

CLASSIC

BATTLETECH

STARTERBOOK



wolf and blade



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For the first time half of the Black Widows fight as a cohesive force on Outreach.

SAMADH DULCE ET DECORUM EST

Berith gathers his forces on Hamal before wiping out another noble house.



**Outside Harlech
Outreach
Word of Blake Protectorate
22 January 3070**

Captain Stacy Church looked up at the smoking hulk of the DropShip from the cockpit of her *Zeus* and held in the shuddering breath she felt tugging at her chest. The *Leopard* would never fly again, but she'd already seen the surviving crew escape in a skimmer. Three of her 'Mechs were already disembarked, but Barstow's *Phoenix Hawk* was jammed in the egress cradle. Eirene Rondema's *Gallowglas* twisted at the torso before firing its lasers back into the bay. There was flicker of reflected light and then a rending crash that roared out of the bay door.

"I'm free," Barstow called.

"Assemble on me," Stacy said, turning the *Zeus* to face the terrain. She shook her head. It was just like Arc-Royal. "Black Widows," she whispered. "Natasha would have killed us all by now." Barely on-world two minutes and already they'd lost a DropShip and had to shoot one of their 'Mechs free. Barstow's *Phoenix Hawk* appeared at the 'Mech bay door.

"Looks like home," he said, just before a spear of PPC fire stabbed directly into the PXH's chest.

"Contact!" Jacob Kincaid called. In her HUD, Kincaid's *Uziel* spun in place and then dashed forward, both arms coming up. The rotary cannons in each arm spun up to speed and then belched flame as they spat armor-piercing rounds at their maximum rate of fire. Stacy started the *Zeus* lumbering after him and looked to his target, a gunmetal-gray *Clint*. She zoomed in on the 'Mech's insignia and snarled.

Broadsword Legion.

"Kill it!" she spat. Her fingers brought the *Zeus*' weapons up to bear before her mind caught up with what she was driving. Her old *Mad Cat* would have ranged with no problem, but this *Zeus* wasn't a long-arm fighter. She jammed the throttle forward and gritted her teeth against the *Zeus*' heavy footfalls. A white-silver blur snapped past her as Rondema fired, and she saw Barstow's *Phoenix Hawk* leap skyward on blue-white plasma jets.

Two more gray BattleMechs stepped around the escarpment beside the *Clint*. The *Zeus*' computer pinged out identifications as soon as the icons appeared on her HUD. Stacy glanced at them from the corner of her eye—*Initiate* and *Buccaneer*, familiar Word of Blake machines—but kept watching the range counter come down.

"We can't get trapped here against the DropShip," Kincaid said. The buzz-saw roar of his rotaries cut back as he scaled back the rate of

**Hagia Sophia, Istanbul
Terra, Word of Blake Protectorate
10 January 3070**

Precentor Benjamin Emory stared at the *mihrab* in front of him. He admired the intricate artwork and mosaic that covered the false doorway; he longed to rise from his chair, reach out with his hand and caress the marble, feel the ages worn into the stone.

Instead, his fleshy hand fingered the seam of his simple robe, tied tight around his waist.

Once he crossed that threshold, everything would change.

He hesitated again, feeling the weight of his prosthetic pulling at his shoulder. He remembered in the past, when Ri would massage the aches in his neck and shoulders when he had furlough. Benjamin closed his eye briefly, savoring the memory. He could almost feel her delicate fingers running through his scalp, caressing.

The memory triggered an involuntary shudder, causing him to convulse briefly. His prosthetic swung slightly, tapping his thigh. He bowed his head in remembrance of his late wife.

Blinking back the threatening tears, he focused again on the *mihrab*. Lost himself in the depths of the ancient art, painted so long ago by Muslim artisans, then restored with loving care shortly after Jerome Blake had seized Terra to safeguard it.

Slowly, carefully, like pulling strands of yarn from a tapestry, he began to take the memories of his life and examine them. Mistakes made. Moral choices gone awry. Lives taken. So much bloodshed, violence, war. His responsibilities training elite soldiers to conduct missions that are never discussed, never mentioned.

In his mind, he laid these all out in the open. The horror of it all was there. Naked, for his soul and mind to examine. Repulsed by his own actions, he shuddered again, the spasm driving him to his knees.

Finally, the silence. It thundered around him, there in the apse. The millennia of mankind's work silently mocked him; his life was but dust, compared to the art and magnificence that surrounded him. Created in an age when man was planetbound, worshipping God and Devil, suborning himself to the presence of higher powers.

He remembered his studies at Sandhurst, the "Age of Expansion" that occurred when man finally spread to space. Religion had a rough time of it then, attempting to reconcile spiritual faith and the stars. But when it came down to it, faith still won out. It was a core component of the human machine. To kill faith, killed the man.

In that moment, his choice became crystallized. No longer was he subjected to the whims of man, the wiles of the flesh. He glanced down at the prosthetic limb again, feeling the weight of it and savoring it. His flesh hand came up and touched the



fire, but he didn't stop. The *Uziel* was dancing, juking from side to side, but the streams of yellow-white tracers never came off the newly-arrived *Initiate*.

"We won't," Stacy said. She cut left around a boulder kicked loose when the *Leopard* came down and then tracked back right, toward the trio of Broadsword 'Mechs. Rondema's *Gallowglas* kept pace with her, while Barstow sprinted forward to support Kincaid. "We'll cut through these bastards and get free."

"Three mediums against a heavy lance?" Kincaid's voice was flat, cold. Stacy recognized the tone, the same she'd heard on the Trial fields on Arc-Royal when the odds were against him. He was furious. "There's something else coming, Captain. Not even Broadswords are this stupid."

"You don't know them," Stacy murmured. Her weapons console pinged, and she brought the *Zeus'* right arm up to bear. The *Zeus* staggered as its foot sunk a half-meter into a sinkhole. Pain lanced through her jaw as Stacy's teeth clacked together, and for a rage-and-pain filled second she was back in Harlech three years ago... she saw Marita's *Thug*, saw Grape's cockpit... heard the scream...

Her finger convulsed on the trigger, and the fearsome heavy PPC in the *Zeus'* right gauntlet erupted in cyan-tinged vengeance. The

Clint fell, its torso shattered, blue-white sparks and static tracers coiling around its torso like feather-light fingers.

"More 'Mechs!" Kincaid called. His swift-footed *Uziel* had circled the DropShip's hulk, showing him what the mass of metal hid from Stacy's scanners. "It's a full Level II, Stacy! We need to break out of here, now."

"Unity!" Stacy swore. She stomped the *Zeus* forward, watching the heavy PPC recharge indicator and eyeing the range indicator for the Disintegrator cannon. The *Buccaneer* started walking backward, its energy weapon still firing. Rondema's *Gallowglas* took a slug of ions in the right chest, staggering it a bit, but the 'Mech steadied quickly and replied with a barrage of laserfire.

"All right," she said, clamping down on her rage. "Let's go through these bastards, then. We'll make for the Ridges. If the resistance groups Wolfnet told us about are still active, that's where they'll be." She came up next to the downed *Clint* and paused. "We'll be here for a while, after all." Through the polarized cockpit canopy Stacy saw movement. A quick check of her sensors told her the *Clint* was dead. Dead like the Wolf Spiders. Dead like the regiments. Dead like her Trinary. Dead like the Wolf.

"And now so are you," she whispered to the pilot, and lowered the PPC.

mechanical eye, another replacement resulting from the failure of his body.

He looked up, his one eye hardening. *These are the times that try men's souls*, the ancient saying went. *My soul is tested by the constant failing of my flesh. It is time I finally accept that I cannot continue as I am. I need to be more, in order to save others from my former fate.*

"I am Manei Domini," Benjamin whispered. The simple statement echoed around him, fading to a sibilant sigh. He was a hand of the Master. He was more than human.

He had to be.

It was all he had left.

Ahead of him, an ornate door silently swung open. Softly, so quiet he nearly missed it, came one word. It rolled into the room, enveloping the columns on the edge of the apse.

"Filii."

It was *his* voice. Calling him in the tongue of the Order. *Son*.

In one fluid motion, Benjamin stood and with measured, determined steps, approached the open door. Nothing could be seen through the doorway, but he could hear the soft chant swell with each step.

"Apolluon, Baselius Oteilon Trismakar Despotu..."

Apollyon, Prince of Scars, thrice-blessed of the Master... The translation came unbidden to his mind.

Benjamin stepped to the threshold and stopped. He stared straight ahead, letting his eye adjust. He became very aware at that moment of the extreme heaviness of his prosthetics. None of them were powered—it had been forbidden, for the ceremony. He felt incomplete. Ashamed.

Weak.

"Despotu Sunkoloi Onomainomen."

...with limbs united we call on you by name. He quietly mouthed the rest of the invocation, dropping his gaze to the floor.

Silence.

Gradually, his eye adjusted to the dimness. He could see several Manei Domini—the Ascended—flanking the rose-colored marble path in front of him. At the end, upon a raised dais and flanked by two shimmering Purifier battle armor, Him. Precentor of the Manei Domini. Magister of the Dominus Order.

"Blake, *eleison!*" The cloaked figure standing on the dais announced.

"Blake, *eleison!*" The rows of Manei Domini responded in perfect unison.

"Terra, *eleison!*"

"*Mea culpa, Terra!*" came the unified reply.

The response echoed in the sanctuary, bouncing off each pendentive as if in some spiritual symphony.



* * *

"They're still behind us," Barstow reported. His *Phoenix Hawk* was stuck in the rear of the small column, ground-bound after a Broadsword Gauss round took out its jump jets. "Four 'Mechs and what I think is a Manticore."

Stacy looked around at the jutting peaks. This section of the Ridges had been a wilderness preserve, a tourist attraction and frequent recreation spot for off-duty Dragoons. She'd skied here at least six times in the last ten years. Eirene Rondema's *Gallowglas* was breaking trail, twisting at the torso first left, then right, keeping the advance covered. Stacy followed closely behind, letting Kincaid and his *Uziel* range between the rearguard and the main body.

"They're not catching up, either," Stacy said. She looked at her tactical display again, trying to match her memories of the terrain to the offset elevation lines on the map. "We can lose them in the foothills. Set a good ambush, I think."

"They'll catch us before that," Jacob Kincaid said, his voice as flat as Stacy had ever heard it.

"Then I guess we'll just have to kill them, won't we?" Stacy snapped.

She felt a vibration in her controls, a discomfort through the thin fabric of her gloves. She let go of the targeting yokes and flexed her fingers, but now she felt the dull thrum of the oscillation through her command couch. It was a different frequency from the now-

familiar shiver of the *Zeus*' fusion engine. Clutching her controls again, Stacy checked her screens.

There was a new blip on the strategic display.

"DropShips coming in," Rondema called. Ahead of her, through her HUD, Stacy watched the *Gallowglas* cant its torso back and fire a burst from its lasers. The arrowhead shapes of two DropShips flashed overhead, plasma from their drives distorting the atmosphere around them, and then the tactical display sprouted a cluster of new red blips.

"Reinforcements," Stacy whispered. "Unity."

"Are we sticking with the 'kill them all' plan, then?" Barstow asked. The false humor in his voice cut through the dread in Stacy's chest, replacing it with a coolness, a hard, solid clarity of what must be done.

"We are," she said. "Pivot in place and engage the stragglers."

She brought the *Zeus* around and brought her throttle up, trusting Rondema to keep pace in her lighter 'Mech. The PPC was already hot, the pulse lasers in the eighty-ton assault 'Mech's torso pre-heated, the medium lasers in the eighty-ton assault 'Mech's torso pre-heated, and the Disintegrator cannon already loaded with cluster-shot mayhem.

"We're Dragoons," she said as she cleared a copse of evergreens and spotted the first of the Broadsword 'Mechs already trading fire

Each Ascended Manei Domini turned towards him, their eyes full of hate. For some, their fists and claws clenched and unclenched. Taloned toes tapped softly. If the Precentor wished it, they would tear him from limb to limb in a heartbeat.

Benjamin withered under their malevolent gazes. It was clear—they could see his weaknesses, his frailty. They saw through his fragile, stained soul. And they were disgusted.

One by one, they turned their backs to him. Forsaking his presence.

He shivered, the tremors threatening to drop him where he stood. He forced his flesh to obey—surely, if he fell, he would die. They wouldn't let him live, after such a human display of emotion.

Slowly, two lamp stands lit up, their small flames casting fire and shadow across the dais. It bathed the cloaked figure in light, while casting the rest in darkness.

"Approach," came the voice again.

Knowing what was required, Benjamin undid his robe and stepped onto the rose marble path, devoid of everything, save his corrupted flesh.

As he passed each pair of Ascended warriors, a new chant began. Quietly, it increased in tempo and volume until the sound of it crashed around them all.

"Benedictus Blake. Benedictum Nomen Sanctum eius.

Blessed be Blake. Blessed be his holy name.

"Benedictus Toyama Conrad, verus homo, et in Sanctis.

Blessed be Conrad Toyama, true man and saint.

"Benedictus Terra, homo cunabula.

Blessed be Terra, cradle of man.

"Benedictus technologies, homo artificiosus.

Blessed be technology, works of man.

"Benedictus mane, praesul presul Terra.

Blessed be the Hands, protectors of Terra.

"Benedictus sanctus Apollyon, ianitor illac."

Blessed be Apollyon, keeper of the path.

"Benedictus Dominus! Magister Cor eius Decretum!"

Blessed be the Master! Master of the Sacred Order!

Benjamin found himself propelled by the crescendo of praises, halting as the last one thundered. His skin prickled as the sweat that coated him began to cool. He kept his gaze locked on the first step of the dais, not daring to look up.

He did not want to corrupt his lord and master with the insolence of his organic eye.

"Why are you here?"

The question came from one of the battle armor troopers. His left, he thought, though his ears were Frail—the new implant there was also powered off.

"I am Manei Domini."

"What does that mean?" The other trooper, this time.



with Barstow. It was a heavy machine, a gray-painted *Excalibur*. She saw the silver flash of the Gauss rifle round that caved in Barstow's cockpit, shearing the *Phoenix Hawk*'s head clean off even as the *Hawk*'s lasers stitched emerald light across the *Excalibur*'s torso. Stacy snarled a wolf's smile and squeezed her triggers.

The LB 10-X autocannon in the *Zeus*' left forearm belched fire and kicked, the recoil momentarily swinging the *Zeus*' torso out of alignment. Stacy fought her controls and brought the *Zeus*' other weapons to bear even as the cannon fire tore at the *Excalibur*'s chest. The heavy PPC erupted to life, cutting at the *Excalibur*'s shattered armor and exploding through it. White-hot ravening particles ate at the 'Mech's inner structure, tearing at the protection around its fusion engine. A flare on the *Zeus*'s infrared monitors told her she denuded the engine of protection, and it automatically shut down to prevent a rupture. The *Excalibur* collapsed backward, smoking, as Stacy slowed the *Zeus* near the wreckage of Barstow's *Phoenix Hawk*.

Two more heavy Broadsword 'Mechs stepped forward past the downed *Excalibur*, weapons flashing. Despite the pecking of Kincaid's light autocannons, both Broadwords hit, shaking the *Zeus* with PPC and laser fire. A brace of missiles streaked past

Stacy's cockpit canopy close enough to rattle her console with their exhaust. She let go of her targeting yokes and clutched in the *Zeus*' gyro, fighting to keep the eighty-ton 'Mech on its feet.

"A company behind us," Rondema panted. Static cut through her transmission as she opened fire on the new arrivals. "I count twelve 'Mechs and several tanks," she said. Stacy noted that she didn't ask for orders or complain about the odds. She just started shooting.

"Surrounded," Stacy whispered, getting the *Zeus* under balance. The Broadwords split, the *Grasshopper* turning away to harass Kincaid's running *Uziel*. The *Grand Dragon* stalked forward, counting on the *Zeus*' disorientation to protect it from the Dagoon's big guns. She grinned, feeling as though she were detached from her own perceptions, and moved her crosshairs.

"We're the Black Widows, you shithead" she said. The PPC took the *Grand Dragon* in the right arm, tearing at the armor there, while the Disintegrator blasted at the armor over the sixty-ton 'Mech's left leg. The *Grand Dragon* spun and collapsed without firing a shot, but it was still moving.

Kincaid's *Uziel* was sprinting, twisting at the waist to keep the *Grasshopper* under a constant barrage of fire. When Stacy looked up from the *Grand Dragon* she saw the medium 'Mech cut inward for an instant to unleash a volley of short-range missiles and lasers. The

"I am the Master's Hand. His will is my will."

"And what, Frail One, is the will of the one who is?" That voice—that was Apollyon. He recognized the gentle tone; a father, speaking to a son.

"To guide Man into the Destiny foretold by Blake and his Blessed Saints. To protect man from themselves. To prepare a path, for those to follow."

He felt the blow coming—his years of training in ROM's Light of Mankind had honed his instincts. Yet, he did not flinch when a sharp jab raked down his spine.

Benjamin dropped to his knees, his hands before him.

"Frail is the flesh. Weak is the soul encased within. Manei Domini are but a step. Who are you to suppose more?" The voice was familiar. *Avitue, perhaps? Or Lamashti?*

"I am nothing. Flesh binds me, entraps me. Its corruption has poisoned the way, dimmed the light of the Blessed Blake," he managed to recite the response, pushing the pain away. The pressure on his spine increased.

"Blake, *eleison!*" Benjamin cried out. His back was on fire, the flesh burning, the sins of his past bearing him to the ground.

"Mercy is for those who know the truth." Apollyon.

"Confiteor! Confiteor, Sanctis Apollyon, omnibus Sanctis! Et vobis, fratres: quia peccavi nimis cotitatione, verbo et opere!" Confess! Confess

to Apollyon and all the Saints!

The flames ripped across his legs, encircled his torso. *To all whom I have sinned exceedingly in thought, word, and deed!* His eye squeezed shut, driving the pain from his mind, and failing.

He raised his flesh hand and struck the ground three times. "Mea culpa! Mea culpa! MEA MAXIMA CULPA!" *My fault! My fault! My most grievous fault!*

The heat instantly ceased. The pain lessened, receded.

Apollyon spoke. His voice was strong, decisive. It resonated throughout the sanctuary. *"Misereatur tui Blake, et, dimissis peccatis tuis, perducat te ad vitam aeternam."*

May Blake have mercy upon you, your faults forgiven, your life now everlasting.

Benjamin pulled himself into a kneeling crouch. His tears flowed freely, the joy of his forgiveness overwhelming him. He raised his hand—his prosthetic, true hand!—to his face, marveling. All of his cybernetics were active, triggered no doubt by his confession of failure and weakness.

Now, the perfection of the machine was master.

No longer would his flesh fail him and those around him. No longer would he be trapped by the limitations of weak human flesh. Finally, he had control. The sanctifying purity of the machine placed him higher than the Frails around him.



Grasshopper twisted beneath the fire but came shooting, tearing at the *Uziel*'s lighter armor with lasers.

"I can't hold them for long," Rondema called. In Stacy's HUD her *Gallowglas* was being boxed in by a lance's worth of light Broadswords, while the heavier 'Mechs closed slowly, respectful of the *Draught*'s accuracy with her PPC.

The *Grand Dragon* shifted on the ground and fired, burning the soil between the *Zeus*' legs to ash with its Lord's Light PPC. Stacy grunted and shifted her aim, holding back her Gauss Rifle in favor of the paired medium lasers and the autocannon. The *Grand Dragon* shuddered and died beneath the onslaught, its already-weakened torso eaten away.

"Come back this way," she ordered. "We'll cut our way out."

"There are more behind this one," Kincaid said. The *Uziel* streaked past the *Grasshopper*, delivering an armor-shattering kick as it did. The *Grasshopper*'s return stroke missed and dumped the seventy-ton 'Mech on its back.

Stacy brought the *Zeus* around and triggered her lasers, burning at the *Grasshopper*'s armor as it lay on the ground. The heat in her cockpit was stifling, and she needed a moment to let the big 'Mech's heat sinks work. Without the *Grasshopper* they'd have a moment's breather. Eirene Rondema's *Gallowglas* charged past, long-range missiles tearing at the ground behind it.

"We may not get out," Kincaid said.

"Then we remind these turncoats why people still talk about Misery," Stacy said. She twisted the heat-burdened *Zeus* around to face the approaching Broadswords. A half-white, half-gray *Lightray* darted in to paint her armor with its lasers. She ignored it.

Black-painted 'Mechs appeared in the trees around them, stepping from crevasses and chasms. Green icons popped to life on Stacy's tactical display. She stared at them—*Draughts*?—and then looked up at the *Griffin* leading them. It wore a rampant red wolf's head. Four—six, no—*Unity*, eight 'Mechs appeared. The Broadswords hesitated, and Stacy swore and slapped her console. There were still—they were *all*—*Draughts*!

"Black Widows, attack!"

"Arise," spoke Apollyon. The flames from the lamp stands flared brighter as Benjamin rose.

"No longer are you Benjamin Emory, for that past has been burned into the ash of time. No longer will you succumb to the sin and frailty of the flesh. No longer are you simply Manei Domini.

"From this moment forward, you are Berith. Master over death, adjudicator of the unjust, and protector of the frail."

A cloak was placed around Berith's shoulders, enfolding him in crimson. He could feel the individual fibers of the cloth, the exquisite stitching on the back. Without thinking, he knew it was a crest only recently he had come to know.

"Children. Welcome your brother," gestured the Precentor of the Manei Domini. Gently, he took Berith's shoulder and turned him to face the rest of the Ascended. It was a larger group than he had noticed on his entrance. No doubt, the failings of his normal eye. With his true eyesight restored, he could see clearly his new brethren.

Astaroth, Lamashti. Azrael. Others, whom he did not recognize. Yet. And some he knew were absent, attending business elsewhere.

His brethren. His...family.

They looked upon him with equal coolness. And something more—respect.

"*Benedictus Specter Omicron Berith, Imperator Opacus Venatori!*"

Berith's eye widened slightly at the unexpected pronouncement. *Imperator?*

With no hesitation, he bowed as he contemplated Apollyon's words. *Imperator*. The word rolled around his head as he savored each syllable. Then he stopped short.

If I am named high commander, then...

Berith glanced at Apollyon next to him. As if reading his *fili*'s mind, the Precentor of the Manei Domini nodded. What that one gesture meant was obvious. Nihjo was no longer among the living. Berith was now third in command, behind Astaroth. Truly, a formidable honor...

There was time later to process it, however. The Ascended were moving together, falling into ranks. Berith moved to the side, as he knew was proper. The new triple-core processor had already been downloaded with etiquette and protocol procedures for his new position.

Apollyon stood before them, surveying them. Nodding silently. Then, slowly, he raised his hands above his head, encompassing them all.

"*Benedictus Ascendi Sanctus! Manei Domini, sanguis eius pretiosissimus!*"

Blessed be the Ascended Saints! Hands of the Master, his most precious blood!

Their reply thundered through the sanctuary, threatening to drop the roof of the ancient temple upon them. "*Benedictus Apollyon, Basileus Oteilon Trismakar Despotou Skopos Oimou!*"

Blessed be Apollyon, Prince of Scars, Thrice-blessed of the Master, Guardian of the Path!

Berith smiled. Now, *I am worthy...*



RA/WB

A Dragon scouting force stumbles across a Blakist flanking unit.

INTRODUCTION

Welcome to the second in a brand new series: the *Starterbook*. Once players have tried their hands at *BattleTech*, they can jump into the further excitement of the *Classic BattleTech* universe through a *Starterbook*.

Starterbook: Wolf and Blake is a companion volume to the *Classic BattleTech Total Warfare* core rulebook, allowing players to participate in the current raging conflict known as the Jihad (see p. 11, *Total Warfare*).

In addition to *Total Warfare*, *Technical Readout: 3050 Upgrade* is recommended for use with this product.

Standard vs. Advanced Rules

As detailed in *Total Warfare* (see p. 10, *TW*), that rulebook details the Standard Rules of *Classic BattleTech* play. However, there are a plethora of additional rules—such as new units, terrain and weather conditions, advanced movement and combat options and so on—that allow players to further tailor almost any aspect of *Classic BattleTech* play to their liking, increasing their enjoyment of the game.

However, while such rules bring a legion of fun and possibilities to a game, they also bring additional complexity, which is why the core books beyond *Total Warfare* (and *TechManual*) are considered Advanced Rules. While *Starterbook: Wolf and Blake* is a companion volume to the *Total Warfare* core rulebook, it also acts as a bridge to the Advanced Rules presented in *Tactical Operations*; the *Rules Annex* (see p. 52)

introduces some advanced weather and terrain conditions for play, as well as some advanced weaponry and equipment. A “sneak peak” of all that *Tactical Operations* has to offer.

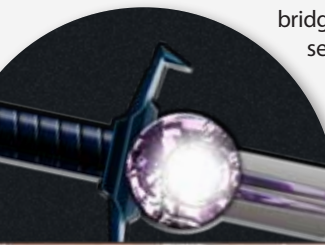
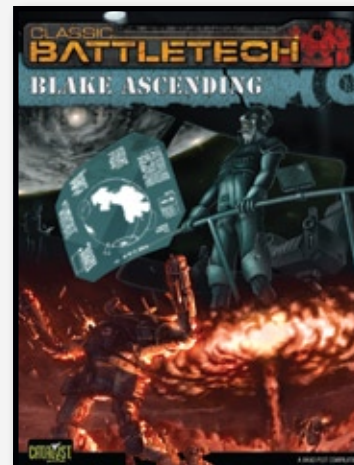
The Jihad

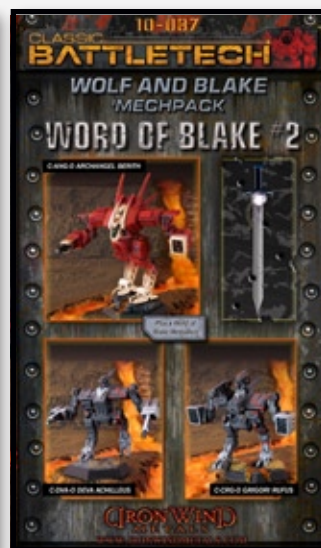
In addition to bridging from Standard Rules to the Advanced Rules of *Tactical Operations*, *Starterbook: Wolf and Blake* acts as a bridge between the 3067 setting of *Total Warfare* and the current Jihad story arc, as noted above. However, while the *Dawn of the Jihad* (or *Blake Ascending: A Jihad Compilation*) sourcebook is a fantastic fictional companion to *Starterbook: Wolf and Blake* and provides much needed context for the information found in this book, it is not needed from a game standpoint.

Wolf and Blake ‘MechPacks

While players can feel free to use miniatures from the *Classic BattleTech Introductory Box Set*—if they own said box set—or other miniatures as proxies for the ‘Mechs found in this book, Iron Wind Metals produces three ‘MechPacks in support of *Starterbook: Wolf and Blake*. *Wolf and Blake ‘MechPack: Wolf’s Dragoons* contains four ‘Mechs, while *Wolf and Blake ‘MechPack: Word of Blake 1* and *Wolf and Blake ‘MechPack: Word of Blake 2* each contain three ‘Mechs. All of the miniatures are unique ‘Mech variants, to be used in conjunction with the corresponding unique ‘Mech variants found in this volume.

Ask your local retailer about the *Wolf and Blake ‘MechPacks*, or visit www.ironwindmetals.com.





RULES ANNEX

The *Rules Annex* provides a wealth of rules that allow players to take the information presented in the previous sections of *Starterbook: Wolf and Blake* and apply them to *Classic BattleTech* games. This includes unique MechWarrior abilities and 'Mech quirks, as well as an *Advanced Weapons and Equipment* section detailing more advanced equipment found on ten of the 'Mechs in this product.

Finally, the *Rules Annex* contains the *Wolf and Blake Campaign: Tempest Rising*, a unique campaign system that allows players to directly involve themselves in the battles of these two elite 'Mech commands. The open-ended nature of the system also means players can revisit the campaign again and again, with each game providing a different experience and outcome.

HOW TO USE THIS BOOK

The following provides a quick overview of each section of *Starterbook: Wolf and Blake*.

A BRIEF HISTORY

This section builds off of the information presented in *A Brief History of the Inner Sphere* in the *Inner Sphere at a Glance* book found in the *Classic BattleTech Introductory Box Set* (players without access to this product can download the *Inner Sphere at a Glance* book for free at www.classicbattletech.com/leap), as well as the information found on pages 14–19 of *Classic BattleTech Total Warfare*. Focusing specifically on the details that lead to the Jihad and the first year or so of that conflict provides a foundation for the rest of the book.

BLACK WIDOW COMPANY

The Black Widow Company catalogs the rebirth of this seminal Wolf's Dragon independent command, while placing it in context against the original.

BLACK WIDOW COMPANY PERSONNEL

Dossier write-ups (and illustrations) of each MechWarrior—along with a history of their specific 'Mechs—convey the unique aspects of each warrior and what makes them tick.

OPACUS VENATORI: SHADOW HUNTERS

This section conveys the birth and recent history of this elite Manei Domini Word of Blake hunter-seeker unit.

OPACUS VENATORI PERSONNEL

Extravagant illustrations and informative dossiers convey all the particulars of the MechWarriors—and their 'Mechs—that constitute this deadly combat command.

Note that the named Word of Blake OmniMechs in this product represent highly customized configurations which affect the base chassis design.

RECORD SHEETS

The final part of the book includes thirty-four pre-generated record sheets for the 'Mechs detailed in The Black Widow Company Personnel and Opacus Venatori Personnel sections. Any weapons and equipment found on the record sheets that are unfamiliar from either the Weapons and Equipment Tables (see pp. 303–304, *TW*) or the *Other Weapons and Equipment* (see pp. 129–143, *TW*) sections of the *Classic BattleTech Total Warfare* are detailed in the *Rules Annex* section of this book (see *Standard vs. Advanced* below for the exception).

Illustrations: The illustrations on each record sheet do not necessarily represent the exact variant of the 'Mech detailed. Instead, those illustrations are from various Technical Readouts and represent the stock design of the 'Mech in question (i.e., while weapons and equipment may change, the basic look of a given 'Mech always stays the same).

Note that this also applies to the photos in the Black Widow and Opacus Venatori Personnel sections. When available, the miniature that exactly matches the 'Mech stats is used. When a specific variant is not available in miniature form, however, a "stock variant" miniature is used; as with the illustration, the basic look remains the same, even if some weapons may be different.

Standard vs. Advanced

Fourteen of the record sheets mount weapons and equipment found in *Classic BattleTech Total Warfare*. Ten of the record sheets (representing the command lance/Level II of each force) include advanced technology; the word "advanced" appears under the Tech Base in the 'Mech Data section of those record sheets (rules for the use of that technology is found in the *Rules Annex*, p. 52).

Note: In addition to those advanced variants, Standard Rules variants are provided for the advanced variants, which allow players to use those miniatures in standard tournament play.



A BRIEF HISTORY

Dawn of the Jihad

We failed.

Because we got so caught up looking for the grand plot and the evil axis, we missed the signs right in front of us. Noketsuna tried to tell me, to warn me that the slaughter of Wolfnet agents throughout the Chaos March in 3067 meant more than an up-ante in the battle between the Allied Mercenary Command and the Word of Blake. We lost operatives and sources, and information disappeared before we knew it existed. I spent the last five years putting together the pieces, dragging leads and netting data and hooking sources across the Inner Sphere. The data does not lie: we failed, plain and simple.

And from our failure came Jihad.

—former Wolfnet analyst Margaret Tulliver, Arc-Royal, 3072

HOPE

On the first day of November 3067 citizens across the Inner Sphere expected a true month of thanksgiving. The end of the Federated Commonwealth Civil War meant an end to active warfare after seven long years. The Clans had been contained inside their occupation zones, and while dozens of worlds still suffered beneath the invaders' banner, hope was beginning to spread that the nascent Star League would finally deal with the Clan threat once and for all. Economies boomed as manufacturing turned away from wartime waste and back to civilian capacities. Families were reunited; wounds were healed; children were born. In the last days of November the leaders of the Inner Sphere and nearby Periphery gathered on Tharkad in the Lyran Alliance to choose a new First Lord of the Star League and begin the next new term of peace.



The Wolf's Dragoons are the first to feel the Word of Blake's fury.

And then the Star League dissolved, brought down by the same nationalistic idealism that caused the downfall of its predecessor, spreading a shadow across the Inner Sphere.

RAGE

"You will pay..."

Those were the last recorded words of Cameron St. Jamais, Precentor Martial of the Word of Blake, before he left Tharkad for the security of an orbiting Blakist WarShip. A relic of Lyran history, the ancient *Tharkad*-class battlecruiser *Invincible* unleashed the first burst of the Word's tantrum against the Inner Sphere by bombarding Tharkad City. No one can say for certain whether or not they specifically targeted the city's fusion power supply, but the whole Sphere knows what happened: a mushroom cloud of fire and death that swept across known space.

In the span of a week the Word of Blake revealed a fearsome capability by bombarding Tharkad and New Avalon. Intelligence agencies around the Sphere froze in cockeyed wonder, shocked that they'd missed the signs, that they'd not known in advance about the ships and the plans. They thawed quickly, but not quickly enough.

As for we Dragoons, we suffered. We dared to prod the sleeping tiger, and we paid for our temerity. Discredited mercenaries and shadow-bought sellswords attacked our homes in the cover of night, killed our families, slaughtered our children. We were so busy looking outward that we ignored the dangers at home. Outreach paid the price for our hubris and died beneath nuclear fires.

Jaime Wolf paid it with his life.

We knew about Gabriel. We knew the Word had found the Ruins, knew they'd salvaged WarShips and JumpShips and Unity only knows what else, but we should've realized more. The clues were all there, all the way back to 3057. Where had they gotten the engines for the *Impavidos*? Where were all the DropShips and the JumpShips and the WarShips coming from? We should have looked harder, but we didn't. We looked in the wrong places, sent Dragoons to the wrong places, and they died there. Hall. New Canton. Epsilon Eridani.

Mars.

JIHAD

The Word of Blake touched every nerve in the Inner Sphere across the next five years, igniting a new wave of hatred and warfare that made the Fourth Succession War look like a training exercise. Borders erupted into open warfare, with provincial leaders taking the reins of self-determinacy and simmering tensions boiling over.

The Federated Suns, still nursing the gaping wounds of the Civil War, fell into disarray when the Word of Blake bombardment of New Avalon turned into a Word of Blake invasion. Princess-Regent Yvonne Steiner-Davion was missing and feared lost during her journey back from Tharkad. Along the Draconis Combine border

small units raided into the Combine after rumors of massive POW camps. Within a year the Capellan March leapt into motion, invading the Capellan Confederation under the guise of freeing the fallen worlds of the St. Ives Compact.

Across the Sphere in the Lyran Alliance, Skye was struck by an unknown WarShip and ground force showing the colors of the Free Worlds' Sirian Lancers. In response, Skye declared war on the Free Worlds and launched an invasion. The nearby Bolan Province did likewise and together the two Lyran provinces carved a swath through the surprised Marik defenders. Even as these Lyrans were successful, however, others would soon be dying as the Jade Falcons once again stepped across the border to the martial drums of conquest.

The Free Worlds League rallied behind Marshal Jeremy Brett of Tamarind to repulse the Lyran invaders, throwing the Skye and Bolan forces back across the prewar border and then following, liberating more and more Steiner worlds as punishment for the unexpected invasion. Near Terra herself more and more Marik worlds joined the burgeoning Blakist Protectorate, a new hegemony of worlds filling the former Chaos March. And later, on Atreus, Captain-General Thomas Marik was exposed as an imposter.

The Capellan Confederation weathered the early Blakist storm with little difficulty, finding out only later that they had been maneuvered into the brief but vicious war that erupted between themselves and the Davion Capellan March. Sian itself, the shining jewel of the Confederation, was attacked and the Chancellor, Sun-Tzu Liao, thought lost. Chaos roamed the Confederation, just as it had the rest of the Inner Sphere.

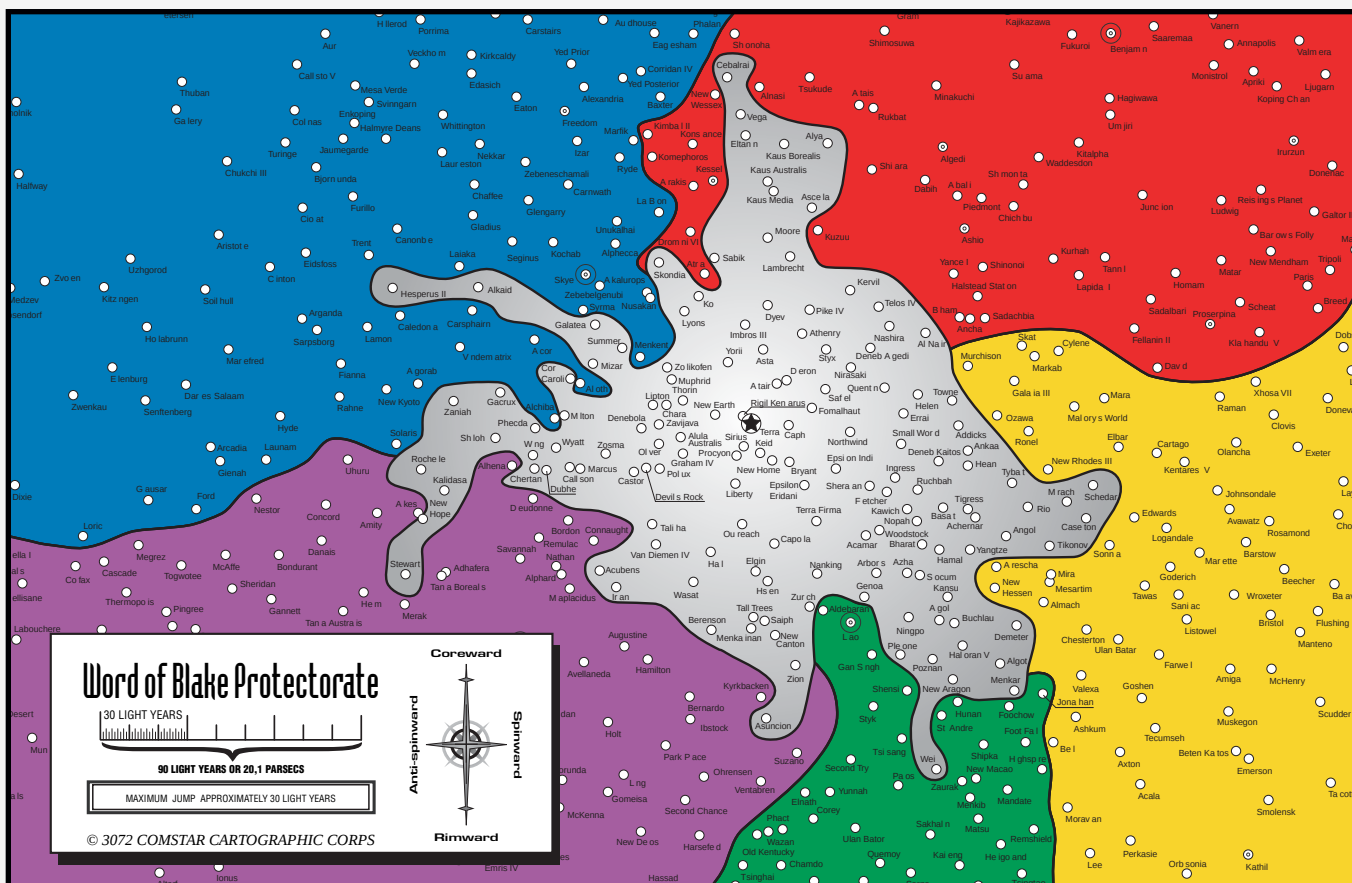
As if by simply turning a dial, the Blakists and their allies continued the escalation, involving the Periphery and even the Clans. The Snow Ravens, a little-known but still-deadly Clan, arrived in the Outworlds Alliance and immediately came into conflict with the Draconis Combine. The Taurian Concordat ignored its treaty obligations to the Capellan state and continued its untidy invasion of the Federated Suns. And the Magistracy of Canopus went dark.

As the years passed the stakes grew higher. Entire worlds began to die as it became clear that the Blakists were employing biological weapons. Alarion in the Lyran Alliance. Galedon in the Draconis Combine. Galax in the Federated Suns. None of these worlds support human life any longer, and some worlds like Galedon have been completely sterilized by nuclear bombardment. The Word expanded, taking world after world by force and subterfuge. As the haze of the White-Out lifted, we found that not even the Clans were spared as Tamar suffered beneath Blakist nukes.

SAMADH

Evil is always challenged. Even as the Blakists prosecute their annihilation of Mankind, the like-minded rise to oppose them. The injured heal, hardened by pain and motivated by justice. Blake's wrath has been horrific on the Dragoons, but the Black Widows have risen. And, as they open small wounds in the Blakist juggernaut, we will emerge, all of us, to drive the spears of our hate into those wounds until they fester and kill.

It will be a long night, but the morning always comes. We will stand again in the light. Our dead demand it.





THE BLACK WIDOW COMPANY

Unit:

Church's Independent Company,
Wolf's Dragoons

Also Known As:

The Black Widow Company

Affiliation:

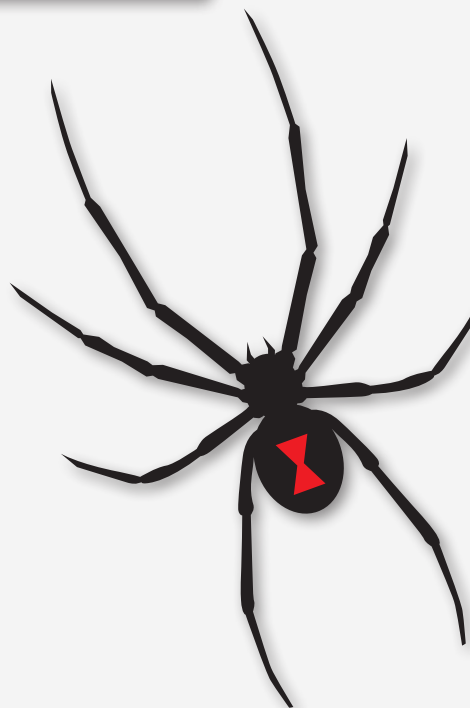
Mercenary

Nominal Strength:

Three BattleMech Lances

Parade Color Scheme:

Black with red trim



Company Insignia:

A black spider with a blood-red hourglass



RA/WB

Stacy Church finalizes her Command Lance during the hellish fighting on Outreach.

Command Lance

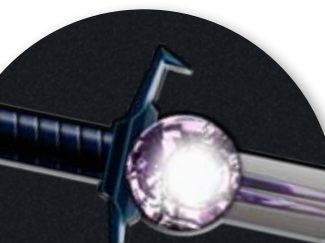
Captain Stacy Church (ZEU-9WD Zeus X Stacy)
Lieutenant Jacob Kincaid (UZL-2S Uziel Jacob II)
Francine (GRF-6S Griffin Francine II)
Calvin Magdalena (BLR-4S BattleMaster Calvin II)

Fire Lance

Lieutenant Eirene Rondema (GAL-4GLSA Gallowglas)
Orrin Fletcher (DV-7D Dervish)
Michael Ramirez (ARC-7S Archer)
Max Henriksen (CBR-02 Cobra)

Recon Lance

Lieutenant Wyatt Rolfe (WLF-4WA Wolfhound)
Neil Gibson (FFL-4DA Firefly)
Halle Yost (TLN-5W Talon)
Russel Madison (LCT-6M Locust)



Practically since the dawn of the BattleMech the men and women who pilot them have seen themselves as modern-day knights. The feudal trappings that Inner Sphere society quickly adopted as it spread did little to hinder this trend, and in the end, even the common people began to see these MechWarriors, as they were named, as true heroes and villains. Out of that worship grew entire cults and aristocracies, and out of those grew legends. Companies, battalions, even regiments of elite warriors thrilled both young and old, and the warriors that piloted the machines became almost gods. Every generation had its heroes.

And then came the Black Widows, and all other legends paled.

—from A Widow's Tale: Rise of the Black Widows, Old Connaught Press, 3073

ORIGINS

Within a decade of entering the Inner Sphere, the Dragoons created a small independent company as a place to give misfits and malcontents one last place to serve the Dragoons before they

Wolf's Dragoons

In 3005 a convoy of JumpShips and DropShips appeared in the Federated Suns' system of Delos carrying more than five complete regiments of unknown BattleMechs. The unit, identifying itself as Wolf's Dragoons, immediately offered its services to the Armed Forces of the Federated Suns as mercenaries. Prince Ian Davion accepted and posted the Dragoons to New Valencia with orders to begin operations against House Liao's Capellan Confederation. And the rest, as they say, is history...

For the next twenty years the Dragoons fought and served with every Successor State of the Inner Sphere, giving each the most sterling service of any mercenary command anywhere. In every contract they faced incredible odds and emerged victorious, using unorthodox tactics and sheer determination to win through almost any obstacle. Even the relative handful of defeats they suffered have been hailed as the absolute best any unit could have done in a similar situation. In short, Wolf's Dragoons became the epitome of the modern BattleMech mercenary.

And then came the Fourth Succession War. Then came House Kurita.

After a vicious period of raging warfare between the Dragoons and the Draconis Combine Mustered Soldiery—a period of warfare that held almost the entire Draconis front in check while Hanse Davion's AFFS was pounding the Capellan Confederation to pieces—the Dragoons emerged battered and broken. Given the world of Outreach for their service, the Dragoons bent themselves to rebuilding, slowly returning to their former glory. They shaped a fearsome unit from the ashes of Glenmora, Crossing, and Misery. A few short years after the cauldron of the Fourth Succession War, the Dragoons emerged from Outreach.

They sent the Black Widows.

—from A Widow's Tale: Rise of the Black Widows, Old Connaught Press, 3073

were dismissed or even executed. A young lieutenant named Natasha Kerensky was promoted to lead this company and under her command that company of Wolf's Dragoons became the most respected and feared BattleMech company in the Inner Sphere.

The Black Widow Company.

Captain Kerensky trained her warriors hard, turning that collection of undesirables and ne'er-do-wells into the most elite company of mercenaries around. They specialized solely in small-unit action, in being the best company they could be. Colonel Jaime Wolf, commander of the Dragoons, knew all too well that there were some situations where the best instrument may not be the massive hammer of one of his regiments, but the deadly small scalpel of a single company. Under Captain Kerensky, the Widows—named for the Black Widow herself, Natasha Kerensky—became the sharpest of scalpels.

LEGEND

Kerensky's Independent Company fought in almost every major engagement Wolf's Dragoons ever took part in. The first action that brought them to prominence, however, was their assault and razing of Anton Marik's headquarters on New Delos during one of the many Marik civil wars. They followed that victory up with many more, including beachhead assaults on mighty Hesperus II itself in 3019. In contract after contract, wherever the Dragoons' banner flew, the Widows were always where they needed to be.

Even on Misery.

METAMORPHOSIS

After the mauling of the Fourth Succession War, the Black Widows took shelter on Outreach with the rest of the Dragoons for a short while. Expanding her company to battalion size, newly-promoted Colonel Natasha Kerensky soon led her Black Widow Battalion into action while the rest of the Dragoons recovered. In a few short years the Black Widows became the elite of all mercenaries, and it wasn't until Colonel Wolf activated the rebuilt Beta Regiment that the Widows came home. Kerensky led her battalion to the Dragoon training facilities on Remus, the smaller continent of Outreach, and became the sword against which all Dragoons were tested.

Then came the Clans, and the days of the Black Widows ended.



RA/WB

Calvin Magdaleno attempts to sneak up on Precentor Berith.



The Wolf Dragoons

It is common knowledge today that the ferocious mercenaries known as Wolf's Dragoons originated in Clan space as a sort of reconnaissance-in-force from Clan Wolf as a prelude to the eventual invasion of the Inner Sphere. Jaime Wolf and all his officers were former Clan Warriors, and Natasha Kerensky was one of the Bloodnamed.

The precise date that the Dragoons turned away from the Clans and toward the Inner Sphere is not known. Some have posited that they were always meant to do what they did, and turn against their onetime masters to help throw back the Clan juggernaut. What is known, however, is that sometime in 3051 Natasha Kerensky left the Dragoons and returned to the Wolves.

She emerged a year later at the head of Clan Wolf, a Khan among them and leader of their armies. She led them to victory after victory, but did so in a way that reduced the carnage. Her efforts to win the Wolves control of the invasion—and thereby end it—were seen by many as traitorous, but in the end she simply followed her conscience.

—from *A Widow's Tale: Rise of the Black Widows*, Old Connaught Press, 3073

Honornames

One of the more esoteric Dragoon customs is that of Honornames. Based on the Clan practice of Bloodnames, Dragoon Honornames are surnames taken from Dragoon heroes. Any Dragoon of a certain ageframe can compete in a series of Trials to earn the right to bear an Honorname. Unlike Bloodnames, however, Honornames are adjudicated by ageframe, which means there is no set limit to the number of Honorname holders.

Although any Dragoon can compete for an Honorname, the custom has taken strong hold with Dragoons born from the iron wombs and raised in Dragoon sibkos in the 3040s and 3050s. Since many of the sibkos are formed from the genetic legacy of Dragoon heroes (as is Clan practice), it is not uncommon for a sibkid to fight for the Honorname of a genetic donor.

SPIDER LEGACY

After Natasha Kerensky's departure to rejoin the Wolf Clan, Major MacKenzie Wolf took over command of the Black Widows, renaming them the Spider's Web Battalion. Jaime Wolf's son, Major Wolf was an innovative and respected commander, but he lacked the flair of his former commanding officer and the ironclad respect commanded by his famous father. He led the battalion well until his death at the outbreak of the Dragoons' Civil War.

From the chaos of that Civil War emerged the Wolf Spider Battalion, commanded by Natasha Kerensky's old Recon Lance commander, John "Gentleman Johnny" Clavell. The Wolf Spiders made a respectable name for themselves over the next decade as the Dragoons' troubleshooter unit, often rekindling the legend of the original

Black Widows by accomplishing a task that no one else could. They fought and won again and again, until finally the Word of Blake entered, with all their treachery and deceit. Like the Black Widows before them, they held the line, and paid in blood. They were there in Harlech on The Day, and they fought.

Until The Day After.

The Wolf and the Word

Wolf's Dragoons have always had a famous mistrust for ComStar, and when the schismatic Word of Blake splintered from the newly-secular order, the Dragoons promptly transferred that animosity to the zealots. The formation of the Allied Mercenary Command, a coalition of like-minded mercenary units dedicated to keeping the Chaos March free of Word of Blake aggression, was only one of the steps the Dragoons took to try and curtail the often-hidden and malevolent aims of the Blakists. The Dragoon intelligence apparatus, Wolfnet, quickly went to hidden war against the Blakist ROM. The infamous Seventh Kommando special operations teams often paired with Wolfnet operators to inflict serious but understated damage to Word of Blake apparatchiks across the Chaos March.

The Word had a long memory.

Even before the death of the reborn Star League in November, Blakist agents struck, sponsoring a surprise terrorist attack in Harlech in concert with a mercenary assault on the city. Dragoons on-world were able to defeat the cowardly assault, but the cost was very high: during the final battle Jaime Wolf, the soul of the Dragoons, was killed. And then we killed every last breathing son of bitch who refused to stand down, and we looked to rebuild.

Until the Word came back, and called down the stars themselves upon us.

—from the collected notes of Maeve Wolf

DEATH GROUND

The rest of the Inner Sphere would soon be plunged into war on a scale not seen since the First Succession War. But on Outreach in November and December, Dragoons were fighting and dying while the rest of the Sphere looked to far Tharkad for salvation. The mercenary attack was beaten off and we looked around and took stock.

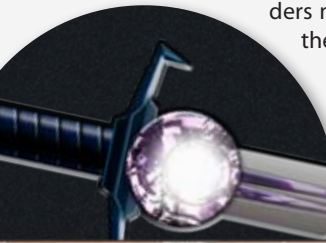
In the first days of December we sent out our emissaries to the Word to speak to them in a language that they would understand. Beta Regiment, Zeta Battalion, a regiment of the Dismal Disinheriteds and Lindon's Battalion made sail for Terra to show the Word that they too were vulnerable. Task Force Vengeance entered the Terran system in the second week of December and disappeared. They died, to a man, on and around Mars.

And then the Word struck back.

Two Divisions and several WarShips of Word of Blake Militia fell upon Outreach in retaliation, striking at the on-world troops and our supporting units with a ferocity almost equal to our own.

Almost equal; they weren't Dragoons.

Orbiting Blakist WarShips began a systematic bombardment of Dragoon facilities in the Outback and select targets on Romulus, including Harlech. Even as Second Harlech was raging to an end,



the Wolf Spiders were forcing the Word of Blake back. Supported by the surviving elements of Gamma Brigade and the subcontracted Broadsword Legion, the Wolf Spiders were rallying the defenders and rolling back the attackers. And then the Broad-swords turned, and the Wolf Spiders died.

General Wolf and Alpha Brigade arrived in-system just before Christmas and tore into the Word units, savaging a WarShip and turning the tide on the ground. For a short while they had hope, and then the bottom fell out. The Word of Blake, sensing their imminent defeat, upped the ante in what should have been seen as a foreshadow of things to come.

The Broadsword Legion

A small unit of ex-Com Guard soldiers led by former Pre-centor Kari Marita, the Broadwords were present at First Harlech and offered their services against the Blakists when Second Harlech erupted. Dragoon officers, under pressure by more Word of Blake units than they could face on their own, accepted many offers of assistance. The Broadwords were given to Major Clavell's Wolf Spiders and ordered to support that battalion's actions in and around Harlech. Other units such as Battle Magic were given other assignments to support Dragoon operations. Most of those units died under those contracts, fighting as they were hired to do in the finest traditions of mercenaries everywhere.

The Broadwords turned.

As Second Harlech reached its crisis point, the Legion turned against the Wolf Spiders, crushing Tarantula Trinary without giving them a chance to defend themselves and suckering the Black Widow Trinary into a trap. It was only the quick thinking of Captain Stacy Church and the sacrifice of many of her Dragoons that allowed any of the Wolf Spiders to survive and be evacuated with Alpha at the end of December.

The Broadwords stayed on Outreach, under contract to the Word of Blake, and every Dragoon alive has sworn to avenge that betrayal with blood.

—from MRBC Field Report A3457-delta, "Report on Rogue Mercenaries," December 3070

EXODUS

After the Blakist bombardment, it was clear to Maeve Wolf that to stay on Outreach was to die. She initiated an evacuation, carrying as many Dragoons and dependents as could be carried, and left Outreach for Arc-Royal. The final surviving Dragoon WarShip in-system, the *Aegis*-class *Alexander*, sacrificed itself to allow the Dragoon transports to escape, and the remnants of Gamma Brigade and other volunteers remained on Outreach to prosecute a guerilla war against the Blakist invaders. The other Dragoons began the long journey across the Lyran Alliance.

In March, even as they arrived at Arc-Royal, Maeve Wolf received word that the Gamma fighters on Outreach were quickly falling into an untenable position. She asked for and received aid from the Kell Hounds and Clan Wolf (in-Exile) to return to Outreach and rescue whomever she could. In the end, barely a few companies of Dragoons escaped with several hundred civilians.

Outreach had finally fallen.

A TIME FOR PAIN

Throughout 3068 and 3069 the Dragoons rested on Arc-Royal, healing what wounds they could and trying to find some semblance of order. The regiments were shattered, far worse than they had been in the Fourth Succession War. The rock of the Dragoons, Zeta Battalion, lay shattered on the blood-red sands of Mars. Jaime Wolf was dead. The Wolf Spiders were bled dry, slaughtered by treachery. The reputation of mercenaries across the Sphere was plummeting, and in a final painful spasm of violence, Delta Regiment died on Buckminster, the victim of Combine and Word of Blake scheming.

The Dragoons were far from dead, but they were barely alive.

The first attempt to build a unit failed spectacularly. Maeve followed the guiding hand of Jaime Wolf, using his blueprint from the Fourth Succession War, and resurrected the concept of provisional companies. Four such companies were formed, with the idea of creating a reinforced battalion that could carry the Dragoon banner back into the field and begin the healing process. After several months of exercises Maeve brought them together for a joint exercise, determined to remind them that they were Dragoons. A team of Kell Hounds volunteered to act as the opposing force, and the event drew spectators from the disparate mercenary commands that called Arc-Royal home.

The Dragoons were defeated in minutes. It was only through the grace of Morgan Kell that the ROMs of that engagement were destroyed, rather than spread across the hyperpulse network. Maeve immediately disbanded the provisional companies and went back to the drawing board. In the end, she was left with only one option.

A TIME FOR VENGEANCE

The only company-grade officer from the Wolf Spiders to survive Outreach was Stacy Church, commander of the Black Widow Trinary. It was an easy choice for Maeve Wolf to make—they had served together in the Spider's Web during Elson's Challenge—and the symbolism was too great to pass up.

The Wolf Spiders were reborn.

Stacy Church's first attempt to build a company from the Dragoon survivors failed as miserably as the provisional companies did. She formed a company from volunteers after choosing officers to help her, and tested them against the Kell Hounds and the Wolves (in-Exile). Two weeks of training exercises were implemented to get the warriors used to fighting as a team.

Three Dragoons died in six days, the victims of suicide. One of those, the officer Stacy had chosen to lead her Recon Lance, killed himself by running his *Wolfhound* off a cliff face into the rocks below. Stacy was ready to give up, but Maeve convinced her to change her plans and work with a different Dragoons legend. The Wolf Spiders were dead. It was time to resurrect an older legend, a more feared legend. Stacy finally accepted, but knew that there was no way she could create the unit that Maeve wanted on Arc-Royal. If they were to be the new Black Widows, they'd need harder troops than could be found in safety. They'd need veterans. They'd need malcontents. They'd need MechWarriors whose sole aim in life was to kill the disciples of Blake.

The Black Widows, such as they were, lifted off-world for Outreach.



