimson Revolution, to distort reality to match their twisted desires. Tuscany only had three more words to end this mission.

"Burn the books."



THIRD LEAGUE TURNING POINTS

FREE ~~TAIW~~ ST. IVES

Welcome to the latest in the series of *Third League Turning Points* campaign books, designed to give players the opportunity to fight in some of the landmark conflicts of the Inner Sphere as it existed during the height of the Third League era.

The general information contained in the **Atlas** and **Combatants** sections gives players the tools needed to fight an infinite number of engagements on Taiw...St. Ives, while the **Tracks** section gives details on some of the larger and more pivotal battles of the planetary struggle. The Tracks section can also be used with stand-alone games set in the Third Star League time frame.

The **Atlas** section presents a global view followed by some quick facts about Taiw...St. Ives. 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 as to the types of terrain found on the world. This section also contains a list of various additional terrain types, environment, and other rules that can be used to enhance your game experience. All players should agree whether or not to use any or all of these features before play begins.

The **Combatants** section gives details on the units who participated in the conflict and can be used by players who wish to add authenticity to their game. While the units who actually participated in the battles are noted, in most cases the numbers on each side are left undetermined. This allows the players to pursue the tracks with different forces as they wish. The rough ratio of forces on each side is provided as a guideline. Players should feel free to balance the forces in each track as they see fit, whether by battle value, tonnage, total number of 'Mechs, or whatever else suits them.

The **Tracks** section presents several key battles that occurred on the world, though they are not the only ones. Players wishing to incorporate these tracks into their Chaos Campaign campaigns should use the Warchest Points (WP) listed in 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 SHO-6TH *Hogarth* OmniMech of Third League Dragoons' commander Star Colonel Texina Waco, as well as the CEL-OH *Celestial Champion* OmniMech of her XO, Fiat Centrella-Liao. Following them are the ORC-7D *Orca* piloted by the head of the Crimson Revolution, Executive Chairperson Onatta Gen, and his second in command, Vice Chairperson Victor Entbehrlich's RWK-3GR *Riesigenwaffenkämpfer*. The next is the personal ride of the St. Ives Palace Guard commander Brady Marsha, the UBL-20 *UrbanLord*, and the BEN-2 *Bento* driven by Marsha's personal valet, Richard "Rick" Rowland. The last is the EXT-7D *Exterminator II* which is used by the Ebony Commandos.

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Special thanks from the author: I would like to thank the Academy, my parents, my dog, and the billions of fictional humans Herb blinked out of existence on a whim....

For more information about the Battle to free Taiw... St. Ives and the people who took part in it, feel free to make it up as you go along...

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA



THIRD LEAGUE ERA

TAIW...ST. IVES

Appointed Ruler: Governor Roger Kurita
Star Type (Recharge Time): G8V (189 hours)
Position in System: 3
Time to Jump Point: 6.19 days
Number of Satellites: 1 (Cochrane)
Surface Gravity: 1.01
Atm. Pressure: Standard (Breathable when the smog is under control)
Equatorial Temperature: 34° C (Temperate)
Surface Water: 67 percent
Recharging Station: Zenith
HPG Class Type: A
Highest Native Life: Plant
Population: 5,114,000,000
Socio-Industrial Levels: A-A-B-A-C



TAIW...ST. IVES

As the capital of a commonality once regularly fought over by rival forces, Taiw...St. Ives has always been a beautiful contradiction: some of the loveliest landscapes in the Confederation and yet one of the best defended worlds in the Inner Sphere. During the years of the St. Ives Compact, the people of Taiw...St. Ives took to being citizens of a mini-realm's capital world; only rigorous educational and economic oversight kept this world's reintegration into the Confederation from being more costly and less efficient, and it remained a stable and functional Capellan holding until its liberation by the brave forces of the future Third Star League, during the latter half of the thirty-second century.

With the creation of the Third League, Taiw...St. Ives continued to prosper. Under the stewardship of the Kurita governors, industry has continued to expand. While some natives of Taiw...St. Ives remain upset by the lack of environmental regulations, Exarch Ezekiel Starling denounced these malcontents as "hippies" and praised the increase in jobs and taxes from Taiw...St. Ives. In the past decade, the governors have focused on increasing job creation and development of affordable housing for the labor castes. There have been concerns that nearby regional authorities might attempt to annex Taiw...St. Ives to augment their own budgets, but the governor has kept Taiw...St. Ives free and focused on corporate growth.

Though defense industries are most common, the civilian economy of Taiw...St. Ives has prospered during the peaceful reign of the Third League, and those industries now supply their output to over a thousand worlds in the Inner Sphere. Ironically, this has raised the cost of domestically produced goods within the St. Ives Commonality, but Commerce Guild analysts still debate whether or not this effect is intentional.

As Clan Wolfhound provides the primary defense for the entire region (including Taiw...St. Ives), only a token palace militia is present on Taiw...St. Ives. While regally named the St. Ives Palace Guards, they are still second-line troops, whose duties are limited mainly to maintaining civil order and assisting when natural disasters strike. Each new commander claims they will whip the Guard into a potent fighting force but find the task too difficult and the job far too rewarding.

Mapsheets

The following tables represent the categories of terrain that can be found on the battlefields of Taiw...St. Ives. 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 = *Classic BattleTech Introductory Box Set*.

TAIW...ST. IVES MAPSHEETS TABLE

TIAN-TAN COUNTRYSIDE TERRAIN	1D6 Result	Map
	2	City, Suburbs (MS6, MSC2)
	3	City Street Grid/Park* #2 (MS4, MSC1)
	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	Scattered Woods (MS2, MSC2)
	10	Rolling Hills #1 (MS3, MSC1)
	11	Open Terrain #2 (MS5, MSC1)
	12	Open Terrain #1 (MS5, MSC1)

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

**May be modified by Base Terrain Types indicated under Optional Rules, below

OPTIONAL RULES

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

Base Terrain Types

Level 1 Foliage (see p. 36, *TO*)

Planted Fields (see p. 38, *TO*)

Sheer Cliffs (see p. 39, *TO*)

Terrain Modifications

Fire (see p. 43, *TO*)

Weather Conditions

Moonless Night (see p. 58, *TO*)

Tornado (see p. 61, *TO*)

THE BATTLE TO FREE TAIW...ST. IVES

While never known to be the most pastoral world in the Inner Sphere, Taiw...St. Ives had been relatively peaceful for the past two decades outside of the riots after 2218's G1 Summit. Minor disturbances cropped up when the governor removed more green space, the local soccer team lost badly, or food imports were late, but the local militia was able to keep these uprisings from causing major damage to the city and kept casualties to the double digits. This all changed in 3226 when Governor Kurita refused to pardon a popular local sitcom writer after being convicted of homicide for the fifth time.

With civil unrest, a bunch of radicals decided that they would claim Taiw...St. Ives in the name of their political movement and revamp Taiw...St. Ives society, throwing off the shackles of the Third League. Using cast-off weapons they had been collecting for a decade along with defecting sympathizers from the St. Ives Palace Guard they declared Taiw...St. Ives free, part of the Crimson Revolution, as it always had been. They surprised the Guard, attacking them outside the Governor's Palace. Defeating the Guards, the populace largely didn't care as long as they kept getting food, but some people flocked to the Revolution's cause and the St. Ives Palace Guard found themselves driven to the few wastelands that remain uninhabited on Taiw...St. Ives.

Meanwhile, Clan Wolfhound heard of the uprising and attempted to negotiate with the Crimson Revolution. The Clan offered to transport the revolutionaries to the Periphery planet, Gobi, outside the influence of the Third League, but the Crimson Revolution would have none of that. They wanted to free Taiw...St. Ives, which had always been their property. When the Clan Wolfhound representative reviewed the history of Taiw...St. Ives, including being part of the League for over half a century, the Executive Chairman responded with one word, "No". This so confused the Clan representatives that they took the weekend off to try and figure out what the Chairman was thinking, smoking or injecting.

