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BATTLETECH ADVENTURES

NECROMO NIGHTMARE™

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A BATTLETECH HALLOWEEN SPECIAL

Andos Andos (order #5214119)

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THE WORLD OF THE DEAD

COMMERCE DISTRICT
LANDINGPLACE
NECROMO, CAPELLAN CONFEDERATION
30 OCTOBER 3071

This is not *the way I was supposed to die!*

The thought echoed in Edward Halperin's head as he ran across the shattered ferrocrete pavement. His breath came in ragged gasps that echoed in his ears, and added a rancid tinge to the stench of his own sweat, soaking into the filter of his vapor mask. His legs burned, and with every stride, he felt a shock of pain running from his left heel all the way to the hip that nearly tripped him several times already.

Something's broken there, his mind warned him, perhaps for the millionth time.

Yet he raced on, the agony only adding to his urgency.

Headlamps on his helmet provided his only cues against missteps, cutting through the dusty dark to illuminate a scant few meters ahead of him. But it was the adrenaline, burning in his veins for the longest time in his panicked memory, which made it possible for him to vault over the blackened wreckage of an overturned vehicle.

…Only to land with his full weight on a mass of squishy meat, wrapped around a twisted pile of broken bones.

The slick carcass gave way with a wet crunch, and slid sharply beneath him, sending Edward tumbling forward. Teeth clenched, he spun himself as best as he could in the instant before impact, letting his left shoulder bear the shock. Even so, he felt the sharp jabs on his right side, radiating from his shoulder to somewhere just below his elbow.

Stars danced across his eyes.

Don't pass out! his mind screamed at him. *Don't pass out!*

Gasping, he scrambled back to his feet. His head swam. His legs shook. The fingers in his right hand felt frozen, but he didn't bother to look at them.

Even as he began a wobbling run again, he noticed the world had grown even dimmer than before. One of his helmet lamps must have shattered in the fall.

It became the least of his concerns when he heard the crash, somewhere behind him.

No, gods damn it! Don't look back!

A booming roar—augmented by external speakers designed to be heard over the din of battle—reverberated through the ruined street. The sound communicated a rage so primal, so anguished, that Edward could not imagine it formed within human lungs.

Ahead, a massive edifice loomed. Even in the hazy dark, he could tell that half its walls were blackened and caved in, and most of its windows were shattered—but what remained looked solid enough. Debris—both human and human-made—lay strewn about the wide steps toward the entry.

Shelter!

Somewhere behind him, he heard—and felt—another crash…then a rushing sound. Instincts honed on battlefields across a dozen worlds kicked in, altered his course to the right.

The forward half of a semi-truck spun past, smashing into the pavement so hard it nearly sent him flying again. On impact, the vehicle seemed to shatter. A massive shape—larger than Edward's torso—bounced across the street just one meter ahead of him. His brain only registered that it was probably a tire half a second later.

A new surge of fear powered him onward as the rest of the wreck skittered off to his left.

Another roar filled the air, and then a rapid thumping of gigantic metal-shod feet.

It's seen me!

Up the stairs Edward ran, his left leg jarring him with every lurching step. Aiming his good shoulder at the main door, he charged without a moment's thought.

The new wave of pain that overcame him finally forced a cry of pain from his ragged throat.

The door never even budged.

A snarl echoed in the void behind him.

This time, Edward looked.

The massive, metallic beast looked like it had walked through Hell itself. What remained of its pitted and cracked armor was scorched black, and one of its four legs dragged. Though its features were styled to resemble that of some kind of anthropomorphized boar, it lurched about on all fours like some kind of simian. Now standing about four meters to its shoulder, Edward imagined it would come up to his *Warhammer*'s waist if it stood upright.

…*And if he still* had *his* Warhammer*!*

There was a pistol at his hip—a nice, quality Hawk Eagle—but Edward knew it would not even faze the monstrosity hovering nearby.

He had never seen a ProtoMech up this close and personal before, but suddenly Edward felt a new appreciation for the terror the mud sloggers back home on Arc-Royal used to rant about. As he gaped at the beast, it lumbered closer, smashing through a field of discarded metal and decaying bodies almost casually now.

He saw the beast's weapon mounts—lasers, the MechWarrior part of his mind told him—pointing uselessly at the ground, and wondered why the pilot wasn't using them. Then he noticed the gore, hanging off the machine's dented tusks.

Tusks! On a six-meter tall war machine!

The monster stomped closer, its foreleg snapping through the same ruined vehicle he'd jumped over less than a minute ago. A deep growl issued forth from its speakers, rising to another inhuman bellow.

Edward blinked.

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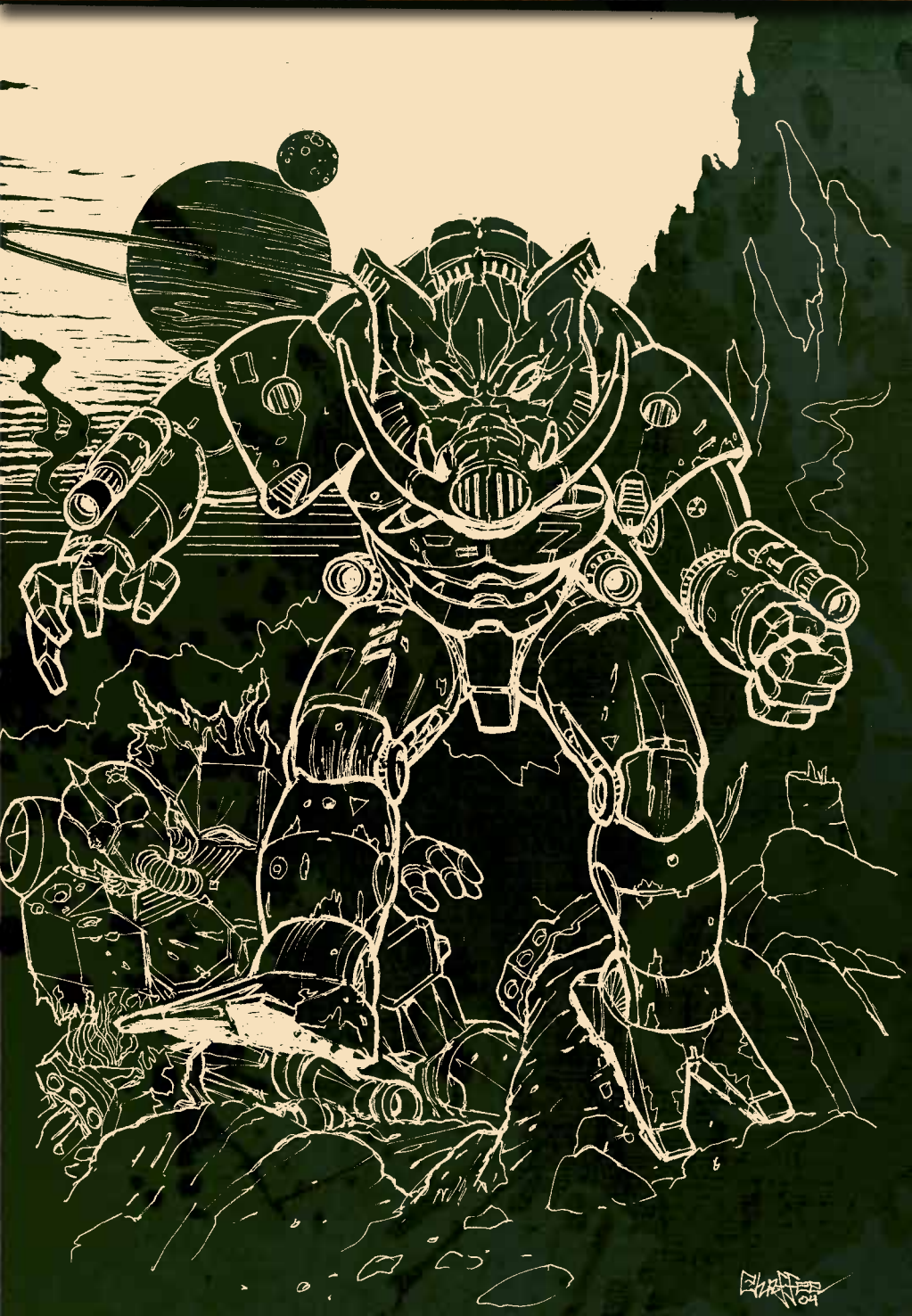

His eyes darted to the nearest window.

Man and machine lunged at the same moment.

This time, the man was faster.

With little glass left in the frame to stop him, Edward leapt over the sill and careened into the building just as the blackened metal monstrosity slammed itself head-first into the massive doors that stopped him earlier. Against several tons of war machine, the bank's thick doors were no match at all, but the blow sent a pile of loosened stone edifice tumbling down on the armored hull.

Edward did not dare hope that the collapse would be enough to stop it. He scrambled to his feet, scurried over the cracked pseudo-marble floor, and ducked over several tattered, overturned pieces of indefinable furnishings, his helmet lamp desperately seeking a back door among all the alien shadows.

Momentarily trapped, the beast let out a roar that threatened to split his eardrums. Edward felt his heart skip several beats, but he willed himself on.

Gods, let there be a vault or something open back there!

The vault was small, and one wall had partially collapsed. A duke's ransom in personal valuables lay strewn across the floor, but Edward was too busy struggling to close the heavy steel door as the monster continued to tear a way into the bank's foyer.

He had the door half-closed when he heard the shuffling behind him, and realized he wasn't alone in the vault.

Spinning, Edward let his helmet lamp illuminate the chamber. The grayish dust—thicker indoors than outside—swirled around, creating a particulate fog that almost obscured the figure slumped in the corner. His good hand left the vault door handle and fumbled for his sidearm.

"Who's there?" he snapped. He tried to put an authoritarian edge into his voice, but instead, his words came out as a weak croak.

The figure was struggling to stand. It was female, swathed in a tattered skirt, a torn blouse, and a suit jacket that looked to be the same dark shade of color as the skirt. Her hair was long and dark, but matted and disheveled. Her face was ashen, and sunken eyes struggled to regard him. She raised a hand to shield herself from his light, and he automatically tipped his head, just enough to move the direct glare off her.

"Don't be alarmed," he said as he suddenly realized he was looking at a survivor. Perhaps the first one he'd seen in…hours? Days?

"I am a soldier," he continued. "Did you work here?"

The woman didn't answer. She simply stared at him for several long moments.

Outside, Edward could hear the monster tearing itself free of the wall.

Damn it!

He swung around again, grabbing the vault door handle. With a final, hard pull, he managed to force it closed, and yanked the latch up.

"That should keep it from finding us," he said—as much to assure himself as the civilian in the room with him, "do you—?"

He looked back her way, and found the woman was suddenly mere centimeters from him.

Edward's heart skipped a beat and his blood ran cold. Now that she was this close, he could see that her eyes were clouded over, and that her face was nearly bloodless…bloodless, that was, except for the matter caked around her lips, running down her chin, and clinging to the collar of her blouse.

Oh, gods, no!

Once again, he reached for his weapon.

He never made it.

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BATTLETECH ADVENTURES

NECROMO NIGHTMARE™

BattleTech Adventures: Necromo Nightmare is a special game aid for use with *A Time of War: The BattleTech Role-Playing Game* and the *A Time of War Companion*. Designed for experienced players familiar with the setting, the rules and descriptions in this book presume the players are familiar with the terms and core role-playing rules presented in *A Time of War,* as well as the war game rules found in *Total Warfare*, *Tactical Operations*, and *Strategic Operations*. This adventure may run several sessions, based on the players' available time and resources.

Game masters should note that only some of the information in this book should be made available to the players, while the rest is designed for both the players and the game master. Throughout this book, the information available to the players will be clearly identified, but should be made available only as the players' characters actively pursue it. For example, while the bulk of what is covered in the *World Guide* section is common knowledge, characters who have not taken the time to bone up on their basic research should not be aware of much beyond what they directly experience on the world of Necromo, where this adventure takes place.

The general information contained here should provide the tools needed for an adventure group to play out any number of sessions set on the dark world of Necromo in the wake of a devastating Word of Blake attack there during the Jihad. But as this particular adventure is a special, Halloween holiday-themed edition

The **World Guide** section presents a global view followed by some quick facts about the world where this adventure is set. Included in this section is a general description of the history and key features of the world, and local news pertaining to events current with the setting of the adventure. Additional rules at the back of this product cover the planetary information in greater detail, including terrain types, environment, and other rules that can be used to enhance the game experience.

The **Persons of Interest** section gives details on the factions and key players that will (or may) play a role in this adventure and can be used by GMs who do not wish to create their own NPCs from scratch. Gameplay data on these characters will be found in the *Character Dossiers* at the back of the book. Much of this information is GM only, and may contain spoilers, so players should not read this section.

The **Tracks** section presents a means to interact with several pivotal events that occur in this adventure, though they are not the only ones. Please do not allow the players read the GM ONLY section, cover it with a sheet of paper while the players read their mission brief section.

The **Gamemaster's Sourcebook** contains official character sheets for key personalities from the *Persons of Interest* section, as well as record sheets and rules useful for running the more unique aspects of this adventure. Remember that it is not the function of this product to micromanage your adventure, however: If a situation arises where the rules are in question, it's up to the gamemaster and players to work out a resolution suitable for their game table. The goal is to have fun, so don't let the rules bog you down.

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STAR LEAGUE ERA

CLAN INVASION ERA

JIHAD ERA

SUCCESSION WARS ERA

CIVIL WAR ERA

DARK AGE ERA

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NECROMO

Noble Ruler: Lord Tang Wu Sen
Star Type (Recharge Time): M5V (206 hours)
Position in System: 10
Time to Jump Point: 2.45 days
Number of Satellites: 1 (Acorna)
Surface Gravity: 1.03
Atm. Pressure: Low (Breathable)
Equatorial Temperature: 39° C (Arid)
Surface Water: 12 percent
Recharging Station: Zenith and Nadir
HPG Class Type: B
Highest Native Life: Mammals
Population: 1,500,000
Socio-Industrial Levels: A-A-D-B-F

In the days of the Star League, Necromo—an otherwise barren backwater of a world—was a minor industrial and shipping hub that hosted a sprawling aerospace service industry and a defensive complex that served as a military and mercantile waypoint between the Confederation's Capella and St. Ives Commonalities. The collapse of the Star League and the Succession Wars that followed, however, placed the shipping industries squarely in the crosshairs of numerous raids and invasions by the Federated Suns.

By the close of the Third War, little remained on the planet but a DropShip repair facility and a permanent population of only 5,000 servitors and citizens—all of whom were employed in the on-world facilities and heavily reliant on agricultural imports simply to survive. This workforce was kept in place only under the most stringent security measures, which included rotating tours, extensive debriefings, and round-the-clock monitoring that even constricted their access to outside communication from all sources, an effort made easier by the lack of a planetary HPG at the time. Many rumors and theories about what was going on here surfaced as a result, many ranging from top secret naval factories and research centers to a mass prison for political dissidents.

By the late 3050s, the Capellan resurgence as an ally of the Free Worlds League—and, by extension, the Word of Blake—saw the installation of a planetary HPG, and an influx of more workers and civilian support. More dramatic, of course, was the unveiling of the Aris Memorial Shipyards in 3058, an orbital complex that became the backbone of the Confederation's WarShip manufacturing. With its development, Necromo's population exploded over the next decade to a million and a half permanent residents. The planetary economy and infrastructure remained more heavily tied to the aerospace industry than ever, but rumors persisted that the Maskirovka or some other agency of Confederation government was keeping top secret facilities there under wraps.