GHOSTS

By the end months of 3069 the Word of Blake had divested Outreach of all of its troops save for two significant mercenary commands and a host of smaller, disreputable units. The

Broadsword Legion, what was left of it, was placed in control of Romulus, including the ruins of Harlech and the DropPort. Wannamaker's Widowmakers, a unit with long-standing hostilities against the Dragoons, would soon be given Remus to pick over. These two units were deemed appropriate for dealing with the few scattered cells of Dragoon resistance still on-world.

In October of 3069 a Word of Blake courier descended on Harlech with a special prisoner. During the Task Force Vengeance assault several warriors of Zeta Battalion had been captured instead of killed. By far the most important prisoner had been Major Tara Lucas, second-in-command of Zeta Battalion and the highest-ranking officer captured. After two years of "processing," she was sent to Outreach to be paraded before the resistance movements there as a symbol of the divine forgiveness of Blake's Will. A small escort was deemed enough and the first stop of the tour was Harlech.

It was also the last stop.

One of the units that had refused to be evacuated was the remnants of the Elemental Strike Cluster ("The Toads from Hell"). Although they were down to less than a Star's worth of working battlesuits, the Elementals struck the small convoy carrying Major Lucas as it was traversing the center of the city and rescued the Zeta officer. The resistance leader in charge, Major Elson Novacat, made it his personal mission to bring Lucas out of the self-imposed funk she'd sunk into. After several weeks of devoted effort, Tara Lucas responded, and out of the haze of her pain came the boiling purpose of hate and revenge.

STRANGERS FROM THE SKY

The Word of Blake blockade of Outreach was structured to keep vessels from fleeing out of the gravity well, and the Black Widows made good advantage of that loophole when they emerged from a pirate point very near Outreach in early 3070. The small *Leopard*-class DropShip carrying Captain Church and the other warriors of the Black Widows was detected and attacked by a flight of aerospace fighters, but managed to bring itself down without damaging its cargo.

The first Widow BattleMech to step on Outreach's soil was Stacy Church's *Zeus*, followed quickly by Jacob Kincaid's *Uziel* and Eirene Rondema's *Gallowglas*. The last 'Mech off the DropShip, Michael Barstow's *Phoenix Hawk*, came under fire even as it exited the 'Mech bay. A Level II of the Broadsword Legion had seen them come down, called into position by the aerospace fighters.

The Widows immediately attacked, destroying a Broadsword *Clint* and damaging a companion *Initiate* and *Buccaneer*. Relishing the feeling of finally striking back at their enemies, the Widows were nearly cut off by Broadsword reinforcements before Kincaid saw the trap closing and led his lancemates out of the city. Michael Barstow died in the retreat toward the Ridges as elements of the Broadwords pursued the Widows out of Harlech.

As the Widows lance moved into the mountains, the Broadwords mounted an effort to capture the newly-landed Dragoons. A pair of DropShips lifted two units of Broadsword 'Mechs into the Ridges while a mixed II of tanks and 'Mechs kept the pres-

sure on the trio of wounded Dragoons. They finally met at Royal Pass, three black Dragoon BattleMechs in red trim against more than three times their number of enemies. Stacy Church and the others prepared to make their stand, but not all the Dragoons on Outreach were dead.

Led by a fiery sibkid named Francine, two battered lances of Dragoon 'Mechs appeared out of the Ridges and attacked the Broadwords from behind even as the follow-on tanks pushed forward. As soon as the first lasers cut into the Broadwords, the Widows stole the initiative back, attacking uphill and creating a hole in the Broadsword line. Although it cost three of the resistance 'Mechs, the Widows escaped into the wilds of the Ridges, out of reach of the pursuing forces.

PAINFUL REMINDERS

Over the next several months two distinct resistance groups formed and operated across Romulus, striking at the Broadsword Legion and other Blakist mercenary units wherever they found them. One of those groups was formed from the Widows and the resistance group that rescued them, and operated mostly along the Ridges where they could keep an eye on Harlech. The other was much larger, nearly a battalion's strength when gathered together, and operated from the shattered city of New Wyatt, across Romulus from Harlech and the Ridges. Originally built around the core of the Elemental Strike Cluster, by April 3070 this group was led by Tara Lucas, who assumed command when Elson Novacat was killed in a skirmish near An Numsan.

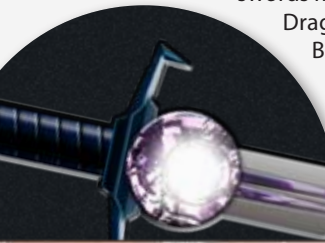
By June of 3070 both groups were aware of each other. Several teams of Seventh Kommando operators moved freely across Romulus (and even to Remus, if rumor was to be believed) and traded information among each cell they found. Both Tara Lucas and Stacy Church were intrigued by the news of the other. Stacy Church was amazed that anyone had survived Mars and wanted to know all she could about the major's escape, while Tara Lucas was trying to decide whether or not a new unit calling itself the Black Widow Company could be believed.

A MEETING

In September of 3070 the leaders of the two groups agreed to meet in Am Numsan. Stacy Church and Jacob Kincaid met with Tara Lucas and one of her officers for six hours in the conference room of a beverage company. The meeting was facilitated by the Black Wolf team of Seventh Kommando and its leader, Lieutenant Peter Whitehorse. Both commanders were interested in any intelligence on Word of Blake or mercenary movements on Outreach, and both were impressed when Whitehorse delivered a detailed report on the status of the newly-arrived Wannamaker's Widowmakers on Remus. The meeting quickly fell apart, however, when Tara Lucas attempted to order Stacy Church to hit specific targets.

The Black Widows had always been an independent command, and with a commission from Maeve Wolf herself, Stacy did not recognize Tara Lucas' right to give her orders. She agreed to share any and all intelligence and to coordinate as many actions as they could, but she refused to be subordinate to the other officer. The meeting ended more as a truce than an accord, but the two leaders went back to their camps with more information than they had had before, and not a little hope.

The next nine months were very hard for the Word of Blake defenders of Romulus. The Black Widows (finally up to company strength on paper, at least) struck repeatedly at isolated



Broadsword garrisons near Harlech while Tara Lucas' Ghosts destroyed more lance- and company-sized units than can be named across the rest of Romulus. It wasn't until April 3071 that the final blow was struck.

Acting in concert for the first time, the two groups drew the Broadsword Legion out of Harlech by parading the Black Widow Company in its entirety past a remote sensor post. Almost the entire Legion gave chase, including its commander, Precentor Kari Marita, the traitor of Harlech.

Just inside the rough border of the Ridges the Widows allowed themselves to be caught. At their head was Captain Stacy Church in her *Zeus*, challenging Kari Marita for the treachery of Harlech. The Broadswords declined and massed for the attack, moving toward the cornered Widows with steady determination. The first shots fell true, destroying a Widow *Stinger* in the opening fusillade.

And then the world exploded as Tara Lucas's Ghosts rose up from concealment and opened fire. The Broadswords fought bravely and took many Dragoons with them, but in the end barely a handful of them got away, including Kari Marita. The Widows were down a lance's worth of warriors and machines, and the Ghosts almost a company, but the Broadswords were no more. Kari Marita disappeared off of Outreach shortly after.

TURNING BACK THE TIDE

With the destruction of the Legion, the Dragoons claimed control of Romulus in fact, if not in name. None of the other, smaller mercenaries would stand and fight outside the fortifications of Harlech and the other Blakist strongholds, and there was always the danger that the zealots would release more and more weapons of mass destruction on the already-battered world. Tara Lucas advocated a serious campaign of search-and-destroy missions to clear the Blakist infestation from Romulus, but Stacy Church argued for rebuilding. A third of her unit was dead, after all, and even though the same could be said for the Ghosts, they had greater resources to draw on. In addition, the destruction of the Broadswords brought in literally hundreds of volunteers that were put to work rebuilding bits and pieces of New Wyatt and Harlech.

In November Peter Whitehorse appeared at a meeting between Tara Lucas and Stacy Church and revealed information about Wananmaker's Widowmakers on Remus. The Sevens had been harassing the Widowmakers for most of the year, and had managed to

keep them from capturing a number of the Dragoon secrets still to be found on Remus. Whitehorse had returned to Romulus to ask for help. A number of Dragoon dependents and innocent civilians had been rounded up and detained in an administration center in the Outback to try and cow the Sevens into submission. The Kommandos needed help to free them, and with the Legion gone, Whitehorse felt that they could be spared.

Stacy Church enthusiastically volunteered her Widows for the duty and drew enough recruits to bring her company back to strength. Tara Lucas initially balked at the idea, but a quick poll of her people convinced her that they would go with or without her. Preparations began in earnest to cross the Argosyan Sea. A survivor of the Special Recon Group was brought in to try and give them the fording route through the straits at Jormenai, but it turned out that Whitehorse had another route. He had *Tiberius*.

A relic of the Star League, *Tiberius* was a submersible cargo vessel configured for transit between Romulus and Remus, and the Sevens had been using it since well before the Jihad for moving secretly between the two continents. The submarine easily had enough capacity to move all of the combat elements of the Ghosts and the Widows across the Sea.

BREAKOUT

The attack on the administration center was a trademark Dragoon assault. After two years of concerted operations against the Broadswords, the Widows and the Ghosts were confident against the Widowmakers. The Sevens began a harassing campaign against the Widowmakers with the Black Widows in support, while the Ghosts attacked the administration center directly. The Widows led the bulk of the Widowmakers away from the admin center while the Sevens disengaged and moved toward the Wananmaker landing zone. It cost the Kommandos heavily but they managed to capture several of the Widowmaker DropShips, a *Union* and three new *Auroras*. The Widows kept steady contact with the Widowmakers, managing to stay far enough ahead of them that they could break off before getting heavily engaged. And the Ghosts stormed the admin center.

Tara Lucas never came out.

Upon learning this, the Black Widows turned and attacked, leaving the Sevens and the conventional assets of the Ghosts to get the refugees loaded into the DropShips. The Mech assets of the Ghosts joined with the Widows to rout the Widowmakers away from the admin center, sending them retreating into the badlands of the Outback. The Dragoons declined to pursue, instead turning back to the LZ and the DropShips. There were decisions to make.

WIDOWS UNLEASHED

The Widows claimed the *Union*-class DropShip for themselves and announced their intention to leave Outreach. Stacy Church accepted enough volunteers from the Ghosts to bring the Widows to full strength and then organized them to continue the fight on Remus. Two of the captured *Auroras* went to the refugees, and the Sevens claimed one. Whitehorse announced his intention to travel off-world as well, leading his Kommandos against the Blakists throughout their Protectorate. A prearranged signal sent from the captured Widowmaker HPG called in enough JumpShips to escape. Before leaving Outreach Stacy Church sent a short message via HPG to Maeve Wolf on Arc-Royal.

"The Black Widows are back."



Two Widow warriors take the high ground against an enemy.



"I may be a mercenary, but with the Word, the money's always right."

MECHWARRIOR PROFILE

Stacy Church was raised in a Dragoon sibko but came from an Inner Sphere family. She was one of many orphans adopted during the years between the Fourth Succession War and the Clan Invasion. She tested very highly during her initial testing and those scores won her a place in the Spider's Web Battalion just in time for Elson's Challenge. She chose to side with the majority of the Battalion and fought against the Dragoon rebels.

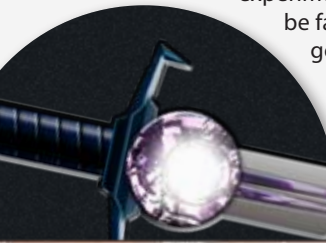
As a reward for her service in that and other conflicts, Stacy was given command of the prestigious Black Widow Trinary of the Wolf Spider Battalion in 3064. Her Trinary was the only one to survive the Broadsword's treachery, and although she was injured she pleaded to remain behind when Alpha Brigade pulled the majority of the remaining Dragoons off of Outreach in late December.

'MECH HISTORY

The *Zeus* Stacy pilots was a gift from the Kell Hounds upon the Dragoons arrival on Arc-Royal, a gift meant to give them a fighting chance of regaining something of what they lost. One of the first decisions Maeve Wolf made in 3068 was not to try and resurrect the Dragoon's lost manufacturing capabilities in the uncertainty of the Jihad. This made re-equipping the Dragoons a strictly Inner Sphere proposition, and the *Zeus* is a perfect example.

The *Zeus-X* is a test-bed BattleMech that mounts some of the most advanced Inner Sphere weapons available to the Kell Hounds and Dragoons. While it is a far cry from the Clan-made *Mad Cat* she had previously piloted, Stacy finds the *Zeus*' accuracy and high-tech defenses just as deadly as her OmniMech.

More importantly, that advanced technology will allow Stacy to go head-to-head with the best technologies fielded by the Word of Blake. That more than balances the risk of fielding such experimental equipment when the Widows will often be far from extensive repair facilities should things go wrong.



STACY CHURCH

Rank/Position: Captain, Commander Black Widow Company

Born: 3036 (36 in 3072)

Affiliation: Wolf's Dragoons

Home Planet: Caph

'Mech: ZEU-9WD *Zeus-X* Stacy

'Mech Piloting Skill: 2

'Mech Gunnery Skill: 1

ZEU-9WD ZEUS-X STACY

Technology Base: Inner Sphere (Experimental)

'Mech Identification Number: ZEUX0003

Mass: 80 tons

Chassis: Chariot Type III

Power Plant: Defiance Light 320

Cruising Speed: 43.2 kph

Maximum Speed: 64.8 kph

Jump Jets: None

Jump Capacity: None

Armor:

Glasgow Limited Light Ferro-Fibrous with
CASE;

NAIS Blue Shield Particle Field Damper (E)

Armament:

1 Defiance 2002 Heavy PPC

1 Defiance Disintegrator LB 10-X

2 Defiance BSL Extended-Range Lasers

1 BL-AM-WC Actuator Enhancement
System (E)

Manufacturer: Defiance Industries

Communications System: TharHes Calliope
ZE-2

Targeting and Tracking System: TharHes
Ares-7



JACOB KINCAID

Rank/Position: Lieutenant, Executive Officer

Born: 3043 (29 in 3072)

Affiliation: Wolf's Dragoons

Home Planet: Outreach

'Mech: UZL-2S Uziel Jacob II

'Mech Piloting: 3

'Mech Gunnery: 2

UZL-2S UZIEL JACOB II

Technology Base: Inner Sphere (Experimental)

'Mech Identification Number: UZL2S0074

Mass: 50 tons

Chassis: Foundation E50 Endo Steel

Power Plant: Magna 250 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph, 109 kph w/

Supercharger (E)

Jump Jets: None

Jump Capacity: None

Armor: Glasgow Limited Light Ferro-Fibrous

Armament:

2 GM Whirlwind Light AC/5

2 Defiance PSM Medium Pulse Lasers

1 Defiance Trak-Shot III Streak SRM-6

Launcher

2 BL-AM-WC Actuator Enhancement

Systems (E)

Manufacturer: Defiance Industries

Communications System: Neil 6000-g

Targeting and Tracking System: RCS

Instatrak Mark XXII



"Go ahead, watch the big scary guy... see who slips the knife in."

MECHWARRIOR PROFILE

Jacob Kincaid is the first Dragoon to bear the Honorable Kincaid. The Founder, Captain Ralph Kincaid of Delta Regiment, died on Wapakoneta in the Fourth Succession War. Notorious as the only Dragoon to ever command his family in combat, Kincaid's famous raging hatred of House Kurita brought about his death against the Twelfth Galedon Regulars.

Jacob Kincaid shares many features with his progenitor but the most poignant is hatred. As a Dragoon sibkid Jacob viewed the Dragoons as his only family and Jaime Wolf as his grandfather, a trait shared by many young Dragoons. Jacob hates the Word of Blake—and the Broadsword Legion especially—with a white-hot rage that he keeps just beneath the surface. A superb MechWarrior and administrator, Jacob was Stacy Church's first choice for her XO. She convinced him to leave the Trial fields of Arc-Royal behind and begin to take his revenge.

'MECH HISTORY

Although entitled to a heavier machine, Jacob has kept the *Uziel* he won in combat on Arc-Royal soon after the Dragoons' arrival. Given the availability of equipment that flows through Arc-Royal he has managed to upgrade the machine significantly, including using some experimental equipment. He named the 'Mech "*Michael*" soon after he won it, in honor of the son of Ralph Kincaid, who died against the Kuritans.



"I've fought alone... it's better to have mates at your back."

MECHWARRIOR PROFILE

When the Word of Blake struck at Outreach, Francine was two weeks out of her sibko. Her training company was thrown into combat against the invading Word of Blake divisions in and around Harlech until The Day After. She proved herself a testament to Dragoon training by single-handedly taking down six Blakist 'Mechs while defending a convoy of dependents trying to escape across the Ridges to Am Numsan. When the rest of the Dragoons escaped in December, Francine stayed behind.

It wasn't until 3070 when Stacy Church returned to Outreach to build her new Black Widows that Francine found her place. She'd been fighting with a small group around the ruins of New Wyatt, and when they discovered a small group of Dragoons fighting their way through the Royal Pass of the Ridges, they helped turn the tide against the Blakist mercenaries. Francine was the first of the Resistance warriors to formally join the Black Widows.

'MECH PROFILE

Francine's *Griffin* is not a new machine, but she has taken advantage of the smorgasbord of captured Blakist technology (some of it captured from other sources, making its use against the Blakists sweet justice) to retrofit the vintage BattleMech into a deadly tool of revenge. Most enemies never suspect the deadly snub-nose PPC replacing the old Fusigon model, the supercharged fusion engine, or the experimental "glazed armor" that is so effective against the Blakists' new variable pulse lasers.

FRANCINE

Rank/Position: Mechwarrior, Widow's Command Lance

Born: 3049 (23 in 3072)

Affiliation: Wolf's Dragoons

Home Planet: Outreach

'Mech: GRF-6S *Griffin Francine II*

'Mech Piloting: 3

'Mech Gunnery: 3

GRF-6S GRIFFIN FRANCINE II

Technology Base: Inner Sphere (Experimental)

'Mech Identification Number: GRF6S0045

Mass: 55 tons

Chassis: Earthwerks GRF Endo Steel

Power Plant: Defiance 275 Light Fusion
Engine

Cruising Speed: 54 kph

Maximum Speed: 86 kph, 109 kph w/
Supercharger (E)

Jump Jets: Rawlings 55

Jump Capacity: 150 meters

Armor: Lexington Ltd. "Glazed" Laser-
Reflective with CASE (E)

Armament:

1 Lord's Light 3 Snub-nose PPC

3 Diverse Optics Extended Range Medium
Lasers

1 Coventry Starfire Long Range Missile
Pack

Manufacturer: Defiance Industries

Communications System: Neil 6000

Targeting and Tracking System: RCS

Instatrack Mark X



CALVIN MAGDALENO

Rank/Position: Mechwarrior, Widow's Command Lance

Born: 3043 (29 in 3072)

Affiliation: Wolf's Dragoons

Home Planet: Outreach

'Mech: BLR-4S *BattleMaster Calvin II*

'Mech Piloting: 3

'Mech Gunnery: 2

BLR-4S BATTLEMASTER CALVIN II

Technology Base: Inner Sphere (Experimental)

'Mech Identification Number: BLR4S0002

Mass: 85 tons

Chassis: StarFrame Heavy

Power Plant: 340 Vox Light

Cruising Speed: 43.2 kph

Maximum Speed: 64.8 kph

Jump Jets: None

Jump Capacity: None

Armor: Lexington Ltd. "Glazed" Laser-Reflective with CASE (E)

Armament:

1 Mydron Model RC Rotary AC/5

2 Defiance 1003 Light PPCs

4 Diverse Optics Extended Range Medium Laser

2 Coventry Light Autoguns

1 Shannon Super-60 Streak SRM-6

Manufacturer: J.B. BattleMechs Inc.

Communications System: O/P 3000 COMSET

Targeting and Tracking System: Cyclops Multi-Tasker 10



"It doesn't take two eyes to shoot a Blakist."

MECHWARRIOR PROFILE

Calvin Magdaleno is another Honornamed Dragoon sibkid, the offspring of a Dragoon hero from the Fourth Succession War. Ramon Magdaleno was a hero of Deshler and Wapakoneta, and died saving other Dragoons. Calvin is the only surviving member of his ageframe, but he won the name before The Day. Injured during the bombardment of Harlech, Calvin languished in a MASH unit for most a year until he healed well enough to join Tara Lucas' Ghosts. He fought with distinction through most of the campaign harassing the Broadwords. During the final engagement he captured his *BattleMaster* from a Broadsword Level II commander.

Calvin, like most of his brothers, is a quiet man who carries most of his emotions below the surface. Although card games are popular among the Magdaleno sibkos, Calvin shuns them. He keeps busy with books and maintenance on his BattleMech, helping the Black Widow technicians keep the other 'Mechs in top shape.

'MECH HISTORY

Calvin's *BattleMaster*, *Ramon*, was one of the machines refurbished on Hall in the Word of Blake refit yards there. Calvin has taken many of the modifications the Blakists installed in stride but has also added his own touches. The *BattleMaster* he's crafted is one of the hardest BattleMechs ever built, and Calvin trusts his machine's heavy "glazed" armor to keep him and the rest of the Black Widows safe. He can often be found in the thick of the fighting, making sure to keep the pressure off of his lancemates.



"Good mercs, bad mercs... I'm the one with the Gauss rifle."

MECHWARRIOR PROFILE

Eirene Rondema is the niece of Dragoon legend Danielle Rondema, a company commander who performed admirably in the crucible of Misery against House Kurita. Eirene served two tours with Alpha Brigade before The Day and the The Day After, where she rose to command her own assault company in Charlie Battalion. Her company fought bravely during the Second Battle of Harlech and was the rearguard during the last withdrawal to the DropShips. Eirene herself held the final line, ejecting just as her *Marauder II* was destroyed by concentrated Blakist fire. Tragically, she was the only member of her company to survive; after ejecting she was picked up and routed to a different DropShip while her company's *Union*-class vessel was destroyed by orbiting Blakist WarShips.

Eirene took the loss hard and spent the better part of sixteen months in a hospital on Arc-Royal before finally recovering. Her recovery was such that she was one of the warriors Stacy Church chose to accompany her from Arc-Royal to Outreach. In combat on the plains between the Ridges and New Wyatt, Eirene found herself wielding her *Gallowglas* as if it were an avatar of her anguish.

'MECH HISTORY

Eirene's *Gallowglas*, "*Feral*", was one of the last -4GLS models produced (a newly debuting subtle variant, the -4GLSA) before the sack of Blackwell's production facilities in 3067. It bears the scars of the Outreach campaign with pride, and Eirene keeps memorable scars recorded in the paint scheme. Many Blakists and Blake-affiliated mercenaries have died staring at the scarred black and red *Gallowglas*.

EIRENE RONDEMA

Rank/Position: Lieutenant, Fire Lance leader

Born: 3038 (34 in 3072)

Affiliation: Wolf's Dragoons

Home Planet: Outreach

'Mech: GAL-4GLSA *Gallowglas*

'Mech Piloting: 3

'Mech Gunnery: 2

GAL-4GLSA GALLOWGLAS

Technology Base: Inner Sphere

'Mech Identification Number: GAL4GLSA0098

Mass: 70 tons

Chassis: GLKWL-52gls

Power Plant: Blackwell Light 280

Cruising Speed: 43.2 kph

Maximum Speed: 64.8 kph

Jump Jets: Geotec 300

Jump Capacity: 120 meters

Armor: Valiant Lamellor

Armament:

1 Grizzard Model 200 Gauss Rifle

1 Magna Sunspot Extended Range Large Laser

3 Magna Extended Range Medium Lasers

1 Defiance B5Le Extended-Range Small Laser

Manufacturer: Blackwell Heavy Industries

Communications System: Dalban Micronics

Targeting and Tracking System: Dalban

HiRez II with ECM Suite



ORRIN FLETCHER

Rank/Position: MechWarrior, Widow's Fire Lance

Born: 3051 (21 in 3072)

Affiliation: Wolf's Dragoons

Home Planet: Outreach

'Mech: DV-7D *Dervish*

'Mech Piloting: 4

'Mech Gunnery: 2

DV-7D DERVISH

Technology Base: Inner Sphere

'Mech Identification Number: DV7D0456

Mass: 55 tons

Chassis: Dorwinion Standard 55TES

Power Plant: Core Tek 275

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Swingline X-1000

Jump Capacity: 150 meters

Armor: StarGuard CIV Ferro-Fibrous with

CASE

Armament:

2 Federated 10-Shot LRM Missile Systems

2 Chis Comp 39 Medium Lasers

2 Federated SuperStreak Dual-SRM
Launchers

Manufacturer: Achernar BattleMechs

Communications System: Achernar
Electronics HID-21

Targeting and Tracking System: Federated
Hunter Mk II



"So a Robe, a Capellan, and a Drac walk into a bar..."

MECHWARRIOR PROFILE

Orrin Fletcher is an enigma amongst the Widows. Barely old enough to have learned to pilot a 'Mech, Orrin emerged among Francine's resistance cell in the Ridges as a coldly competent and deadly MechWarrior. His first recorded engagement was the rescue of Stacy Church and the other Widows at Royal Pass, where his *Lineholder* accounted for several of the downed Broadsword machines. He moved to a *Dervish* after his *Lineholder* was destroyed in the final battle with the Broadsword Legion just prior to the Widows' move to Remus in 3070.

Out of the cockpit, Orrin is an engaging man with a penchant for old-style stand-up comedy routines. Any time he is not engaged in his duties, he can be found in the common room of the Widows' DropShip, watching trivid comedies and laughing uproariously. Inside the cockpit, however, Orrin is a completely different man: surly, silent, and prone to bouts of ferocious rage. His accuracy with the *Dervish's* long-range missiles makes him indispensable to Lieutenant Rondema's lance.

'MECH HISTORY

Orrin's *Dervish*, which he calls "*Onager*," is two hundred years old. The 'Mech spent most of its lifetime as a member of Com-Star's Com Guards before ending up in the ranks of the Broadsword Legion. Upgrades to Star League-era technology kept the medium support 'Mech a viable machine, and Orrin treats it kindly. He prefers to remain out of range of most of his opponents, showering them with long-range missiles, but at times his rage overtakes him and the *Dervish* can be seen in the thick of the action, blasting away with short-range missiles and lasers.



"Yes, it's an Archer. Why? Well, it worked for the Wolf."

MICHAEL RAMIREZ

Rank/Position: Mechwarrior, Widow's Fire Lance

Born: 3034 (38 in 3072)

Affiliation: Wolf's Dragoons

Home Planet: Outreach

'Mech: ARC-6S Archer

'Mech Piloting: 4

'Mech Gunnery: 3

ARC-6S ARCHER

Technology Base: Inner Sphere

'Mech Identification Number: ARC6S4003

Mass: 70 tons

Chassis: Earthwerks Archer II Endo Steel

Power Plant: Defiance Light 280

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Maximillian 100 with CASE

Armament:

2 Doombud LRM-20

2 Hovertec SRM-2

2 Martell Medium Lasers

Manufacturer: Defiance Industries

Communications System: Neil 9000

Targeting and Tracking System: RCA Instatrak Mark XII with Artemis IV System

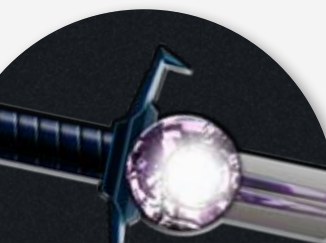
MECHWARRIOR PROFILE

Michael Ramirez is a second-generation Dragoon, the son of a lance commander in Epsilon Regiment who died during Elson's Challenge. The *Archer* he pilots was originally hers (though he was lucky enough to receive a fully "phoenix upgrade" for the 'Mech), and he takes the legacy he inherited with the 'Mech very seriously. Loyalty is the most important thing in the world to Michael, and he trades his loyalty with Stacy Church willingly because she does the same with him.

The year 3068 found Michael marooned in the ruins of Am Numsan after the bulk of the Dragoons evacuated. He managed to find other guerillas in the form of Elson Novacat's Elemental Strike Cluster, and together with the Toads From Hell he spent the next two years making life difficult for the Blakist occupiers across Romulus. When Novacat died and Tara Lucas took command, he followed her as well and welcomed the shift from Elemental-based to 'Mech-based warfare.

'MECH HISTORY

Michael was the first Ghost to volunteer to serve with the Black Widows when Stacy Church announced her intention to leave Outreach and prosecute the war inside the Blakist Protectorate. His *Archer* often pairs with Orrin Fletcher's *Dervish* to bombard unlucky enemies with a hailstorm of long-range missiles. It's not uncommon for him to load half or even more of his ammunition bins with Thunder ammunition, allowing him to box in the Widow's enemies with high-power minefields from which they cannot escape. He has repeatedly refused further upgrades to his *Archer's* weaponry, citing his familiarity with what he has and an insistence that "those things just aren't *Archers* any more."



MAX HENRICKSEN

Rank/Position: MechWarrior, Widow's Fire Lance

Born: 3042 (30 in 3072)

Affiliation: Wolf's Dragoons

Home Planet: Outreach

'Mech: CBR-02 *Cobra*

'Mech Piloting: 4

'Mech Gunnery: 3

CBR-02 COBRA

Technology Base: Inner Sphere

'Mech Identification Number: CBR020322

Mass: 45 tons

Chassis: Defiance 450 Endo Steel

Power Plant: VOX 225

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Lexington Ltd. High Grade Ferro-Fibrous

Armament:

2 Coventry Star Fire LRM-15 Launchers

2 Defiance B3M Medium Lasers

Manufacturer: Defiance Industries

Communications System: TharHes Calliope 270

Targeting and Tracking System: TharHes Ares LM



"Sorry? Oh, I thought you were done with that."

MECHWARRIOR PROFILE

Max Henricksen loves being a Black Widow. He sees it as the culmination of his childhood. Max grew up in TempTown, the lurid, shady quarter of Harlech, the son of a down-on-his-luck negotiator and a has-been tinkerer. He joined the Dragoons' Home Guard as soon as he was old enough and, to even his own surprise, found that he excelled at it. He quickly rose to command a lance in the Guard, and his lance fought some of the hardest battles of First and Second Harlech. Max's lance watched Battle Magic die at the Harlech DropPort, and it was his lance (or the remnants of it) that escorted the honor guard to Jaime Wolf's grave.

A born scrounger, Max has allowed those talents to thrive now that the Widows are on their own inside the Protectorate. Most criminals find the Blakists' measures even more repressive than the Clans' and are happy to help Max find whatever he needs. Captain Church and Lieutenant Rondema have given up asking where he gets the items that he procures; the fact that they are always desperately needed and always in short supply, more than offset any lingering concerns over the *legality* of his actions.

'MECH HISTORY

Max's *Cobra* is a captured Word of Blake machine, one taken in the fighting in Harlech just before The Day After. Although he is a fine MechWarrior, Max does not buy into most of the idiosyncrasies of his comrades. He has no interest in naming his 'Mech, only calling it "*Marilyn*" when it doesn't cooperate. Systems have a habit of failing at inopportune moments and the Widow technicians cannot identify why. Max is secretly hoping to capture a different 'Mech, as he is starting to suspect that the *Cobra* is cursed.



"Orders? Simple: find the bad guys, shoot them."

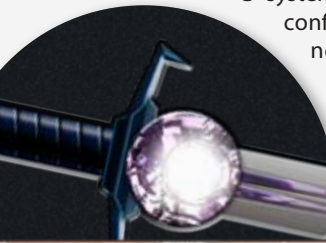
MECHWARRIOR PROFILE

Wyatt Rolfe was not born nor trained as a Dragoon. He grew up on Arc-Royal and joined the Kell Hounds Second Regiment. As part of a small detachment that accompanied the Wolf (in-Exile) rescue force to Outreach, Wyatt fought against the Word of Blake outside of Harlech to help buy the depleted warriors of Gamma Brigade time to escape. During the retreat he was surrounded and his *Verfolger* destroyed as he ejected. While the rest of the Hounds and Wolves were escaping, however, Wyatt was hiding from Word of Blake patrols. In the end, he was marooned on Outreach.

Not long after the Wolves' withdrawal, Wyatt managed to join up with Elson Novacat's resistance group. As a non-Dragoon he was suspected by the predominantly Clan-adoptee Elemental Cluster but soon earned his place and a captured *Wolfhound*. After Tara Lucas assumed command, Wyatt was officially brought into the Dragoons and offered a lance command in her Ghosts. He fought the rest of the Outreach campaign with distinction, but it wasn't until the final assault on the administration center on Remus that he rose to prominence. His lance was the lead unit supporting the Widows while they drew the bulk of the Widowmakers away from the admin center. Afterward, Stacy Church personally requested that he join the Widows as a lance commander.

'MECH HISTORY

Wyatt won command of the Recon Lance and the slot to pilot the near pristine WLF-4WA that Church brought to Outreach (a machine he took command of at the end of the Outreach campaign). Wyatt struggled at the thought of trading away his much-repaired WLF-1 configuration machine that served him so well as part of the Ghosts. Yet the prospect of new, more powerful technologies—especially the ECM Suite to combat Blakist C³ systems—swayed his decision; his time in the older configuration allowed him to easily adapt to the new, regardless of the years spent in a much heavier machine.



WYATT ROLFE

Rank/Position: Lieutenant, Widow's Recon Lance leader

Born: 3043 (29 in 3072)

Affiliation: Wolf's Dragoons

Home Planet: Arc-Royal

'Mech: WLF-4WA *Wolfhound*

'Mech Piloting: 3

'Mech Gunnery: 2

WLF-4WA WOLFHOUND

Technology Base: Inner Sphere

'Mech Identification Number: WLF4WA4643

Mass: 35 tons

Chassis: Arc-Royal KH/3

Power Plant: GM 210

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Medium

Armament:

3 Fusigon Longtooth Light Particle Projector Cannons

Manufacturer: TharHes Industries, Arc-Royal MechWorks (under license)

Communications System: O/P COM-22/H47

Targeting and Tracking System: Digital Scanlok 347 with ECM Suite



NEIL GIBSON

Rank/Position: MechWarrior, Widow's Recon Lance

Born: 3048 (24 in 3072)

Affiliation: Wolf's Dragoons

Home Planet: Outreach

'Mech: FFL-4DA *Firefly*

'Mech Piloting: 4

'Mech Gunnery: 3

FFL-4DA FIREFLY

Technology Base: Inner Sphere

'Mech Identification Number: FFL4DA3422

Mass: 30 tons

Chassis: Earthwerks Firefly

Power Plant: GM 150

Cruising Speed: 54 kph

Maximum Speed: 81 kph

Jump Jets: Lexington Lifters

Jump Capacity: 120 meters

Armor: StarSlab/1 w/ CASE

Armament:

1 Coventry Five-Tube LRM 5 with Artemis IV FCS

3 Diverse Optics Extended-Range Medium Lasers

Manufacturer: Coventry/Earthwerks Combine

Communications System: Datcom 18

Targeting and Tracking System: Radcom TXX with ECM Suite



"Whatever the Captain says."

MECHWARRIOR PROFILE

Neil Gibson's Trial of Position was Second Harlech. His sibko was called from Remus just before the first Word of Blake ground troops attacked, and he and his sibs drove their *Chameleons* right into the teeth of the attack. Neil was the only member of his sibko to survive. After the withdrawals he ended up in the same resistance cell as Francine, operating out of the Ridges near Harlech.

After the Widows' arrival, Neil followed Stacy Church across the Ridges to harass the Broadsword Legion and other Blakist troops. He became one of her strongest supporters, even going so far as calling her "the new Black Widow" during unit meetings. After reading the histories available, he has adopted original Widow Colin MacLaren's habit of referring to Church only in the third person, as "the Captain." He drives his *Firefly* as if it were a machine three times its mass, using its strong (for a light 'Mech) firepower to get himself out of jams.

'MECH HISTORY

Neil's *Firefly* is a salvaged Home Guard machine that was destroyed in a skirmish between a small merc unit called Daley's Destroyers and a mixed group of Home Guard 'Mechs and infantry that was caught outside Am Numsan in February of 3068. The Widows salvaged the 'Mech in late 3070 and Neil has piloted it ever since. In honor of its sterling service Neil has kept the previous pilot's name for the machine: "*Jaime*."





"If I can see it, I can hit it."

MECHWARRIOR PROFILE

Halle Yost served six years in Gamma Regiment before Second Harlech and the guerilla campaign that followed. She is unique amongst her comrades in that she refused to be evacuated in 3068 with the rest of Gamma. Halle elected to remain behind and wage a one-woman war on the Word of Blake for eighteen months, only mixing with the other resistance groups when her *Talon* desperately needed repairs or she needed supplies.

A lifelong loner, Halle is the best scout in the Widows. She uses her *Talon* for heavy reconnaissance, often striking the first blow with her PPC before the enemy even knows she is there. She pairs often with Madison and his *Locust*, knowing that most enemies will expect to see a lightweight *Locust* on recon duty and stop looking for the deadly *Talon*. The two exploit this advantage at every opportunity, often drawing each other's opponents into ambush after ambush. Even with these advantages, however, Halle is at her best when she operates alone. Lieutenant Rolfe often allows her a great deal of latitude on the battlefield, where she can use her long gun to greatest effect.

'MECH HISTORY

Her *Talon*—"Shockhammer"—came off the Blackstone BattleMechs line in late 3059 and was immediately purchased by the Fifty-first Dark Panzer Jaegers. The *Talon* was captured when the Dragoons destroyed every trace of that treacherous unit under Condition Feral, and Halle came to drive it soon after Second Harlech. She keeps it in tip-top shape but is often away from maintenance. The long periods of uptime are starting to take their toll, and Halle is looking forward to the Widows' next downtime so *Shockhammer* can spend some time in the repair bay.

HALLE YOST

Rank/Position: MechWarrior, Widow's Recon Lance

Born: 3043 (29 in 3072)

Affiliation: Wolf's Dragoons

Home Planet: Outreach

'Mech: TLN-5W *Talon*

'Mech Piloting: 3

'Mech Gunnery: 2

TLN-5W TALON

Technology Base: Inner Sphere

'Mech Identification Number: TLN5W1666

Mass: 35 tons

Chassis: Blackstone QTS Light

Power Plant: Edasich Motors 280 XL

Cruising Speed: 86 kph

Maximum Speed: 130 kph

Jump Jets: None

Jump Capacity: None

Armor: Kallon Light Shield A

Armament:

1 Lord's Light-2 ER PPC

2 ChisComp 39 Medium Lasers

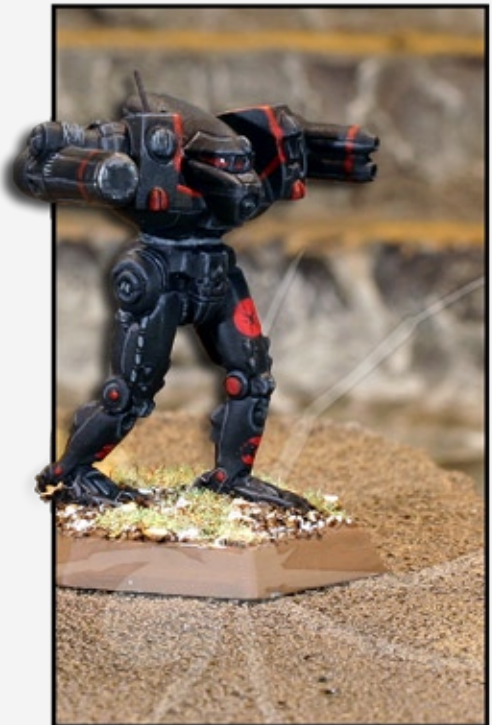
Manufacturer: Blackstone BattleMechs, Ltd.

Communications System: Lockheed/CBM

Comset 100

Targeting and Tracking System: Sturmfeuer

Highlight with BlindFire Radar



RUSSEL MADISON

Rank/Position: MechWarrior, Widow's Recon Lance

Born: 3049 (23 in 3072)

Affiliation: Wolf's Dragoons

Home Planet: Bromhead

'Mech: LCT-6M *Locust*

'Mech Piloting: 3

'Mech Gunnery: 3

LCT-6M LOCUST

Technology Base: Inner Sphere

'Mech Identification Number: LCT6M4332

Mass: 20 tons

Chassis: Corean II Deluxe Endo Steel

Power Plant: GM 280 XL

Cruising Speed: 152 kph

Maximum Speed: 238 kph,
298 kph w/ MASC

Jump Jets: None

Jump Capacity: None

Armor: Kallon FWL Special Weave Ferro-
Fibrous

Armament:

2 Diverse Optics Extended Range Medium
Lasers

1 Diverse Optics Extended Range Small
Laser

Manufacturer: Corean Enterprises

Communications System: Garret T10 B

Targeting and Tracking System: Corean
CalcMaster



"Wanna race?"

MECHWARRIOR PROFILE

Russel Madison is a speed freak. He was a student at the Outreach Mercenary Training Command when First Harlech erupted, and he immediately joined with his classmates in defending the city against the mercenary assault. In the wake of Jaime Wolf's death, Russel gained a singular honor: he is the only man able to claim that he "outran" Condition Feral. While not a Dragoon, he took his *Locust* and escaped into the Ridges while the Dragoons destroyed anything that refused to surrender.

After Second Harlech, Russel emerged and joined a small 'Mech-equipped force that operated in the flatlands between Am Numsan and New Wyatt. By late 3070 Russel's group had been whittled down to the point of asking to join the Black Widows. Stacy attached them as an auxiliary unit to her command and used them as a swift recon force. The majority of the unit died in the long running battle with Wannamaker's Widowmakers in 3071, but Russel again survived on the basis of his speed. After the battle he accepted a commission in the Black Widows and enjoys being the "fastest man in the Inner Sphere."

'MECH HISTORY

Russel's *Locust*—"Roadrunner"—is a new-model Marik design captured from the Word of Blake. The -6M configuration is the fastest BattleMech known to exist, and Russel pushes the machine for every erg of speed. The armor is always painted flat black and he has even had his technicians smooth every sharp edge off of the armor. The focus lenses of the lasers are embedded more deeply in the armor casings than standard *Locusts*. Any tactic Russel can use to increase his speed is fair game in his book.



OPACUS VENATORI

**Unit:**

Opacus Venatori,
Fifty-second Shadow Division

Also Known As:

Shadow Hunters

Affiliation:

Word of Blake

Nominal Strength:

Two Level IIs

Parade Color Scheme:

Charcoal, fading to white at
the extremities

Company Insignia:

Shield with a
modified skull under the
Roman numeral "VI". Opacus
units have distinct red
slashes on their left sides.
Venatori units have a single
white stripe running down
the left torso and leg.

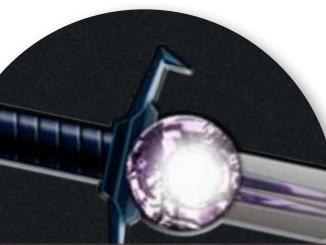


The Opacus steadily advance across the Tomasin Gorge on Terra Firma.

OPACUS LEVEL II

Precentor Avitue (WVE-10N Wyvern)
Acolyte Mi Tomitaki (CHP-3P Champion)
Adept Germaine (PXH-7CS Phoenix Hawk)

Adept Ilope (CRB-30 Crab)
Adept Bondra (HGN-736 Highlander)
Acolyte Vanessa Reilly (VQR-2A Vanquisher)



29 December 3072

Honored Precentor Martial:

After several painstaking weeks, I have been able to finally break the Domini encryption on the file download we surreptitiously pulled from Precentor Emory (I cannot bring myself to use Apollyon's 'granted' nomenclature). There is no way for him or his master to know we have this—our agent within the Domini laboratory on Mars is too good.

Considering that most of the documentation on the Opacus Venatori's doings since the Master decreed their union is nearly non-existent (Azrael's doing, is my guess), this is a gold mine. Emory's own personal record of his time with the Shadow Hunters has proved to be extremely beneficial.

We can use this information. In the meantime, I suggest we begin preparations to contact Precentor Marita, as she appears to be the weakest point in this whole unit.

*In your service,
"Merlin"*

*The awful shadow of some unseen Power
Floats though unseen among us, visiting
This various world with as inconstant wing...*

*...It visits with inconstant glance
Each human heart and countenance...*

—Percy Bysshe Shelley; *Abridged Works*, Geneva Press, 3027

BIRTH OF DESTINY

Though I did not know it at the time, my true purpose was birthed on 21 January 3066. Many across the Sphere—had they any idea—would wish other events had occurred, rather than the quiet edict that emanated from Mars.

On this date, the Opacus were spawned. And the Venatori came to hunt.

Brought into existence by a simple verbal command, the formation of two small units that would encompass my destiny and design will stand tall among the Domini Order. By the Word of the Master, thus formed into flesh the terror of shadows, where I imagine even the Conclave would fear to tread.

As I see—thanks to Apollyon's favorable access to his recordings of the time—the Master blessed both of Blake's Hands with the right to form their own weapons. A small unit designed to be the pinnacle of each man's power. To represent their might and destiny, to mete out punishment upon those who would disbelieve.

My involvement with the Shadows and the Hunters was indirect at this point. Little did I know that I, a lowly Light of Mankind instructor—a trainer of the deadliest of men and women—would have such an impact upon these two units. My fate was bound to them from the beginning. And I did not know.

My true calling was in motion, and I did not even know.

Evolution and Elevation

For the last decade, we've been catching phraseology coming from the ROM sector, specifically Mars. A hybrid mix of classical Latin and ancient Greek that doesn't conform to typical classical standards of either dead language. The phrase, diction, and even tense usage would be considered a corruption by many linguistic scholars—especially among the Cairo Librarian League.

Language always has the capacity to evolve. English is the obvious example here—over the course of nearly three thousand years, English alone has gone through at least five distinct periods (the CLL would argue nine). What is curious and yet exciting is that this new language—"High Dominus," as I've heard it referred to by special members within ROM—is developing from what was considered two dead languages. Latin and Greek are hardly considered candidates for linguistic evolution, unlike the Germanic and Chinese dictums.

While this High Dominus isn't heard in everyday usage, there seems to be some significance placed on it with regard to certain rites, prayers, and meditations. Precentor Manei Domini Apollyon has been known to utter such phrases during periods of high commands, usually as a closing order. Members of the Shadow Divisions are also known to use such language within their units, though again, never in common usage (and rarely, if ever, among what the Manei consider "Frails"—unaugmented humans).

Though it is not our place to dictate language usage, it is recommended that requests be made to Precentor Apollyon to record, for future study and reflection, a large portion of High Dominus, if only for the completeness of Blake's Holy Writ.

—Excerpt, *Word of the Word*; internal documentation, Demi-Precentor Tau XIV Mortimer Al'Synah

OPACUS

The Obscure, or Shadows—either definition works from High Dominus—was Precentor Manei Domini Apollyon's creation. From the beginning, Apollyon wanted this group to be his own personal agents—representatives of his might and power. They trained as a standard Light of Mankind unit on Terra; I remember them well, as they were the first Domini I had ever seen. They were remarkable—incredible reflexes, superior senses, and their fluidity with BattleMechs made the ancient myths of man merging with machine seem true.

I didn't know they were the Opacus then. They functioned just like every other LoM team under my care; the only difference was their selective seclusion. In fact, now that I think about those days, only the leader of the group—a beautiful woman called Avitue—spoke for the unit as a whole.

I've read about their time on Circinus, after they'd left my tutelage back in the beginning. I, too, would've stood in fear much as

VENATORI LEVEL II

Precentor Artur Nihjo (KGC-000 *King Crab*)
Adept Tremonti (ALB-3U *Albatross*)
Acolyte Bryn Rivenschild (ZPH-1A *Tarantula*)

Acolyte Markus Cale (BJ2-0F *Blackjack*)
Adept Calvin (TYM-1A *Toyama*)
Adept Cassius Montague (STK-7D *Stalker*)



President McIntyre did in the reception line. Cold, hard faces with the killer's eye...and of course, the subtle modifications. Glowing eyes, hard wires, steel hands. No wonder Cirion removed himself from their presence at his earliest convenience.

Of course, I've also read the transcripts ROM took of the Warriors' barracks. Their comments of the Opacus are amusing. "Lazy," "flash, no substance," "automatons," "brainwashed." For being battle-hardened criminals, they had remarkably poor observational skills.

They must have seen something, however, since Donner got Cirion to gather up the bulk of the Warriors and bolt the Federation. Of course, Apollyon knew of Donner's deceit and caught him pretty much in the act of treason. Rather than mobilizing much of the Word's army to pursue the escaping Warriors, Apollyon decided to prove his power in a much more subtle—and deadlier—manner.

He unleashed the Shadows.

NO QUARTER

The Warriors sent out several decoy parties as a distraction, attempting to throw off the scent. What they didn't count on was Avitue's cunning. And ROM's deep resources along the border worlds.

Three months after Cirion bolted, Avitue fell on the Warriors at an uncharted system, where they were awaiting the return of Cirion's decoy teams. I guess he never found out that those teams had already been processed by Avitue. Well, maybe he did, once



Precentors Berith and Marita confer as Adept Thomas guards the rear.

the Opacus vented most of the Warrior's *Tramp* to space. I would have loved to have seen Cirion's face when those six Shadows cut their way into the bridge from the outside. They got lucky, taking down Germaine with a heavy MG to his faceplate. But in the end, they paid for it. Suffocating on vacuum, the Black Warriors died waiting for help that would never come. All of them, dead, save one. Michael Cirion was forced to watch his entire crew die.

Avitue left everything there, floating in space.

A warning, she later told me. There were two decoy teams unaccounted for, and she wanted them to know beyond a doubt that they were dead men, eventually.

I know it chafed her when they got the recall order shortly afterwards. But by this point, Apollyon had another crisis to deal with. So they packed up their lone prisoner—a gift for Precentor Apollyon, and proof of their success.

Next stop: Jardine. The dark world of Precentor Manei Domini.

VENATORI

Unlike the Opacus, the Venatori—"Hunters"—were created for a different purpose. Aware of a growing rivalry between himself and Precentor ROM Alexander Kernoff, St. Jamais took the opportunity given to him by the Master to create a special elite unit answerable only to him. I know this from a conversation I'd had with Kernoff before he left for New Avalon. He was, quite simply, jealous of the attention given to both Apollyon and St. Jamais and did what he could to irritate his peers.

St. Jamais was intrigued by Apollyon's Domini program. The original member list had two prominent ROM Domini agents included—original volunteers for the early test programs. Indeed, even after Tremonti died during the debacle on Caph, Cameron made sure his replacement was one of the newer Domini agents that had come through my LoM program.

Unlike Apollyon, St. Jamais used his Venatori specifically for one purpose after their creation: disrupting Wolfnet. Under the guise of a mysterious mercenary band (using the "bloody hand" symbol so recently adopted on that trashvid *Ultimate Warrior* series), these six elite soldiers hunted down and exterminated Wolfnet operatives all across the Chaos March. Though most of these eliminations occurred in the shadows, occasionally a very graphic and very violent point was made to keep Wolfnet running scared.

One such point I still remember today. Completely unsanctioned, too, but I must admit—it made the point rather well.

The Venatori penetrated Outreach in the spring of 3067 under their mercenary guise. By this time, they had hired additional troops to swell their ranks. Precentor Nihjo told me later they were intended as cannon fodder—which they were, since every single one of them died on Outreach during the Incident, guaranteeing the escape of the six Venatori.

As the official report goes, the Venatori managed to gain access to one of Wolfnet's safehouses—where they "process" their double agents from SAFE and Loki—and in one evening, methodically eliminated every operative in the building. Come morning, two Wolfnet controllers and three assets were found dead, all by "natural causes." Oh, Wolfnet knew who was behind

VENATORI LEVEL II

Precentor Artur Nihjo (KGC-000 *King Crab*)
Adept Bryn Rivenschild (LGH-4W *Lightray*)
Adept Portia Thomas (BCN-3R *Buccaneer*)

Adept Candice Petrokovsky (T-IT-N10M *Grand Titan*)
Adept Marks (INI-02 *Initiate*)
Adept Cassius Montague (ST-8A *Shootist*)



it. They scoured Harlech for the next two days, chasing down all kinds of false leads and rabbit trails. In the end, they had nothing.

From that point on, Wolfnet operated on the defensive. Nihjo and his Hunters succeeded in the one mission where no other ROM team had ever before—they derailed Wolfnet. The vaunted Dragoon intel agency was ripe to be picked.

And picked they were. ROM smashed through the door the Venatori had opened for them and played with them like a gannet does a mouse. No wonder the Dragoons never saw the Incident coming; they were too busy looking over their shoulders for the Bloody Hand boogeyman.

St. Jamais kept the Venatori busy throughout the summer before the Third Transfer. Major intel sweeps hit every world across the Chaos March, protecting our assets and eliminating the opposition. Then, the breaking of the Prophecy occurred.

Everything changed.

EYE OF THE STORM

When chaos erupted, the LoM operations came fast and furious. I know this firsthand, as I carried out three such operations in quick succession—New Home, Epsilon Eridani, and Keid. We had to act quickly, lest all the power bases that Blaine and Kernoff and others had cultivated among these unstable worlds crumbled from men seizing power that did not belong to them. Many Frails would blanch at the killings I had to do, but it needed doing so the proper governments could reclaim power and spare the populations from war.

Eventually, the newly-christened Protectorate calmed, and the Venatori finally returned to Terra for rest.

JARDINE

For the Opacus, rest was still a long way off. Returning to Apollyon's side at the Dark World, Avitue and her team found that the sanctity of their Master's home had been marred. A mercenary archeologist—Brooklyn Stevens—and her team had somehow stumbled upon the world. The mere fact they had dared step foot into the hallowed system was enough to earn them all a death mark.

Pleased with their earlier success, Apollyon led his Shadows after the hapless archeologist across much of League space, chasing down the fleeing mercenaries. Using every instinct, tactic and tool available to them, the Opacus drove to the grave every single member of that team until only Stevens remained.

Having fled into Lyrans space in the midst of the rapidly building Skye/League conflict, Stevens was unable to find refuge anywhere. A fortuitous orbital strike on Donegal's spaceport eliminated her DropShip—and most of her data—though for a brief ten days, the Opacus lost her trail. Undeterred, Avitue pulled out all the stops and regained the scent. Stevens—alone now, with no one left to save her—ran back into the League.

And straight into a trap perfectly laid by Apollyon.

The threat to Jardine ended, Apollyon and his Opacus returned to Terra for other business.

That business involved, in part, me.

DESTINY'S HAND

May of 3068 was my first encounter with Precentor Apollyon. Though at first I did not recognize the Opacus—by then, I had trained well over 150 LoM troops—I was still impressed by their skills and demeanor. Apollyon, having watched his Shadows in action, knew they needed more training, more time—they needed to be better than just an elite LoM team. They needed to be *transcendent*.

That was where I came in.

He offered me a promotion of sorts—to step away from ROM and the LoM and to relocate to Circinus, where I would be training not only the Opacus, but also soldiers new to the Order. Though I was classed as a Frail at that time, I was, simply put, the best of the best. All I had, I could train these next-generation warriors to be. Even in mock combat, I could take any one of them down. Of course, by now I knew my opponent. Once you know your opponent, you know how not just to beat him, but to break him.

The Domini couldn't do that.

Yet.

Really, I had no choice. I was born for this.

The decision was easy.

DIERON

Still being utilized in a LoM role—outside of Kernoff's direct control—the Venatori began to stagnate. Recognizing the need to really challenge his Venatori before they failed catastrophically, St. Jamais ordered the Hunters to the biggest meat grinder in the blossoming Protectorate.

Dieron.

A major world in the heart of the Combine's industrial sector, Dieron was well off the timetable. Unable to spare more troops at the moment, it was an easy decision to send the Hunters straight into the fire in order to put it out once and for all.

Having spent the last several months infiltrating and taking down rebel cells in the Protectorate, it was a cakewalk to root out the two biggest sources of the guerilla campaign on Dieron. During their twilight raid on a large base deep within an ancient forest, Nihjo and his Hunters bagged their biggest fish of the budding war: Hohiro Kurita.

They paraded the Combine's heir down the main street of Deber City, broadcasting the entire event. Kurita was not mistreated, however, nor 'optioned' or executed, but taken into custody and brought to ROM's mountaintop castle.

The silent message was clear to everyone. Dieron surrendered within the hour, and all major resistance ended.

No bloodshed, no martyring of nobles. Even if deserved.

The Hunters' reputation skyrocketed among the Word troops on Dieron. They did in less than a month what much of the Word Militia had failed to do in six.

SHOWDOWN

In late 3068, both elite units wound up on Terra. As a matter of pride, both Avitue and Nihjo pitted their forces against each other in a series of training exercises. While the Opacus dominated in

OPACUS LEVEL II JANUARY VENATORI LEVEL II

Precentor Avitue (GRM-R-PR62A *Grim Reaper*) Adept Morris (SHD-7CS *Shadow Hawk*)
Adept Tomitaki (BLF-21 *Blue Flame*) Adept Havalah Cazer (MAD-5W *Marauder II*)
Adept Achilles St. John (GUR-2G *Gurhka*) Acolyte Vanessa Reilly (LGC-01 *Legacy*)

Precentor Artur Nihjo (KGC-000 *King Crab*) Adept Lysander (LGB-13C *Longbow*)
Adept Bryn Rivenschild (LGH-4W *Lightray*) Adept Robeson (INI-02 *Initiate*)
Adept Candice Petrokovsky (T-IT-N10M *Grand Titan*) Adept Cassius Montague (VKG-2G *Viking*)



small-team missions, the Venatori easily handled the Shadows in major combat exercises. The rivalry grew intense between the two when Adept Hughes was killed after a *Shootist* misfired and decapitated his *Highlander*.

A day later, Adept Marks was severely wounded during combat exercises with Adept Morris.

Displeased with the escalating violence, the Precentor Martial declared a moratorium on their training. Four days later, sour news arrived from Dieron.

Hohiro Kurita had disappeared, rescued by apparent survivors of the Black Watch.

FUSION

On 21 January 3069, exactly three years from his initial decree, the Master again took matters into his own hands. I imagine the initial order threw both units into a state of shock, arrogance, and condemnation.

The Opacus and the Venatori were to merge.

The Master was indeed impressed by the service record of both units; however, the escalation of competition between the two was some sort of “type and shadow” of issues between Apollyon and St. Jamais. This fusion was the Master’s way of bringing both his Hands back together.

