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35TP017



THE GIFT OF FAITH

**OUTSIDE OF ALRAMIH, ATTENIA
ARCTURUS, LYRAN ALLIANCE
11 MAY 3073**

The bay's loudspeaker squawked to life: "We are Blake's hand. We are Blake's wrath. We drop in five minutes."

Adept Karen Natal unfastened her restraints and pulled on her battle armor's sensor cap. The *Assault Triumph*-class DropShip of Stern Resistance, as Second Division was known, rocked as she made her way to the open torso of her heavy Phalanx C battle armor. Her muscular legs slipped into place as she settled in—the padded foam conformed itself to her body—and she closed the armored shell and engaged the Phalanx's systems. The sophisticated HUD built into the armor's faceplate sprang to life, instantly providing a detailed outline of her battlesuit's current condition. She ran a mental checklist. Armor was good, she had a tight seal, and the comm line to Adept Nygen crackled as it came online. "Justice Four set."

Karen continued with her last-minute preparations, a holy hymn on her lips as she sang the machine's operating procedures, making sure her Phalanx was prepared for the drop. Weapon systems registered ready, and the full spectrum of sensor input—EM, thermal, low-light—in the battlesuit's squat head was reading just fine. She'd checked the disposable drop pack already and knew everything was accurate.

"Approaching target." The voice of the *Divine Measure*'s pilot came in over the internal comm channel again. "Mark."

Karen felt the DropShip bank to approach the firebase. She held her breath.

The side bay door slid open, and the roar of escaping air and thunder of the *Assault Triumph*'s engines filled the cabin. In front of Karen, Justice One—piloted by Adept Nygen—walked forward along the rail, dropping into the void in seconds. Justice Two was next, then Three, and then Karen was given the green light to jump. She walked toward the opening, wind ripping around her armor. The scraping sound of moving along the rails stopped suddenly, and free fall began.

"One. Two. Three." Karen counted the seconds aloud until the parachutes deployed. "Four. Five. Six. Blessed is Blake. He guards the righteous and protects those who serve in his name."

She jerked upward as the large, dark chutes caught the air, and silently thanked Saint Blake for their opening. She glanced around. While Arcturus was a beautiful world—one that reminded her of trips to the Alps—she was more concerned with her falling battle armor. The parachute's glider form was custom built to fit her Phalanx perfectly; the chute lines strung from her drop pack and attached with a specialty harness to the armored glove on the Phalanx's right arm. A gift from Precentor Sariel's accompanying Fortieth Shadow Division, the system allowed for limited maneuverability. Using the rig was not easy for a so-called "frail," no matter how pious, and Karen concentrated hard on hitting the landing zone. Justices One, Two, and Three were gliding in on target, and her sensors showed Five and Six slightly above her doing the same. The entire Level I was silently moving in on their objective.

She tweaked the direction of her falling armor, aiming to land just outside the base's perimeter.

Night darkened the firebase below, but blazes of light and heavy weapons fire streaked upward and downward from the heavens. Her Phalanx's night-vision sensors clearly revealed the base's buildings and the large vehicle hangar in the center.

Karen knew ground-assault aerospace fighters were covering their descent, but the radio chatter coming over the open frequency told her that Second Division was suffering serious losses. Bright fireballs blossomed outside of the base's perimeter, and Arrow IV salvos detonated along the western and northern fortifications. The firebase's defenders seemed focused on other attackers, because her Level II, Holy Justice, and the rest of her Level III made it to the ground intact.

The shock of the landing was jarring. Even with the Phalanx's mighty shock absorbers deflecting the force of impact, Karen felt like she had lost a few fillings, and she again praised Blake for getting her safely to the ground. The braces of her suit's drop pack blew the chutes off a second after landing. Karen pumped her legs, the sensor-lined pads of her cockpit translating her muscle movement into reality, while the Phalanx's own thick myomer-powered muscles kicked the battle armor into gear.

Karen took a quick moment to admire the beauty of the planet. Second Division was busy tearing apart, but only a moment. She had no time for niceties. The faithful had a mission to accomplish and secrets to protect.

No matter the cost.



TURNING POINTS ARCTURUS™

Welcome to *Turning Points: Arcturus*, a campaign designed to give players the opportunity to fight in one of the landmark conflicts of the Word of Blake Jihad.

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

The **Atlas** section presents a global view followed by some quick facts about Arcturus. Included in this section are terrain tables broken into various categories. These tables can be used as a random chart to determine the maps used in the tracks or simply as a guide to provide ideas on the types of terrain found on the world. This section also contains a list of various additional terrain types, environments, and other rules that can be used to enhance your game experience. All players should agree whether to use any or all of these features before play.

The **Combatants** section gives details on the units who participated in the conflict and can be used by players who wish to add authenticity to their game. While the units who actually participated in the battles are noted, in most cases the 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 brackets. Optional points are awarded only if the group achieves at least one Objective while using the selected option. Objective points are cumulative as they are achieved unless otherwise noted.

Note: Depending on player preference, tracks can be played using either standard *BattleTech* rules, as found in *Total Warfare* (with optional rules in *Tactical Operations* and/or *Strategic Operations*), or Alpha Strike rules (see *Alpha Strike* and *Alpha Strike Companion*).

The **Annex** contains two official Record Sheets. The first is the customized *Vanquisher* of Demi-Precentor Pravuil, second-in-command of the Fortieth Shadow Division, followed by the custom *Marauder II* piloted by the Bounty Hunter.

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Special Thanks: To Ben, for letting me play in the sandbox again and for giving me the opportunity to add (a little) to the Bounty Hunter's already colorful tapestry. For Cesare the Kat—you're one of the best writing companions anyone could ask for.

For more information about Arcturus during the Jihad, the Hidden Five, or Chandrasekhar Kurita, please see *Jihad Hot Spots: 3072*, *Jihad Secrets: The Blake Documents*, *Jihad Hot Spots: 3076*, *Jihad Conspiracies*, and *Jihad Hot Spots: Terra*.

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESION 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.

ARCTURUS (3073)

Appointed Ruler: Arielle Fyhne
Star Type (Recharge Time): K2II (193 hours)
Position in System: 5
Time to Jump Point: 4.85 days
Number of Satellites: 3 (Donegal, Skye, Tamar)
Surface Gravity: 1.02
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 33°C (Mild-Temperate)
Surface Water: 43 percent
Recharging Station: Zenith, Nadir
HPG Class: A
Highest Native Life: Mammals
Population: 1,013,000,000
Socio-Industrial Levels: B-C-D-C-D



ARCTURUS

The one-time capital of the Lyran Commonwealth, Arcturus today is a sleepy world studded with half-abandoned cities, monuments extolling the planet's important past, and a melancholy population content with a sleepy agrarian life. Today, what few resources are still mined or refined on Arcturus are processed in the sprawling industrial capital of Malcheema on the primary northern continent of Attenia. The other four Arcturan continents—Borreus, Chadrik, Dustina and Penrod—are sparsely populated by contrast but lie within the planet's temperate zones, where they enjoy much of the same mild climate that made Arcturus the natural capital of the early Commonwealth.

Arcturus was handed a second chance at relevance early in the Word of Blake Jihad, when it was selected as a suitable location for Chandrasekhar Kurita's base of operations while he searched for the fabled Ruins of Gabriel. The planet's prime location in the Commonwealth's interior and abundant, if underutilized, facilities were exceedingly useful in supporting his growing mercenary coalition and Operation ANGEL REQUIEM. The arrival of Lord Kurita's coalition also gave Arcturus the economic shot in the arm it had been waiting for. With the investment of Hachiman Taro Electronics, the once-legendary Arcturan Arms complex of Malcheema expanded from a small repair center into a full-blown production facility.

Unfortunately, Chandrasekhar's efforts drew the attention of the Word of Blake, who dispatched forces to remove the troublesome Kurita. Attacked by the Word in May 3073, the Arcturan people were fortunate, being largely ignored by the invaders.

Mapsheets

The following tables represent the categories of terrain that can be found on the battlefields of Arcturus. 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*.

Optional Rules

If all players agree, the following particular effects from *Total Warfare* (TW), *Tactical Operations* (TO), and *Strategic Operations* (SO) may be used to add specific Arcturan aspects to the battles played out.

Base Terrain Types

- Buildings (see p. 166, TW and p. 114, TO)
- Heavy Woods (see p. 32, TW)
- Ultra Heavy Woods (see p. 40, TO)

Terrain Modifications

- Black Ice (see p. 40, TO)
- Deep Snow (see p. 41, TO)
- Ice (see p. 50, TO)

Weather Conditions

- Light Snowfall (see p. 60, TO)
- Light Gale (see p. 61, TO)
- Extreme Temperatures (see p. 62, TO)

ARCTURUS MAPSHEETS TABLE

LIGHT URBAN	2D6 Result	Map
	2	Scattered Woods (MS2, MC2)
	3	City Residential (MS6, MSC2)
	4	City Street Grid/Park #1* (MS4, MSC1)
	5	City, Downtown (MS6, MSC2)
	6	CityTech Map* (MS2, MSC1)
	7	City (Hills/Residential) #2* (MS3, MSC1)
	8	City, Skyscraper (MS6, MSC2)
	9	City Street Grid/Park #2* (MS4, MSC1)
	10	City (Hills/Residential) #1* (MS3, MSC1)
	11	City, Suburbs (MS6, MC2)
	12	Woodland (MS6, MC2)

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

HILL	2D6 Result	Map
	2	Desert Hills (MS2, MSC1)
	3	Rolling Hills #1 (MS3, MSC1)
	4	Rolling Hills #2 (MS3, MSC1)
	5	Woodland (MS6, MSC2)
	6	Scattered Woods (MS2, MSC2)
	7	BattleTech (MS2, MC1)
	8	Rolling Hills #1 (MS3, MSC1)
	9	Desert Hills (MS2, MC1)
	10	Rolling Hills #2 (MS3, MSC1)
	11	Scattered Woods (MS2, MSC2)
	12	City Street Grid/Park #2* (MS4, MSC1)

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

FOREST	2D6 Result	Map
	2	Heavy Forest #1 (MS4, MSC1)
	3	Large Lakes #1 (MS4, MSC1)
	4	Woodland (MS6, MSC2)
	5	Open Terrain #1 (MS5, MSC2)
	6	Scattered Woods (MS2, MSC2)
	7	Wide River (MS6, MSC2)
	8	Open Terrain #2 (MS5, MSC2)
	9	River Delta/Drainage Basin #1 (MS4, MSC1)
	10	Lake Area (MS1, MSC1)
	11	Large Lakes #2 (MS4, MSC1)
	12	Heavy Forest #2 (MS4, MSC1)