Still at a loss for how out of touch with reality the Chairman was, they dispatched one of their finest Clusters: the Third League Dragoons. While the Clan wanted to have them escorted with a WarShip, none were close enough to provide support in a timely fashion, so the Dragoons were accompanied by a Pocket WarShip escort augmented with a Star of OmniFighters. They arrived in system on 29 February and used a 2-G burn to arrive at the planet within days. The Crimson Revolution was unable to mount a resistance, since the system space defenses were rendered inoperable weeks before, so the Dragoons managed to land safely and mass up at Taiw...St. Ives' main spaceport, located on the edge of *Tian-tan*.

RANDOM ASSIGNMENT TABLES: TAIW...ST. IVES, 3220-3227

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 struggle for Taiw...St. Ives. Players are not required to use these tables, especially when using player-group Units. To randomly assign pilot quality, see the appropriate tables in *Total Warfare* (see p. 273, *TW*)

RANDOM ASSIGNMENT TABLE: VEHICLES AND AEROSPACE

LIGHT VEHICLES	1D6 RESULT	CRIMSON REVOLUTION	THIRD LEAGUE DEFENSE FORCE (TLDF)
	1	Harasser IV Missile Platform [25]*	Hover APC [10]
	2	Wheeled APC [10]	Sandstorm Light Scout VTOL [5]
	3	Scorpion II Light Tank [25]	Striker III Light Tank [35]*
	4	Pegasus III Scout Hovertank [35]*	Warrior O-7 Attack Helicopter [21]*
	5	Hover APC [10]	Scorpion II Light Tank [25]
	6	Wheeled APC [10]	Hoover [25]*

MEDIUM VEHICLES	1D6 RESULT	CRIMSON REVOLUTION	THIRD LEAGUE DEFENSE FORCE (TLDF)
	1	Hetzer Wheeled Assault Gun [40]	Tribble Medium Tank [45]
	2	Vedette Medium Tank [50]	Vedette III Medium Tank [50]*
	3	Regulator Hover Tank [50]	Hetzer II Wheeled Gauss [40]
	4	Regulator II Hover Tank [50]	Condor III [50]*
	5	Saladin Assault Hover Tank [35]	Camino Medium Tank [45]*
	6	Hetzer Wheeled Assault Gun [40]	Condor III [50]*

HEAVY VEHICLES	1D6 RESULT	CRIMSON REVOLUTION	THIRD LEAGUE DEFENSE FORCE (TLDF)
	1	LRM Carrier [60]	Manticore II Heavy Tank [60]*
	2	SRM Carrier [60]	Gauss Carrier [60]
	3	Rommel II [65]*	Rommel IV [65]*
	4	SRM Carrier [60]	Thunderbolt Carrier [60]
	5	Manticore Heavy Tank [60]	Von Higenbothum Heavy Tank [75]*
	6	Thunderbolt Carrier [60]	Thunderbolt Carrier [60]

ASSAULT VEHICLES	1D6 RESULT	CRIMSON REVOLUTION	THIRD LEAGUE DEFENSE FORCE (TLDF)
	1	Schrek PPC Carrier [80]	Behemoth III Heavy Tank [100]*
	2	Schrek II Graser Carrier [80]	Demolisher VI Heavy Tank [80]*
	3	Demolisher III Heavy Tank [80]	Heavy Gauss Carrier [100]
	4	Demolisher IV Heavy Tank [80]	Demolisher V Heavy Tank [90]*
	5	Ontos III Heavy Tank [95]	Heavy Thunderbolt Carrier [100]*
	6	Behemoth II Heavy Tank [100]	Schrek II Graser Carrier [80]

AEROSPACE FIGHTERS	1D6 RESULT	CRIMSON REVOLUTION	THIRD LEAGUE DEFENSE FORCE (TLDF)
	1	SB-77 Sabre II [25]	I94-650 lo [30]*
	2	SL-41 Sholagar III [35]*	WKT-50 Wildkatze [45]
	3	SL-47 Shilone II [65]	CSR-VC90 Corsair [50]*
	4	SL-55 Samurai III [50]*	MR-25 Morgenstern II [70]*
	5	SL-65 Slayer IV [80]	STU-P30 Stuka [100]*
	6	SL-65A Slayer IV [80]	CHP-29 Chippewa III [90]*

RANDOM ASSIGNMENT TABLE: BATTLEMECHS

LIGHT 'MECHS	1D6 RESULT	CRIMSON REVOLUTION	THIRD LEAGUE DEFENSE FORCE (TLDF)
	1	CRP-3 Crimson Streak [30]*	CEL-OH Celestial Champion [30]*
	2	RDT-9P Bureaucrat [20]	UM-L99 UrbanMech LAM [30]
	3	JVN-126F Javalin III [30]	RDT-9P Bureaucrat [20]
	4	BOL-4T Bolt [35]	CEL-OS Celestial Observer [30]*
	5	RDT-9P Bureaucrat [20]	WLF-8H Wolfhound II [35]*
	6	BOL-4T Bolt [35]	CEL-OP Celestial Punisher [30]*

MEDIUM 'MECHS	1D6 RESULT	CRIMSON REVOLUTION	THIRD LEAGUE DEFENSE FORCE (TLDF)
	1	RWR-4GG Riesigenwaffenkrieg [50]	EMM-4P Emperor LAM [50]
	2	Fategiver [50]	BEN-2 Bento [45]*
	3	GRR-1F Giraffe [55]*	SHK-4R Shocker [55]*
	4	RWK-2GR Riesigenwaffenkampf [55]	CNN-A1 Centurion III [50]*
	5	PXD-1 Phoenix Dark [45]	DV-150 Dervish [55]*
	6	RWK-3GR Riesigenwaffenkampf [55]	TRG-SN Targe [40]*

HEAVY 'MECHS	1D6 RESULT	CRIMSON REVOLUTION	THIRD LEAGUE DEFENSE FORCE (TLDF)
	1	CPLT-K9 Catapult II [65]	HRK-20 Hohiro [65]*
	2	Fatebringer [70]	TRR-4R Terror [70]*
	3	CPLT-C8 Catapult [65]	JM9-A JagerMech V-O [65]*
	4	Summoner [70]	UBL-20 UrbanLord [70]*
	5	OSB-4H OstBosch [70]	MAD-AO Marauder III-O [75]*
	6	TDR-24S Thunderbolt [65]	MAD-9R Marauder [75]

ASSAULT 'MECHS	1D6 RESULT	CRIMSON REVOLUTION	THIRD LEAGUE DEFENSE FORCE (TLDF)
	1	SD2-O Sunder II [90]*	VTR-100 Victor III [80]*
	2	AS8-D Atlas [100]	MST-3K Manos [100]
	3	BRT-4S Brutus [95]	BNC-13S Banshee II-O [95]*
	4	CGR-1X4 Charger II [80]	MSK-10G Mackie IIC [100]
	5	BLR-70 BattleMaster [85]*	RMP-70 Rampage III [90]*
	6	VTR-9K Victor [80]	ZEU-12S Zeus III-O [85]*

SUPERHEAVY 'MECHS	1D6 RESULT	CRIMSON REVOLUTION	THIRD LEAGUE DEFENSE FORCE (TLDF)
	1	GOA-3H Goliath II [130]	PTM-5S Pacemaker [140]*
	2	RHH-40 Rhino [105]*	DEM-50 Demon [200]*
	3	ORC-1A Orca [200]	KRM-4L Kremlin [145]
	4	SWW-34R Swami [120]	STK2-60 Stalker II [115]*
	5	CST-3N Cistern [125]	SHO-6TH Hogarth [120]*
	6	ORC-7D Orca [200]	BLR2-1G BattleLord [135]*

COMMANDERS

TEXINA WACO

Rank: Star Colonel

Born: 3201 (26 in 3227)

Born to a MechWarrior and an exotic dancer, many expected the outgoing young Texina to follow in her father's footsteps. Surprising everyone, she was accepted to the New East Hartford College of Combat in hopes of joining her mother in the Third League Defense Force. There, she showed immense aptitude at both leadership and 'Mech piloting, and thus tested up from her original assignment to the vehicular cavalry. Texina finished at the top of her class, though rumors dogged her that she slept her way to excellent grades.