The Opacus Venatori—“Shadow Hunters,” among the Frails—would now be the unification of Blake’s Hands to execute Blake’s True Wrath.

The Shadow Hunters are tasked with one overriding command: hunt down and destroy anyone who opposes Blake’s Divine Will. Their first test, obviously, would be the destruction of the “Ghosts of the Black Watch,” who obviously flaunted that Will by releasing from our care the sole heir of the Combine.

The Combine, a misguided ally of our Cause, whose painful throes were tearing the majestic nation apart.

The Black Watch—a remnant of the sham Star League—dared to impose their will over Blake’s. That mistake marked them. Thus, they would pay, one miserable soul at a time.

TIME OF TRIALS

In their initial test together, the Opacus Venatori was sent to Moore to help augment standard Militia forces. With full operational authority, Avitue and Nihjo planned and executed several missions that decapitated the opposing leadership. Included in this was the famed “Vault” located in the heart of Moropolis. While each and every mission was successful, the Militia failed in its duty and Moore did not fall.

It was, however, obvious that the Shadow Hunters were not a cohesive unit. Each still operated as an individual, often ignoring or even opposing each other.

Unification was clearly an issue.

Fortunately for them—and ultimately, for me—the Precentor Martial also saw this. After quick consultation with Apollyon, the two agreed that the Opacus Venatori needed serious work. They decided to break the unit down and rebuild it from the ground up.

I was given full control over the unit, though I was not assigned combat command. Apollyon later disclosed to me that he and St. Jamais did not see eye-to-eye on this—and Apollyon actually opposed my promotion. He still wanted me on Circinus to train the new troops—a project that was time-consuming. Additionally, I had only recently become augmented due to a horrific training accident that saw the fortunate replacement of my weak, fleshy left arm.

I wasn’t exactly in prime fighting condition.

Nonetheless, it fell to me to rebuild the Shadow Hunters. Command was given to Precentor Artur Nihjo. Precentor Avitue was elevated to another command—the Forty-fourth Shadow Division. I retained most of the current members, replacing only three.

One key change I instituted was that of cross-training. Every spare moment they had during those first three months, I had them in simulators for vehicles, aerospace fighters, BattleMechs and even battle armor. They needed to be better than any soldier in any army living or dead, including those of the vat-born Clans.

In essence, each Shadow Hunter was to be a pure weapon in and of themselves.



Kari Marita and her escorts face down a pair of determined Widows.

OPACUS LEVEL II OCTOBER VENATORI LEVEL II

Precentor Artur Nihjo (KGC-000 *King Crab*)

Adept Tomitaki (LGC-02 *Legacy*)

Adept Lysander (LGB-13C *Longbow*)

Adept Morris (C-SRP-0 *Seraph Invictus*)

Adept Havalah Cazer (MAD-SW *Marauder II*)

Adept St. John (C-PRT-0 *Preta Dominus*)

Adept Arpi Ussali (VQR-2A *Vanquisher*)

Adept Bryn Rivenschield (LGH-4W *Lightray*)

Adept Candice Petrokovsky (MCY-102 *Mercury*)

Adept Aflonse Parchént (INI-02 *Initiate*)

Adept Vaclav Emerson (RJN-200-N *Raijin II*)

Adept Cassius Montague (VKG-2G *Viking*)



The new Opacus Venatori's first test came during an assault on Deneb Kaitos. I watched the real-time feeds from the bridge of the *Constantine*, a beautiful new JumpShip specifically refitted for our use. The Shadow Hunters performed adequately, dismantling and destroying most of the Deneb Light Cavalry over forty-eight hours. With the system's veterans destroyed, the WOB Militia had no problems rolling over the other enemy units assigned there.

Buoyed by success, we moved the unit to Acheranar. There, we quickly carried out a brutal but much-needed elimination, wiping out the entire noble family on planet. In addition, the Shadow Hunters assisted in containing and snuffing out a raging fuel tank fire that threatened to overwhelm Northam. With the despotic blue-bloods removed and major tragedy averted, the Shadow Hunter's reputation grew among the Blakist Militia.

Then, ROM notified us of the whereabouts of our true quarry.

Finally, the Opacus Venatori was ready to hunt.

Or so I thought.

GHOST HUNTING

I had separated from the Shadow Hunters at Acheranar, returning via command circuit to Mars at Apollyon's request. While the unit was preparing to hunt down their quarry, I met Adept Devon Cortland for the first time and gazed upon the Celestials he helped design. Beautiful machines. By Apollyon's order, two prototypes were released to the Opacus Venatori's care for field testing.

Precentor Nihjo latched quickly onto their scent, though he arrived a few days too late to capture them on Acheranar. Nihjo instead rounded up several small guerilla cells that had popped up over the last few months and put together a very good picture of the enemy.

Led by Death Commando-trained Loren Jaffray and staffed with a rag-tag bunch of mercenary, DCMS, and Black Watch survivors, it became apparent that Jaffray's quest was to free Northwind from our benevolent presence.

Jaffray was on a fool's mission, led by his heart and not his head.

That, right there, was the man's weakness.

ROM notified Nihjo of an incident that occurred in the Northwind system. A rogue beacon was broadcasting from the system's edge. Rather than squelching the signal, however, Nihjo hatched on a brilliant plan, though I had my reservations.

Nihjo had rumors spread regarding the beacon. A portion of the message was even recorded and passed along to a few merchant captains, to add authenticity. The *Constantine* then jumped into the system, dropped off the Shadow Hunters, and jumped out.

Jaffray arrived all right, and apparently wary of a trap.

I'll give them credit—they fought as if their lives depended on it, which they did. Nihjo underestimated his foe, grew arrogant of his plan, and ended up paying for it with his life. One of the Celestial prototypes was also destroyed, though fortunately the Ghosts were unable to salvage it.

Both St. Jamais and Apollyon were enraged, and I weathered their storm. It was quite obvious that though the Opacus Venatori were excellent insurgency specialists, they still lacked unification.

We are Manei Domini.

We are the Hands of the Master.

We are the Will of the Blessed Blake.

We are the saviors of humanity.

The human race is intrinsically evil. Within each and every one of us may be found salvation and hope, intelligence and grace. But to a much greater degree, each and every one of us harbors greed, selfish pride, lust, and ambition—the seeds of our own destruction. History teaches that time and again, the will to do evil is strong enough to overpower the will to perform good.

This will has created mighty empires, moved mountains, and settled the stars...only to bring us to the brink of annihilation time and time again for centuries uncounted.

Evil is in the nature of all mankind. It is integral to the flesh.

It is thus that we willingly sacrifice our very flesh. We trade the evil within us for the purity of technology, the cold, impartial perfection of the machine, yet retain enough to cling to our mission. We divorce ourselves from the senses and sins of the flesh—the petty desires of ego, lust, and vanity—yet we do not lose sight of their affect on others. We embrace the visions of a brighter future—even if it is one our fellow man must be dragged toward, kicking and screaming.

We become more than merely human, and far more than mere machines. We become tools of the Master, born in his image, awakened to his purpose, a purpose of pure, enlightened truth. As the hands are the first tools of men, we become tools of the Master's vision. We *become* the Master's Hands.

Some might call us monsters, in the same fashion as all weapons of war are seen as monstrous. But what we do is for the betterment of all. We accept this responsibility willingly, exchanging our very lives to the Master and his vision for a greater glory all might one day share.

That is what it means to be Manei Domini. That is our legacy for the future.

Sursum corda. [Lift up your hearts.]

Dignum et justum est. [It is good and right.]

Gratias agamus Domino Blake nostro. [Let us give thanks to Blake our lord.]

—From the personal recordings of Apollyon, Precentor Manei Domini (circa 3069)

[translation provided by Demi-Precentor Tau XIV Mortimer Al'Synah]

OPACUS LEVEL II FEBRUARY VENATORI LEVEL II

Precentor Berith (C-ANG-O *Archangel Infernus*) Adept Black Bear (C-GRG-O *Grigori Infernus*)

Demi-Precentor Morris (C-PRT-O *Preta Morris*) Adept Cazer (C-SRP-O *Seraph Havalah*)

Adept Tomitaki (C-MK-O *Malak Mi*) Adept St. John (C-DVA-O *Deva Dominus*)

Adept Arpi Ussali (VQR-2A *Vanquisher*)

Adept Bryn Rivenschild (LGH-6W *Lightray*)

Adept Elizabeth Rodriguez (GUR-2G *Gurkha*)

Adept Portia Thomas (BCN-5W *Buccaneer*)

Adept Cassius Montague (KCG-008 *King Crab*)

Adept Jacqueline Norman (RJN-200-A *Rajjin II*)



The Ghosts did us a favor, really—they cleansed us with violent fire, until only the True Faithful survived. Those remaining did hurt the enemy, make no mistake. But the Opacus Venatori could not pursue. They were sorely injured in machines, bodies, and spirits.

Yes, as Hamlet's ghost taught him, so did our own.

No longer would we live by our own arrogance. Blake's Will demanded more from us, demanded not just our lives but our souls, minds, and hearts.

And that debt we owe the Ghosts? It will be repaid, should they surface again.

ASCENSION

During the time of the Shadow Hunter's trial by fire at Northwind, I was undergoing my own trial. At Apollyon's request, I underwent another transformation—the addition of my C8E-Y triple core processor—and then entered a time of meditation and personal introspection. On 29 December—the same day the Ghosts were systematically burning and forging the remnant—I ascended into the ranks of the Manei Domini.

At that time, I shed my old life—one of heartache, loss, death, and mortal triumph—and was reborn.

Berith became my name. I was now Hell's Master.

Every master needs a weapon, a sword to defend the Ideal, yet also a hammer to create and forge Wisdom. My weapon became the Opacus Venatori. With Nihjo's death, I was elevated to their head.

No longer would I train them. I would now lead them.

The Opacus Venatori, reborn as I was on that fateful day, became a violent and necessary extension of Blake's Will.

COME THE PALE HORSE

We spent much of 3070 hunting down insurgents along the Capellan border; the *zhanzheng de guang* were tough cells to crack. But every nut has a weakness. We became rather good at cracking Capellan nuts.

Very, very good.

During one such cleansing, I happened upon some operational orders that would rather messily eliminate one of our lowly HPG staff technicians and operators on Kaifeng. More appalling, however, was the fact that these Capellans—under the orders of their pseudo-god Liao—were willing to send the innocent civilians of Kaifeng into the darkness of Silence simply to exterminate some technicians.

Well, we took care of that.

I'm pretty sure the Maskirovka got the message to leave well enough alone. No doubt, they'll have bed-wetting nightmares for years to come.

BUILDING A NIGHTMARE

The next eighteen months are a blur, honestly. I know I can easily access any of our mission files and recite time and date, planet and location. But quite honestly, why should I? Our mission, as I see it still, is that of deterrence. What better way to deter

those who would defy Blake's Will than to instill the very real fear of what might happen should they cross the Wisdom of Blake?

We ranged the borders, stamping out guerilla cells and would-be saviors. I made it a point to take on the more elite groups when I caught wind of them. We faced down MIMR, Loki, Rabid Foxes, Mask, Blake's Wrath (such as the Disillusioned call themselves), and even a renegade Fury team left over from the fallen Star League.

None survived. They were threats. They died.

We only lost Ussali on Thorin, thanks to a now-dead Lyran noble blue-blood's last stand in his "vaunted" *Fafnir*. An assault machine I gladly disabused before putting it down like the Lyran puppet it was.

I know, however, that our true Purpose has yet to be discovered. Excising cancerous tumors from our nascent haven is one thing; facing down the hordes of those opposed to us is another. One day, the Houses around us will finally rise up and charge our gates.

And we will do more than delay them, as the Three Hundred did at Thermopylae.

I caught a puff piece from Internal Obedience not too long ago. Equating us to the legendary Kell Hounds. Otomo. Even the Black Widows.

Shameful.

We're so much better.

COLLISION

Soon enough, the Protectorate became quiet. So rather than let us stagnate, we were moved to Gibson.

It really didn't take long for us to stamp out the suddenly-assurgent New Gibson Freedom League. I fear, however, that the NGFL has left behind some discontent in its wake...I hope the rest of the enclaves there realize they've lost their status among the Ascendant. Otherwise, they may well die in ignorance—a shameful way to spread Blake's Wisdom.

We would still be on Gibson, handling this a bit more delicately than ROM ever could...but when the Master calls, we answer. We must. We have no choice.

So now I sit, awaiting the final prep work on the *Oblivion* so we can leave Mars again. While we've used our short respite well—new augmentations, new pods for our Celestials—all of us are eager to return to the shadows. To hunt.

I'm not entirely convinced Precentor Marita is up to the challenge. Her obvious desire for revenge is troublesome. But I cannot take the time to stamp out her internal grievances.

We've gotten orders from the Master.

Seems there's a new pest infesting our house. Someone we thought was dead, gone, and done. Of course, it's not a target we hit before, but the Frails below us.

So of course, we get the call. We always do.

These so-called "Black Widows" are just that—so-called. They died on Outreach.

They've only resurrected so we can kill them properly. Cockroaches may survive a nuclear holocaust. But they don't survive the cold, hard steel of Judgement.

Now, we hunt.

OPACUS LEVEL II

Precentor Berith (C-ANG-O Archangel Berith)

Demi-Precentor Morris (C-PRT-O Preta Kendali)

Adept Tomitaki (C-MK-O Malak Mi)

Adept Black Bear (C-GRG-O Grigori Rufus)

Adept Cazer (C-SRP-O Seraph Havalah)

Adept St. John (C-DVA-O Deva Achillius)

VENATORI LEVEL II

Demi-Precentor Kari Marita (KGC-008 King Crab)

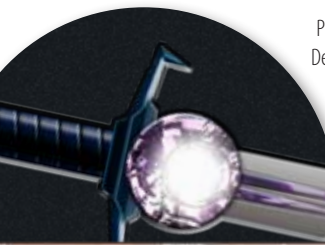
Adept Bryn Rivenschild (LGH-6W Lightray)

Adept Elizabeth Rodriguez (GUR-2G Gurkha)

Adept Portia Thomas (BCN-5W Buccaneer)

Adept Cassius Montague (MCY-102 Mercury)

Adept Jacqueline Norman (RJN-200-N Rajjin II)



PRIORITY ALPHA-OMICRON-RHO

Specter Berith:

Attached is a completed version of your target list with my addendums attached. The Master's orders are explicit and clear; I expect you to follow them in accordance to your oath. I have assigned a classification code to each target to better delineate which has priority for you as you carry out the Master's Will.

The Precentor Martial has included a few of his own; I have retained them in order to maintain appearances. They have been classified accordingly.

I know you will not fail in your primary mission and need not remind you of your loyalties. You are a loyal son of Terra and carry the essence of Blake's own spirit within.

Precentor Apollyon

Classification: Primoris Domini

Target: Black Widow Company

Commander: Stacy Church

Last known location: Outreach

Summary: A cursed remnant of the Dragoons and instigator of rebel activity on Protectorate world, they are wanted for the theft of Protectorate property and the murder of several citizens and personnel. ROM believes them to be rebuilding Wolfnet within the Protectorate. Consider them highly dangerous; you may apprehend if feasible, execution optional.

Classification: Primoris Domini

Target: Devil's Brigade

Commander: Alex Keller

Last known location: Arcturus

Summary: Wanted for the theft of the NDHMC and trespassing a ROM quarantined system; compromising Protectorate installations; espionage; smuggling. Eliminate with extreme prejudice; recover stolen property if feasible, sanitize if not.

Classification: Primoris Domini

Target: Ghost of the Black Watch

Commander: Loren Jaffray

Last known location: Alya

Summary: They are familiar to your unit, having escaped the ROM trap on Northwind in 3069. They are also wanted for the kidnapping of Hohiro Kurita from protective custody, espionage and covert activity on several Protectorate worlds. They are a threat to Northwind's operational security. Apprehend and execute all personnel and data.

Classification: Primoris Domini

Target: Tara Lucas

Position: Dragoon commander

Last known location: Outreach

Summary: This is an escaped convict. She is wanted for crimes against the Protectorate. Eliminate with extreme prejudice. She is considered armed and extremely dangerous.

Classification: Manus Eversor

Target: Bounty Hunter

Commander: unknown

Last known location: Arcturus

Summary: This mercenary is suspected in deaths of several high-ranking corporate officials and Protectorate commanders over the last five years. His employer(s) is unknown. He escaped the Forty-fifth Division's attack on Buckminster and murdered Precentor Tunrida. Apprehend and execute; confiscate all property.

Classification: Manus Eversor

Target: Wolfnet / Seventh Kommando

Commander: Peter Whitehorse

Last known location: Outreach

Summary: Another cursed remnant of the Dragoons, they are considered the primary instigator of rebel activity on Outreach and are wanted for theft, espionage, murder and sabotage. ROM considers them the highest threat in regards to Protectorate intelligence security. They are suspected of forming rebel groups on other Protectorate planets. Apprehend and eliminate all signs of network agents and activity.

Classification: Manus Eversor

Target: Victoria Pardeau

Position: ComStar Precentor ROM

Last known location: Hesperus II

Summary: She is a Person of Interest to ROM; however, she is to be considered compromised at this time. Exterminate and sanitize all property with extreme prejudice. Considered armed and extremely dangerous.

Classification: Manus Eversor

Target: AMC unit The Battle Corps

Commander: Joey Nichole

Last known location: Kuzuu

Summary: Wanted for interference with Protectorate trade; supplying and training rebel cells; espionage. They are

confirmed to be in collusion with other AMC and Dragoon survivors. Apprehend or execute all personnel and confiscate all remaining equipment.

Classification: Manus Eversor

Target: House DeFallay

Primary: Sayyid DeFallay

Last known location: Hamal

Summary: This minor noble house is operating in interference with the Protectorate government. They are suspected of harboring and supplying local rebel cells and corruption of local authority. Eliminate all members of house and complete lineage. Acquire all holdings and property for local authority.

Classification: Balatro Domini

Target: Star Seeds

Commander: Marcel Webb

Last known location: Orestes

Summary: Wanted for the theft and piracy of Protectorate property in Orestes; interference with Protectorate trade and multiple counts of murder of ROM agents. Adept at espionage and sabotage. Execution is preferred; apprehension agreeable. It is understood there is a personal tie between this unit and the Venatori; it is trusted this will not be a problem.

Classification: Balatro Domini

Target: Precentor Garin Latronis

Associates: Dabney O'Connel, head of security

Last known location: Sheratan

Summary: Wanted for the corruption and abuse of Protectorate authority, embezzling, misuse of Protectorate property, and crimes against humanity. Apprehension desired; termination acceptable. Installation of new governor will be handled by local authorities.

Classification: Balatro Domini

Target: Dameon Guillome

Position: Head of Blackwell Corporation

Last known location: Arc-Royal

Summary: This is a Person of Interest and a fugitive. He is wanted for espionage, sabotage, aiding and abetting subversive elements within the Protectorate. Theft of Protectorate property. Apprehension is preferred, termination is acceptable.

Classification: Balatro Domini

Target: "Prometheus"

Position: Unknown

Last known location: unknown

Summary: Identified as a mole in ROM but whereabouts unknown. Any information regarding this Person of Interest is to be compiled and forwarded to the office of Precentor ROM.



"Welcome to hell; I am your lord and master here."

MECHWARRIOR PROFILE

Originally born as "Benjamin Emory", Berith's first battlefield action occurred when fighting Clan Steel Viper among the hellish landscape of Devil's Bath on Tukayid. Showing incredible natural combat skills, he rapidly advanced into the Blake's Wrath section of ROM. Though not completely sold on ComStar's new secular policy, he did not defect to the Word of Blake but remained loyal to Terra.

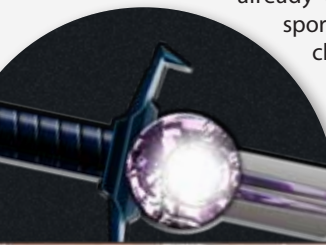
Berith's impressive record and superior combat skills earned him a position as one of the lead instructors for the Light of Mankind (LoM). Until approached by Precentor Apollyon in 3068, Berith served a dual-capacity as an instructor, as well as one of LoMs most effective small squad leaders. In the opening months of the Jihad, Berith led an impressive fourteen sorties to various Protectorate worlds, with only two team member casualties.

A freak training accident on Circinus took Berith's left arm. After accepting the superior cybernetic replacement, he has become one of the Manei Domini's leading instructors of its more fanatical converts. Berith has also received other augmentations, including the addition of a triple-core processor, communications implants, a new cybernetic eye, and a second-generation VDNI system.

Precentor Berith's greatest strength is in his diplomatic skills. Though he adheres to the "steel fist in velvet glove" approach, he is not afraid to bring sufficient force to bear if needed. Though many of the more fanatical Domini believe Berith's compassion for Frails is a weakness, they have yet to see a mission fail when led by this phenomenal, yet simple, soldier.

'MECH HISTORY

Though only recently assigned one of the new VDNI-equipped *Archangels*, Berith has grown attached to his *Guardian* and has already optimized his weapons load. The *Guardian* sports a scarlet color, rather than the unit's standard charcoal, to denote his Ascension into the upper echelons of the Manei Domini.



BERITH

Rank/Position: Specter Precentor Omicron;
Ascended Commander of the Opacus Venatori

Born: 3030 (43 in 3073)

Affiliation: Word of Blake (Terra)

Home Planet: Terra

'Mech: C-ANG-O Archangel Berith

'Mech Piloting Skill: 2 (unaugmented)

'Mech Gunnery Skill: 1 (unaugmented)

C-ANG-O ARCHANGEL BERITH

Technology Base: Inner Sphere (Experimental)

'Mech Identification Number: CANGO-3892-7

Mass: 100 Tons

Chassis: Celestial Endo Steel Optimal-10

Power Plant: 300 GM Compact

Cruising Speed: 36 kph

Max Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Divine Sekkaris-10

Armament:

1 Kinslaughter-9 Heavy PPC w/ C9 Capacitor

2 Kinslaughter-4 Light PPCs w/ C4 Capacitors

1 Ramtech 5500V Medium Variable Speed

Laser

1 Kinslaughter-00 Snub-nose PPC

Manufacturer: Sekkaris Mekwerks / Mars

Comm System: StarLink 955G-C3i

T&T System: Starlight ComStat V



KENDALI MORRIS

Rank/Position: Zombie Demi-Precentor Delta / Manei Domini
Born: 3045 (27 in 3073)
Affiliation: Word of Blake (Toyama)
Home Planet: Terra
'Mech: C-PRT-O Preta Kendali
'Mech Piloting Skill: 3 (unaugmented)
'Mech Gunnery Skill: 3 (unaugmented)

C-PRT-O PRETA KENDALI

Technology Base: Inner Sphere (Experimental)
'Mech Identification Number: CPRT0-4299-2

Mass: 45 tons

Chassis: Celestial Hybrid-4

Power Plant: 270 GM Light

Cruising Speed: 65 kph

Max Speed: 94 kph

Jump Jets: 8 Improved Failsafe

Jump Capacity: 240 m

Armor: Divine Sekkaris-4

Armament:

1 Ramtech 3000V Small Variable Speed
 Laser

1 Kinslaughter-4 Light PPC w/ C4
 Capacitor

1 ComGAT Target Acquisition Gear

Manufacturer: Sekkaris Mekwerks / Terra

Comm System: StarLink 955G-C³i

T&T System: Starlight Seeker LK6-J



"Eat or be eaten. Mind if I have dinner?"

MECHWARRIOR PROFILE

One of the few remaining pure-blooded Zulu warrior-citizens of Africa, Kendali Morris was considered one of the Light of Man-kind's deadliest operatives until a fateful explosion on Muphrid cost her nearly half of her face and jaw. At that time, she was offered and accepted severe augmentation, and joined the ranks of the Manei Domini.

Her LoM service record is heavily shrouded in sealed operations occurring deep in the Free Rasalhague Republic and the Dominion. Excelling in solo or dual-team missions, one of her key contributions can be seen in the recent development of the heavy gyroscopic system now in use with the Protectorate.

Known for her keen eyesight—rivaling many augmented Manei Domini inductees—and her berserker fury in her *Preta*, Precentor Morris recently underwent further augmentation to her jaw and teeth. Two one-inch steel incisors were implanted with a unique venom-delivery system, coupled with a myomer-enhanced jaw that exerts enough pressure to crack large bones in half. Coupled with her myomer-enhanced legs, Morris is a deadly in-fighter.

Morris is legendary among her native Zulu as the only female warrior to capture and kill one of the genetically enhanced *liions* of the Serengeti. According to the tribal tales, she stalked the predator for three days before ambushing and wrestling it to the ground, tearing its throat out. When queried about the incident, Morris refuses comment; the myth may indeed have some truth to it, as Morris is rarely without a bone bracelet strung with *liion* claws.

'MECH HISTORY

One of the first Shadow Hunters to receive the *Preta*, Morris seems to practically merge with the BattleMech, as the "*Spear*" appears to take on her feral presence when she is at the controls. While adept with several different configurations, Morris seems to prefer those offering mobility and precision weaponry in order to execute her victims slowly.





"Get out of my way, heathen."

MI TOMITAKI

Rank/Position: Phantom Adept Tau / Manei Domini

Born: 3026 (47 in 3073)

Affiliation: Word of Blake (Toyama)

Home Planet: Dieron

'Mech: C-MK-O Malak Mi

'Mech Piloting Skill: 2 (unaugmented)

'Mech Gunnery Skill: 3 (unaugmented)

C-MK-O MALAK MI

Technology Base: Inner Sphere (Experimental)

'Mech Identification Number: CMKO-999999-2

Mass: 30 tons

Chassis: Celestial Hybrid-3

Power Plant: 210 GM Supercharged Light

Cruising Speed: 78 kph

Max Speed: 118 kph,
151 kph w/ Supercharger

Jump Jets: None

Jump Capacity: None

Armor: Divine Sekkaris-3

Armament:

2 Ramtech 5500V Medium Variable Speed
Lasers

1 Diverse Optics ER Small Laser

Manufacturer: Sekkaris Mekwerks / Terra

Comm System: StarLink 955G-C³i

T&T System: Starlight Seeker LK6-J

MECHWARRIOR PROFILE

Orphaned during the Ronin War of 3034, Tomitaki grew up in a ComStar-sponsored orphanage until her sixteenth birthday. On that day, she formally joined the Order and served first in Rho/Gamma before passing the tests to enter the Com Guards.

One of the few survivors from the 138th Division—decimated by the Clan Wolf counterattack at Skupo—her path to eventual command seemed assured. Those dreams were shattered when Tomitaki suffered acute Post-Traumatic Stress Disorder and was "rehabilitated" on Terra.

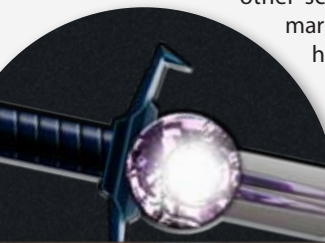
Liberated along with other "detainees" from the psychiatric ward during Operation Odyssey, Tomitaki led a volunteer unit into the fray in the urban jungles of Lower Geneva. Impressed with her fanatical zeal and utter hatred for the heretical ComStar, ROM re-inducted Tomitaki into the Word of Blake Militia.

Tomitaki was elevated into the Light of Mankind after salvaging an operation gone sour. Though the mission on Procyon is still highly classified, her devotion to the Word's objectives and outstanding performance was obvious by the immediate fast-tracking of her career.

A ROM operative who voluntarily underwent augmentation, she was also one of the first Manei Domini in the Shadows. The only obvious mark of her induction into that terrifying order is her multi-model cybernetic eye. She is rumored to have much more internal work done; her survival of a ten-story fall during an Opacus mission on Thorin lends much truth to those stories.

'MECH HISTORY

Assigned one of the first *Malak* Celestials, her "*Giri*" currently sports two experimental laser systems, often used to eviscerate other scout 'Mechs. She has taken to placing blood marks on the inside of her cockpit frame, to remind her of the growing debt the rest of the Inner Sphere owes her.



RUFUS BLACK BEAR

Rank/Position: Ghost Adept Beta / Manei Domini

Born: 3021 (52 in 3073)

Affiliation: Word of Blake (Toyama)

Home Planet: Terra

'Mech: C-GRG-O Grigori Rufus

'Mech Piloting Skill: 4 (unaugmented)

'Mech Gunnery Skill: 4 (unaugmented)

C-GRG-O GRIGORI RUFUS

Technology Base: Inner Sphere (Experimental)

'Mech Identification Number: CGRGO-294771-1

Mass: 60 tons

Chassis: Celestial Hybrid-6

Power Plant: 240 GM Supercharged Light

Cruising Speed: 46 kph

Max Speed: 68 kph,

84 kph w/ Supercharger

Jump Jets: 4 Northrup 750

Jump Capacity: 120 m

Armor: Divine Sekkaris-6 w/ CASE

Armament:

2 Independence 9SL Multi-Missile

Launcher 7 w/ Artemis VI FCS

1 Kinslaughter-4 Light PPC w/ C4

Capacitor

1 Ramtech 5500V Medium Variable Speed

Laser

1 Diverse Optics ER Small Laser

Manufacturer: Sekkaris Mekwerks / Mars

Comm System: StarLink 955G-C3i

T&T System: Starlight Seeker LK6-J



"Blessed be the truth of the Word."

MECHWARRIOR PROFILE

Devoted to Blake's philosophies and conversant in most of his writings, Black Bear considers himself the Opacus Venatori's spiritual officer. His first contact with the Order began at the tender age of six. Brilliant in the extreme when it comes to logic and reasoning, he struggled in the more technological arts and was in danger of being shifted to Periphery HPG service when the Heretics rose to power in June of 3052.

Infuriated with the false Blake documents "discovered" by Focht and espoused by Mori, Black Bear defected with Precentor Aziz and joined the Toyama sect in their migration to Gibson. He and his compatriots in Psi/Mu rejoiced long and loud when Terra was expunged of the heretical taint.

During a tour on Circinus, Black Bear ran afoul of Precentor Emory during a training assignment. Intrigued by the Precentor's Manei Domini students and their utter devotion to Toyama and his teachings, Black Bear requested and received reassignment into the Light of Mankind. Tasked as a Spiritual Advisor, the Acolyte learned a great deal regarding the Order's newest branch and was seized strongly with the opinion that the Manei Domini way was indeed the Path to Universal Truth.

Impressed by Black Bear's teachings on the Circinian HPG network, the Manei Domini offered the Acolyte a chance to receive augmentation, which he gladly accepted. He was reassigned as the Shadow Hunter's Advisor upon recommendation by Precentor Berith, who was more impressed with the Acolyte's conviction, rather than his skills.

'MECH HISTORY

Black Bear's *Grigori* OmniMech—the "*Khan*"—is his sole pride and joy. It is kept in spotless condition and operates at peak performance even when damaged in combat. His comrades often joke—half seriously—that Toyama's own hand covers the Adept's life, as he has escaped three major life-threatening situations with no plausible explanation.





"Well hello there, handsome. Buy me a drink?"

MECHWARRIOR PROFILE

Growing up in a rebel cell environment showed Adept Cazer early on that authority was a necessary tenet of life. Resenting her parents and extended family for their constant guerilla war against the Free Rasalhague government—they were Combine supporters abandoned by the DCMS in 3034—she took a monumental step at the tender age of fourteen: she turned the entire cell in to MIMR.

After living on the streets for four years, she joined ComStar in 3058 and excelled in her basic training. Still desperate for direction, she joined a covert Word of Blake sect within the HPG garrison, finding for the first time a sense of purpose and direction. When ComStar ROM operatives flushed out the small group, she fled into the Orestes wilderness.

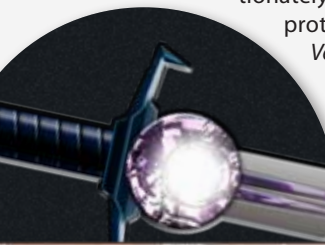
After several months of crossing the main continent, she managed to smuggle herself off-world and made her way to Terra, where she was accepted by the Word with open arms. Impressed by her resilience and dedication to the Word's ideals, she was promoted to the Light of Mankind and caught the eye of Precentor Emory.

The only Opacus Venatori warrior who does not sport a VDNI implant, Cazer is important to the unit as its chief infiltration agent. Already blessed with "knockout" looks, she opted for some smaller cosmetic enhancements, including a pheromone effuser (hidden as an elaborate tattoo). Her infiltration skills are unsurpassed; Berith often uses her as the unit's lead scout to gather intelligence before forming an operational plan.

It is likely that Adept Cazer may be a future choice for Ascension.

'MECH HISTORY

Cazer's primary weapon of choice is her new *Seraph*—affectionately named "*Veracity*"—given to her while still in prototype stage. As such, she has modified the *Veracity* several times to accommodate her ferocious fighting style.



HAVALAH CAZER

Rank/Position: Wraith Adept Beta / Manei Domini

Born: 3040 (33 in 3073)

Affiliation: Word of Blake (Blake)

Home Planet: Orestes

'Mech: C-SRP-O Seraph Havalah

'Mech Piloting Skill: 3

'Mech Gunnery Skill: 3

C-SRP-O SERAPH HAVALAH

Technology Base: Inner Sphere (Experimental)

'Mech Identification Number: CSRPO-00007-2

Mass: 85 tons

Chassis: Celestial Hybrid-8 w/ TSM Upgrade

Power Plant: 270 GM Light

Cruising Speed: 36 kph

Max Speed: 54 kph, 64 kph w/ TSM

Jump Jets: 5 Improved Failsafe

Jump Capacity: 150 meters

Armor: Divine Sekkaris-8, w/ CASE

Armament:

1 Brandt DragonMaw Ultra-20 Autocannon

1 Brandt Whipsaw Anti-Missile System

1 Ramtech 9500V Large Variable Speed Laser

1 Ramtech 5500V Medium Variable Speed Laser

Manufacturer: Sekkaris Mekwerks / Mars

Comm System: StarLink 955G-C3i

T&T System: Starlight Seeker LK6-J w/

TagCompAssist



ACHILLIUS ST. JOHN

Rank/Position: Poltergeist Adept Omega / Manei Domini

Born: 3037 (36 in 3073)

Affiliation: Word of Blake (Blake)

Home Planet: Bolan

'Mech: C-DVA-O Deva Achillius

'Mech Piloting Skill: 1 (unaugmented)

'Mech Gunnery Skill: 4 (unaugmented)

C-DVA-O DEVA ACHILLIUS

Technology Base: Inner Sphere (Experimental)

'Mech Identification Number: CDVAO-311996-3

Mass: 70 tons

Chassis: Celestial Hybrid-7

Power Plant: 280 GM Supercharged Light

Cruising Speed: 46 kph

Max Speed: 68 kph,

84 kph w/ Supercharger

Jump Jets: None

Jump Capacity: None

Armor: Divine Sekkaris-7

Armament:

2 Ramtech 9500V Large Variable Speed
Lasers

2 Diverse Optics Type ER Medium Lasers

Manufacturer: Sekkaris Mekwerks / Mars

Comm System: StarLink 955G-C3i

T&T System: Starlight Seeker LK6-J w/
TargCompAssist



"The knee actuator's connected to the hip-servo.
The hip servo's connected to the pelvic chassis..."

MECHWARRIOR PROFILE

Lyran-born and raised, St. John lived the privileged life. After his father went to prison for embezzlement and his mother committed suicide, he took the remains of the family's fortune to Solaris and lost it all with one bad bet.

Destitute and homeless, he finagled a job with the Skye Tigers as a hangar sweeper. Within five years, he was fighting in the Class C circuit among the Reaches. Due to a multitude of near-catastrophic accidents, St. John underwent several experimental cybernetic operations.

During a chance encounter one evening, he discovered that his employer was heavily on the take with the Mafia. Disgusted at being surrounded by another corrupt organization, he willingly betrayed the stable's secrets to a competitor, which happened to be a Word of Blake front.

St. John's true test came during the Word's invasion of 3068, where he publicly declared his allegiance to the Word's crusade by ambushing and killing all three of the Tiger's top warriors. With his help and information, the Skye Tigers were gutted both in manpower and materiel within three months. In return for his help, the Word formally inducted St. John into their Militia as an Acolyte.

Impressed by his singular focus, photographic memory and ferocious fighting skills, Precentor Berith invited St. John to train with the Light of Mankind in late 3068. His willingness to push himself beyond his limits, even with second-rate cybernetics, impressed the unit's Manei Domini. In 3070, St. John's hardware was replaced and augmented, and he was inducted into the Order.

'MECH HISTORY

St. John was assigned one of the first *Devas* off the Mars production line. While he usually prefers to custom-tailor the "*Blitzkrieg*" for each mission, he does have a favored configuration. This attitude also pertains to his augmentations; he is constantly looking for ways to merge better with the weapons he utilizes.





"Dragoon bodies will house my expended ammunition and their blood shall grease my actuators."

MECHWARRIOR PROFILE

A survivor of Tukayyid, Kari Marita faced the bitter truth that ComStar was becoming nothing but a puppet for former House nobility. In 3061, she and over thirty percent of her command defected from ComStar and wound up on Outreach. Using her charisma and strong tactical sense, she and her Broadsword Legion managed to gain membership into the AMC and fought against Waco's Uprising, prepping the knife for the fateful plunge. Her actions helped seal the Word's victory on Outreach, eliminating one of the most famous mercenary units in the Inner Sphere. Or so she thought.

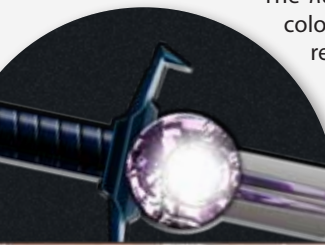
Precentor Marita shoulders the blame for the Legion's destruction and the escape of the reborn Black Widows. A broken woman, Marita was recalled to Mars fully expecting to die for her failure. Now fueled by an insatiable desire to exact revenge on the very unit she thought destroyed, her judgment can be clouded at times—which, in the eyes of the rest of the Shadow Hunters, makes her a liability.

'MECH HISTORY

Practically ordered into existence during the final days of the Star League, the *King Crab* was designed as a bruiser, to complement the commanding presence of the *Atlas* assault 'Mech. Subject to few alterations, Marita's *King Crab*—referred to by her as the "*Revenge*"—has survived nearly two hundred years in service to ComStar and the Word of Blake.

Stripped of its original armament and having undergone extensive rebuilding, the *Revenge* is the last prototype of the new KGC-008 line at Cosara Weaponries. This particular *King Crab* has a reputation within the Order; never in its history has a pilot died at its controls.

The *Revenge* is not painted in the Shadow Hunter colors as of yet; her 'Mech remains painted black, representing the hole she feels in her soul for failing Blake's Will.



KARI MARITA

Rank/Position: Demi-Precentor Omicron Epsilon II / Executive Officer, Opacus Venatori

Born: 3020 (53 in 3073)

Affiliation: Word of Blake (Expatriate)

Home Planet: Breed

'Mech: KGC-008 King Crab

'Mech Piloting Skill: 2

'Mech Gunnery Skill: 3

KGC-008 KING CRAB

Technology Base: Inner Sphere

'Mech Identification Number: KGC008NW4992

Mass: 100 tons

Chassis: Hollis Mark II

Power Plant: 300 Vlar

Cruising Speed: 32 kph

Max Speed: 54 kph

Jump Jets: 3 CurtissJet 100

Jump Capacity: 90 m

Armor: Aldis X Standard

Armament:

2 Kinslaughter-9 Heavy PPCs

2 Mydron Model D Light Autocannon-2s

2 Diverse Optics ER Medium Lasers

Manufacturer: Cosara Weaponries / Northwind

Comm System: Dalban Commline Guardian Series ECM w/ C3i

T&T System: Dalban HiRez-B



BRYN RIVENSCHILD

Rank/Position: Adept Omicron Rho IX

Born: 3028 (45 in 3073)

Affiliation: Word of Blake (Blake)

Home Planet: Northwind

'Mech: LGH-6W Lightray

'Mech Piloting Skill: 3

'Mech Gunnery Skill: 2

LGH-6W LIGHTRAY

Technology Base: Inner Sphere

'Mech Identification Number: LGA6W422-9902J

Mass: 55 tons

Chassis: Geometric 33B Endo Steel

Power Plant: 385 LTV XL

Cruising Speed: 75 kph

Max Speed: 118 kph

Jump Jets: None

Jump Capacity: None

Armor: Strasbourg Armaments Type 4

Ferro-Fibrous

Armament:

1 Lord's Light 2 ER PPC

3 Diverse Optics Type ER Medium Lasers

Manufacturer: Martinson Armaments / Terra

Comm System: Blow 107 Net mklI

T&T System: Scope 3580 w/ C3i

MECHWARRIOR PROFILE



"Is minic a gheibhean beal oscailt diog dunta!"

Bryn Rivenschild entered ComStar service after his application to the famed Highlanders was rejected. Happily, he aced the initial tests and was trained with the Com Guards as an infantry soldier. On the day of his first posting, he also received his first tattoo—an elaborate Celtic design that was also part of his family's crest.

Horrified with the secularized changes occurring within the Order, he and the entire ComStar garrison overwhelmed and seized control of the local HPG on Saiph. In a short shadow war, the garrison maintained control of the station against two ComStar-aligned ROM teams until help arrived.

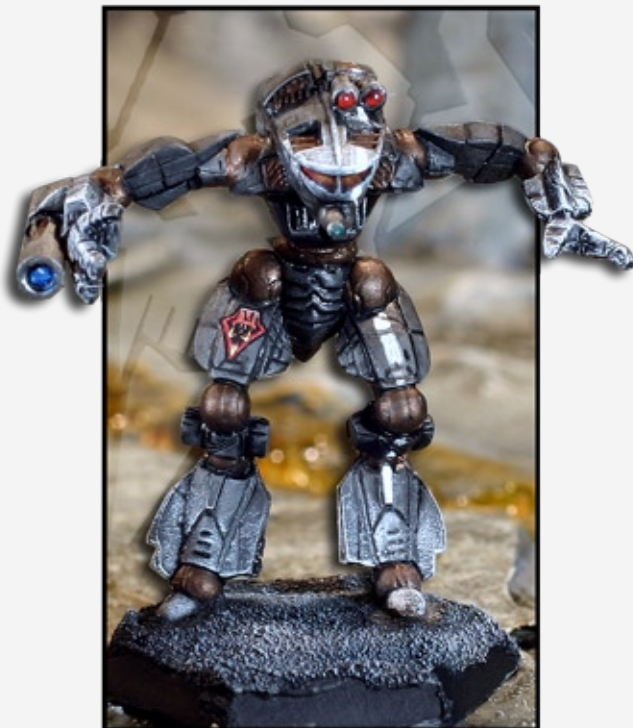
Adept Rivenschild was one of the first LoM members selected for the Venatori. Utilizing his computer skills to great effect, he was invaluable to the Hunter's missions in eliminating Wolfnet across the Chaos March. Known for stealing nine BattleMechs, due to his own custom code-cracking programs, Rivenschild was often loaned out to assist other LoM operations against corporate entities.

For every successful operation, Rivenschild adds to his Celtic knot; nearly eighty percent of his body is now covered with the continuous tattoo.

'MECH HISTORY

A recent Word of Blake production, the *Lightray* is a medium 'Mech notorious for high speed surgical strikes. Often used as a heavy scout or flanking unit, *Lightrays* have become a favorite in the Word of Blake Militia.

Martinson Armaments finally worked out several electronic glitches and unveiled a new C³i variant, much to the delight of Adept Rivenschild. The main difference between "*Phoenix*" and other *Lightrays* is all of the sophisticated modifications he has made to the 'Mech's operational software. His innate computer skills not only keep the 'Mech's internal systems operating well above normal, but also wrap the cockpit network into a complex security web that even the best non-augmented ROM agents cannot penetrate.





"Care to dance, you fragging loser?"

ELIZABETH RODRIGUEZ

Rank/Position: Adept Psi / Mu II

Born: 3047 (26 in 3073)

Affiliation: Word of Blake (Toyama)

Home Planet: Alphard

'Mech: GUR-2G Gurkha

'Mech Piloting Skill: 2

'Mech Gunnery Skill: 4

GUR-2G GURKHA

Technology Base: Inner Sphere

'Mech Identification Number: GUR-2GX4EC

Mass: 35 tons

Chassis: Krupp 255 Endo Steel

Power Plant: 245 Magna XL

Cruising Speed: 75.6 kph

Max Speed: 118.8 kph

Jump Jets: None

Jump Capacity: None

Armor: Krupp 155

Armament:

4 Diverse Optics ER Small Lasers

1 Fusigon Longtooth ER PPC

1 Shinobu Weapons Multi-forged Sword

Manufacturer: Krupp Armaments Works /

Gibson Division

Comm System: Exeter Longscan 500 w/ C3i

T&T System: Garret T97C

MECHWARRIOR PROFILE

Abused, raised in a brothel and cursed with looks only a blind man could love, Rodriguez feared for her life after murdering a Hegemony soldier at the age of ten. Finding refuge and compassion within a Word of Blake HPG compound, the local administrator whisked her off-planet and she disappeared into the Order.

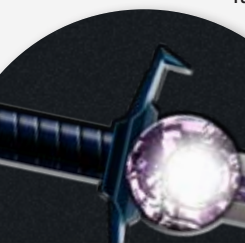
She began training on her own time with the LoM forces on Circinus in basic calisthenics and other mundane exercises. Impressed by her drive and determination, she was offered a spot as part of the opposition in a training exercise, where she racked up three kills in a decidedly unorthodox manner. Though she had violated her mission parameters, her ingenious response impressed the instructors, and she was transferred into the LoM.

Diagnosed with a rare spinal disease in 3071, Rodriguez has resigned herself to the fact that she can never qualify for augmentation. This resignation has produced a tremendous surge of recklessness and risk-taking, which Precentor Berith uses to the unit's advantage whenever possible.

'MECH HISTORY

Designed and produced since 3063, the *Gurkha* is named after a group of ancient Terran commandos known for their loyalty, teamwork and skill with bladed combat. Much as its namesake, the success of the *Gurkha* is not as a solo fighter but as part of a C3i network; its speed gets it close to the target, where its teammates can effectively destroy it. The addition of a sword—more symbolic than effective—gives its pilot a sense of invincibility; stories abound of *Gurkha* pilots lopping the heads off enemy scout 'Mechs, though little actual proof exists of such battlefield bravado.

Rodriguez's *Gurkha*—"Eviscerator"—is a complete rebuild from its near-destruction during the initial invasion of Solaris VII. Considered a dangerous in-fighter, she wields the *Eviscerator's* sword like a surgeon's scalpel, much to the surprise of her opponents.



CASSIUS MONTAGUE

Rank/Position: Adept Psi Rho XVIII

Born: 3024 (49 in 3073)

Affiliation: Word of Blake (Toyama)

Home Planet: Blue Hole

'Mech: MCY-102 Mercury

'Mech Piloting Skill: 3

'Mech Gunnery Skill: 4

MCY-102 MERCURY

Technology Base: Inner Sphere

'Mech Identification Number: MCY10210222RSQ

Mass: 20 tons

Chassis: Bergan MX II Endo Steel

Power Plant: 160 LTV

Cruising Speed: 86.4 kph

Max Speed: 129.6 kph, 172.8 kph with MASC

Jump Jets: None

Jump Capacity: None

Armor: Mitchell-091 Ferro-Fibrous

Armament:

1 Diverse Optics Type ER Medium Laser

1 Diverse Optics Type ER Small Laser

Manufacturer: Mitchell Industries / Terra

Comm System: DataTech 401 w/ C3i

T&T System: Skyhunter IV

MECHWARRIOR PROFILE



"Tu es pour moi la plus belle; on va chez toi ou chez moi?"

Fraternal twin to Byron Montague (now XO of the Star Seeds mercenary unit), Cassius followed his brother's footsteps into the Order. The two came to blows in 3055 regarding the path the new ComStar was taking; Montague left his home and his family for the Word on Gibson.

His complete devotion to the ideology of Toyama and the guidance of Blake caught the attention of many in the upper echelons of ROM, which eventually opened the door for his inclusion into the initial incarnation of the Venatori.

Montague's natural good looks make him an excellent intelligence agent among diplomats; armed with protocols and favors, he would then help ferret out enemy agents who became marked for elimination by the Venatori. His looks also kept him warm at night with numerous companions—his unofficial call sign within the LoM community became Casanova.

Fearful of aging, Montague underwent cosmetic augmentation in 3072. Though not considered a Manei Domini—he has not received an invitation to join that Order—he believes that formality is only a matter of time. Whether other Manei Domini agree or not is beside the point.

'MECH HISTORY

Once considered the pinnacle of BattleMech technology, the *Mercury* used innovative "plug and fight" engineering, which gave the 'Mech unprecedented speed in refit and repair. However, the technology was soon lost in the fires of the Succession Wars. ComStar hoarded the *Mercury* and its engineering secrets, making it a rare sight on the modern battlefield up until the Clan Invasion. Clan scientists hold that the *Mercury's* technology helped bring about the Clans' Omni technology.

Montague is known as a cursed pilot, having gone through fourteen BattleMechs in the last eight years. The "*Messenger*" recently underwent massive repairs after a horrendous combat drop accident; on occasion, a more hands-on approach is needed to keep the C3i computer functioning.





"True service to the Word comes only from complete devotion through combat."

MECHWARRIOR PROFILE

Originally born Portia DeLaRosa, Thomas grew up in the 'Mech bays of VEST on Solaris VII. Progressing slowly up the Solaris ranks, she became jaded with the hypocrisy around her. The final straw came after being thrown into prison for striking a Top Twenty warrior who was insistent she throw her next match. Bailed out by a friend, she broke her contract and joined up with ComStar, leaving the Game World behind.

Thomas later defected to the Word of Blake. She continued doing what she did best: serving the Word through devotion to combat. Ascending to the rank of Adept, she became a Militia BattleMech instructor and transferred to Sandhurst after the liberation of Terra.

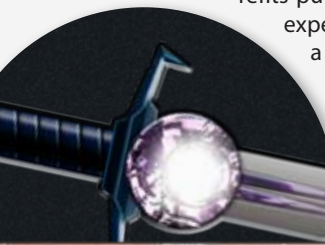
She briefly joined the Venatori in 3068 as a replacement but was soon sent back to Terra to recover from injuries taken during a savage firefight on Dieron. Though her right arm was replaced with a prosthetic, she was unable to re-enter active duty for over a year due to a bout with pancreatic cancer. Impressed with her drive and determination, she was welcomed back into the Opacus Venatori after their brutal mission in the Northwind system.

'MECH HISTORY

A ComStar prototype, the *Buccaneer* was rushed into production during the Word of Blake's short stay on Gibson. Considered an average close-quarters fighter, it lacked jump jets for full maneuverability.

To keep production lines running, Precentor Martial St. Jamais authorized a refit design by Gibson Federated in 3064. Having solved several structural issues, the newer *Buccaneers* showing up in Word Militia units now sport improved jump jet systems, turning an average urban fighter into a deadly opponent.

Adept Thomas' *Buccaneer*, the "Anne," was one of the first refits put out by Gibson Federated. Using her combat experience earned on Solaris, Thomas has become a nightmare to her opponents in close-quarters combat.



PORTIA THOMAS

Rank/Position: Adept Omicron Rho X

Born: 3015 (58 in 3073)

Affiliation: Word of Blake (Terra)

Home Planet: Solaris VII

'Mech: *Buccaneer*

'Mech Piloting Skill: 1

'Mech Gunnery Skill: 3

BCN-5W BUCCANEER

Technology Base: Inner Sphere

'Mech Identification Number: BCN5W-0199H

Mass: 55 tons

Chassis: Starlux Standard

Power Plant: 275 VOX XL

Cruising Speed: 54 kph

Max Speed: 86 kph

Jump Jets: 8 Waterly Heavy Lifters

Jump Capacity: 240 m

Armor: Kallon FWL Special Light Ferro-Fibrous

Armament:

1 Ceres Arms Crusher Plasma Rifle

3 Ceres Arms Model 8 Heavy Machine

Guns, w/ Machine Gun Array

Manufacturer: Gibson Federated BattleMechs / FWL

Comm System: EasyTalk-2 w/ C3i

T&T System: Instatrac Mark XIII



JACQUELINE NORMAN

Rank/Position: Adept Omicron Rho II

Born: 3048 (25 in 3073)

Affiliation: Word of Blake (Blake)

Home Planet: Stewart

'Mech: RJN-200-A Raijin II

'Mech Piloting Skill: 4

'Mech Gunnery Skill: 4

RJN-200-A RAIJIN II

Technology Base: Inner Sphere

'Mech Identification Number: RJN200A385101

Mass: 50 tons

Chassis: Krupp 200 Standard

Power Plant: 300 Vlar XL

Cruising Speed: 65 kph

Max Speed: 97 kph, 119 kph w/ TSM

Jump Jets: 6 Rawlings 60

Jump Capacity: 180 m

Armor: Krupp Standard Plate w/ CASE

Armament:

3 Diverse Optics Sunbeam ER Medium

Lasers

1 Blankenburg ER PPC

1 Holly Streak-4 SRM Launcher

Manufacturer:

Krupp Armaments Works, Terra

Comm System: Exeter Longscan 200 w/ C3i

T&T System: Garret T12A



"I'm busy, what the hell do you want now?"

MECHWARRIOR PROFILE

The newest member of the Shadow Hunters, Adept Norman was raised in the Order from the age of two. She showed incredible aptitude during her education and was slated to enter ROM as one of its youngest-ever agents when she was accused of beating an instructor. While her claims of harassment were eventually proven, the black mark on her record for insubordination kept her from entering ROM until she was twenty-two.

Her ability to manipulate complex algorithms and formulas proved invaluable to the LoM and she was immediately reassigned to the last opening within the Opacus Venatori after the defeat of the Ghosts of the Black Watch.

What Adept Norman lacks in combat ability she more than makes up for as the unit's communications specialist. She is constantly trying to decipher thousands of bytes of code and transmissions, searching for clues and information that can help the unit get an edge. During her downtime she spends hours writing in her ever-present journal.

'MECH HISTORY

A complete redesign of the failed *Raijin* series, the *Raijin II* was a massive refit campaign to upgrade all of the Militia's remaining *Raijins* to a more effective design. The new refit program came with streamlined instructions that upgraded the weapons and saw the installation of triple-strength myomer to increase the design's base speed.

Adept Norman was assigned one of the newer *Raijin IIs*, which she has nicknamed the "*Bear*" in honor of the small stuffed bear that resides in the cockpit. At times, her comrades have caught her talking to the child's toy—which she violently denies.

Norman tends to over-fire her weapons to the saturation point. Technicians have made several reports recently regarding the dangerous condition of some of the *Bear's* circuitry due to the excessive heat buildup near the laser cooling sleeves.



RAWB

Adepts Norman and Montague trip a Black Widow ambush.

RULES ANNEX

BLACK WIDOWS

The following section provides companion rules to the source material previously presented, while the *Wolf & Blake Campaign: Tempest Rising* (see p. 64) details how players can take either the Black Widows or Opacus Venatori and run them through an everchanging campaign, allowing players to directly participate in the events of these elite forces.

Terminology: The following rules use the term *unit* to refer to a single 'Mech; *force* denotes a combat formation consisting of multiple 'Mechs, such as a lance (4 'Mechs), Level II (6 'Mechs), or company (12 'Mechs).

Captain Stacy Church

Stacy Church remembers the horrors of the Broadsword Treachery almost every time she closes her eyes, and this pain makes her extra-protective of her Widows. To reflect this, any time a Widow BattleMech is destroyed, she may apply a -1 modifier to her Gunnery and Piloting Skill Rolls during the next turn. In addition, if she alpha strikes (fires all available weapons), she may add an additional -1 modifier to her Gunnery roll (for a total of -2). This effect only lasts the duration of the turn after a Widows 'Mech is destroyed; her skills revert to normal during the End Phase of the turn.

Lieutenant Jacob Kincaid

Jacob Kincaid is driven by hatred of the Word of Blake, and has managed to contain that hatred only when Stacy Church is nearby to control him. In any track where he faces any Word of Blake forces (including Protectorate Militia but not mercenary forces), Jacob will choose a single Word of Blake unit and attack it to the exclusion of all other targets with a -1 to-hit modifier for all attacks. As soon as Jacob fires on a Word of Blake unit (the controlling player chooses when and what the target is), that is his target (regardless of whether the attack is successful or not).

As long as Stacy Church is an active unit in the track, he may break off his single-minded pursuit during the End Phase of any turn. If Stacy is not present as an active unit, he will continue his pursuit of his chosen target until it is destroyed, the target has broken line of sight during the Movement Phase and Jacob cannot re-establish LOS within the same turn, is out of range of every weapon currently useable by his unit, or has left the playing area. He may not attack another Word of Blake unit until he has disengaged from his previous target.

ADVANCED

MECHWARRIOR ABILITIES

Not all MechWarriors are created equal. Among the armies of the Houses, mercenaries and even the Periphery, some MechWarriors rise not simply to an elite status, but beyond that into legendary. With skills that are as unique and individual as they are, these MechWarriors not only survive and prosper, but also have gained a battlefield reputation that strikes fear into the hearts of their enemies at the mere mention of their names.

The following advanced MechWarrior Abilities provide optional rules for inclusion with *Classic BattleTech* play, simulating the unique characteristics of the various MechWarriors described in this book.

Note: It is important for all players to read through these abilities and agree to their use (either all, some, or none) before any type of play begins.



MechWarrior Francine

Francine has the uncanny ability to hit almost any target with her *Griffin's* PPC. In any turn where she fires *only* her snub-nose PPC, she receives an additional -2 to-hit modifier to that weapon.

MechWarrior Calvin Magdaleno

Since equipping his *BattleMaster* with its rotary autocannon, Calvin has worked tirelessly to understand the balky weapon's vulnerabilities and can sometimes anticipate a jam before it occurs, allowing him to clear the magazine even as it malfunctions. To reflect this, Calvin may roll to clear a jam during the End Phase of the turn the RAC jammed; if successful, the jam is cleared. If unsuccessful, Calvin may clear the jam as normal during the Weapon Attack Phase of the next turn.