The Aris Memorial Yards

The primary industry for Necromo—indeed, what some might call the planet's sole *raison d'être*—are the Aris Memorial Shipyards. While supplied by a number of Confederation industries (chief among them Rashpur-Owens of Capella, which provides interplanetary drives for WarShip use), the first elements of this orbiting factory complex were boosted into the L4 trojan of Necromo and her single moon, Acorna.

While built and expanded with significant aid from the Free Worlds League and the Word of Blake, the Aris Yards became a key point in the pride of the locals, and could be seen with the naked eye, even with Acorna in its full-moon phase. For this reason, many of the major recreational and government buildings in the planetary capital of Landingplace installed skylights or transparent rooftops to best view the "marvel of Capellan engineering".

The primary product of the Aris Yards is the *Feng Huang*-class of cruisers, built the Capellan navy using components manufactured across much of the Confederation. In addition, Necromo's yards and ground facilities also continue their traditional role of repairing, refitting, and constructing DropShip hulls and conventional JumpShips. This, of course, makes the world of critical importance to the state, and for that reason the Maskirovka, CCAF and the Confederation navy all maintains a heavy presence in the system.

Landingplace

Landingplace is the only real city on Necromo, which has historically had an extremely low population. Situated on the northern edge of the Great Sea, just south of the planet's equator, the city serves as capital, spaceport, and housing for well over 85 percent of the world's permanent residents. A series of internal walls stand within the city's interior, as a testament to the early domed settlements from the world's colonial period, when its atmosphere was even thinner than today.

Forests, fed by the rivers of the Great Sea, surround Landinglace and extend throughout the Great Sea Basin, a region bordered by the mountain ranges and vast hills surrounding the large water body and the city. Few roads lead out of Landingplace to cut through these woodlands, connecting the city to a scattering of smaller communities located along the local river ways.

As a city built mainly around industrial concerns and controlled for decades by strict government controls, Landingplace is a severely ordered and well-districted place. A mass transit system available to the public provides the primary avenues of travel across the city and to the various towns and villages beyond, while personal transports are restricted to wheel-driven vehicles powered by fuel cells or fusion motors, to avoid "unnecessary strain" on the thin atmosphere.

The factory and repair sites are arranged as a ring around the city's three old dome boundaries, which today house a government district, a commercial district, and a social services district. The government district includes the planetary HPG, capital building, police services, military and intelligence command centers, and the central rail station hub. The commercial district includes the planet's primary bank, shopping centers, and restaurants. In the social services district stand a central stadium for sporting events and concerts, a local trade college, and the largest hospital on Necromo. Beyond the factory complexes lie the residential sectors, several of which were constructed only in the last decade and a half, as well as the agro districts, located close to the shorelines, where much of the world's fishing and farming takes place.

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NECROMO IN THE NEWS

Deathly Silent

[Sagan Control]: "Welcome to New Sagan, Dynasty's Sun. You are fourth on queue for recharging."

[Dynasty's Sun]: "Thank you, Control. Umm, is the station supervisor available? Have him contact the captain on channel 40-2, Secured Green."

[Control]: "Copy that. Switching now. Engaging secure-line transmission protocols."

[Ying]: "This is Harbormaster Duvalis Ying. How can I be of assistance?"

[Cho]: "Master Ying, this is Captain Cho. I have information to relay regarding Necromo, in accordance with Confederation Merchant Code Alert Fifteen."

[Ying]: "Stand by…Recording initiated. Go ahead, Captain Cho. Please make your statement."

[Cho]: "This is Captain Evan Cho of the Dynasty's Sun, current destination: Gei-Fu via Armaxa. Our last transit point was the nadir jump point at Necromo. We recorded no transmissions from the system, nor noted any traffic at the jump point."

[Ying]: "Citizen Cho…no disrespect, but that's hardly relevant information…"

[Cho]: "No, you don't understand. We recorded nothing at all there! Zip. Nada. There was nothing coming from the planet. Not just a dead HPG system; no radio, beacons, broadcasts of any kind. It was as if the world was just… gone. Shipyard systems like that are always humming with background noise. There was nothing at all coming from the planet. It felt…like we were floating above a graveyard…"

—Communications intercept from the State Trader Dynasty's Sun, New Sagan Zenith Recharge Point, 28 August 3071

THE CELESTIAL THRONE NEEDS YOU

5 January 3072

Esteemed warriors,

Your services are once more in demand, and you have come highly recommended.

Recent events within the Confederation have created a crisis uniquely suited to your unit's collective skill set and professional discretion. For this mission, we have been authorized to double the normal operational fees, with a partial advance payment and the remainder upon successful resolution.

For this operation, you will be provided top-level technical support and a field liaison authorized to share select operation-relevant information as needed. Rest assured that all command decisions, in this case, will not be infringed.

The nature of this mission will be brief, and necessary transportation to and from the target destination will be provided by the Confederation (unless you choose to waive this option).

Further information regarding the operation cannot be disclosed in this missive, but if you are interested—as I sincerely hope that you are—please respond through the usual channels, and we will arrange a meeting to discuss further terms at the earliest opportunity.

For the Confederation!

--Deputy Sub-director Pavlo Gollanski
Mercenary Procurement

Travel Advisory: Necromo

(1 September 3071)

Sian [SIAN HEADLINE REPORT] – The following is an URGENT travel advisory from the Ministry and Trade and Exchange to all servitors and citizens of the Confederation!

On the orders of the Maskirovka Directorate, and the authority of the Celestial Wisdom, Chancellor of the Capellan Confederation, the solar system of Necromo has been placed under immediate and complete quarantine. Be it known that a treacherous attack of indeterminate but terrible magnitude has been made against our brothers and sisters on Necromo, and that the champions of our glorious state will avenge the fallen and pursue the guilty parties for this act of unwarranted aggression.

A full investigation into the nature of the attack and the cowardly terrorists responsible is currently underway. Until it is completed, any unauthorized traffic to the Necromo system will be presumed hostile and may be attacked without warning.

Word of Blake: The Monsters We All Face

(5 January 3072)

Galatea [MERCNET] – Tharkad, 3068: Orbital bombardment sets off a radioactive cloud that wipes out practically the entire Lyran government and a third of the Bremen continent.

Outreach, 3068: An entire planet is bombed from orbit with atomic fire.

Luthien, 3068: A nuke flattens the biggest 'Mech manufacturer in the Dragon's capital, killing thousands or more.

Altair and Yori, 3068: Over a billion more die to nuclear and biological agents.

Atreus, 3068: Thousands killed in a nerve gas attack.

Galedon, 3069: An entire world dies over the course of a year.

Alarion and Galax, 3069: Two more planets are snuffed out by nukes and plagues defying all modern medicine.

Kathil, 3069: Nuclear weapons and nerve gas are used, and evidence of something far nastier is found among the wreckage of an intercepted DropShip.

Chemical weapons on Kansuu. Orbital fire on Slocum. Massie firebombing on Kansu. Mitchel. Wasat. Tamar.

The list is as impressive as it is horrific, and with few exceptions (if any), all of it is the work of one group: the Word of Blake.

There seems to be no set pattern to the usage, no unifying preamble to serve as a warning to field commanders. In some cases, the Blakists have threatened to deliver their indiscriminate death and held their fire when the enemy surrendered. In others, the weapons were the launched preemptively, with no demands or timetables offered. They've emphatically denied the use of nukes on Tharkad and Galedon, yet practically revel in what happened on Outreach. The bio-weapons deployed on Alarion and Galax, according to experts, were tailored to kill or poison entire eco-systems, while the chemicals used on Atreus are said to have been a common nerve agent.

Then there are the nightmare fanatics among them, the lunatics who make the rank and file zealots look sane by comparison, the Manei Domini, self-styled "Hands of the Master". These lunatics have traded body parts for a laundry list of grafted weapons and components that would make more sense on a suit of battle armor. They fight without any sense of morality or honor, all the while professing to do so for the good of all mankind.

Combine these two and we see that we are in the midst of a holy war unlike any seen in all of human history. The Word of Blake is not fighting to conquer territory; they are fighting because they think it's some kind of higher calling to beat us all into a better world.

And in this sacred quest, these monsters believe any cost in human lives is a fair price to pay.

Andos A[illegible]s (order #5214119)

PERSONS OF INTEREST

This section is primarily for gamemasters. Its function is to provide key details on the expected capabilities of the players' group as well as the descriptions and nature of the key non-player characters (NPCs) who they may interact with in the course of this adventure. Players may, with adequate research or other in-game efforts, learn facts about these key NPCs if they are resourceful enough to do so. Otherwise, all of the information in this section should be considered gamemaster-only data.

THE PLAYERS' GROUP

Ideally, the players for this adventure should be a small mercenary, Canopian, or Capellan outfit that has earned a reputation for handling sensitive or top-secret missions. They have completed several such operations for both Capellan and Canopian employers in the past, so the Confederation feels they can really trust them with a mission as important as this.

The team begins this adventure with the offer of a assignment: a "high-risk objective raid for which the Celestial Throne is willing to pay quite handsomely", following a referral by one of their past contacts, a mid-level director in the Capellan government named Pavlo Gollanski. A new liaison, Nadda Jarrod, will be tasked with accompanying the players on their mission, and promises not to interfere in command decisions. Her presence will be only in the role of observation, and to provide any mission-critical technical information they need—but only *if* they need it.

There are usually several ways to resolve a Track, so a wide variety of existing player groups may be suitable for this campaign.

If creating a new group for this adventure, the following guidelines are helpful:

This campaign should feature at least one lance of BattleMechs or vehicles if the GM so desires, but a "discrete force" needs to be under a company in total size and should operatives capable of functioning outside of their vehicles. An all-'Mech force would prove either useless or needlessly overpowering for the first Track, but very much necessary for the last. Player characters specifically geared to be MechWarriors thus may find it difficult to contribute in all Tracks unless they have sufficient "backup" Skills.

Try to focus on a wide range of skills, using the Skill Fields as a guideline of how best to cover multiple aspects. The more versatile the group, the more likely it is to find alternative solutions to a problem. The Confederation, however, is mainly interested in warriors who also have some dedicated scouts and technical personnel.

Try to ensure none of the player characters are significantly lower or higher in the amount of XP that was used to create their fellow PCs. They should be peers, even if they each have their own specialties.

Adjusting NPC Experience

The non-player characters (NPCs) created for this adventure have been given capabilities optimized to challenge even a veteran-level team of characters on otherwise equal footing. If making new player-characters for this adventure, a starting XP allotment of 8,000 XP is best recommended to attain the same relative challenge level. If the player-characters have a higher or lower average amount of XP among them, add or subtract this difference between the players' XPs to NPCs to adjust their Skills, Traits and Attributes accordingly, using a 6:3:1 ratio. For example, if the players' characters average 9,000 XP each, their extra 1,000 XP difference would add 600 XPs to the NPCs' Skills, 300 XPs to the NPCs' Traits, and 100 XPs to the NPCs' Attributes. The GM can elect to divert the XPs allotted for Traits to Attributes if no suitable Traits seem available.

Getting Them Involved

If the players are part a Canopian or Capellan House force, getting them involved in the mission is as simply as having them volunteer or sending down orders to them from their state's High Command. (The Magistracy of Canopus is closely allied with the Capellan Confederation at this point in history, and so would have as much interest in lending a team to a top secret operation on their allies' behalf as a sign of goodwill.)

If the players are part of a mercenary force, the offered mission will be billed as an objective raid paying twice the normal pay rate, with liaison command and transportation to and from the objective site provided by the state. Salvage rights will be negotiable (on the caveat that the salvage obtained is not of vital interest to Capellan national security). The players may negotiate the payment up as high as triple the normal payment rate, but the Capellans will not budge on appointing a technical liaison to oversee the mission, nor will they permit the players' unit to employ its own JumpShips (again, due to "interests of national security"). To sweeten the deal, the Confederation will even provide up to 20 percent of the promised pay to the mercenaries up-front, with the rest deliverable upon completion and debriefing.

In all of the negotiations, the Capellans will not divulge what the target of this "objective raid" is to be, beyond the fact that it is a secret government site within Confederation space. They will acknowledge that the world it lies on is still within Capellan borders, but that it is in a state of unidentified crisis; the provided JumpShip will know the destination and how best to approach. The liaison they insist upon assigning, they will assure the players, is a security-cleared expert on specific details of the mission, and will be authorized to provide need-to-know information as the operation unfolds. Expected resistance at the target site is unknown, but presumed to be "significant".

Once the players' group accepts the assignment, they will be introduced to their technical liaison, Citizen Nadda Jerrod, who will assure the players that her role is not to assume command. Her role on the mission will be to oversee the operation and, as necessary, provide technical support regarding the mission parameters. Before the players get underway, she will make a point of suggesting that the players have suitable hazardous-environment gear on hand, as well as an adequate supply of personal weaponry, stating that at least part of the assignment will entail entering a complex that will not accommodate BattleMechs.

Note: For rules on mercenary operations, including the negotiation of mission contracts, see pp. 217-229, *A Time of War Companion*.

Andos Andos (order #5214119)

CITIZEN DOCTOR NADDA JERROD

Rank/Title: Special Technical Consultant for the Maskirovka
Born: 3039 (33 in 3072)

Though born and raised on Geifer in the Capellan Commonality, Nadda Jerrod holds two doctorates, one in psychology from the Philotechnique Institute on Capellan, and the other in computer engineering at Sian University. She has published a few papers on advanced artificial logic and electronic security in Capellan science journals, and spent the late-3060s as a research department director at Firmir Commercial, an interstellar conglomerate known mostly for producing electronics for civilian markets, and laser weapons for the CCAF.

By 3069, Jerrod's accomplishments earned her the attention of the Maskirovka, who recruited her to assist them with numerous special projects both for the agency itself and in conjunction with the CCAF. Nadda Jerrod is not part of the CCAF, nor is she an agent of the Maskirovka per se, but her loyalty to the Confederation is beyond reproach.

In 3070, Dr. Jerrod was attached to a special top-secret project being developed at a secret facility on Necromo—a place known simply as "Outpost Aberdeen"—and spent six months there before she was called back to Sian on business. She thus demonstrates no special fondness for Necromo as a world, seeing it as just another job site, but knows that several of her colleagues were on-planet when it went off the grid, and fears for their safety, as well as that of the special project they worked on there, which she claims would be "a triumph of modern science".

As a non-combatant, with only minimal training in martial arts, small arms, or military matters, Jerrod will not interfere with the command decisions of others, but will be very protective of anything that might endanger the fruits of her and her colleagues' labors at the Necromo site. She will thus prefer to relay instructions and information remotely, from the safety of the group's DropShip, the whole time.

POLTERGEIST ADEPT TAU ELIKA LABAN

Rank/Title: Poltergeist Adept Tau of the Forty-eighth Shadow Division
Born: ca. 3042 (approximately 30 in 3072)

A casual glance at Adept Laban easily identifies him as a Manei Domini operative, thanks to the obvious breathing filters around the base of his neck, and the backward-canted "faun legs" that provide him with incredible land speed. It therefore seems somewhat odd that he takes an effort to conceal the prosthetic nature of his right hand, either be keeping it within the folds of his robe, or covered by a black glove and the long sleeves of his jacket.

Like all Manei Domini, Laban is a fanatic's fanatic. Born on the Hidden World of Jardine, he was one of the "first generation" Domini. He thus shares a similar history and background to that of the Domini's leader, Precentor Apollyon, but has not risen through the ranks nearly as dramatically. He maintains a similar humble-yet-monstrous air found in most Domini, demonstrating casual disregard for non-augmented "frails", while simultaneously not proclaiming himself superior in the grand scheme. He is just as likely to negotiate, converse, and even joke with others as he is to cut them down with his weapons, and always seems to be calculating his options for maximum effect.