Forced Withdrawal

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

Salvage

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

RANDOM ASSIGNMENT TABLES

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

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

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

RANDOM ASSIGNMENT TABLES: ARCTURUS, 3073

COALITION / MERCENARY	2d6 Result	Light 'Mechs	Medium 'Mechs	Heavy 'Mechs	Assault 'Mechs
	2	AF1 Arctic Fox	ENF-5D Enforcer	YMN-6Y Yeoman	AST-K Atlas
	3	EGL-2M Eagle	VND-5L Vindicator	CES-4R Caesar	AWS-9M Awesome
	4	LCT-5M Locust	CN9-D3 Centurion	HEL-3D Helios	HGN-732 Highlander
	5	DRT-4S Dart	CBR-02 Cobra	RFL-8D Rifleman	EMP-6A Emperor
	6	COM-7S Commando	END-6S Enfield	WHM-8D Warhammer	VTR-10D Victor
	7	BH-K305 Black Hawk	WVR-8K Wolverine	ARC-8M Archer	MR-V2 Cerberus
	8	JA-KL-1532 Jackal	BEO-12 Beowulf	TDR-7SE Thunderbolt	GUN-1ERD Gunslinger
	9	HMR-3M Hammer	LNX-9Q Lynx	AV1-O Avatar	LGB-12C Longbow
	10	WLF-2 Wolfhound	STY-3D Starslayer	CTS-8Y Cestus	BLR-4S Battlemaster
	11	TLN-5W Talon	WVE-9N Wyvern	MTR-5K Maelstrom	TIT-N11M Grand Titan
	12	SPR-5F Spector	BJ2-O Blackjack	DRG-5K Grand Dragon	MAD-4S Marauder II
WORD OF BLAKE MILITIA	2d6 Result	Light 'Mechs	Medium 'Mechs	Heavy 'Mechs	Assault 'Mechs
	2	MCY-102 Mercury	INI-02 Initiate	CHP-1N2 Champion	SPT-N3 Spartan
	3	RDS-2B Red Shift	BCN-3R Buccaneer	CRD-7W Crusader	STK-6M Stalker
	4	NXS2-B Nexus	RJN-200-B Raijin II	GLT-6WB Guillotine	VNQ-2B Vanquisher
	5	GUR-2G Gorkha	BLF-21 Blue Flame*	LNC25-04 Lancelot	LGC-02 Legacy
	6	FNHK-9K1B Falcon Hawk	HER-5C Hermes II	TYM-1A Toyama	GRN-004 Grand Crusader II
	7	HSR-500-D Hussar	CRB-30 Crab	WHF-3B White Flame*	THG-12E Thug
	8	GUR-4G Gorkha	SHD-7CS Shadow Hawk	DRG-6FC Dragon Fire	LGC-01 Legacy
	9	MCY-102 Mercury	KTO-21 Kintaro	TDR-9M Thunderbolt	MR-6B Cerberus
	10	NXS2-A Nexus	KW1-KHW Lineholder	EXC-D1 Excalibur	HGN-736 Highlander
	11	VLK-QW5 Valkyrie	VT-6C Vulcan	MAD-9W2 Marauder	EMP-6M Emperor
	12	C-MK-O Malak	GRF-6CS Griffin	OSR-5W Ostroc	LGC-05 Legacy
WORD OF BLAKE SHADOW DIVISION	2d6 Result	Light 'Mechs	Medium 'Mechs	Heavy 'Mechs	Assault 'Mechs
	2	C-MK-O Malak	C-PRT-O Preta	C-DVA-O Deva	C-ANG-O Archangel
	3	C-MK-O Malak	LHG-6W Lightray	C-DVA-O Deva	C-SRP-O Seraph
	4	HSR-950-D Hussar	CRB-45 Crab	TYM-1B Toyama	LGC-03 Legacy
	5	MCY-102 Mercury	C-PRT-O Preta	C-GRG-O Grigori	GRN-D04 Grand Crusader II
	6	NXS2-B Nexus	WVE-10N Wyvern	EXT-5F Exterminator	C-SRP-O Seraph
	7	GUR-4G Gorkha	RJN-200-A Raijin II	FLS-9B Flashman	HGN-736 Highlander
	8	HER-4WB Hermes	SHD-11CS Shadow Hawk	GLT-6WB Guillotine	KGC-008 King Crab
	9	PNT-14S Panther	C-PRT-O Preta	C-GRG-O Grigori	VQR-7V Vanquisher
	10	C-MK-O Malak	CRB-45 Crab	C-GRG-O Grigori	C-SRP-O Seraph
	11	C-MK-O Malak	C-PRT-O Preta	C-DVA-O Deva	C-ANG-O Archangel
	12	Puma Prime	Ryoken Prime	Mad Cat Prime	Daishi Prime

PROTECTING THE HIDDEN

At the start of the Jihad, Chandrasekhar Kurita learned of the Word of Blake's secret redoubts, known as the Hidden Five, and he pursued one goal above all others: to uncover the Hidden Five's locations. In his pursuit of the Five, "Uncle Chandy" explored every available lead, and Victoria Parrdeau, ComStar's former precentor ROM, was at the top of his list.

Parrdeau, on the run since betraying ROM at the onset of the Jihad, was privy to some of ComStar's and the Word of Blake's darkest secrets. Chandrasekhar was convinced that Parrdeau could provide the key to unlocking the mystery of the Five. He hired the notorious Bounty Hunter to locate and apprehend Parrdeau—a fugitive since abandoning ComStar in 3068—and bring her to him.

Though Parrdeau was running scared—tracking her wouldn't be easy—the Bounty Hunter was up for the challenge. Unfortunately for him, he wasn't the only party searching for Parrdeau. To protect their secrets, the Word of Blake dispatched one of their most trusted operatives—Precentor Berith, leader of the Manei Domini's elite Opacus Venatori—to contain the threat Parrdeau posed. A deadly game of cat-and-mouse ensued as both sides raced to find Parrdeau first.

In March 3072, Parrdeau resurfaced on the planet Dalton, and both Berith and the Bounty Hunter were hot on her tail. First to reach the former spy, the Bounty Hunter forced Parrdeau to reveal the real prize, the location of her secret journal. Narrowly managing to find the book before Berith could, the Bounty Hunter barely slipped through the Blakist's grasp before escaping off-world with the journal. Left empty handed, Berith's defeat at the hands of a mere "frail," while humiliating, paled in comparison to his failure to recover Parrdeau or her journal. The Bounty Hunter had earned a dangerous new opponent.

The longer Parrdeau's journal remained in Chandrasekhar Kurita's possession, the greater the likelihood he would discover its secrets, so Berith quickly pursued a new strategy that would both dispose of the journal and exact a measure of revenge on the parties responsible for his humiliation. Dispensing with caution, he activated a cadre of deep-cover sleeper agents buried within Uncle Chandy's organization. Berith gathered detailed information on Kurita's location, strength, and defenses.

One of the threats in Chandrasekhar's employ was the Periphery Star Guard. Once a member of ComStar's Explorer Corps, the Star Guard was a recent addition to Chandrasekhar's coalition and were well known for their participation in Interstellar Expeditions's research of the Minnesota Tribe. Berith saw an opportunity to eradicate a number of problems at once. Organizing a strike in early May 3073, he advanced on Chandrasekhar's unsuspecting coalition of mercenaries.

On 11 May, the Word of Blake task force arrived at Arcturus. Built around the deadly Fortieth Shadow Division, the Manei Domini of Sariel's Conquerors were supported by Burr's Black Cobras and the Second Division's Level IIIs. Blending in with the Fortieth, Berith and a small cadre of Opacus Venatori also traveled with the Blakist force.

Jumping into a local Arcturan pirate point, the Word's arrival gave the defenders little time to react to their presence as they burned toward the planet under heavy air cover. In a bloody clash, fighters from McFadden's Sky Riders and the Periphery Star Guard destroyed a number of Word and Black Cobra fighters, while the *Samhain*, the Devil's Brigade's ancient *Vulture*-class DropShip, destroyed the Word's *Pillar of Piety*, a *Union* belonging to the Second Division. Despite the ferocity of the resistance, the Word punched through the defense cordon and made planetfall.

Descending through Arcturus's atmosphere, the transports of the Second Division hot-dropped a few Level IIs and then came down hard outside of the coalition's firebase and supply depot. The division landed in precise locations given to them by informants among the mercenaries and set out to destroy valuable supply sheds protected by the Chaos Irregulars. The ex-ComStar mercenaries led a fanatical defense that stopped the Word troops in their tracks and inflicted heavy casualties in the process.

Meanwhile, as aerospace forces continued to dogfight in the skies above, the ground forces of the Devil's Brigade, Crescent Hawks, Star Seeds, and Periphery Star Guard scrambled to meet the coming assault. The Fortieth Shadow Division and Black Cobras grounded at different locations near the coalition's main enclave of Alramih, a small city in the foothills near Malcheema, and drove straight for their assigned targets. The first of these was the Star Guard's bivouac. Here, the Blakists made every effort to destroy the command, even going so far as to execute suicide runs. In the face of the attack, the Star Guard fell back to their transports. At this moment the Blakist agents among the mercenaries made their presence known. Using hidden explosives, the turncoats destroyed the Star Guard's entire naval support unit by detonating a bomb aboard their DropShip. Though the treacherous members of the Star Seeds responsible for the sabotage were summarily dealt with, the damage was done. With the Star Guard savaged by the fighting, only the concentrated efforts of the Crescent Hawks saved the Guard's two surviving members, but the Hawks lost their aerospace fighters in the process. The Fortieth's Creeping Death III-zeta, satisfied with the damage caused, withdrew.

Elsewhere, Sariel's Benevolent Slayers III-theta and Fang Battalion of Burr's Black Cobras pushed toward the coalition's second airfield outside the southern suburbs of Alramih.

Desperate to keep the fields open for coalition aerospace fighters, the Devil's Brigade and the Star Seeds infantry met the attackers head on, fighting hard in the hills outside of town. Slowly pushed back, the Brigade fought for every centimeter of ground while fighters from McFadden's Sky Riders flew a constant stream of sorties against air and ground targets alike. Only through the mercenaries' concentrated efforts did the Blakists' advance slow. By nightfall, poor weather had begun having a major impact on the fighting, but the mercenaries continued to hold their ground. By morning they had halted the Word's advance.

With the weather worsening, the Blakists spent an additional day to safely land all their transports, during which ground forces from both sides probed for weaknesses. When the weather temporarily cleared and their base of operations was secure, Berith ordered the Fortieth to replace Second Division and tasked the battered unit with safeguarding the Word's transports. With the support of the Black Cobras' Strike Company artillery, the Manei



Domini challenged the Chaos Irregulars' positions at dawn on 14 May. Despite being separated from the rest of Kurita's coalition, Colonel Chowla used the lull in the fighting smartly by reinforcing their defenses while Colonel Simson worked on a plan to break the siege. Dug in even harder, the Irregulars faced the Blakist attack head on but were able to repulse the Word advance a second time, thanks to the timely assistance of McFadden's Sky Riders and loyal Star Seeds battle armor. However, their position quickly became untenable.

By 15 May, another storm front pushed in. With heavy snow and strong winds buffeting the area, Berith, satisfied with the destruction he had inflicted on Chandrasekhar's mercenaries, decided it was time to finish his mission. He ordered Precentor Sariel to conduct a full assault while he and his Opacus Venatori quietly slipped behind the lines. While the Devil's Brigade, Crescent Hawks, and Star Seeds fought for their lives, Berith and his team stealthily made their way to Chandrasekhar's compound to deal with Kurita, the Bounty Hunter, and Pardeau's journal.

Berith had not anticipated that the Bounty Hunter would be standing between him and his target. Fully aware of Berith's presence on Arcturus despite his precautions, Chandrasekhar was whisked away to safety. Berith, taunted by the mercenary for his failure to recover the journal or kill Chandrasekhar, lost his composure in a rare fit of rage. He attacked the Bounty Hunter, and for a second time in as many years, the Bounty Hunter escaped with his life.