Lieutenant Eirene Rondema

Eirene Rondema has a superb sense of balance and is intimately familiar with how her *Gallowglas* moves. To reflect this, during any turn where Eirene is stationary or the *Gallowglas* only expends Walking MP, she receives a -2 modifier to all Piloting Skill Rolls.

MechWarrior Orrin Fletcher

Orrin Fletcher has made himself the master of long-range fighting with obsessive practice firing. Any time Orrin fires only the *Dervish's* LRMs at long range, he receives only a +2 long-range modifier, instead of the standard +4 long-range modifier.

MechWarrior Michael Ramirez

Prior to any track, the player controlling Michael's *Archer* may choose to replace half of his LRM ammunition with any type of LRM ammunition for free. Additionally, because both Michael and Orrin work tirelessly together as a team, when firing at the same target in the same turn as Fletcher, Michael receives a -1 to-hit modifier.

MechWarrior Max Henricksen

As the Widows' scrounger, Max is always on the lookout for choice salvage or the opportunity to add some vital piece of equipment to the Company's larder. As such, at the end of any track that Max survives, the Widows win, and salvage remains on the field, add an additional +25 WP to the final tally.

Lieutenant Wyatt Rolfe

As a former Kell Hound, Wyatt is intimately familiar with the *Wolfhound* BattleMech, even though he originally piloted a much heavier machine. In any track where Rolfe is present in his *Wolfhound*, his 'Mech receives an additional 1 Walking MP (recalculate the *Wolfhound's* Running MP accordingly) for up to 6 turns. These turns need not be taken consecutively, but the controlling player must announce whether or not he is using the extra speed at the beginning of the Movement Phase.

MechWarrior Neil Gibson

Neil Gibson has made battlefield scouting strategy an art form. In any track where the Recon Lance operates independently, Neil receives a +1 modifier to all Initiative rolls for as long as he is an active unit. Additionally, because of his light touch and excellent knowledge of his 70-year-old *Firefly*, he receives a -1 modifier to all Piloting Skill Rolls when operating that 'Mech.

MechWarrior Halle Yost

Halle Yost has become obsessed with being a specialist using the PPC as a sniping weapon. Halle receives a -2 to-hit modifier for attacks made using a PPC or ER PPC at medium and long ranges.

MechWarrior Russel Madison

Billing himself as "the fastest MechWarrior alive," Russel Madison is a confirmed speed freak and risk-taker. In fact, he becomes more skilled the faster he goes. To reflect this, during any turn where he enters four hexes in a row, he can perform two hexside facings without paying a MP cost for them. The facings can occur anytime during the move, as long as the total move of his 'Mech contains a four hexrow move. Because of the high strain put on the gyro, however, Bennett must make a Piloting Skill Roll to avoid falling if the 'Mech receives 10 or more damage during the Weapon Attack Phase of the same turn in which he uses the two "free" hexside changes. This roll is in addition to the standard Piloting Skill Roll made when a unit receives 20+ points of damage.

OPACUS VENATORI

Many of the Opacus Venatori are cybernetically enhanced Manei Domini, whose abilities may be greatly enhanced in combat. Players with access to *Jihad Hot Spots: 3072* can consult the Manei Domini rules at the back of that book if they wish to include any other special rules that may be applied to the Opacus Venatori warriors described here. As usual, it is important for all players to read through those rules and agree to their use with the Opacus Venatori (either all, some, or none) before any type of play begins.

Specter Precentor Berith

Due to his internal computer processor and Berith's extraordinary grasp of tactics, any time Berith is part of a force fielded in a track, the entire Blakist force receives a +2 Initiative modifier for the duration of the track. This bonus is negated, however, if Berith's 'Mech is destroyed, withdraws from the playing area, or receives two or more MechWarrior wounds in one track.

Berith is augmented with the following equipment: Triple Core Processor, Improved Prosthetic Arm/Hand, Pain Shunt, Buffered VDNi, Enhanced Multi-Modal Cybernetic Eye (left), Boosted Communications Implant, Boosted Receiver Implant, and a Secondary Power Supply.

Zombie Demi-Precentor Morris

A natural close-quarters fighter, Morris relishes physical combat. Whenever executing a Physical Attack, she receives a -2 to-hit modifier and adds one point of additional damage if the hit is successful.

Morris is augmented with the following equipment: Incisor Injectors, Buffered VDNi, Pain Shunt, Enhanced Prosthetic Legs (both), Boosted Communications Implant and Prosthetic Leg MASC.

Phantom Adept Tomitaki

Slightly psychotic from her time in a ComStar psychiatric ward and subsequent augmentations, Tomitaki occasionally loses her head in the thick of battle. Any time she receives a MechWarrior wound, roll 2D6; on a result of 11+ she will pursue and attack the closest enemy target to the exclusion of all else. She will stop this action if the target has withdrawn from the playing area, is



destroyed or if Berith, Morris, or Rivenschild are within six hexes of her 'Mech during an End Phase, where they'll order her to stop; she reverts to normal behavior the following turn, due to her high regard for these individuals.

Tomitaki is augmented with the following equipment: VDNi, Dermal Myomer Armor, and a Filtration Lung Implant.

Ghost Adept Black Bear

His conviction about the teachings of Blake and the importance of the Manei Domini way overrides everything else. When the Forced Withdrawal rules are in effect, if Black Bear's unit must forcibly withdraw, he does not follow them until after he cripples and/or destroys one more opponent, or all enemies have departed the playing area.

Black Bear is augmented with the following equipment: Cybernetic Right Eye, VDNi, Pain Shunt.

Wraith Adept Cazer

The only Manei Domini member of the Opacus who does not possess a VDNi interface, Cazer works hard to overcome such a deficiency. Proficient at working with surveillance electronics, she can bypass most ECM and probe equipment. She ignores all ECM and probe equipment effects against her BattleMech (including ECM effects against her 'Mechs C³i). This ability is negated once she receives three or more MechWarrior wounds.

In addition, Cazer may be set up at the beginning of the track as a Hidden Unit (see p. 259, TW). Her location must be determined before any units are placed on the playing area. She may not use this ability if she was a participant in the previous track.

Cazer is augmented with the following equipment: Toxin Effuser, Cosmetic Enhancements and Cybernetic Ear Implants.

Poltergeist Adept St. John

Incredibly perceptive, St. John uses his natural abilities in close-quarters combat. For every subsequent turn beyond the first, he launches a Physical Attack against the same unit he may add a -1 to-hit modifier.

St. John is augmented with the following equipment: Buffered VDNi, Multi-Modal Cybernetic Left Eye, Pain Shunt, and a Recorder Implant.

St. John engages a guerilla Caesar with a Physical Attack in Turn 4. The attack is resolved normally, with no modifiers. In Turn 5, he engages the Caesar again with a Physical Attack; he now receives a -1 to-hit modifier. The two break away from each other for a few turns, helping their teammates. In Turn 10, St. John finds himself engaging the Caesar again with a Physical Attack. Because he attacked him twice before, he now receives a -2 to-hit modifier.

Demi-Precentor Kari Marita

Fueled by her hatred and need for revenge, Marita becomes single-minded and reckless when facing down a Black Widow opponent. For every Widow opponent that her attacks destroy, she gains a -1 to-hit modifier for all weapon attacks; however, due to her intense focus, the Blakist side also suffers a -1 Initiative modifier for as long as

she is an active unit. These effects are both cumulative and can be combined with other bonuses and penalties. This ability only lasts the duration of the track.

Adept Bryn Rivenschild

Rivenschild's computer skills have allowed him to utilize his *Lightray's* sensors to tremendous effect. When desired, he can manipulate his C³i system to broadcast high-frequency jamming distortion in a limited range, which operates as a type of ECM. A player using this ability must declare their intent in the End Phase prior to the turn in which the C³i system will be "switched" to a jamming emitter. Once a player has announced this change, the *Lightray's* C³i is considered inoperative until the player turns it off during an End Phase; it can only be switched back during the End Phase of a following turn. While the C³i is inoperative, it functions just like a Guardian ECM Suite but with a 3 hex range. If the C³i receives a critical hit during the time it is operating as an emitter, it is rendered completely destroyed and cannot be repaired, regardless of Warchest Points used.

Adept Elizabeth Rodriguez

Through constant practice, Rodriguez has become very proficient at long-range sniping. Any weapon she fires at long range only suffers a +3 long-range modifier, instead of the standard +4 long-range modifier.

Adept Cassius Montague

Supposedly devoted fully to the tenets of Blake and Toyama, Montague nevertheless has a weakness for women. Whenever he targets a unit that is piloted by a female, the controlling player rolls 2D6; on a result of 10+, he becomes aware that the target is female and applies a +1 to-hit modifier to all attacks against that unit. If Montague becomes aware the target is a female, no additional rolls are made; the +1 to-hit modifier applies for the rest of the track.

Montague is augmented with a Beauty Cosmetic Enhancement but is not a Manei Domini.

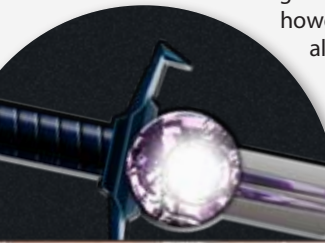
Adept Portia Thomas

A seasoned MechWarrior, Thomas is extremely proficient in short-ranged combat. Whenever a target is within short range of a weapon, she receives a -1 to-hit modifier for that weapon's attack roll. Due to her long bout with cancer, Thomas begins each track with an automatic MechWarrior wound (this wound cannot be healed).

Thomas is augmented with a Prosthetic Right Arm/Hand but is not a Manei Domini.

Adept Jacqueline Norman

A natural mathematician and algorithmic genius, Adept Norman constantly attempts to crack codes and communications, hacking into enemy comm channels to steal tactical data, even during the heat of battle. Once per track, a player may opt to automatically 'win' one of its objectives. To do this, the player rolls a 2D6; on a result of 10+, an objective is selected by the player and is considered achieved; an objective won in this manner gives that player's side half of the listed WP points. However, if the objective is actually achieved through gameplay, the player may not receive the additional points.



BATTLEMECH QUIRKS

Not all BattleMechs are created equal. Some designs possess peculiarities (either as part of their design or as the result of damage or refits to a specific machine) that impact their performance on the battlefield.

Note: It is important for all players to read through these quirks and agree to their use (either all, some, or none) before play begins.

BLACK WIDOWS

Zeus-X Stacy (ZEUX0003)

As a test-bed machine, the *Zeus-X* carries far more interior circuitry than a standard BattleMech. To reflect this, increase the repair cost of any damage to this machine by twenty-five percent. Also, whenever the *Zeus-X* receives internal damage from a PPC or Plasma weapon, roll 2D6: on a result of 11 or 12, circuitry explodes, inflicting one point of pilot damage and shutting the 'Mech down for a single turn (no additional internal damage is applied).

Uziel Jacob II (UZL2S0074)

Due to excessive damage taken during his flight from Outreach, Jacob's *Uziel* has a slight gyroscopic glitch that has defied all attempts to repair it. In any turn when the *Uziel* expends its maximum MP and takes more than 20 points of damage, apply a +3 modifier to the Piloting Skill Roll to avoid a fall (this is in place of the standard +1 modifier and is cumulative with all other appropriate modifiers). The defect is irreparable.

Griffin Francine II (GRF6S0045)

Francine's *Griffin* is a heavily repaired and modified BattleMech, and the combination of old and new equipment sometimes causes problems from the multiple hasty field refits done during the guerilla actions on Outreach. Any turn that the *Griffin*'s heat scale is above 10 and the *Griffin* jumps more than 3 MP, a Piloting Skill roll must be made to remain standing once the target has reached its destination hex.

BattleMaster Calvin II (BLR10S0002)

Due to several hard-wired system errors during the *BattleMaster*'s last major field upgrades, on any turn when all of the *BattleMaster*'s weapons are fired, roll 2D6. On a result of 9 or higher the *BattleMaster*'s fire control computers restart, making it impossible for the *BattleMaster* to fire any of its weapons in the next turn. This system error is irreparable.

OPACUS VENATORI

King Crab (KGC000NW4992)

Suspected of being a target of sabotage on Northwind, the *Revenge*'s Heavy PPCs sometimes flame out during combat. After every two turns of consecutive firing, roll 2D6 for each Heavy PPC: on a roll of 9+, the weapon fails to fire the next time it is used and builds up 10 Heat Points. Once this misfire occurs, the weapon resets back to normal until the situation is repeated. This system error is irreparable as it involves both the weapon and the *Athena*'s combat computers; if the weapon is replaced with a different energy weapon, that new weapon inherits the misfire and heat buildup problem.

Lightray (RAY422-9902J)

Because of the multiple system redundancies Rivenschild has jury-rigged and embedded into the cockpit systems, ignore the first Sensors and Life Support critical hits (do not re-roll the location).

Gurkha (KR-GIG2X4EC)

Because of a software error that went undiscovered during the *Eviscerator*'s upgrade, on occasion the ER PPC will not fire in the same turn the ER Small Lasers are used. During fire declaration and after all of the *Gurkha*'s attacks have been declared, roll 1D6. On a result of 6, the player may fire only the ER PPC or the ER Small Lasers; however, calculate heat as if all weapons had been fired. All attempts to rectify the computer system have met with failure, which matters little to Adept Rodriguez.

Mercury (MCM11022RSQ)

An old and venerable machine, the *Messenger* sometimes exhibits a full reboot of several subsystems in the midst of heated combat. At the end of any turn when the *Mercury* exceeds 5 Heat Points, during the following turn the C³i system is unavailable and apply a -1 modifier to any MASC die rolls.

Buccaneer (BCN-0199H)

Due to a gyroscopic software defect, the *Anne* sometimes has trouble when using its upgraded jump jets. If the gyro is damaged and the 'Mech jumps, apply a +1 modifier to the Piloting Skill Roll necessary upon landing.

Raijin II (KR-RJC385101)

Thanks to Adept Norman's over-exuberance with the usage of her ER Medium Lasers, some of the circuitry has begun to deteriorate due to the excessive heat demands. At the start of any turn in which the *Bear* exceeds 10 Heat Points add a +1 to-hit modifier to all weapon attacks made by the lasers; this occurs in addition to all other standard Heat Effects. No amount of repair on this 'Mech will correct this system error.



Adept Norman's Raijin II tends to overheat but remains a viable scouting machine.



ADVANCED WEAPONS AND EQUIPMENT

While the FedCom Civil War raged on to a thunderous conclusion, all factions continued their research and development in military equipment. The renaissance of technology, ignited by the Clan Invasion in 3050, slackened somewhat but found new growth with the expansion of Clan Diamond Shark's merchant caste and the increase of corporate espionage across interstellar borders.

The sudden outbreak of the Word of Blake Jihad became another catalyst. Urged on by House leaders and with a massive increase in budgetary allotments, several corporations began heavy experimentation with new technologies across the board: terraforming, environmental scrubbing, chemistry, transit drives, and of course, weapons.

Weapons to both execute the Jihad—and defend against it. With war breaking out everywhere, live-fire tests became more common as each faction raced to gain the critical edge that would hopefully give them victory over their enemies.

Record Sheets: As detailed in the MechWarrior/BattleMech sections for each company in this product (beginning on pp. 20 and 40 respectively), the 'Mechs of the command lance of the Black Widows and the Command Level II of the Opacus Venatori mount such advanced weapons and equipment, which is reflected on the appropriate record sheets (see the record sheets beginning on p. 89).

As an additional utility, record sheets that match those variants/configurations miniatures, but mounting only Standard Rules weapon and equipment, are also included in this book.

Equipment Notes

Each of the items in this section comes with a basic description of the item and its function, followed by gameplay data that includes the item's Rules Level, Availability, Technology Base (and Tech Ratings), Game Rules, and finally, Construction Rules. This information helps identify how and by what units a given piece of equipment may be employed.

Rules Level: All the following equipment is considered Advanced Rules and is not appropriate for Standard Rules games as presented in *Total Warfare*. "In universe," Experimental Rules equipment has yet to reach mass production in the *CBT* universe, because it is prohibitively expensive, extraordinarily sophisticated, exceedingly difficult to maintain, or simply deemed too unreliable or restrictive for widespread deployment.

Availability: The Availability line indicates what unit types may carry a given item of equipment (in broad terms) using two-letter codes shown in the Availability Codes Table below.

AVAILABILITY CODES TABLE

Code	Description	Code	Description	Code	Description
AF	Aerospace Fighters	CV	Combat Vehicles	SC	Small Craft
BA	Battle Armor	DS	DropShips	SS	Space Stations
BM	BattleMechs	IM	IndustrialMechs	SV	Support Vehicles
CF	Conventional Fighters	JS	JumpShips	WS	WarShips
CI	Conventional Infantry	PM	ProtoMechs		

WEAPONS AND EQUIPMENT

While none of these items have entered mass production, most are currently employed in live fire testing, under actual combat circumstances; a sure sign of the desperation of the Jihad by all involved. I've provided dates on R&D and prototype design production—and by which faction—so that our operatives (and our allies) may know what they might encounter depending upon who they face across the battlefield.

—Major Elisa Brubaker, WolfNet, 27 October 3073



ACTUATOR ENHANCEMENT SYSTEM (AES)

R&D Start Date: 3067 (Blackwell Corporation/Wolf's Dragoons)

Prototype Design and Production: 3070 (Kell Hounds/Wolf Dragoons)

Introduced: N/A

The Actuator Enhancement System (AES) is a combination of finely tuned myomer bundles and an improved DI computer interface that can improve the accuracy of a BattleMech's limbs.

ACTUATOR ENHANCEMENT SYSTEM (AES)

Rules Level: Experimental

Available To: BM, IM

Tech Base (Ratings): Both (E/X-X-F)

An Actuator Enhancement System mounted in the arm provides a -1 to-hit modifier for all weapons mounted in the same arm location, as well as a -1 to-hit modifier for all Physical Attacks using only that arm. (For Physical Attacks that require both arms, the -1 to-hit modifier only applies if *both* arms mount a functioning AES.) When mounted in the legs, the AES provides a -2 modifier to all Piloting Skill Rolls (except Physical Attacks, which receive only a -1 modifier). Note that weapons split between an arm and torso location gain no bonus from an AES.

AES are considered active at all times during game play until the unit is destroyed or the AES suffers a critical hit. AES leg units lose all AES-provided modifiers if any of the unit's leg-based AES components suffer critical damage; arms only lose the AES-provided modifiers if the AES in the affected arm takes a critical hit.

Construction Rules: Actuator Enhancement System (AES) components may only be installed on BattleMechs and IndustrialMechs, and may be installed in one arm or both arms on humanoid (2-legged) 'Mechs, or in all legs of either 'Mech type (humanoids require 2 AES, four-legged require 4 AES). For humanoid (two-legged) 'Mechs, compute the weight of each AES by dividing the 'Mech's total weight by 35 and rounding up to the nearest half-ton. Four-legged 'Mechs divide the 'Mech's weight by 50 and round up to the nearest half ton to find each AES component's weight, but must always mount 4 AES components (1 per leg).

Regardless of tonnage, each AES occupies 1 critical slot per weight class (i.e., 1 for a light 'Mech, 2 for a medium 'Mech, 3 for a heavy 'Mech and 4 for an assault 'Mech), which may be placed only in the leg or arm locations on the 'Mech (not the torsos or head); note that this means that heavy and assault 'Mechs cannot mount an AES in the legs (heavy and assault four-legged 'Mechs cannot make use of an AES at all). AES components may not be pod-mounted and so may only be employed by OmniMechs if installed as part of the design's base configuration. AES components are incompatible with MASC, Triple-Strength Myomer (of any type), and Targeting Computers, and so cannot be mounted on units that employ these systems.

Only one AES component can be mounted in each limb.

BLUE SHIELD PARTICLE FIELD DAMPER (PFD)

R&D Start Date: 3051 (Federated Commonwealth)

Prototype Design and Production: 3053 (Federated Commonwealth)

Introduced: N/A

The density of magnetic shielding required to protect units from PPCs was generally considered too high to be practical for battlefield units, but that did not stop NAIS researchers from trying. The result is a useful degradation of PPC damage, but the Blue Shield system remains experimental and thoroughly detested by the techs and astechs who must maintain the system.

BLUE SHIELD PARTICLE FIELD DAMPER (PFD)

Rules Level: Experimental

Available To: BM, IM, CV, SV, AF, CF

Tech Base (Ratings): Inner Sphere (E/X-X-F)

The Blue Shield, when active, reduces damage from all non-capital PPCs (including infantry weapons) by half (rounded down, to a minimum of 1 point).

The Blue Shield may be activated and deactivated during the End Phase of any turn. If a unit is equipped with Stealth Armor, the stealth benefits are negated while the Blue Shield is active (due to system conflicts). Additionally, a unit with Blue Shield active cannot be hidden (see p. 259, *TW*). If a unit mounts both the Blue Shield and Reflective Armor (see p. 58), whenever the Blue Shield is active, halve PPC damage first for the Blue Shield and round down, then halve again for the Reflective Armor, and round down again. For example, a Heavy PPC's Damage Value of 15 against such a target would be reduced to 7.5, rounded down to 7 (for the Blue Shield), then reduced to 3.5, rounded down to 3 (for the Reflective Armor), with a final Damage Value of 3 assigned to the target.

For non-fighter units, constant use of the system creates an increasing risk of system failure due to the dust and debris being drawn to the field generators; these turns do not need to be consecutive, but instead accumulate across an entire scenario.



BLUE SHIELD PARTICLE FIELD DAMPER (PFD) [CONT]



The first six turns the shield is active, it is error-free. After the sixth turn of use, however, the controlling player must roll 2D6 at the beginning of the turn to see if the Blue Shield fails. The base chance of failure is 2, plus 1 for each turn after the 6th; if the roll is less than the value, the system fails. If the system fails, it shuts down and will not provide its protection for the rest of the track (though it may be automatically “cleaned” between tracks with no additional expenditure of time or effort).

Finally, anytime a Blue Shield is active and one of its slots receives a critical hit, it results in a 5-point ammunition explosion in that location, and the system no longer functions for the rest of the track. Subsequent critical hits to Blue Shield slots will soak up critical hits, but cause no further explosions and have no additional effect. If CASE is present in the location where a Blue Shield explodes, it will contain the internal damage in the same fashion as an ammo explosion. The damaged critical location must be repaired before the system can be used again. A Blue Shield that is not active (either turned off, or shut down by damage), will not explode if it suffers a critical hit.

Construction Rules: The Blue Shield weighs 3 tons and occupies 1 critical slot in every location except the head. In vehicles and fighters, it occupies 1 equipment slot per location (front, sides/wings, aft, including turrets if present). Blue Shield is a permanent installation that may not be pod-mounted.

ARMOR

Various new armor types have entered prototype stages over the last several decades, intended to enhance the defensive capabilities of all types of battlefield units. Most, however, lack the comprehensive coverage already offered by today’s armor.

LASER REFLECTIVE (REFLEC/GLAZED) ARMOR

R&D Start Date: 3055 (Federated Commonwealth), 3059 (Clan Jade Falcon)

Prototype Design and Production: 3058 (Lyran Alliance), 3061 (Clan Jade Falcon)

Introduced: N/A

Laser Reflective armor (also known as “Glazed” or “Reflec” Armor) is designed to reflect lasers and other energy weapons. Its brittle texture, however, makes it particularly susceptible to breakage in certain circumstances.

LASER REFLECTIVE (REFLEC/GLAZED) ARMOR



Rules Level: Experimental

Available To: BM, IM, CV, SV, AF, CF

Tech Base (Ratings): Both (E/X-X-F)

Laser Reflective armor reduces all damage and heat effects from flamers, lasers, PPCs, plasma weapons, and energy-based infantry weapons by half (rounded down, to a minimum of 1 point of damage and/or heat).

Because the armor is more brittle than usual, however, damage from falls or physical attacks is doubled against locations protected by Laser Reflective Armor. For aerospace units, damage to a location protected by Laser Reflective Armor is doubled for a failed Control Roll that normally causes damage to that location involving any of the following events: entering a space/atmosphere interface hex (see p.78, *TW*); launching and recovering (see p. 86, *TW*); landing and take-off (see pages 87–88, *TW*), ramming attacks (see p. 241, *TW*).

Also, armor piercing weapons such as Armor-Piercing ammo (see p. 140, *TW*), Tandem-Charge Missiles (see *Tactical Operations*), and ‘Mech Tasers (see *Tactical Operations*), receive a +2 bonus on their armor piercing effects rolls (Critical Hit checks for AP Ammo and Tandem-Charge Missiles; ‘Mech Taser Effects) for any successful attack against a location protected by Laser Reflective Armor. Against all other weapon types, Laser Reflective Armor behaves normally.

Excess damage beyond the armor’s capacity will affect internal structure or structural integrity per the normal rules for the location’s structure type.

Construction Rules: Laser-reflective armor is less bulky than most other types of special armor, taking up only 10 critical slots. Clan ‘Mechs, including OmniMechs, can also mount reflective armor; the Clan variant occupies only 5 critical slots. Laser-reflective armor mounted on vehicles counts as a single item for the purpose of space restrictions. For all units, each ton of laser-reflective armor provides the standard 16 Armor Points.



MODULAR ARMOR

R&D Start Date: 3070 (ComStar), 3073 (Clan Wolf (in-Exile))

Prototype Design and Production: 3072 (ComStar), 3074 (Clan Wolf (in-Exile))

Introduced: N/A

Modular Armor units consist of bulky add-on panels and reinforcements that offer enhanced protection for battlefield units at the expense of flexibility and weapon space.

Note: None of the record sheets included with this book include modular armor as a standard feature. Instead, this equipment is included for use within the campaign, or when players simply want to “field refit” a design before any given game; i.e., because the armor weighs one ton and takes up one critical slot, it is very easy to trade out another one ton item (say a medium laser) for the modular armor.

MODULAR ARMOR

Rules Level: Experimental

Available To: BM, IM, CV, SV, AF, CF

Tech Base (Ratings): Both (D/X-X-F)

When a location containing a slot of Modular Armor is hit, the damage is subtracted from the Modular Armor capacity first. If a slot of Modular Armor is hit (for example through a penetrating or floating critical hit), all remaining points for that slot (if any) are considered destroyed.

Because Modular Armor is bulky and its installation exceeds the unit's normal design parameters, units using Modular Armor suffer a +1 modifier to all Piloting Skill target numbers, and subtract 1 Walk or Cruise MP; recalculating the unit's Running/Flank MPs normally; fighters only apply the +1 modifier to all Control Roll target numbers—as well as subtract 1 Safe Thrust MP (recalculating Maximum Thrust)—when operating in an atmospheric hex. Units with Jumping MP also subtract 1 Jumping MP. These penalties apply as long as even 1 point of Modular Armor remains on the unit; once all points of modular armor have been destroyed, these effects are eliminated.

Construction Rules: Each Modular Armor slot provides 10 points of “extra” armor protection for the location where the slot is installed—even if doing so would exceed the unit's normal armor limits (or merely those of the location). No more than 1 slot of Modular Armor may be installed per location (Mechs must specify whether the Modular Armor faces the front or the rear—it cannot protect both—when mounted on any torso location). Modular Armor may not be installed on a VTOL vehicle's Rotor or on a Mech's head.

ADVANCED ARMOR TABLE

Advanced Armor Type	Points per Ton	Space						Construction Notes
		BM	IM	CV	SV*	CF	AF	
Laser-Reflective (IS)	16	10	10	1	1	2	2	Fighter Slots: 2 (1 each wing)
Laser-Reflective (Clan)	16	5	5	1	1	1	1	Fighter Slots: 1 (aft)
Modular	10	1	1	1	1	1	1	1 slot per ton; May not be mounted on Head or Rotor locations

*Support Vehicles must have the Armored Chassis Mod and a Minimum Chassis Tech rating of D to install any Advanced Armor.

PPC CAPACITORS

R&D Start Date: 3057 (Draconis Combine)

Prototype Design and Production: 3060 (Draconis Combine)

Introduced: N/A

The advent of newer PPC types sparked a renewed interest in the experimental PPC capacitor technologies being developed by various Inner Sphere researchers in the 3050s and 3060s. Because the newer PPCs did not differ much from the standard or ER models already in use, it was quickly realized that extant PPC capacitor technologies applied equally well to the newer weapons, expanding on the utility of this experimental technology by the early 3070s.



PPC CAPACITORS



Rules Level: Experimental

Available To: BM, IM, CV, SV, AF, CF, SC, JS, DS, SS, WS

Tech Base (Ratings): Inner Sphere (B/A-A-X)

Instead of firing a PPC as normal, the pilot may instead choose to charge the capacitor, building up 5 points of heat. This charge can be held as long as needed, building up an additional 5 points of heat each turn as the charge is held. When the charged PPC is fired, the release of the charge builds up another 5 points of heat in addition to the heat from the PPC itself, but increases the damage of the PPC by 5 points.

Much like a Gauss rifle, the capacitor will explode if it or the PPC is damaged while charged, resulting in an internal explosion equal to the Damage Value of the PPC, +5 additional points, and the destruction of all critical slots for both the PPC and its Capacitor. If the PPC is being fired during the Attack Phase, it is considered discharged if hit during that same Attack Phase. A to-hit roll of 2 with a Capacitor-charged PPC burns out the system, damaging both the Capacitor slot as well as the first critical slot of the corresponding weapon.

Construction Rules: The PPC Capacitor weighs 1 ton and occupies 1 critical slot, which must be placed in the same location as the PPC it modifies. Capacitors can only modify one PPC and do not stack. For Combat Vehicles and aerospace units, the Capacitor is considered integral to the PPC it modifies and only adds tonnage to the weapon. Note that PPC Capacitors increase the attached PPC's heat by 5 points, which vehicles and conventional fighters must account for when determining their heat sink needs.

SUPERCHARGER

Introduced: Early spaceflight

Essentially an override for the normal safety governors that limit modern engine performance, superchargers can coax as much as 125 percent output from fusion reactors and internal combustion engines alike. For fusion and fission plants, this generally entails disabling safety inhibitors and the like, while fuel-based systems inject a burst of specially designed chemicals into the fuel mix to achieve similar results.

As might be expected, however, use of a supercharger carries with it significant risks to the engine's integrity, up to and including supercharger burnout, or even catastrophic engine failure. As a result, even though supercharger technologies and techniques have existed for over a thousand years, most are invariably a case of "customization" as safety-conscious vehicle and engine manufacturers do not recommend using them.

SUPERCHARGER



Rules Level: Experimental

Available To: BM, IM, CV, SV

Tech Base (Ratings): Inner Sphere (C/F-F-F)

The Supercharger enables a unit to move at twice its standard Cruise or Walk MPs as an enhanced run, and follows the same rules to operate as a MASC (see pp. 137, *TW*), with the following exceptions:

- Superchargers mounted on IndustrialMech or Support Vehicle engines apply a -1 modifier to the Supercharger's activation roll (the 2D6 roll made prior to movement).
- On a failed Supercharger activation roll, rather than assigning critical damage to legs, the controlling player rolls on the unit's appropriate Determining Critical Hits Table and applies all critical hits to the engine. For 'Mech units, this applies to the uppermost undamaged critical slot in the Center Torso. For non-'Mechs, these critical hits apply first to the Motive System and then transfer "in" to the Engine itself, disabling the engine immediately on an Engine hit.
- Regardless of whether or not engine or motive damage occurs, a failed Supercharger activation roll destroys the supercharger system and the unit may not use it for the remainder of the scenario; the equipment slot is considered destroyed.
- A 'Mech may combine a Supercharger with MASC. If both are used in the same round, they must each roll separate activation rolls. If successful, the unit receives a Running MP equal to 2.5 times its Walking MP (rounded up).

Construction Rules: The Supercharger may be mounted on any BattleMech, IndustrialMech, Combat Vehicle or Support Vehicle except for VTOL vehicles, Fixed Wing, Airship, and Satellite Support Vehicles, or any vehicle that uses a Solar Power or External Power engine. The Supercharger itself occupies 1 critical space, which must be placed in a location that contains engine slots (this can be a left or right torso, provided there are engine slots in those locations), and increases the unit's engine weight by 10 percent (rounded up to the nearest half-ton for units 5 tons and over, or to the nearest kilogram for units under 5 tons).

The supercharger cannot be mounted as pod equipment on Omni units, but may be installed as fixed equipment in an Omni's base configuration.



VARIABLE-SPEED PULSE LASERS

R&D Start Date: 3066 (Free Worlds League/Word of Blake)

Prototype Design and Production: 3070 (Free Worlds League/Word of Blake)

Introduced: N/A

A variation of the pulse laser concept, the Variable Speed Pulse Laser (VSP Lasers) makes use of a series of rotating lenses and electronic cut-offs. This system enables the laser to track on a target and alternate the speed with which it generates its pulses, based off of range to target. This effect allows the VSP a greater range than a standard pulse laser, but at less damage potential and less accuracy, while such damage and accuracy are conversely increased at shorter ranges.

VARIABLE-SPEED PULSE LASERS

Rules Level: Advanced

Available To: BM, IM, CV, SV, AF, CF, SC, JS, DS, SS, WS

Tech Base (Ratings): Inner Sphere (E/X-X-E)

In game play, Variable Pulse Lasers function as pulse lasers (and are compatible with targeting computers in the same fashion as pulse lasers) in every way, except that the to-hit modifier and Damage Value changes depending upon the range bracket, as noted on the VSP Laser Table below.

Construction: Construction information is found on the VSP Laser Construction Table.

Conventional Infantry: See the Non-Infantry Weapon Damage Against Infantry Table below for VSP damage against conventional infantry (see p. 216, *TW*).

VSP LASER TABLE

Item	Type	Heat	Damage*	Minimum Range	Short Range	Medium Range	Long Range	Ammo (per Ton)	Attack Value	Aerospace To-Hit Range	Modifier†
Small VSP Laser	P, V	3	5/4/3	0	1-2	3-4	5-6	—	4	Short	-3/-2/-1
Medium VSP Laser	P, V	7	9/7/5	0	1-2	3-5	6-9	—	7	Short	-3/-2/-1
Large VSP Laser	P, V	10	11/9/7	0	1-4	5-8	9-15	—	10/7	Medium	-3/-2/-1

*Damage declines over range, assigned in order of short to long; for example, a Medium VSP lasers inflicts 9 damage points at short range, 7 damage points at medium range, and 5 damage points at long range.

†To-hit modifiers decline over range, assigned in order of short to long; for example, a Medium VSP Laser applies a -3 to-hit modifier at 1-2 hexes, a -2 to-hit modifier at 3-5 hexes and a -1 to-hit modifier at 6-9 hexes.

VSP LASER CONSTRUCTION TABLE

Item	WT (Tons)	Space* ('Mech/Vehicle)
Small VSP Laser	2	1/1
Medium VSP Laser	4	2/1
Large VSP Laser	9	4/1

*Critical space values left of slash apply to BattleMechs, IndustrialMechs, and Support Vehicles; values right of the slash apply to Combat Vehicles, fighters, small craft, and DropShips.

NON-INFANTRY WEAPON DAMAGE AGAINST INFANTRY TABLE

VSP Range Bracket	Number of Conventional Troopers Hit*
Long	(Damage Value / 10) +1
Medium	(Damage Value / 10) +2
Short	(Damage Value / 10) +3

*Round all fractions up.

ADDITIONAL MANEI DOMINI IMPLANT TECHNOLOGIES

The implant technology described here is designed to expand on the rules described for creating Manei Domini characters in *Jihad Hot Spots: 3072*. For the sake of completeness, they include game play rules applicable to both *CBT: RPG (RPG)* as well as standard *CBT* settings.

Triple Core Processor (Level 5)

A derivative of the micro-computer, the triple core processor was developed by Dr. Cortland during the initial prototype stages

of the Celestial OmniMech program. Designed to be completely compatible with Buffered VONI software, it maintains basic system functions of any vehicle it is hooked up to so the pilot can focus mental energy on the battle at hand. This system is one of the most extensive augmentations a Manei Domini can be subjected to; by Apollyon's decree, only Ascended Manei Domini can receive a TCP upgrade.

RPG Rules: A Buffered VONI system is required before this system can be implemented. The entire surgical process takes nearly four weeks to complete, as the TCP needs delicate calibration to "merge"



with the subject's brainwaves and thought patterns. A successful TCP installation gives the user a +5 to all Intelligence-based skill rolls but permanently reduces CHA and BOD Attributes by one point. A "failed implantation" means the subject is incompatible and the TCP must be removed, or else the subject will receive a 1-level Madness Trait (type determined by GM). Note that the TCP cannot be hacked by external computers unless the operative is dead or unconscious (and the TCP is still functional), as the user will ALWAYS sense the hack and shut it down.

CBT Rules: A Manei Domini who has a TCP installed and functioning with a VDNI-equipped vehicle gains a +2 Initiative modifier for each turn he is present on the field. The bonus is lost if the TCP implanted warrior is rendered unconscious or begins a turn under the effects a hostile ECM field. Environmental conditions that cause similar effects—such as secondary nuclear attack effects and electromagnetic interference (EMI)—reduce the effectiveness of the TCP to a +1 Initiative modifier. Having multiple TCP-equipped Domini in the field does not increase this bonus, though any other Initiative bonuses may apply normally.

A pilot with an active TCP and VDNI connection also succeeds in all Avoid Shutdown rolls but cannot prevent a 'Mech from automatically shutting down.

ADVANCED WEAPONS AND EQUIPMENT COSTS

The Advanced Weapons and Equipment Costs Table below details the C-bill cost associated with the advanced equipment introduced in this Starterbook. Using the rules found on pages 274 to 286 of *TechManual*, players can determine the exact cost of a unit mounting these experimental weapons and equipment.

Note: These C-bill costs are not intended for use in the *Word of Blake Campaign: Tempest Rising* (see p. 64). Instead, they are provided as an addition to the *Costs* rules from the *TechManual*, for those using such rules.

CALCULATING BV (ADDENDUM)

The following rules are additions and/or adjustments to those presented in *Classic BattleTech TechManual* (see pages 302 to 313).

Note: The Battle Values are not intended for use in the *Word of Blake Campaign: Tempest Rising* (see p. 64). Instead, they are provided as an addition to the *Battle Value* rules from the *TechManual*, for those using such rules.

ACTUATOR ENHANCEMENT SYSTEM

The BV of an AES equals 50 percent of the total BV of all weapons (including all physical attack weapons) linked to the AES. Do not include the BV of ammo when calculating this sum. In addition, when calculating the Offensive Battle Rating, add 10 percent to the 'Mech's total tonnage for each limb mounting an AES.

NEW EQUIPMENT COSTS

Item	Cost (C-bills)
<i>Actuator Enhancement Systems</i>	
Arm	500 x 'Mech Tonnage
Leg	700 x 'Mech Tonnage
<i>Armor</i>	
Laser-Reflective	30,000 x Tons of Armor
Modular	10,000 x Tons of Armor
Blue Shield Particle Field Damper	1,000,000
PPC Capacitor	150,000
Supercharger	10,000 x Engine Rating
Small VSP Laser	24,000
Medium VSP Laser	90,000
Large VSP Laser	262,500

A Zeus mounts an AES in the right arm along side a heavy PPC. When calculating the Offensive Battle Rating an additional 8 is added for tonnage, giving a total of 88.

BLUE SHIELD PARTICLE FIELD DAMPER

When calculating the Defensive Battle Rating of a 'Mech outfitted with a Blue Shield Particle Field Damper, add 0.2 to the unit's Armor Type Modifier and Internal Structure Type Modifier. Vehicles mounting a Blue shield PFD adjust the Defensive Battle Rating armor and internal structure values using the same Armor Type Modifiers and Internal Structure Type Modifiers as a 'Mech. In a similar manner, aerospace units apply the Armor Type Modifiers. The Internal Structure Type Modifier is applied to the aerospace unit's Structural Integrity.

A 'Mech mounting a Blue Shield PFD treats it as a Gauss weapon critical space in each location except the head when adjusting the Defensive Battle Rating for explosive components.

A Thunderbolt has been modified to carry a Blue Shield PFD. Normally the standard armor would give it an Armor Type Modifier of 1.0, but with the Blue Shield PFD that increases to 1.2.

SUPERCHARGER

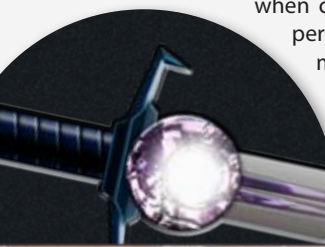
Use the maximum speed provided by the supercharger when calculating the Defensive and Offensive Battle Ratings.

PPC CAPACITOR

See the Inner Sphere Weapons and Equipment BV Table (Addendum) (p. 63) for the modified BV for PPC weapons fitted with a PPC capacitor. Include the heat generated by the capacitor with that generated by the weapon with which it is paired when determining heat values and BV adjustments.

LASER REFLECTIVE ARMOR

When calculating the Defensive Battle Rating use an Armor Type Modifier of 1.5 on 'Mechs. Other units use the same Armor Type Modifiers when calculating their Defensive Battle Rating.



INNER SPHERE WEAPONS AND EQUIPMENT BV TABLE (ADDENDUM)

Item	Item BV	Ammo BV
<i>Energy Weapons</i>		
PPC (Heavy) + PPC Capacitor	370	—
PPC + PPC Capacitor	264	—
PPC (Light) + PPC Capacitor	132	—
PPC (Snub-nose) + PPC Capacitor	252	—
ER PPC + PPC Capacitor	343	—
VSP Laser (Large)	190	—
VSP Laser (Medium)	73	—
VSP Laser (Small)	31	—

Other Equipment

Actuator Enhancement System	G	—
Supercharger	C	—

NOTES

C CASE/MASC/Triple Strength Myomer/Industrial Triple Strength Myomer/Supercharger: Though these items are used when calculating Battle Ratings, they have no individual BV.

G Actuator Enhancement System: The BV of an AES equals 50 percent of the total BV of all weapons (including all physical attack weapons) linked to the AES. Do not include the BV of ammo when calculating this sum.

MODULAR ARMOR

Modular armor increases the total armor carried. Include this additional armor when calculating the Defensive Battle Rating using the Armor Type Modifier for the armor fitted in the same location as the modular armor.

VARIABLE SPEED PULSE LASER

See the Weapons and Equipment BV Table for the BV for large, medium, and small VSP lasers. Usheat.

CONSTRUCTING A BATTLE FORCE (ADDENDUM)

The rules for adjusting the Battle Value of a battle force can be found on page 314 of the *TechManual*. A force that includes members of the Word of Blake's Manei Domini must apply additional modifiers for some of their equipment.

When using an adjusted skill level, if the level is reduced to less than zero, then increase the modifier by 0.25 for each lower step.

VEHICULAR DIRECT NEURAL INTERFACE

A Manei Domini-controlled unit must factor in the gunnery and piloting adjustments when making adjustments using the BV Skill Multiplier Table. A Manei Domini unit utilizing a Buffered VDNI should be treated as having skill levels 1 step better than their actual scores to reflect the bonuses the system provides.

CLAN WEAPONS AND EQUIPMENT BV TABLE (ADDENDUM)

Item	Item BV	Ammo BV
<i>Other Equipment</i>		
Actuator Enhancement System	G	—
Supercharger	C	—

NOTES

G Actuator Enhancement System: The BV of an AES equals 25 percent of the total BV of all weapons linked to the AES. Do not include the BV of ammo when calculating this sum.

'MECH ARMOR TYPE MODIFIERS TABLE

Armor Type	Modifier
Blue Shield PDF	+0.2*
Laser Reflective	1.5
Modular	**

* Add 0.2 to the unit's Armor Type Modifier

** Equal to the modifier for the type of armor installed in the same location

'MECH INTERNAL STRUCTURE TYPE MODIFIERS TABLE

Armor Type	Modifier
Blue Shield PDF	+0.2*

* Add 0.2 to the unit's Internal Structure Type Modifier

Precentor Nihjo is a Manei Domini piloting an Archangel Infernus OmniMech that has been outfitted with a VDNI. Nihjo has a natural Gunnery Skill Rating of 2 and a Piloting Skill Rating of 3. The VDNI provides an additional bonus of 1 to both gunnery and piloting, but the OmniMech's small cockpit reduces the Piloting Skill Rating by 1. When adjusting the Archangel's BV Nihjo is considered to have an effective Gunnery Skill Rating of 1 and a Piloting Skill Rating of 3.

Adept Ripely—a Manei Domini from another Level III—uses a Buffered VDNI to control his Burke Heavy Tank. Starting with a natural Gunnery Skill Rating of 3 and Driving Skill Rating of 4, Ripely receives the standard VDNI bonus of 1 to both. However, to reflect the benefits of the more advanced buffered system the Adept is treated as if he had a Gunnery Skill Rating of 1 and a Driving Skill Rating of 2 when making skill adjustments to the BV of his vehicle. However, during play Ripely employs a Gunnery Skill Rating of 2 and a Driving Skill Rating of 3.



MANEI DOMINI IMPLANTS

A number of implants employed by the Manei Domini introduce additional modifiers.

Recorder/Transmitter/Communications

Implant: After all modifiers for equipment and skill levels have been applied, increase the BV of the entire battle force by 5 percent if it qualifies for the initiative bonus imbued by these implants. If the battle force also receives an additional initiative bonus from a triple core processor implant, then increase the BV of the entire battle force by 15 percent.

Triple Core Processor: After all modifiers for equipment and skill levels have been applied, increase the BV of the entire battle force by 5 percent if it qualifies for the initiative bonus imbued by this implant. If the battle force also receives an additional initiative bonus from recorder, transmitter or communications implants, then increase the BV of the entire battle force by 15 percent.

Pain Shunt: To reflect the benefits of a pain shunt implant consider the unit to have a piloting/driving skill level 1 better than the actual score when making BV skill level adjustments. This is cumulative with adjustments from the VDNI.

Multi-Modal Cybernetic Implants: Add 10 to the unit's unmodified BV before applying any additional adjustments.

WOLF AND BLAKE CAMPAIGN: TEMPEST RISING

Wolf and Blake provides a campaign framework that allows players and gamemasters to run either the Black Widows or the Opacus Venatori (OV) in a chase that rampages across the Word of Blake Protectorate. Each track is set up as a general framework to assist gamemasters and players in creating the opposing forces and adding other battlefield effects specific to that track. In addition, using the Warchest Point System, player groups may repair and rearm their units in between each track and also choose what direction they wish their unit to take.

Because the player group decides what route to take between tracks, this campaign can be replayed often, with different tracks, forces, and even outcomes every time. Additionally, players can choose to just play a track as a stand-alone game, if they desire. Ultimately, the route, game play and depth of detail are up to the players.

Expanded Reinforcements and Opposition (Advanced)

Because of the rich diversity of *Classic BattleTech* products, a wide-ranging array of material exists for players to use hundreds of different types of BattleMechs for their campaigns. While *Starterbook: Wolf & Blake's* campaign is primarily made to be used in conjunction with *Total Warfare* and/or the *Introductory Boxed Set*, players do not need to feel limited to these products. By using other material, their campaign experience can only be made richer.

With this in mind, some tables are listed with an "Advanced" notation. Players may feel free to utilize these additional forces as available for purchase, as well as for building each track's opponent force, provided they have the material necessary to use the listed equipment. A great resource would be the *Heavy Metal* series of programs, which allows players to access nearly all official record sheet designs for print and use. Other resources include Technical Readouts, Record Sheet compilations, and older sourcebooks. Players should note that some books are out-of-print; however, this does not eliminate the equipment's viability for use with this campaign.

TRACKS

There are two types of tracks in the *Tempest Rising* campaign: Mission and Touchpoint.

A *Mission* track is recognizable by the title of the track, where the mission profile is simply stated—i.e., "Recon" is a generic track focused on reconnaissance. Mission tracks may be played as many times as the players wish.

A *Touchpoint* track deals with a specific event that occurs during the force's present and is keyed to either the Widows or the OV (with the exception of the last three Touchpoint tracks—Terra Firma, Procyon, and Rigil Kentarus—which involves both forces). Touchpoint tracks do not need to be played in order to finish the campaign but is highly suggested, as they do bring a level of detail to the campaign and players will find their experience that much richer if used. Once a Touchpoint track has been used, it may not be repeated during the course of the campaign.

Both Mission and Touchpoint tracks follow the same format, though more detail is given in Touchpoint tracks. Each track contains Game Set-Up information, Warchest cost, Options, Objectives, the base Warchest reward and any Special Rules in use.

Game Set-Up gives details on how to set up the playing area, including the starting locations for both sides. The player's opposition is also detailed, with instructions on which portion of the Random 'Mech Assignment Table: Opposing Force (see p. 66) to use and a small table to use to determine the total number of units.

The *Warchest Point System* (see p. 67) describes in detail how many Warchest Points (WP) a track costs, additional bonus options that may be used to add difficulty (and as a result, more WP) and the objectives that net the players additional WP if attained. Bonuses only accrue if the bonus option is applied to the track and the players attain at least one Objective. The WP reward gained is listed at the end of the objective's description. The reward is only achieved if the Objective is completed. Objective rewards can accumulate.

The *Next Track* section indicates the next track options from which the players may choose. In order to gain the most fun from their campaign experience, players should restrict their choices to just those tracks listed. Please note that players can move from any Mission track to an appropriate Touchpoint track at any time, as long as they have the appropriate amount of WP to pay for it.

Touchpoint tracks also include a brief fictional introduction (to help "set the mood"), an in-universe report that sets up the situation, and an aftermath report to show what actually happened in-universe.

Mapsheets: Players may feel free to use any mapsheets they wish for any of the tracks. Or, if all players agree, they can use the Mapsheet Tables (see p. 263, *Total Warfare*) to randomly generate specific types of maps based up the type of terrain they'd like to see added to a given track.



Player Force Size

A player's force may be the Attacker or Defender in each track, as defined in the track's description. A suggested size will be indicated for players to use—it is up to them to select the units they feel are best suited for each Mission or Touchpoint. For added enjoyment, players may opt to keep listed lances together, to simulate the cohesiveness of their lancemates. At the discretion of the gamemaster, additional units may be added, but in consequence, additional units may be added to their opposing forces for a semblance of fair play.

Opposing Forces

Each track will indicate how to determine the composition and type of the opposing force. If the player's force size is within the recommended size listed, no modifications are required to increase the opposing force's size. However, if the gamemaster chooses to increase the player's allotted force, he should also increase the size of the opposing force to keep the game as balanced as possible. As a general rule of thumb, for every two units (or fraction thereof) added to the player's force, the opposing force may roll once on the Force Composition Table with a -2 modifier to the roll.

There are four types of forces that may oppose the player's force: Protectorate Militia, Great House, Mercenary, and Guerilla. The type of force determines the skill level of the opposition. For each track, the Force Composition Table will indicate the type of force to be used. To determine that force's skills, refer to the following table, unless the track specifies otherwise.

Force Type	Skills
Militia or Guerilla	Gunnery 4, Piloting 5
House	Gunnery 3, Piloting 4
Mercenary	Gunnery 3, Piloting 3

Opposing force composition is rolled from one of the following tables. Players running the Black Widows will use either the Protectorate Militia or Mercenary tables; players running the Opacus Venatori will use the Great House or Guerilla tables, unless the track indicates otherwise.

Weight: For ease of reference, every unit on the Random Assignment Tables has its weight in brackets following the name.

Note: Unlike *Total Warfare*, where the Random Assignment Tables in that rulebook's *Creating Scenarios* section are the stock designs presented in the various Technical Readouts, the tables on pages 66–67 provide more flavor. Moving beyond the "plain vanilla" selection, the tables introduce numerous different variants that are more faction specific. While the "standard" tables adhere to the designs found in *Technical Readout: 3050 Upgrade* (and the corresponding record sheet book), the "advanced" tables provide a slice of units from across the myriad Technical Readouts (and their corresponding record sheet books) that are available.

For ease of use (and due to the fact that most of these designs are not the stock designs presented in a technical readout), the tables have been annotated to show which record sheet books (instead of the technical readout) contain which units: (3039) is *Record Sheets: 3039*; (3050U) is either *Record Sheets: 3050 Upgrade, Star League & Clan* or *Record Sheets: 3050 Upgrade, Inner Sphere*; (3055U) is *Record Sheets: 3055 Upgrade*; (3058U) is *Record Sheets: 3058 Upgrade*; (3060) is *Record Sheets: 3060*; (3067) is *Record Sheets: 3067*; (PU) is *Record Sheets: Phoenix Upgrade*; (3075) is *Record Sheet: 3075*;

Note that all these record sheet books can be purchased in PDF format for ease of printing from www.battlecorps.com/catalog.

CAMPAIGN SPECIAL RULES

The *Special Rules* section of each track indicates which special rules, if any, apply in that track. The gamemaster may use any of the following rules in addition to those given for a track if he believes they will add flavor and depth to the campaign.

Forced Withdrawal

Under the Forced Withdrawal rule, crippled units must retreat from the playing area (when damage has rendered them useless or they are in imminent danger of being destroyed; see *Crippling Damage*, below). A unit making a forced withdrawal must move toward the edge of the map board designated for the scenario. However, a unit need not spend Running MP; it can move backward if the controlling player wishes.

Withdrawing units may not directly engage an enemy unit, though they may add their firepower to help cut it down. Any enemy unit that closes within range of a weapon or physical attack by a withdrawing unit may be targeted as well. The following guidelines cover the many circumstances that may occur; within these guidelines, the gamemaster's decision is final.

Crippling Damage: Any non-player unit that suffers crippling damage must withdraw from the map board. Unless otherwise stated in the Special Rules section, crippling damage is defined as follows:

- A BattleMech is considered crippled when a side torso location is destroyed; the 'Mech takes two engine critical hits; one gyro and one engine critical hit; or loses the use of its sensors. Internal structure damage in three or more limbs and/or two or more torsos, or four or more pilot hits, also render a 'Mech crippled, as does the loss of all the 'Mech's weapons to damage or ammunition depletion. If all of a 'Mech's weapons are destroyed and it can no longer move, the 'Mech is considered destroyed. The pilot of a destroyed 'Mech may eject normally, if that rule is in play.
- All of a unit's weapons are considered destroyed if it loses all weapons with a range greater than five hexes or if it can no longer cause more than 5 points of combined weapons damage. This does not apply to those 'Mechs whose designs do not have a combined total of 5 points of weapons damage at the beginning of the track.
- BattleMechs that are immobilized—usually through leg or gyro damage—are shut down and typically abandoned (though abandonment places the pilot at the mercy of the battlefield). Only the most fanatical warriors or those in dire circumstances will continue to fight. Likewise, only orders from the highest possible source will prompt an immobilized element not to withdraw from combat.

Salvage

Salvage is the taking of destroyed/crippled equipment remaining on the battlefield at the end of a track. In general, and unless a track's special rules state otherwise, players who achieve at least one Objective in a track may claim all battlefield salvage in any area where their forces participated.

Players may not claim salvage after battles in which they did not participate or were forced to withdraw (see *Forced Withdrawal*, above). Salvage may be sold using the Warchest system (see *Selling Units*, p. 68).