As a Poltergeist-class, he is a special operative, his implants are ideally suited to personal combat and reconnaissance in hostile environments. This made him ideal for the ground phase of the Necromo operation, which involved biological weapons deployment and an effort to ferret out survivors in and among Necromo's secret installations. His combination of implants proved especially fortuitous in the aftermath of the attack, when the stranded elements of his force were afflicted.

Despite his intense devotion to the Word, the situation on Necromo when the players encounter Laban will be so unusual and untenable to him that he may be inclined to work with them. He will justify this collaboration on practical grounds; surviving this encounter may enable him to escape and report to his superiors. This, of course, means he will just as likely turn on the players the moment he finds that they have outlived their tactical usefulness to him.

CAPTAIN DUNCAN STEPANOV

Rank/Title: Captain, CO of the Charmed Life mercenary company
Born: 3033 (39 in 3072)

Nobody told the players about Stepanov, or about his mercenary outfit, the Charmed Life, but the players will meet him via a distress signal soon after arrival. Stepanov will appear in grainy, apparently prerecorded video feeds emanating from the region of Outpost Aberdeen, the secret Capellan facilities on Necromo, and will seem both choppy and peculiar in content.

Players with an established background in Capellan and/or mercenary service will recognize Stepanov and his Charmed Life on a good INT Attribute check, and will know him as a decent veteran-level commander of a small, company-sized outfit that has a long (but not very storied) history of service with the Confederation. Like the players' own group, Charmed Life specialized in discrete operations, like recon, espionage, and light raiding.

Stepanov himself ran a fairly tight ship, strictly adhering to a personal policy of keeping his and his employers' secrets at any cost. Some even mused that he might have been a Mask operative at one time or another, who either turned to merc work, or is simply using it as a smokescreen for actual state-sponsored activities. As such, his affable demeanor often puts those who interact with him at ease, but he is known for shifting subjects rapidly when conversation steers close to information he feels is "restricted". His favorite deflection is usually to talk about things his ex-wife used to do or say, but some actually think that Stepanov was never married, and that he makes up the yarn specifically to obfuscate.

At the time of the adventure, Stepanov and his team are actually dead, but his likeness continues to transmit distress signals, appealing for anyone who might offer technical aid and rescue his beleaguered forces, which have been stranded on Necromo for an indeterminate period.

CITIZEN DOCTOR CAROL LYNNE JOHANSEN

Rank/Title: Project Director at Outpost Aberdeen
Born: 3030 (42 in 3072)

As head of the military computer project at the top-secret Outpost Aberdeen facility on Necromo, Doctor Carol Lynne Johansen was a colleague of the players' liaison, Dr. Jerrod. Jerrod can thus tell the players the most about this character, who also will appear mainly in pre-recorded video logs, and whose voice seems to be the one used for the computer controlling the Outpost Aberdeen complex.

Like Jerrod, Johansen's expertise in computers and psychology made her a good fit in developing an the adaptive artificial command intelligence that came to be known as "the Broken". But where Jerrod's focus was on devising the software that enabled the system to better use and conserve its resources in a fluid battle, Johansen's part of the software involved more "psychological warfare", including misdirection and playing on what she called "universal human sympathies" to throw an enemy off balance.

In Jerrod's time on Necromo, Johansen was clearly concerned about the Confederation's determination to leave the project in place on a border world that had been raided less than five years before, especially during an ongoing state of war. Fearing another Davion—or, worse, possibly a Word of Blake—incursion on the planet, Johansen advocated either moving the project entirely to a more secure interior world, or enacting numerous fail-safe measures to deny any enemies of the state access to their most critical research. The most controversial of these proposals was her suggestion to activate the AI itself as an emergency defense protocol, a dangerous measure given its incomplete nature.

Andos Andos (order #5214119)

ADVENTURE TRACKS

TOUCHDOWN

Mission Briefing

The JumpShip delivered you via a non-standard point so close to Necromo, you could almost see the dark clouds swirling over its surface. Though the ship's crew—and your own—tensed for instant action, the minutes and hours since your arrival have dragged by without incident.

From the world itself, sensors detect no signal. The few man-made satellites in orbit drift by in silence, inert without input from the planet below. As the DropShip moves in, streaks of black and gray become apparent, swirling about the atmosphere, denying the scopes even a glimpse of the landscape below.

Closer still, the bone-white disc of Acorna rises. Directly below the small moon is where telemetry places the massive Aris Memorial orbital shipyards…but the ship's scopes now reveal only a field of drifting metal debris out there—a cloud of lifeless wreckage, glinting feebly in the glow of Necromo's red sun.

Grimly satisfied at the lack of life-signs in orbit, the captain angles the DropShip for landing directly below the debris field, toward the point on Necromo's unseen surface where the planet's only great city, Landingplace, should stand.

The lost Capellan base your employers sent you here to investigate lies a few hundred kilometers southeast of that city. But Dr. Jerrod explains that the captain dares not land too close to the hidden facilities because the base has formidable defenses to keep its airspace clear. These automated—or, worse, possibly enemy-controlled—defenses might easily track and fire upon the incoming vessel if it descends too close to the target; your team will need to make a land approach.

The DropShip dips below the orbital plane, and still there is no signal, no signs of life at all from the black world beneath you.

The alarms sound. It's time to strap in for landing.

Assets

Everything that's available to the players' force is available to them here, except for any permanently attached DropShip and JumpShip assets. The Confederation would not budge on anything short of providing the transports, and the crews and captains of those vessels will not divulge details of where on Necromo the players were headed. Doctor Nadda Jerrod will also not accompany the players off the ship unless the players can convince her it's safe; she is not combat-trained and plans to relay instructions from the ship.

All equipment in the player characters' own inventories are available to them, plus a selection of environmental suits the CCAF keeps on hand in the vessel. (If nobody else in the player group even suggests it, Dr. Jerrod will make a point of suggesting the players at least use filter masks if they are going to be outside of a contained and sealed atmosphere; after all, the planet is now covered in a perpetually swirling haze of ash and dust.)

Opposition

With no communications picked up from the planet during the suspected Word of Blake attack, the nature of any threats on world are largely unknown, but the party's DropShip captain, Richard Grishanov, can tell them that the lack of active communications chatter is very suggestive that no active military forces remain present.

If pressed, Grishanov can further tell the players that a survey JumpShip passing through the system less than a week prior to their mission also found no traces of activity in the system, and that the best analysis of the Maskirovka maintains that there no active forces appear to be present. The Mask firmly seems to believe that Necromo is dead, not occupied.

Nevertheless, neither Grishanov nor Jerrod will suggest the party proceed unarmed, as they believe a number of automated defenses at the Outpost Aberdeen site may be active. Jerrod says the Outpost had an active garrison (which is presumed to be destroyed now), but that there may be landmines and fixed defense turrets still active in the area, automated to target any intruders.

Tactical Analysis

Jerrod does not know the specifics of the fixed defenses at Outpost Aberdeen, because they were evidently undergoing a refit during her last visit. She does know that a great deal of the base defense equipment was meant for bigger prey: fighters, vehicles, and 'Mechs. Defense against infantry scale threats was considered a job for an elite CCAF infantry detachment assigned to the interior. The fact that these troops have not answered any hails suggests they are not an issue now.

Sticking to her promise not to interfere with the team's tactical command decisions, Jerrod will not advise any particular approach to reaching the outpost facilities.

Their DropShip has set down in a relatively open plain some thirty kilometers south of Aberdeen. Between the ship and the base, sensors detect hilly terrain, with the scorched remnants of a forest about midway between them. The wreckage of the monorail line which led past the facility's entrance was also detected on approach. Built into the base of some rocky hills ten kilometers east of the nearest river, Aberdeen itself actually does not register on the ship's sensors as a single compound, but a smattering of low buildings that could otherwise be mistaken for an agro farm.

All in all, the terrain is easy going on foot or in vehicles, and sensors continue to detect no active EM signatures or heat signals in the area.

Objectives

1. Get to Outpost Aberdeen. Crossing the thirty kilometers between the landing site and Aberdeen should be a fairly simple matter. If anyone tries to prevent this, the players are authorized to shoot first and ask questions later; any loyal troops on planet should have checked in by now.

2. Secure and Enter the Aberdeen Facilities. The main entrance of Outpost Aberdeen is sized for human-scale entry only, but the front of the building's façade and the main doors are strong enough to withstand most light and medium weaponry. However the players proceed to the base, upon arrival, they will need to breach the doors and go in on foot.

Mission Success Conditions

Breaching Outpost Aberdeen's front entryway counts as a mission success. The players must then contact the DropShip for further instructions from Dr. Jerrod on how to proceed.

Andos Andos (order #5214119)

<<<GM ONLY>>>

Enemies

Upon their initial departure, the players' team will face no opposition, regardless of how they elect to proceed (on foot or in vehicles/BattleMechs). As they pass through the charred woodlands ten kilometers from the ship, however, they will disturb a horde of unarmed people infected by a local plague. These people will immediately—and rather mindlessly—attack the party, and will ignore any attempts at communication.

If the players are proceeding on foot, use the Zombified Civilian and Zombified Soldier templates found in the Character Dossiers chapter at the back of this book. These "zombies" may emerge from concealment from any direction once the players enter the woods and pass within 15 meters of any obstruction they might reasonably hide behind. If using a *Total Warfare* scale of play, these zombies will emerge as 1D6 – 1 platoons of foot infantry per player unit, with 2D6 troopers already marked out and lacking any ranged damage values.

As the players fight off this first wave of zombies, the GM should roll 2D6 per round of combat, subtracting the number of turns of combat that have already passed. If this modified roll comes to 0 or less, the players will receive a frantic distress call from Dr. Jerrod at the DropShip, saying the vessel is under attack by "monsters". The message cuts off amid sounds of a gunfight in the background.

Local Conditions

Normally, Necromo's terrain in this region is fairly mild, with rolling hills and scattered woods. The air is thinner than standard, but weather is usually mild and visibility is good. At the time of the party's arrival, however, an asteroid bombardment by Word of Blake has essentially transformed much of the region into a funeral pyre that has since burned out.

Any vegetation that remains is thus charred, but may still present a challenge for mobility (treat all woods as light woods for movement and LOS purposes), and the air is thick with blowing dust and ash, producing an effect similar to fog. Furthermore, so much particulate matter has been blown into Necromo's upper atmosphere here that the world seems shrouded in perpetual night, no matter what time of day it actually is. Visibility is thus quite poor.

See *About Necromo*… (pp. 18-19) for more information and details.

Objectives

As soon as the first wave of zombies appears, the players will need to fight them off accordingly, but the real crisis arises when the players receive that call from Dr. Jerrod. At that point, the players' actual objectives for this track come into conflict with a new objective: rescue Jerrod and their DropShip from a surprise zombie attack.

(How the zombies got to the DropShip is a matter up to the GM; perhaps one of the ship's crew opened a hatch for some strange reason after the party's departure, to sample the atmosphere. Whatever happened, the sparse personnel and tight quarters of a DropShip provide the surprised crewmates little recourse against a horde of bloodthirsty cannibals. Some parts of the ship might be sealed, however, leaving the possibility that someone has survived…)

If the players do not head back to the DropShip immediately, the ship will eventually be destroyed (or its crew wiped out) within hours of the initial attack, either as the desperate fight sets off a surprise chain reaction, or as the crew not immediately killed eventually zombify themselves (see *The Necromic Plague*, pp. 19-20). At that point, the players must proceed to the next Track.

Difficulty

Crossing the terrain to Outpost Aberdeen should be a piece of cake unless the players foolishly try to melee the zombies on their terms. Any party members injured by a zombie, however, or party members somehow forced to breathe in the atmosphere without suitable life support, will risk contracting the Necromic Plague (see *The Necromic Plague*, pp. 19-20).

If the players double back to the DropShip, they will need to clear out the zombies inside the vessel deck by deck, securing the bridge and engineering sections at least to ensure control. The zombie "boarding party" will consist of the same zombie types who faced the players in the charred woods, but will only appear in ones and twos inside the ship.

Aftermath

If the players get back to the DropShip quickly enough—as determined by the gamemaster—they may actually save Dr. Jerrod and enough of the ship's crew to manage an escape from Necromo. In the aftermath of the attack, the ship's medic may be able to examine the bodies of the victims and/or zombies, and identify it as a strange, off-world plague that resists most of their treatments. It will be quickly surmised that the plague is engineered or a weaponized mutation of an off-world disease, which may also be airborne. Any surviving characters will be heavily inoculated, and warned to take no chances with environmental protections.

Once back in control of the DropShip, the party can attempt to retreat or consider another run at the base at their leisure.

If the players do not get back to the DropShip within an hour, the vessel will be lost (possibly even destroyed), leaving the players stranded on Necromo. Their only real option at this point will be to get to Outpost Aberdeen and perhaps hope that the Capellans send another team after them. Alternatively, they can look for other survivors on this dead world.

Andos Andos (order #5214119)

THERE'S SOMETHING YOU DON'T SEE EVERY DAY...

Mission Briefing

The mission has gone from a simple objective raid to a malf-up of nightmare proportions in the span of just couple hours.

If the party has not secured its own DropShip, in fact, the situation is now quite dire. They are trapped in the field, on a blackened world where some…*thing* has turned the locals into horrible flesh-eaters. Heading back to the ship is a lost cause, and the only known shelter in the area is a top-secret military facility that may or may not have an active defense system ready to fire upon them. And if they couldn't convince her to come along at the start, the party is now without its guide, to boot.

If the party has secured its DropShip and not chosen to lift off by now, the original mission remains intact, and they must make another attempt at getting to Aberdeen with the knowledge that they will have to go into the facility on foot, in an area crawling with "zombies".

Either way, a new problem arises when sensors detect the approach of something bigger and meaner than a Necroman survivor gone berserk: Thundering across the plain comes a metal-shod mini-'Mech covered in scuffs, gore…and bearing the logo of the Word of Blake!

Assets

The party has access to everything the group carries over from the last Track, less whatever they lost to this point. If the players failed to get back to the DropShip in time to save Dr. Jerrod or any of the crew, they do not even have access to Jerrod's expert input, a vessel to escape the planet with, or anything that was left on board the ship at the time of their departure from it in the previous Track.

Opposition

If the players are in the field and on foot, a single Word of Blake ProtoMech charges at them.

If they are in vehicles or 'Mechs of any kind (including inside the DropShip), several ProtoMechs approach.

These battered-looking machines do not fire their weapons as they race forward. In fact, they seem intent on closing in. Unlike other ProtoMechs the players have seen or heard of, these machines appear to be moving on all fours, like high-tech simians. Stranger still, their external speakers are emitting what sounds like animalistic growls and grunts as they charge toward you.

Tactical Analysis

Depending on whether the players' team is in the field and on foot, or encased in armored vehicles of their own, the ProtoMechs may be anything from a nuisance to a genuine terror. Either unable (or simply unwilling) to use their weapons, the Blakist ProtoMechs are trying to close in and engage them in melee action.

Though each is designed as a humanoid machine, these ProtoMechs move—and act—more like animals, growling through external speakers and trying to lunge at the party with tooth and claw. As they draw near, dents, cracks, and scuffs are evident on these units…along with a horror mix of dried blood and gore. Have these horrors actually been trying to feed on the Necroman population? Are these techno-monstrosities another new weapon the Blakists plan to unleash on the Inner Sphere?