With Chandrasekhar and the journal gone, and the Bounty Hunter still alive, Berith grudgingly accepted that nothing more could be gained. He ordered the Word's withdrawal, and as abruptly as they appeared, the Blakists departed, leaving the surviving and bewildered mercenaries in their wake. The battle for Arcturus was over, but one of the Word's Hidden Five was about to be revealed.

Its discovery would mark the beginning of the end for the Jihad and the Word of Blake.

COMBATANTS

This section lists the combat units that had a major contribution to the Arcturus campaign during the Jihad era. The Experience Level indicates which column to roll on using the Random Skills Table (see p. 273, *TW*) for the combatants.

RAT shows which Random Assignment Tables (see p. 267, *TW*) to use if randomly determining a force. Abbreviations in italics are suggestions for advanced RAT options. To build a unit (if not using a player-defined unit from a campaign), follow the Unit Generation rules in *Total Warfare* (see p. 264, *TW*). Try to remember that RATs are approximate estimations of a force's more common units fielded on the battlefield.

For a more advanced game utilizing a broader range of 'Mechs, vehicles, and battle armor, players should feel free to also utilize the RATs in *Field Manual: Updates (FMU)*, *Jihad Secrets: the Blake Documents (BD)*, *Field Manual: Mercenaries, Revised (FMM)*, *Mercenaries Supplemental (MS1)*, *Mercenaries Supplemental II (MS2)*, *Mercenaries Supplemental Update (MSU)*, and *A Time of War (ATOW)*. (Visit your local game store to purchase these additional products, or order them directly from www.battlecorps.com/catalog; PDFs for some products are also available.)

Unit Abilities are special game rules that apply to that unit in combat. These rules are optional, and all players should agree to their use before gameplay begins. The *Notes* section gives in-universe details on the unit to provide players a "feel" for the command during the Arcturus campaign.

Chaos Irregulars [Mercenary]

CO: Colonel Ariel Peregrine-Simson and Colonel Obadiah "Jake" Chowla

Average Experience: Veteran

RAT: Mercenary, *FMU*, *MS2*, *ATOW*

Unit Abilities: The Chaos Irregulars receive a +1 Initiative modifier if Colonel Peregrine-Simson's *Huron Warrior* or Colonel Chowla's *Thanatos* are deployed in a scenario (unless otherwise noted, these modifiers do not stack if both are present). To reflect their "Fighting a Hydra" style of combat, in any scenario in which the Irregulars are acting as the Attacker, they may choose any two map edges (other than their opponent's home edge) to treat as their home edge. To use this ability, however, the Irregulars player must divide the attacking Irregulars evenly along both of these home edges.

Notes: Despite persistent rumors of piracy and collusion with the Word of Blake, Chandrasekhar Kurita's faith in the Irregulars was paid in full during the Word's invasion. Their tenacious defense of Firebase Ono and its valuable supplies saved the future of Operation ANGEL REQUIEM.



Crescent Hawks [Mercenary]

CO: Captain Jeremiah Youngblood

Average Experience: Veteran

RAT: Mercenary, *FMU*, *FMLA*, *MS2*, *ATOW*

Unit Abilities: Built around the best technology the Kell Hounds can afford, the Crescent Hawks may roll from the (A) column on any appropriate RAT. To take into account the Hounds' close ties with Clan Wolf-in-Exile, the controlling player may also swap out one primary weapon on each Hawk 'Mech with a suitable Clan replacement weapon.

Notes: The Crescent Hawks, led by Jason Youngblood, were a storied mercenary company before the coming of the Clans. Now, with a new Hawk company commanded by Jason's son, Jeremiah, the Crescent Hawks are building a new legend fighting against the Word of Blake. An elite company of MechWarriors, the Hawks rode to the rescue of their fellow mercenaries more than once during the Blakist attack.



Devil's Brigade [Mercenary]**CO:** Major Alex Keller**Average Experience:** Veteran**RAT:** House Steiner, *FMLA, MS2, ATOW*

Unit Abilities: At the controlling player's choosing, any 'Mechs fielded in a scenario can mount the Improved C³ Computer (see p. 209, *TM*). However, the BattleMech must be a legal design after mounting the C³i, so an appropriate mix of 2.5 tons of equipment must be removed, and there must be two slots available in a single location. For every lance of BattleMechs fielded by the Brigade the controlling player may replace one 'Mech with a BattleMech of similar class built by StarCorps. If a replacement 'Mech is not available, roll 1D6. On a result of 6, the controlling player may select a unit a single weight class heavier. Failed rolls are not rerolled, and the original 'Mech must be taken.

Notes: A mercenary unit with experience in archaeology and lostech prospecting, the Devil's Brigade has repeatedly caused problems for the Word of Blake thanks to their employer, Chandrasekhar Kurita. The Word's 3073 invasion was finally a chance for the Blakists to repay the mercenaries in full.

**McFadden's Sky Riders [Mercenary]****CO:** Commander Seamus McFadden**Average Experience:** Veteran**RAT:** Mercenary, *FMU, MS2, ATOW*

Unit Abilities: McFadden's Sky Riders are a well-drilled aerospace force. When operating in atmosphere, the Riders' pilots receive a -1 to-hit modifier on all air-to-ground attacks. When operating in space, the Sky Riders receive a +1 Initiative roll modifier on any turn in which the McFadden's fighters equal or outnumber the opposing fighters. When fighting DropShips, once per turn, McFadden's Sky Riders may choose to redirect the attacks from one enemy DropShip onto another Sky Riders target of the Riders player's choice.

Notes: A relatively new mercenary command, the Sky Riders proved themselves a key component in the defense of Arcturus and a valuable member of Chandrasekhar Kurita's mercenary coalition when they bravely challenged the Word's invasion.

**Periphery Star Guard [Mercenary]****CO:** Colonel Janice Annapoulis**Average Experience:** Regular**RAT:** Mercenary, *FMU, MS2, ATOW*

Unit Abilities: The Periphery Star Guard's excellent technical support gives them the ability to make repairs on the fly in the heat of battle. Because of this, the PSG's technical staff does not suffer the voluntary experience reduction when performing Rush Job repairs (see p. 182, *SO*). They also reduce the number of turns necessary to rearm in the field (see p. 213, *TO*). Rearming with a 'Mech is reduced to 2 turns, while rearming without a 'Mech is reduced to 3 turns. The reloading unit can also attempt to reload two different ammunition bins at once, and to reflect the Guard's experience under fire, ammunition explosions only occur on a roll of 12.

Notes: A mercenary command that once had ties to ComStar's Explorer Corps, the PSG was a common sight on Interstellar Expedition digs searching for signs of the fabled Minnesota Tribe. Targeted by the enigmatic Green Ghosts on a number of occasions, the Guard somehow earned the ire of the Word's Manei Domini.

**Star Seeds [Mercenary]****CO:** Captain Marcel Webb**Average Experience:** Elite**RAT:** Mercenary, *FMU, FMCS, MS2, ATOW*

Unit Abilities: Composed entirely of special-forces infantry, the Star Seeds have access to any Inner Sphere battle armor design, with the exception of the Word's Demons. For every three squads of battle armor deployed, the controlling player may select a fourth squad of their choice. Every infantry squad, including battle armor, deploys in squads of six. As highly skilled marines, the Star Seeds possess a Skill Level of 6 in Zero-G Operations (see p. 159, *ATOW*) at no cost.

Notes: A mercenary command shrouded in mystery, the infantry-only Star Seeds are talented special-forces operatives. Well versed in marine intrusion and zero gravity operations, the Seeds are equally efficient in nonstandard tactics. Rumors abound that the Seeds are ex-Light of Mankind or Fury troopers. Often viewed with suspicion, the betrayals on Arcturus shook the command to its very core.

**Fortieth Shadow Division****[Word of Blake]****CO:** Precursor Sariel**Average Experience:** Elite**RAT:** Word of Blake, *FMU (WoB and LA), BD (Shadow Division), House Steiner, FMLA*

Unit Abilities: When rolling for BattleMech weight, the controlling player may increase the result by 2 once for every three units being selected. Use the Augmented Warrior special force rules (see p. 137, *BD*). The Fortieth Shadow Division is immune to Forced Withdrawal rules and negates any Overrun Combat or Forcing the Initiative special abilities the opposing force may have.

Notes: The first Shadow Division to appear in the Inner Sphere, the Fortieth was integral to undermining and eventually conquering Hesperus II, as well as punishing Chandrasekhar Kurita's mercenary coalition on Arcturus. Spearheading the assault, Sariel's Conquerors inflicted terrible losses on the unsuspecting commands.

**Second Division [Word of Blake]****CO:** Precursor II Brian Rhoads**Average Experience:** Veteran**RAT:** Word of Blake, House Steiner, *FMU, FMLA, FMCS, BD, ATOW*

Unit Abilities: For every 6 units deployed by the Second Division, one unit may be chosen from the Word of Blake's Random Assignment Table rather than rolled randomly. Second Division receives a -2 Piloting Skill modifier to avoid skidding on paved hexes. If the division deploys more than a single Level III in the scenario, the controlling player receives a -2 Initiative modifier, reflecting this command's preference for small-unit actions.

Notes: One of the Word of Blake's most active and experienced divisions, the Second secured Donegal in 3070 before participating in the disastrous assault on Arc-Royal in 3072 and then later on Arcturus in 3073. Suffering heavy losses at the hands of the Chaos Irregulars, the division nevertheless managed to prevent the mercenaries from interfering with the Fortieth Shadow Division's initial attack.



Burr's Black Cobras [Mercenary (Word of Blake)]

CO: Colonel Dana Burr

Average Experience: Veteran

RAT: Mercenary, Word of Blake, FMU, FMCS, MS2, ATOW

Unit Abilities: The Cobras have the Off Map Movement special ability (see p. 192, TO). In addition, for every lance of heavy or assault 'Mechs used by the Cobras, the controlling player may roll one unit from the lance from the Word of Blake (A) RAT found in *Jihad Secrets: Blake Documents*.

Notes: Battered after the loss of Dana's father on Dieron in 3068, the Cobras have rebounded yet again under the Word of Blake's tender care. Replenishing their losses with new men and material, the Black Cobras are just as committed to the Word as Colonel Burr is to the men and women under her command.



Opacus Venatori [Word of Blake]

CO: Precantor Berith

Average Experience: Elite

RAT: Word of Blake, SB:W&B

Unit Abilities: Each warrior is considered Elite when deployed as a BattleMech, and Veteran if deployed as a vehicle, battle armor or fighter unit. If an *Archangel* OmniMech is used in the OV force, the controlling player receives a +2 modifier on all Initiative rolls. Finally, the OV reduce all applicable weather and environment modifiers by 1 point.

Notes: Nominally attached to the Fifty-second Shadow Division, the Opacus Venatori are an independent command shared between the Word of Blake's Light of Mankind and the Manei Domini. This covert operations unit—in various incarnations—has been linked to many of the Word's successes, including the elimination of WolfNet assets in the former Chaos March, the capture of Lord Hohiro Kurita on Dieron, the destruction of the Deneb Light Cavalry on Deneb Kaitos, and the bloody purge of the New Gibson Freedom League cells on Gibson.

The exact composition of the Opacus Venatori is unknown, though it is commonly accepted that these "Shadow Hunters" consist of at least two Level IIs, utilizing the most advanced equipment fielded by the Word of Blake.