RANDOM 'MECH ASSIGNMENT TABLE: OPPOSING FORCE

GREAT HOUSE				
D6	Light	Medium	Heavy	Assault
1	COM-7S Commando [25] (3050U)	TBT-7M Trebuchet [50] (3050U)	QKD-8K Quickdraw [60] (3050U)	AWS-10KM Awesome [80] (3050U)
2	COM-5S Commando [25] (3050U)	CN9-D9 Centurion [50] (3050U)	DRG-9KC Grand Dragon [60] (3050U)	BNC-8S Banshee [95] (3050U)
3	WLF-2 Wolfhound [35] (3050U)	DV-8D Dervish [55] (3050U)	CES-4S Caesar [70] (3050U)	ZEU-9T Zeus [80] (3050U)
4	SDR-7M Spider [30] (3050U)	ENF-5D Enforcer [50] (3050U)	JM6-DG JagerMech [65] (3050U)	VTR-11D Victor [80] (3050U)
5	SDR-7KC Spider [30] (3050U)	CN9-D Centurion [50] (3050U)	AXM-4D Axman [65] (3050U)	AS7-S2 Atlas [100] (3050U)
6	PNT-9R Panther [35] (3050U)	WTH-3 Whitworth [50] (3050U)	GHR-7K Grasshopper [70] (3050U)	STK-8S Stalker [85] (3050U)

GREAT HOUSE (ADVANCED)				
D6	Light	Medium	Heavy	Assault
1	BZK-F3 Hollander [30] (3055U)	EYL-4SA Eyleuka [55] (3075)	TNS-4S Thanatos [75] (3067)	BRZ-3A Berserker [100] (3055U)
2	RTX1-O Raptor [25] (3058U)	BSN-3K Bishamon [45] (3060)	TSG-9H Ti Ts'ang [60] (3060)	SGT-8R Sagittaire [95] (3067)
3	KBO-7A Kabuto [20] (3060)	TR1 Wraith [55] (3055U)	BHKU-O Black Hawk KU [60] (3058U)	BLR-4S BattleMaster [85] (PU)
4	WGT-1LAW/SC Wight [35] (3067)	HSN-7D Hellspawn [45] (3067)	OTL-6D Ostsol [60] (PU)	BLR-2D Warlord [80] (3075)
5	OTT-9CS Ostscout [35] (PU)	FS9-O Firestarter [45] (3058U)	PTR-4D Penetrator [75] (3055U)	DVS-02 Devastator [100] (3058U)
6	OSR-3D Osiris [30] (3067)	GRF-6S Griffin [55] (PU)	DFN-3S Defiance [75] (3075)	SRC-3C Sirocco [95] (3060)

PROTECTORATE MILITIA				
D6	Light	Medium	Heavy	Assault
1	MON-76 Mongoose [25] (3050U)	HBK-5SG Hunchback [50] (3050U)	GHR-7K Grasshopper [70] (3050U)	BNC-7S Banshee [95] (3050U)
2	HSR-900-D Hussar [30] (3050U)	CLNT-5U Clint [40] (3050U)	GHR-5J Grasshopper [70] (3050U)	AWS-10KM Awesome [80] (3050U)
3	HSR-950-D Hussar [30] (3050U)	CN9-D3 Centurion [50] (3050U)	DRG-5N Dragon [60] (3050U)	AWS-9Q Awesome [80] (3050U)
4	JVN-11F Javelin [30] (3050U)	WVE-9N Wyvern [45] (3050U)	QKD-8K Quickdraw [60] (3050U)	STK-8S Stalker [85] (3050U)
5	PNT-14S Panther [35] (3050U)	BJ-4 Blackjack [45] (3050U)	BL-6-KNT Black Knight [75] (3050U)	KGC-008 King Crab [100] (3050U)
6	HER-4WB Hermes [30] (3050U)	PXH-3M Phoenix Hawk [45] (3050U)	MAD-5M Marauder [75] (3050U)	AS7-S Atlas [100] (3050U)

PROTECTORATE MILITIA (ADVANCED)				
D6	Light	Medium	Heavy	Assault
1	SDR-9KB Venom [35] (3060)	INI-O2 Initiate [40] (3060)	MAD-9M2 Marauder [75] (PU)	T-IT-N11M Grand Titan [100] (3055U)
2	OSR-3D Osiris [30] (3067)	WTC-4DM Watchman [40] (3055U)	YMN-6Y Yeoman [60] (3060)	MAD-5W Marauder II [100] (PU)
3	EGL-1M Eagle [25] (3060)	LGH-4W Lightray [55] (3067)	GAL-4GLS Gallowglas [70] (3055U)	BKW-7R Black Watch [85] (3060)
4	RDS-2A Red Shift [20] (3067)	WVR-8KHP Wolverine [55] (PU)	DGR-6FC Dragon Fire [75] (3058U)	SD1-O Sunder [90] (3058U)
5	GUR-2G Gurkha [35] (3067)	SHD-7CS Shadow Hawk [55] (PU)	P1O Perseus [75] (3067)	VQR-2B Vanquisher [100] (3067)
6	ZPH-4A Tarantula [25] (3055U)	GRM-R-PR31 Grim Reaper [55] (3055U)	MDG-1B Rakshasa [75] (3060)	Ti-2P Titan II [100] (3075)

MERCENARY				
D6	Light	Medium	Heavy	Assault
1	HNT-171 Hornet [20] (3050U)	CDA-3F Cicada [40] (3050U)	OSR-2D Ostroc [60] (3050U)	GOL-3M Goliath [80] (3050U)
2	PNT-10K Panther [35] (3050U)	WFT-1 Wolf Trap [45] (3050U)	JM6-DD JagerMech [65] (3050U)	CGR-3K Charger [80] (3050U)
3	JR7-C3 Jenner [35] (3050U)	ASN-23 Assassin [40] (3050U)	ARC-4M Archer [70] (3050U)	VTR-10L Victor [80] (3050U)
4	SDR-7M Spider [30] (3050U)	CRB-27 Crab [50] (3050U)	DRG-7K Grand Dragon [60] (3050U)	MAL-1K Mauler [90] (3050U)
5	FFL-4B Firefly [30] (3050U)	HCT-5S Hatchetman [45] (3050U)	CES-3R Caesar [70] (3050U)	CP-11-A Cyclops [90] (3050U)
6	STG-5M Stinger [20] (3050U)	DV-8D Dervish [55] (3050U)	CPLT-H2 Catapult [65] (3050U)	IMP-3E Imp [100] (3050U)

MERCENARY (ADVANCED)				
D6	Light	Medium	Heavy	Assault
1	SDR-9KB Venom [35] (3060)	INI-O2 Initiate [40] (3060)	MAD-9M2 Marauder [75] (PU)	T-IT-N11M Grand Titan [100] (3055U)
2	OSR-3D Osiris [30] (3067)	WTC-4DM Watchman [40] (3055U)	YMN-6Y Yeoman [60] (3060)	MAD-5W Marauder II [100] (PU)
3	EGL-1M Eagle [25] (3060)	LGH-4W Lightray [55] (3067)	GAL-4GLS Gallowglas [70] (3055U)	BKW-7R Black Watch [85] (3060)
4	V4-LNT-K7 Valiant [30] (3075)	WVR-8KHP Wolverine [55] (PU)	DGR-6FC Dragon Fire [75] (3058U)	SD1-O Sunder [90] (3058U)
5	GUR-2G Gurkha [35] (3067)	SHD-7CS Shadow Hawk [55] (PU)	P1O Perseus [75] (3067)	VQR-2B Vanquisher [100] (3067)
6	ZPH-4A Tarantula [25] (3055U)	GRM-R-PR31 Grim Reaper [55] (3055U)	MDG-1B Rakshasa [75] (3060)	BRZ-B3 Berserker [100] (3055U)



RANDOM 'MECH ASSIGNMENT TABLE: OPPOSING FORCE (CONT)

GUERRILLA				
D6	Light	Medium	Heavy	Assault
1	WLF-2 Wolfhound [35] (3050U)	VND-6L Vindicator [45] (3050U)	AXM-1N Axman [65] (3050U)	AS7-S Atlas [100] (3050U)
2	JR7-C2 Jenner [35] (3050U)	WHT-2 Whitworth [40] (3050U)	ARC-5R Archer [70] (3050U)	STK-5M Stalker [85] (3050U)
3	COM-1B Commando [25] (3050U)	WFT-2 Wolf Trap [45] (3050U)	TDR-7M Thunderbolt [65] (3050U)	BNC-6S Banshee [95] (3050U)
4	FLC-4P Falcon [25] (3050U)	STN-3L Sentinel [40] (3050U)	CTF-3D Cataphract [70] (3050U)	BLR-3M Battlemaster [85] (3050U)
5	FLE-20 Flea [20] (3050U)	TBT-8B Trebuchet [50] (3050U)	WHM-7M Warhammer [70] (3050U)	CGR-2A2 Charger [80] (3050U)
6	JVN-10P Javelin [30] (3050U)	SHD-2D2 Shadow Hawk [55] (3050U)	ON-1M Orion [75] (3050U)	KGC-000 King Crab [100] (3050U)

GUERRILLA (ADVANCED)				
D6	Light	Medium	Heavy	Assault
1	NXS2-A Nexus II [25] (3055U)	SNK-2B Snake [45] (3055U)	TDR-11SE Thunderbolt [65] (PU)	AS7-C Atlas [100] (3060)
2	ABS-3R Anubis [30] (3067)	TR3 Wraith [55] (3055U)	WHM-9D Warhammer [70] (3067)	CP-11-H Cyclops [90] (3067)
3	D9-G9 Duan Gung [25] (3060)	HBK-5H Hunchback [50] (3067)	HEL-4A Helios [60] (3060)	AWS-9Q Awesome [80] (3060)
4	LDT-X1 Brigand [25] (3067)	BZT-3F Blitzkrieg [50] (3060)	TMP-3M Tempest [65] (3055U)	BLR-5M Battlemaster [85] (3067)
5	JA-KL-5S Jackel [30] (3055U)	GRF-5L Griffin [55] (PU)	OTL-8M Ostsol [60] (3067)	GOL-5L Goliath [80] (PU)
6	DRT-4S Dart [25] (3060)	B2-HND Bloodhound [45] (3067)	TSG-9J Ti T'sang [60] (3060)	ALB-4U Albatross [95] (3055U)

Off-Map Movement

Some forces are proficient in tactical movement behind the lines of combat. Commands with the off-map movement ability may move units off the map during play. These units re-enter play at a predetermined map edge. A player may only use this ability if the scenario type allows for it.

To use this ability, the controlling player writes down the exit hex and mapsheet of each unit moving off-map. The controlling player then writes down the hex, mapsheet and turn at which each unit will re-enter. Before re-entering the map, an exiting unit must remain off the map for the amount of time it would take to travel from its exit hex to its entrance hex. To calculate this travel time, count the number of blank half hexes along the map edges between the entrance and exit hexes. Then divide this number by the unit's Running MP rating (rounding fractions up). The result is the minimum number of turns the unit must remain off the map. The controlling player can delay the unit's re-entry beyond this period if he desires, but must select the re-entry turn when the unit leaves the map.

Each returning unit re-enters the map in the End Phase of the turn noted on its "written orders." At that time, the opposing player can check the unit's orders to make sure the move was legal. If the move was illegal, the unit is considered destroyed and removed from play. (A move is illegal if the unit does not remain off the map for the required travel time or does not enter at the location and turn noted on its written orders.) In a campaign setting, these "destroyed" units may be brought back into play in a later battle, since they are actually lost rather than destroyed.

If a returning unit is supposed to enter the map in a hex containing an enemy unit, or containing a friendly unit that would violate the stacking limits of the hex, the returning unit is placed in a hex of the opposing player's choice adjacent to the intended entry hex.

Units off the map cannot engage in combat. If the opposing force destroys all the units remaining on the map before off-map units return, the battle is lost.

WARCHEST POINT SYSTEM

The *Warchest Point System* is an abstraction of the rewards and opportunities that arise out of combat. More than merely a monetary concept, the Warchest also represents factors such as renown, contacts and being at the right place at the right time. It represents opportunities, whether to participate in a particular battle, fight under certain environmental modifiers or acquire a BattleMech.

GETTING STARTED

Regardless of how the group comes to the table, the players' force begins the Tempest Rising campaign with 100 Warchest Points (WP).

Warchest and Tracks

Each track has a WP cost that covers the transportation, incidental costs, connections and reputation required to participate in that track. This cost appears in the Warchest section of each track and must be paid before beginning the track. In addition, all tracks have objectives with a WP value listed in parentheses. Players gain (or lose, if the WP value is negative) those points if they complete that objective.

Finally, each track includes one or more optional bonuses with a WP value listed in parentheses. Players gain those points if they choose to subject themselves to the listed environmental or operational situation. A player may elect to use all, none or some of the listed optional bonuses. Players only gain WP from optional bonuses if they attain at least one Objective during the track.

All these points go in the Warchest. Between tracks, players may use their WP to increase personnel experience, repair and rearm, and purchase other group abilities or equipment. All WP expenditures must occur before the beginning of the next track. Players may not spend WP during a track. Keep in mind that the next track must also be paid for from the Warchest.

Warchest Debt

If the players lack enough WP to purchase any tracks available to them, they may go into Warchest debt in order to participate in the next track. Players may NOT purchase services and equipment on Warchest debt.



As the players gain WP during the track, they can use these points to pay off the debt until the Warchest rises to a positive number. If debt still exists after that track, players must sell off assets until the force can purchase its next scenario. Players may not go into Warchest debt twice in a row. If a force is so far in debt that it cannot pay for a new track, the gamemaster may decide that the force is too damaged to maintain fighting cohesiveness. That force is then “retired” and the campaign is considered finished.

Another option is to have the force spend a large amount of time repairing and refitting, forfeiting an entire track in order to carry out the necessary repairs. If a gamemaster decides on this course of action, the players may re-enter the current campaign arc at a point beyond the track where they got stuck. To do this, choose a track from the options presented under the Next Path guidelines for the track the players would have carried out. In addition, the gamemaster will select one of the optional bonuses listed in the *Warchest* section and apply it to the track, but the players will not receive the bonus WP. If the players or gamemaster select additional options, the players receive WP for them as normal.

WARCHEST POINTS BETWEEN TRACKS

In order to spend WP between tracks, players only need to consult the Supply Tables (p. 69) and purchase what they need for their force. To purchase a BattleMech, look on the appropriate recruitment table for the player's force. Each 'Mech purchased in this way comes fully armed but with empty ammunition bins.

Selling Units

Players may also sell BattleMechs in order to make ends meet. To sell a 'Mech, locate the appropriate weight class on the Unit Repair Table and cross-reference its current condition with the Damage type. Subtract this number from the Average Unit Cost table, p. 69. The difference is the total number of WP gained from selling the unit.

Pilots may not be “sold” or exchanged for Warchest Points.

Jordan needs to sell the Widows' crippled Panther in order to gain enough WP to go on another Mission. The Panther is 35 tons, which makes it a light-class BattleMech. Locating that row on the Unit Repair Table, Jordan finds that the cost to repair a Crippled unit is 30. Because she is selling the Panther, she then subtracts 30 from the Average Unit Cost number for a Light BattleMech, which is 75. (75 – 30 = 45) The player gains 45 WP and removes the Panther from the Widows' roster.

Tim is in dire straits with his Shadow Hunter unit and grudgingly decides to sell his combat-destroyed King Crab. Cross-referencing the unit's status on the Unit Repair Table, he finds it will cost him 125 WP to repair to operational status—which is well beyond his current budget. Deciding to sell the ruined hulk, he subtracts 125 from the Average Unit Cost of an Assault BattleMech, which is 200. (200 – 125 = 75) Tim now has 75 WP to use and repairs his Crippled Toyama, bringing it back to functional status.

Additionally, players may attempt to repair salvaged units. To do this, determine whether the unit is a Crippled Unit (as per *Crippling Damage*, p. 65) or a Destroyed Unit (see *Destroying a Unit*, p. 128, *TW*). If the unit does not fall under either category, then it is considered a Damaged Unit. If a 'Mech has received no damage whatsoever (and only expended ammunition), it is considered new and not in need of repair. Once the 'Mech's status is known, follow the rules for Repairing Units, below.

Repairing Units

To get the unit into fighting trim, cross-reference the 'Mech's weight class and Damage type on the Unit Repair Table to determine the appropriate WP cost. Any unit repaired back to operational status in this manner has empty ammo bins and must purchase ammunition separately.

Upgrading Units

One of the many augmentations that many of the Manei Domini possess is a Vehicular Direct Neural Interface buffering system (VDNI). This interface allows a MD soldier to bypass a neurohelmet and instead jack in directly to the vehicle's system. If a vehicle is not augmented with a VDNI interface, then the MD cannot use the advantages of the system.

Players may augment non-upgraded units by purchasing the VDNI upgrade. Units that possess a VDNI interface may only be used by appropriately modified MD troops.

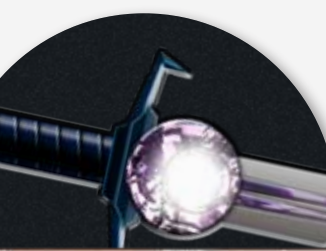
Prototype Weapons and Equipment (Advanced)

Players may opt to modify their unit's BattleMechs by including any of the listed experimental equipment (see *Advanced Weapons and Equipment*, p. 56) onto their 'Mechs. Since adding new and relatively untried technology to existing designs is extremely tricky, an additional WP cost is associated with the installation of this equipment (see the Prototype Cost Table, below). To add this equipment, players will need to read the construction rules for each piece of equipment, then follow the rules found in the *Classic BattleTech TechManual*, which are not covered in this product. The WP cost is in addition to the standard repair cost for the BattleMech.

In the case where a player's BattleMech already has this equipment installed (as per the personal rides of each force's MechWarriors), when a 'Mech is repaired that equipment is also considered repaired as well.

PROTOTYPE COST TABLES

Weapon	WP cost
Variable Speed Pulse Laser	
Small	25
Medium	35
Large	45
PPC Capacitor	30
Equipment	WP cost
Actuator Enhancement System	20 (each)
Modular Armor	20 (per slot)
Supercharger	20



RECRUITMENT TABLES

Black Widows Reinforcement Table (Beginner)	WP cost
SDR-7M Spider [30] (3050U)	75
COM-5S Commando [25] (3050U)	75
WLF-2 Wolfhound [35] (3050U)	100
WTH-2 Whitworth [40] (3050U)	100
ENF-5D Enforcer [50] (3050U)	125
HBK-5M Hunchback [50] (3050U)	125
GHR-5J Grasshopper [70] (3050U)	150
JM6-DD JagerMech [65] (3050U)	150
QKD-5M Quickdraw [60] (3050U)	150
ZEU-9S Zeus [80] (3050U)	200
STK-5M Stalker [85] (3050U)	200
AS7-K Atlas [100] (3050U)	225

Black Widows Reinforcement Table (Advanced)	WP cost
HNT-171 Hornet [20] (3050U)	75
AF1 Artic Fox [30] (3060)	75
WLF-3S Wolfhound [35] (3050U)	100
STY-3D Starslayer [55] (3058U)	100
GRF-6S Griffin [50] (PU)	125
ENF-6T Enforcer III [50] (3060)	125
WHM-8D Warhammer [70] (PU)	150
ARC-7S Archer [70] (PU)	150
VR5-R Verfolger [65] (3067)	150
GUN-1ERD Gunslinger [85] (3055U)	200
NSR-9J Nightstar [95] (3058U)	200
MAD-4S Marauder II [100] (PU)	225

Opacus Venatori Reinforcement Table (Beginner)	WP cost
HNT-171 Hornet [20] (3050U)	75
JR7-K Jenner [35] (3050U)	75
PNT-10K Panther [35] (3050U)	100
CN9-D Centurion [50] (3050U)	100
DV-7D Dervish [55] (3050U)	125
TBT-7M Trebuchet [50] (3050U)	125
DRG-5K Grand Dragon [60] (3050U)	150
QKD-5M Quickdraw [60] (3050U)	150
GHR-5J Grasshopper [70] (3050U)	150
AWS-9M Awesome [80] (3050U)	200
BNC-5S Banshee [95] (3050U)	200
AS7-K Atlas [100] (3050U)	225

Opacus Venatori Reinforcement Table (Advanced)	WP cost
C-MK-O Malak [30] (3075)*	75
TLN-5W Talon [30] (3058U)	75
GUR-2G Gurhka [35] (3067)	100
C-PRT-O Preta [45] (3075)*	100
BLF-21 Blue Flame [45] (3067)	125
LGH-4A Lightray [55] (3067)	125
C-GRG-O Grigori [60] (3075)*	150
TYM-1A Toyama [75] (3060)	150
C-DVA-O Deva [70] (3075)*	150
C-SRP-O Seraph [85] (3075)*	200
LGC-01 Legacy [80] (3067)	200
C-ANG-O Archangel [100] (3075)*	225

*Select Omni configuration

AVERAGE UNIT COST TABLE

Weight Class	WP
Light (20–35 tons)	75
Medium (40–55 tons)	120
Heavy (60–75 tons)	150
Assault (80–100 tons)	200

REPAIR TABLE

BattleMech Weight Class	Damaged	Crippled	Destroyed
Light (20–35 tons)	15	30	45
Medium (40–55 tons)	30	45	60
Heavy (60–75 tons)	60	75	80
Assault (80–100 tons)	80	100	125

SUPPLY TABLES

Ammunition	WP cost
Ballistic, per ton	3
Missile, per ton	6

Pilot Recruitment	WP cost
Green (Piloting 6, Gunnery 5)	15
Regular (Piloting 5, Gunnery 4)	30
Veteran (Piloting 4, Gunnery 3)	60
Elite (Piloting 3, Gunnery 2)	100
Ultra Elite (Piloting 2, Gunnery 1)*	200

*Player's total force may not have more than two of these pilots at any time, excluding named pilots.

Upgrades	WP cost
VDNI installation (per unit)	50



TEMPEST RISING, AN EXAMPLE

This campaign is designed to be played with a minimum of two players, with one player using either the Black Widows or the Opacus Venatori unit with the other providing the opposition. More players are welcome to participate—those groups with a large number of players may decide to have a gamemaster (GM) spearhead track setups and answer any rules questions that may arise during the course of gameplay.

Players are welcome to supplement or expand on the rules listed with those from *Total Warfare*. If using additional rules not presented in this product, all players must agree to their use. Any questions that arise from using those rules should be decided by either group consensus or by a neutral GM. As a last resort, players may simply roll the dice to settle an issue.

To give an idea on how this campaign system can be run, the following example is provided.

CAMPAIGN TRACKING SHEET

The *Wolf and Blake Campaign: Tempest Rising* is specifically designed so players can easily plug in a myriad of different rules from Advanced MechWarrior Abilities to BattleMech Quirks, advanced weapons and equipment to Special Rules from a given track and so on. This flexibility allows each player group to determine for themselves what is most enjoyable. One group may decide that they want to play a stripped-down campaign, with nothing beyond what is noted in a given track, while another may wish to include every last optional rule within this Rules Annex.

Regardless of the type of game you play, it may be helpful to track your campaign. While players can track their campaigns in whatever form they find most useful, the Campaign Tracking Sheet (see the last page of this book) can be photocopied by either a gamemaster—or by all the players—for use in tracking exactly what optional rules are in effect during a given track. The sheet also allows for players to track the damage received in a track, objectives achieved, salvage taken and so on.

Roster Sheets: In a similar vein to the Campaign Tracking Sheet, the Black Widow and Opacus Venatori Roster Sheets are reference sheets for ease of use during game play, noting the pilots' names and which 'Mechs they pilot, their Piloting and Gunnery Skills, as well as all Advanced MechWarrior Abilities for each force.

THE SETUP: BLACK WIDOWS

After the campaign on Outreach the Black Widows took their captured DropShip and leapt into action inside the Blakists' home space. Stacy Church had orders to make the Word understand what it meant to treat Dragoons so poorly, and every MechWarrior in her command understood those orders to the knife. The Word of Blake had declared war on the Dragoons and the rest of the Inner Sphere, and now, after so many years of pain, the Dragoons were finally ready to strike back.

Campaign Rules

Players using the Black Widows for this campaign have access to all of the pilots and BattleMechs as listed for the force's TO&E for 3072 (see p. 14).

Players may begin the campaign with one of the following Missions: *Recon*, *Supply*, or *Assault*. Unless otherwise indicated in the track description, when determining Opposing Forces for Mission tracks, the opposing player may choose from either the Protectorate Militia or Mercenary tables of the Random 'Mech Assignment Table: Opposing Force (see p. 66) and must declare which table is being used before rolling.



Julio and Paul have decided to run through the Wolf and Blake campaign, with Julio wishing to run the Opacus Venatori and Paul the Black Widows. They flip a coin to see which of them gets to run their unit first; Julio wins the coin toss. Both players are somewhat new to the Classic BattleTech experience, but they both own a copy of *Total Warfare* and Starterbook: Wolf and Blake. Additionally, between the two of them, they own various Technical Readouts and PDFs of their corresponding Record Sheet books. Additionally, Julio purchased both Wolf and Blake 'MechPacks: Word of Blake from Iron Wind Metals—he plans on using his new miniatures whenever he uses the OV's command Level II.

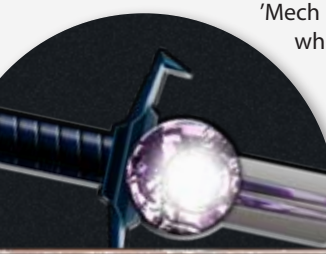
Before they jump into the first track, both Julio and Paul decide that they will be using the MechWarrior abilities (see p. 52) but not the BattleMech Quirks (see p. 55). As the players own the PDFs of the various Record Sheet books, both players decide to include the Advanced tables for reinforcements and building the opposing forces. They also make sure they have a blank sheet handy to record their WP usage; Julio is going first, so he denotes that he has 100 WP to start.

After reading the Setup for the OV, Julio decides he wishes to open his campaign using Mission: Recon. Paul then prepares to run the opposition.

Julio immediately subtracts 30 WP from his total, leaving him with 70 WP ($100 - 30 = 70$). Looking over the Mission rules, he decides to risk gaining some early WP and chooses to run the mission with both Tangled Forests and Moderate Gale. If he is successful in at least one objective, he may then add 40 WP ($15 + 25 = 40$) to his reward total. To remind both of them that these optional bonuses are in effect, Paul writes "Tangled Forests (25)—all Heavy Woods impassable, block LOS, 3 levels high" and "Mod. gale (15)—+1 to-hit modifier to all missile weapon fire" on an index card and puts it near the maps that he has laid out (since Paul is the Defender for the Mission). Paul then designates the left-most edge as his home edge.

While Julio contemplates which OV Level II to use, Paul rolls for his force's composition. He rolls a '4' and consults the Force Composition table listed in the Mission description. He must now roll 1 Light and 2 Medium 'Mechs on the Random 'Mech Assignment Table: Great House. He does so, noting that each unit has a skill set of Piloting 4, Gunnery 3. Paul rolls up a defending force that consists of a Panther, a Wraith and a Snake. Paul gets and prepares those record sheets.

The two friends then sit down and play a ferocious game of Classic BattleTech. In the end, Julio wins both objectives, but at a high cost: the OV are heavily damaged, with the Lightray destroyed and



a crippled Malak. Additionally, Morris' Preta took a lucky shot to the cockpit, which killed the pilot. Because there is no rule for pilot death and both Julio and Paul want to keep using the famous characters, the two players decide that any cockpit criticals and/or six MechWarrior hits only incapacitate the pilot. After a short discussion, the two friends rule that any character that is affected in this way may not participate in the next mission. Thus, Morris is on "medical leave" for the next game.

Julio now tallies up his WP score. He succeeded at both objectives, which give him 75 WP (50 + 25 = 75); additionally, because he used the additional options of Moderate Gale and Tangled Forest, he nets a bonus of 40 WP (25 + 15 = 40), bringing his point total for the Recon mission to 115 (75 + 40 = 115). Added to the 70 WP in his bank, he now has 185 WP (115 + 70 = 185) to allot for repairs, purchases, and the next Mission.

The first thing Julio does is repair the Destroyed Lightray. Locating the Repair Table (see p. 69), he cross-references the Lightray (a Medium 'Mech) with Destroyed and notes it will cost 60 WP to repair. Before deciding to spend the points, he finds out that the Crippled Malak and the Destroyed Preta will cost 30 WP and 60 WP to repair, respectively. Repairing every unit will cost more than what Julio is comfortable with (60 + 30 + 60 = 150, which only leaves 35 WP remaining (185 - 150 = 35)), so he decides to only repair the Lightray and Preta. Because the Malak goes unrepaired, he does not erase any damage from that record sheet—meaning that the armor-less left leg and the two engine hits of the Malak will need protecting if he uses it again for another track before he can repair it.

Thus, Julio's total WP expenditure is 120.

Preta:	repair from Destroyed	60
Lightray:	repair from Destroyed	60

[60 + 60 = 120]

This leaves Julio with 65 WP left to spend towards the next Mission (185 - 120 = 65), as he does not wish to sell any units or purchase any new pilots or 'Mechs. Julio then informs Paul of his spending choices, which Paul double-checks to make sure everything adds up.

Now Julio needs to decide in which direction to take the campaign. He notes that at the end of the Mission: Recon his choices are another Recon, or a Strike, Flank, Supply, Assault, Defend, or Withdrawal. Because he does not wish to go into Warchest debt at this time but wants to build up some points to repair the Crippled Malak, he decides to be a little aggressive and chooses to move on to Mission: Strike.

DropShip Widow's Web
Outbound to Pirate Point
Outreach
2 January 3073

As I write this, the Black Widows are on the hunt.

Outreach is a dead world, a place of memories of fire and pain and loss. So many of our ghosts still walk those blasted lands, so many of our dead uninterred. So many pictures on the wall. I've left the Ghosts enough to carry on, but I don't have much hope for them. Outreach was our home, but now it's just a wasteland. Dragoons do not live in wastelands. No one does, except the dead.

I wish I could carry Jacob's rage. I wish I could capture Eirene's determination, or at least a piece of the stone-hard certainty that the rest of them have. I don't know what we'll find in this damnable Protectorate of

theirs. I've walked the wasted hollows of Outreach; how can the rest of their handiwork be worse? I'm angry, certainly, and determined, but it doesn't define me like the other Widows. It gives me a purpose. It gives me a goal.

For too long the Word of Blake has been safely ensconced behind their wall of terror. For too long they've taken the souls of millions and twisted them into hatred and fear. The people need new legends; new heroes they can rally around, to fight back against the nightfall that is Blake's twisted Word. I don't know if Maeve is right, and the Widows are that symbol.

But I know the Word will come to know us, and to fear us. I know the Word will feel pain and terror before I am done. I know the Master's hands will be made to curl in agony, as he watches his children burn and die.

On the souls of Outreach I swear it.

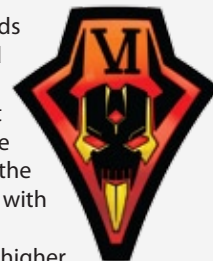
—From the mission log of Stacy Church

THE SETUP: OPACUS VENATORI

Fresh from their extended campaign across the Free Worlds League, the Opacus Venatori returned to Terra ready for refit and replenishment. That they got, along with new orders.

A new threat had recently surfaced on a world thought pacified: Outreach. Faced with an upstart unit that blasted off the shattered planet—an embarrassment to the in-system forces—the Master personally recalled the Shadow Hunters to Terra to deal with the new threat.

Savoring the thought of a new challenge and pursuant of higher goals, Precentor Berith prepped his elite team for doing what they did best. Legend-killing.



Campaign Rules

Players using the Opacus Venatori for this campaign have access to all of the pilots and BattleMechs as listed on the force's TO&E for 3072 (see p. 38).

Players may begin the campaign with one of the following Missions: Recon, Strike, or Supply. Unless otherwise indicated in the track description, when determining Opposing Forces for Mission tracks, the opposing player may choose from either the Guerilla or Mercenary Tables (see p. 66–67) and must declare which table is being used before rolling.

Fortress Alamo
Terra, Word of Blake Protectorate
13 January 3073

Final loading of the Oblivion proceeds apace. Our orders are very clear at this point: eliminate the threat the Black Widows pose to the security and safety of the Protectorate. Though these orders came countersigned by the Precentor Martial, it is obvious who the true originator is.

We are but extensions of His Hands. We will do this, and move on.

Truth be told, I am excited. Finally, an adversary worthy of our attention. Lately all we do is procedural mop-up work. A true hunt like this is something we were born for.

Destined for.
Designed for.
And for some of us, created for.

While our Hunter companions are Frails, they are as close to being Domini as they can be, which makes them worthy of our respect and cooperation. They will not fail us. And of course, we won't fail them.

Or Him.

So to the stars we go, to eliminate these spawn of Clan rejects. Though they are not true Clan, they are as close to it as our Hunters are to the Shadows. It is enough.

As Clans do, these shall bleed just as easily.

We are Manei Domini.

We are the Master's Hands.

—From the personal journal of Precentor Berith



MISSION: RECON

Successful intelligence relies on technology, especially that given to us upon our arrival in this universe.

—Precentor Berith

A soldier without a target is as useless as a rifle without a bullet or a sword without an edge; each may be dangerous but is not being used as designed. The proper application of reconnaissance is the first key to victory.

—Jaime Wolf

GAME SET-UP

The Defender places two mapsheets in any legal position and designates one edge as the Defender's home edge.

Attacker

The Attacker consists of a small portion of the player force and may use up to three units. The Attacker chooses his forces first and may choose which map edge to enter on. This edge is then designated the Attacker's home edge.

Defender

The Defender is a portion of the planetary defender's force and is determined after the Attacker has chosen his forces. To determine the Defender's Force Composition and Unit Type, roll 1D6 on the following table. Add +1 to the roll if the previous track engaged a militia force.

1D6	Force Composition
1	5 Light
2	3 Light, 1 Medium
3	1 Light, 1 Medium, 1 Heavy
4	1 Light, 2 Medium
5	1 Light, 2 Medium, 1 Heavy
6	2 Medium, 1 Heavy, 1 Assault
(7)	1 Medium, 2 Heavy, 1 Assault

The Defender's force enters from their home edge.

WARCHEST

Track Cost: 30 WP

Optional Bonuses:

+15 Moderate Gale: Apply a +1 to-hit modifier to all missile weapon attacks.

+25 Tangled Forests: Hexes with Heavy Woods terrain are considered impassable and block line of sight due to the tangled roots and branches of the trees. These hexes are also considered to be three levels in height.

OBJECTIVES

1. ID/Scan all of the Defender's force. Scanning must be done within 4 hexes of an enemy unit at the end of the Movement phase and in lieu of any attack. Scanning may be completed by either spending one complete turn with the target in the range of an operating probe (any equipment with "probe" in the title) or spending two turns within a four-hex radius of a BattleMech or Vehicle unit. A unit that is scanning without a probe may not fire any weapons during the time it takes to complete a scan; multiple buildings may be scanned at the same time. Line of sight is not required. **(Reward: 50)**

2. Escape! At least half of the Attacker's force must survive and exit the Attacker's home edge after eight turns. **(Reward: 25)**

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Defender's force is leery of a full-press engagement and follows the Forced Withdrawal rules (see p. 65) during this track.

NEXT TRACKS

Recon, Strike, Flank, Supply, Assault, Defend, Withdrawal

MISSION: STRIKE

Strike as the snake, clamp as the crocodile, rend as the hawk. The essence of war is not complicated.

—Precentor Berith

In a thousand years the precedent has not changed: find the enemy, attack the enemy, and keep doing so until he is dead. If the battle cannot be avoided, then it is best to finish it on your terms, rather than his.

—Jaime Wolf

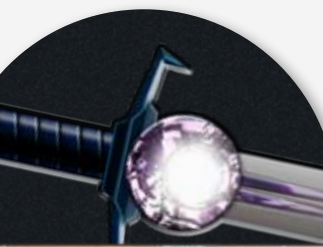
GAME SET-UP

The Defender places two mapsheets in any legal position and designates one edge as the Defender's home edge. Place 1D6 medium (CF: 45) buildings of Level 1 height at least 10 hexes from the Defender's home edge.



RA/WB

Both sides surprise each other during a routine mission on Terra Firma.



Attacker

The Attacker consists of a small portion of the player force and may use up to four units. The Attacker may choose which map edge to enter on. This edge is then designated the Attacker's home edge.

Defender

The Defender is a portion of the planetary defender's force. To determine the Defender's Force Composition, roll 1D6 on the following table. Apply a -1 modifier to the roll if the previous track was *Mission: Recon*, to a minimum of 1.

1D6	Force Composition
1	3 Light, 1 Medium
2	2 Light, 2 Medium
3	1 Light, 3 Medium
4	2 Light, 1 Medium, 1 Heavy
5	2 Medium, 2 Heavy
6	1 Medium, 2 Heavy, 1 Assault

The Defender sets up all forces on the half of the playing area closest to the Defender's home edge. In addition, he designates four hexes anywhere on the Defender's half of the playing area as building hexes. For the purposes of this track, these are Medium Level 2 buildings with a CF of 40.

WARCHEST

Track cost: 50 WP

Optional Bonuses:

+25 Mushy Ground: Apply a +1 modifier to all Piloting Skill Rolls.

+50 Electromagnetic Interference (EMI): Apply a +2 to-hit modifier for all ranged weapon attacks and a -2 penalty to rolls on the Cluster Hits Table (regardless of the weapon system used) made by all units operating within an affected area. This area of effect may cover the entire playing area, or—if the players and/or gamemaster decide—be confined to select mapsheet-sized regions, to represent a more localized phenomenon.

Additionally, all active probes within an EMI-affected region are rendered useless, while ECM systems double their effective range

OBJECTIVES

1. **ID/Scan all of the Defender's buildings.** Scanning must be done within 4 hexes of an enemy building at the end of the Movement phase and in lieu of any attack. Scanning may be completed by either spending one complete turn with the target in the range of an operating probe (any equipment with "probe" in the title) or spending two turns within a four-hex radius of a BattleMech or Vehicle unit. A unit that is scanning without a probe may not fire any weapons during the time it takes to complete a scan; multiple buildings may be scanned at the same time. Line of sight is not required. **(Reward: 100)**

2. **Seek and destroy!** At least half of the Defender's force must be crippled or destroyed. **(Reward: 50)**

SPECIAL RULES

The following rules are in effect for this track:

Salvage

The salvage rule is in effect for the end of track if the Attacker achieves both Objectives.

Off-Map Movement

The Attacker may assign up to half its force with Off-Map movement orders. This may only occur once during the track.

NEXT TRACKS

Strike, Supply, Assault, Defend

MISSION: FLANK

Turning your enemy around in circles creates confusion. Confusion creates opportunities. The successful leader is one who seizes the created opportunities for certain victory.

—Precentor Berith

Every officer in history has expected the enemy to come and face him, and so orients his forces along the axis of his adversaries' advance. To do as your enemy expects is suicide; advance has many axes. Find one that suits you, and not your adversary, and attack rather than be attacked.

—Jaime Wolf

GAME SET-UP

The Attacker places two map sheets in any legal position and designates one edge as the Attacker's home edge. The Defender's home edge is opposite the Attacker's.

Attacker

The Attacker consists of a small portion of the player force and may use up to six units. Two-thirds of the Attacker's force enters from their home edge at the beginning of the game. The remaining units enter from any edge (other than the Defender's home edge) during the Movement Phase anytime after turn five. If all the attacking units are destroyed anytime before turn four, the reinforcement arrives at the beginning of the following turn.

Defender

The Defender is a portion of a Great House force. Roll 1D6 to determine the composition of the Defender's force.

1D6	Force Composition
1	2 Light, 2 Medium, 3 Heavy
2	3 Medium, 2 Heavy
3	1 Light, 4 Medium, 1 Heavy
4	3 Medium, 2 Heavy, 2 Assault
5	1 Medium, 4 Heavy, 2 Assault
6	2 Heavy, 4 Assault



The Defender sets up all but one unit on the half of the playing area closest to the Defender's home edge. The last unit enters the game from the Defender's home edge at the beginning of turn four.

WARCHEST

Track Cost: 75 WP

Optional Bonuses:

+50 Moderate Gale: Apply a +1 to-hit modifier to all missile weapon attacks.

+50 Blowing Sand: Apply a +1 to-hit modifier to all energy and pulse weapon attacks.

OBJECTIVES

1. Destroy! Destroy all of the Defender's Heavy BattleMechs. (Reward: 150)

2. No quarter. Cripple/destroy all of the Defender's forces. (Reward: 200)

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Defender is spread thin elsewhere and follows the Forced Withdrawal rules (see p. 65) once half of its force is destroyed or crippled.

Salvage

The Salvage rule is in effect if the Attacker completes at least one objective and half of the Defender's total force is destroyed or crippled.

NEXT TRACKS

Supply, Assault, Defend, Withdrawal

MISSION: SUPPLY

Though an army does eat from its stomach, the more satisfying meal is that which you steal from your opponent. The aroma of victory sweetens the pot.

—Precentor Berith

Only a fool ignores logistics.

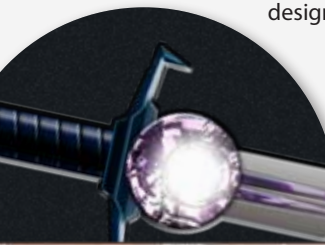
—Jaime Wolf

GAME SETUP

The Defender places one map sheet first; the Attacker places another map sheet in any legal position. The Defender designates one of the short edges his home edge.

Attacker

The Attacker consists of a small portion of the player force and may use up to three units. The Attacker enters from the edge opposite the Defender's home edge. This edge is then designated the Attacker's home edge.



If the Attacker successfully completed a Mission: Recon track immediately prior to this mission, he may wait to select his forces until after the Defender has determined his.

Defender

The Defender is a portion of the planetary defender's force guarding a supply depot. To determine the Defender's Force Composition, roll 1d6 on the following table. Add a -2 modifier to the roll if the Attacker executed a successful *Mission: Recon* immediately before this track, to a minimum result of 1.

1D6	Force Composition
1	5 Light
2	3 Medium, 1 Heavy
3	4 Medium
4	2 Light, 2 Medium
5	3 Heavy
6	1 Heavy, 2 Assault

The Defender sets up all of his forces anywhere on either map sheet. In addition, he designates four hexes as building hexes. For the purposes of this track, these are Medium Level 2 buildings with a CF of 40. The buildings must be within four hexes of each other. The Defender secretly designates two of the buildings as supply warehouses and writes this information down.

WARCHEST

Track Cost: 75 WP

Optional Bonuses:

+50 Moonless Night: Apply a +3 to-hit modifier to all weapon attacks, while applying a +1 to-hit modifier to all physical attacks. Apply a +1 modifier to any Piloting/Driving Skill Rolls (and Control Rolls) made if a unit Ran/Flanked (used Maximum Thrust) that turn. For every 15 points of heat—on a target unit that tracks heat—apply a -1 to-hit modifier to any weapon attacks. Searchlight-equipped units reduce the +3 to-hit modifier to +2 for weapon attacks, while eliminating the +1 to-hit modifier for physical attacks.

+75 Reinforcements: The Defender may designate one unit from his force as reinforcement. That unit enters the battle from the Defender's home edge during the Movement Phase after Turn 5 but before Turn 9 (player's choice). If the Defender is destroyed before the reinforcement enters, then the reinforcement counts as a destroyed unit for determining objectives.

OBJECTIVES

1. Search objective. Determine which two buildings contain supplies. Scanning may be completed by either spending one complete turn with the target in the range of an operating probe (any equipment with "probe" in the title) or spending two turns within a four-hex radius of a BattleMech or Vehicle unit. A unit that is scanning without a probe may not fire any weapons during the time it takes to complete a scan; multiple buildings may be scanned at the same time. Line of sight is not required. (Reward: 100)

2. Resist! At least half of the Attacker's force must survive ten turns of combat. (Reward: 100)

SPECIAL RULES

The following rules are in effect for this track:

Salvage

The Salvage rule (see p. 65) is in effect only if the Attacker completes both objectives. In addition, each supply building contains one BattleMech (roll on the appropriate force's Reinforcement Table, p. 69), four tons of missile ammunition and two tons of ballistic ammunition. The gamemaster determines what type of ammo is found, though it should be ammo useable by the player unit.

Commander

One of the units on the Defender's force is a field commander. The Defender selects one unit of his force and assigns it a Gunnery skill of 3 and Piloting skill of 3. If the unit containing the commander is destroyed, the Defender must apply a -2 modifier to all subsequent Initiative rolls.

NEXT TRACKS

Recon, Flank, Defend, Withdrawal

MISSION: DEFEND

The true test of a commander is not the power he can bring to bear, but the means used to defend his own. Failing this is torment, and can break a man forever.

—Precentor Berith

It is not always the time of your choosing, or the place of your choosing, or the battle you would choose, but to defend what is yours is the most vital mission of a soldier, be that ground, hearth, or home.

—Jaime Wolf

GAME SET-UP

The Defender places two mapsheets in any legal position and designates one edge as the Defender's home edge. The Attacker then chooses two edges from which to enter his force, designating one as his home edge.

Attacker

The Attacker is a portion of the planetary defender's force attacking the player's force. To determine the Attacker's Force Composition, roll 1d6 on the following table.

1D6	Force Composition
1	3 Medium, 3 Heavy, 2 Assault
2	4 Medium, 2 Heavy, 2 Assault
3	2 Light, 4 Medium, 2 Heavy
4	4 Medium, 2 Heavy, 2 Assault
5	5 Heavy, 2 Assault
6	3 Heavy, 4 Assault

The Attacker selects 2/3rds of his force (rounding up) to enter from either (or both) of the selected edges at the beginning of the game. The remaining portion of the Attacker's force may enter at the beginning of any turn between turns 2 and 8, as long as at least one operational unit remains on the playing area. Units entering in this fashion must be declared in the End Phase prior to the turn of arrival.

Defender

The Defender is a portion of the player's force. The Defender may choose between four and eight units and must choose his units before the Attacker determines his.

The Defender begins the game with all units on the playing area and can be no farther than eight hexes of either of the Attacker's chosen edges.

WARCHEST

Track Cost: 400 WP

Optional Bonuses:

+150 Tangled Forests: Hexes with Heavy Woods terrain are considered impassable and block line of sight due to the tangled roots and branches of the trees. These hexes are also considered to be three levels in height.

+100 Surprised!: The Defender rolls initiative with a -2 modifier for the first eight turns.

OBJECTIVES

1. Selective destruction. Before the first turn, the Defender must secretly write down which of the Attacker's units they must destroy. The Defender must declare at least half of the Attacker's force (rounded down). For each unit destroyed, the Defender receives the listed reward. If all of the listed units are Destroyed (units that successfully withdrew under the *Forced Withdrawal* rule count as Destroyed for this purpose), the Defender receives a 300-point bonus. (**Reward: 75/each**)

2. Cutting off the head. Cripple or destroy the enemy commander's BattleMech. (**Reward: 200**)

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Attacker's force follows the Forced Withdrawal rules once half of his force is crippled or destroyed (see p. 65).

Salvage

The salvage rule is in effect, but only for those units selected by the Defender (see Objective #1).

Commander

One of the units on the Attacker's force is a field commander. The Attacker selects one unit of his force and assigns it a Gunnery skill of 3 and Piloting skill of 3. If the unit containing the commander is destroyed, the Attacker must apply a -2 modifier to all subsequent Initiative rolls.

NEXT TRACKS

Flank, Assault, Defend, Withdrawal



MISSION: ASSAULT

Overwhelming pressure can break not just lines, but men. The key is learning where the best place is to apply the knife, then using a hammer.

—Precentor Berith

In the end it often comes down to a very simple truth: you have to take what you want.

—Jaime Wolf

GAME SET-UP

The Defender places two map sheets in any legal position and designates one edge as the Defender's home edge. The Attacker then chooses two edges from which to enter his force, designating one as his home edge.

Attacker

The Attacker is a portion of the player's force. The Attacker may choose up to eight units but need not choose his units before the Defender determines his.

The Attacker selects 2/3rds of his force (rounding up) to enter from either (or both) of the selected edges at the beginning of the game. The remaining portion of the Attacker's force may enter at the beginning of any turn between turns 4 and 12, as long as at least one operational unit remains on the playing area. Units entering in this fashion must be declared in the End Phase of the turn prior to their arrival.



Precentor Berith scans for targets for Adept Black Bear's Grigori.

Defender

The Defender is a portion of the planetary defender's force attacking the player's force. To determine the Defender's Force Composition, roll 1D6 on the following table. Add a +2 modifier to the roll if the Attacker failed to complete a successful *Mission: Recon* or *Mission: Defend* immediately prior to this track.

The Defender begins the game with all units on the playing area and can be no farther than eight hexes of either of the Attacker's chosen edges.

1D6	Force Composition
1	4 Light, 2 Medium, 1 Assault
2	2 Light, 3 Medium, 1 Assault
3	4 Medium, 1 Heavy, 1 Assault
4	2 Medium, 3 Heavy, 1 Assault
5	3 Heavy, 4 Assault
6	2 Heavy, 5 Assault
(7)	2 Medium, 3 Heavy, 3 Assault
(8)	4 Heavy, 4 Assault

WARCHEST

Track Cost: 400 WP

Optional Bonuses:

+200 Reinforcements: The Defender may designate up to two units from his force as reinforcement. That unit enters the battle from the Defender's home edge during the Movement Phase after Turn 5 but before Turn 9. Defending units must declare their arrival in the End Phase of the turn prior to their arrival. If the Defender is destroyed before the reinforcement enters, then the reinforcement counts as a destroyed unit for determining objectives.

+200 Elite Defenders: Assign half of the Defender's units with Piloting, 2 and Gunnery, 2 skills.

OBJECTIVES

1. Destroy! Destroy all of the Defender's Assault BattleMechs and at least half of the Defender's force fielded at the beginning of turn one. (**Reward: 600**)

2. Cutting off the head. Cripple or destroy the enemy commander's BattleMech. (**Reward: 250**)

SPECIAL RULES

The following rules are in effect for this track:

Salvage

The salvage rule is in effect if the Attacker achieves the first objective (see p. 65).

Commander

One of the units on the Defender's force is a field commander. The Defender selects one unit of his force and assigns it a Gunnery skill of 2 and Piloting skill of 2. If the unit containing the commander is destroyed, the Defender must apply a -2 modifier to all subsequent Initiative rolls.

NEXT TRACKS

Recon, Strike, Supply, Assault, Defend

MISSION: WITHDRAWAL

Retreating without reason is failure. Withdrawing in order to reapply force elsewhere is victory.

—Precentor Berith

In all things, the maxim holds true: plan for victory and defeat with equal vigor, for nothing is certain in battle, and the smart soldier is the one that lives when living is the best choice.

—Jaime Wolf

GAME SET-UP

The Defender places two or three map sheets, connecting the two shortest edges together and designates one of the shorter edges as the Defender's home edge. The Attacker's home edge becomes the opposite of the Defender's edge. There should be a clear land path from the Attacker's home edge to the Defender's home edge.

Attacker

The Attacker is a portion of the player's force. The Attacker may choose up to six units and must choose them before the Defender.

They enter on the first turn from the Defender's home edge.

Defender

The Defender consists of part of a Mercenary force. To determine the mercenary force's composition, roll using the following table.

1D6	Force Composition
1	3 Medium, 3 Heavy, 2 Assault
2	4 Medium, 2 Heavy, 2 Assault
3	2 Light, 4 Medium, 2 Heavy
4	4 Medium, 2 Heavy, 2 Assault
5	5 Heavy, 2 Assault
6	3 Heavy, 4 Assault

The Defender enters all of his units at the beginning of Turn 2 from the Defender's home edge.

WARCHEST

Track Cost: 300 WP

Optional Bonuses:

+100 Light Fog: Apply a +1 MP cost to enter each hex.

+200 Veteran Defenders: Assign half of the Defender's units with a -1 modifier to their Piloting and Gunnery skills.

OBJECTIVES

1. Gauntlet. Exit at least half of the Attacker's force through the Attacker's home edge. (**Reward: 400**)

2. Hammer. Cripple or destroy half of the Defender's force. (**Reward: 250**)

SPECIAL RULES

There are no special rules for this track.

NEXT TRACKS

Recon, Strike, Flank, Defend

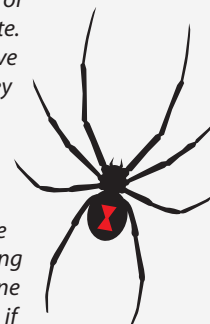
TOUCHPOINT: ELGIN [BLACK WIDOWS]

We learned from Whitehorse that the rest of the Sevens had preceded us into the Protectorate. I was surprised to learn that, given that Maeve had written the Sevens off in 3069 after they refused the last recall order. It seems that Dragoons always find a way, as we had been taught in the sibkos.

Whitehorse put us into the Sevens' com systems and we heard about a team—White Wolf—in a spot of trouble on Elgin. We're putting down there in ten hours or so, and I'll have one of the lances try to get the boys and girls out if they can. The rest of us are going to go and find something with a broadsword on it and kill it.

Unity, but we could use more allies down here. I hope they can hold out long enough.

—From the mission log of Stacy Church



SITUATION

Outside Vikram

Elgin, WOB Protectorate

29 January 3073

The Dragoons' Seventh Kommando has long been considered one of the elite special operations groups in the Inner Sphere, on par with the Combine's DEST commandos or the men and women of MI-6. Most of those assets were presumed lost when Outreach was razed, but persistent reports of sabotage and guerrilla warfare throughout the Protectorate have put lie to those presumptions.

A team of Sevens was present on Elgin when one of the few remaining Wolfnet operatives made contact with them, offering vital intelligence on Word of Blake troop movements in nearby space in return for a safe extraction to Arc-Royal. Although the Sevens were able to link up with the Wolfnet operative and his team, their transport was discovered and destroyed by the Protectorate Militia.

It was only luck, then, that the Widows' JumpShip was recharging innocuously at the nadir jump point when the Sevens sent their call for help.

GAME SET-UP

The Defender sets up three maps in any legal arrangement. On one map, the Defender designates seven adjacent hexes as an abandoned base. These are Hardened Level 2 (CF:100) buildings.

Attacker

The Attacker consists of a lance of the Black Widows. The Attacker's force enters from the edge farthest from the base. The Attacker must determine which lance to use before the Defender determines his forces.

In addition, the Attacker receives four APC units (standard or support vehicles that have "cargo" or "infantry bay" listed in their equipment section) that are placed in hexes adjacent to the buildings. These APCs are escape vehicles for the remains of a Seventh Kommando team in need of rescue. These units may



not move or fire until Turn 7; conversely, they may not be fired upon until they move or fire. The Kommando units are considered Veteran skill rating.

Defender

The Defender consists of part of the WOB Protectorate Militia. The Defender must use the WOB portion of the Opposing Force Table when rolling unit types. To determine the current deployment of the militia, roll 1D6 on the following table:

1D6	Force Composition
1	3 Light, 3 Medium
2	3 Light, 2 Medium
3	2 Light, 2 Medium, 1 Heavy
4	2 Medium, 1 Heavy, 1 Assault
5	1 Medium, 3 Heavy
6	3 Heavy, 2 Assault

The Defender's force enters the opposite edge of the playing area from the Attacker.

WARCHEST

Track Cost: 300 WP

Optional Bonuses:

+200 Prepared Defenders: Somehow, the Defenders knew the Widows were coming. For the first five turns, the militia receive a +1 modifier to their Initiative rolls. In addition, one unit may begin the game hidden, as per the Hidden Unit rules (see p. 259, TW).

OBJECTIVES

1. Get them out! At least two of the Seventh Kommando units must exit the Attacker's home edge. (**Reward: 500**)

2. Objective raid. Successfully execute an in-depth scan of each building hex of the supply base. A unit that is scanning a building may not fire any weapons that turn and must be within 4 hexes of the building hex at the end of the Movement phase.

Note: the supplied APC units are not capable of scanning the buildings. (**Reward: 200**)

SPECIAL RULES

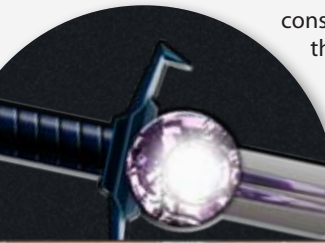
The following rules are in effect for this track:

Condition Feral

Each turn, the Dragoon players may choose to increase either their Piloting or Gunnery skill with a +1 modifier. To do this, the Dragoons must automatically lose initiative for that turn. The Dragoon players must state their intent in the Initiative phase of the turn they choose to implement it before any rolls are made.

This ability may stack to a maximum of a +2 modifier for either skill, but not both. The skill increase only lasts until the pilot cripples or destroys an opponent.

In addition, all Dragoon pilots receive a +1 to all consciousness rolls, regardless of any increase to their skills.



Forced Withdrawal

Both the Attacker and Defender are operating under the Forced Withdrawal rules (see p. 65).

Salvage

The Attacker receives salvage from this track if the first Objective is reached.

NEXT TRACKS

Strike, Defend, Withdrawal, Touchpoint: Saiph

TOUCHPOINT: SAIPH [BLACK WIDOWS]

The Captain is quite a lady.

We were deployed on Saiph just after Elgin, bringing in some Wolfnet operators to help the local resistance group. Those White Wolf Sevens had moved back into the black without much more than a thank-you-very-much, but the Captain didn't let that faze her. Kommandos are like that, and if half the stories I hear about Anton Shadd are true, he used to tell the Wolf himself to take a walk.

Anyway, we grounded on Saiph without being detected but managed to stumble right into a patrol of some two-bit merc outfit I never even got the name of. The Captain, she just sort of smiled when Madison gave her the news. I saw it on my screens, a wicked-mean smile just like the ones you see in the holos of Natasha K herself.

"Well, boys and girls," she said, "I guess it's time to get it stuck in."

—attributed to Neil Gibson, MechWarrior, Widow's Recon Lance



SITUATION

Wu Bo Feng Highlands

Saiph, WOB Protectorate

20 March 3073

Although the urge to strike directly at the Word of Blake almost overtook the Widows and their commander, the encounter with the remnants of Wolfnet reminded them that even more important than hurting bits and pieces of the Word of Blake was the overall mission: to destabilize the Protectorate and force the Word of Blake to spend more and more resources at home instead of on their enemies. Escorting a resupply mission to a resistance cell on Saiph was just part of it.

And, if they managed to get into a scrap doing it, well... that was just a bonus.

GAME SET-UP

The Defender sets up two maps in any legal arrangement. The Attacker then selects one side that is considered impassable due to the sudden drop to the ocean below. The Defender then declares one of the remaining edges as the objective edge.

Attacker

The Attacker consists of two lances of mercenaries that happen to be on patrol. To determine the mercenary's force composition, roll on the following table:

1D6	Force Composition
1	2 Medium, 4 Heavy, 2 Assault
2	2 Light, 3 Medium, 2 Heavy, 1 Assault
3	7 Medium, 1 Heavy
4	3 Medium, 3 Heavy, 2 Assault
5	2 Medium, 4 Heavy, 2 Assault
6	5 Heavy, 3 Assault

The Attacker enters from the designated objective edge. The Attacker's forces should be determined after the Defender has selected his forces.

Defender

The Defender consists of any two lances of the Black Widows. The defending player also is assigned four cargo-carrying vehicles that are fully loaded with supplies. Each vehicle crew is considered of Green skill level. The Defender begins with each lance placed within two hexes of a cliff edge.

WARCHEST

Track Cost: 400 WP, completion of Touchpoint: Elgin

Optional Bonuses:

+100 Sinkholes: Roll 2D6 for the first clear hex each 'Mech enters during a turn while using Running MP. If the roll is a 10 or greater, a sub-level 1 sinkhole opens beneath the unit. The player must then make a Piloting Skill Roll with a +1 modifier for that unit to avoid falling into the hole. Players should mark that hex for future reference.

+100 Dusk: Apply a +1 to-hit modifier to all weapon attacks. For every 25 points of heat—on a target unit that tracks heat—apply a -1 to-hit modifier to any weapon attacks directed at that unit.

OBJECTIVES

1. Covert ops. At least two of the designated cargo vehicles should exit the Attacker's home edge after Turn 8. (**Reward: 500**)

2. Point to prove. Cripple/destroy at least half of the Attacker's forces. (**Reward: 400**)

SPECIAL RULES

The following rules are in effect for this track:

Condition Feral

Each turn, the Dragoon players may choose to increase either their Piloting or Gunnery skill with a +1 modifier. To do this, the Dragoons must automatically lose initiative for that turn. The Dragoon players must state their intent in the Initiative phase of the turn they choose to implement it before any rolls are made.

This ability may stack to a maximum of a +2 modifier for either skill, but not both. The skill increase only lasts until the pilot cripples or destroys an opponent.

In addition, all Dragoon pilots receive a +1 to all consciousness rolls, regardless of any increase to their skills.

Forced Withdrawal

The mercenaries are operating under the *Forced Withdrawal* rules (see p. 65).

Off-Map Movement

The Defender may assign up to two units with Off-Map movement orders (see p. 67). This may only occur once during the track.