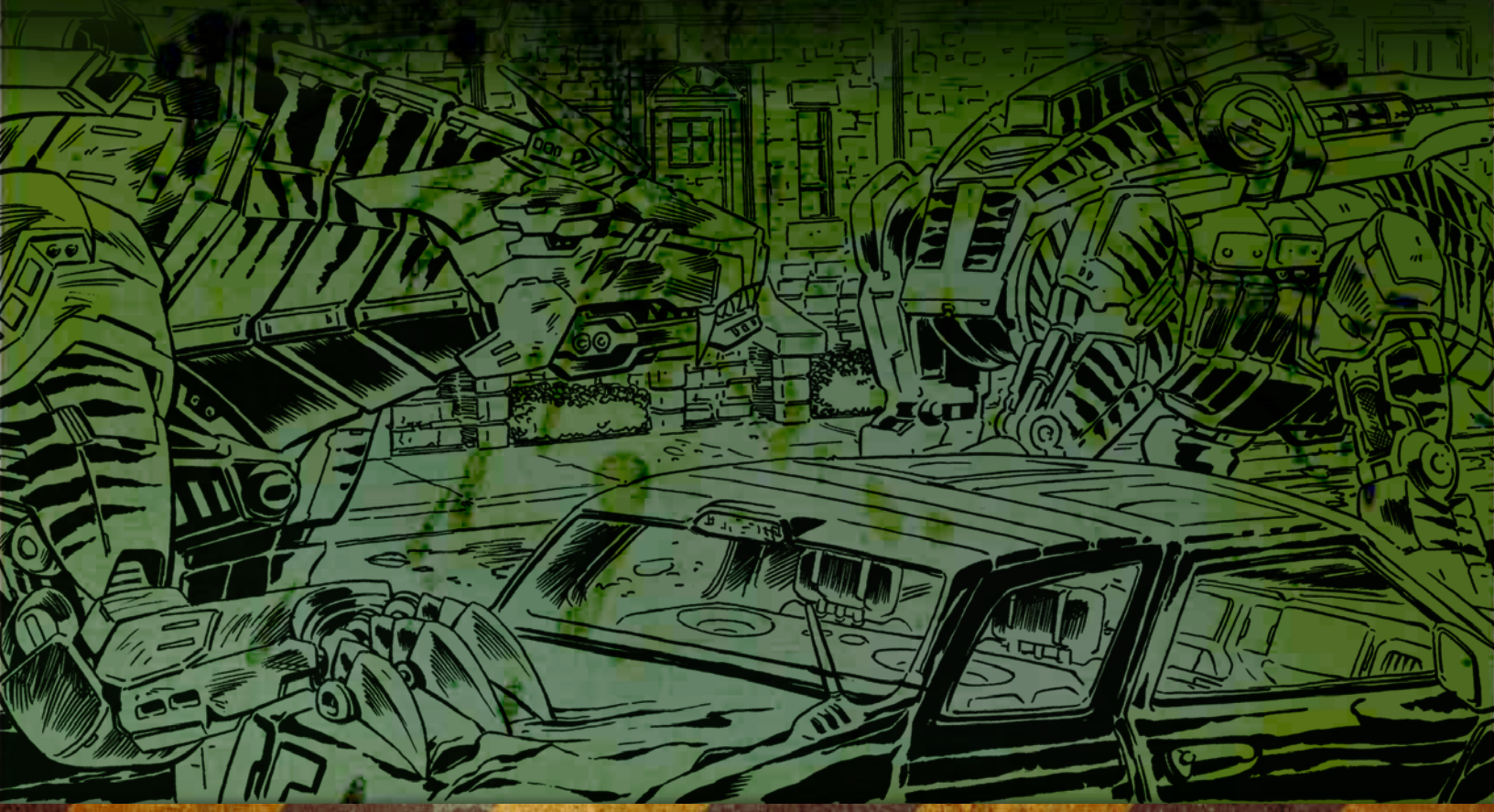
Objectives

1. Destroy Those Abominations! Destroy the zombified Word of Blake ProtoMechs.

2. Seek Shelter! You're stuck on a world full of monsters. Maybe you should find a place to lay low while you figure out what to do next.

Mission Success Conditions

Survive the ProtoMech attack, and try to get a better handle on this situation. Of course, if the players are on foot, a multi-ton machine that appears to be afflicted with the same symptoms as the previous wave of Necromans might make that a bit challenging.



Andos Andos (order #5214119)

<<<GM ONLY>>>

Enemies

The first enemies should be picked from the list of ProtoMechs referred to under *Word of Blake ProtoMechs* (see p. 21). Only one should be used if the players are on foot in the field. If they are in vehicles, 'Mechs, or holed up in their DropShip instead, the GM should roll 1D6+2 and attack with that many ProtoMechs (chosen from the same list).

Regardless of the situation, before (or just after) the last ProtoMech falls, the players will detect another approaching force, a team of infantry wearing what appear to be camouflage robes, and carrying a mix of rocket and grenade launchers. Using these weapons, the newcomers will attack the last ProtoMech, demonstrating by their actions that they have come to help.

As they draw near, however, the players will quickly see that these troops also bear the broadsword logos of the Word of Blake, and their leader—a towering, dark-skinned man—walks on what appear to be the legs of a mechanical fawn.

These Word of Blake Manei Domini soldiers—numbering, at most, half as many as the party members (or, if the players are mounted, half as many 'Mechs as the players have units)—will remain cautious, and somewhat contemptuous, in the presence of the "frails". But their leader, who identifies himself as "Adept Elika Laban of the Master's Hands", will request a parlay. Explaining that his men are also stranded on Necromo, where some have already succumbed to the plague, he offers a truce against the mutual threat of the infected, stating simply that the longer anyone remains on this world, the more certain they are to turn feral.

Note: Laban *is* willing to work with the players, for as long as he feels his team is not threatened by them and can get themselves off world somehow. If they have lost their DropShip, he will suggest working together to storm the automated defenses of Aberdeen, to see if an alternate escape method lies inside. If the players *do* have their ship, he offers to surrender his men in exchange for safe passage off-world, or even assist them in completing their assignment to earn that passage. But if the players attack Laban (or any of his team of Manei Domini survivors), the Domini will immediately move to kill them.

Should the players attack the Domini, it is important to remember that each of these Word of Blake cyber-soldiers also carries an explosive suicide implant that will activate the moment their vitals flat-line. These explosive charges deliver the equivalent damage to a Class D anti-personnel explosive.

Local Conditions

The environmental conditions described earlier remain in effect.

Objectives

Surviving is the players' first priority here, but the opportunity to complete the mission they came here for, and escape Necromo alive, remain valid goals as well.

Seeking shelter in the base means proceeding onward, with or without help from Laban and his Domini survivors. Accepting Laban's offer may prove a huge boon to such an effort, but the players will need to balance that against the fact that the Word of Blake Manei Domini devastated Necromo to begin with, and there is no guarantee they will not turn on the players at the earliest opportunity.

Difficulty

At this stage of the adventure, the players may have one or more fights on their hand, depending on whether they accept Laban's offer to help or fight him as well. Also, depending on the state of the players' force, including whether or not they were caught in the field on foot, they may face overwhelming opposition from the feral ProtoMech or Laban's Domini. Conversely, if they are in vehicles or 'Mechs when this Track starts, they will find the ProtoMechs little more than a distraction—since the infected ProtoMechs will only attempt melee attacks—making Laban's force the bigger threat when they arrive on the scene.

If the players battle Laban and his Domini, and find themselves losing badly, the GM can attempt to offset the odds by throwing in some regular-rated native survivors. (Use either the template provided in the back of this book, or regular-rated, medium weight Capellan 'Mechs chosen from the Random Assignment Tables in *A Time of War*.)

But try not to be too generous in providing last-minute assistance; after all, picking a fight with Manei Domini is never a good idea!

Aftermath

However the players resolve the ProtoMech threat and deal with Laban, the survivors of their party will receive a new transmission, apparently coming from the Aberdeen base itself. The voice of the caller sounds strange, clipped as if somehow spliced together, alternating in tone from sentence to sentence.

"This is Captain Duncan Stepanov, of the Charmed Life…"

"This base is crawling with defenses, but most seem to be focused on a 'Mech assault…"

"We've found a DropShip inside, but… It seems to be broken."

"If we could find parts, we could maybe use that ship to get out…"

"There must be something around here we can use…"

"Is there anyone out there? … Can anyone hear me? … We're pinned down!"

These messages are, in fact, excerpts from intercepted communications made by the late Captain Duncan Stepanov, whose mercenary force, the Charmed Life, was sent to Necromo on the same mission as the players some time before. Some agency inside the base is using the voice to call for help, and afraid (or unable) to use its own voice while doing so.

The voice will continue transmitting snippets like the above, much of which comes from Stepanov trying to hail his teammates, call for help, or explain the situation to unknown individuals. Because they are pre-recorded, the messages will never acknowledge the players' group directly, and ignore most questions unless a pre-recorded message somehow applies. In general, the response messages will be keyword-based, such as the word "DropShip" triggering the phrase about finding a DropShip inside the facilities.

This all leads directly into the next Track.

Andos Andos (order #5214119)

COME RIGHT IN! (MIND THE GUARDS!)

Mission Briefing

A voice, claiming to be that of a man sent here before you arrived, has now called out from the darkness at Outpost Aberdeen. The offer might be suspicious. Hell, it's at *least* as suspicious as the fact that the Maskirovka never bothered to tell you that others had been sent here *ahead* of you.

But, under your current circumstances, can you really afford to ignore it?

Assets

Whatever the players have remaining from the previous Track is all they have at their disposal at this time. If they struck a deal with Laban, he and his team of Manei Domini survivors will work alongside them, but doing so while remaining aloof and contemptuous of the players at large.

Since trying to engage Manei Domini in conversation inevitably leads to diatribes on the greatness of the Master, Blake's "divine mission", and the inevitable failure of the Houses to stand against "true evil", it is doubtful that anything of usefulness can be pulled from most of them beyond their muscle and firepower. Laban himself will be able to offer a little tactical advice, much of which seems to confirm what "Stepanov" says, but even he will admit that the situation at Outpost Aberdeen sounds suspicious, and advises caution.

Opposition

BattleMechs, bearing the markings of the Capellan Confederation (but with no known regimental insignia) appear to be standing between the party and their objective, and as the players draw near, combat sensors might even pick out the movement of turret weapons in the hills nearby.

These machines will not respond to hails, and the 'Mechs will begin to move the moment a vehicle-sized unit of any kind closes to less than a kilometer of their positions (though the Capellan 'Mechs will appear unwilling to stray more than half a kilometer from their base). As they move, players might notice they do so with a pronounced lurching, almost as if the pilots might be drunk or otherwise impaired.

If the players approach on foot, however, these machines will not seem to react much at all, leaving only the facility entrance's reinforced, vault-like doors as a challenge to entry.

Tactical Analysis

Approaching the facility on foot is the safest method for getting past the guard 'Mechs and anti-vehicle turrets, but if the players opt to fire on the machines at any time, they will stop ignoring the party and move to immediately wipe them out.

If the players refuse to abandon any vehicles or 'Mechs they have, however, they will face the wrath of these lurching machines the moment they come into firing range. Though the Capellan 'Mechs appear unwilling to stray too far from their base (or move very well at all), their weapon skills will quickly reveal themselves to be nowhere near as impaired.

Objectives

1. Get Inside! True success does not necessarily entail destroying the guard units, but simply getting into the facility proper.

Mission Success Conditions

If the messages are to be believed, there may be a way off Necromo hidden inside Outpost Aberdeen itself. Since that is also where the players' original mission objective (the top-secret Capellan data cores) lies, getting inside is good for more than one reason.

Doing so may be far more preferable, in fact, than saving any of the party's vehicles or 'Mechs—especially if their own DropShip has already been overrun. For surely, even if there is no DropShip to be found inside, the interior of a Capellan military installation will be more defensible than the open, ash-covered plains of Necromo.

Andos Andos (order #5214119)

<<<GM ONLY>>>

Enemies

As the players approach the base, an army of drone BattleMechs arrays itself in defense, likely alerted by passive early warning systems the players' team somehow overlooked. Several suggested drone models are presented at the back of this book (see *Sample Drone 'Mechs*, p. 22), based on common 3050-vintage machines. Together with fixed defenses including command-detonated minefields and heavy weapon turrets, these drones will engage any vehicular forces the players approach with, while virtually ignoring anyone approaching on foot.

In truth, these enemies are actually being directed by the same intelligence that is calling for aid from inside the facility, an adaptive program that has basically gone haywire without its operators around to correct the problems. This artificial intelligence prototype, using the name and pre-recorded transmissions of a previous team of investigators who arrived on Necromo weeks before, wants the players to get inside the Aberdeen outpost, but does not want them to do so with 'Mechs, vehicles, or other heavy weapons. Thus, the automated defenses will effectively ignore a conventional foot-based approach or any vehicle pilots and crews who bail out of their machines.

Note: Though it might seem convincing enough, the AI is not truly self-aware or conscious in any real way. In making its appeal for help, it is parsing together the fragments of a previous mercenary force commander's transmissions, believing that its own digitized voice will be a giveaway. This makes the transmission for help sound somewhat choppy and non-responsive to player inquiries. When playing this out, the GM should enforce this by repeating stock phrases for help, ignoring answering actual player questions directly, and never using proper names beyond that of its own assumed identity: Captain Duncan Stepanov. A successful INT check by any player character will quickly recognize that something is "wrong" with the transmission, and that they are most likely dealing with someone who's just manipulating an audio track to communicate.

Local Conditions

The same foggy, night-like conditions still apply. Necromo's climate won't be improving any time soon. The Aberdeen facility, however, is located at the base of a chain of large hills, with all of the main buildings—including the primary entrance, built into the side of the hills.

The vast bulk of Aberdeen lies underground, so the various surface structures are secondary buildings such as sheds, guard towers, and the automated turrets. A wrecked monorail line passes along the ground roughly 200 meters from the main entrance, with a processing station standing between it and the main doors. A fence once ran along the perimeter, but much of it now lies in twisted ruins, at least partially melted by some great fire that swept through here. Scorching can also be seen on the building surfaces and the drone 'Mechs, though little actual structural damage will be apparent.

The facility entrance is heavily reinforced, and its doors must be destroyed or otherwise forced to provide the players with any entrance. The other surface buildings will not grant the players any form of access to the facilities.

Objectives

Whether or not they believe it's a trap, the players' best option remains getting into the Aberdeen facility at this point. This means defeating the drones or somehow getting past them to enter the facility proper.

The main entrance building is the easiest way in, but its doors are sealed. The players' team can try to blow the doors or force them apart somehow, but will find that the interior of the facilities are scaled for human-sized occupants only, so any vehicles and 'Mechs will have to be left behind if they are to proceed farther.

Difficulty

The gamemaster can vary the enemy forces at this stage, but there should be at least 6 anti-vehicle weapon turrets in the area, each capable of covering an area of fire that includes the entrance door itself. At least 2 drone 'Mechs should also be present for every player-controlled unit, and there should be at least 2D6 command-detonated minefields scattered about as well. See *The Broken's Defenses* (pp. 21-22) for rules on how these various defensive systems operate.

Remember that the drones and turrets will not engage anyone on foot; if the players are working with Adept Laban's Manei Domini team, the cybernetic warriors will be able to approach the doors on foot if the players fail to work it out for themselves.

The ultimate goal the AI is working toward is to allow the player forces to get inside while simultaneously trying to defend itself against an outright attack. Thus, it wants to destroy or disable any vehicles or 'Mechs that approach, but turns a blind eye to anything else that doesn't shoot at it, or is too small to pose a real military threat. Thus, if the players are mounted, but appear to be prevailing too easily over the starting defenses, the computer will activate a second wave of defending drones, which will soon enter the field to reinforce the defenses.

Aftermath

As the base doors open (or fall), lights flicker to life inside what appears to be a vast foyer, with a corridor apparent beyond it. This is the start of the access tunnels that will bring the characters down into Aberdeen's interior. Red warning lights also flicker inside, indicating that the base is still in some kind of alert mode.

At this point, there's nowhere for the players to go but onward. If they are still working with Laban's Domini survivors, this might be a good point to re-evaluate the alliance, since the close quarters of the base interior will only make it easier for Laban and his cronies to take out the player characters should they decide they are no longer needed.