Determined to prove her detractors wrong, Texina Trialed for a posting as a Star Commander with the infamous Northwind Highlanders Trinary Supernova—a force better known for its elite capacity for bad hygiene and withdrawing from a fight. She quickly rose to the position of Star Captain and turned the Highlanders into a competent fighting unit. After assisting the Snow Ravens in ending the general strike that the Kelswa family led on Calderon, she was promoted to command the Third League Dragoons. The fighting on Taiw...St. Ives is her first action as commander of the Dragoons and she is eager to show that she belongs in the position.

Special Abilities: Texina Waco is an Elite-level MechWarrior and officer with a 5-year career in the TLDF. She commands the prestigious Third League Dragoons with a 7-TP Rank Trait (Star Colonel) and 7-TP Connections Trait (TLDF). She can also negate up to 10 points of negative modifier due to inebriation and possesses the ATOP Trait: Genuine Redhead. She is an excellent BattleMech commander, with Skill Roll Modifiers of +7 to Leadership, +3 to Strategy, and +6 to Tactics rolls for Land-based combat.

ONATTA GEN

Rank: Executive Chairperson

Born: 3142 (85 in 3227)

Onatta Gen grew up on Taiw...St. Ives, the son of a gardener and a defoliant chemist. In his youth, all he ever wanted to be was a badminton star. After a promising career as a child, he won a scholarship to Notre Dame (*Tian-tan*) College but a shuttlecock to the eye crushed his promising career. Despondent, he attempted to take his life several times but was unsuccessful. In recovery, he became addicted to mixotricnate, a powerful painkiller.

After counseling and rehab, Gen moved on with his life, using his scholarship to earn a degree in English, the official language of the Third League. After earning his degree, he found teaching the undercastes of Taiw...St. Ives to be unrewarding (and insufficient to support his Kay-Zee habit). Returning to graduate school, he earned his Masters in English. Armed with a new degree, he held down two jobs, writing gaming books and copy-editing self-published novels.

One ex-wife later, Gen realized that he still was not happy in life. He kicked Kay-Zee and entered the Taiw...St. Ives College of Arts. While earning his Ph. D., he met Victor Entbehrlich, an economist and short-order chef, at a home improvement show. They quickly became good friends, sharing their dislike of the Third League's political structure. Soon afterward, they began an informal discussion group known as the Crimson Revelation.

Gen received a position teaching at the William Liao Community College, and eventually became president of the teachers' union. While his political agitation, constant drinking, lack of publication and sleeping with his students upset the dean, his union position kept him employed. The Crimson Revelation grew bigger and bigger, with branches in multiple cities across Taiw...St. Ives. When Governor Kurita refused to pardon Joel Stevenson-Bancroft-Conners-Smith, a five-time convicted murderer seen by the Revelation as a "prisoner of conscience", Gen finally snapped, and used the Crimson Revelation as a launchpad for creating an underground guerilla force dubbed the Crimson Revolution.

Special Abilities: In addition to leading the Crimson Revolution, Onatta Gen is a Green-level MechWarrior in October of 3226, a Regular-level MechWarrior in March of 3227, finally becoming a Veteran-level MechWarrior in June of 3227. He is a graduate of the Taiw...St. Ives College of Arts with a Doctorate in English and has a 9-TP Rank Trait (Executive Chairperson). He is an able commander, with +3 Skill Roll Modifiers to all Leadership and Strategy rolls, and +7 to Tactics rolls for Land-based combat. In addition, he gains a +8 modifier for any rolls involving grammar and +5 for Gymnastics rolls.

COMBATANTS

This section lists the combat forces that took part in the Battle for Taiw...St. Ives. Each synopsis lists the force's arrival date on planet; if there is no end date, the unit was present through the conclusion of the campaign. The Experience Level indicates which column to roll on using the Random Skills Table (see *TW*, p.273) for the combatants.

The *RAT* shows which Random Assignment Tables (see *Taiw...St. Ives*, 3326-3327 *RAT*, pg. **XX**) to roll units from if randomly determining a force. To build a unit (if not using a player-defined unit from a campaign), follow the Unit Generation rules in *Total Warfare* (see p. 264, *TW*). If using the included Taiw...St. Ives, 3226-3227 *RAT*, choose a variant specific to the force/nation involved to give a specific flavor to the forces used. Variants of generic character are always available if no specific national variant exists.

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 battle for Taiw...St. Ives.

Third League Dragoons [Third League] (29 Feb 3227)

CO: Star Colonel Texina Waco

Average Experience: Elite

RAT: TLDF

Unit Abilities: The Dragoons excel at fighting the enemy. Whenever they encounter an enemy force they receive a +1 to any rolls while during combat. They do not receive this bonus if they are fighting friendly units, or when not fighting at all.

Notes: A frontline TLDF unit, the Third League Dragoons only uses OmniMechs, ProtoMechs and battle armor in its ground force. They have access to any unit that the Third League makes, outside of the *Kerensky* OmniMech. They also receive twice the alcohol ration of a typical TLDF command, and frequently use it to barter for other supplies and favors.



Taiw...St. Ives Palace Guard [Third League]

CO: Major General Brady Marsha

Average Experience: Regular

RAT: TLDF

Unit Abilities: As a typical parade militia, the Palace Guard is still a very capable force against civil insurrections. They thus receive a -1 to-hit modifier for any attacks made against non-combatant forces, as well as a -1 to-hit for any physical attacks or piloting skill checks needed when non-combatant forces are adjacent to a Guard unit.

Notes: The Taiw...St. Ives Guards are a militia force, relying on conventional infantry and vehicles to support its allotment of second-line BattleMechs. They only have a few OmniMechs in their ranks, and none of their 'Mechs are of the assault weight class.



Crimson Revolution [Crimson Revolution]

CO: Executive Chairperson Onatta Gen

Average Experience: Regular

RAT: Crimson Revolution

Unit Abilities: The Crimson Revolution often studies its opponents and can counter any and all enemy special ability—but they can only use this special ability when they are expecting their opponent. They also receive a +2 bonus to any roll that involves political theory.

Notes: They Crimson Revolution uses anything they can get their hands on, from ancient equipment to stolen modern equipment. They are experts at finding coffee houses and discussion groups.



REBELLION!

SITUATION

Taiw...St. Ives Palace

Tian-tan, Taiw---St. Ives

Wolfhound Clan Defense Cordon, Third Star League

10 October 3226

Trained mainly to handle minor civil unrest and protest riots, the Taiw...St. Ives Palace Guard was completely unprepared for a truly organized and fairly well armed insurrection. Finding itself surrounded, the Guard responded quickly, to buy time for Governor Kurita to make his escape. The Crimson Revolution wanted to end both the armed resistance and capture the governor to start their revolution.

Game Setup

Recommended Terrain: Urban

The Defender receives an additional four APCs and must secretly write down on a piece of paper which one contains the governor.

Attacker

Recommended Forces: Crimson Revolution

Attacking units set up on the map within 4 hexes of any edge, facing the defenders. The Attacker's force is a combined-arms force with a 4:1 ratio of vehicles to 'Mechs; the Attacker outnumbers the Defender 2:1.

Defender

Recommended Forces: St. Ives Palace Guard

Defending units set up on the map first no closer than ten hexes to the nearest edge. Half of the defending force must be conventional units (evenly divided in numbers between vehicles and infantry platoons).