ORBITAL INTRIGUE

SITUATION

Near Arcturus Orbit
Arcturus, Lyran Alliance
11 May 3073

Jumping in at a pirate point, the Word of Blake left Chandrasekhar Kurita's coalition only a few hours to prepare for their imminent arrival. Scrambling their available aerospace forces, the mercenaries met the descending invaders just outside of Arcturus's atmosphere, where a ferocious clash ensued.

GAME SETUP

Use at least four space mapsheets for this track. The world Arcturus and its gravity well should be placed at one edge. The Defender's forces are then placed in the center of the playing area facing away from the planet. The Attacker's forces enter from the edge opposite the planet starting on Turn 1.

Attacker

Recommended Forces: Fortieth Shadow Division, Second Division, Burr's Black Cobras

Aerospace fighters escort four DropShips from the Blakist task force: 1 *Overlord*, 2 *Unions*, and 1 *Assault Triumph*. Attacking units begin this track with a velocity equal to their Maximum Thrust rating.

Defender

Recommended Forces: McFadden's Sky Riders, Periphery Star Guard

The Defender's aerospace fighter force equals 150% of the Attacker's. Accompanying the Defender's aerospace fighters are three DropShips (2 *Leopard CVs* and 1 *Vulture*). Defending units begin the track with a velocity equal to their Safe Thrust rating.

WARCHEST

Track Cost: 500

The bay's loudspeaker sprang to life as the jump light blinked from red to green. The Sacred Passage captain's voice came over Berith's true ears loud and clear: "Jump ... Jump ... Jump."

For a moment the whole universe seemed to compress into the space of a pinhead. Up became down, inside turned out, and Berith's true senses were bombarded by a million points of light and sound. He reveled in the assault, experiencing hyperspace as no frail ever could. Then, just as quickly as it had begun, the jump was over. Immediately a wave of nausea crept over his body, but he refused to give into a frailty of the flesh. Instead he focused on the new image resolving itself on his tac screen deep inside the cockpit of his beloved Archangel, Guardian.

As the image came into focus, the soft hues of green, blue, and white outlined the telltale continents of Arcturus, the ancient capital of the Lyran Commonwealth. Somewhere down below were his targets.

Berith reflexively smiled at the thought, his communications implant having already transmitted the attack signal.

Optional Bonuses

+300 Tip of the Spear: The opponent has double the number of aerospace fighters or DropShips.

OBJECTIVES

Stop 'em Cold. Destroy or cripple enemy DropShips. [600 per DropShip]

Space Piranhas. Shoot down enemy fighters. [50 per enemy fighter destroyed]

SPECIAL RULES

There are no special rules for this track.

AFTERMATH

The battle above Arcturus was fast and brutal. Despite the Word's superior firepower, the tenacious mercenaries easily matched the Word's elite. Their spirited defense left the Blakists with significant damage. McFadden's Sky Riders downed a number of Word and Black Cobra fighters before running low on fuel, while the Devil's Brigade's ancient *Vulture*-class DropShip *Samhain* managed to destroy a *Union* belonging to the Second Division before it entered the atmosphere. Despite the coalition's best efforts, most of the Blakist taskforce bullied its way through the defense cordon and entered Arcturus's airspace.



FIRE AND ICE

SITUATION

Firebase Ono, Attenia
Arcturus, Lyran Alliance
11 May 3073

The Word of Blake's first ground strike was against the coalition's firebase in the foothills outside of Alramih. There, Chandrasekhar Kurita's mercenaries had established a large supply and staging depot in preparation for ANGEL REQUIEM. Designated an important target, Precentor Berith tasked Second Division with destroying the supplies and defending forces. Performing a dangerous hot drop over the battlefield, Second Division battled right into the heart of the Chaos Irregulars' defenses.

GAME SETUP

Recommended Terrain: Forest

The Attacker selects their home edge; the Defender's edge is opposite.

Attacker

Recommended Forces: Second Division

Half of the Attacker's forces may deploy anywhere on the map before the start of the game. The remaining half combat drop onto the battlefield starting on Turn 1, using the rules for Dropping Troops (see p. 22, *SO*). Depending on the composition of the Attacker, use either an *Overlord* or *Assault Triumph* class DropShip (or both) to calculate the number of units that may be dropped per turn. 50% of the remaining units are falling from Altitude 6 on the Low-Altitude Table, with the remaining 50% dropped from Altitude 3 on Turn 4 with the following modification: the Attacker may reroll each failed Landing Roll once, but the second result stands.

Defender

Recommended Forces: Chaos Irregulars

The Defender is 80% of the Attacker's total deployed force. The Defending units enter the map via their home edge at the start of the track. Because of the Irregulars' tenacious fighting prowess, they receive a stacking +2 Initiative bonus for the entire battle. Their badger-like defense means the mercenaries are also immune to the Overrun Combat special force rule.

WARCHEST

Track Cost: 600

Optional Bonuses

+200 It's a Race: All applicable units use the rules for Hurried Movement (see p. 20, *TO*).

+400 Fanatical: All units fight to the death; all opponent 'Mechs must be destroyed either through head or center torso destruction.

+300 Pinpoint Firepower: The Defender has 3 Thumper artillery pieces of Regular Skill 9 mapsheets away. Each Thumper has 5 rounds. The Attacker has 1 Arrow IV artillery battery of Veteran Skill 8 mapsheets away and has access to 15 Arrow IV rounds of any variation (See pp. 353-357, *TO*). Prior to play, the Attacker must determine what Arrow IV missile variants and ammunition will be used.

What was the turning point of the war? Some people think it was Hesperus II, Galatea, or Odessa. Me? Outside Alramih in May of '73. I know, because I was there. On one cold night, the future of the Inner Sphere hinged on a couple of supply sheds we had to keep the toasters from blowing up. If those supplies had been lost, ANGEL REQUIEM would've been stopped cold. Our trip to Odessa wouldn't have happened, and Gabriel would've remained a secret. Without Odessa, who knows how the Jihad would have ended? My guess is we'd all be praying to Blessed Blake ...

—From *Jihad Stories: Personal Tales of Valor*, New Avalon Press, 3097

OBJECTIVES

Punishment. Cripple/destroy over 50% of the opposing force. [500]

Annihilation. Cripple/destroy over 75% of the opposing force. [700]

Headhunter. The opponent's commanders are destroyed. [200 per commander destroyed]

SPECIAL RULES

The following rules are in effect for this track:

Cut off the Head

As long as the commander is present, no friendly unit may be forced to withdraw. If the command unit is destroyed, follow the rules for Forced Withdrawal as normal.

Commanders

Each player must designate two commanders. These units have a starting skill level of Veteran unless otherwise modified. Beginning on Turn 2, for every active commander on the field, the controlling player receives a +1 Initiative bonus. This bonus is cumulative, and the loss of a commander removes the associated bonus. For historical accuracy, the Defender should use Colonel Peregrine-Simson and Colonel Chowla as co-commanders for the Chaos Irregulars.

AFTERMATH

By nightfall on 12 May, the Chaos Irregulars were completely surrounded, and all communications between them and the rest of Chandrasekhar's mercenaries had been severed. Despite inflicting heavy losses on the Chaos Irregulars, Second Division was unable to crack the mercenaries' defenses and withdrew with heavy casualties of their own. Unimpressed with the performance of his "frails," Precentor Berith ordered the bloodied division back to their DropShips. He replaced them with a detachment from the Fortieth Shadow Division, entrusting the next attack to more trustworthy hands.

SENTENCED TO DEATH

SITUATION

DropPort, Alramih
Arcturus, Lyran Alliance
11 May 3073

Pushing hard from their drop zone, the Manei Domini of Creeping Death III-zeta went into a frenzy, throwing themselves with reckless abandon into the Periphery Star Guard, intent on destroying the mercenaries. Rallying around their DropShips, the Star Guard was struck by treachery.

GAME SETUP

Recommended Terrain: Hills, Light Urban

The Defender places a minimum of four mapsheets, with at least one map being either DropPort #1 (MS7) or DropPort #2 (MS7) to represent the Periphery Star Guard's portion of Alramih's small DropPort. The edge bordering the DropPort is considered the Defender's edge. The opposite edge is the Attacker's.

Attacker

Recommended Forces: Fortieth Shadow Division, Burr's Black Cobras

The Attacker's available forces consist of the Fortieth Shadow Division's Creeping Death III-zeta, and a company of Burr's Black Cobras, and must include vehicles, battle armor and infantry. The Attacker enters from their home edge on Turn 1.

Defender

Recommended Forces: Periphery Star Guard

The Defender is 80% of the Attacker's total force and must include infantry and combat engineers. The Defender must deploy within 16 hexes of their home edge, but half of their 'Mechs and infantry may deploy in Improved Positions (see p. 198, *TO*). The remaining infantry may deploy in a fortified hex (see p. 341, *TO*). In addition to the prepared defenses, engineers have laid 2D6+2 20-point command-detonated minefields (see p. 209, *TO*).

WARCHEST

Track Cost: 700

Optional Bonuses

+200 Night Attack: Use the rules for Full Moon Night (see p. 58, *TO*).

+/-300 Cavalry to the Rescue (Attacker/Defender): Two heavy aerospace fighters from the Crescent Hawks fly to the rescue. They are available beginning on Turn 3 and may enter from any map edge.

+/-600 Birds of Prey (Attacker/Defender): Captain Youngblood and his Crescent Hawks reinforce the Periphery Star Guard. Beginning on Turn 2, the Defender rolls 1D6+2 to determine how many turns before the Hawks will enter the battlefield. The Crescent Hawks enter from the Defender's home edge and equal half of the existing Attacker's force, or up to one company.

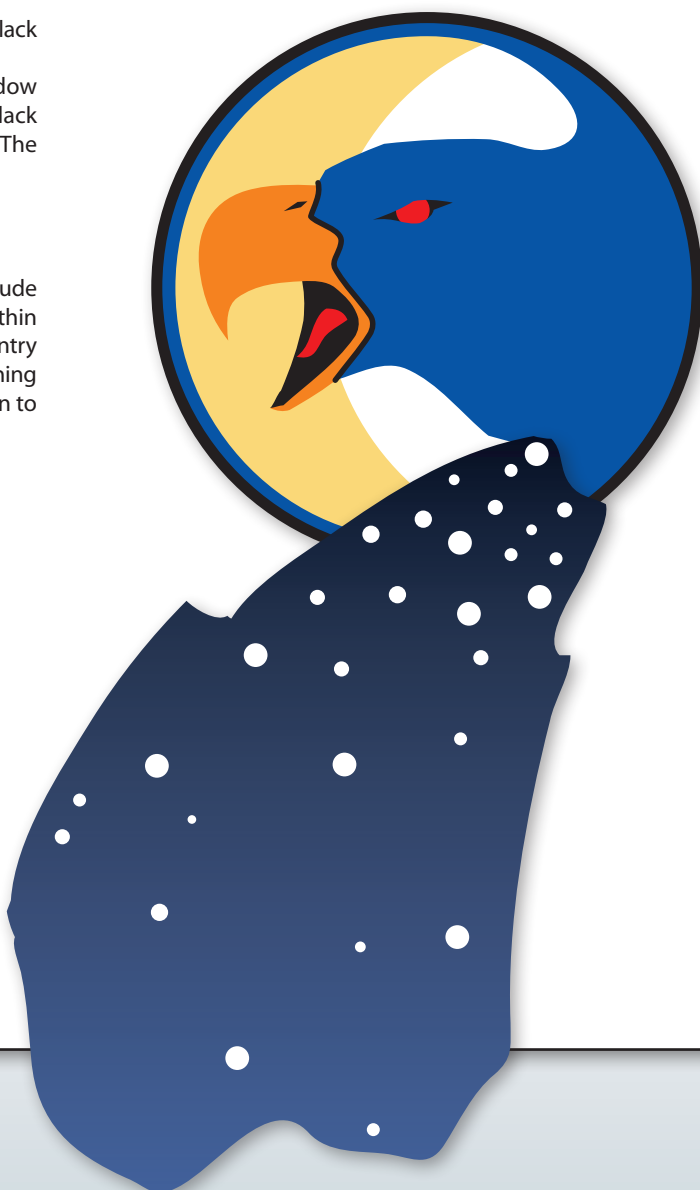
Marcel Webb stared off into the distance. Snow was already beginning to fall, and the thick black smoke that hung over the Guards' landing zone was finally starting to dissipate. He focused on the smoke, even as the sound of heavy artillery seemed to grow nearer and the dull blossoms of ground detonations moved closer to the outskirts of town. He thought of his "friends," Geri and Eddie, and the blood that was now on his hands because of them. Traitors, saboteurs—Webb was almost nauseous with the thought. It had to be done—of that he was sure—but at what cost to his soul?