NEXT TRACKS

Supply, Flank, Assault, Defend, Touchpoint: Terra Firma

TOUCHPOINT: FOMALHAUT (BLACK WIDOWS)

I guess we should take it as a sign of respect, that we've made enough of an impact already that the Word of Blake is setting traps for us. We got word—outside of the channels Whitehorse gave me, so I should have known—that a team of Sevens was in trouble on Fomalhaut. We were close enough to lend a hand, so we went. Dragoons don't leave each other behind, you know?

I'll give them credit, they knew what they were doing. Somehow they'd gotten their hands on a real zoomer Elemental transport and carted that out as bona fides. It was Madison (of course) who spotted the trap first, but by that point it didn't really matter. These were real, live line Robe troopers, two full Level IIs, and there was no way we were backing away from that fight!

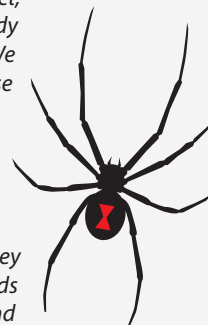
—From the mission log of Stacy Church

SITUATION

*Cape Holum
Fomalhaut, WOB Protectorate
29 July 3073*

Although other units had been dispatched specifically to hunt the Black Widows down, the Word of Blake garrison on Fomalhaut decided to try and lure the Widows to their den in order to gain the favor of the Master and the Precentor Martial. Fomalhaut, after all, was a garden planet of the Inner Sphere, and a ripe target for raiders.

Of course, what the Blakists forgot to plan for was the thing they were hoping to capture. The Black Widows came, baited to the trap, but then that was the problem, too.





GAME SET-UP

The Defender sets up at least two maps in any legal arrangement. On one map, the Defender designates five separate hexes as part of the abandoned mining facility. These are Heavy Level 4 (CF: 60) buildings.

Attacker

The Attacker consists of two Level IIs of Protectorate Militia. To determine the Militia force composition, roll on the following table:

1D6	Force Composition
1	6 Light, 3 Medium, 3 Heavy
2	4 Light, 4 Medium, 2 Heavy, 2 Assault
3	2 Light, 6 Medium, 4 Heavy
4	5 Medium, 4 Heavy, 3 Assault
5	1 Light, 7 Medium, 2 Heavy, 2 Assault
6	8 Heavy, 4 Assault

The Attacker enters from their home edge.

Defender

The Defender consists of any two lances of the Black Widows. Each Widow unit must be set up within at least two hexes of any building.

WARCHEST

Track Cost: 300 WP

Optional Bonuses:

+100 Landmines: The Attacker may pre-select six hexes before turn one and designate these as concealing command-detonated landmines. Each hex is activated immediately at the end of any Movement Phase by the Attacker. When activated, the mines explode in the hex, damaging all units contained within. Assign 20 points of damage in groups of five to the Front facing of the

unit. VTOLs are not affected by these mines unless they land in the hex. Each minefield hex may only be activated once. The mines are destroyed in the initial explosion.

+200 Light Fog: Apply a +1 MP cost to enter each hex.

OBJECTIVES

1. Point to prove. Cripple/destroy at least half of the Attacker's forces. **(Reward: 300)**

2. Survive! At least two of the Widow's force must exit off the Defender's home edge before turn twelve unless they clear the field of the opposition. **(Reward: 250)**

SPECIAL RULES

The following rules are in effect for this track:

Condition Feral

Each turn, the Dragoon players may choose to increase either their Piloting or Gunnery skill with a +1 modifier. To do this, the Dragoons must automatically lose initiative for that turn. The Dragoon players must state their intent in the Initiative phase of the turn they choose to implement it before any rolls are made.

This ability may stack to a maximum of a +2 modifier for either skill, but not both. The skill increase only lasts until the pilot cripples or destroys an opponent.

In addition, all Dragoon pilots receive a +1 to all consciousness rolls, regardless of any increase to their skills.

Forced Withdrawal

The Militia forces follow the *Forced Withdrawal* rules (see p.65).

Salvage

The Defender receives salvage from this track if the first Objective is attained.

Off-Map Movement

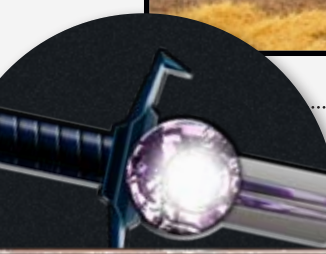
The Defender may assign up to half its force with Off-Map movement orders. This may only occur once during the track.

NEXT TRACKS

Supply, Defend, Withdrawal, Touchpoint: Procyon



Holding the high ground, the Dragoons push the Opacus Venatori back into the valley.



RA/WB

TOUCHPOINT: LIBERTY OPACUS VENATORI

Not two weeks out and we're directed to Liberty to provide "assistance." Only when we land do I find out that the ragged remains of the AMC has come calling—according to ROM, anyway. Though I'm sure the Protectorate Militia can handle such down-and-out mercenaries, this is the perfect time to test Demi-Precentor Marita's battle acumen.

While I appreciate her burning desire to avenge the loss of her men and women to these Dragoon upstarts, I cannot know if she is to be trusted except in the crucible of battle. I am responsible for the entire unit—and failure by one part of our machine will not be tolerated. Thus, I must find out now if this new piece is flawed...or can handle the incredible stress we normally deal with.

Best to find out now if I have to kill her. Assets can be replaced. Loyalty cannot.

—From the personal journal of Precentor Berith



SITUATION

Womac Village
Liberty, WOB Protectorate
24 January 3073

Battered and bruised, the AMC has reverted from a viable coalition opposed to the Word of Blake's efforts in the Protectorate to an ad-hoc amalgamation of commands executing raids and guerrilla actions on several worlds. The sorely damaged Battle Corps, in desperate need of repair and refit, have decided to come to Liberty and ground with the local rebel forces.

Thanks to a ROM agent within the unit, their arrival is anticipated.

GAME SETUP

The Defender sets up two maps in any legal arrangement and designates five hexes that are within one hex of each other as the corporation's headquarters. These are light Level 1 buildings (25 CF). The Attacker's home edge is the map edge farthest from the building group.

Attacker

The Attacker consists of two lances of the Battle Corps mercenary command. The mercs have skills of Gunnery 2, Piloting 3 and may use any of the Opposing Unit Tables to determine their force. To determine their force composition, roll on the table at the top of the next column.

The Attacker enters from their home edge. The Attacker's forces should be rolled after the Defender has selected his forces.

1D6	Force Composition
1	4 Light, 4 Medium
2	3 Light, 4 Medium, 1 Heavy
3	2 Light, 4 Medium, 2 Heavy
4	2 Medium, 6 Heavy
5	2 Medium, 4 Heavy, 2 Assault
6	1 Medium, 4 Heavy, 3 Assault

Defender

The Defender consists of one Level II of the Opacus Venatori, preferably those of the Hunters. The defending player places all of the selected OV units on the board within six hexes of the complex.

WARCHEST

Track Cost: 300 WP

Optional Bonuses:

+200 Electromagnetic Interference (EMI): Apply a +2 to-hit modifier for all ranged weapon attacks and a -2 penalty to rolls on the Cluster Hits Table (regardless of the weapon system used) made by all units operating within an affected area. This area of effect may cover the entire playing area, or—if the players and/or gamemaster decide—be confined to select mapsheet-sized regions, to represent a more localized phenomenon.

Additionally, all active probes within an EMI-affected region are rendered useless, while ECM systems double their effective range.

OBJECTIVES

1. Point to prove. Cripple/destroy at least half of the Attacker's forces. **(Reward: 400)**

2. Survive! At least half of the Blakist forces must survive the track. **(Reward: 400)**

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Battle Corps begin using the *Forced Withdrawal* rules once half of their force is crippled or destroyed (see p. 65).

Salvage

The Defender receives salvage from this track if the first Objective is attained.

Off-Map Movement

The Defender may assign up to half its force with Off-Map movement orders. This may only occur once during the track.

NEXT TRACKS

Strike, Assault, Withdrawal, Touchpoint: Sheratan



TOUCHPOINT: SHERATAN [OPACUS VENATORI]

One of the principle standards of the Word of Blake is the absence of nobility or the concept of feudal lordship. When the Protectorate took over these rudderless worlds, it was with Blake's will that they be ruled fairly, not by a class of people who think only with privilege and power. Sadly, several leaders among our Order think only of the power they can gain when left to the stewardship of worlds. What good is it to remove the old and corrupt system, only to replace it with the same?

Precentors such as Garin Latronis—one who gained his rank not by service, but by luck—do nothing to elevate our Order and everything to bring us to ruin. To avoid the mistakes of the Great Houses, we must show we are more than they ever could be. And that the Word will not tolerate abuse of power, even among our own rank and file.

Until these small-minded and petty men understand this, the Protectorate remains in danger.

Hence, we continue to clean our own house, even as we continue the hunt for the pests.

—From the mission notes of Adept Black Bear

SITUATION

Grounds of Palace Rzymadian
Sheratan, WOB Protectorate
28 February 3073

Ever since his operation to bring Sheratan into the Word's Protectorate fold, rumors of largess and oppression have filtered out through ROM back channels. Himself a highly-trained ROM operative, Precentor Garin Latronis has been able to keep his own quest for personal power largely hidden from his superiors. But secrets only remain secret for so long.

Deciding to make an example of the out-of-control Precentor, orders are directed to the Opacus Venatori, whose personnel are well-trained in the art of toppling governments and removing obstacles. Removing the renegade heretics and ComStar refugees is just icing on the proverbial cake.

GAME SET-UP

The Attacker sets up two map sheets in any legal configuration. The Attacker determines his home edge, with the Defender's home edge on the opposite end of the playing area.

Attacker

The Attacker consists of up to four units of the Opacus Venatori. Two of the units enter from the Attacker's home edge at the beginning of the game. The remaining two units enter from any edge at the beginning of Turn 4.



Defender

The Defender consists of a Level II of Word of Blake/Com Guard "heretics." The heretics must use the WOB portion of the Opposing Forces Table. To determine the heretic's force composition, roll on the following table:

1D6	Force Composition
1	1 Light, 3 Medium, 2 Heavy
2	1 Light, 4 Medium, 1 Assault
3	2 Medium, 3 Heavy, 1 Assault
4	4 Medium, 1 Heavy, 1 Assault
5	4 Heavy, 2 Assault
6	2 Heavy, 4 Assault

The Defender enters from the defender's home edge.

WARCHEST

Track Cost: 400 WP, completion of Touchpoint: Liberty

Optional Bonuses:

+100 Dawn: Apply a +1 to-hit modifier to all weapon attacks. For every 25 points of heat—on a target unit that tracks heat—apply a -1 to-hit modifier to any weapon attacks.

+100 Heavy Rainfall: Apply a +1 to-hit modifier to all weapon attacks and a +1 Piloting/Driving Skill modifier.

OBJECTIVES

1. Cutting off the head. Cripple or destroy the enemy commander's BattleMech. (**Reward: 300**)

2. Hammer. Cripple/destroy at least half of the Attacker's forces. (**Reward: 500**)

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Opacus Venatori are operating under the *Forced Withdrawal* rules (see p. 65).

Off-Map Movement

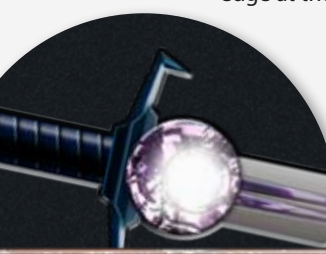
The Attacker may assign up to half its force with Off-Map movement orders. This may only occur once during the track.

Commander

One of the units on the Defender's force is a field commander. The Defender selects one unit of his force and assigns it a Gunnery skill of 2 and Piloting skill of 1. If the unit containing the commander is destroyed, the Defender must apply a -2 modifier to all subsequent Initiative rolls.

NEXT TRACKS

Supply, Flank, Assault, Defend, Touchpoint: Terra Firma



TOUCHPOINT: HAMAL OPACUS VENATORI

Corruption of the royal system. All of humanity's woes can be traced to the failure of the nobility to truly serve the people they rule. Look at the collapse of the Second Star League—our golden moment! Destroyed because two children were more concerned with keeping their power and image, rather than asking for help to clean up their messes after breaking their toys. And so the people of these two nations suffer.

And suffer still. As they fight among themselves, they continue to hold power, maintaining their iron grip on their people as their cities are burned and life is destroyed.

Spilling blue blood and removing their sins from this plane is a rare pleasure.

—From the personal journal of Demi-Precentor Morris



SITUATION

Califa Hamal
Hamal, WOB Protectorate
17 June 3073

Reports of continued low-level resistance and terrorism continue to come from the Protectorate world of Hamal. After some extensive investigation, ROM has concluded beyond doubt that the primary supporter of the unstable world is coming from the noble DeFallay family.

Due to their unqualified success in handling the Achernar situation, the Precentor Martial has specifically requested the Opacus Venatori rectify the situation. Rumors that the Widows had recently been spotted on Hamal helped solidify the decision—even if they were long gone, there were always witnesses and other evidence to gather intel.

GAME SET-UP

The Defender sets up two or three map sheets with the shorter edges connecting. The Defender chooses one of the two shorter edges as the starting edge for the Defender's forces.



RA/WB

Achillius St. John brings the frightening power of his experimental variable speed pulse lasers to bear.

Attacker

The Attacker consists of no more than three units of the Opacus Venatori. The Attacker may set up anywhere on the map furthest from the Defender's starting edge.

Defender

The Defender consists of the remains of the First Ceti Hussars RCT. In addition, the Defender is also assigned six transport vehicles (standard or support). The vehicle crews have skills of Piloting 5, Gunnery 5. The Defender enters from their home edge. To determine the composition of the Hussars, roll on the following table:

1D6	Force Composition
1	7 Light
2	4 Light, 2 Medium
3	2 Light, 4 Medium
4	2 Light, 2 Medium, 2 Heavy
5	3 Medium, 3 Heavy
6	2 Medium, 2 Heavy, 2 Assault

The Defender secretly chooses two of the transports as the objective vehicles.

WARCHEST

Track Cost: 600 WP, completion of Touchpoint: Terra Firma

Optional Bonuses:

+150 Blowing Sand: Apply a +1 to-hit modifier to all energy and pulse weapon attacks.

+150 Ice Holes: Roll 2D6 for the first clear hex each 'Mech enters during a turn while using Running MP. If the roll is a 10 or greater, a sub-level 1 hole opens beneath the unit. The player must then make a Piloting Skill Roll with a +1 modifier for that unit to avoid falling into the hole. Players should mark that hex for future reference.

OBJECTIVES

1. Punitive raid. Destroy both objective vehicles before they exit the opposite end of the playing area. (**Reward: 600**)

2. No quarter. Cripple/destroy all of the opposing forces. (**Reward: 800**)

SPECIAL RULES

The following rules are in effect for this track:

Salvage

The winner receives salvage from this track if the second Objective is attained.

Off-Map Movement

Both forces may assign up to half its force with Off-Map movement orders. This may only occur once during the track.

NEXT TRACKS

Recon, Supply, Defend, Withdrawal, Touchpoint: Procyon



TOUCHPOINT: TERRA FIRMA

It's almost too painful to admit, but the phrase that best describes this situation is: bored out of our minds. People join mercenary units for more reasons than there are stars, but the urge to do the same old thing time and again is not one of them.

We've been supporting resistance groups across the Protectorate for months, and despite the assistance of the Sevens and the odd Wolfnet group, all we've done is strike at half-rate mercenaries or those children in the Blakists' Militia. It'd be nice, you know, inside the "Word of Blake Protectorate" to find some actual Word of Blake troops to deal with!?

Maybe after this run. I'm soldier enough to admit that the guerrillas on Terra Firma need these supplies, but please—PLEASE—after this can we find something to blow up?

—From the mission log of Stacy Church

We've been on the trail of the upstart Dragoons for a few months now—with nothing solid to show for it. Oh, we've managed to gain a modicum of intel—witnesses to their actions, amateur vidshots, and other evidence—but nothing that really gives me a "feel" for my opponent. Thus, we continue to search. The Protectorate has many worlds now, and until we get a solid lead, we can only continue reacting to their actions.

Something needs to happen in order for us to turn the tables.

Though officially, we've come to Terra Firma for resupply and a bit of rest, I'm playing a hunch by Tomitaki and Morris. A pattern seems to be emerging, and if this plays out, we may indeed have found what I've been looking for.

—From the personal journal of Precentor Berith

SITUATION

Backlick Pass, Turbine Mountains
Terra Firma, WOB Protectorate
21 April 3073



Demi-Precentor Morris stalks an unsuspecting prey.

During a routine insertion of supplies and personnel to the local guerrillas on Terra Firma, a small contingent of Widows learned of a major project being conducted by the Word of Blake deep in the Turbine mountain range. Using the opportunity to raid and abscond with some much-needed equipment and data, the Widows monitored the site and hit it in a carefully planned assault.

As fate would dictate, the work site happened to be the objective in a live-fire exercise between the Shadow Hunters and locally-stationed Militia. Recognizing the raiding party almost immediately, the Hunters ordered the Militia to retreat as they turned to face the raiders head-on.

GAME SET-UP

The Defender sets up four map sheets. The Attacker determines his starting edge, with the Defender's edge being on the opposite side of the playing area.

Attacker

The Attacker consists of two lances of the Black Widows and a lance of guerrillas, which they are currently training. To determine the guerrilla force composition, roll on the following table:

1D6	Force Composition
1	4 Light
2	3 Light, 1 Medium
3	2 Light, 2 Medium
4	4 Medium
5	2 Medium, 2 Heavy
6	2 Medium, 1 Heavy, 1 Assault

Defender

The Defender consists of a level II of the Opacus Venatori and two units of Protectorate Militia. The Militia units have skills of Piloting 4, Gunnery 5. To determine the militia force's composition, roll on the following table:

WARCHEST

Track Cost: 400 WP, completion of Touchpoint: Saiph or Touchpoint: Sheratan

Optional Bonuses:

+100 Heavy Rainfall: Apply a +1 to-hit modifier to all weapon attacks and a +1 Piloting/Driving Skill modifier.

+200 Bug Storm: The swirling Bug Storms of the Terra Firma wilderness is an unusual event—but not a wholly uncommon one—where enormous swarms of Taris locusts fill the skies with a mad press of bodies. Randomly place 1D6 bug storms (1 central hex and all adjacent hexes) for every mapsheet used. Multiple storms may not share the same center hex. During the End Phase of each turn, each Bug Storm will move 1 hex in a random direction. The bug storms extend up to four levels above the underlying terrain in every hex covered. All non-energy ranged weapons that fire into or through a Bug Storm hex suffer a +1 to-hit modifier (regardless of the number of hexes), while all energy weapons suffer a +2 to-hit modifier.

OBJECTIVES

1. **Training day.** At least one of the Militia/guerilla units must survive and be present at the end of the track. (**Reward: 500**)
2. **Hammer.** Cripple/destroy at least half of the opposing force. (**Reward: 500**)

SPECIAL RULES

The following rules are in effect for this track:

Condition Feral

Each turn, the Dragoon players may choose to increase either their Piloting or Gunnery skill with a +1 modifier. To do this, the Dragoons must automatically lose initiative for that turn. The Dragoon players must state their intent in the Initiative phase of the turn they choose to implement it before any rolls are made.

This ability may stack to a maximum of a +2 modifier for either skill, but not both. The skill increase only lasts until the pilot cripples or destroys an opponent.

In addition, all Dragoon pilots receive a +1 to all consciousness rolls, regardless of any increase to their skills.

Forced Withdrawal

The guerrilla and the Militia are operating under the *Forced Withdrawal* rules (see p. 65).

Salvage

The winner receives salvage from this track if the second Objective is attained.

NEXT TRACKS

Recon, Strike, Defend, Withdrawal, Touchpoints: Fomalhaut, Hamal

TOUCHPOINT: PROCYON

They're dead. All of them.

We just learned—now, a day from the drop—that the whole mission is a bust. The whole thing is another cowardly Word of Blake trap, evidently set by the same nutjobs we fought on Terra Firma. They set up this whole web of lies—the camps, the prisoners, even the deaths—just to try and draw us out. You'd think they'd learn after Fomalhaut. You don't bait the Black Widows. We don't take too kindly to it.

Feral should have been a lesson to them: you poke us with a stick, we rip your malfing throat out.

So. Let them come. Let them plot. We are Dragoons. We are the Black Widows.

Welcome to the web, Hunters.

—From the journal of Jacob Kincaid

We've studied the data from our skirmish with the Widows on Terra Firma with a near-fanatical zeal. In other words, "business as usual." I think we've come up with a decent picture of our opponent. Incomplete by far, but enough that I believe we can set a trap for them—lure them to a battleground of our choosing. While I would hope we could eliminate them then, my processing tends to be a bit more realistic. My main goal is to gather a lot more hard data, so that we can expertly apply the knife to the pressure point.

And then hammer it home. For good.

—From the personal journal of Precentor Berith

SITUATION

Plains of Gold

Procyon, WOB Protectorate

19 September 3073

The Word of Blake has handled the former "Sirian Holds" with extensive care after the brutality perpetuated by the former ComStar madman Alisendar Gyrn. Because the atrocities still pulse deep within the population and many of the worlds surrounding it—including being a former rallying cry by the AMC during its foundation—the Opacus Venatori weave an elaborate trap to lure the Widows into the open.

Using ROM to spread rumors about the recent posting of Precentor Fellers to the governorship of Procyon and supplementing it with doctored evidence of large internment camps and whispers of mass killings, Precentor Berith hoped to pull the Widows in to "save the day" in typical Dragoon arrogance.

Thanks to the heroic efforts of three Wolfnet agents, the Widows are warned at the last minute. Turning their mission from an underground resistance to one of intelligence, Stacy Church decides to call the Word's bluff and evaluate for herself these Shadow Hunters that have dogged their steps for much of the past year.

GAME SET-UP

The Attacker sets up four map sheets. The Attacker determines his starting edge, with the Defender's edge being on the opposite side of the playing area.

Attacker

The Attacker consists of up to two lances of the Black Widows and two Allied Mercenary Command (AMC) units, who are assisting them in taking down the Precentor. The AMC pilots have skills of Piloting 4, Gunnery 4. To determine the AMC force composition, roll on the following table:

1D6	Force Composition
1 – 2	2 Light
3 – 4	1 Light, 1 Medium
5 – 6	1 Light, 1 Heavy

If the Widows are the player's force, then up to eight 'Mechs may be used under the current campaign setup the players have been using. Otherwise, use eight units from the 3072 TO&E listed for the Widows (see p. 14). The two AMC units enter from any edge at the beginning of Turn 1. The Widow units enter at the beginning of Turn 3 from the Attacker's designated edge.

Defender

The Defender consists of up to a level II of the Opacus Venatori, a WOB Precentor and two militia units. The Militia units have skills of Piloting 4, Gunnery 5. To determine the militia force's composition, roll on the following table:

Precentor Fellers is in an Assault-class unit with a Piloting 5 and Gunnery 3; roll his unit from either the Great House or Militia tables.

If the Blakists are the player's force, then up to six 'Mechs may be used under the current campaign setup the players have been using.



Otherwise, use six units from the 3073 TO&E listed for the Opacus Venatori (see p. 38). The Defender sets up on the farthest half of the map sheet opposite of the Attacker's designated edge.

WARCHEST

Track Cost: 800 WP, completion of Touchpoint: Terra Firma

Optional Bonuses:

+300 Moonless Night: Apply a +3 to-hit modifier to all weapon attacks, while applying a +1 to-hit modifier to all physical attacks. Apply a +1 modifier to any Piloting/Driving Skill Rolls (and Control Rolls) made if a unit Ran/Flanked (used Maximum Thrust) that turn. For every 15 points of heat—on a target unit that tracks heat—apply a –1 to-hit modifier to any weapon attacks. Searchlight-equipped units reduce the +3 to-hit modifier to +2 for weapon attacks, while eliminating the +1 to-hit modifier for physical attacks.

+300 Heavy Snowfall: Apply a +1 to-hit modifier to all weapon attacks and a +1 modifier to all Piloting/Driving Skill Rolls (this includes Control Rolls). Heat: Apply –3 heat points to all units that track heat during the End Phase of every turn.

OBJECTIVES

1. **Termination (Widows only).** Destroy Precentor Fellers. (Reward: 500)
2. **Saviour (Opacus Venatori only).** The Precentor Fellers must exit off the Attacker's home edge. (Reward: 500)
3. **Point to prove.** Cripple/destroy at least half of the opposing forces. (Reward: 900)

SPECIAL RULES

The following rules are in effect for this track:

Condition Feral

Each turn, the Dragoon players may choose to increase either their Piloting or Gunnery skill with a +1 modifier. To do this, the Dragoons must automatically lose initiative for that turn. The Dragoon players must state their intent in the Initiative phase of the turn they choose to implement it before any rolls are made.

This ability may stack to a maximum of a +2 modifier for either skill, but not both. The skill increase only lasts until the pilot cripples or destroys an opponent.

In addition, all Dragoon pilots receive a +1 to all consciousness rolls, regardless of any increase to their skills.

Forced Withdrawal

All units are operating under the *Forced Withdrawal* rules (see p. 65).

NEXT TRACKS

Strike, Supply, Touchpoint: Rigil Kentarus

TOUCHPOINT: RIGIL KENTARUS

I knew they'd take the bait.

These hunters, this Berith... he's just like all the other true believers. You take a pick and stab it at their dogma and they come running. Every little scrap of intel we get, everything Wolfnet manages to scrounge up for us—and, Unity, is Maeve going to be proud of these Wolfnet boys and girls—all points to these Shadow Hunters being hard on our case. Directed by the finger of the Master, they say. I've seen the after-actions on the interrogations. This Berith is a zealot.

That's okay. So am I. But I'm also a Dragoon, and I know what I have to do. I know my history. The Wolf did it at Farsund. I can do it here. I'll bet he'll take it personally, come charging in all piss and vinegar. Good for him. I'm getting tired of leaving these bread crumbs.

—From the mission log of Stacy Church

So it's come down to this. After nearly a full year of the chase, with all its feints and thrusts, parries and pursuits, it coalesces into a grand battle royale on the floor of an ancient volcano.

Like some damned cheesy trivid holodrama.

I'll give Church credit—she's got big brass ones. Calling us out like this, in the open, like two ancient gunslingers. Of course I suspect a trap—if I were her, I would do exactly that. But I accepted her invitation anyway: the chase has gone on long enough and I suspect the Master is getting annoyed that we have failed so far to put this dog down.

In a sense, I am honored: a climactic battle, warrior against warrior, machine against machine. Two ideologies in sudden collision. What the result may be, I have no doubt. We will honor our adversary for the challenge they bring forth. But they will not survive.

For I, too, have conviction. The Dragoons are not the only ones cornering the "fanatic" market. We're just better at it.

—From the personal journal of Precentor Berith



RA/WB

Calvin Magdaleno and Stacy Church prepare to put serious hurt on the Word on Saiph.



SITUATION

Mount Krakatoa

Rigil Kentarus, WOB Protectorate

30 November 3073

Tired of the dogged pursuit and determined to put an end to her shadowy adversary, Stacy Church made a controversial move worthy of Natasha Kerensky: she called her opponent out. Broadcasting an open message through several area HPGs—a delicate mission Wolfnet eagerly undertook for them—the Widows challenged their Word opponents to a showdown on Rigil Kentarus.

The Opacus Venatori arrived right on schedule. And they came with all guns blazing.

Both sides intended to leave the field victorious. And their opponent in ashes.

GAME SET-UP

The Defender sets up four map sheets. The Attacker determines his starting edge first, with the Defender choosing his edge last.

Attacker

The Attacker consists of the Opacus Venatori. If the Blakists are the player's force, then up to twelve 'Mechs may be used under the current campaign setup the players have been using. Otherwise, use the 3072 TO&E listed for the Opacus Venatori (see p. 38). The Attacker enters from their starting edge.

Defender

The Defender consists of the Black Widows. If the Widows are the player's force, then up to twelve 'Mechs may be used under the current campaign setup the players have been using. Otherwise, use the 3072 TO&E listed for the Widows (see p. 14). The Defender enters from their home edge.

WARCHEST

Track Cost: 1000 WP, completion of Touchpoint: Procyon

Optional Bonuses:

+300 Heavy Fog: Apply a +2 MP cost to enter each hex and a +1 to-hit modifier to all direct-fire energy and pulse weapon attacks.

+300 Dusk: Apply a +1 to-hit modifier to all weapon attacks. For every 25 points of heat—on a target unit that tracks heat—apply a –1 to-hit modifier to any weapon attacks. Searchlight-equipped units do not offset this penalty.

OBJECTIVES

1. Hammer. Cripple/destroy at least half of the opposing force. (Reward: 700)

2. No quarter. Cripple/destroy all of the opposing forces. (Reward: 1200)

SPECIAL RULES

The following rules are in effect for this track:

Condition Feral

Each turn, the Dragoon players may choose to increase either their Piloting or Gunnery skill with a +1 modifier. To do this, the Dragoons must automatically lose initiative for that turn. The

Dragoon players must state their intent in the Initiative phase of the turn they choose to implement it before any rolls are made.

This ability may stack to a maximum of a +2 modifier for either skill, but not both. The skill increase only lasts until the pilot cripples or destroys an opponent.

In addition, all Dragoon pilots receive a +1 to all consciousness rolls, regardless of any increase to their skills.

Mount Krakatoa

The battle takes place on the floor of a once-dormant volcano that begins to awaken during the firefight. The following rules are in effect:

Earthquake

At the beginning of every turn (starting with Turn 2), roll 2D6. On a result of 10 or higher, a tremor with a strength value of 4 shakes the battlefield. Players must make a Piloting Skill Roll for each standing 'Mech they control at the start of each Movement Phase during the tremor. If the Piloting Skill Roll fails, the 'Mech falls and takes damage per standard rules. If the Piloting Skill Roll result equals 2, a fissure may open up beneath that 'Mech. Make a second roll and check the Basements Table (see p. 179, *TW*) to determine if one opens and the fissure's depth. The 'Mech will fall into the fissure the same way it would fall into a basement. Treat the fissure as a permanent map feature for the remainder of the track.

Additionally, apply a +4 modifier to all Piloting Skill Rolls and any Weapon Attacks made during the same turn as the tremor.

The Earthquake only lasts one turn. Once it has passed, no further rolls need be made.

Four-legged 'Mechs: For four-legged 'Mechs, the Piloting Skill Roll modifier equals half the strength value of the tremor (their extra legs provide improved stability). The standard –2 Piloting Skill Roll modifier for four-legged 'Mechs applies as well. The earthquake only lasts one turn. Once the earthquake occurs, no more checks are to be made.

Eruption

Beginning in turn 6, roll 2D6 at the start of the turn. If the roll is 8 or greater, the volcano begins to erupt. For each subsequent turn beyond 6, add +1 to the roll.

For example on turn 8, a check is made rolling 2D6. A player rolls a 7. Adding +2 to the roll (it is now two turns beyond 6, which equates to a +2 modifier), the modified roll is now a 9, which indicates the beginning of the eruption.

During the first turn of the eruption, the player that won initiative selects one unoccupied hex on the playing area. He then rolls 2D6; on a roll of 6 or more, that hex dissolves into magma. Any unit within a two hex radius receives 10 points of damage, assigned in groups of 5 to the facing of the attack and receives an additional 2 heat points for the turn.

The player that lost initiative may then select a hex and repeats the process.

For each additional turn the game continues during the Eruption phase, each player may select another unoccupied hex. For example, four turns after the eruption begins, both players select four hexes for possible magma geysers.

Each hex that dissolves into magma takes on the properties of magma (see below) and ignores its previous terrain feature, though it retains its current height.



Magma

Any unit that is not a 'Mech that enters a Magma Liquid hex is automatically destroyed (it cannot be salvaged in any way). For hover, VTOL and WIGE Vehicles in such a hex, if they touch the ground of the hex for any reason (landing, damage and so on), they are automatically destroyed.

'Mechs that start their Movement Phase in a Magma Liquid hex, or enters a hex at any point, take 2D6 points of damage to each exposed location immediately upon entering the hex. If the 'Mech is moving normally, its legs constitute its exposed locations; if the 'Mech falls, all of its locations are exposed. Make separate damage rolls for each location; regardless of how much damage is rolled, it is considered only a single attack. A unit that starts and ends a Movement Phase in a Magma Liquid hex takes an additional 2D6 of damage to its exposed locations; again, make a separate damage roll for each location, but this roll is considered a unique attack from the original 2D6 damage roll.

'Mechs that occupied a Magma Liquid hex (but do not occupy it during the Heat Phase) generate 5 additional Heat Points in that turn; occupying a Magma Liquid hex during the Heat Phase, generates an additional 10 Heat Points that turn.

Entering a Magma hex takes one additional Movement Point. Any unit in a Magma hex suffers from a +4 modifier to their Piloting Skill Roll.

Forced Withdrawal

All units begin operating under the *Forced Withdrawal* rules (see p. 65) once the eruption begins.

AFTERMATH

The devastation was immense as savage combat between the two forces raged up and down the volcano's floor for nearly two hours. Neither side gave the other an advantage.

In the thick of the battle's fiercest moment, Berith and Church fought face-to-face, both with horrendously damaged machines. The two privately traded war cries and insults as they hammered each other in a no-holds-barred savage dance that reached epic levels in the minds of their troops. Indeed, the fighting was so intense that no one noticed the rumbling from deep within Krakatoa: only when the first lava geyser blew did the fighting suddenly become secondary in everyone's minds.

Missiles and laser blasts still criss-crossed the battlefield as both units reluctantly pulled back from the disintegrating landscape. Only when neither side could see the other due to the dense steam and smoke filling the air did the Dragoons and the Blakists finally disengage. None of the survivors were happy with the forced separation and several made personal vows to continue the fight, and soon.

One thing was for sure: this private war was just beginning.



RAWB

Combat pauses for a brief second as a massive tremor shakes the battlefield on Rigil Kentarus.



CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: LCT-6M LOCUST

Movement Points: Tonnage: 20
Walking: 14 Tech Base: Inner Sphere
Running: 21 [28] 3071
Jumping: 0

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	ER Small Laser	H	2	3 [DE]	—	2	4	5

Cost: 4,277,500 C-bills

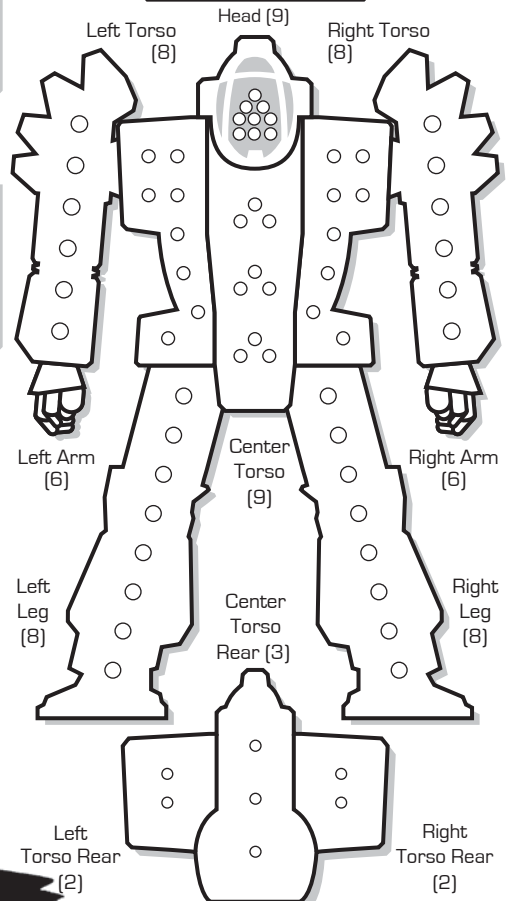
BV: 818

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
- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel

1-3

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Endo Steel
- Ferro-Fibrous

1-3

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- ER Small Laser
- MASC

Center Torso

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

1-3

4-6

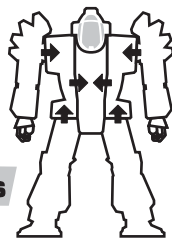
- XL Gyro
- XL Gyro
- XL Gyro
- XL Engine
- XL Engine
- XL Engine

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel

1-3

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Endo Steel
- Ferro-Fibrous

1-3

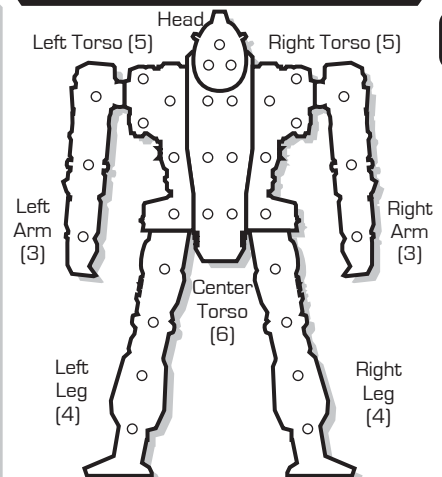
4-6

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: MCY-102 MERCURY

Movement Points: Tonnage: 20
Walking: 8 Tech Base: Inner Sphere
Running: 12 [16] 3067
Jumping: 0

Weapons & Equipment Inventory

(hexes)

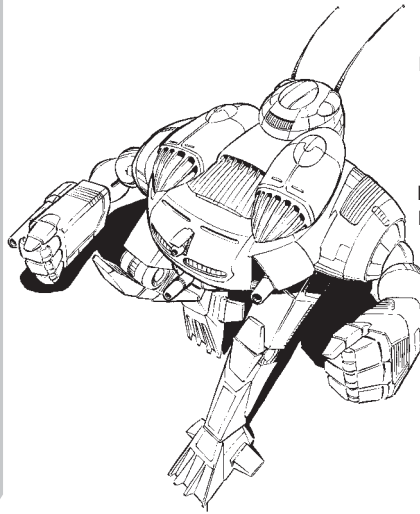
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5 (DE)	—	4	8	12
1	ER Small Laser	H	2	3 (DE)	—	2	4	5
1	Improved C ³ CPU	LT	—	(E)	—	—	—	—

Cost: 2,711,740 C-bills

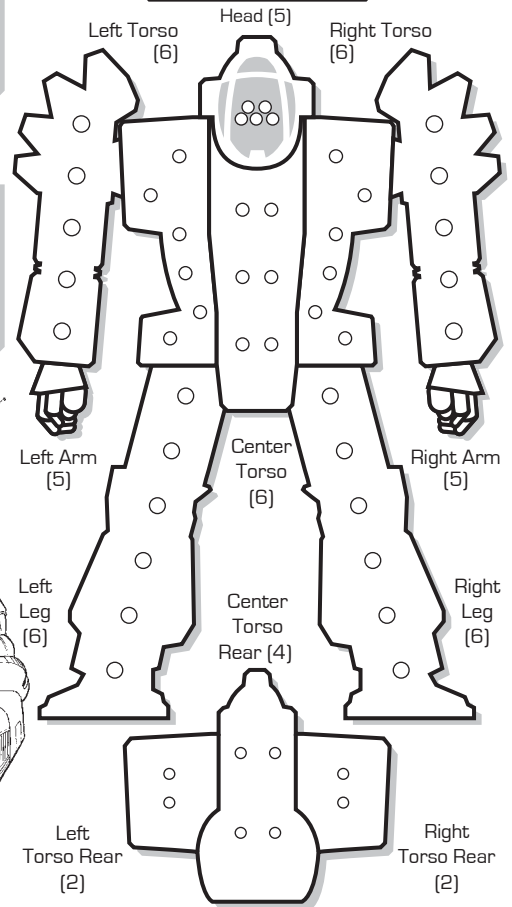
BV: 469

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
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Torso

- Improved C³ CPU
- Improved C³ CPU
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

1-3

Center Torso

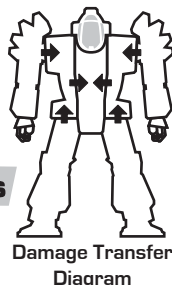
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- MASC
- Roll Again

4-6

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



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand
- ER Medium Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

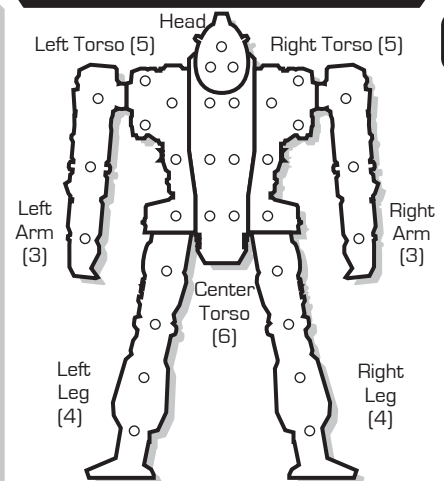
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 Single
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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: FFL-4DA FIREFLY

Movement Points:

Walking: 5

Running: 8

Jumping: 4

Tonnage: 30

Tech Base: Inner Sphere

3067

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

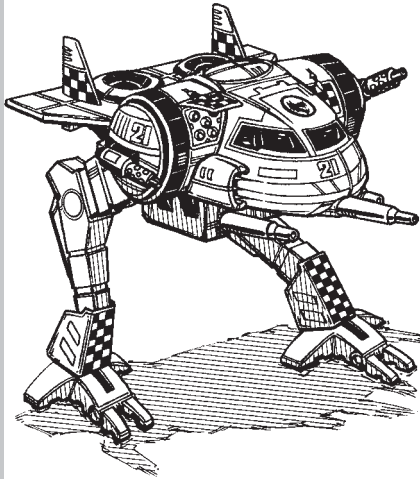
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

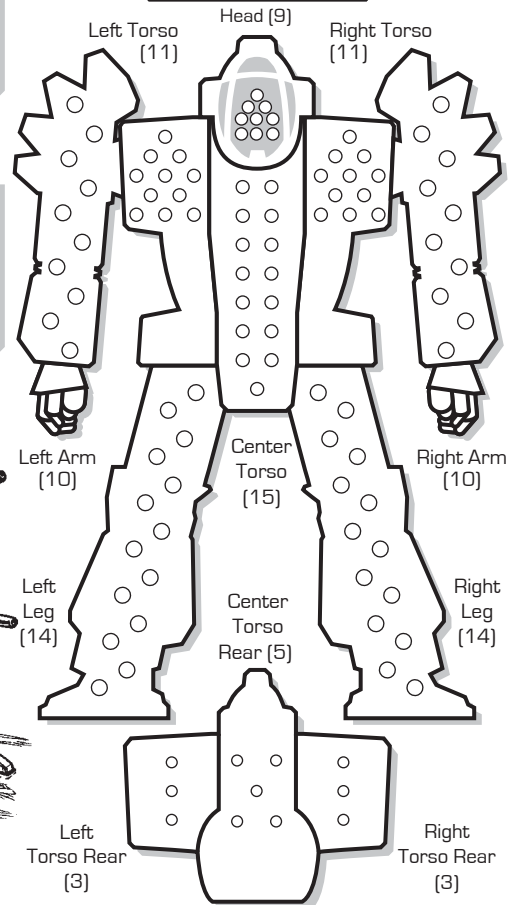
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	LRM 5	RT	2	1/Msl (M.C.S)	6	7	14	21
1	Guardian ECM	LA	—	(E)	—	—	—	6

Cost: 3,698,500 C-bills

BV: 921



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Single Heat Sink
- Endo Steel
- Endo Steel
- Endo Steel

- Ferro Fibrous
- Ferro Fibrous
- Ferro Fibrous
- Ferro Fibrous
- Ferro Fibrous
- Ferro Fibrous

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Single Heat Sink
- Single Heat Sink
- Guardian ECM
- Guardian ECM

- ER Medium Laser
- Ammo (LRM) 24
- CASE
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

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

Head

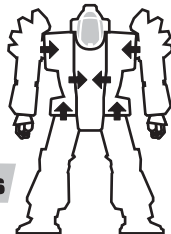
- Life Support
- Sensors
- Cockpit
- Ferro Fibrous
- Sensors
- Life Support

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- ER Medium Laser
- Endo Steel

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro Fibrous

- Ferro Fibrous
- Ferro Fibrous
- Ferro Fibrous
- Ferro Fibrous
- Ferro Fibrous
- Ferro Fibrous

Right Torso

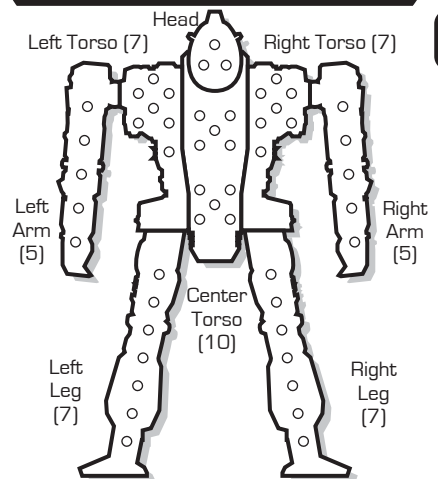
- Light Fusion Engine
- Light Fusion Engine
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- ER Medium Laser

- LRM 5
- Artemis IV FCS
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 Single
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

CLASSIC BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: C-MK-O MALAK MI

Movement Points:

Tonnage: 30

Walking: 7

Tech Base: Inner Sphere

Running: 11 [14]

[Advanced]

Jumping: 0

3071

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C ³ CPU	LT	—	[E]	—	—	—	—
1	Medium VSP Laser	RA	7	9/7/5 (P,V)	—	2	5	9
1	Medium VSP Laser	LA	7	9/7/5 (P,V)	—	2	5	9
1	ER Small Laser	H	2	3 [DE]	—	2	4	5

Cost: 9,743,906 C-bills

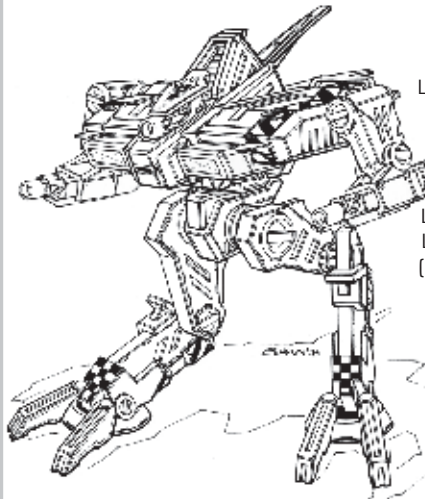
BV: 782

WARRIOR DATA

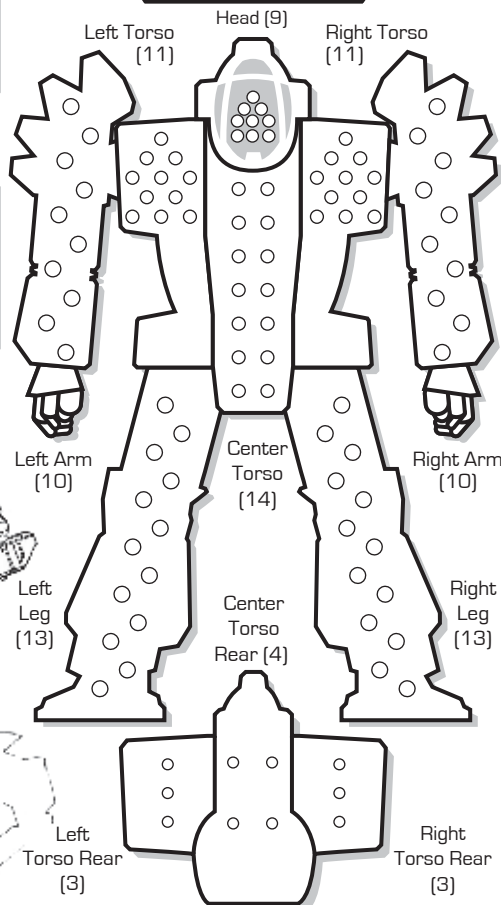
Name: _____

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
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Medium VSP Laser

- 1 Medium VSP Laser
- 2 Light Ferro-Fibrous
- 3 Light Ferro-Fibrous
- 4-6 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Torso

- 1 Light Fusion Engine
- 2 Light Fusion Engine
- 1-3 Improved C³ CPU
- 4 Improved C³ CPU
- 5 Double Heat Sink
- 6 Double Heat Sink

- 1 Double Heat Sink
- 2 Supercharger
- 3 Endo Steel
- 4-6 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

Left Leg

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

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- ER Small Laser
- Roll Again

Center Torso

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

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

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Medium VSP Laser
- 4 Medium VSP Laser
- 5 Endo Steel
- 6 Endo Steel

- 1 Endo Steel
- 2 Endo Steel
- 3 Endo Steel
- 4-6 Endo Steel
- 5 Roll Again
- 6 Roll Again

Right Torso

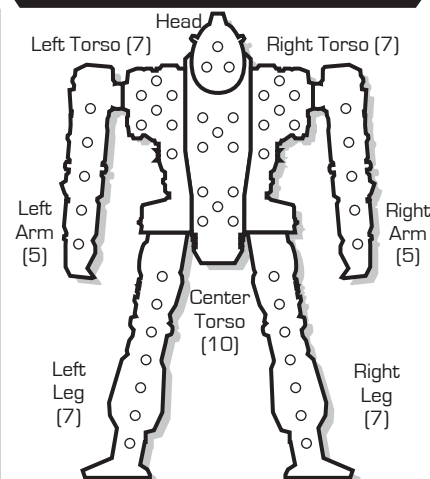
- 1 Light Fusion Engine
- 2 Light Fusion Engine
- 3 Light Ferro-Fibrous
- 1-3 Endo Steel
- 4 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

- 1 Endo Steel
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: GUR-2G GURKHA

Movement Points:

Walking: 7
Running: 11
Jumping: 0

Tonnage: 35

Tech Base: Inner Sphere
3063

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	10 (DE)	—	7	14	23
4	ER Small Laser	LA	5	3 (DE)	—	2	4	5
1	Improved C ³ CPU	CT	—	(E)	—	—	—	—
1	Sword	RA	0	5	—	—	—	—

Cost: 6,646,410 C-bills

BV: 1,101

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand
- ER Small Laser
- ER Small Laser

1-3

- ER Small Laser
- ER Small Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

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

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

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Improved C³ CPU
- Improved C³ CPU

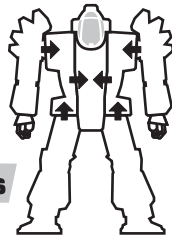
4-6

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand
- Sword
- Sword

1-3

- Sword
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- XL Engine
- ER PPC
- ER PPC
- ER PPC

1-3

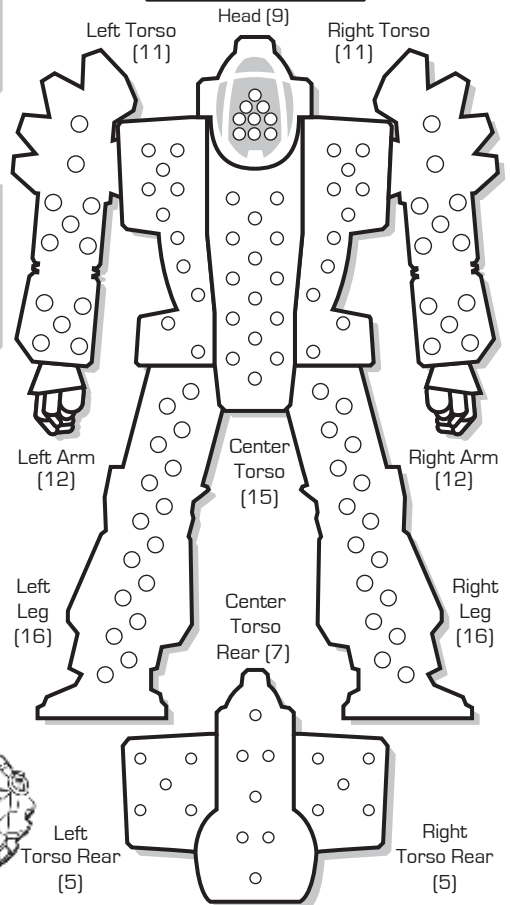
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

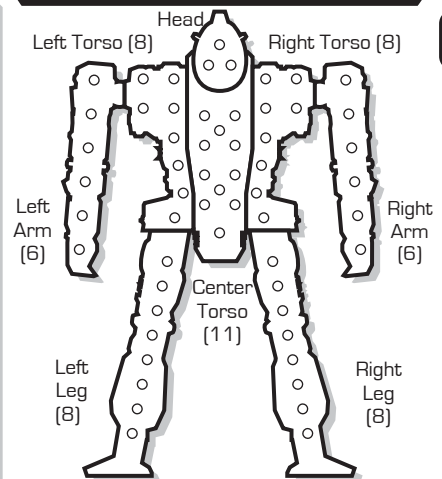
Right Leg

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

ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



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

HEAT DATA

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

'MECH DATA

Movement Points:

Walking:	8
Running:	12
Jumping:	0

Tonnage: 35

Tech Base: Inner Sphere
3058

Name:

Gunnery Skill: _____ **Piloting Skill:** _____

Piloting Skill: _____

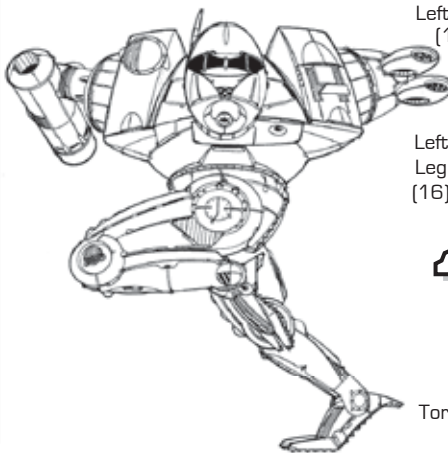
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

[hexes]

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10 (DE)	—	7	14	23
2	Medium Laser	LA	5	5 (DE)	—	3	6	9

Cost: 6,034,276 C-bills

BV: 1,175



CRITICAL HIT TABLE

1-3

1. Shoulder
2. Upper Arm Actuator
3. Medium Laser
4. Medium Laser
5. Roll Again
6. Roll Again

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. ER PPC
4. ER PPC
5. ER PPC
6. Roll Again

4-6

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1-3

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

4-6

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1-3

1. XL Engine
2. XL Engine
3. XL Engine
4. Roll Again
5. Roll Again
6. Roll Again

4-6

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Roll Again
6. Roll Again

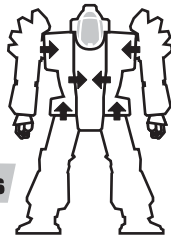
1-3

1-3

1. XL Engine
2. XL Engine
3. XL Engine
4. Roll Again
5. Roll Again
6. Roll Again

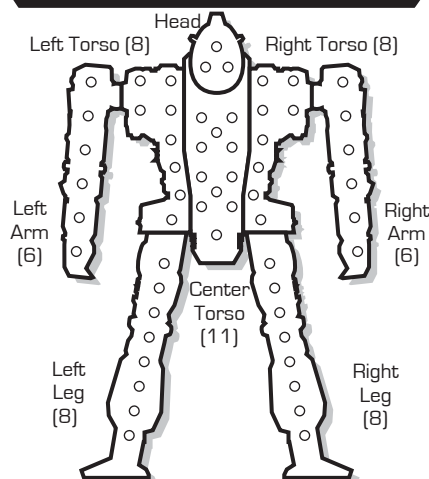
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 [22] 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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: WLF-4WA WOLFHOUND

Movement Points: Tonnage: 35
Walking: 6 Tech Base: Inner Sphere
Running: 9 3071
Jumping: 0

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM	RA	—	[E]	—	—	—	6
1	Light PPC	RT	5	5 [DE]	3	6	12	18
1	Light PPC	CT	5	5 [DE]	3	6	12	18
1	Light PPC	LT	5	5 [DE]	3	6	12	18

Cost: 3,589,380 C-bills

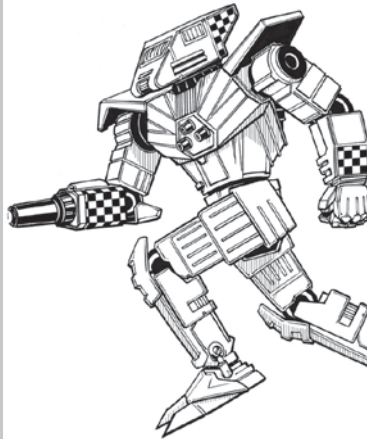
BV: 1,050

WARRIOR DATA

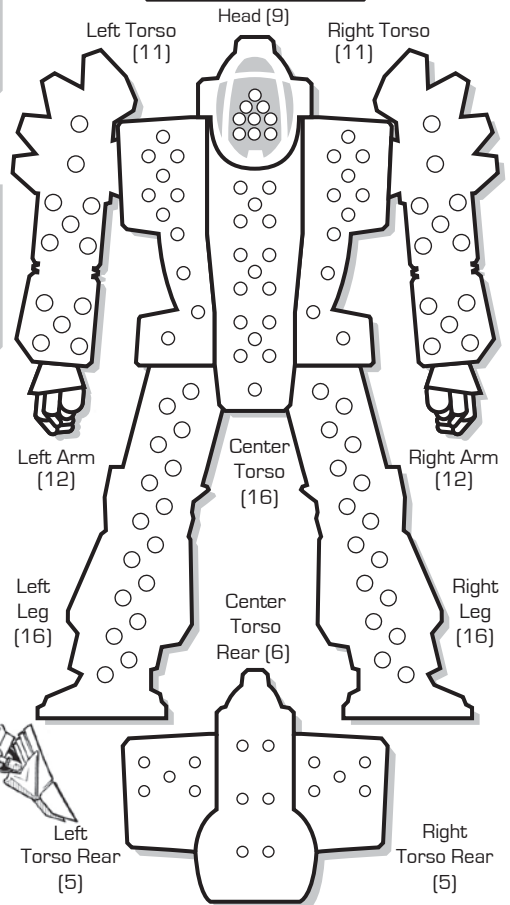
Name: _____

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
- Roll Again
- Roll Again

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

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Light PPC
- Light PPC
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

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

Head

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

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

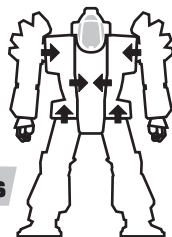
- Gyro
- Engine
- Engine
- Engine
- Light PPC
- Light PPC

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Guardian ECM
- Guardian ECM
- Roll Again