Andos Andos (order #5214119)

In the Belly of the Beast

Mission Briefing

Outpost Aberdeen seems outright welcoming when you first breach the other doors, but not long after crossing the foyer and entering the first corridor inside, you see that the interior has become an abattoir. Corpses, some dressed in lab coats, and others in the uniforms of the CCAF, lie strewn about, in various stages of decay. A smattering of small arms—mostly handguns and needlers—lie among the dead. But more of these bodies are unarmed, some with faces covered in gore. The plague outside clearly made its way *inside* as well.

Soon, you see another reason for some of these deaths: bullet holes and scorches from support weapon fire cover the wall of a corridor, and the bodies of several base personnel lie beneath these tell-tale signs of heavy fire. Glancing downward and along the corridor, you see a light machine gun, perched on a tripod, simply sitting there, its weapons lowered, but a dull red glow coming from its motion sensor.

Over the base PA system, a new voice—feminine, professional, but with the hint of a Mandarin accent—suddenly speaks out in standard English:

"Welcome to Outpost Aberdeen, guests of his Celestial Wisdom. Be assured that the interior defenses have been deactivated for your safety, but remain ready for deployment at a moment's notice in the event of unauthorized tampering. We hope your stay with us will be a pleasant one. *Xin Sheng!*"

Assets

Everything the players had left at the end of the prior Track is all they have left now. In addition, the disembodied voice the players have just heard belongs to a prototype artificial intelligence that, when asked, will identify itself as such, and follow it with the informal name: "the Broken".

The Broken will explain that it is a triumph of Capellan logical architecture, and is in command of the facility's interior defenses…more or less. It will also confide that it wishes to guide the players past the few active defenses left inside Aberdeen, to the heart of its command center, where it requires technical assistance in "repairing its drive for immediate departure, in accordance with emergency escape protocols".

The Broken will ask the players if they are willing to assist it in this endeavor. If they respond in the affirmative, the computer will guide them through several winding corridors inside Aberdeen, to a large chamber where a K-1 class DropShuttle is docked beneath a large, currently-closed hatchway. The Broken will explain that, pursuant to recent changes in security protocols, its primary core was relocated to the shuttle's interior cargo bay, prior to being wired into the base defense network. It will further tell the players that the ship's diagnostic computers and flight systems are reporting themselves unable to engage due to missing or damaged drive components and the currently closed launch bay hatch. The AI appeals to the players to resolve these issues, so that it can initiate the escape protocols, but cautions against tampering with its own core, as that may "trip fail safes elsewhere inside the facility".

As long as the players work with it, the Broken assures them that "everything will be fine".

Opposition

The corridors and rooms of the base are dotted with random anti-personnel turrets and filled with corpses that apparently met their end from them at one point or another. As the players come into the base, following the prompts of the AI guiding them, they will see evidence of some bloody internal fighting. But while some "zombified" remains are evident in here, suggesting that the Necromic plague also infected the facility personnel, it actually seems that many of the victims in here were not infected, and may have been killed by the turrets or by one another. Some out-of-place bodies here even show insignia that are not CCAF or like what the base personnel were wearing; you may surmise that these were some of that mercenary outfit that came before you.

Either way, the real opposition here is the challenge of getting past randomly activating anti-personnel defenses and (if he's still around) Laban and his party, who will mostly likely turn on the players here, now that the real danger has passed.

If the players refuse the AI's request for repairs, the turrets that previously seemed inactive and inert will now all activate and fire on their passage. A few new ones may even emerge in some areas, popping out of false wall and ceiling panels where they were previously concealed. Combined with numerous chamber locks that will restrict the players' access to the outside, the AI will be determined to kill anyone who fails to help it.

Tactical Analysis

As the players enter the facility, they will see numerous unmanned anti-personnel turrets scattered at the junctures of hallways, in several rooms, and elsewhere. Most of these will be inactive, but one or two might suddenly spring to life without warning, opening fire on anyone who fails to quickly answer a request for pass codes (often issued in Mandarin, using a voice other than that of the facility's AI).

Once the players make their way to the DropShuttle at the heart of the facility, inside which they will find the core of the AI calling itself "Broken", they will be asked to repair several systems on the "Broken's" ship so that it can initiate it's escape protocols. Seeing that the ship is rigged for automated flight, with the AI mated to it, the players may either attempt to repair the ship, sever the AI from it, or refuse to repair the ship. The latter two options, however, will instantly turn the Broken against the party, and activate a number of anti-personnel protocols up to and including the destruction of Outpost Aberdeen itself.

Objectives

1. Secure the Data Core. The whole reason the Confederation sent you here is to secure the data cores that record their research here. Don't blow the opportunity to do just that.

2. Survive the Base. The randomness of the interior defenses shows that the automated systems here either are either completely unstable, or simply can't decide whether you are truly friend or foe.

3. Repair that DropShip? The Broken's DropShuttle could be your only way off Necromo alive at this point. The damage keeping it grounded is, thankfully, rather minor and can be repaired with tools and components found around the base. Getting the launch doors opened is also fairly straightforward. Trusting the computer that apparently would helm the ship, on the other hand…

Mission Success Conditions

Securing the AI core will accomplish the mission the players have been sent to perform. Of course, it's all for naught if they can't get off Necromo and to their waiting JumpShip either. If this can be done with aid from the AI, awesome, but trusting this machine may be another matter. It did, after all, apparently fake being someone else in order to lure the players inside.

Andos Andos (order #5214119)

<<<GM ONLY>>>

Enemies

If Laban is still working with the players, he and his team will now be looking for the earliest opportunity to kill them and seize control of the Aberdeen AI for their own ends. This betrayal is unlikely at first, but can be triggered the moment anyone in the players' team so much as argues with one of them. Otherwise, they will only do so once the players finish repairing the DropShuttle drives. (None of Laban's team has the necessary skills.)

Also within the facility are numerous anti-personnel turrets that—contrary to what the Broken claims—are all active and ready to engage the players at a moment's notice. (The same actually goes for the drone 'Mechs and turrets outside, too.) These turrets will engage the moment the AI believes it has been betrayed, which includes having the players refuse to assist it (or simply utter the word "refuse" to its requests, which the basic AI programming will interpret as defiance), having anyone attempt to damage or tamper with the base defenses and/or the AI's connection to them, or seeing anyone attempt to leave the base before repairing the DropShuttle.

A spectacular success on a Tech/Electronics roll might be enough to disengage the Broken from its connections, neutralizing it as a threat and accomplishing the mission goal of securing the core by default, but doing so will trigger a base-wide self-destruct sequence the players will have to contend with.

Finally, there remains a chance that zombified base staff and/or guards are still lurking in some of the sealed rooms throughout the facility, just waiting for the players to make a wrong turn somewhere. Likewise, if the players left the base's front door open when they arrived, eventually more zombies will make their way past the outer defenses to come looking for fresh prey.

Local Conditions

Although the interior of Outpost Aberdeen has cleaner air and is well lit, the Necromic plague is airborne and still evidently at work, even inside. Any player characters who doff whatever filters or respirators they are wearing will thus expose themselves to infection.

Otherwise, the base is largely underground, and almost chilly compared to the surface world. It is laid out in a largely half-circular pattern, with corridors radiating out from a central point and crisscrossed into a curved grid. The facility includes its own barracks for soldiers, two mess halls, and three hospital rooms large enough to accommodate 5 patients each. A number of smaller offices and conference centers exist, most clustered near the large central room that appears to be a command center.

The DropShuttle launch bay is a special, extra-large circular chamber located another short corridor further "inward" from the command center, and features a massive vault door on the ceiling that can be controlled from the command center. If the ceiling hatch is opened, blast panels will rise from the floor around the DropShuttle, designed to contain any spillover exhaust from the ship's takeoff. A few ancillary rooms beyond the DropShuttle bay also exist, including a machine shop, parts storage, and fuel storage bay—all designed to aid in the maintenance of the shuttle.

The AI project is largely based in laboratories located off the side of the command center. These rooms have been hastily abandoned somewhat recently, as the AI was relocated into the shuttle itself. Inside the shuttle, the players will find the data core they seek, as well as the AI core itself, inside the shuttle's cargo bay. They will also find that the shuttle's cockpit has been fully replaced by an automated control system that would take hours and replacement components to bypass.

Objectives

The biggest problem with working with the AI is the fact that it is not a true artificial intelligence, but a rudimentary approximation of one. Designed to direct battlefield tactics, but given enough ancillary functions to communicate with humans and even make convincing conversation, it nevertheless misses nuances in speech. It cannot understand sarcasm, and despite the fact that it is clearly able to deceive, it is unable to intuit lies from others. It does, however, recognize that the humans who have entered its facility are non-Capellans, and plans to leave them to their fates upon the completion of its primary objective, which is to launch itself out of the base.

Of secondary concern to the players is the possibility that Laban is still with them. Laban is part if the group that killed Necromo, a group that covets technology, and likely sees an AI—even one as "broken" as this Capellan prototype—as a valuable prize. Laban's team will need to be dealt with sooner, rather than later.

Finally, of course, is the simple matter of escaping Necromo alive. Everything the players have done to this point will be for nothing if they can't get off this planet in one piece and return to collect their pay. If they can thus depart on the Broken's DropShuttle, they will have come a long way toward accomplishing their goal…and will merely have to somehow take control of the shuttle in order to fully succeed….

Difficulty

This is the last phase of the adventure, and can either end in a total player kill from any number of sources, a potentially permanent stranding on zombie-infested Necromo, or the brass ring. The GM should feel free to pull out all the stops, but do not resort to cheating. Laban and his team won't attack until they're sure they can take it from there, or instance, and the Broken will not activate all of its internal defense turrets unless the players betray it. Any zombies that show up inside the base should also do so in small numbers at first, rising only as the players begin running out of time.

If they get out alive, consult the Aftermath below and the Debriefing chapter after that for more ideas.

Aftermath

The artificial intelligence dubbed "the Broken" by its creators was housed within a DropShuttle and set to launch itself into space in the event of possible capture. Once in space, it was to send out a periodic, scrambled distress signal on a frequency only known to the Maskirovka. Outpost Aberdeen had its own fail safe system in place once the launch took place: the ignition of self destruct charges built into the very foundations of the facility. The destruct sequence initiates the moment the Broken's DropShuttle launches or registers as destroyed to the base sensors.

If the players manage to get the Broken's DropShuttle repaired, the AI will thank them for their "service to the state", using its "own" voice (that of Project Director Johansen), and ask them to disembark, stating that it is now initiating launch sequence. The players will be given less than three minutes to get off the ship and out of the facility before ignition. If the launch bay doors are still shut, the DropShuttle will abort its launch, but only after firing a momentary burst from its engines. With the launch bay doors shut, this also means that blast shields to contain the superheated engine exhaust will be down; the resulting wave of fire will wash through every corridor leading into the ship's launch chamber, and may also trigger the base self-destruct sequence.

If the players stay on board the DropShuttle, and the bay doors are open, it will launch itself into space with them on board, but since it was meant to save only itself, it will never activate the on-board life support systems, leaving the humans within to suffocate as the oxygen supply and internal heat levels rapidly plunge toward zero. Any players with suitable tech skills can override this and engage the life support system, and it is theoretically possible to even call the Confederation JumpShip in system for a rendezvous, but it may turn out (at the GM's discretion) that the JumpShip lacks the proper Maskirovka codes to convince the Broken it's friendly. The Broken will ignore an improper hail, and attempt to fly to a preset rendezvous point somewhere in interstellar space—a journey sure to take years or longer.

If, by some miracle of creativity, the players manage to survive the combined launch of the Broken and the destruction of the base, they may be left either stranded on Necromo or adrift in space, awaiting rescue. In either case, the GM should consider whether or not they are eventually rescued, or left for dead.

Andos Andos (order #5214119)

DEBRIEFING

With the lack of communication to and from Necromo, the only way the Capellan Confederation is going to ever know what happened on this world is to have a team successfully land, investigate, and escape to tell the tale. As the adventure unfolds, of course, this gets less and less likely for our gallant heroes, but there's always a chance that someone will pull it off.

Until that happens, the Maskirovka will continue to divert small teams to the cause, knowing that sending anything larger will only tip off the state's enemies that something very, very important was on the planet before it went dark. This, as we have already seen, means that the players were not the first ones sent in to investigate, and—in the event of their failure—they won't be the last. Instructions to the state-owned JumpShip that delivers them is to return and report as soon as its drive is charged if there has been no word from the ground team by then. This generally gives the players about a week to do their business on world, and likely means that the next team could be scrambled and deployed to Necromo within another month or so.

In the final analysis, there are three main ways this adventure can end: mission abortion (failure without investigation), failure to launch (stranded on Necromo), or mission success (really? they must have cheated). The aftermath of these outcomes are sketched out below.

Abort! Abort!

If the group fled without completing its objective of getting into Outpost Aberdeen, the Capellan government will be most displeased. They can try to talk their way out of serious reprisals by explaining the horrors they witnessed, but the Maskirovka is not going to overlook the fact that they abandoned the primary mission and left sensitive Capellan technology behind, possibly to be recovered by an enemy agency.

At the very least, the Mask will cancel the contract and send the players on their way, keeping tabs on them against the possibility of treachery. Or they may simply insist the team return and finish the job they were sent to accomplish.

At the very worst, the failed team may be arrested, and potentially executed as traitors to the state.

Failure to Launch

If the group fails to escape Necromo for any reason, the chances that they will ever survive their ordeal rise dramatically with each passing day. Devastated by the asteroid bombardment and the plague, Necromo cannot support human life, and it is only a matter of time before the players' supplies run out. Worse, with the Necromic plague basically airborne, it is almost a certainty that the players will contract the disease and eventually "zombify", turning on one another until the entire team is dead.

Crafty players can possibly extend their survival by seeking or constructing contained shelters, but dwindling food sources and the like will eventually be their undoing. If, in this scenario, the characters eventually succumb, they will have done so with no means of communicating their fate to the Confederation that sent them there. This means that the gamemaster can actually restart the adventure with an entirely new party, perhaps even allowing the players' replacement characters to encounter the remains of their own forebears.

Alternatively, a more forgiving gamemaster may allow the players to survive long enough to be on hand for the arrival of the next team the Capellan government sends in. In this case, the players will fall into the role of the local survivors, keeping the zombified population at bay until they can be rescued by the newcomers.

Andos Andos (order #5214119)

Huge Success!

In the rather unlikely event that our heroes not only managed to persevere when they saw the zombies, Manei Domini ProtoMechs, and drone 'Mechs, but actually prevailed over them and somehow got off the planet, they will have quite a story to tell—and the Maskirovka will most definitely want to hear *all* about it.

The players who successfully get off the planet after investigating the events there may actually do so with or without the requested data cores. To succeed without the cores, the players need to be able to account for the state of those cores: were they destroyed, left behind, captured by any enemy agency, or what? (The Mask will be searching their DropShip and all their personal belongings during their post-mission debriefing to ensure the players aren't pulling a fast one, and woe unto the team if they're found in possession of state secrets while claiming otherwise.) They also will need to identify the hazards involved in securing them, providing the Capellans with a much clearer picture of the state of the planetary conditions and threats that may interfere with future attempts. If the players are honest with the Mask and give good enough intel, the Confederation may even pay them the rest of their fee and let them live—with the proper warnings to never disclose what they saw or did on Necromo, of course.

If the players get of Necromo with the cores and everything, a very grateful Confederation will thank them, pay them, and send them on their way with the same warnings as above. There may even be more missions in the offing to send the team into other trouble areas, now that they not only proved their competence under unusual and highly dangerous conditions, but turned out to be awesome enough to still pull off a win. In this case, the players might soon come to curse their success, however, because any missions they get after this are just as likely to be suicide runs.