WARCHEST

Track Cost: 500 WP

Optional Bonuses

+400 WP – Reinforcements. On turn 3, a force half the size of the players' force shows up on any edge.

+200 WP – Riots. Place two mob units per map sheet between the Attacker and Defender forces. Move them randomly before either side moves. They will attack any unit within reach.

OBJECTIVES

1. Get the Man! Be in possession of the APC containing the governor. **[+250 WP]**

2. Hamstring them. Kill or capture half or more of the opposing units. **[+250 WP]**

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.

AFTERMATH

The surprise and savagery of the Revolution uprising caught the Taiw...St. Ives Guard totally off guard and only half of their entire force survived the battle while the Crimson Revolution only suffered a ten percent loss. Governor Kurita managed to escape in his pajamas, but left all of his papers and codes behind, rendering him useless in assisting the Guard. The Crimson Revolution used the Palace as their new headquarters and planted crops in the entire green space.

SAVING HISTORY

SITUATION

Kinkies Copies

Taiw...St. Ives

Wolfhound Clan Defense Cordon, Third Star League

15 March 3227

High-altitude recon elements and snitches informed the Third League that the Crimson Revolution was massing an operation in the industrial section of Tian-tan. The Revolution was printing history textbooks that rewrote history, changing the Third League from the pinnacle of humanity into a despotic regime that ruled by military threat. Determined to keep the lies from impressionable young children, the Dragoons first combat on planet would try to stop the books from being distributed while a second operation was being performed in parallel.

GAME SETUP

Recommended Terrain: Tian-tan Countryside

Set up a minimum of 4 maps for this scenario, select one building within four hexes of the center of the map as the local Kinkies Copies. The defender receives six additional APCs full of newly printed books. Place them adjacent to Kinkies Copies.

Attacker

Recommended Forces: Third League Dragoons

The Dragoons chose a home edge and enter on turn 1. Any retreating Attacking units must leave via their home edge; units are considered captured by the Defenders if they leave by any other map edge. The Dragoons use only BattleMechs in this track, equal in number to the Defenders' Mechs.

Defender

Recommended Forces: Crimson Revolution

The Crimson Revolution forces set up on the map prior to the Turn 1. They may deploy anywhere provided they are at least 2 hexes from any map edge. The Revolutionaries' force should include combat vehicles and unarmored infantry platoons. The ratio of forces should be 1:3:5 (Mechs : Vehicles : Infantry platoons). There are no Hidden Units in this track.

WARCHEST

Track Cost: 500 WP

Optional Bonuses

+300 WP – Night Fight. The battle occurs during a *Full Moon Night* (see p. 58, *TO*).

OBJECTIVES

1. Past. Possess the APCs with the newly printed books. **[+50 WP for each unit]**

2. Present. Kill or capture more than half the opposing units. **[+250 WP]**

3. Future. Have possession of the printing presses. **[+250 WP]**

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

The Crimson Revolution was not ready for the ferocity of the Third League's attack. Two APCs crashed due to reckless driving, while another three were crippled by weapons fire, leaving only one to escape. After the battle, the Third League forces burned all the books they captured. The Crimson Revolution distributed the books they saved, only to discover pages 88 and 92 had been swapped, resulting in a confusing history of the Third Succession War.

CUT OFF THE HEAD

SITUATION

Candice Liao Memorial Park

Taiw...St. Ives

Wolfhound Clan Defense Cordon, Third Star League

6 June 3227

The end was all but inevitable. The Third League had the resources of almost all of humanity and the Crimson Revolution barely claimed the support of one part of one planet. But the rebels had one chance left: The Dragoons, running a little low on supplies and manpower, opted to make one great push to defeat the Revolution once and for all. If the Revolution could hold off this assault and force Star Colonel Texina Waco to call in support beyond her initial bid, it might just give their cause the public relations it needed to find more support throughout the League's oppressed lower castes.

GAME SETUP

Recommended Terrain: Open Terrain, Scattered Woods

The Attacker and Defender should have equal forces. The Defender chooses an edge to be their home edge. The Defender then places 5 light buildings to represent the base camp. They should be within five hexes of one another. The Defender also gets eight additional APCs but does not place these on the board. The Attacker's home edge is the edge opposite the Defender's home edge.

Attacker

Recommended Forces: Third League Dragoons

The Attacker can set up within five hexes of their home edge.

Defender

Recommended Forces: Crimson Revolution

The Crimson Revolution can set up anywhere within 10 hexes of their base.

WARCHEST

Track Cost: 500

Optional Bonuses

+200 WP – A Long Day. The player has 1d6 5-point clusters of existing damage per class (Light=1d6, Medium=2d6, etc.). Reroll any damage that would destroy or cripple the 'Mech.

+200 WP – Artillery. The opponent calls in artillery strikes without pre-sighted target hexes. Each side begins firing their 4 artillery tubes (2 Sniper, 2 Thumper) starting on Turn 1 from a distance of 5 mapsheets from their home edge. Artillery gunnery skill is 4 for both sides.

OBJECTIVES

1. Kill them! Destroy the enemy or force them to retreat. **[+250 WP]**

2. Sun-Tzu? Reportedly, a revived Sun-Tzu Liao is actually the brains behind the Crimson Revolution, likely hoping to make St. Ives a stepping stone toward reclaiming his "Celestial Throne". Capture the base, and seize this charlatan! **[+250 WP]**

SPECIAL RULES

The following rule is in effect for this track:

Forced Withdrawal

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

AFTERMATH

The Revolution could not withstand the skill and technology of the Third League. The people did not rise up and without their support, the Revolution's forces dwindled, leading to their utter defeat in this climatic battle. Upon his capture, Sun-Tzu Liao sat stoically upon the palace throne, refusing to speak, to move, or even to remove his sunglasses and acknowledge any who faced him.

When Texina Waco entered the chambers, she did not bother to speak with the ancient Chancellor, and simply punched him in his face, causing him to fall from his would-be throne. Collapsed in a heap, the once-mighty "Celestial Wisdom" breathed no more...

(On later examination, it turned out that Liao was already dead, and that the Crimson Revolution had simply used modern technology and crude special effects to keep his body from decomposing and be their figurehead. The mystery of *where* the Revolution came upon the ancient remains of House Liao's most notorious leader remains unsolved to this day...)

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **CEL-OH CELESTIAL CHAMPION**

Movement Points: Tonnage: 30
Walking: 7 Tech Base: 3rd Generation
Running: 11
Jumping: 7 Era: Third League

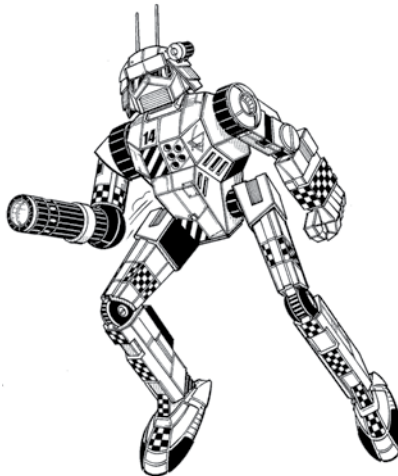
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Grazer	RA						
	Standard	—	8	8 [DE]	—	5	10	15
	ER	—	12	8 [DE]	—	8	15	25
	Pulse	—	10	10 [DE]	—	6	14	20
1	Medium Grazer	HD						
	Standard	—	3	5 [DE]	—	3	6	9
	ER	—	5	5 [DE]	—	5	10	15
	Pulse	—	4	6 [DE]	—	4	8	12
1	3rd. Gen Missile 5 LT	3		[M,S]				
	HE	—	—	10	—	3	6	9
	Standard	—	—	5	—	6	10	18
	Extended Range	—	—	3	6	8	16	24