OBJECTIVES

Punishment. Cripple/destroy over 50% of the opposing force. [600]

Annihilation. Cripple/destroy over 75% of the opposing force. [800]

DropShip Destroyed/Saved. Control or destroy the Defender's DropShips. [300 per DropShip owned or destroyed at the end of the track]



SPECIAL RULES

The following rules are in effect for this track:

Grounded DropShips

Arrange three DropShips (1 *Union*, 1 *Seeker*, and 1 *Intruder*) within 6 hexes of the Defender's home edge on the DropPort map. These ships are in the process of being warmed up for liftoff and will be able to use their weapons in Turn 6.

DropShip Capture

Capturing a DropShip requires a unit to carry out a boarding action per the rules on Boarding (see p. 89, *TW* and p. 188, *TO*). Each DropShip begins the track with 84 marine points onboard. Players looking for accuracy may decide how many of each DropShip's crew will enter the fight and calculate additional marine points accordingly (see p. 201, *TO*). After the start of the track, the ship's controlling player may add extra security by moving appropriate units into a ship. If the boarding unit is the only combat unit aboard the DropShip and the unit remains boarded for the next full turn, the DropShip is considered captured. The attacking unit may also opt to Board for Damage (see p. 37, *SO*) to purposefully destroy the targeted vessel. However, the opposing side can also recapture the DropShip. Whoever has control of a DropShip at the end of the track is considered the

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

Augmented Warriors

Modify the Fortieth Shadow Division's cybernetic warriors using the Generic Warrior Augmentation Table (see p. 137, *BD*). Players without access to the table may roll 2D6. On a roll of 7+, the unit receives a -1 Gunnery Skill modifier and may ignore any pilot damage from ammunition explosions or heat effects. Vehicles may also ignore Crew Stunned critical hits, while Battle Armor Infantry are figured as having a Damage Capacity of 2 points and may be counted as part of a friendly C³i network.

AFTERMATH

The Word's assault on the Periphery Star Guard was absolutely devastating. Suicide-like attacks and deliberate targeting of the PSG cost the mercenaries most of their personnel. But the worst was yet to come, as ROM saboteurs seeded in the Star Seeds destroyed the Guard's DropShips with a bomb. Among the dead was the Guard's entire naval support group, and only the timely arrival of the Crescent Hawks prevented their complete loss. Believing the betrayal was a private failure, Captain Marcel Webb personally executed the traitors.



DEVIL'S CHILDREN

SITUATION

Outside of Alramih, Attenia

Arcturus, Lyrans Alliance

11 May 3073

Grounding outside the main coalition base on Arcturus, the Blakist task force wasted no time advancing into the heart of the mercenaries' defenses. Together with Burr's Black Cobras, Sariel's Conquerors crashed into the waiting Devil's Brigade and Star Seeds while aerospace fighters continued to battle overhead.

GAME SETUP

Recommended Terrain: Hills

Place a minimum of four mapsheets in Breakthrough format (see p. 261, *TW*). If using more than four maps, add a second row using the same format, and so on. The Defender selects one of the narrow edges as a home edge; the Attacker's is the opposite.

Attacker

Recommended Forces: Fortieth Shadow Division, Burr's Black Cobras

The Attacker is 125% of the Defender's deployed force. At least 25% of the Attacker's force must be from Burr's Black Cobras and cannot include any aerospace fighters. Any Word of Blake conventional infantry used are considered Tau Zombies (see p. 207, *TRO3085*) and are also modified to operate and survive as XCT troops in Attenia's cold weather.

Attacking units enter on Turn 1 from the Attacker's home edge.

Defender

Recommended Forces: Devil's Brigade, Star Seeds, McFadden's Sky Riders

The Defender must set up anywhere on the playing area before the start of the track. Up to one-third of these units may be hidden by using the Hidden Units rules (see p. 259, *TW*). If the Defender opts to use conventional infantry from the Star Seeds, these troops can be outfitted as XCT troops (see p. 351, *TO*) at no extra cost thanks to the Seeds' long history of special operations and extensive battlefield experience.

WARCHEST

Track Cost: 500

Optional Bonuses

+400 Sky Riders (Attacker Only): McFadden's Sky Riders were able to lend an extra squadron of fighters to the fray. These fighters have left the ongoing dogfight and have unrepaired damage. Assign 2D6 damage to all locations and apply any non-destructive critical hit damage as normal. The fighters will also have half the normal ammunition load and only enough fuel for three passes over the battlefield. The squadron consists of six medium fighters of Veteran Skill level.

Tapping the leather-bound journal on his desk, Chandrasekhar Kurita whispered a silent prayer. While he wasn't religious, he believed in his duty and mission, and so he prayed for the future.

+300 Cold Front: A storm front is moving in. Use the rules for Moderate Snowfall (see p. 60, *TO*).

+300 Gust from the Gods: The storm also includes some wind. Use the rules for Moderate Gale (see p. 61, *TO*).

OBJECTIVES

Breakthrough Breakout (Attacker Only). Exit attacking units off the Defender's home edge. [50 points per 'Mech or infantry unit]

Pushback. (Defender Only). Keep as many of the Attacker's units from exiting the Defender's home edge as possible. [50 points per 'Mech or infantry unit that remains on the battlefield at the end of the game]

Bloodcicles. Destroy or cripple at least 50% of the opposing force. [500]

SPECIAL RULES

The following rules are in effect for this track:

Guaranteed Service with a Smile

On Turn 3, the Defender has access to a flight of light fighters for two full turns at no cost. They may enter the map from any edge except the Attacker's. On Turn 5 these fighters are removed from play (having retreated into the upper atmosphere). On Turn 7, the Defender has access to a flight of light fighters for two full turns at no cost. On Turn 9 they are also removed from play. These two flights may continue to rotate through the battlefield (after the appropriate number of turns have passed) until they are either destroyed or run out of fuel. The pilots have Veteran skill levels.

AFTERMATH

Initially, poor subcommand integration and communication left the defenders unaware that they had been betrayed by a Word of Blake cell in their midst, but first contact with the Blakists erased all doubt. The cybernetic Manei Domini knew exactly when and where to strike the coalition. Only the arrival of an unexpected cold front and the skilled pilots of McFadden's Sky Riders gave the coalition a fighting chance. Battling hard for every centimeter of ground, the Kuritan mercenaries had slowly and painfully stalled the Word's advance by the morning of 12 May.

CHAOS AT DAWN

SITUATION

Firebase Ono, Attenia
Arcturus, Lyrans Alliance
14 May 3073

Replacing the Second Division, the Fortieth's Creeping Death III-zeta, along with a group from Burr's Black Cobras, made a second attempt on the valuable supply sheds of Firebase Ono.

GAME SETUP

Recommended Terrain: Forest, Light Urban

Firebase Ono should be set up on one of the Light Urban mapsheets. If multiple maps are used, the outside map edges of the firebase map are considered the Defender's home edges. All of the remaining edges are the Attacker's.

Attacker

Recommended Forces: Fortieth Shadow Division, Burr's Black Cobras

The Attacker's units may not exceed 150% of the Defender's deployed force. Attacking units begin the game off the playing area and enter the battlefield from their assigned edges at the beginning of Turn 1.

Defender

Recommended Forces: Chaos Irregulars

The Defender must set up within 10 hexes of the Defender's home edges, and up to half of these units may be hidden using the Hidden Units rules (see p. 259, *TW*) and in Improved Positions (see p. 198, *TO*).

WARCHEST

Track Cost: 700

Optional Bonuses

+400 HALO (Attacker Only): Breaking the Word's siege of Alramih, McFadden's Sky Riders managed to escort a pair of Karnovs (or Planetlifters) (see *TRO:3025* or *TRO:VA*) over the battlefield. These cargo carriers are carrying three squads of battle armor and six platoons of conventional infantry operating as paratroops (see p. 341, *TO*). They are dropping from Atmosphere Row 2 on the High Altitude Map (see p. 79, *TW*) on Turn 8. After the troops have been dropped, the Defender has access to a flight of heavy fighters of Veteran Skill. One fighter is armed with a full load of HE bombs; the other is armed with cluster bombs.

+300 Dawn Rises: The attack comes before breakfast. Use the rules for Dawn (see p. 58, *TO*).

+300 Snow Dunes: The previous storm left a lot of excess snow on the ground. Use the rules for Deep Snow (see p. 41, *TO*). If this option is taken, the scenario automatically includes all modifiers and effects of -40°C (see p. 62, *TO*).

+400 Fire for Effect (Defender Only): Major Horst's Strike Company has two Long Tom batteries with 10 rounds 16 mapsheets away. The artillery is available at the start of Turn 4, but the Attacker may not predesignate any hexes prior to play. This bonus can only be taken if the HALO option is also used.

Sariel, our frailties have failed us again. Kurita's mercenaries maintain control of the supply depot. I am ordering the Second Division back to the DropShips. Have your faithful take their place. Punish the mercenaries properly, Brother. Show them the way to enlightenment ...

OBJECTIVES

The Supplies. Destroy or protect the supply sheds. [200 points per building]

Take No Prisoners. Destroy or cripple at least half of the opposing force. [500]

SPECIAL RULES

The following rules are in effect for this track:

Firebase Ono

The Defender places 8 buildings within the Defender's deployment zone. The buildings are single-hex, Level 2 Heavy buildings with a CF of 70. These 8 buildings represent the firebase's supply sheds, and they are filled with ammunition and spare parts. Destruction of a supply shed releases a powerful explosion. Apply 60 damage to units in adjacent hexes, 50 damage to units 2 hexes away, 40 damage to units 3 hexes away, and so on. Apply damage in 5-point groups. The Defender also places one turret per four enemy 'Mechs within their deployment zone. Each turret mounts two LRM 15 and one Ultra AC/10. There are 30 shots per weapon type. Each turret has a half load of Swarm-I LRMs and Thunder LRMs (see p. 231, *TM*) and regular AC ammo. The turrets are single-hex Level 2 buildings (CF 65) and have 30 armor per side. The turrets' Gunnery Skill is Veteran. For every turret deployed, the Defender adds two squads of TAG infantry (see p. 341, *TO*). The infantry can act as spotters and allow indirect LRM fire. These squads have Veteran Gunnery Skill, must begin the game as hidden units, and are considered dug in (see p. 108, *TO*) anywhere on the battlefield. These troops have no other means of attack.