Either way, the team has actually seen way more than the Confederation will be comfortable with them knowing about. Executing mercenaries every time they come back from a successful operation is a bad practice, so the Maskirovka will not likely do anything at first, but the players may eventually find that the state is keeping tabs on them for months or years after this mission, and it's not out of the realm of possibility that other mercenaries, bounty hunters, or assassins may eventually be unleashed on them should the Confederation ever fear that their breakthrough research in artificial intelligence may come to light.

Other Outcomes

The Word of Blake survivors left on Necromo will also be interested in trying to escape to report to their superiors. They may manage to accomplish this with the players' help, if nobody turns against one another. If the players and Domini actually do manage this, Laban may prove to be a man of unique integrity, allowing them to escape to tell the Confederation what they found. This can create an interesting wrinkle in the team's future adventures; they have collaborated with a known enemy to pretty much the entire Inner Sphere, and anyone who finds out about it will likely regard them with extreme suspicion. Such a revelation could also lead others to seeking the team out, either for other missions against the Word, or to pump them for information on just what the heck happened on Necromo. In the latter case, this will likely prompt a paranoid Maskirovka to unleash its own hounds to silence the players, lest they spill state secrets.

Another possibility is that the players find themselves trapped on the escaping DropShuttle controlled by the Broken. This outcome, in many ways, is just as bad as failing to escape from Necromo at all, because the ship will not necessarily head for their JumpShip but instead try to "slow boat" its way across interstellar space to a pre-programmed destination. Unaware that their AI has gone rogue and is in flight, the Confederation will not be looking for it any time soon, leaving the players trapped on vessel operating under automatic pilot—a vessel that need not breathe oxygen or consume organic foods to survive, and thus may not be well stocked with either. This can possibly mean that the players' mummified corpses will only be found decades to centuries from now (if at all), adrift on a ship run by a paranoid computer program.

Yet another one is that the players are captured by the Word of Blake or Capellan authorities in the wake of the adventure, and dragged off to a camp in the middle of nowhere. Once more, these outcomes are a consequence of either working with the Blakists and/or succeeding in the mission only to do something that makes the Confederation suspect the players of duplicity. A "prison escape" adventure would be the next most likely chapter in their life and times.

Then comes the real wild card: the Ebon Magistrate. Exceedingly secretive (even to their allies in the Confederation), the elite branch of the Canopians' Magistracy Intelligence Ministry was a complete secret until just before the Jihad. With unknown facilities possibly located beyond Canopian space, and hidden agendas and methods that remain a mystery even to the Maskirovka, the Ebon Magistrate is an amazingly versatile and well-funded organization known to employ its own cyber-enhanced operatives. Their interest in the players after this mission may extend to gathering their own intelligence on the activities, technologies, and research of the Word of Blake—or even their own Capellan allies. This angle sets the stage for adventures that could take the players into the outer rim of the Inner Sphere, or explore a whole new level of intrigue between dueling agencies of hyper-elite operatives.

On Necromo, the players have seen a number of horrible super-weapons that combined into a nightmare scenario, any one of which can be the focus of future adventures. What if someone learns of this virulent Necromic plague and tries to spread it elsewhere? What if the Word has more of the stuff, waiting to be unleashed? What if the players have become carriers, somehow, or contract the illness even after they consider themselves safe and sound? What if the AI is designed to copy itself into other systems? What about those Blakist ProtoMechs? Were they the first of their kind, or a technological dead-end?

Andos Andos (order #5214119)

GAMEMASTER'S SOURCEBOOK

The following pages are for the gamemaster's use only, and contain all vital background information on Necromo, the Necromic Plague, the experimental AI known as The Broken, and the Broken's drone forces. In addition to providing descriptions and details the players will need to discover on their own, there are also rules here covering how to implement both the plague and the Broken's challenges in the context of this A *Time of War* adventure.

ABOUT NECROMO...

The planetary details provided in this adventure were presented as a block of basic data used in many of our recent *BattleTech* products, including the *Handbook* sourcebooks and the *Objectives* PDF-exclusive series. This data provides key details that the gamemaster can use to further tailor their game play, reflecting the unique features of the this world and any objective(s) located there. The following rules identify the core rules that apply, based on the indicated world data.

GM's Note: Additional details are presented here as well, to account for the environmental changes caused as a result of the Word of Blake attack, which included not only a hurled asteroid, but the release of an experimental bio-weapon. For this reason, this data should not be shared with the player characters ahead of time, unless they manage to perform some kind of pre-landing analysis on the planet. Their Capellan employers will not have knowledge of this information in advance.

Star Type, Position in System, Time to Jump Point

Necromo is located at the tenth orbital position from a red, M-class star, factors that would ordinarily translate to making the world into a giant, dark, ice ball, were it not for two factors. First is the fact that the "orbital positions" in the Necromo solar system are quite compact compared to the terrestrial standards, with most positions occupied by smaller, moon-sized rocks and thin asteroid belts, placing the mass of Necromo a little less than half way into the solar "life zone". The second factor is a higher-than-average concentration of greenhouse gases in the planet's upper atmosphere, which help to trap much of the heat the planet receives.

Compared to the sun as seen from Terra, Necromo's star appears smaller and tends to cast a ruddy glow across the planet similar to a terrestrial sunset—even at high noon. Fortunately, between this and the benefit of moonlight, characters will not suffer any additional modifiers for darkness once they have spent more than a few hours acclimating.

JumpShips stationed at Necromo's main jump points require 206 hours to fully recharge their sails, but the lower gravitational impact of the star means that such vessels are parked less than three days from planetfall at comfortable acceleration.

Post-Attack: While the Word of Blake attack has done nothing to Necromo's sun per se, the effects of the asteroid bombardment have blackened the skies and tainted the atmosphere to such an extent that the lighting conditions will have changed. See below for more information.

Number of Satellites

Necromo's moon—Acorna—is smaller than Terra's but orbits somewhat closer in and thus looks to be about the same size in the night sky. Like Terra's moon, it is an excellent reflector of the sun's light, so much so that a full-moon night on Necromo can almost be mistaken for the planet's daylight hours.

This feature—and the relocation of many of the planet's spacecraft industries to orbit in the late 3050s—is why so many homes and businesses on the planet have skylights. In fact, before the Word of Blake attack, the Aris Yards could be viewed even during full-moon cycles, when the cluster of orbiting facilities—placed at the LaGrange orbit between the planet and the moon—could be easily spotted by the naked eye.

Post-Attack: At the time of this adventure, of course, these facilities are gone, victims of the Word of Blake attack on the planet which specifically targeted the yards. What debris remains would not be visible from the planet's surface, even if the atmosphere was not still swirling with all the dust and ash raised by the asteroid bombardment.

Surface Gravity

Necromo's surface gravity is 3 percent higher than Terra's. As a general rule, this should not affect the mobility of most characters and vehicles on the planet (especially as all will be affected equally), but if movement distances in meters become important at any point, the effect will reduce most movement speeds by about 1 meter for every 30 meters the character or vehicle would normally be able to traverse under normal conditions.

Post-Attack: The Word of Blake attack on Necromo has not affected the planet's gravity.

Atmospheric Pressure and Breathability

Necromo's atmosphere is noticeably thinner than Terran standard. While it is technically breathable without special apparatus, characters used to standard pressure (including the normal pressure levels preferred by most DropShip crews) will suffer double the fatigue effects they would under normal circumstances (see p. 189, *AToW*).

Post-Attack: The asteroid bombardment that struck Necromo in advance of the Word's ground assault missed the primary city of Landingplace by only fifty kilometers. While that was enough to shield the city from the maximum effects, thanks to the presence of an intervening mountain range, the impact hurled a huge amount of particulate debris into the atmosphere which has mixed with the fires of ignited woodlands to darken the skies with smoke and ash. By the time the players arrive, this effect leaves the planet in a state of near-permanent night, as even the light cast by the local star at high noon, or the reflected light of the full moon, are obscured by roiling clouds of black and gray.

Rules: In addition to lighting conditions ranging from Pitch Black to Dark (depending on time of day), visibility at ground level will also be affected as if everything is draped in light fog (see *Visibility*, pp. 236-237, *AToW*). Characters who attempt to breathe the local air without so much as a filter mask will also need to make a BOD Attribute Check with a –2 roll modifier every turn, in order to avoid giving into an uncontrollable hacking and coughing fit. Characters in the throes of such coughing fits function as though Stunned, and will suffer a –2 modifier to all Action Checks requiring DEX, RFL, STR, or BOD.

Of even greater concern than the particles and ash in the air are the bio-agents the Word released as an extra measure. While the airborne version works more slowly than the ingested or blood exposure version, breathing Necromo's atmosphere without protection will have additional consequences beyond a hacking cough (see *The Necromic Plague*, pp. 19-20).

The post-attack damage to Necromo's environment will be evident even as the players' DropShip enters planetary orbit, and the players should be advised to don environmental gear or respirators before going outside.

Andos Andos (order #5214119)

Climate, Terrain, and Population

Necromo's equatorial temperature and general environmental classification is described as 39° C (Arid), making the planet actually warmer and drier than Terra—a fact also evident in the very low amount of surface water available: 12 percent versus Terra's 71 percent. A great deal of this is, once again, due to the combination of the planet's greenhouse gases, thin atmosphere, and closer orbital distance relative to Terra.

Most of Necromo's surface water takes the forms of seas and rivers, the largest group of which is known simply as the Great Sea Basin, located just south of the equator. It is on the northern edge of this region, on the shores of the Great Sea, that the planet's only major city—Landingplace—is situated. The basin is edged by mountains and hills that are lightly forested, but which give into grasslands, then deserts after a hundred kilometers or so away from the rivers. The bulk of the inland areas of Necromo are actually rocky badlands and deserts, with the north and south poles tending toward tundra.

Prior to the Jihad—at the time of the last known planetary census—Necromo's population numbered just over 1.5 million permanent residents, plus several thousand itinerant workers and the local military garrison.

Post-Attack: The asteroid impact was aimed at the Great Sea Basin, and missed Landingplace by only fifty kilometers or so on the far side of a mountain ridge. While that spared the city from complete obliteration, the massive crater and the hurled debris not only blackened the skies but set the woodlands ablaze and shrouded the sea in ash.

After the initial firestorms passed, which effectively wiped out much of the basin's foliage, the planet's overall temperature—especially near the impact site—has dropped by several degrees due to the sustained darkness. Weather patterns in the region remain perturbed, but with minimal precipitation, so the worst the players will generally see in terms of local weather should be windstorms and an occasional light, murky rain.

During the Word of Blake attack, nearly all of Necromo's native residents were killed. In the aftermath, what survivors remain have either succumbed to injuries sustained in the attack, or to the fires and Necromic plague that followed. Some small survivor groups may yet be found by the players, but given the extremely low planetary population and the extremely high amount of damage done to their world, the chances will be vanishingly small.

Virtually all of Necromo's population officially lived in the city of Landingplace, though a few small townships existed along the banks of the Great Sea. In the wake of the attack, players may find roads and rails leading to these tiny clusters of humanity, but most will have been ravaged by wildfires, disease, starvation, or a combination of all three. Farther east of the city, however, routes that would have been better concealed by foliage will reveal the location of both a secret CCAF military base and—further to the north east—the secret facility of Outpost Aberdeen.

Rules: For any *Total Warfare*-scale battles taking place on this world, use dominantly open, hilly, or badlands terrain for any scenarios that take place outside of the city of Landingplace or the CCAF base. The CCAF base is treated as a light urban environment, and Landingplace should be treated as a heavy urban area.

When placing any structures on maps for Landingplace or the CCAF base, apply 2D6 x 10 points of damage to the structure's CF, and replace it with rubble if this would destroy the building. Scatter an additional 3D6 hexes of rubble per mapsheet in addition to this, to reflect the general state of other assorted debris scattered throughout these environments.

Recharging Station, HPG Class, Native Life

Prior to the Word of Blake attack, Necromo was host to two automated jump recharging stations, one each located near the zenith and nadir jump points. These facilities, placed in the system during the late 3030s, were originally designed to be manned by skeleton crews, but were gradually modified for full automation in the 3050s. Thus, these stations were completely unmanned at the time of the Word of Blake attack.

Necromo's hyperpulse generator was located in Landingplace, the planetary capital. As a Class B station, it was considered normal for it to go days or even weeks between message packets.

Necromo's limited ecosystem was home to limited fauna, but had at least reached the point where small mammalian creatures were common. Many of these were local rodent-like forms, many of which were seen as pests or scavengers. A limited selection of fish, amphibians, insects, and avians were also present in the planetary biosphere. By far the largest native specimens included a five-tentacle eel that thrived in the waters of the Great Sea, and a burrowing, four-armed, pseudo-ursine beast that prowled many of the planet's forests. With limited habitats bordered by vast wastes, most of these creatures had been largely displaced by the animal species introduced by humans in the centuries since Necromo's initial settlement.

Post-Attack: Curiously, the Word of Blake left both of Necromo's recharging stations alone during their assault. This may be taken as confirmation that Blakist attack originated from non-standard jump points. It is equally possible that the stations were supposed to be destroyed after the initial battle, but this part of the attack was "scrubbed" for time reasons—or because of the loss of a Blakist WarShip to the Capellans' naval defense.

The HPG station was another matter, and was destroyed by Blakist aerospace forces in the ground assault that preceded the asteroid strike.

The asteroid strike, biological attack, and resultant environmental damage has all but eradicated the planet's non-human life forms by the time of the players' arrival. Though many outliers may persist, most will not be daring enough to take part in this adventure.

Socio-Industrial Levels and Defending Forces

Necromo's socio-industrial index prior to the attack defined a world that was high-tech, heavily industrialized, and had decent output due to its place as a major shipyard planet, but it was wholly depending on outside sources for its agricultural and raw material needs.

During the initial fighting of the Jihad, against rebel forces and Davion invaders, the CCAF held fast to the vital shipyard world, and the Shin Legion and Home Guard were both present on-planet when all contact was lost, both having been rotated to the planet pending recovery.

Post-Attack: The Word of Blake assault on Necromo has effectively annihilated its industries, its population, and its defending forces. What was left behind after the Blakists departed was a ghost world—albeit one that still had a few secrets and surprises for the players to find.

THE NECROMIC PLAGUE

The Word of Blake's experimental bio-weapon was hastily modified to suit Necromo's atmospheric conditions, and was designed to sicken the planetary population via airborne vectors, and taint the water table—and thus infect the bulk of the surviving food chain—with a debilitating form of spongiform encephalopathy (the bovine variety of which was known once as "mad cow disease").

Apparently, in this case, the Word's scientists erred in their calculations or in their release strategy, inadvertently afflicting their own troops as well as the surviving populace of Necromo, and their efforts to contain the spread among their scattered troops found only limited success.

Airborne Exposure

The airborne component of the "Necromic Plague" afflicts anyone who breathes the planet's atmosphere without at least a filter mask. Anyone who does so will show symptoms within 1D6 hours, even if they have since entered a properly filtered environment. At that point, the subject will experience flu-like symptoms including vomiting, headache, high fever, and the like. The effects will worsen over time, unless the character can be moved into a clean-air environment and successfully treated with a battery of antibiotics.

The gameplay effects of the airborne component of Necromic plague impose a –1 modifier to the character's BOD and STR Attributes, with an additional –1 modifier applied to both Attributes for every 1D6 + BOD hours thereafter that the character remains untreated. If this effect

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reduces the character's effective STR or BOD to 1 or less, the character undergoes a seizure and collapses, and will become "zombified" (see *Zombification*, below).