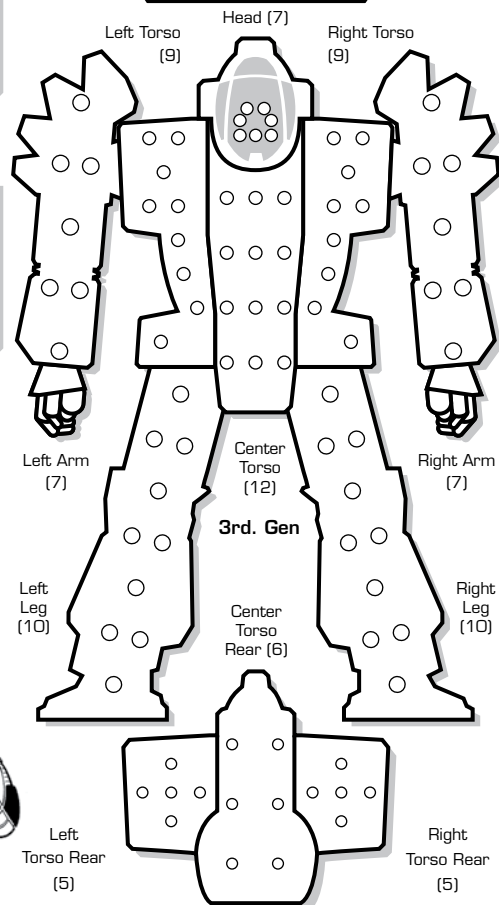
BV: Green

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
- Hand Actuator
- 3rd Gen. Endo-Steel
- 3rd Gen. Armor

Head

- Life Support
- Sensors
- 3rd Gen. Cockpit
- Medium Grazer
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Grazer
- Large Grazer
- 3rd Gen. Endo-Steel

Center Torso

- 3rd Gen. Fusion Engine
- 3rd Gen. Fusion Engine
- 3rd Gen. Fusion Engine
- Gyro
- Gyro
- Gyro

Right Torso

- 3rd Gen. Armor
- Roll Again
- 3rd Gen. Jump Jet
- Roll Again
- Roll Again
- Roll Again

Left Torso (3G CASE)

- 3rd Gen. Jump Jet
- 3rd Gen. Jump Jet
- 3rd Gen. Jump Jet
- 3rd Gen. Missile 5
- Ammo (3G5 HE) 12
- Ammo (3G5 ER) 12

- 3rd Gen. Fusion Engine
- 3rd Gen. Fusion Engine
- 3rd Gen. Fusion Engine
- 3rd Gen. Jump Jet
- 3rd Gen. Endo-Steel

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Right Torso

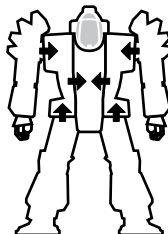
- 3rd Gen. Jump Jet
- 3rd Gen. Jump Jet
- 3rd Gen. Jump Jet
- 3rd Gen. Endo-Steel
- 3rd Gen. Armor
- 3rd Gen. Armor

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 3rd Gen. Heat Sink
- 3rd Gen. Endo-Steel

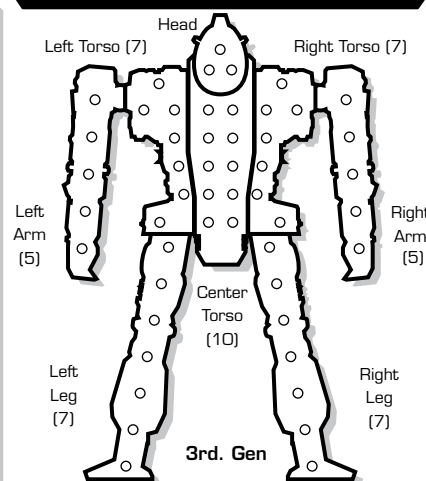
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 3rd Gen. Heat Sink
- 3rd Gen. Endo-Steel



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) 3rd Gen.
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

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: BEN-2 BENTO

Movement Points: Tonnage: 45
Walking: 5 Tech Base: 3rd Generation
Running: 8
Jumping: 6 Era: Third League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Cannon/10	RA	3/	10/Sht.	—	6	12	18
				Sht.[DB,X,R/C]				
1	3rd. Gen Missile 5 LT	3		[M,S]				
	HE	—	—	10	—	3	6	9
	Standard	—	—	5	—	6	10	18
	Extended Range	—	—	3	6	8	16	24

BV: Blue

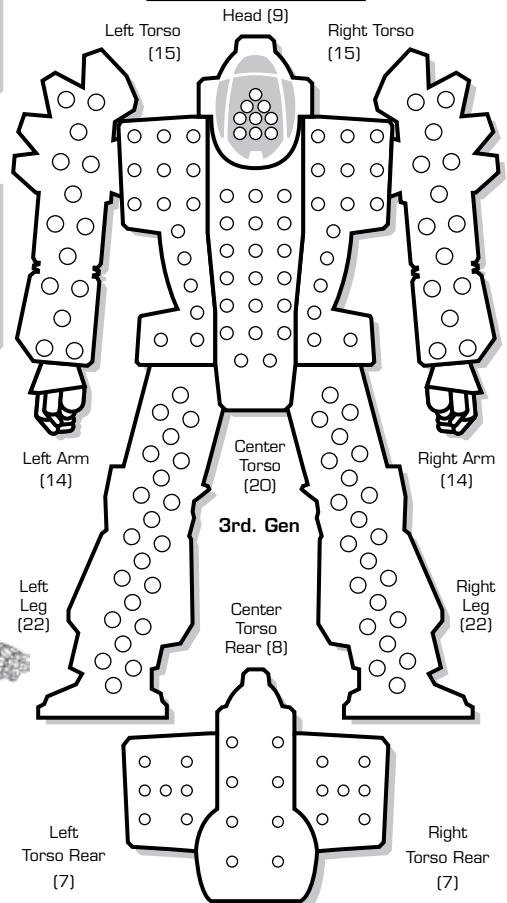
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness#

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - 3rd Gen Endo-Steel
 - 3rd. Gen. Armor

- 4-6
- 3rd. Gen. Armor
 - 3rd. Gen. Armor
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso (3G CASE)

- 1-3
- 3rd. Gen Missile 5
 - Ammo (3G5 HE) 12
 - Ammo (3G5 ER) 12
 - 3rd Gen Endo-Steel
 - 3rd Gen Endo-Steel
 - 3rd. Gen. Armor

- 4-6
- 3rd. Gen. Armor
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 3rd. Gen Jump Jet
- 3rd. Gen Jump Jet

Head

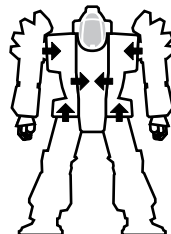
- Life Support
- Sensors
- 3rd Gen. Cockpit
- 3rd Gen Endo-Steel
- Sensors
- Life Support

Center Torso

- 1-3
- 3rd Gen. Fusion Engine
 - 3rd Gen. Fusion Engine
 - 3rd Gen. Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- 4-6
- Gyro
 - 3rd Gen. Fusion Engine
 - 3rd Gen. Fusion Engine
 - 3rd Gen. Fusion Engine
 - 3rd. Gen Jump Jet
 - 3rd. Gen Jump Jet

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



Damage Transfer Diagram

Right Arm (3G CASE)

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Gauss Cannon/5
 - Gauss Cannon/5
 - Gauss Cannon/5

- 4-6
- Gauss Cannon/5
 - Gauss Cannon/5
 - Gauss Cannon/5
 - Gauss Cannon/5
 - Gauss Cannon/5
 - 3rd Gen Endo-Steel