AFTERMATH

The second attack on the coalition's firebase and supply depot was even worse than the first. Spearheaded by the Manei Domini of Creeping Death III-zeta and supported by the Black Cobras' artillery, the Word forces fought their way through the Chaos Irregulars' prepared defenses. Breaching the firebase's perimeter, the Blakists destroyed a number of sheds before Colonel Chowla could rally his troops a second time. Pressed to prevent the Word troops from destroying the supplies and his command, it looked as if the Irregulars were finished. Fortunately for the mercenaries, the fighting momentarily broke the ECM bubble preventing communication between the firebase and Alramih. Chowla called for help, and aerospace fighters from the Sky Riders and infantry from the Star Seeds answered. The Star Seeds' timely arrival via a dangerous parajump and the Sky Riders silencing of the Black Cobras' artillery allowed the mercenary coalition to push the Word back.

BROKEN WING

SITUATION

Aramih, Attenia
Arcturus, Lyran Alliance
15 May 3073

Needing a distraction, Berith dispatched Sariel and his Conquerors to attack the mercenaries. Already pushed to the brink, Kurita's coalition was on the verge of annihilation.

GAME SETUP

Recommended Terrain: Light Urban

The Defender selects one edge as their home edge; the remaining edges are the Attacker's.

Attacker

Recommended Forces: Fortieth Shadow Division

The Attacker is 100% of the Defender's total forces. The Attacker's force should not contain more than two 'Mech Level IIs, and the total force should not exceed one Level III. Dividing the Blakist force equally into three groups, the first group deploys from the Attacker's edge opposite from the Defender's on Turn 1. On Turn 4, the second group may deploy from one of the two remaining edges, and on Turn 8 the final group may deploy from the last available Attacker edge.

Defender

Recommended Forces: Crescent Hawks, Hachiman Taro Security

The Defending forces include a small detachment from Chandrasekhar Kurita's Hachiman Taro Security. The Hachiman troops consist of a platoon of light tanks and a lance of light 'Mechs. All security force pilots and crews have a Gunnery and Piloting/Driving Skill of 4. Half of the defending units may set up as Hidden Units (see p. 259, *TW*) within 8 hexes of the Defender's home edge. The remaining units are placed as normal within 6 hexes of the Defender's home edge.

WARCHEST

Track Cost: 600

Optional Bonuses

- +500 White Out:** Use the rules for an Ice Storm (see p. 60, *TO*).
- +600 Fog of War:** Play using Double-Blind Rules (see p. 220, *TO*).

OBJECTIVES

Last Blood. Destroy or cripple all of the enemy units. [1100]

Once More Unto the Breach. Destroy or cripple 50% of the opposing units. [800]

You Lucky Few. Send the enemy packing. [50 per crippled unit that exits the map.]

Headhunters. Destroy or cripple the enemy's commanding unit. [400]

SPECIAL RULES

The following rules are in effect for this track:

Berith's soldiers had bled Kurita's mercenaries enough. The time had come for him to complete his final objectives: kill Chandrasekhar Kurita and recover Pardeau's journal. All that stood between him and his goal was a thin line of frail, a meager defense easily parted. Even with his true ears turned down, Berith easily made out the heavy crunch of footsteps coming toward him. Behind him, each footfall made the distinctive sound of metal easily compressing snow and earth. Without turning, he already knew who approached, and he found the familiarity comforting. Only when the sound stopped did he finally turn and, with a mere nod, sent Sariel to his task. The other ascended Manei Domini, another of Apollyon's Chosen, already knew what to do and left without a word. Berith smiled. Despite the growing storm clouds collecting overhead, today was going to be a beautiful day.

Forced Withdrawal

In a rare instance, the Fortieth Shadow Division is operating under Forced Withdrawal rules (see p. 258, *TW*). Sariel has ordered his troops to distract the mercenaries just long enough for Berith to complete his mission. Blakist units in Forced Withdrawal must withdraw to the map edge where they entered.

Surprise!

For every Level II or portion thereof deployed by the Attacker, the Defender may place a turret as described in the *Chaos at Dawn* track within their deployment area. For each turret deployed, the Defender may also place 1 platoon of conventional infantry armed with Light David Gauss Rifles in any non-turret building across the board prior to the start of play. These infantry are considered Hidden Units (see p. 259, *TW*) and share the same stats as Heavy Support Infantry (see p. 221, *TRO3085*). These troops are not XCT trained and have Regular Skill. If the White Out option is taken, the soldiers must follow the Extreme Temperature (see p. 62, *TO*) rules governing conventional infantry.

Minefields

The Defender may deploy 2D6+3 15-point command-detonated minefields (see p. 209, *TO*).

Commanders

Defender: Captain Jeremiah Youngblood is commander of the Crescent Hawks and has Piloting Skill 1 and Gunnery Skill 1. He pilots his father's upgraded PXH-7K *Phoenix Hawk* (see p. 236, *TRO3085*).

Attacker: Demi-Precentor Pravuil leads the Fortieth Shadow Division's force. He pilots a VQR-2A *Vanquisher* and has Piloting Skill 2 and Gunnery Skill 2. Pravuil should be assigned to the first WoB group to enter the playing area.

AFTERMATH

While Sariel's attack on the mercenaries was supposed to be a distraction, the Shadow Division's warriors fought like demons. Slamming into the Crescent Hawks, Jeremiah Youngblood and his warriors battled for their very lives, and only the unexpected retreat of the Word troops saved the mercenaries from complete destruction. Still, the death toll was a heavy one for the small command. A quarter of the Crescent Hawks lay dead, and Youngblood lost a hand after tangling with a Blakist *Vanquisher*. Fearful that the Word's advance would break through, Chandrasekhar Kurita made preparations to escape Arcturus with Pardeau's journal.

PLEASE WELCOME OUR GUEST

SITUATION

*Alramih, Attenia
Arcturus, Lyrans Alliance
15 May 3073*

Using Sariel's attack and the bad weather to slip through the mercenaries' lines, Berith and his strike team made their way to Uncle Chandy's compound in the heart of Alramih. Moving slowly through the abandoned, snow-covered streets, Berith was surprised to find his quarry waiting patiently for him. Trusting his team to deal with their mission objectives, Berith moved in for the kill, ready to settle his score with the Bounty Hunter once and for all.

GAME SETUP

Recommended Terrain: Light Urban

Set up the mapsheets in Breakthrough format (see p. 261, *TW*). The Defender selects one short edge as their home edge; the opposite short edge is the Attacker's.

Attacker

Recommended Forces: Opacus Venatori, Fortieth Shadow Division

The Attacker is a Level II of elite Word of Blake MechWarriors commanded by Precentor Berith himself and accompanied by two Opacus Venatori pilots. (If the player has access to *Starterbook: Wolf and Blake*, it is recommended that Berith pilots his custom *Archangel Berith* and is accompanied by Kendali Morris in her *Preta Kendali* and Cassius Montague in his *MCY-102 Mercury*.)

The remaining three MechWarriors are members of the Fortieth Shadow Division's Benevolent Slayers III-theta. The Attacker deploys before Turn 1 along their home edge. The Attacker also receives 1 Arrow IV piece located 7 mapsheets away. The artillery has a total of 4 rounds of Arrow IV Homing ammunition.

Defender

Recommended Forces: Bounty Hunter, Hachiman Taro Security

The defending force consists of the Bounty Hunter, his retinue of mercenaries, and members of the Hachiman Taro Security force tasked with protecting Chandrasekhar Kurita. (If the player has access to *Interstellar Players 2*, the Bounty Hunter is piloting his customized *Marauder II Bounty Hunter* and is accompanied by a *PXH-4L Phoenix Hawk Sante*, an *SHD-2D Shadow Hawk Romanov*, and a *Cauldron-Born A*, presumably piloted by associates of the Bounty Hunter. The Bounty Hunter and his lancemates may deploy as Hidden Units (see p. 259, *TW*) on the two maps closest to their home edge, up to halfway across the battlefield. The Defender also adds 6 transports and 2 light tanks of Regular Skill. These

The speakers in Berith's Archangel flickered to life a second after his targeting computer picked up its first contact, and an eerily familiar voice filled the otherwise silent cockpit with a chuckle.

"Well, well, well, Mr. Toaster. Looks like we meet again ..."

conventional vehicles represent Chandrasekhar's escape convoy and must be placed 8 hexes from the Defender's home edge. The Defender also receives 2 Arrow IV pieces located 2 mapsheets away from the playing area. The artillery pieces have a total of 6 rounds of Arrow IV Homing ammunition to use between them.

WARCHEST

Track Cost: 900

Optional Bonuses

+600 Happy May Days: Use the rules for a Blizzard (see p. 60, *TO*).

OBJECTIVES

Let's Finish This! Destroy or cripple the enemy commander. [800]

A Fight to the Finish. Destroy or cripple at least 50% of the opposing units. [900]

Convoy Engaged. Protect or destroy the Hachiman Security transports. [75 per unit.]

SPECIAL RULES

The following rules are in effect for this track:

The Duel

Berith and the Bounty Hunter will fight only each other. This is to the exclusion of any other battlefield target, regardless of value, as long as one or the other is still active. The other members of Berith's Level II or members of the Bounty Hunter's cadre will not interfere with or participate in this duel. However, this rule does not apply to Chandrasekhar Kurita's convoy, once they're able to move. This rule remains in effect until either Berith's or the Bounty Hunter's 'Mech is crippled or destroyed.

The Hunter's Cadre

Phoenix Hawk Sante has the vehicle quirk Easy to Pilot (see p. 193, *SO*). The Large Laser has been replaced with a Clan model, and a TAG unit has been added to the center torso.



Shadow Hawk Romanov has the vehicle quirk Improved Life Support (see p. 195, SO). It is equipped with a Heavy and Light PPC, twelve double heat sinks, and a TAG unit. Its Jumping MP has been increased to 5.

The Bounty Hunter and his cadre are considered Elite MechWarriors. However, players looking for historical accuracy can consult *BattleTech: Dossiers – The Bounty Hunter* for pilot-specific Piloting and Gunnery Skills.

Berith's Opacus Venatori

Kendali Morris's customized *Preta* is armed with a Small Variable Speed Laser, a Light PPC with Capacitor and TAG. The Improved C³ was retained.

Berith, Morris, and Montague are considered Elite MechWarriors. However, players wishing to add historical accuracy to the track may use the pilot dossiers found in *Starterbook: Wolf and Blake* and *Jihad Hot Spots: 3072* for specific pilot stats and abilities.

Uncle Chandy's Escape

Bad weather and last minute preparations to secure irreplaceable materials have delayed Chandrasekhar Kurita's convoy from leaving. As a result, the Hachiman Taro security detachment will remain stationary until the beginning of Turn 4 and will only fire if any member of the convoy is fired upon first. At the start of Turn 4, the convoy will begin moving toward the Defender's home edge, but poor weather and heavy snow means no vehicle can travel faster than the slowest available Cruising MP among still-mobile convoy members; however, they can fire as normal.