Treatment and Recovery: Using the disease rules on pp. 248-249, *AToW*, treat the airborne form of Necromic plague as an illness with a Severity of 3. However, because it is an engineered disease specifically designed to resist conventional treatments and natural human immunities alike, an afflicted character's BOD must be treated as having its half its current score (rounded down) for the purposes of any Attribute Checks required by the illness recovery rules. This treatment can only be attempted as long as the victim retains BOD and STR scores of 2 or more; once the character experiences the seizure that transforms him into a zombie, it is too late for any treatment.

Ingestion or Blood Exposure

The far more fast-acting version of Necromic plague is the form that comes through the eating or drinking of infected food or drinks, or via blood contact (such as being pierced by an infected object, or bitten by an infected animal or human). At this point, a mutated form of encephalopathy will enter the character's bloodstream directly on a failed BOD Attribute Check (with a roll modifier of –4), and become active within 1D6 hours. This will manifest at first as a fever and extreme lethargy similar to that of the airborne exposure, but without any vomiting. During this time, the character's effective BOD and STR will be reduced by 1 point each, and each turn of action, the character will behave as if Stunned.

After another 1D6 + BOD hours, the infected character will suddenly collapse in a violent seizure and appear to be unconscious. At this time, the character's heart rate and respiration will rapidly accelerate, and any attempt to move or disturb him will rouse him in a violent outburst as the character becomes "zombified" (see below).

Treatment and Recovery: Using the disease rules on pp. 248-249, *AToW*, treat this version of Necromic plague as an illness with a Severity of 6. Because it is an engineered disease specifically designed to resist conventional treatments and natural human immunities alike, an afflicted character's BOD must be treated as having its half its current score (rounded down) for the purposes of any Attribute Checks required by the illness recovery rules. Unfortunately, this treatment can only be attempted in the early stages of infection; once the character experiences the seizure that transforms him into a zombie, it is too late.

ZOMBIFICATION

Once a character has reached the point where Necromic plague has sent them into seizure, the controlling player must then hand his character sheet off to the GM, as that character has become "zombified". Unlike the zombies of lore, of course, the victim is not a reanimated corpse, but is actually suffering from disease-induced madness, an overcharged metabolism, and an insatiable bloodlust that overrides any remaining higher brain functions. The severe damage to the brain caused by this transition means that even if a stricken victim could be cured of these effects, he will be rendered permanently catatonic or comatose.

Zombified characters will not rise after the initial seizure unless disturbed in some way, such as by attempting to move or awaken the victim. Some may even be roused by loud noises or nearby vibrations. This generally means that the best way to put a zombified character out of his misery is to do so the moment he collapses from seizure. This, naturally, should not be known to the players the first time they encounter someone who falls prey to zombification, and may even explain any situations that may arise where seemingly "dead" bodies suddenly jump to life as they pass by.

A zombified character loses all of his higher brain functions, effectively dropping to an INT and WIL score of 3 each, but doubles his original BOD, STR, and RFL. Now operating on a primal level, with an insatiable craving fresh for meat and blood, the zombified effectively becomes a feral animal, and resolves all actions as a creature in combat (see pp. 239-242), including the use of creature combat Skills at creature TNs of 5, and the use of BOD for determining Fatigue modifiers, rather than WIL.

The zombified character's AniMelee Skill replaces any Martial Arts Skill he originally had, and will be equal to half that Skill's level at the time of his transition (rounded down), to a minimum AniMelee Skill level of 3. Any Perception and Tracking Skills the character possessed will likewise be the same as any he had before becoming a "zombie", to a minimum level of 2 each.

Zombies and Technology

For the most part, a character who has gone feral via "zombification" loses the ability to operate technological items effectively. He will be able to swing melee weapons, force doors open, and throw objects, but ranged weapons—including firearms—will suddenly be beyond his ability to use with any accuracy. Vehicular operation is right out, as the complex higher-brain functions generally required have been lost to the illness.

At least, that's how it works for *most* victims.

At the time the characters venture to Necromo, the plague is rampant, but there have already been significant casualties and victims to its effects, including a number of Manei Domini operatives. In two broad cases, this has created an even more fearsome threat the players may face: infected Manei Domini infantry, and infected Manei Domini ProtoMechs.

Infected Manei Domini Troopers: The cybernetically enhanced Domini infantry, many of whom sport prosthetics armed with melee weapons and enhanced sensors, are able to use these enhancements in their attacks and tracking efforts. Combined with their feral nature, the augmented strength, speed, and senses of these zombified have made them truly fearsome killing machines. Worse still, these augmented zombies still carry active suicide charges that will detonate if the event that their vitals flat-line, transforming each infected trooper into a walking bomb that desperately seeks to close with the nearest victim it can find.

The infected Domini infantry does not simply include unarmored infantry types either, but a handful of battle armored troopers who were still buttoned into their suits when they went feral. By the time the players arrive, most of these souls have starved and self-destructed, or their suits have shut down from damage and power drain—but a few might remain active against all odds, lurking in the ruins and conserving their strength to prey on only those who draw near. Like their unarmored brethren, these warriors will engage only in melee combat, driven mad with bloodlust and a desperate hunger they cannot sate within their sealed battlesuits.

Infected Manei Domini ProtoMechs: The Word of Blake attack force on Necromo also included a small number of experimental hybrid ProtoMechs. Using captured Clan chassis, but piloted by special, limbless Domini warriors via an adapted form of the Word's VDNI technology, with a life support apparatus that enables them to survive for extended periods on intravenous nutrients and recycled bio-matter (it's best not to think about that too much), the Word devised another effective—if monstrous—combination of man and machine that they chose to test during the Necromo operation. Now somehow infected by the same form of encephalopathy that spread to many of the Domini infantry, these ProtoMech warriors are out of their minds with a bloodlust by the time the players encounter them.

Though their life support systems are still sustaining them, they cannot satiate their real hunger, because their hulking metal "bodies" have no actual means to consume anything. Because of the nature of their direct neural interface with the ProtoMechs, these primal behaviors these warriors have succumbs to now bleeds into every action and mannerism the ProtoMech's exhibit under their control, and many have regressed to the point of walking on all four limbs (despite the humanoid shape of their machines), roaring and snarling incoherently through external speakers, and trying to catch, kill, and "eat" any warm bodies that cross their path-often with gory results. Once again, these infected warriors have lost the higher functions needed to effectively use their on-board weapons and targeting systems, so virtually all infected Domini ProtoMechs will focus only on melee actions.

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Manei Domini ProtoMechs

For gameplay purposes, the Domini ProtoMechs are merely captured Clan models. In all, there are ten of these machines (or less) present on Necromo by the time the players arrive. The models available are listed in the Manei Domini ProtoMechs Table. The Domini operators are considered to have Veteran-level Piloting and Gunnery Skills (levels 5 or 6 in each under *A Time of War*, which translates to *Total Warfare* Piloting and Gunnery Skill TNs of 2 or 3).

Plague-stricken ProtoMechs reduce their effective Piloting Skill level by 1 point (increasing the Skill TN in *TW*), and may not use Gunnery Skills.

To reflect prior battlefield action and a lack of repair resources, the GM may decide to apply pre-existing damage to each ProtoMech encountered by rolling 2D6 and subtracting 7 from the result. If the modified roll is 1 or more, apply that many 2-point hits to the ProtoMech, using its Front Hit Locations Table. Reroll or disregard any damage that would destroy the unit entirely.

Manei Domini ProtoMechs Table

Model [Tonnage]	Source
Erinyes [2]	(TRO: 3075)
Orc [4]	(TRO: 3075)
Satyr [4]	(TRO: 3060)
Satyr [4]	(TRO: 3060)
Chrysoar [6]	(TRO: 3075)
Hydra [6]	(TRO: 3060)
Hydra [6]	(TRO: 3060)
Roc [7]	(TRO: 3060)
Gorgon [8]	(TRO: 3060)
Minotaur [9]	(TRO: 3060)

The Broken

For survivors of the Jihad, the Word of Blake's use of robotic drones in the final defense of Terra and elsewhere was presumed to be the result of centuries of secret research into the lost Star League engineering. But as it turns out, the Forty-eighth Shadow Division's raid on Necromo proved to be a missing piece of the technological puzzle. The survivors of the Division not left behind when the planet was bombarded pulled off a quick raid of a hidden facility known as Outpost Aberdeen, escaping with programming specs and other technical data during the chaos of what appeared to be another blitz against the CCAF defenders. But in their haste, the overlooked a critical item: the experimental—yet quite operational—AI construct that now calls itself "The Broken".

"The Broken" was a secret Capellan attempt to mimic Star League-era Caspar technology in the form of a DropShip-mobile mainframe designed to direct an army of drone troops. Intended to help further augment elite CCAF commando forces by providing the same level of elite-grade battlefield prowess, tactics, and ruthlessness, the experiment was only partially successful. Some Capellan engineers proclaimed the AI a "broken chess master", claiming that its tactics were overly simplistic.

What they apparently failed to notice was that the AI was listening, and—in its own way—learning.

When its handlers were killed during the Blakist attack, "The Broken" went into an emergency defensive mode. Left to its own devices, it continued to carry out its last directives: to defend its base installation against non-Capellan forces on the planet, alongside any CCAF troops remaining on-planet, and if compromised, to preserve itself by launching in the event of capture. As the few survivors succumbed to the Necromic plague, the AI processed those who failed to respond to its relayed communications as hostile. By extension, it then began to suspect *all* of the remaining Capellans on-world of treachery, and refused all further directives coming from them. Thus, the Broken began to wage war against its own masters as well as any other living threat on Necromo.

Though the AI remains far from self aware (its responses are based on a complex and convoluted logic designed by and for the most fanatical Capellans, after all), its security measures evolved to the point where it will actually lay traps, ambushes, and even offer potential alliances to its enemies, in order to lure them into its kill zone.

Making matters worse is the fact that, in conjunction with its own DropShuttle's diagnostic systems, the AI keeps receiving urgent directives to fix its vessel and prepare it for launch. Thus, the Broken paradoxically communicates these requests to anyone who communicates with it, while simultaneously preparing to kill them. Though this creates a potential loophole where the AI earnestly wishes to find someone to repair itself and open its DropShuttle's underground launch bay, thus making it inclined to allow others to get inside its base to do so, the defense measures invariably kick in the moment anyone it does not regard as friendly enters the perimeter. The maddening effect is that "The Broken" is effectively operating with multiple, competing personalities.

In summary, the Broken has several key directives it will actively try to pursue:

- Destroy all non-friendly forces on Necromo.
- Defend its command ship and Outpost Aberdeen from unfriendly forces.
- Reestablish contact with its CCAF commanders.
- Repair its command vessel.
- In the event of possible capture, launch the vessel, and initiate the base self destruct.

The Broken's Defenses

To carry out its military tasks, the Broken has a small army of drone BattleMechs and access to fixed defenses established around its protective perimeter—including the weapons mounted on a modified, slightly damaged K1-class DropShuttle it is housed within. It directs these defenses largely via sensory input provided by its drones and the fixed sensor suites of Outpost Aberdeen itself (which cover virtually all of the surface terrain within five kilometers of the base entrances).

Unless noted otherwise, most of these fixed defenses are automated and will not be negatively affected by ECM in any way. The drone BatleMechs use the rules for robotic drone BattleMechs presented in *Jihad: Final Reckoning* (see pp. 142-143, *J:FR*), but with exceptions described under Drone 'Mechs below.

Minefields: The Broken (or, more likely, its original Capellan masters) has deployed an indeterminate number of command-detonated minefields which the AI can trigger at will. Each of these delivers conventional damage but with a random tactical damage rating. They may be detonated by the Broken any time a hostile unit without active ECM enters a field within the Broken's sensor range.

Anti-Personnel Turrets: The smaller turrets—capable of mounting 50 kilograms' worth of personal weapons and ammo—have a 360-degree field of fire and use thermal and motion sensors to detect any targets within their range. These turrets may be found both outside and within Outpost Aberdeen, will only engage at distances up to their weapons' medium range, with an effective Small Arms or Support Weapons Skill level of 3 (a Gunnery of 5 in *TW*). If attacked, a small turret has an effective BAR of 3/3/3/3, and can sustain up to 5 points of BD in personal combat. Vehicular weapons suffer an additional +1 to-hit modifier to attack a small turret (due to their small size), but will automatically destroy such weapons on any hit that delivers damage.

In an effort to minimize unintended damage, any anti-personnel turrets encountered within the Broken's K1-class DropShuttle will not be equipped with explosive munitions. These turrets will instead favor flechette weapons or ballistic weapons using frangible rounds.

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Anti-Vehicle Turrets: The larger turrets—capable of mounting up to 10 tons of heavy weapons and ammo—also have a 360-degree field of fire and use vehicle-grade sensors to detect any targets in their range. They will engage vehicular targets (including 'Mechs, fighters, and ProtoMechs) up to long range, but will only engage infantry-scale targets (including battle armor) that enter their short range bracket. The effective Gunnery Skill level of these turrets is 4 (Gunnery 4 in *TW*). If attacked, heavy turrets have military vehicle-grade armor (BAR 10/10/10/10) and can sustain up to 20 points of tactical damage before being destroyed. Vehicular weapons suffer no additional to-hit modifiers to attack a large turret.

Drone 'Mechs: The 'Mechs at the Broken's command use a prototype form of the Robotic Drone system seen in *Jihad: Final Reckoning*, placed in the chassis of specially modified BattleMechs (increase the cockpit weight by 5 percent of 'Mech's total tonnage—rounding up to the nearest half-ton—and remove an appropriate amount of weapons, heat sinks, or ammunition to compensate).

Unlike the robotic drones from *Final Reckoning*, these Capellan-made drones were built into biped frames. Due to the difficulties with balance, however, these biped drones suffer an additional +4 target modifier on all Piloting Skill checks, and must even make such checks any time they use a movement mode other than walking. (For this reason, the Blakists will eventually abandon bipedal mobility in their own 'Mech drones by the end of the war.)

The programming is also a little less stable in these drones, and more prone to "random aggression". To reflect this, instead of ignoring MechWarrior Effects from head hits, falls, heat, and internal ammo explosions, a drone 'Mech must make a MechWarrior Consciousness Check as a human pilot, and will treat a failed check as a Hostile Interference effect. (The Capellan engineers claim this is not a bug, but a feature.)

Furthermore, in the event of Hostile Interference from ECM, EM pulse, Hywire Pods, of failed Consciousness Checks, a drone 'Mech will never attempt to retreat; instead, an afflicted drone rolls 1D6. On a result of 1, the drone stops dead and takes no further actions until the interference stops. On a result of 2-3, the drone will continue moving along its last course and speed, charging any unit or structure in their path of travel but otherwise delivering no attacks, until the interference stops. On 4+, the drone goes "berserk", closing with and attacking the nearest active unit on the field—friend or foe—until the interference passes.

The Broken's drones have an effective Gunnery and Piloting Skill level of 5 (which translates to a Piloting and Gunnery rating of 3/3 in *TW*). Though players may make use of the *Smart Robotics* rules to determine their actions (as first defined on pp. 124-125, *Jihad Conspiracies: Interstellar Players 2*), the Broken's less predictable nature, enhanced tactical aptitude, and lack of human control, mean that these drones may function as otherwise-normal human-driven *BattleMech* units.

Because the Broken does not have the means to repair its drones, several are in a fairly battered state by the time the players arrive. To reflect this, when preparing each drone 'Mech's record sheet prior to play, the gamemaster should roll 2D6, and subtract 7 from the result (to a minimum modified result of 0). The result is the number of 5-point damage groupings that must be assigned randomly to the drone, using the 'Mech's Front Hit Locations Table. Roll for critical hits as normal, but reroll any damage effects that would destroy the unit outright (such as cockpit or engine destruction).

(If the results of pre-existing damage leave a drone 'Mech crippled, but not destroyed, deploy the drone anyway; it can thrash at anyone who comes close for a good scare.)