Right Torso

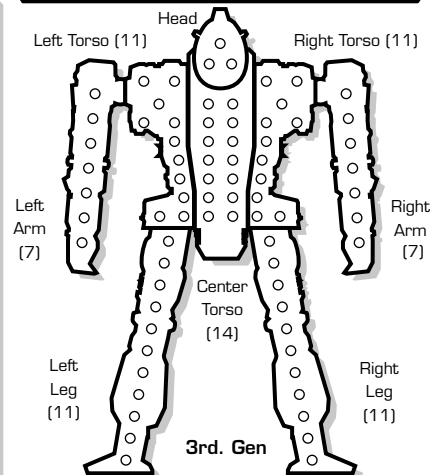
- 1-3
- Ammo (Gauss Cannon Std) 10
 - Ammo (Gauss Cannon AP) 10
 - 3rd Gen Endo-Steel
 - 3rd Gen Endo-Steel
 - 3rd. Gen. Armor
 - 3rd. Gen. Armor

- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 3rd. Gen Jump Jet
- 3rd. Gen Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) 3rd Gen.
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
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: RWK-3GR "RIESIGENWAFFENKÄMPFER"

Movement Points: Tonnage: 55
Walking: 5 Tech Base: 3rd Generation
Running: 8
Jumping: 0 Era: Third League

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken
Consciousness#

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Grazer	RA	—	8	8 [DE]	—	5	10 15
	Standard	—	12	8 [DE]	—	8	15 25	
	Pulse	—	10	10 [DE]	—	6	14 20	
1	Medium Grazer	RA	—	3	5 [DE]	—	3	6 9
	Standard	—	5	5 [DE]	—	5	10 15	
	Pulse	—	4	6 [DE]	—	4	8 12	
1	Large Grazer	RT	—	8	8 [DE]	—	5	10 15
	Standard	—	12	8 [DE]	—	8	15 25	
	Pulse	—	10	10 [DE]	—	6	14 20	
1	Large Grazer	LA	—	8	8 [DE]	—	5	10 15
	Standard	—	12	8 [DE]	—	8	15 25	
	Pulse	—	10	10 [DE]	—	6	14 20	
1	Medium Grazer	LA	—	3	5 [DE]	—	3	6 9
	Standard	—	5	5 [DE]	—	5	10 15	
	Pulse	—	4	6 [DE]	—	4	8 12	

BV: Orange

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Upper Arm Actuator
- 3rd Gen. Heat Sink
- 3rd Gen. Heat Sink
- 3rd Gen. Heat Sink

- Large Grazer
- Large Grazer
- Medium Grazer
- Roll Again
- Roll Again
- Roll Again

Left Torso

- 3rd Gen. Heat Sink
- 3rd Gen. Heat Sink
- 3rd Gen. Armor
- 3rd Gen. Armor
- 3rd Gen. Armor
- 3rd Gen. Endo-Steel

- 3rd Gen. Endo-Steel
- 3rd Gen. Endo-Steel
- 3rd Gen. Endo-Steel
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 3rd Gen. Heat Sink
- Roll Again

Head

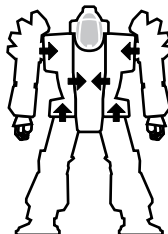
- Life Support
- Sensors
- 3rd Gen. Cockpit
- 3rd Gen. Endo-Steel
- Sensors
- Life Support

Center Torso

- 3rd Gen. Fusion Engine
- 3rd Gen. Fusion Engine
- 3rd Gen. Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- 3rd Gen. Fusion Engine
- 3rd Gen. Fusion Engine
- 3rd Gen. Fusion Engine
- Roll Again
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Upper Arm Actuator
- 3rd Gen. Heat Sink
- 3rd Gen. Heat Sink
- 3rd Gen. Heat Sink

- Large Grazer
- Large Grazer
- Medium Grazer
- Roll Again
- Roll Again
- Roll Again

Right Torso

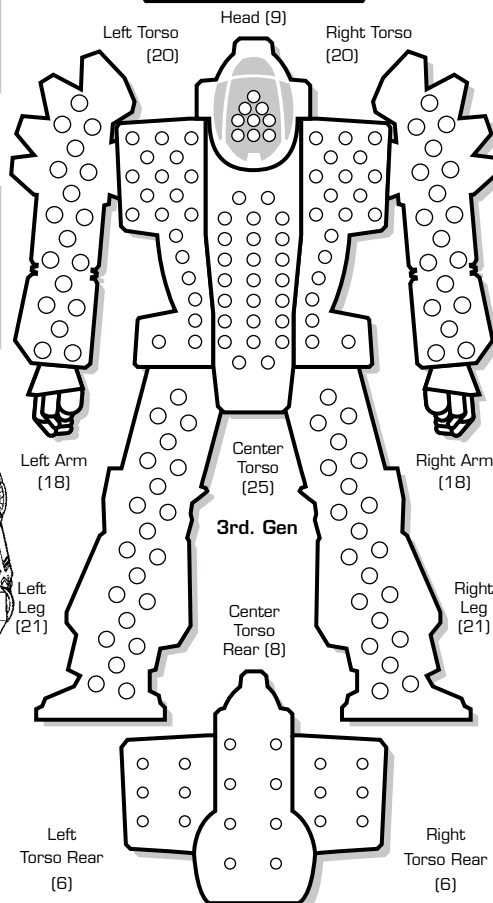
- 3rd Gen. Heat Sink
- Large Grazer
- Large Grazer
- Roll Again
- Roll Again
- Roll Again

- 3rd Gen. Armor
- 3rd Gen. Armor
- 3rd Gen. Armor
- 3rd Gen. Armor
- 3rd Gen. Endo-Steel
- 3rd Gen. Endo-Steel

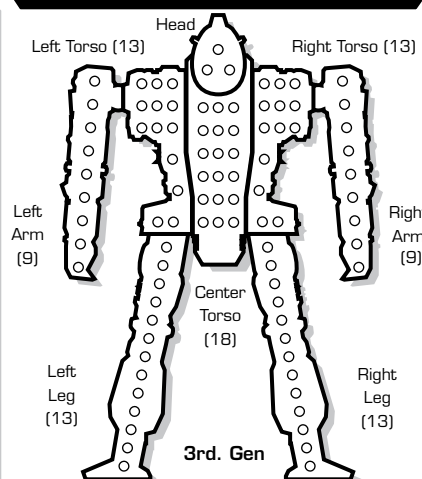
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 3rd Gen. Heat Sink
- Roll Again

ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	22 (44)
28	Ammo Exp. avoid on 8+	3rd Gen.
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

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: UBL-20 URBANLORD

Movement Points: Tonnage: 70
 Walking: 4 Tech Base: 3rd Generation
 Running: 6
 Jumping: 6 Era: Third League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Cannon/20	RA	7/	20/Sht.	—	4	8	12
				Sht.[DB,X,R/C]				
1	Large Grazer	LA						
	Standard	—	8	8 [DE]	—	5	10	15
	ER	—	12	8 [DE]	—	8	15	25
	Pulse	—	10	10 [DE]	—	6	14	20