AFTERMATH

While the Word strike force tangled with the Hunter's compatriots and Hachiman Taro security forces, Berith and the Bounty Hunter entered into single combat, each exchanging insults over the open frequency.

From the very start, Berith dominated the duel, delivering a barrage of deadly blows that almost crippled the Bounty Hunter's 'Mech. Heavily damaged in the exchange, the Bounty Hunter was slow to respond, and Berith moved in for the kill. Relying on his advanced implants to finish the Bounty Hunter off, Berith scored a direct PPC strike on the *Marauder II*'s cockpit, instantly incinerating its occupant.

Overcome with success, Berith did not expect to hear the Bounty Hunter's voice reemerge over his comm system. Surprised, Berith realized he had executed an impostor. Duped by the cunning mercenary for a second time, the real Bounty Hunter smugly informed the precentor that both he and Chandrasekhar Kurita were safely ensconced elsewhere; the whole fight had been staged.

Berith had failed again.

Though furious at having been beaten by the same man twice, a slow smile soon crept over Berith's face. Alone in his cockpit, a new plan began to take form, a plan for revenge that would finally settle the score once and for all.

With the Bounty Hunter's final words still echoing in his true ears, Berith ordered the Word's withdrawal from the planet. Their mission—albeit incomplete—was over.



BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Marauder II Bounty Hunter

Movement Points: Tonnage: 100
 Walking: 3 Tech Base: Clan
 Running: 5 Era: Civil War
 Jumping: 3

Weapons & Equipment Inventory

(hexes)

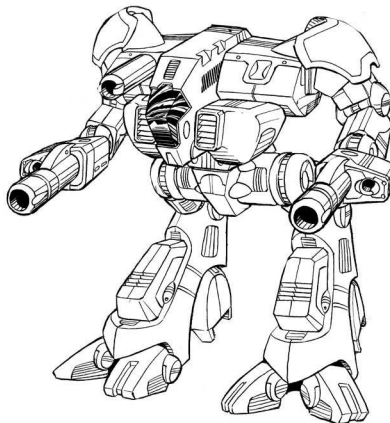
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	ER PPC	RA	15	15 [DE]	—	7	14	23
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	ER PPC	LA	15	15 [DE]	—	7	14	23
2	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

BV: 3,767

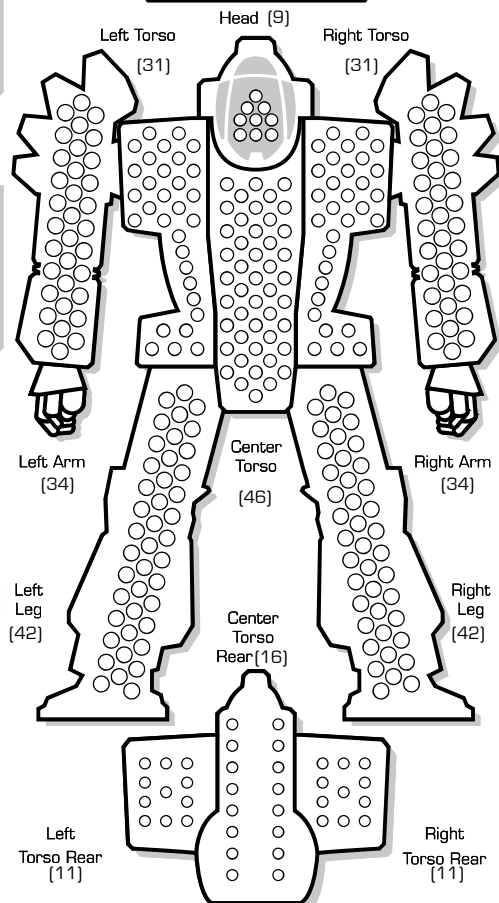
WARRIOR DATA

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

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

- ER PPC
- ER PPC
- 4-6 Medium Pulse Laser
- Medium Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso

- Jump Jet
- Targeting Computer
- 1-3 Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer

- Targeting Computer
- Targeting Computer
- 4-6 Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

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

Head

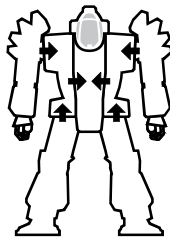
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Jump Jet
- Endo Steel

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



Damage Transfer Diagram

Right Arm

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

- ER PPC
- ER PPC
- 4-6 Medium Pulse Laser
- Medium Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso (CASE)

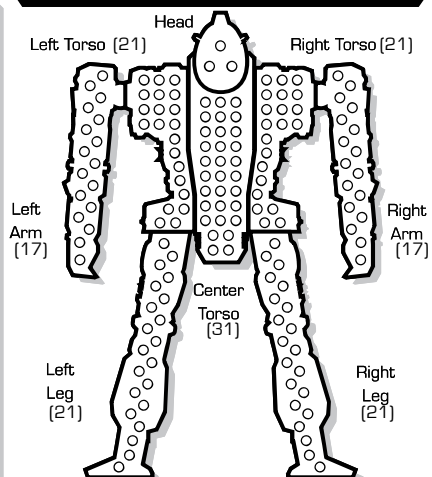
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 4-6 Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ferro-Fibrous

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	17 (34) 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

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: Vanquisher VQR-7V (Pravuil)

Movement Points: Tonnage: 100
 Walking: 3 Tech Base: Inner Sphere
 Running: 5 Era: (Advanced) Jihad

Weapons & Equipment Inventory (hexes)

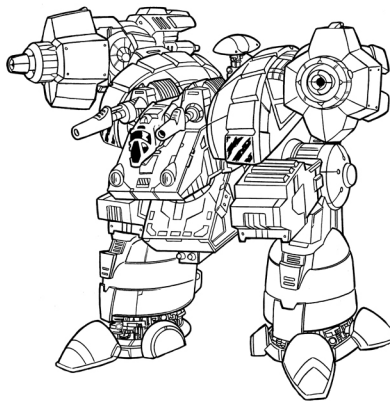
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C ³ CPU	CT	—	[E]	—	—	—	—
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
2	MML 3 LRM SRM	LT	2	[M,C,S] 1/Msl 2/Msl	6	7	14	21
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
2	Large VSP Laser	LA	10	11/9/7 [P,V]	—	4	8	15

BV: 2,073

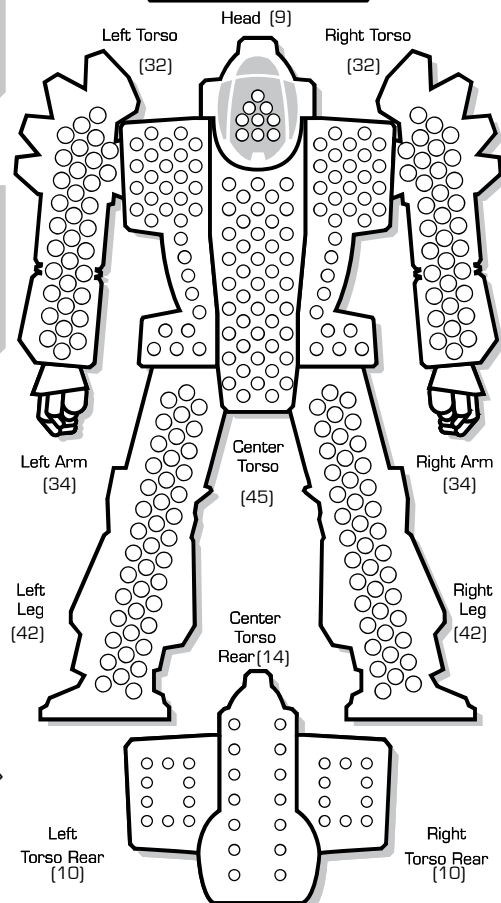
WARRIOR DATA

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

- Shoulder
- Upper Arm Actuator
- 1-3 Large VSP Laser
- 4 Large VSP Laser
- 5 Large VSP Laser
- 6 Large VSP Laser

- 1 Large VSP Laser
- 2 Large VSP Laser
- 3 Large VSP Laser
- 4 Large VSP Laser
- 5 Endo Steel
- 6 Endo Steel

Left Torso

- 1 Double Heat Sink
- 2 Double Heat Sink
- 3 Double Heat Sink
- 1-3 MML 3
- 5 MML 3
- 6 MML 3
- 1 MML 3
- 2 Ammo (MML 3/LRM) 40
- 3 Ammo (MML 3/SRM) 33
- 4 CASE
- 5 Endo Steel
- 6 Endo Steel

Left Leg

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

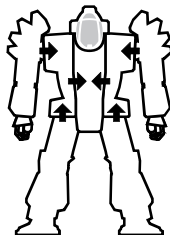
Head

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

Center Torso

- 1 Fusion Engine
- 2 Fusion Engine
- 3 Fusion Engine
- 1-3 4 Compact Gyro
- 5 Compact Gyro
- 6 Fusion Engine
- 1 Fusion Engine
- 2 Fusion Engine
- 3 Improved C³ CPU
- 4 Improved C³ CPU
- 5 Roll Again
- 6 Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle
- 4 Gauss Rifle
- 5 Gauss Rifle
- 6 Gauss Rifle

- 1 Gauss Rifle
- 2 Gauss Rifle
- 3 Gauss Rifle
- 4 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

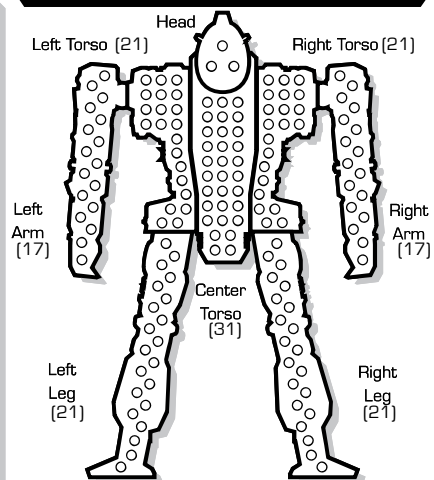
Right Torso

- 1 Double Heat Sink
- 2 Double Heat Sink
- 3 Double Heat Sink
- 1-3 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink
- 1 ER Medium Laser
- 2 ER Medium Laser
- 3 Ammo (Gauss) 8
- 4 Ammo (Gauss) 8
- 5 CASE
- 6 Endo Steel