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

Right Torso

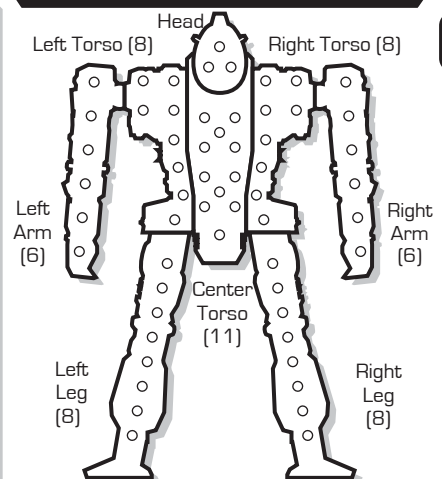
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Light PPC
- Light PPC
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



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

HEAT DATA

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: CBR-02 COBRA

Movement Points:

Walking: 5
Running: 8
Jumping: 0

Tonnage: 45

Tech Base: Inner Sphere
3060

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken
Consciousness#

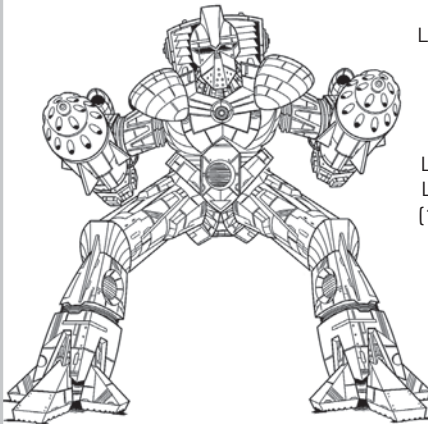
1	2	3	4	5	6
3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

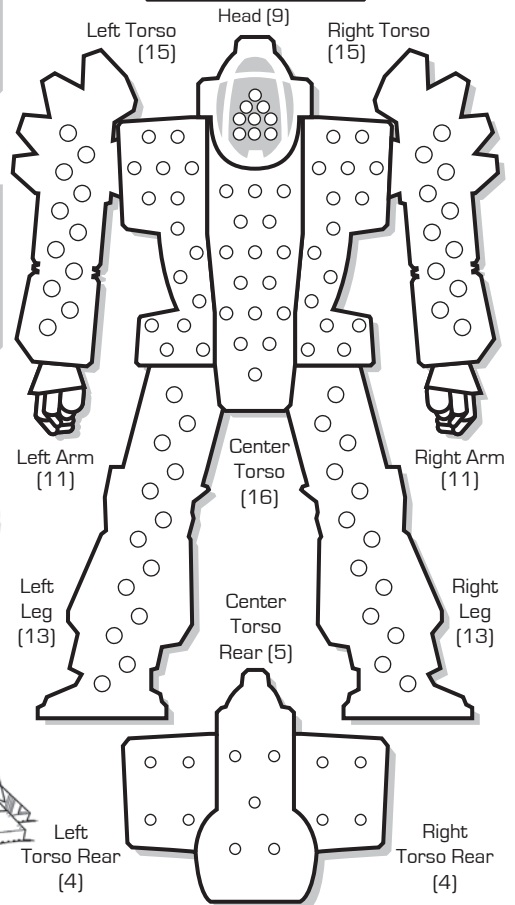
Qty	Type	Loc	Ht	Damage	Min	Sht	Med	Lng
1	LRM 15	RA	5	1/Msl (M/C/S)	6	7	14	21
1	LRM 15	LA	5	1/Msl (M/C/S)	6	7	14	21
1	Medium Laser	RA	3	5 (DE)	—	3	6	9
1	Medium Laser	LA	3	5 (DE)	—	3	6	9

Cost: 4,143,375 C-bills

BV: 1,128



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LRM 15
- 4-6 LRM 15
- 5-6 LRM 15
- Medium Laser

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Ammo (LRM) 8
- 5-6 Ammo (LRM) 8
- 6-8 Ammo (LRM) 8

- Ammo (LRM) 8
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

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

Head

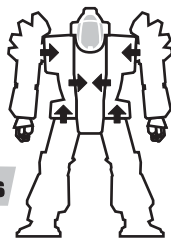
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Engine
- Engine
- Engine
- 1-3 Gyro
- 4-6 Gyro
- Gyro

- Gyro
- Engine
- Engine
- Engine
- Endo Steel
- Roll Again

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



Damage Transfer
Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LRM 15
- 4-6 LRM 15
- 5-6 LRM 15
- Medium Laser

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

Right Torso

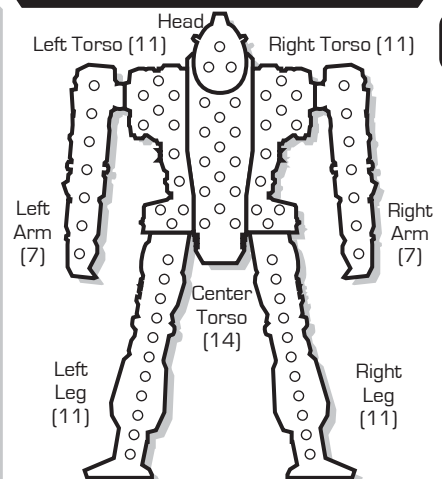
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- 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	Heat Sinks: 10 [20] Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: C-PRT-O PRETA KENDALI

Movement Points: Tonnage: 45
Walking: 6 Tech Base: Inner Sphere
Running: 9 [Advanced]
Jumping: 8 3071

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C ³ CPU	CT	—	(E)	—	—	—	—
1	Light PPC	RA	5	5 (DE)	3	6	12	18
1	PPC Capacitor	RA	5	+5 (DE)	—	—	—	—
1	Small VSP Laser	H	3	5/4/3 (P.V)	—	2	4	6
1	TAG	H	—	(E)	—	5	9	15

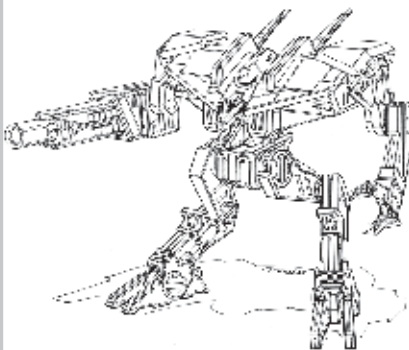
Cost: 11,903,323 C-bills BV: 1,020

WARRIOR DATA

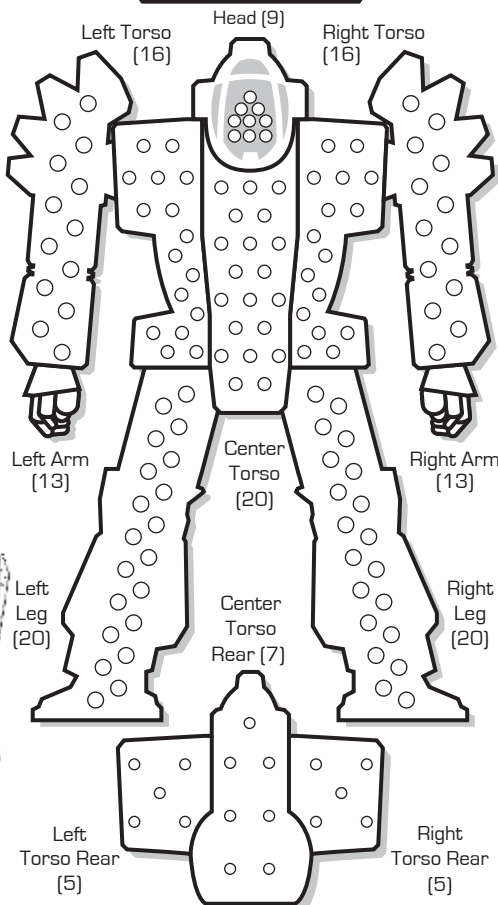
Name: _____

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
- Endo Steel
- Endo Steel

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Endo Steel
- Endo Steel

Left Leg

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

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Small VSP Laser
- TAG

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

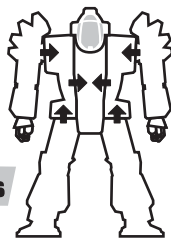
- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Improved C³ CPU
- Improved C³ CPU

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Light PPC
- Light PPC
- PPC Capacitor
- Endo Steel

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

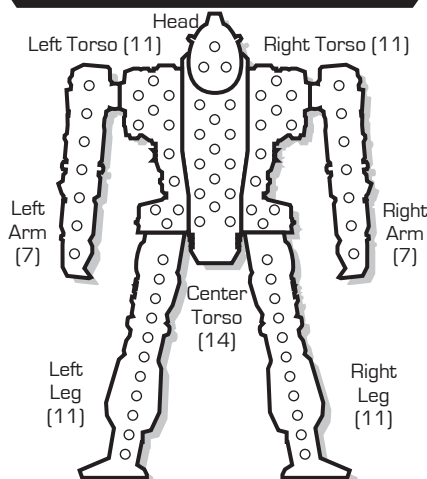
- Light Fusion Engine
- Light Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Endo Steel
- 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	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: RJN-200-A RAIJIN II

Movement Points: Tonnage: 50
Walking: 6 [7] Tech Base: Inner Sphere
Running: 9 [11] 3067
Jumping: 6

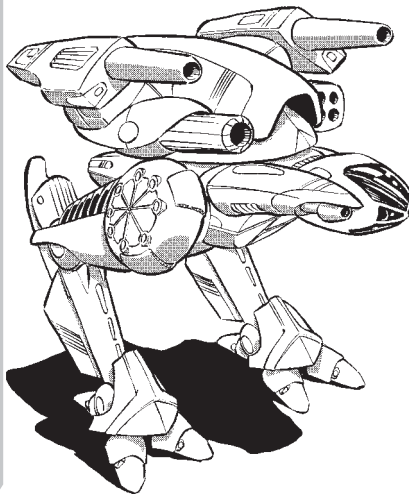
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Damage	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5 (DE)	—	4	8	12
1	ER Medium Laser	LA	5	5 (DE)	—	4	8	12
1	ER PPC	RT	15	10 (DE)	—	7	14	23
1	Streak SRM 4	LT	3	2/Msl (M,C)	—	3	6	9
1	Improved C ³ CPU	CT	—	(E)	—	—	—	—
1	ER Medium Laser	H	5	5 (DE)	—	4	8	12

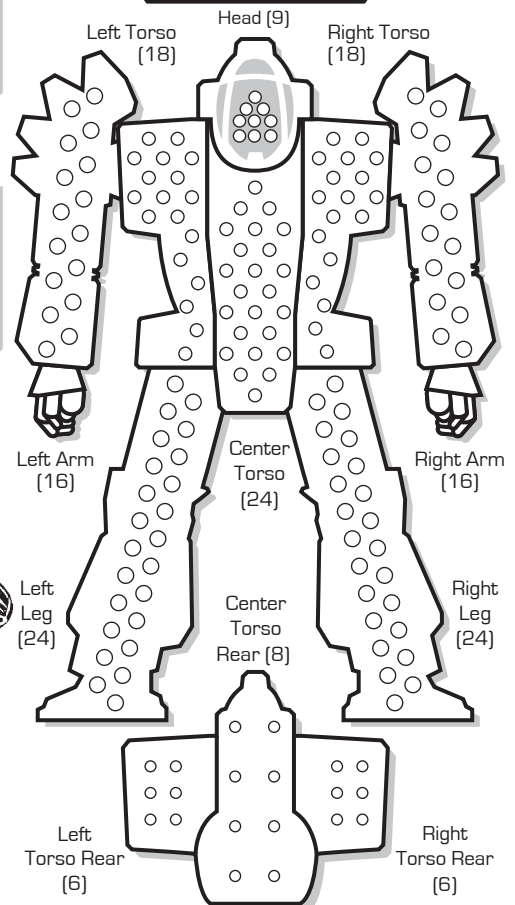
Cost: 12,292,500 C-bills BV: 1,694

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
- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel

1-3

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet
- Streak SRM 4
- Ammo (Streak) 25
- CASE
- Endo Steel
- Endo Steel
- Endo Steel

1-3

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple Strength Myomer
- Triple Strength Myomer

Head

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

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Fusion Engine
- XL Fusion Engine
- Improved C³ CPU
- Improved C³ CPU

1-3

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel

1-3

4-6

Right Torso

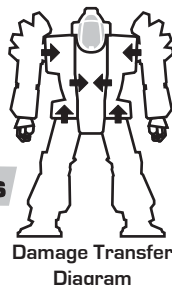
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet
- ER PPC
- ER PPC
- ER PPC
- Endo Steel
- Endo Steel
- Endo Steel

1-3

4-6

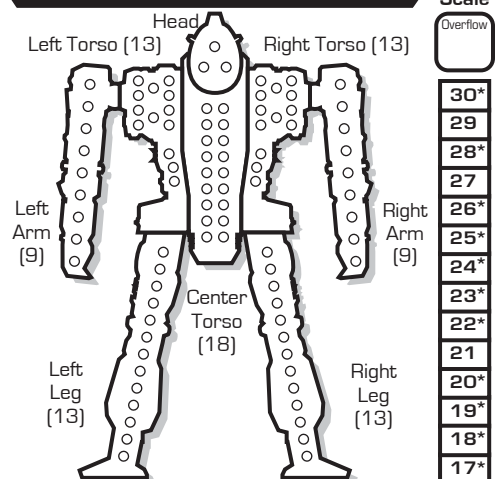
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple Strength Myomer
- Triple Strength Myomer



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 [22] 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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: UZL-2S UZIEL JACOB II

Movement Points: Tonnage: 50
Walking: 5 Tech Base: Inner Sphere
Running: 8 [10] [Advanced]
Jumping: 0 3071

Weapons & Equipment Inventory (hexes)

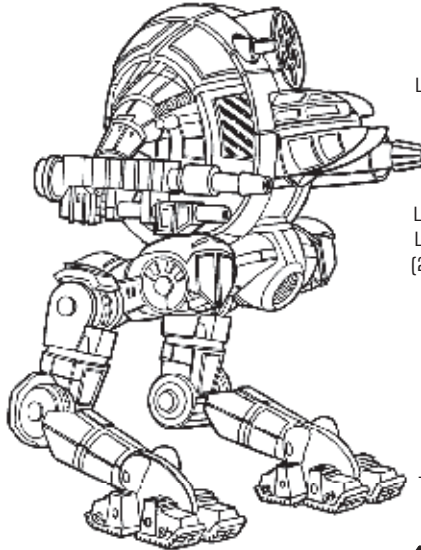
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light AC/5	RA	1	5 (DB)	—	5	10	15
1	AES	RA	—	—	—	—	—	—
1	Light AC/5	LA	1	5 (DB)	—	5	10	15
1	AES	LA	—	—	—	—	—	—
1	Medium Pulse Laser	RT	4	6 (P)	—	2	4	6
1	Medium Pulse Laser	LT	4	6 (P)	—	2	4	6
1	Streak SRM 6	LT	4	2/Msl (M,C)	—	3	6	9

Cost: 12,596,000 C-bills BV: 1,242

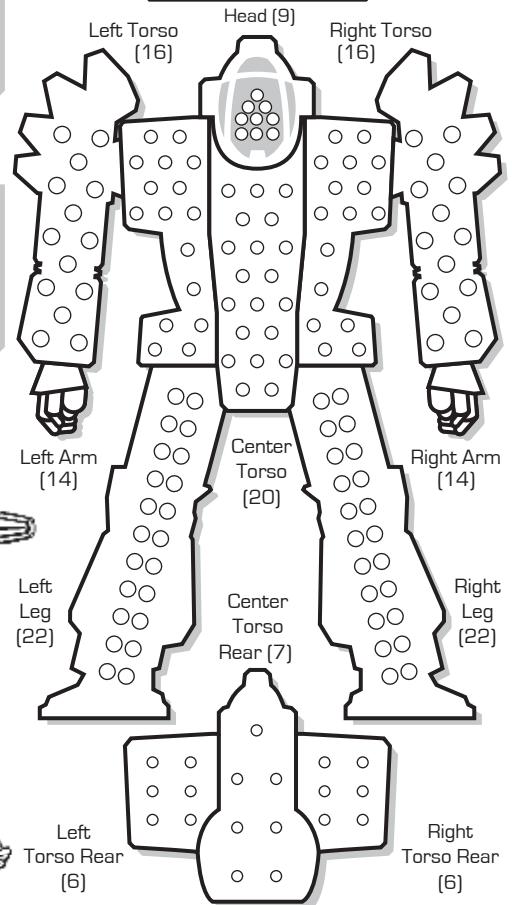
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Light AC/5
- Light AC/5
- 6 AES

- 1 AES
- 2 Endo Steel
- 3 Endo Steel
- 4-6 Endo Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Left Torso

- 1 XL Engine
- 2 XL Engine
- 3 XL Engine
- 4-6 Medium Pulse Laser
- Streak SRM 6
- Streak SRM 6

- 1 Ammo (Streak) 15
- 2 Ammo (LAC) 20
- 3 Ammo (LAC) 20
- 4-6 Supercharger
- Roll Again
- Roll Again

Left Leg

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

Head

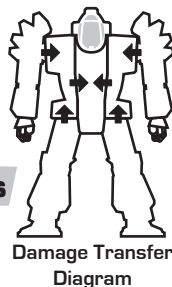
- Life Support
- Sensors
- Cockpit
- Light Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

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

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



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Light AC/5
- Light AC/5
- 6 AES

- 1 AES
- 2 Endo Steel
- 3 Endo Steel
- 4-6 Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Right Torso

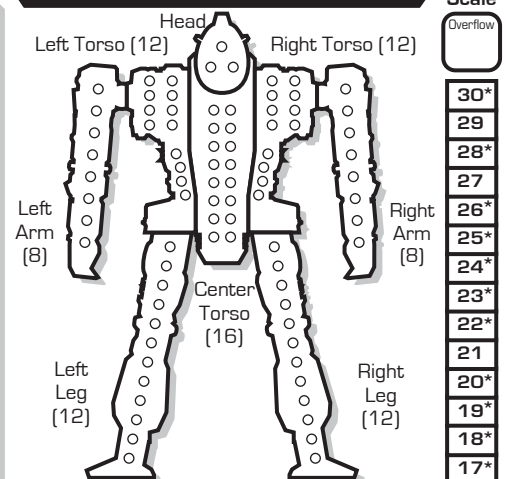
- 1 XL Engine
- 2 XL Engine
- 3 XL Engine
- 4-6 Medium Pulse Laser
- Ammo (LAC) 20
- Ammo (LAC) 20

- 1 Endo Steel
- 2 Endo Steel
- 3 Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Light Ferro-Fibrous

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: BCN-5W BUCCANEER

Movement Points: Tonnage: 55
Walking: 5 Tech Base: Inner Sphere
Running: 8 3067
Jumping: 7

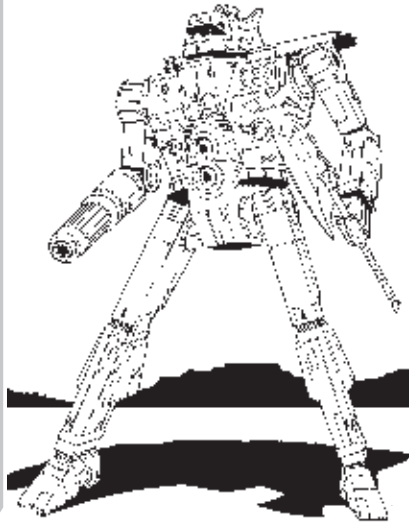
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Damage	Min	Sht	Med	Lng
1	Plasma Rifle	RA	10	10	—	5	10	15
3	Heavy Machine Gun	RT	0	3 (DB, AI)	—	1	2	—
1	Machine Gun Array	RT	—	(T)	—	—	—	—
1	Improved C ³ CPU	LT	—	(E)	—	—	—	—
1	Hatchet	LA	0	11	—	—	—	—

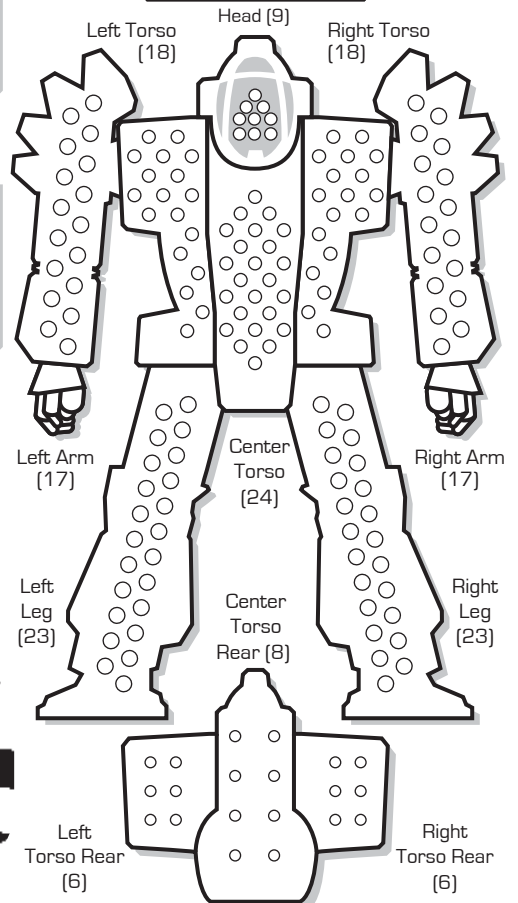
Cost: 12,580,549 C-bills BV: 1,393

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
- Hatchet
- Hatchet

- Hatchet
- Hatchet
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

- Improved Jump Jet
- Improved C³ CPU
- Improved C³ CPU
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Roll Again

Left Leg

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

Head

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

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet

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



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Plasma Rifle
- Plasma Rifle
- Ammo (Plasma Rifle) 10

- Ammo (Plasma Rifle) 10
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Roll Again
- Roll Again

Right Torso

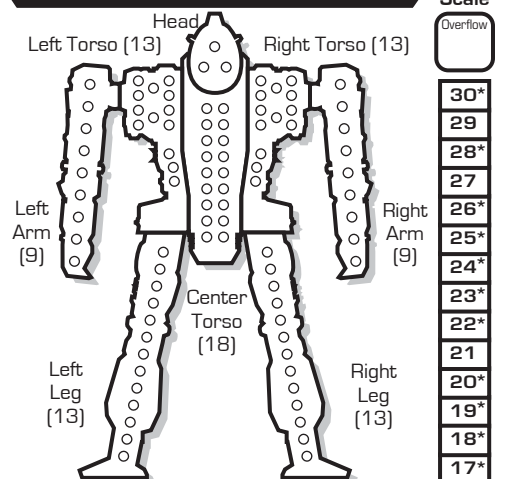
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

- Improved Jump Jet
- Heavy Machine Gun
- Heavy Machine Gun
- Heavy Machine Gun
- Machine Gun Array
- Ammo (HMG) 50

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: DV-7D DERVISH

Movement Points:

Walking: 5
Running: 8
Jumping: 5

Tonnage: 55

Tech Base: Inner Sphere
3050

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken
Consciousness#

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

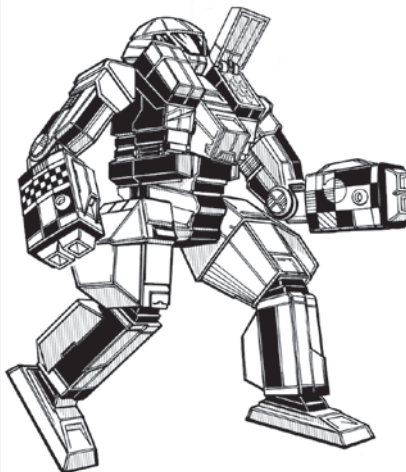
Weapons & Equipment Inventory

(hexes)

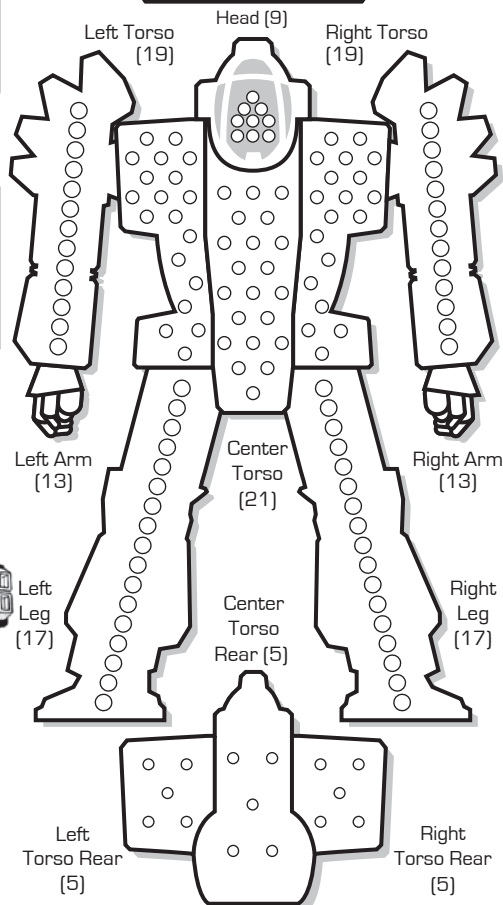
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LT	4	1/Msl (M,C,S)	6	7	14	21
1	LRM 10	RT	4	1 Msl (M,C,S)	6	7	14	21
1	Medium Laser	LA	5	5 [DE]	—	3	6	9
1	Medium Laser	RA	5	5 [DE]	—	3	6	9
1	Streak SRM 2	LA	2	2/Msl (M,C)	—	3	6	9
1	Streak SRM 2	RA	2	2/Msl (M,C)	—	3	6	9

Cost: 5,571,216 C-bills

BV: 1,412



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- Streak SRM 2
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso

- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- Ammo (Streak) 50
- CASE
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Left Leg

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

Head

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

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

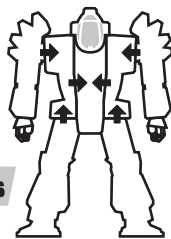
- Gyro
- Engine
- Engine
- Engine
- Jump Jet
- Endo Steel

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- Streak SRM 2
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso

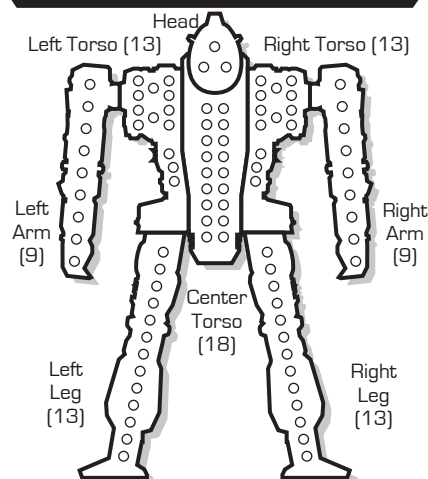
- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- Ammo (Streak) 50
- CASE
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*

Effects	Heat Sinks:
30 Shutdown	10 (20) Double
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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: GRF-6S GRIFFIN FRANCINE II

Movement Points: Tonnage: 55
Walking: 5 Tech Base: Inner Sphere
Running: 8 [10] (Advanced)
Jumping: 5 3071

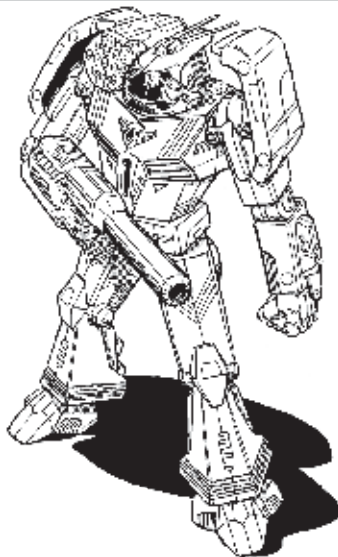
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Damage	Min	Sht	Med	Lng
1	Snub-nose PPC	RA	10	10/8/5 (DE, V)	—	9	13	15
2	ER Medium Laser	LA	5	5 (DE)	—	4	8	12
1	LRM 15	RT	5	1 Msl (M,C,S)	6	7	14	21
1	ER Medium Laser	CT	5	5 (DE)	—	4	8	12

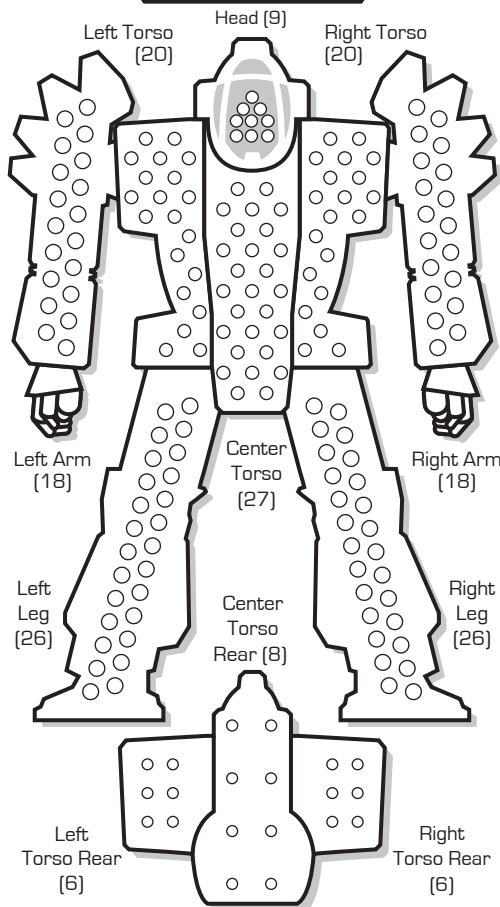
Cost: 13,642,790 C-bills BV: 2,223

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
- ER Medium Laser
- ER Medium Laser

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Laser Reflec. Armor
- Roll Again

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Supercharger
- Endo Steel
- Endo Steel
- Endo Steel

- Laser Reflec. Armor
- Laser Reflec. Armor
- Laser Reflec. Armor
- Laser Reflec. Armor
- Laser Reflec. Armor
- Laser Reflec. Armor

Left Leg

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

Head

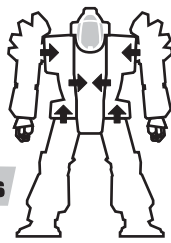
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- ER Medium Laser
- Jump Jet

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand
- Snub-nose PPC
- Snub-nose PPC

- Endo Steel
- Endo Steel
- Endo Steel
- Laser Reflec. Armor
- Laser Reflec. Armor
- Roll Again

Right Torso

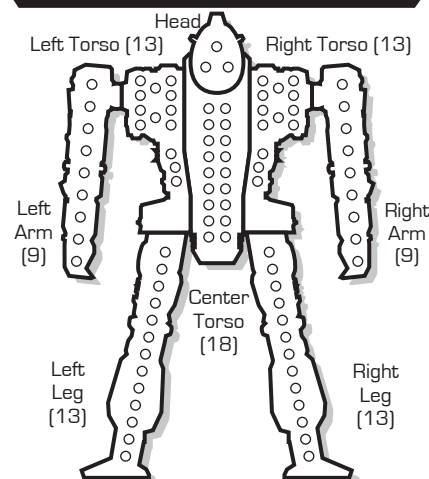
- Light Fusion Engine
- Light Fusion Engine
- LRM 15
- LRM 15
- LRM 15
- Ammo (LRM) 8

- Ammo (LRM) 8
- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Laser Reflec. Armor

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: LGH-6W LIGHTRAY

Movement Points: _____ Tonnage: 55
 Walking: 7 Tech Base: Inner Sphere
 Running: 11 3067
 Jumping: 0

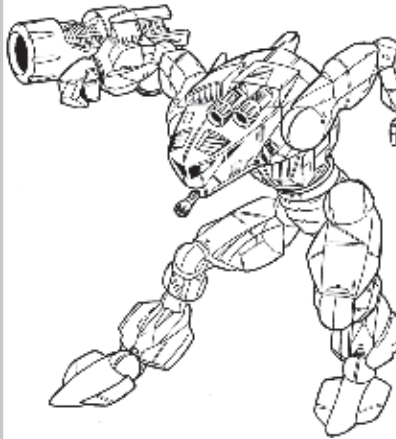
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Damage	Min	Sht	Med	Lng
1	ER PPC	RA	15	10 (DE)	—	7	14	23
1	Improved C ³ CPU	LT	—	(E)	—	—	—	—
2	ER Medium Laser	LT	5	5 (DE)	—	4	8	12
1	ER Medium Laser	CT	5	5 (DE)	—	4	8	12

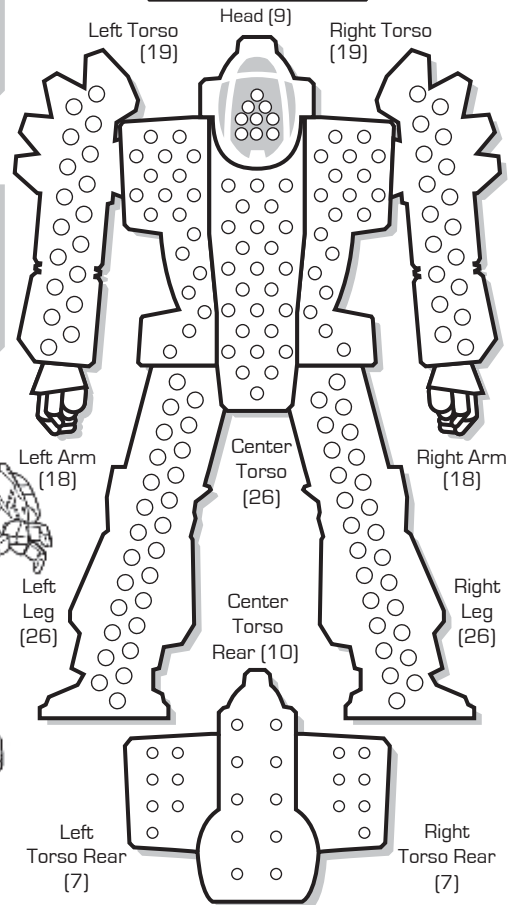
Cost: 13,994,124 C-bills BV: 1,554

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
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- ER Medium Laser
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Left Leg

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

Head

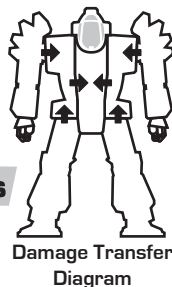
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Endo Steel

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



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER PPC
- ER PPC

- ER PPC
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso

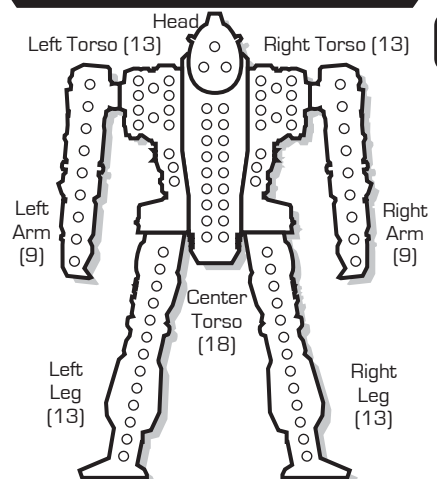
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Improved C³ CPU
- Improved C³ CPU
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **C-CRG-O GRIGORI RUFUS**

Movement Points: Tonnage: 60
Walking: 4 Tech Base: Inner Sphere
Running: 6 [8] [Advanced]
Jumping: 4 3071

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C ³ CPU	LT	—	[E]	—	—	—	—
1	MML 7	RA	4	[M.C.S]	—	—	—	—
	LRM [17 salvos/ton]			1/Msl	6	7	14	21
	SRM [14 salvos/ton]			2/Msl	—	3	6	9
1	MML 7	LA	4	[M.C.S]	—	—	—	—
	LRM [17 salvos/ton]			1/Msl	6	7	14	21
	SRM [14 salvos/ton]			2/Msl	—	3	6	9
1	Light PPC	RT	5	5 [DE]	3	6	12	18
1	PPC Capacitor	RT	5	+5 [DE]	—	—	—	—
1	ER Small Laser	LT(R)	2	3 [DE]	—	2	4	5
1	Medium VSP Laser	H	7	9/7/5 [P.V]	—	2	5	9

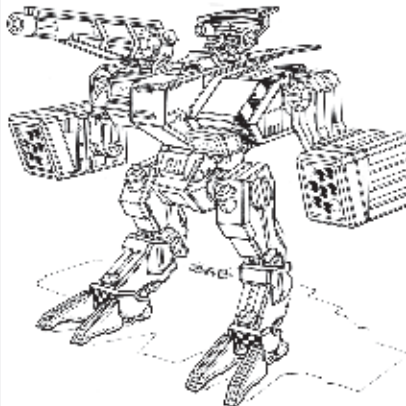
Cost: 18,276,499 C-bills BV: 1,399

WARRIOR DATA

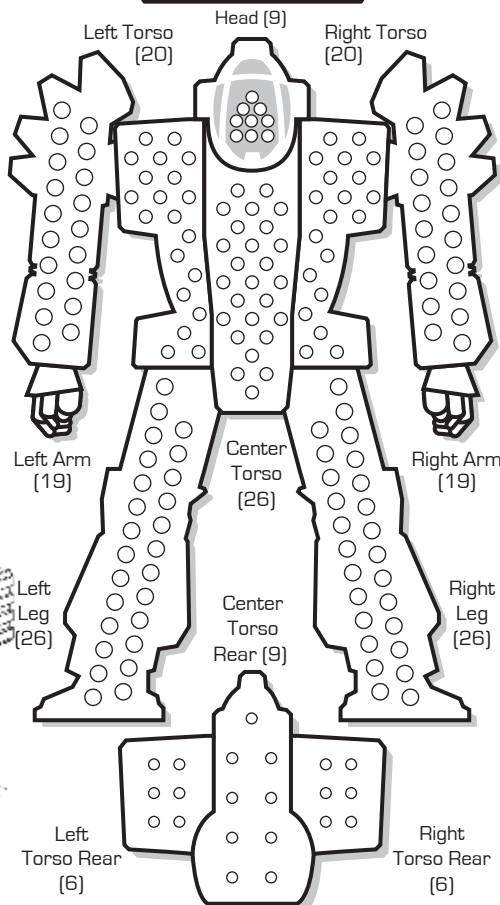
Name: _____

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
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 MML 7

- MML 7
- MML 7
- 3 MML 7
- 4-6 Artemis IV FCS
- Roll Again
- Roll Again

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Improved C³ CPU
- 4 Improved C³ CPU
- Jump Jet
- Jump Jet

- ER Small Laser (R)
- 2 Ammo (MML) 14/17
- 3 Ammo (MML) 14/17
- 4 Ammo (MML) 14/17
- CASE
- 4-6 Roll Again

Left Leg

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

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- 5 Medium VSP Laser
- 6 Medium VSP Laser

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- 1-3 XL Gyro
- 5 XL Gyro
- 6 XL Gyro

- XL Gyro
- XL Gyro
- 3 XL Gyro
- 4-6 Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 MML 7
- 4 MML 7
- 5 MML 7
- 6 MML 7

- Artemis IV FCS
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- 4-6 Light Ferro-Fibrous
- Roll Again
- Roll Again

Right Torso

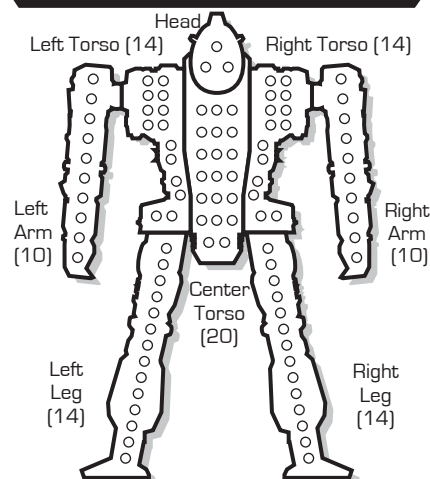
- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Jump Jet
- Supercharger
- Light PPC

- 1 Light PPC
- 2 PPC Capacitor
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 4-6 Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: ARC-6S ARCHER

Movement Points: Tonnage: 70
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 3067
 Jumping: 0

WARRIOR DATA

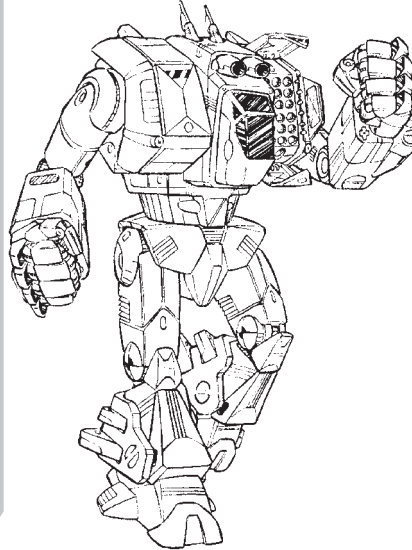
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken: 1 2 3 4 5 6
 Consciousness#: 3 5 7 10 11 Dead

Weapons & Equipment Inventory (hexes)

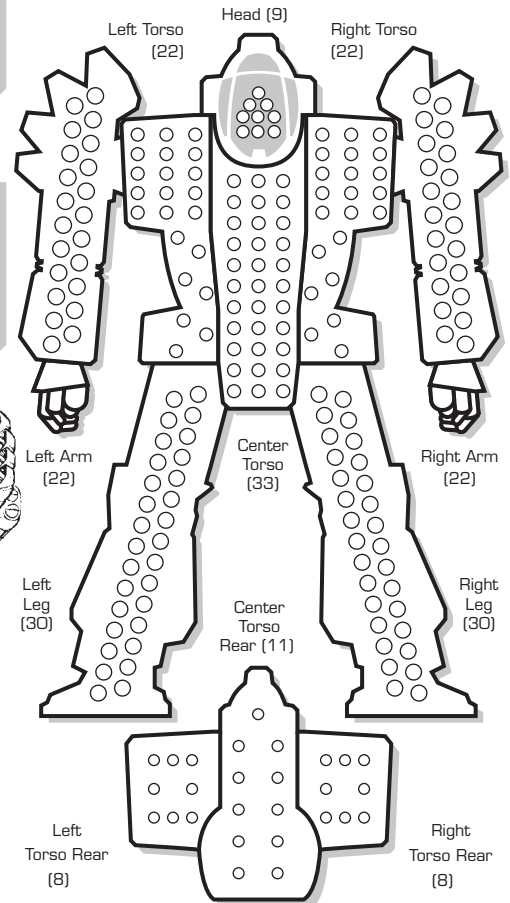
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 2	RA	2	2/Msl (M,C)	—	3	6	9
1	Streak SRM 2	LA	2	2/Msl (M,C)	—	3	6	9
1	LRM 20	RT	6	1/Msl (M,C,S)	6	7	14	21
1	LRM 20	LT	6	1/Msl (M,C,S)	6	7	14	21
2	Medium Laser	CT	3	5 (DE)	—	3	6	9
1	ER Small Laser	H (R)	2	3 (DE)	—	2	4	5

Cost: 11,921,165 C-bills

BV: 1,694



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Streak SRM 2
 - Endo Steel

- 4-6
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again

Left Torso

- 1-3
- Light Fusion Engine
 - Light Fusion Engine
 - LRM 20
 - LRM 20
 - LRM 20
 - LRM 20

- 4-6
- LRM 20
 - Artemis IV FCS
 - Ammo (LRM) 6
 - Ammo (LRM) 6
 - Ammo (Streak) 50
 - CASE

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser (R)
- Sensors
- Life Support

Center Torso

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

- 4-6
- Gyro
 - Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - Medium Laser
 - Medium Laser

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

Right Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand
 - Streak SRM 2
 - Endo Steel

- 4-6
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again

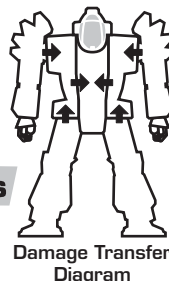
Right Torso

- 1-3
- Light Fusion Engine
 - Light Fusion Engine
 - LRM 20
 - LRM 20
 - LRM 20
 - LRM 20

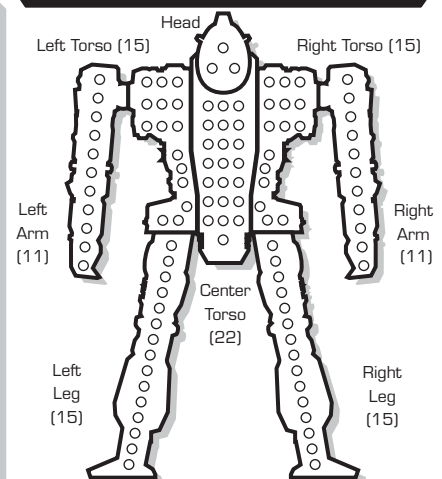
- 4-6
- LRM 20
 - Artemis IV FCS
 - Ammo (LRM) 6
 - Ammo (LRM) 6
 - Ammo (Streak) 50
 - CASE

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: C-DVA-O DEVA ACHILLEUS

Movement Points: Tonnage: 70
Walking: 4 Tech Base: Inner Sphere
Running: 6 [8] [Advanced]
Jumping: 0 3071

Weapons & Equipment Inventory (hexes)

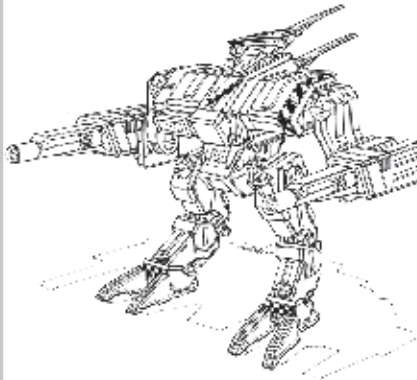
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C ³ CPU	RT	—	[E]	—	—	—	—
1	Large VSP Laser	RA	10	11/9/7 [V,P]	—	4	8	15
1	Large VSP Laser	LA	10	11/9/7 [V,P]	—	4	8	15
2	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	Targeting Computer	LT	—	[E]	—	—	—	—

Cost: 25,349,125 C-bills BV: 1,727

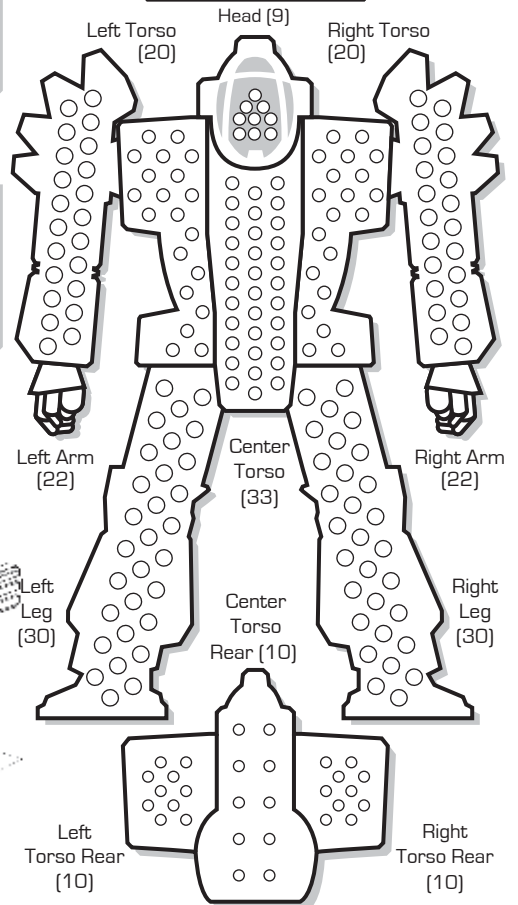
WARRIOR DATA

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
- Large VSP Laser

- Large VSP Laser
- Large VSP Laser
- Large VSP Laser
- 4-6 Endo Steel
- Endo Steel
- Roll Again

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Supercharger
- 1-3 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

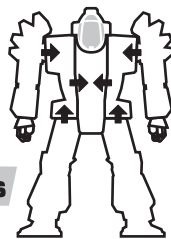
- Life Support
- Sensors
- Small Cockpit
- Sensors
- ER Medium Laser
- ER Medium Laser

Center Torso

- 1-3 Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Heavy Duty Gyro
- Heavy Duty Gyro
- Heavy Duty Gyro

- Heavy Duty Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- 4-6 Roll Again
- Roll Again

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
- Large VSP Laser

- Large VSP Laser
- Large VSP Laser
- Large VSP Laser
- 4-6 Endo Steel
- Endo Steel
- Roll Again

Right Torso

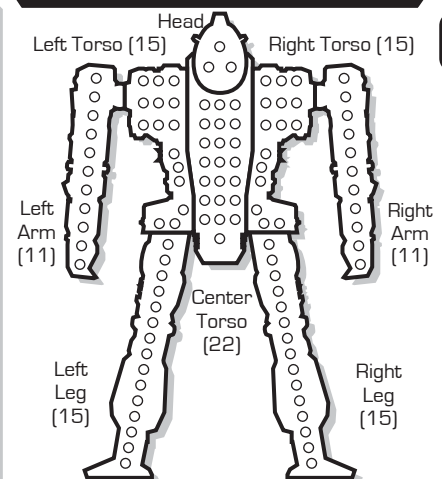
- Light Fusion Engine
- Light Fusion Engine
- 1-3 Improved C³ CPU
- Improved C³ CPU
- Double Heat Sink
- Double Heat Sink

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 [28] 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

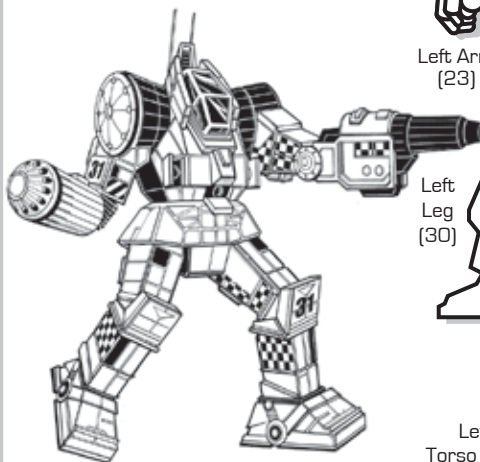
'MECH DATA

Movement Points:	Tonnage: 80
Walking: 4	Tech Base: Inner Sphere
Running: 6	(Advanced)
Jumping: 0	3067

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	RA	15	15 (DE)	3	6	12	18
1	AES	RA	—	(E)	—	—	—	—
1	ER Medium Laser	RT	5	5 (DE)	—	4	8	12
1	ER Medium Laser	LT	5	5 (DE)	—	4	8	12
1	LB 10-X AC	LA	2	10	—	6	12	18
(DB, C/S/F)								
1	Blue Shield Project	—	—	(E)	—	—	—	—

WARRIOR DATA

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



Left Torso (22)

Head (9)

Right Torso (22)

Left Arm (23)

Right Arm (23)

Left Leg (30)

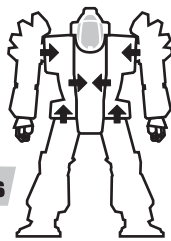
Right Leg (30)

Center Torso (34)

Center Torso Rear (11)

Left Torso Rear (8)

Right Torso Rear (8)



Heat Level*	Effects	Heat Sinks: 14 (28)
30	Shutdown	Double
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	

1

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: C-SRP-O SERAPH HAVALAH

Movement Points: Tonnage: 85
Walking: 3 [4] Tech Base: Inner Sphere
Running: 5 [6] [Advanced]
Jumping: 0 3071

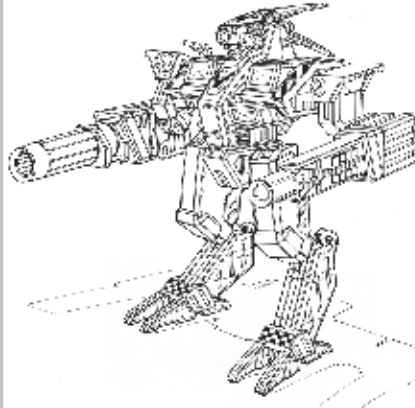
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C ³ CPU	LT	—	(E)	—	—	—	—
1	Ultra AC/20	RA	8/Sht	20/Sht	—	3	7	10
				(DB,R/C)				
1	Large VSP Laser	LA	10	11/9/7	—	4	8	15
				(P,V)				
1	Anti-Missile System	RT	1	—(PD)	—	—	—	—
1	Medium VSP Laser	H	7	9/7/5	—	2	5	9
				(P,V)				
1	Targeting Computer	LT	—	(E)	—	—	—	—

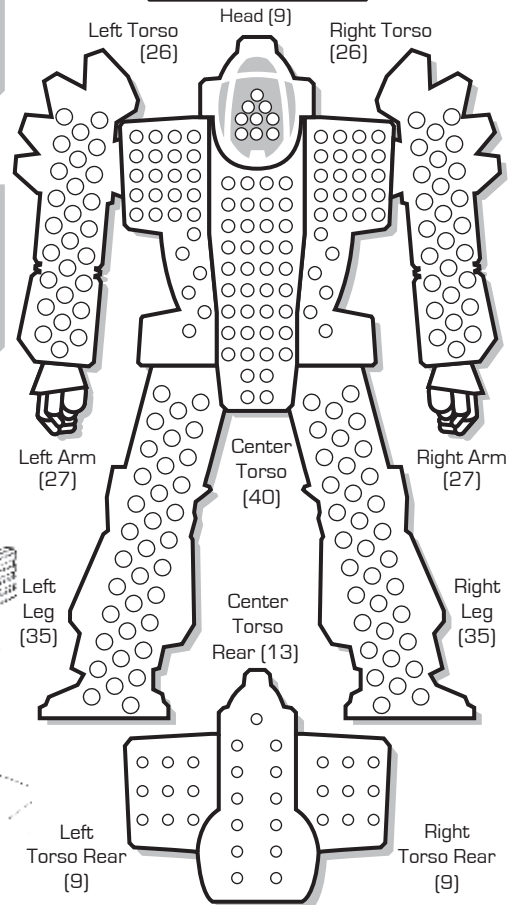
Cost: 21,176,719 C-bills BV: 2,028

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
- 1-3 Large VSP Laser
- 4 Large VSP Laser
- 5 Large VSP Laser
- 6 Large VSP Laser

- Triple-Strength Myomer
- Triple-Strength Myomer
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Improved C³ CPU
- 4 Improved C³ CPU
- Targeting Computer
- Targeting Computer

- Targeting Computer
- Targeting Computer
- Targeting Computer
- 4-6 Targeting Computer
- Targeting Computer
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple-Strength Myomer
- 6 Triple-Strength Myomer

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- 1-3 Medium VSP Laser
- 6 Medium VSP Laser

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Light Fusion Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro

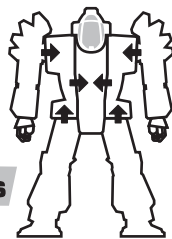
- Gyro
- 2 Light Fusion Engine
- 3 Light Fusion Engine
- 4-6 Light Fusion Engine
- Roll Again
- Roll Again

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Ultra AC/20
- 4 Ultra AC/20
- 5 Ultra AC/20
- 6 Ultra AC/20

- Ultra AC/20
- Ultra AC/20
- 4-6 Ultra AC/20
- 3 Ultra AC/20
- 5 Ultra AC/20
- 6 Ultra AC/20

Right Torso

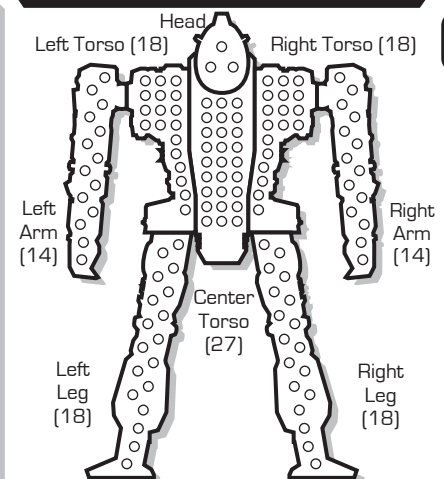
- Light Fusion Engine
- Light Fusion Engine
- 1-3 Anti-Missile System
- 4 Ammo (AMS) 12
- 5 Ammo (Ultra) 5
- 6 Ammo (Ultra) 5

- Ammo (Ultra) 5
- Ammo (Ultra) 5
- Ammo (Ultra) 5
- 4-6 Ammo (Ultra) 5
- CASE
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple-Strength Myomer
- 6 Triple-Strength Myomer

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: C-MK-O MALAK INFERNUS

Movement Points: Tonnage: 30
Walking: 7 Tech Base: Inner Sphere
Running: 11 3071
Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C ³ CPU	LT	—	(E)	—	—	—	—
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Guardian ECM	RT	—	(E)	—	—	—	6
1	Snub-nose PPC	H	10	10/8/5 [DE, V]	—	9	13	15

Cost: 6,768,125 C-bills

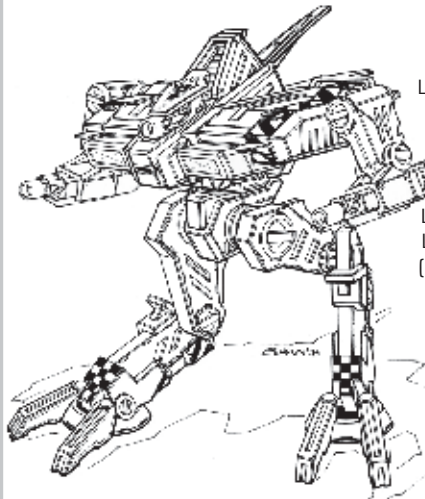
BV: 1,047

WARRIOR DATA

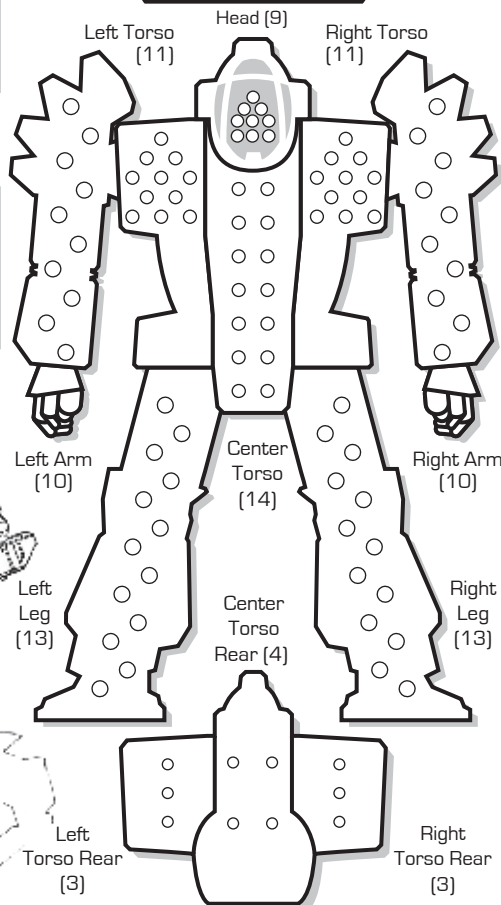
Name: _____

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
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser

- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Improved C³ CPU
- Improved C³ CPU
- Double Heat Sink
- Double Heat Sink

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

Left Leg

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

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Snub-nose PPC
- Snub-nose PPC

Center Torso

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

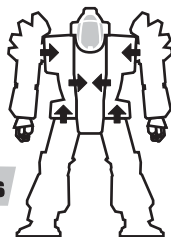
- XL Gyro
- XL Gyro
- XL Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Right Torso

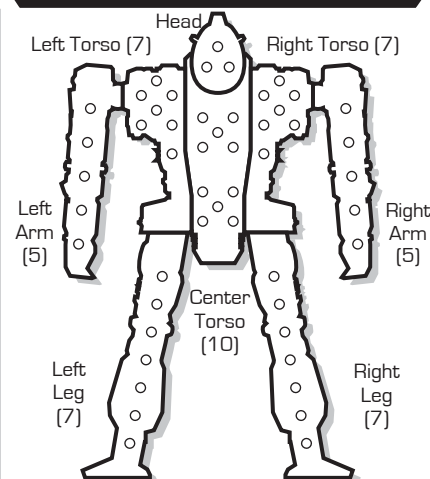
- Light Fusion Engine
- Light Fusion Engine
- 1-3 Guardian ECM
- Guardian ECM
- Light Ferro-Fibrous
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: C-PRT-O PRETA INFERNUS

Movement Points: Tonnage: 45
Walking: 6 Tech Base: Inner Sphere
Running: 9 3071
Jumping: 6

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C ³ CPU	CT	—	(E)	—	—	—	—
1	Heavy PPC	RA	15	15 (DE)	3	6	12	18
1	ER Medium Laser	H	5	5 (DE)	—	4	8	12

Cost: 9,539,823 C-bills

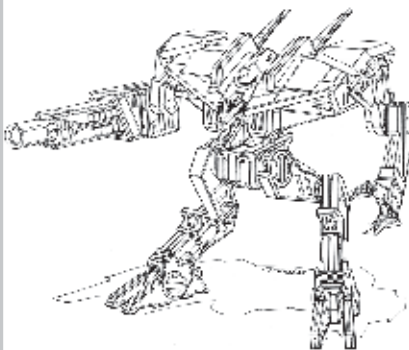
BV: 1,338

WARRIOR DATA

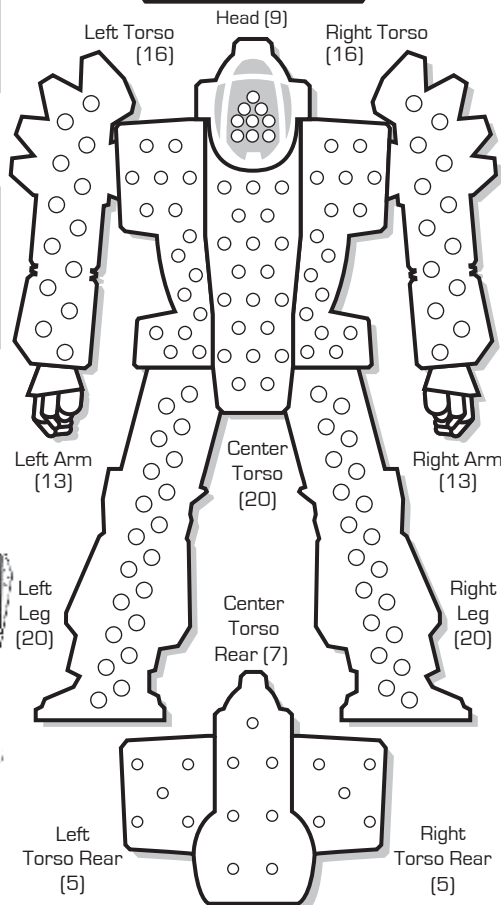
Name: _____

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
- Endo Steel
- Endo Steel

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- ER Medium Laser
- Roll Again

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

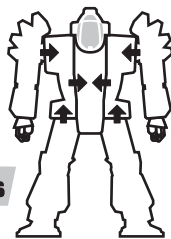
- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Improved C³ CPU
- Improved C³ CPU

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Heavy PPC

- Heavy PPC
- Heavy PPC
- Heavy PPC
- Endo Steel
- Endo Steel
- Endo Steel

Right Torso

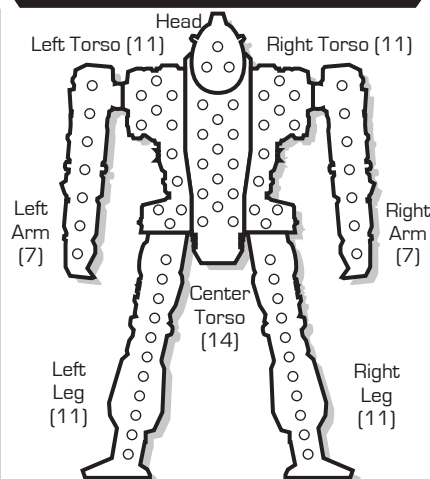
- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) 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	○

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: UZL-2S UZIEL JACOB

Movement Points: Tonnage: 50
Walking: 5 Tech Base: Inner Sphere
Running: 8 3070
Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/5	RA	1/Shot	5	—	5	10	15
				(DB,RC)				
1	Rotary AC/5	LA	1/Shot	5	—	5	10	15
				(DB,RC)				
1	ER Small Laser	RT	2	3 (DE)	—	2	4	5
1	ER Small Laser	LT	2	3 (DE)	—	2	4	5
1	SRM 6	LT	4	2/Msl	—	3	6	9
				(M,C)				

Cost: 8,912,000C-bills

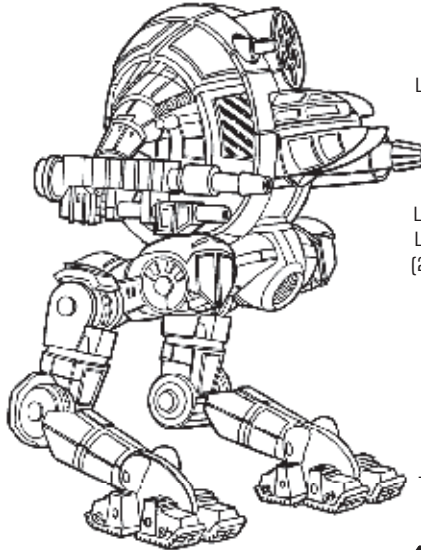
BV: 1,513

WARRIOR DATA

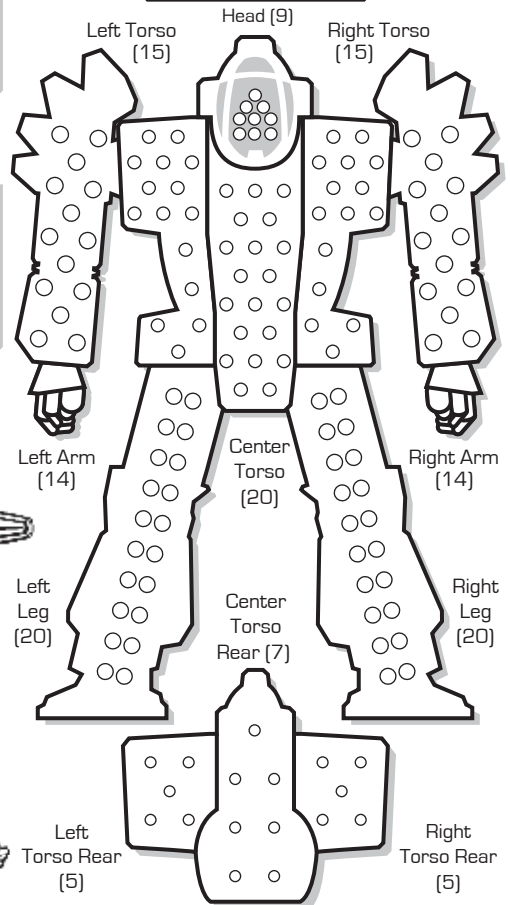
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Rotary AC/5
- Rotary AC/5
- Rotary AC/5

- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- 4-6 Endo Steel
- Endo Steel
- Light Ferro-Fibrous

Left Torso

- XL Engine
- XL Engine
- XL Engine
- 1-3 ER Small Laser
- SRM 6
- SRM 6

- Ammo (RAC) 20
- Ammo (SRM) 15
- 3 Endo Steel
- 4-6 Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Left Leg

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

Head

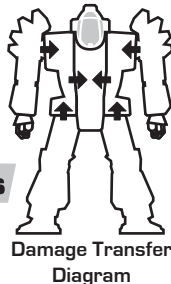
- Life Support
- Sensors
- Cockpit
- Light Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

- XL Gyro
- XL Gyro
- XL Gyro
- 4-6 XL Engine
- XL Engine
- XL Engine

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



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Rotary AC/5
- Rotary AC/5
- Rotary AC/5

- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- 4-6 Endo Steel
- Endo Steel
- Light Ferro-Fibrous

Right Torso

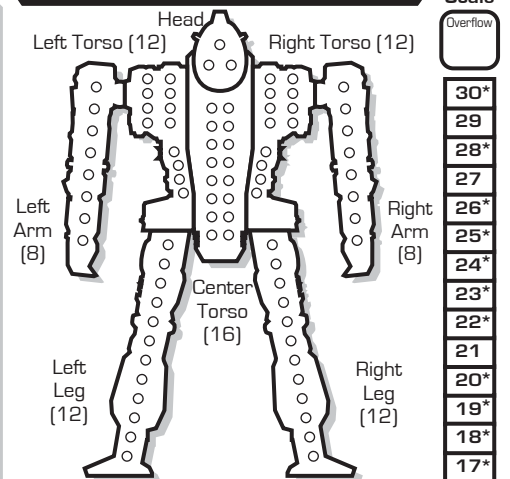
- XL Engine
- XL Engine
- XL Engine
- 1-3 ER Small Laser
- Ammo (RAC) 20
- Ammo (RAC) 20

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Light Ferro-Fibrous

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: GRF-6S GRIFFIN FRANCINE

Movement Points: Tonnage: 55
Walking: 5 Tech Base: Inner Sphere
Running: 8 3070
Jumping: 5

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Damage	Min	Sht	Med	Lng
1	Snub-nose PPC	RA	10	10/8/5 (DE, V)	—	9	13	15
2	ER Medium Laser	LA	5	5 (DE,)	—	4	8	12
1	LRM 15	RT	5	1 Msl (M,C,S)	6	7	14	21
1	ER Medium Laser	CT	5	5 (DE)	—	4	8	12
1	Small Laser	LT (R)	1	3 (DE)	—	1	2	3

Cost: 9,279,540 C-bills

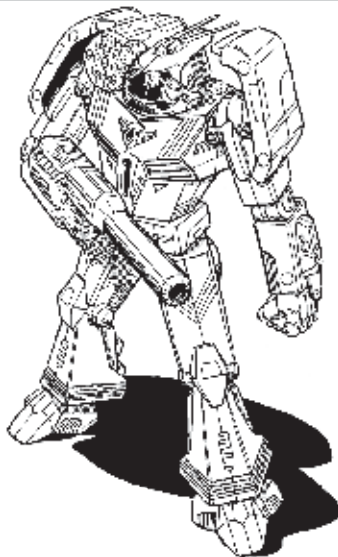
BV: 1,820

WARRIOR DATA

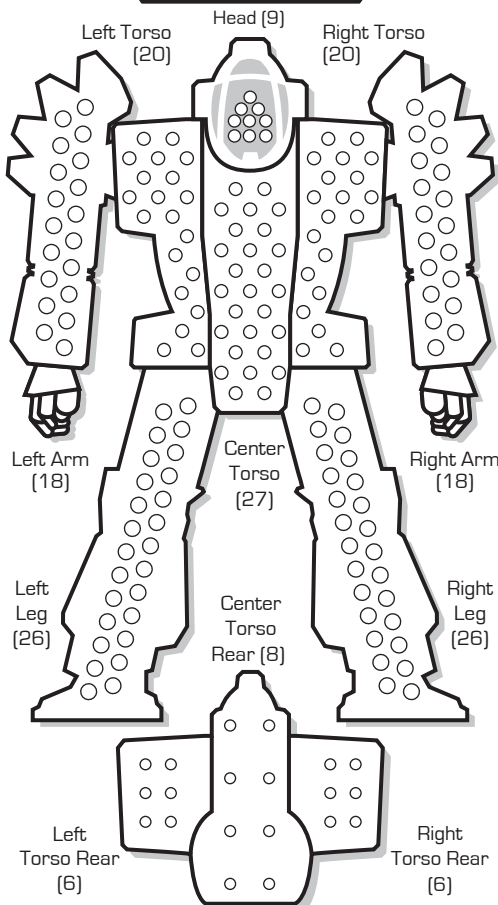
Name: _____

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
- ER Medium Laser
- ER Medium Laser

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Small Laser (R)
- Endo Steel
- Endo Steel
- Endo Steel

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

Left Leg

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

Head

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

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

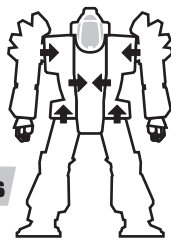
- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- ER Medium Laser
- Jump Jet

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand
- Snub-nose PPC
- Snub-nose PPC

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Right Torso

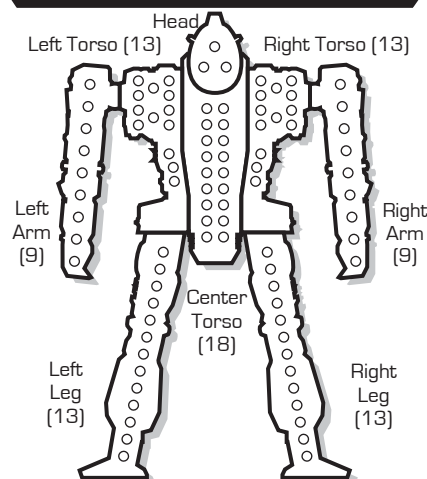
- Light Fusion Engine
- Light Fusion Engine
- LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS

- Ammo (LRM) 8
- Ammo (LRM) 8
- CASE
- Endo Steel
- Endo Steel
- Endo Steel

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

CLASSIC BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: **C-CRG-O GRIGORI INFERNUS**

Movement Points: Tonnage: 60
Walking: 4 Tech Base: Inner Sphere
Running: 6 3071
Jumping: 4

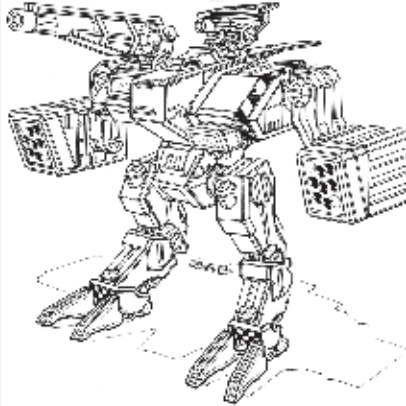
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C ³ CPU	LT	—	[E]	—	—	—	—
1	MML 7	RA	4	[M.C.S]	—	—	—	—
	LRM [17 salvos/ton]			1/Msl	6	7	14	21
	SRM [14 salvos/ton]			2/Msl	—	3	6	9
1	MML 7	LA	4	[M.C.S]	—	—	—	—
	LRM [17 salvos/ton]			1/Msl	6	7	14	21
	SRM [14 salvos/ton]			2/Msl	—	3	6	9
1	Plasma Rifle	RT	10	10 [DE,H,A]	—	5	10	15
1	ER Small Laser	LT [R]	2	3 [DE]	—	2	4	5
1	Medium Pulse Laser	H	4	6 [P]	—	2	4	6

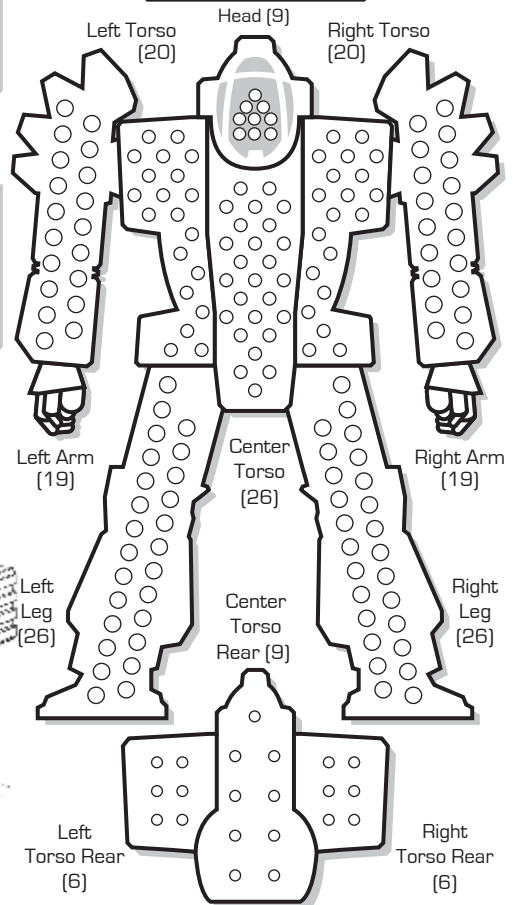
Cost: 13,268,499 C-bills BV: 1,408

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
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- MML 7

- MML 7
- MML 7
- MML 7
- 4-6 Artemis IV FCS
- Roll Again
- Roll Again

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Improved C³ CPU
- Improved C³ CPU
- Jump Jet
- Jump Jet

- ER Small Laser [R]
- 4-6 Ammo [MML] 14/17
- Ammo [MML] 14/17
- CASE
- Roll Again
- Roll Again

Left Leg

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

Head

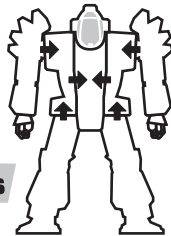
- Life Support
- Sensors
- Small Cockpit
- Sensors
- Medium Pulse Laser
- Roll Again

Center Torso

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

- XL Gyro
- XL Gyro
- XL Gyro
- 4-6 Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 MML 7
- MML 7
- MML 7
- MML 7

- Artemis IV FCS
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- 4-6 Light Ferro-Fibrous
- Roll Again
- Roll Again

Right Torso

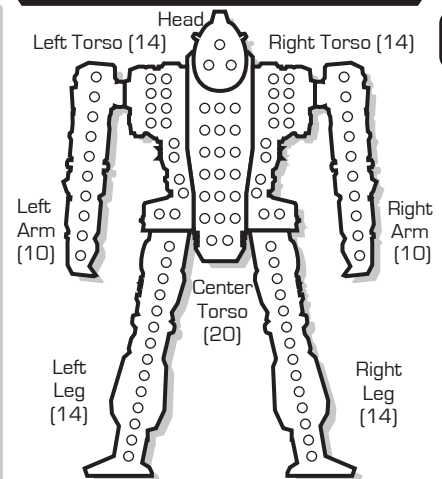
- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Jump Jet
- Plasma Rifle
- Plasma Rifle

- 1-3 Ammo [Plasma Rifle] 10
- Ammo [Plasma Rifle] 10
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



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

HEAT DATA

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

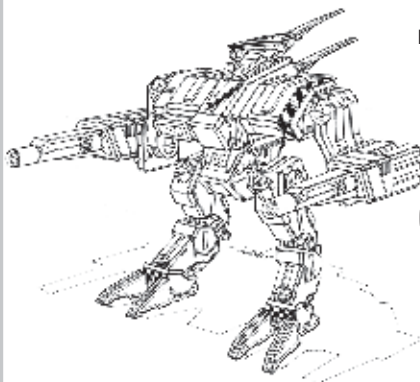
'MECH DATA

Movement Points:	Tonnage: 70
Walking: 4	Tech Base: Inner Sphere
Running: 6	3071
Jumping: 0	

Gty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C ³ CPU	RT	—	(E)	—	—	—	—
1	ER PPC	RA	15	10 (DE)	—	7	14	23
1	ER PPC	LA	15	10 (DE)	—	7	14	23
2	Medium Pulse Laser	H	4	6 (P)	—	2	4	6
1	Targeting Computer	LA	—	(E)	—	—	—	—
1	Guardian ECM	CT	—	(E)	—	—	—	6

WARRIOR DATA

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



1. Shoulder
2. Upper Arm Actuator
1-3. ER PPC
4. ER PPC
5. ER PPC
6. Targeting Computer
1. Targeting Computer
2. Targeting Computer
4-6. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. Endo Steel
6. Endo Steel

1-3	1.	Light Fusion Engine
	2.	Light Fusion Engine
	3.	Double Heat Sink
	4.	Double Heat Sink
	5.	Double Heat Sink
	6.	Double Heat Sink
4-6	1.	Double Heat Sink
	2.	Double Heat Sink
	3.	Endo Steel
	4.	Endo Steel
	5.	Endo Steel
	6.	Endo Steel

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

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

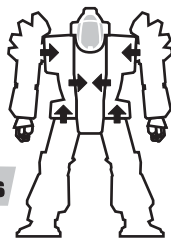
1-3

1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Heavy Duty Gyro
5. Heavy Duty Gyro
6. Heavy Duty Gyro

4-6

1. Heavy Duty Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Guardian ECM
6. Guardian ECM

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



1-3	1.	Shoulder
	2.	Upper Arm Actuator
	3.	Double Heat Sink
	4.	Double Heat Sink
	5.	Double Heat Sink
4-6	6.	ER PPC
	1.	ER PPC
	2.	ER PPC
	3.	Endo Steel
	4.	Endo Steel
	5.	Roll Again
	6.	Roll Again

1-3	1.	Light Fusion Engine
	2.	Light Fusion Engine
	3.	Improved C ³ CPU
	4.	Improved C ³ CPU
4-6	5.	Double Heat Sink
	6.	Double Heat Sink
	1.	Double Heat Sink
	2.	Double Heat Sink
	3.	Double Heat Sink
	4.	Double Heat Sink
5	5.	Endo Steel
	6.	Endo Steel

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

Diagram of a human figure with numbered body parts for a scale chart:

- Head
- Left Torso (15)
- Right Torso (15)
- Left Arm (11)
- Right Arm (11)
- Center Torso (22)
- Left Leg (15)
- Right Leg (15)

Scale Chart:

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*

Heat Level*	Effects	Heat Sinks: 16 (32)
30	Shutdown	Double
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	

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: ZEU-9WD ZEUS-X

Movement Points: Tonnage: 80
Walking: 4 Tech Base: Inner Sphere
Running: 6 3067
Jumping: 0

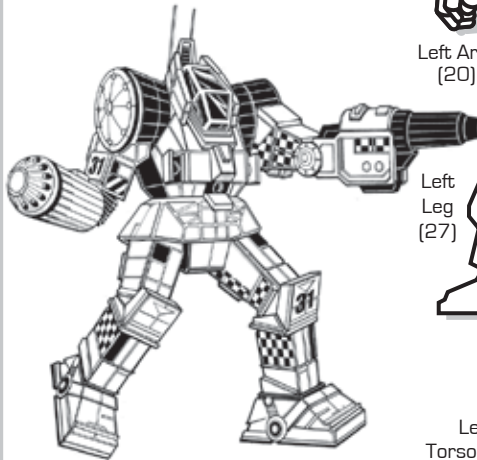
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	RA	15	15 (DE)	3	6	12	18
1	Medium Pulse Laser	RT	4	6 (P)	—	2	4	6
1	Medium Pulse Laser	LT	4	6 (P)	—	2	4	6
1	LB 20-X AC	LA	6	20	—	4	8	12
(DB, C/S/F)								

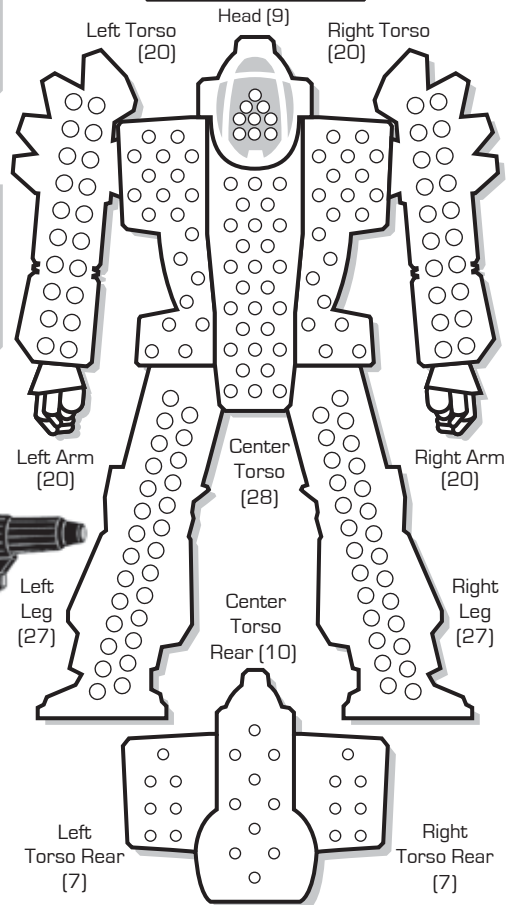
Cost: 15,020,100 C-bills BV: 1,716

WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken: 1 2 3 4 5 6
Consciousness# 3 5 7 10 11 Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

1. LB 20-X AC
2. LB 20-X AC
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. LB 20-X AC (Cont)
4. LB 20-X AC (Cont)
5. Medium Pulse Laser
6. Light Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Roll Again

Head

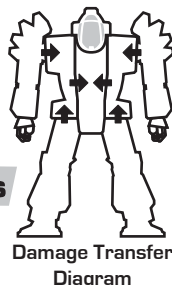
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
- 1-3 Gyro
5. Gyro
6. Gyro

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Light Ferro-Fibrous
6. Roll Again

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



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Heavy PPC
5. Heavy PPC
6. Heavy PPC

1. Heavy PPC
2. Light Ferro-Fibrous
3. Light Ferro-Fibrous
- 4-6 Roll Again
5. Roll Again
6. Roll Again

Right Torso

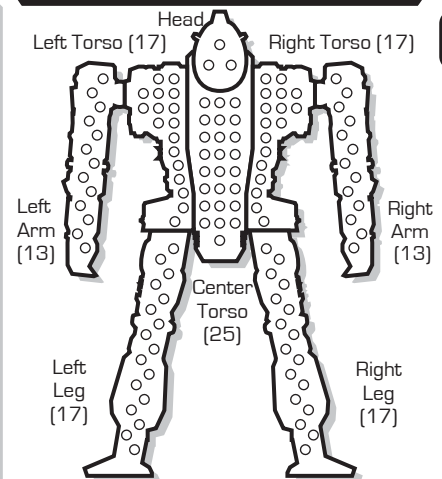
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Medium Pulse Laser

1. Ammo (LB-X) 5
2. Ammo (LB-X) 5
3. Ammo (LB-X) 5
4. CASE
5. Light Ferro-Fibrous
6. Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: C-SRP-O SERAPH INFERNUS

Movement Points: Tonnage: 85
Walking: 3 [4] Tech Base: Inner Sphere
Running: 5 [6] 3071
Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C ³ CPU	LT	—	(E)	—	—	—	—
1	LB 20-X AC	RA	6	20	—	4	8	12
				(DB,C)				
1	Heavy PPC	LA	15	15 (DE)	3	6	12	18
1	Anti-Missile System	RT	1	1d6 (PD)	—	—	—	—
1	Snub-nose PPC	H	10	10/8/5 (DEV)	—	9	13	15
1	Targeting Computer	LT	—	(E)	—	—	—	—

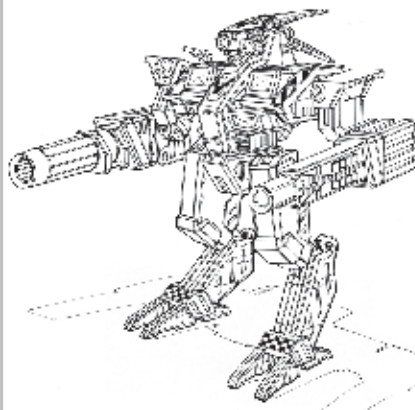
Cost: 21,997,656 C-bills BV: 2,181

WARRIOR DATA

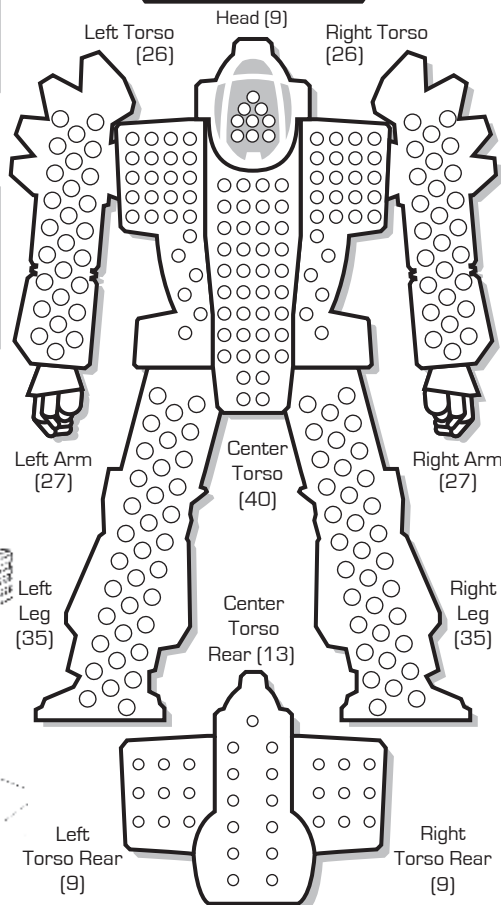
Name: _____

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
- 1-3 Heavy PPC
- 4 Heavy PPC
- 5 Heavy PPC
- 6 Heavy PPC

- Triple-Strength Myomer
- Triple-Strength Myomer
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Improved C³ CPU
- 4 Improved C³ CPU
- 5 Targeting Computer
- 6 Targeting Computer

- Targeting Computer
- Targeting Computer
- 4-6 Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple-Strength Myomer
- 6 Triple-Strength Myomer

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- 5 Snub-nose PPC
- 6 Snub-nose PPC

Center Torso

- 1-3 Light Fusion Engine
- Light Fusion Engine
- 3 Light Fusion Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro

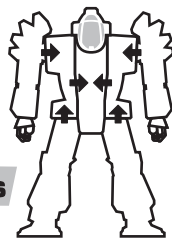
- 1 Gyro
- 2 Light Fusion Engine
- 3 Light Fusion Engine
- 4-6 Light Fusion Engine
- Roll Again
- Roll Again

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LB 20-X AC
- 4 LB 20-X AC
- 5 LB 20-X AC
- 6 LB 20-X AC

- 1 LB 20-X AC
- 2 LB 20-X AC
- 3 LB 20-X AC
- 4-6 LB 20-X AC
- 5 LB 20-X AC
- 6 LB 20-X AC

Right Torso

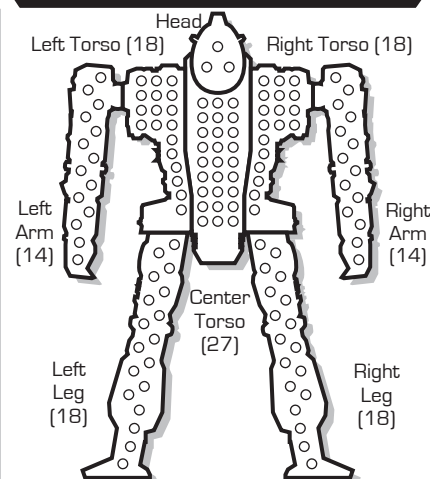
- Light Fusion Engine
- Light Fusion Engine
- 1-3 LB 20-X AC (Cont)
- 4 Anti-Missile System
- 5 Ammo (AMS) 12
- 6 Ammo (LB-X) 5

- 1-3 Ammo (LB-X) 5
- 2 Ammo (LB-X) 5
- 3 CASE
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple-Strength Myomer
- 6 Triple-Strength Myomer

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Movement Points:	Tonnage: 100
Walking: 3	Tech Base: Inner Sphere
Running: 5	3071
Jumping: 0	

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

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C ³ CPU	CT	—	(E)	—	—	—	—
1	Heavy PPC	RA	15	15 (DE)	3	6	12	18
2	Light PPC	LA	5	5 (DE)	3	6	12	18
1	Snub-nose PPC	CT	10	10/8/5 (DE,V)	—	9	13	15
1	Snub-nose PPC	H	10	10/8/5 (DE,V)	—	9	13	15

Cost: 22,225,000 C-bills **BV:** 2,069

Left Torso [32]

Head [9]

Right Torso [32]

Left Arm [34]

Center Torso [47]

Right Arm [34]

Left Leg [42]

Center Torso Rear [15]

Right Leg [42]

Left Torso Rear [10]

Right Torso Rear [10]

Left Arm

1-3	1.	Shoulder
	2.	Upper Arm Actuator
	3.	Double Heat Sink
	4.	Double Heat Sink
4-6	5.	Double Heat Sink
	6.	Light PPC
	1.	Light PPC
	2.	Light PPC
	3.	Light PPC
	4.	Roll Again
5.	Roll Again	
6.	Roll Again	

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6

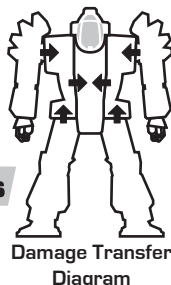
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

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

1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Snub-nose PPC
6. Snub-nose PPC

1-3	1.	Compact Fusion Engine
	2.	Compact Fusion Engine
	3.	Compact Fusion Engine
	4.	Compact Gyro
	5.	Compact Gyro
	6.	Improved C ³ CPU
4-6	1.	Improved C ³ CPU
	2.	Double Heat Sink
	3.	Double Heat Sink
	4.	Double Heat Sink
	5.	Snub-nose PPC
	6.	Snub-nose PPC

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



1-3

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3 Double Heat Sink
4 Double Heat Sink
5 Double Heat Sink
6 Double Heat Sink

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

Diagram illustrating the distribution of 100 points across various body parts:

- Head: 10
- Left Torso: 21
- Right Torso: 21
- Left Arm: 17
- Right Arm: 17
- Center Torso: 31
- Left Leg: 21
- Right Leg: 21

Body Part	Points
Head	10
Left Torso	21
Right Torso	21
Left Arm	17
Right Arm	17
Center Torso	31
Left Leg	21
Right Leg	21
Total	100

Heat Level*	Effects	Heat Sinks: 20 (40)
30	Shutdown	Double
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	

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COMMAND LANCE

CAPTAIN STACY CHURCH

ZEU-9WD Zeus-X Stacy II

'Mech Piloting Skill:
2

Notes: Any time a Widow BattleMech is destroyed, she may apply a -1 modifier to her Gunnery and Piloting Skill Rolls during the next turn. In addition, if she alpha strikes (fires all available weapons), she may add an additional -1 modifier to her Gunnery roll (for a total of -2). This effect only lasts the duration of the turn after a Widows 'Mech is destroyed; her skills revert to normal during the End Phase of the turn.

'Mech Gunnery Skill:
2

'Mech: As a test-bed machine, the *Zeus-X* carries far more interior circuitry than a standard BattleMech. To reflect this, increase the repair cost of any damage to this machine by twenty-five percent. Also, whenever the *Zeus-X* receives internal damage from a PPC or Plasma weapon, roll 2D6: on a result of 11 or 12, circuitry explodes, inflicting one point of pilot damage and shutting the 'Mech down for a single turn (no additional internal damage is applied).

LIEUTENANT JACOB KINCAID

UZL-2S Uziel Jacob II

'Mech Piloting Skill:
3

Notes: In any track where he faces any Word of Blake forces (including Protectorate Militia but not mercenary forces), Jacob will choose a single Word of Blake unit and attack it to the exclusion of all other targets with a -1 to-hit modifier for all attacks. As soon as Jacob fires on a Word of Blake unit (the controlling player chooses when and what the target is), that is his target (regardless of whether the attack is successful or not). As long as Stacy Church is an active unit in the track, he may break off his single-minded pursuit during the End Phase of any turn. If Stacy is not present as an active unit, he will continue his pursuit of his chosen target until it is destroyed, the target has broken line of sight during the Movement Phase and Jacob cannot re-establish LOS within the same turn, is out of range of every weapon currently useable by his unit, or has left the playing area. He may not attack another Word of Blake unit until he has disengaged from his previous target.

'Mech Gunnery Skill:
2

'Mech: Due to excessive damage taken during his flight from Outreach, Jacob's *Uziel* has a slight gyroscopic glitch that has defied all attempts to repair it. In any turn when the *Uziel* expends its maximum MP AND takes more than 20 points of damage, apply a +3 modifier to the Piloting Skill Roll to avoid a fall (this is in place of the standard +1 modifier and is cumulative with all other appropriate modifiers). The defect is irreparable.

MECHWARRIOR FRANCINE

GRF-6S Griffin Francine II

'Mech Piloting Skill:
3

Notes: Francine has the uncanny ability to hit almost any target with her *Griffin's* PPC. In any turn where she fires only her snub-nose PPC, she receives an additional -2 to-hit modifier to that weapon.

'Mech Gunnery Skill:
3

'Mech: Francine's *Griffin* is a heavily repaired and modified BattleMech, and the combination of old and new equipment sometimes causes problems from the multiple hasty field refits done during the guerilla actions on Outreach. Any turn that the *Griffin's* heat scale is above 10 and the *Griffin* jumps more than 3 MP, a Piloting Skill roll must be made to remain standing once the target has reached its destination hex.

MECHWARRIOR CALVIN MAGDALENO

BLR-4S BattleMaster Calvin II

'Mech Piloting Skill:
3

Notes: Since equipping his *BattleMaster* with its rotary autocannon, Calvin has worked tirelessly to understand the balky weapon's vulnerabilities. To reflect this, Calvin may ignore the first jam result that occurs (per track) when firing his rotary autocannon at any setting.

'Mech Gunnery Skill:
2

'Mech: Due to several hard-wired system errors during the *BattleMaster's* last major field upgrades, on any turn when all of the *BattleMaster's* weapons are fired, roll 2D6. On a result of 9 or higher the *BattleMaster's* fire control computers restart, making it impossible for the *BattleMaster* to fire any of its weapons in the next turn. This system error is irreparable.



CLASSIC BATTLETECH™



BLACK WIDOW ROSTER SHEET II

FIRE LANCE

LIEUTENANT EIRENE RONDEMA

GAL-4GLSA Gallowglas

'Mech Piloting Skill:
3
'Mech Gunnery Skill:
2

Notes: Eirene Rondema has a superb sense of balance and is intimately familiar with how her *Gallowglas* moves. To reflect this, during any turn where Eirene is stationary or the *Gallowglas* only expends Walking MP, she receives a -2 modifier to all Piloting Skill Rolls.

MECHWARRIOR ORRIN FLETCHER

DV-7D Dervish

'Mech Piloting Skill:
4
'Mech Gunnery Skill:
2

Notes: Orrin Fletcher has made himself the master of long-range fighting with years of steady and careful practice firing. Any time Orrin fires only the *Dervish's* LRMs at long range, he receives only a +2 long-range modifier, instead of the standard +4 long-range modifier.

MECHWARRIOR MICHAEL RAMIREZ

ARC-6S Archer

'Mech Piloting Skill:
4
'Mech Gunnery Skill:
3

Notes: Prior to any track, the player controlling Michael's *Archer* may choose to replace half of his LRM ammunition with any type of LRM ammunition for free. Additionally, because both Michael and Orrin work tirelessly together as a team, when firing at the same target in the same turn as Fletcher, Michael receives a -1 to-hit modifier.

MECHWARRIOR MAX HENRICKSEN

CBR-02 Cobra

'Mech Piloting Skill:
4
'Mech Gunnery Skill:
3

Notes: As the Widows' scrounger, Max is always on the lookout for choice salvage or the opportunity to add some vital piece of equipment to the Company's larder. As such, at the end of any track that Max survives, the Widows win, and salvage remains on the field, add an additional +25 WP to the final tally.

RECON LANCE

LIEUTENANT WYATT ROLFE

WLF-4WA Wolfhound

'Mech Piloting Skill:
3
'Mech Gunnery Skill:
2

Notes: As a former Kell Hound, Wyatt is intimately familiar with the *Wolfhound* BattleMech, even though he originally piloted a much heavier machine. In any track where Rolfe is present in his *Wolfhound*, his 'Mech receives an additional 1 Walking MP (recalculate the *Wolfhound's* Running MP accordingly) for up to 6 turns. These turns need not be taken consecutively, but the controlling player must announce whether or not he is using the extra speed at the beginning of the Movement Phase.

MECHWARRIOR NEIL GIBSON

FFL-4DA Firefly

'Mech Piloting Skill:
4
'Mech Gunnery Skill:
3

Notes: Neil Gibson has made battlefield scouting strategy an art form. In any track where the Recon Lance operates independently, Neil receives a +1 modifier to all Initiative rolls for as long as he is an active unit. Additionally, because of his light touch and excellent knowledge of his 70-year-old *Firefly*, he receives a -1 modifier to all Piloting Skill Rolls when operating that Mech.

MECHWARRIOR HALLE YOST

TLN-5N Talon

'Mech Piloting Skill:
3
'Mech Gunnery Skill:
2

Notes: Halle Yost has become obsessed with being a specialist using the PPC as a sniping weapon. Halle receives a -2 to-hit modifier for attacks made using a PPC or ER PPC at medium and long ranges.

MECHWARRIOR RUSSEL MADISON

LCT-6M Locust

'Mech Piloting Skill:
3
'Mech Gunnery Skill:
3

Notes: Billing himself as "the fastest MechWarrior alive," Russel Madison is a confirmed speed freak and risk-taker. In fact, he becomes more skilled the faster he goes. To reflect this, during any turn where he enters four hexes in a row, he can perform two hexside facings without paying a MP cost for them. The facings can occur anytime during the move, as long as the total move of his 'Mech contains a four hexrow move. Because of the high strain put on the gyro, however, Bennett must make a Piloting Skill Roll to avoid falling if the 'Mech receives 10 or more damage during the Weapon Attack Phase of the same turn in which he uses the two "free" hexside changes. This roll is in addition to the standard Piloting Skill Roll made when a unit receives 20+ points of damage.





OPACUS LEVEL II

PRECENTOR BERITH

C-ANG-O Archangel Berith

'Mech Piloting Skill:
2 (unaugmented)
'Mech Gunnery Skill:
1 (unaugmented)

Notes: Due to his internal computer processor and Berith's extraordinary grasp of tactics, any time Berith is part of a force fielded in a track, the entire Blakist force receives a +2 Initiative modifier for the duration of the track. This bonus is negated, however, if Berith's 'Mech is destroyed, withdraws from the playing area, or receives two or more MechWarrior wounds in one track.

Berith is augmented with the following equipment: Triple Core Processor, Improved Prosthetic Arm/Hand, Pain Shunt, Buffered VDNi, Enhanced Multi-Modal Cybernetic Eye (left), Boosted Communications Implant, Boosted Receiver Implant, and a Secondary Power Supply.

DEMI-PRECENTOR KENDALI MORRIS

C-PRT-O Preta Kendali

'Mech Piloting Skill:
3 (unaugmented)
'Mech Gunnery Skill:
3 (unaugmented)

Notes: A natural close-quarters fighter, Morris relishes physical combat. Whenever executing a Physical Attack, she receives a -2 to-hit modifier and adds one point of additional damage if the hit is successful.

Morris is augmented with the following equipment: Incisor Injectors, Buffered VDNi, Pain Shunt, Enhanced Prosthetic Legs (both), Boosted Communications Implant and Prosthetic Leg MASC.

ADEPT MI TOMITAKI

C-MK-O Malak Mi

'Mech Piloting Skill:
2 (unaugmented)
'Mech Gunnery Skill:
3 (unaugmented)

Notes: Slightly psychotic from her time in a ComStar psychiatric ward and subsequent augmentations, Tomitaki occasionally loses her head in the thick of battle. Any time she receives a MechWarrior wound, roll 2D6; on a result of 11+ she will pursue and attack the closest enemy target to the exclusion of all else. She will stop this action if the target has withdrawn from the playing area, is destroyed or if Berith, Morris, or Rivenschild are within six hexes of her 'Mech during an End Phase, where they'll order her to stop; she reverts to normal behavior the following turn, due to her high regard for these individuals.

Tomitaki is augmented with the following equipment: VDNi, Dermal Myomer Armor, and a Filtration Lung Implant.

ADEPT RUFUS BLACK BEAR

C-GRG-O Grigori Rufus

'Mech Piloting Skill:
4 (unaugmented)
'Mech Gunnery Skill:
4 (unaugmented)

Notes: His conviction about the teachings of Blake and the importance of the Manei Domini way overrides everything else. When the Forced Withdrawal rules are in effect, if Black Bear's unit must forcibly withdraw, he does not follow them until after he cripples and/or destroys one more opponent, or all enemies have departed the playing area.

Black Bear is augmented with the following equipment: Cybernetic Right Eye, VDNi, Pain Shunt.

ADEPT HAVALAH CAZER

C-SRP-O Seraph Havalah

'Mech Piloting Skill:
3
'Mech Gunnery Skill:
3

Notes: The only Manei Domini member of the Opacus who does not possess a VDNi interface, Cazer works hard to overcome such a deficiency. Proficient at working with surveillance electronics, she can bypass most ECM and probe equipment. She ignores all ECM and probe equipment effects against her BattleMech. This ability is negated once she receives three or more MechWarrior wounds.

In addition, Cazer may be set up at the beginning of the track as a Hidden Unit (see p. 259, TW). Her location must be determined before any units are placed on the playing area. She may not use this ability if she was a participant in the previous track.

Cazer is augmented with the following equipment: Toxin Effuser, Cosmetic Enhancements and Cybernetic Ear Implants.

ADEPT ACHILLIUS ST. JOHN

C-DVA-O Deva Achillius

'Mech Piloting Skill:
1 (unaugmented)
'Mech Gunnery Skill:
4 (unaugmented)

Notes: Incredibly perceptive, St. John uses his natural abilities in close-quarters combat. For every subsequent turn, beyond the first, he launches a Physical Attack against the same unit he may add a -1 to-hit modifier.

St. John engages a guerilla Caesar with a Physical Attack in Turn 4. The attack is resolved normally, with no modifiers. In Turn 5, he engages the Caesar again with a Physical Attack; he now receives a -1 to-hit modifier. The two break away from each other for a few turns, helping their teammates. In Turn 10, St. John finds himself engaging the Caesar again with a Physical Attack. Because he attacked him twice before, he now receives a -2 to-hit modifier.

St. John is augmented with the following equipment: Buffered VDNi, Multi-Modal Cybernetic Left Eye, Pain Shunt, and a Recorder Implant.





VENATORI LEVEL II

DEMI-PRECENTOR KARL MARITA

KGC-008 King Crab

- 'Mech Piloting Skill:** **2**
- 'Mech Gunnery Skill:** **3**
- Notes:** Fueled by her hatred and need for revenge, Marita becomes single-minded and reckless when facing down a Black Widow opponent. For every Widow opponent that her attacks are what destroy the unit, she gains a -1 to-hit modifier for all weapon attacks; however, due to her intense focus, the Blakist side also suffers a -1 Initiative modifier. These effects are both cumulative and can be combined with other bonuses / penalties.
- 'Mech:** Suspected of being a target of sabotage on Northwind, the Athena's Heavy PPCs sometimes flame out during combat. After every two turns of consecutive firing, roll 2D6 for each Heavy PPC: on a roll of 9+, the weapon fails to fire the next time it is used and builds up 10 Heat Points. Once this misfire occurs, the weapon resets back to normal until the situation is repeated. This system error is irreparable as it involves both the weapon and the Athena's combat computers; if the weapon is replaced with a different weapon, that new weapon inherits the misfire and heat buildup problem.

ADEPT BRYN RIVENSCHILD

LGH-6W Lightray

- 'Mech Piloting Skill:** **3**
- 'Mech Gunnery Skill:** **2**
- Notes:** Rivenschild's computer skills have allowed him to utilize his *Lightray's* sensors to tremendous effect. When desired, he can manipulate his C3i system to operate as a limited Guardian ECM Suite when needed. A player using this ability must declare their intent in the End Phase prior to the turn in which the C3i system will be used as an ECM. Once a player has announced this change, the Lightray's C3i is considered inoperative until the player turns it off during an End Phase; it can only be turned back on (either as a standard C3i, or as a modified ECM again, during the End Phase of a following turn. While the C3i is inoperative, it functions as a Guardian ECM Suite with a 3 hex range. If the C3i receives a critical hit during the time it is operating as an ECM, it is rendered completely destroyed and cannot be repaired, regardless of Warchest Points used.
- 'Mech:** Because of the multiple system redundancies Rivenschild has jury-rigged and embedded into the cockpit systems, ignore the first Sensors and Life Support critical hits (do not re-roll the location).

ADEPT ELIZABETH RODRIGUEZ

GUR-2G Gurkha

- 'Mech Piloting Skill:** **2**
- 'Mech Gunnery Skill:** **4**
- Notes:** Through constant practice, Rodriguez has mastered the fine art of heat management. During each Heat Phase, she may add one point of cooling to her 'Mech. Additionally, if a Double Heat Sink is destroyed by a critical hit, that heat sink still dissipates 1 point of heat during each Heat Phase.
- 'Mech:** Because of a software error that went undiscovered during the Eviscerator's upgrade, on occasion the ER PPC will not fire in the same turn the ER Small Lasers are used. During fire declaration and after all of the *Gurkha's* attacks have been declared, roll 1D6. On a result of 6, the player may fire only the ER PPC or the ER Small Lasers; however, calculate heat as if all weapons had been fired. All attempts to rectify the computer system have met with failure, which matters little to Adept Rodriguez.

ADEPT CASSIUS MONTAGUE

MCY-102 Mercury

- 'Mech Piloting Skill:** **3**
- 'Mech Gunnery Skill:** **4**
- Notes:** Supposedly devoted fully to the tenets of Blake and Toyama, Montague nevertheless has a weakness for women. When ever he targets a unit that is piloted by a female, the controlling player rolls 2D6; on a result of 10+, he becomes aware that the target is female and applies a +1 to-hit modifier to all attacks against that unit. If Montague becomes aware the target is a female, no additional rolls are made; the +1 to-hit modifier applies for the rest of the tract.
- Montague is augmented with a Cosmetic Enhancement.
- 'Mech:** An old and venerable machine, the Messenger sometimes exhibits a full reboot of several subsystems in the midst of heated combat. At the end of any turn when the *Mercury* exceeds 5 Heat Points, during the following turn the C3i system is unavailable and apply a -1 modifier to any MASC die rolls.

ADEPT PORTIA THOMAS

BCN-5W Buccaneer

- 'Mech Piloting Skill:** **1**
- 'Mech Gunnery Skill:** **3**
- Notes:** A seasoned MechWarrior, Thomas is extremely proficient in close-range combat. Whenever a target is within short range of a weapon, she receives a -2 to-hit modifier for each such weapon. Due to her long bout with cancer, Thomas begins each track with an automatic MechWarrior wound (this wound cannot be healed).
- Thomas is augmented with a Prosthetic Right Arm / Hand.
- 'Mech:** Due to a gyroscopic software defect, the Anne sometimes has trouble when using its upgraded jump jets. If the gyro is damaged and the 'Mech jumps, apply a +1 modifier to the Piloting Skill Roll necessary upon landing.

ADEPT JACQUELINE NORMAN

RJN-200-A Raijin II

- 'Mech Piloting Skill:** **4**
- 'Mech Gunnery Skill:** **4**
- Notes:** A natural mathematician and algorithmic genius, Adept Norman constantly attempts to crack codes and communications even during the heat of battle. Once per track, she gives her side the ability to automatically win Initiative for one turn due to her code-cracking skills. This bonus must be declared before Initiative is rolled.
- 'Mech:** Thanks to Adept Norman's over-exuberance with the usage of her ER Medium Lasers, some of the circuitry has begun to deteriorate due to the excessive heat demands. At the end of any turn when the Bear exceeds 10 Heat Points, during the following turn add a +1 to-hit modifier to all weapon attacks made by the lasers; this occurs in addition to all other standard Heat Effects. No amount of repair on this 'Mech will correct this system error.



CLASSIC BATTLETECH™

WARCHEST CAMPAIGN RECORD SHEET

Track Title: Mission: Recon

Date/Duration: 13 Jan 3073

Force Name: Opacus Venatori Starting WP: 100

Faction: Word of Blake Track Cost: -30

Options Used +/-

Tangled Forest +15

Moderate Gale +25

Objectives Gained/WP Earned +/-

ID/Scan all Defender's force +50

Escape! +25

Downtime Costs +/-

Preta: repair from Destroyed -60

Lightray: repair from Destroyed -60

Final WP: 65

Track Title: _____

Date/Duration: _____

Force Name: Opacus Venatori Starting WP: 74

Faction: Word of Blake Track Cost: _____

Options Used +/-

Objectives Gained/WP Earned +/-

Downtime Costs +/-

Final WP: _____

Track Title: Mission: Strike

Date/Duration: 27 Jan 3073

Force Name: Opacus Venatori Starting WP: 65

Faction: Word of Blake Track Cost: -50

Options Used +/-

None

Objectives Gained/WP Earned +/-

ID/Scan all Defender's buildings +100

Seek and destroy! +50

Downtime Costs +/-

Archangel: repair from Damaged -80

Buccaneer: repair from Destroyed -60

Ammunition: Ballistic - 2 tons -6

Sell: Centurion - Crippled +55

Final WP: 74

Track Title: _____

Date/Duration: _____

Force Name: Opacus Venatori Starting WP: _____

Faction: Word of Blake Track Cost: _____

Options Used +/-

Objectives Gained/WP Earned +/-

Downtime Costs +/-

Final WP: _____

CAMPAIGN NOTES

Precentor Berith - 3 Kills
Adept Portia Thomas - 1 Kill
Adept Bryn Rivenschild - 2 Kills

Salvaged Destroyed AWS-10KM Awesome



CLASSIC BATTLETECH™

WARCHEST CAMPAIGN RECORD SHEET

Track Title: _____

Date/Duration: _____

Force Name: _____ Starting WP: _____

Faction: _____ Track Cost: _____

Options Used _____ +/-

_____	_____
_____	_____
_____	_____
_____	_____

Objectives Gained/WP Earned _____ +/-

_____	_____
_____	_____
_____	_____
_____	_____

Downtime Costs _____ +/-

_____	_____
_____	_____
_____	_____
_____	_____

Final WP: _____

Track Title: _____

Date/Duration: _____

Force Name: _____ Starting WP: _____

Faction: _____ Track Cost: _____

Options Used _____ +/-

_____	_____
_____	_____
_____	_____
_____	_____

Objectives Gained/WP Earned _____ +/-

_____	_____
_____	_____
_____	_____
_____	_____

Downtime Costs _____ +/-

_____	_____
_____	_____
_____	_____
_____	_____

Final WP: _____

Track Title: _____

Date/Duration: _____

Force Name: _____ Starting WP: _____

Faction: _____ Track Cost: _____

Options Used _____ +/-

_____	_____
_____	_____
_____	_____
_____	_____

Objectives Gained/WP Earned _____ +/-

_____	_____
_____	_____
_____	_____
_____	_____

Downtime Costs _____ +/-

_____	_____
_____	_____
_____	_____
_____	_____

Final WP: _____

Track Title: _____

Date/Duration: _____

Force Name: _____ Starting WP: _____

Faction: _____ Track Cost: _____

Options Used _____ +/-

_____	_____
_____	_____
_____	_____
_____	_____

Objectives Gained/WP Earned _____ +/-

_____	_____
_____	_____
_____	_____
_____	_____

Downtime Costs _____ +/-

_____	_____
_____	_____
_____	_____
_____	_____

Final WP: _____

CAMPAIGN NOTES





TAKE COMMAND!



Black Widow Company

A Wolf's Dragoons independent command, the Black Widow Company is one of the most famous units of all time: they are reborn from the fires of Blakist treachery to prove to the entire Inner Sphere that the Dragoons are still to be respected...and feared.

Opacus Venatori

A melding of the most elite warriors with the Word of Blake's Manei Domini cyborg soldiers, the Opacus Venatori—piloting the new cutting-edge Celestial-series OmniMechs—are a hunter-killer force without equal...and they've got Wolf blood in sight.

A new series, the Starterbooks are a perfect way to jump into the further excitement of the *Classic BattleTech* universe. *Starterbook: Wolf and Blake* provides a short synopsis of the history leading up to the Jihad—the current war sweeping the Inner Sphere—as well as a brief history and personal dossiers on the members of these two elite combat commands. Comes with record sheets for everyone in both the commands, including ten, never-before-seen 'Mech variants/configurations mounting experimental technologies. Finally, a unique track system allows players to develop their own scenarios—players will be stomping across futuristic battlefields in no time!

Starterbook: Wolf and Blake is a fiction-bridge between the universe history presented in *Total Warfare* and the current storyline begun in the *Dawn of the Jihad* (or *Blake Ascending: A Jihad Compilation*) sourcebook, while providing a sneak peak at some of the advanced technologies that will premier in *Tactical Operations*. Can be used with Iron Wind Metals' *Wolf and Blake 'MechPack: Wolf's Dragoons*, *Wolf and Blake 'MechPack: Word of Blake 1* and *Wolf and Blake 'MechPack: Word of Blake 2*.

The *Total Warfare* core rulebook is required to use *Starterbook: Wolf & Blake*. *Technical Readout: 3050 Upgrade* is recommended for use with *Starterbook: Wolf & Blake*.



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