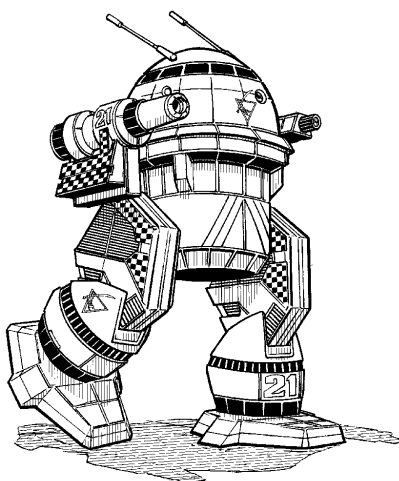
BV: Pink

WARRIOR DATA

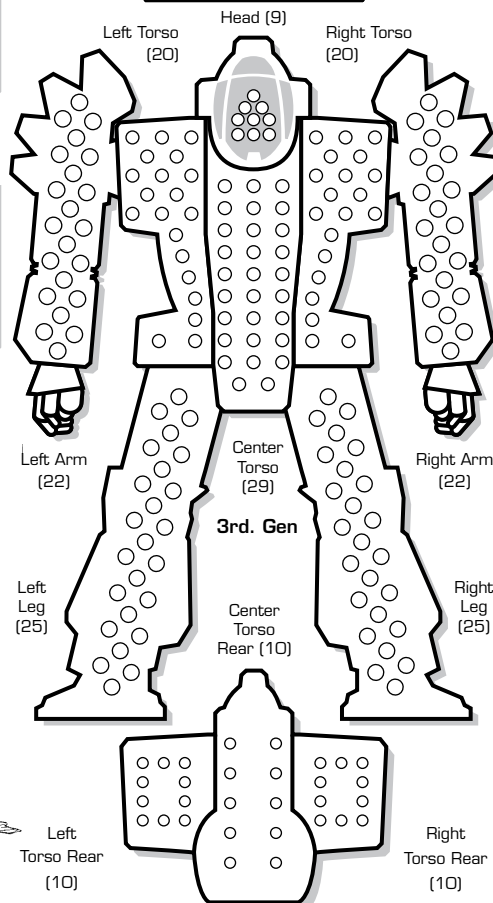
Name: _____

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
- 3rd Gen. Heat Sink
- 3rd Gen. Heat Sink
- 3rd Gen. Heat Sink
- 3rd Gen. Heat Sink

- 3rd Gen. Heat Sink
- 3rd Gen. Heat Sink
- 3rd Gen. Heat Sink
- 3rd Gen. Heat Sink
- Large Grazer
- Large Grazer

Left Torso

- 3rd Gen. Heat Sink
- 3rd Gen. Heat Sink
- 3rd Gen. Heat Sink
- 3rd Gen. Armor
- 3rd Gen. Armor
- 3rd Gen. Armor

- 3rd Gen. Endo-Steel
- 3rd Gen. Endo-Steel
- 3rd Gen. Endo-Steel
- 3rd Gen. Endo-Steel
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 3rd Gen. Jump Jet
- 3rd Gen. Jump Jet

Head

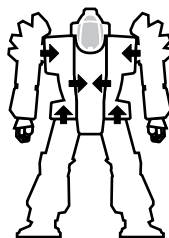
- Life Support
- Sensors
- 3rd Gen. Cockpit
- 3rd Gen. Endo-Steel
- Sensors
- Life Support

Center Torso

- 3rd Gen. Fusion Engine
- 3rd Gen. Fusion Engine
- 3rd Gen. Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- 3rd Gen. Fusion Engine
- 3rd Gen. Fusion Engine
- 3rd Gen. Fusion Engine
- 3rd Gen. Jump Jets
- 3rd Gen. Jump Jets

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



Damage Transfer Diagram

Right Arm (3G CASE)

- Shoulder
- Upper Arm Actuator
- Gauss Cannon/20
- Gauss Cannon/20
- Gauss Cannon/20
- Gauss Cannon/20

- Gauss Cannon/20
- Gauss Cannon/20
- Gauss Cannon/20
- Gauss Cannon/20
- Gauss Cannon/20
- Gauss Cannon/20

Right Torso (3G CASE)

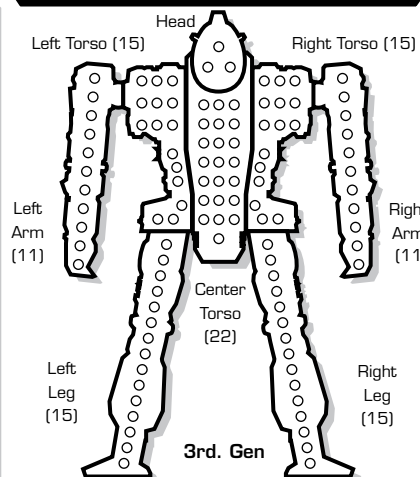
- Ammo (Gauss Cannon Std) 5
- Ammo (Gauss Cannon Std) 5
- Ammo (Gauss Cannon Std) 5
- Ammo (Gauss Cannon AP) 5
- Ammo (Gauss Cannon AP) 5
- Ammo (Gauss Cannon Inc.) 5

- 3rd Gen. Armor
- 3rd Gen. Armor
- 3rd Gen. Armor
- 3rd Gen. Armor
- 3rd Gen. Endo-Steel
- 3rd Gen. Endo-Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 3rd Gen. Jump Jet
- 3rd Gen. Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 22 (44) 3rd Gen.
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

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

TRIPOD MECH RECORD SHEET

'MECH DATA

Type: SHO-6TH HOGARTH

Movement Points: Tonnage: 145
 Walking: 3 Tech Base: 3rd Generation
 Running: 5
 Jumping: 0 Era: Third League

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Grazer	RT	—	8	8 [DE]	—	5	10 15
	Standard	—	12	8 [DE]	—	8	15 25	
	Pulse	—	10	10 [DE]	—	6	14 20	
1	Large Grazer	RT	—	8	8 [DE]	—	5	10 15
	Standard	—	12	8 [DE]	—	8	15 25	
	Pulse	—	10	10 [DE]	—	6	14 20	
2	3rd. Gen Missile 20	RT	8	(M,S)	—	3	6 9	
	HE	—	—	60	—	6	10 18	
	Standard	—	—	20	6	8	16 24	
2	Large Grazer	LA	—	8	8 [DE]	—	5	10 15
	Standard	—	12	8 [DE]	—	8	15 25	
	Pulse	—	10	10 [DE]	—	6	14 20	

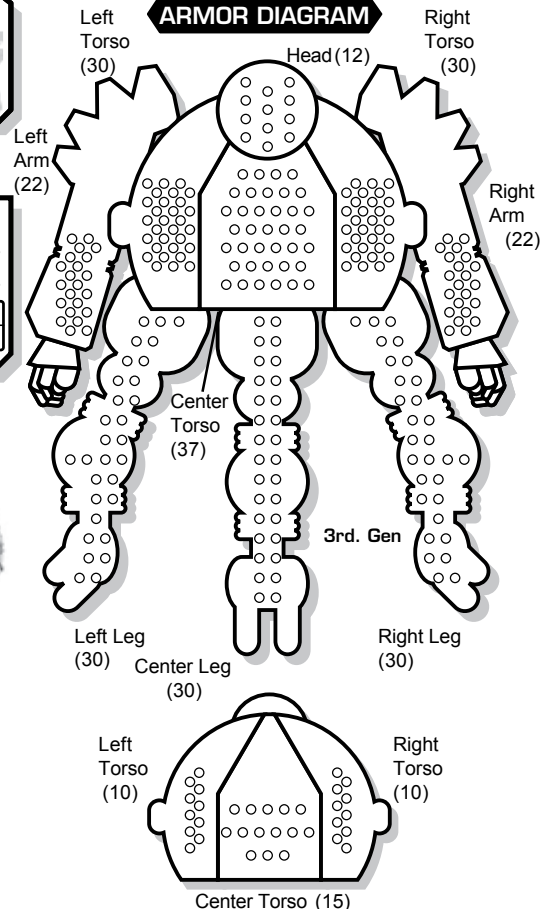
BV: Red

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
- Large Grazer
- Large Grazer
- 3rd Gen Endo-Steel
- 3rd. Gen. Armor

Head

- Life Support
- Sensors
- 3rd Gen. Cockpit
- 3rd Gen Endo-Steel
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- 3rd Gen Endo-Steel
- 3rd. Gen. Armor

Center Torso

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

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

Left Torso (3G CASE)

- Large Grazer
- Ammo (3G5 HE) 6
- Ammo (3G5 Std) 6
- Ammo (3G5 ER) 6
- 3rd. Gen. Armor
- Roll Again

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

Right Torso

- Large Grazer
- 3rd. Gen Missile 20
- 3rd. Gen Missile 20
- 3rd. Gen Missile 20
- 3rd. Gen Missile 20
- 3rd. Gen Missile 20

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

Life Support ○



Damage Transfer Diagram



Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 3rd Gen. Heat Sink (x2)
- Roll Again