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



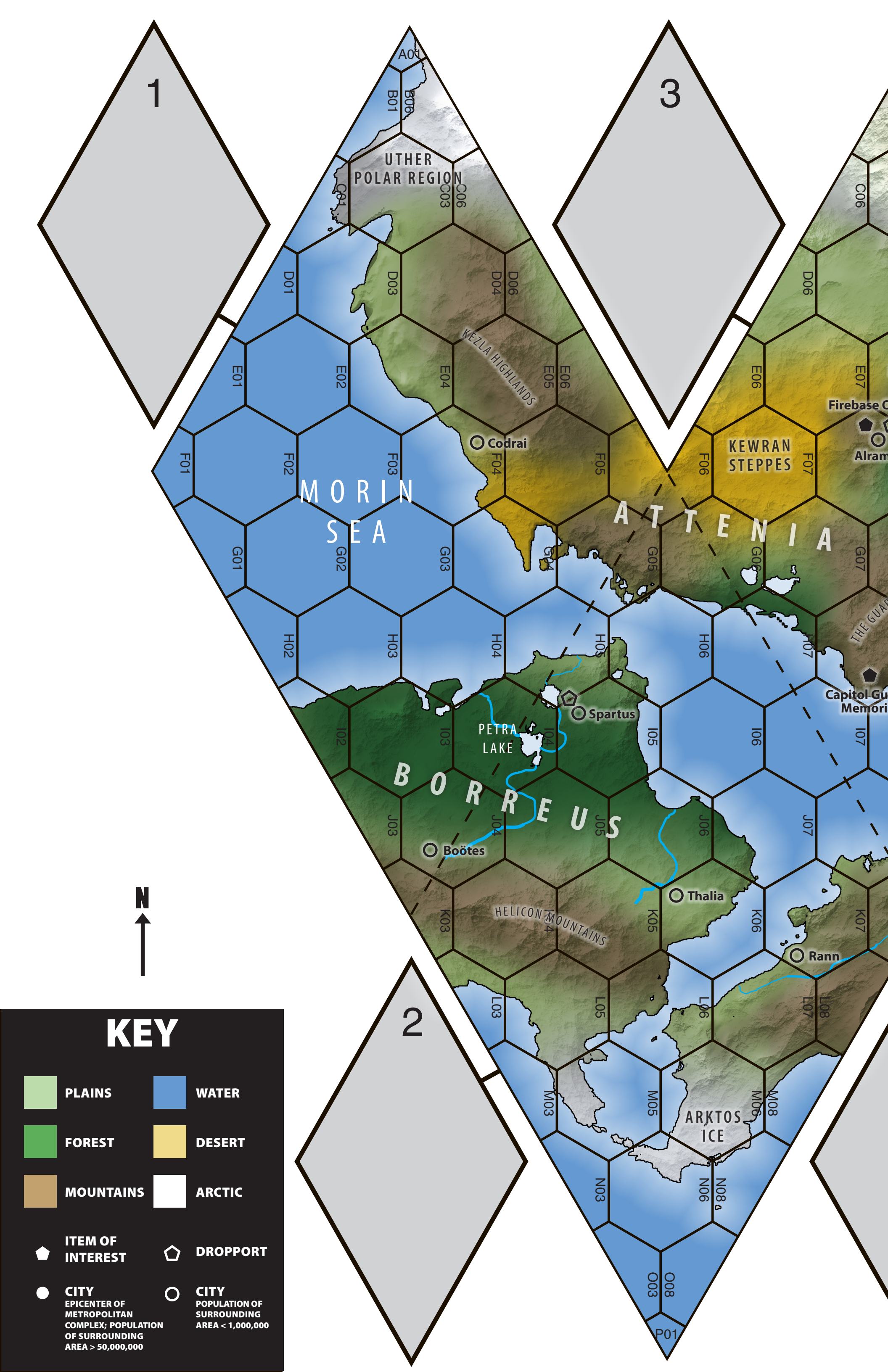
HEAT DATA

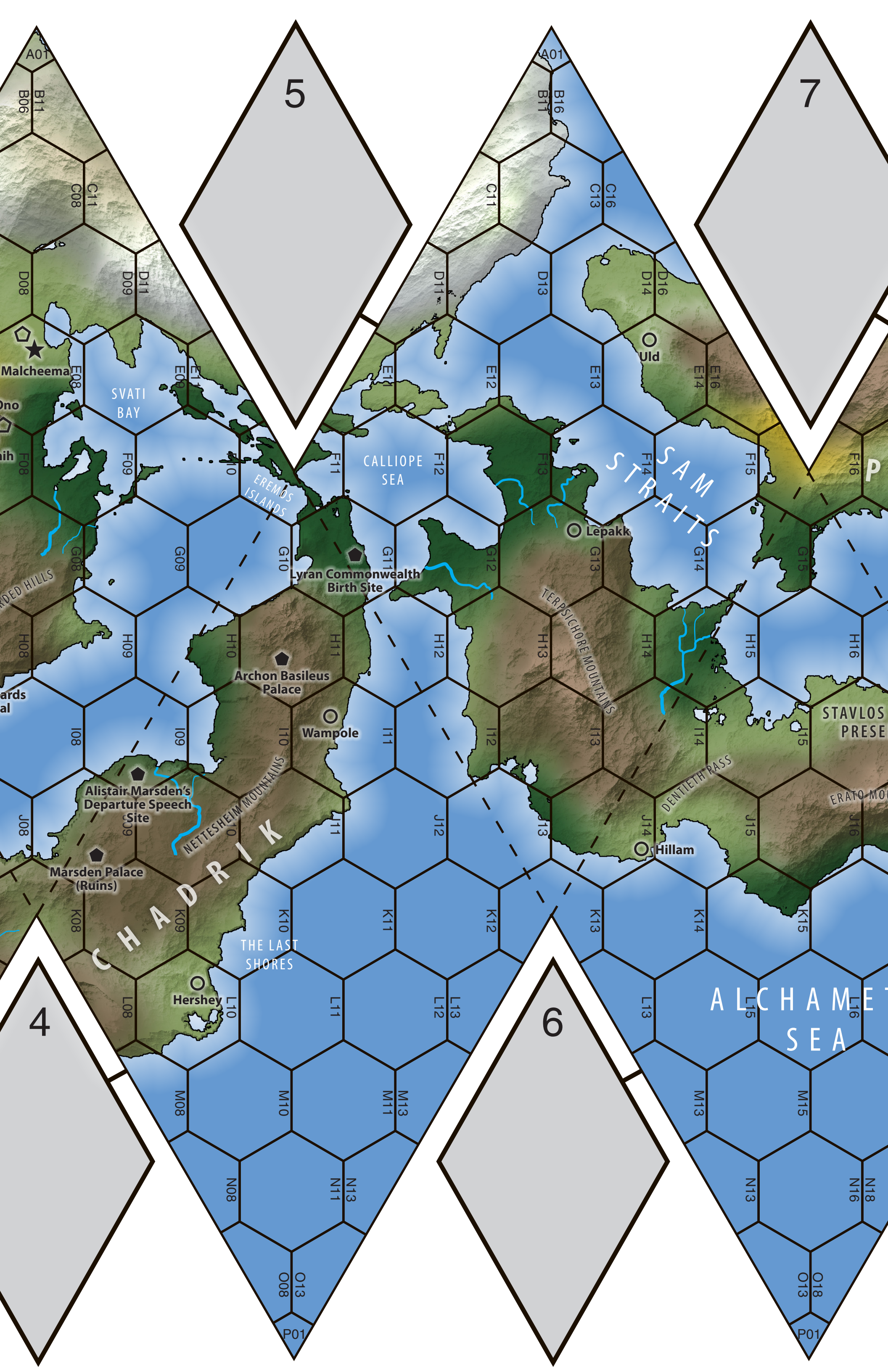
Heat Level*	Effects	15 (30) Double
30	Shutdown	○○○○
28	Ammo Exp. avoid on 8+	○○○○
26	Shutdown, avoid on 10+	○○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○
23	Ammo Exp. avoid on 6+	○○○○
22	Shutdown, avoid on 8+	○○○○
20	-4 Movement Points	○○○○
19	Ammo Exp. avoid on 4+	○○○○
18	Shutdown, avoid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

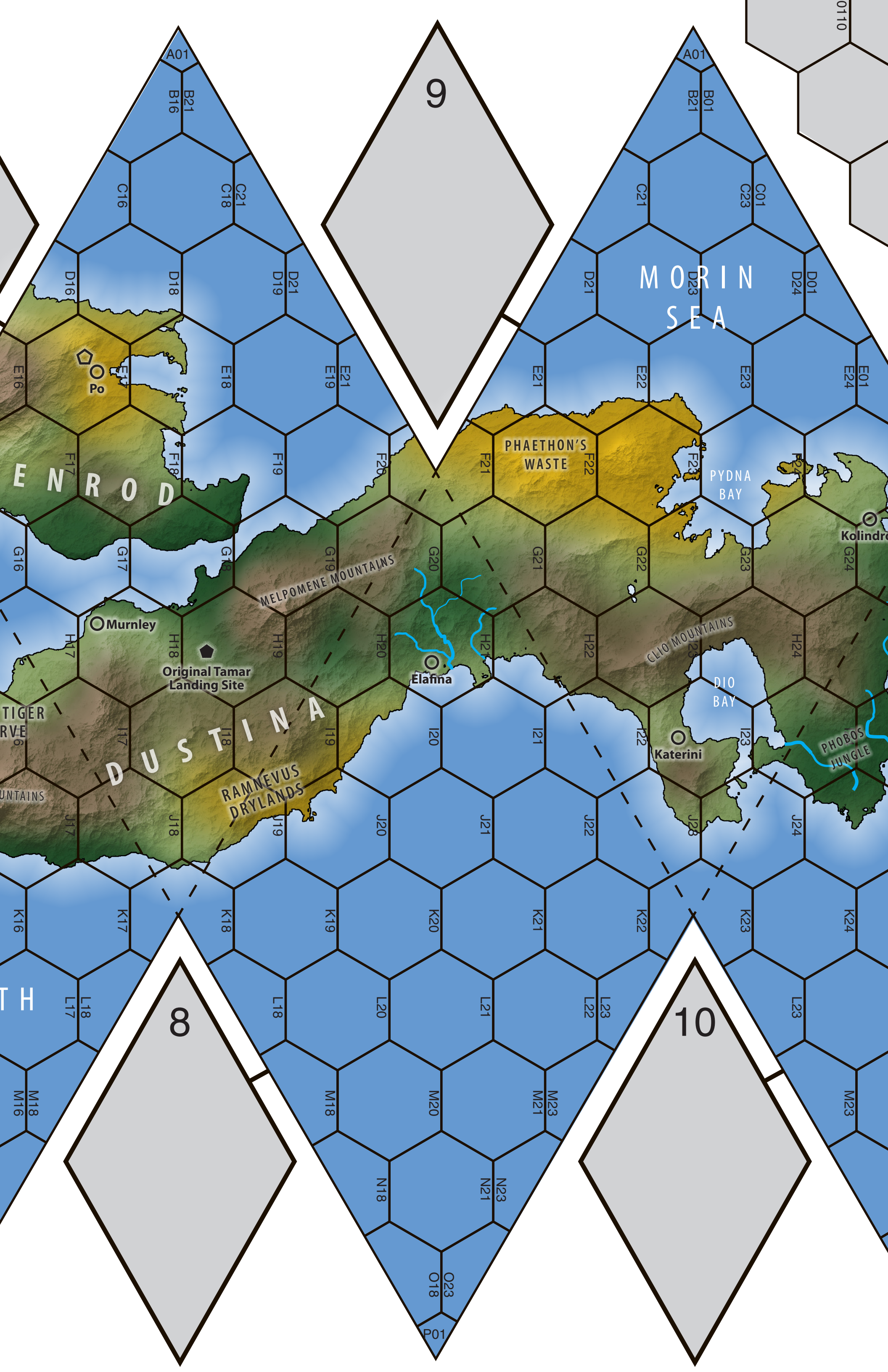
Heat Scale

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







6

MORIN
SEA

ENROD

PHAETHON'S
WASTE

PYDNA
BAY

Kolindro

MELPOMENE MOUNTAINS

Murnley

Original Tamar
Landing Site

Elafina

DIO
BAY

Katerini

DUSTINA

RAMNEVUS
DRYLANDS

PHOBOS
JUNGLE

8

10