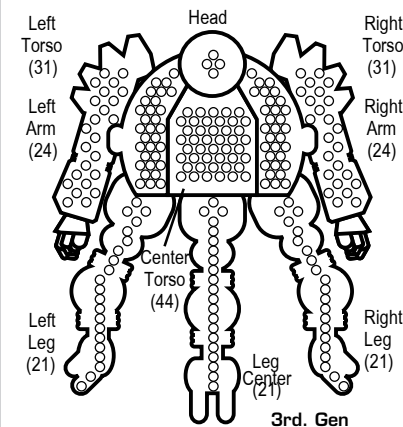
Center Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 3rd Gen. Heat Sink (x2)
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 3rd Gen. Heat Sink (x2)
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	20 (40) 3rd. Gen.
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

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: ORC-7D ORCA

Movement Points: Tonnage: 200
Walking: 2 Tech Base: 3rd Generation
Running: 3
Jumping: 0 Era: Third League

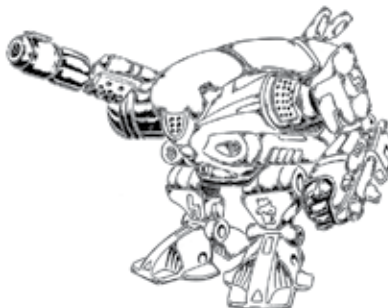
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Cannon/20	RA	7/20/Sht.	—	4	8	12	
1	Large Grazer	LA	—	8 [DE]	—	5	10	15
	Standard	—	12	8 [DE]	—	8	15	25
	Pulse	—	10	10 [DE]	—	6	14	20
1	Large Grazer	RT	—	8 [DE]	—	5	10	15
	Standard	—	12	8 [DE]	—	8	15	25
	Pulse	—	10	10 [DE]	—	6	14	20
1	Large Grazer	LT	—	8 [DE]	—	5	10	15
	Standard	—	12	8 [DE]	—	8	15	25
	Pulse	—	10	10 [DE]	—	6	14	20
3	3rd. Gen Missile 20	LT	8 [M.S.]	—	3	6	9	
	HE	—	—	60	—	6	10	18
	Standard	—	—	20	—	6	10	18
	Extended Range	—	—	12	6	16	24	
1	Targeting Computer	RT	—	—	—	—	—	—

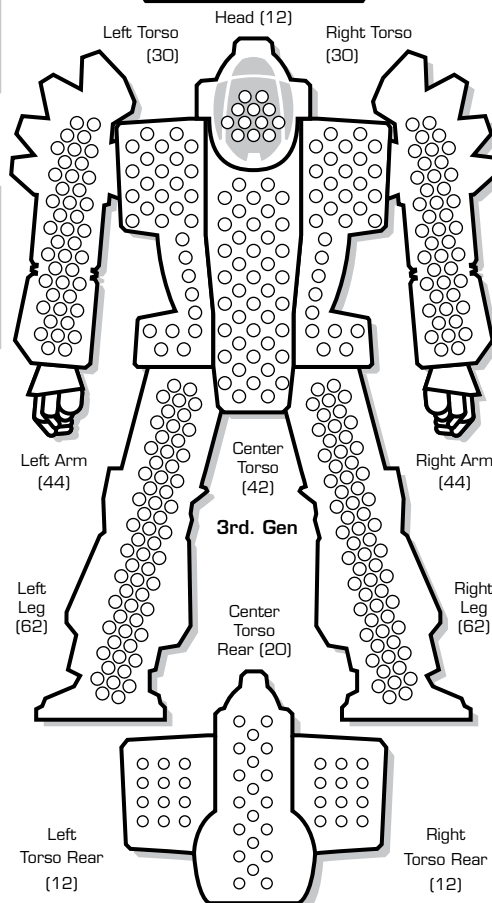
BV: Black

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
- Hand Actuator
- Large Grazer
- 3rd. Gen Armor

- 3rd. Gen Armor
- 3rd. Gen Endo-Steel
- 3rd. Gen Endo-Steel
- 3rd. Gen Endo-Steel
- Roll Again
- Roll Again

Left Torso (3G CASE)

- Large Grazer
- 3rd. Gen Missile 20
- 3rd. Gen Missile 20
- 3rd. Gen Missile 20
- 3rd. Gen Missile 20
- 3rd. Gen Missile 20

- 3rd. Gen Missile 20
- 3rd. Gen Missile 20
- 3rd. Gen Missile 20
- 3rd. Gen Missile 20
- Ammo (3G5 HE) 6
- Ammo (3G5 ER) 6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 3rd. Gen Heat Sink (x2)
- 3rd. Gen Heat Sink (x2)

Head

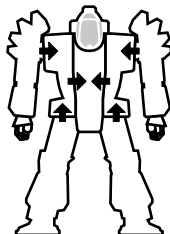
- Life Support
- Sensors
- 3rd. Gen. Cockpit
- 3rd. Gen Heat Sink (x2)
- Sensors
- Life Support

Center Torso

- 3rd. Gen. Fusion Engine
- 3rd. Gen. Fusion Engine
- 3rd. Gen. Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- 3rd. Gen. Fusion Engine
- 3rd. Gen. Fusion Engine
- 3rd. Gen. Fusion Engine
- 3rd. Gen Heat Sink (x2)
- 3rd. Gen Heat Sink (x2)

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



Damage Transfer Diagram

Right Arm (3G CASE)

- Shoulder
- Upper Arm Actuator
- Gauss Cannon/20
- Gauss Cannon/20
- Gauss Cannon/20
- Gauss Cannon/20

- Gauss Cannon/20
- 3rd. Gen Armor
- 3rd. Gen Armor
- 3rd. Gen Endo-Steel
- Roll Again
- Roll Again

Right Torso (3G CASE)

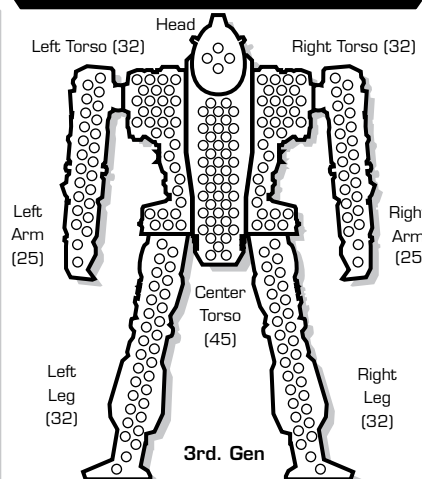
- Large Grazer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Ammo (Gauss Cannon Std) 10
- Ammo (Gauss Cannon Std) 10

- Ammo (Gauss Cannon AP) 10
- Ammo (Gauss Cannon AP) 10
- Ammo (Gauss Cannon Inc.) 10
- Ammo (Gauss Cannon Inc.) 10
- Ammo (3G5 Std) 6
- Ammo (3G5 Std) 6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 3rd. Gen Heat Sink (x2)
- 3rd. Gen Heat Sink (x2)

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 30 (60) 3rd. Gen
30	Shutdown	○○○○○
28	Ammo Exp. avoid on 8+	○○○○○
26	Shutdown, avoid on 10+	○○○○○
25	-5 Movement Points	○○○○○
24	+4 Modifier to Fire	○○○○○
23	Ammo Exp. avoid on 6+	○○○○○
22	Shutdown, avoid on 8+	○○○○○
20	-4 Movement Points	○○○○○
19	Ammo Exp. avoid on 4+	○○○○○
18	Shutdown, avoid on 6+	○○○○○
17	+3 Modifier to Fire	○○○○○
15	-3 Movement Points	○○○○○
14	Shutdown, avoid on 4+	○○○○○
13	+2 Modifier to Fire	○○○○○
10	-2 Movement Points	○○○○○
8	+1 Modifier to Fire	○○○○○
5	-1 Movement Points	○○○○○

Heat Scale

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