Sample Drone 'Mechs

The following sample drone 'Mech modifications are based on machines favored by the CCAF.

Raven Drone

Based on the RVN-3L model (from *TRO: 3050U*), the *Raven* drone is used mainly a recon unit, investigating any stray signals that the Broken picks up, and engaging lighter forces as necessary.

Changes: Using the RVN-3L variant, increase cockpit weight to 5 tons to account for robotic drone control. Drop the TAG and 1 heat sink.

Vindicator Drone

The *Vindicator* drone has become the favored brawler of the Broken's drones, often forming the second line of defense after the initial wave of *Ravens*.

Changes: Using the VND-3L model (from *TRO: 3050U*), increase the cockpit weight to 5.5 tons to account for robotic drone control. Drop all jump jets and the CASE in its right torso. Replace the left torso LRM 5 with 2 ER Medium Lasers, and the right torso ammo bin with an additional double heat sink.

Cataphract Drone

The *Cataphract* drone is the heavy brawler drone, used mainly to back up the *Vindicators*, and sent to deal with any threats too big for the others to handle.

Changes: Using the CTF-3D model (from *TRO: 3050U*), increase the cockpit weight to 6.5 tons to account for robotic drone control. Drop all jump jets and add an ER Small Laser to the left arm.

Awesome Drone

The *Awesome* drone is the heaviest and rarest drone model seen at Outpost Aberdeen, and thus serves as the last line of defense against intrusion (beyond the turrets and landmines, anyway).

Changes: Using the AWS-9M model (from *TRO: 3050U*), increase the cockpit weight to 7 tons to account for robotic drone control. Drop both Streak SRM-2 launchers and their ammunition.

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BATTLETECH
A TIME OF WAR

DR. JERROD

CATALYST game labs

PERSONAL DATA

Name: Dr. Nadda Jerrod
Player: NPC
Height: 1,650 cm
Weight: 51 kg
Affiliation: Capellan Confederation
Hair: Black
Eyes: Black
Extra:

ATTRIBUTES

Attribute	Score	Link	XP
STR	4	0	
BOD	3	-1	
RFL	5	0	
DEX	4	0	
INT	8	+1	
WIL	7	+1	
CHA	5	0	
EDG	4	0	

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Citizenship	2	109, AToW	
Combat Paralysis	-4	110, AToW	
Compulsion/Paranoia	-1	110, AToW	
Connections	7	111, AToW	
In for Life/Maskirovka	-3	120, AToW	
Natural Aptitude/Science/Psychology	3	121, AToW	
Reputation	3	124, AToW	

COMBAT DATA

Condition Monitor

Standard Damage: ○○○○○○○○

Fatigue Damage: ○○○○○○○○○○○○○○

Stun: ○ Unconscious: ○

Movement (Meters per Turn)

Walk: 8 Climb: 2
Run/Evade: 18 Crawl: 2
Sprint: 36 Swim: 4

Personal Armor (Loc)		Armor Type	BAR (M/B/E/X)
None	( ):		(/ / /)
	( ):		(/ / /)
	( ):		(/ / /)
	( ):		(/ / /)

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	+2	0M / 1	(Melee)	N/A	
Hold-Out Pistol	+1	3B / 3	(2 / 5 / 8 / 20)	2	
		/	(/ / /)		
		/	(/ / /)		

SKILLS

Skill	Lvl	Links	TN/C	XP
Acting	+3	CHA	8 / CB	
Administration	+3	INT+WIL	8 / SA	
Career/Doctor	+2	INT	7 / SB	
Career/Scientist	+8	INT	7 / SB	
Career/Military Scientist	+6	INT	7 / SB	
Communications/Conventional	+3	INT	7 / SB	
Computers	+8	DEX+INT	9 / CA	
Cryptography	+4	INT+WIL	9 / CA	
Driving/Ground Vehicles	0	RFL+DEX	8 / SA	
Interest/Literature	+4	WIL+CHA	9 / CA	
Interest/Military History	+3	WIL+CHA	9 / CA	
Investigation	+5	INT+WIL	9 / CA	
Language/English	+4	CHA	8 / SA	
Language/Mandarin	+3	CHA	8 / SA	
Leadership	+3	WIL+CHA	8 / SA	

Skill	Lvl	Links	TN/C	XP
Martial Arts	+2	DEX	7 / SB	
MedTech	+3	INT	7 / SB	
Perception	+5	INT	7 / SB	
Protocol/Capellan Confederation	+5	WIL+CHA	9 / CA	
Protocol/Federated Suns	0	WIL+CHA	9 / CA	
Science/Psychology	+5	INT+WIL	9 / CA	
Security Systems/Electronic	+4	DEX+INT	9 / CA	
Small Arms	+1	DEX	7 / SB	
Strategy	+3	RFL+INT	8 / SA	
Tactics/Ground	+4	INT+WIL	9 / CA	
Training	+5	INT+WIL	9 / CA	
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BATTLETECH
A TIME OF WAR

LABAN

CATALYST game labs

PERSONAL DATA

Name: Poltergeist Adept Tau Elika Laban
Player: NPC
Height: 1,930 cm
Weight: 134 kg
Affiliation: Word of Blake (Manei Domini)
Hair: Brown
Eyes: Brown
Extra: Cybernetics: Prosthetic Leg MASC, Filter Lung/Liver Implants, Improved Prosthetic Arm (See AToW Companion)

ATTRIBUTES

Attribute	Score	Link	XP
STR	8	+1	
BOD	8	+1	
RFL	7	+1	
DEX	7	+1	
INT	6	0	
WIL	8	+1	
CHA	5	0	
EDG	3	-1	

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Combat Sense	4	110, AToW	
Compulsion/Paranoia	-2	110, AToW	
Connections	7	111, AToW	
Enemy	-9	113, AToW	
In for Life/Word of Blake	-3	120, AToW	
Implants/Prosthetics (4)	27	49, AToWC	
Lost Limbs (3)	-15	121, AToW	
Poison Resistance	2	122, AToW	

COMBAT DATA

Condition Monitor

Standard Damage: ○○○○○○○○○○○○○○○○

Fatigue Damage: ○○○○○○○○○○○○○○○○

Stun: ○ Unconscious: ○

Movement (Meters per Turn)

Walk: 15 Climb: 12
Run/Evade: 30 Crawl: 4
Sprint: 60 (120 w/ MASC) Swim: 17

Personal Armor (Loc)		Armor Type	BAR (M/B/E/X)
Ablative/Flak Suit	(Full):	Personal	(2/4/5/2)
	( ):		(/ / /)
	( ):		(/ / /)
	( ):		(/ / /)

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	+8	0M / 2	(Melee)	N/A	
Arm Vibroblade	+8	4M / 4	(1 / -- / -- / --)	1 PPS	In Prosthetic Right Arm
Automatic Shotgun	+7	2B / 5BS	(4 / 10 / 20 / 45)	12	Burst 5; Recoil -1
Martial Eagle MP	+7	3B / 3B	(5 / 20 / 50 / 100)	30	Burst 10; Recoil -1

SKILLS

Skill	Lvl	Links	TN/C	XP
Acrobatics/Free-Fall	+3	RFL	7 / SB	
Acrobatics/Gymnastic	+3	RFL	7 / SB	
Administration	+2	INT+WIL	8 / SA	
Artillery	+3	INT+WIL	8 / SA	
Career/Soldier	+5	INT	7 / SB	
Communications/Conventional	+3	INT	7 / SB	
Computers	+2	INT	8 / CB	
Climbing	+4	DEX	7 / SB	
Demolitions	+4	DEX+INT	9 / CA	
Driving/Ground Vehicles	+3	RFL+DEX	8 / SA	
Interest/Writings of Blake	+5	WIL+CHA	9 / CA	
Interest/Writings of the Master	+6	WIL+CHA	9 / CA	
Interrogation	+1	WIL+CHA	9 / CA	
Language/English	+3	CHA	8 / SA	
Leadership	+5	WIL+CHA	8 / SA	
Martial Arts	+8	RFL+DEX	8 / SA	
MedTech	+3	INT	7 / SB	
Melee Weapons	+8	RFL+DEX	8 / SA	
Navigation/Ground	+5	INT	7 / SB	
Negotiation	+3	CHA	8 / CB	
Perception	+5	INT	7 / SB	
Protocol/Word of Blake	+6	WIL+CHA	9 / CA	
Running	+5	RFL	7 / SB	
Security Systems/Electronic	+3	DEX+INT	9 / CA	
Small Arms	+7	DEX	7 / SB	
Stealth	+4	RFL+INT	8 / SA	
Support Weapons	+4	DEX	7 / SB	
Swimming	+2	STR	7 / SB	
Tactics/Infantry	+5	INT+WIL	9 / CA	
Tracking/Wilds	+4	INT+WIL	8 / SA	

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Andos Andos (order #5214119)

BATTLETECH
A TIME OF WAR

ZOMBIFIED CIVILIAN SQUAD RECORD SHEET

CATALYST game labs

TROOPER 1

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○○○○○
Fatigue Damage: ○○○○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: None BAR (M/B/E/X): (__/__/__/__)
Notes: _____

Movement Data
Walk: 16 m Run/Evade: 26 m Sprint: 52 m
Climb: 4 m Crawl: 4 m Swim: 0 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
AniMelee	+3	OM / 2	(Melee)	N/A	Check for Plague Infection
		/	(/ / /)		
		/	(/ / /)		

TROOPER 2

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○○○○○
Fatigue Damage: ○○○○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: None BAR (M/B/E/X): (__/__/__/__)
Notes: _____

Movement Data
Walk: 16 m Run/Evade: 26 m Sprint: 52 m
Climb: 4 m Crawl: 4 m Swim: 0 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
AniMelee	+3	OM / 2	(Melee)	N/A	Check for Plague Infection
		/	(/ / /)		
		/	(/ / /)		

TROOPER 3

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○○○○○
Fatigue Damage: ○○○○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: None BAR (M/B/E/X): (__/__/__/__)
Notes: _____

Movement Data
Walk: 16 m Run/Evade: 26 m Sprint: 52 m
Climb: 4 m Crawl: 4 m Swim: 0 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
AniMelee	+3	OM / 2	(Melee)	N/A	Check for Plague Infection
		/	(/ / /)		
		/	(/ / /)		

TROOPER 4

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○○○○○
Fatigue Damage: ○○○○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: None BAR (M/B/E/X): (__/__/__/__)
Notes: _____

Movement Data
Walk: 16 m Run/Evade: 26 m Sprint: 52 m
Climb: 4 m Crawl: 4 m Swim: 0 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
AniMelee	+3	OM / 2	(Melee)	N/A	Check for Plague Infection
		/	(/ / /)		
		/	(/ / /)		

TROOPER 5

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○○○○○
Fatigue Damage: ○○○○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: None BAR (M/B/E/X): (__/__/__/__)
Notes: _____

Movement Data
Walk: 16 m Run/Evade: 26 m Sprint: 52 m
Climb: 4 m Crawl: 4 m Swim: 0 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
AniMelee	+3	OM / 2	(Melee)	N/A	Check for Plague Infection
		/	(/ / /)		
		/	(/ / /)		

TROOPER 6

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○○○○○
Fatigue Damage: ○○○○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: None BAR (M/B/E/X): (__/__/__/__)
Notes: _____

Movement Data
Walk: 16 m Run/Evade: 26 m Sprint: 52 m
Climb: 4 m Crawl: 4 m Swim: 0 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
AniMelee	+3	OM / 2	(Melee)	N/A	Check for Plague Infection
		/	(/ / /)		
		/	(/ / /)		

TROOPER 7

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○○○○○
Fatigue Damage: ○○○○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: None BAR (M/B/E/X): (__/__/__/__)
Notes: _____

Movement Data
Walk: 16 m Run/Evade: 26 m Sprint: 52 m
Climb: 4 m Crawl: 4 m Swim: 0 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
AniMelee	+3	OM / 2	(Melee)	N/A	Check for Plague Infection
		/	(/ / /)		
		/	(/ / /)		

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Andos Andos (order #5214119)

BATTLETECH
A TIME OF WAR

ZOMBIFIED SOLDIER SQUAD RECORD SHEET

CATALYST game labs

TROOPER 1

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○○○○○○○○○
Fatigue Damage: ○○○○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: Flak Vest (Torso) BAR (M/B/E/X): (3 / 4 / 3 / 2)
Notes: _____

Movement Data
Walk: 24 m Run/Evade: 34 m Sprint: 68 m
Climb: 6 m Crawl: 6 m Swim: 0 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
AniMelee	+4	OM / 3	(Melee)	N/A	Check for Plague Infection
		/	(/ / /)		
		/	(/ / /)		

TROOPER 2

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○○○○○○○○○
Fatigue Damage: ○○○○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: Flak Vest (Torso) BAR (M/B/E/X): (3 / 4 / 3 / 2)
Notes: _____

Movement Data
Walk: 24 m Run/Evade: 34 m Sprint: 68 m
Climb: 6 m Crawl: 6 m Swim: 0 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
AniMelee	+4	OM / 3	(Melee)	N/A	Check for Plague Infection
		/	(/ / /)		
		/	(/ / /)		

TROOPER 3

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○○○○○○○○○
Fatigue Damage: ○○○○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: Flak Vest (Torso) BAR (M/B/E/X): (3 / 4 / 3 / 2)
Notes: _____

Movement Data
Walk: 24 m Run/Evade: 34 m Sprint: 68 m
Climb: 6 m Crawl: 6 m Swim: 0 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
AniMelee	+4	OM / 3	(Melee)	N/A	Check for Plague Infection
		/	(/ / /)		
		/	(/ / /)		

TROOPER 4

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○○○○○○○○○
Fatigue Damage: ○○○○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: Flak Vest (Torso) BAR (M/B/E/X): (3 / 4 / 3 / 2)
Notes: _____

Movement Data
Walk: 24 m Run/Evade: 34 m Sprint: 68 m
Climb: 6 m Crawl: 6 m Swim: 0 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
AniMelee	+4	OM / 3	(Melee)	N/A	Check for Plague Infection
		/	(/ / /)		
		/	(/ / /)		

TROOPER 5

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○○○○○○○○○
Fatigue Damage: ○○○○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: Flak Vest (Torso) BAR (M/B/E/X): (3 / 4 / 3 / 2)
Notes: _____

Movement Data
Walk: 24 m Run/Evade: 34 m Sprint: 68 m
Climb: 6 m Crawl: 6 m Swim: 0 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
AniMelee	+4	OM / 3	(Melee)	N/A	Check for Plague Infection
		/	(/ / /)		
		/	(/ / /)		

TROOPER 6

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○○○○○○○○○
Fatigue Damage: ○○○○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: Flak Vest (Torso) BAR (M/B/E/X): (3 / 4 / 3 / 2)
Notes: _____

Movement Data
Walk: 24 m Run/Evade: 34 m Sprint: 68 m
Climb: 6 m Crawl: 6 m Swim: 0 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
AniMelee	+4	OM / 3	(Melee)	N/A	Check for Plague Infection
		/	(/ / /)		
		/	(/ / /)		

TROOPER 7

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○○○○○○○○○
Fatigue Damage: ○○○○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: Flak Vest (Torso) BAR (M/B/E/X): (3 / 4 / 3 / 2)
Notes: _____

Movement Data
Walk: 24 m Run/Evade: 34 m Sprint: 68 m
Climb: 6 m Crawl: 6 m Swim: 0 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
AniMelee	+4	OM / 3	(Melee)	N/A	Check for Plague Infection
		/	(/ / /)		
		/	(/ / /)		

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Andos Andos (order #5214119)

BATTLETECH
A TIME OF WAR

ZOMBIFIED MANEI DOMINI SQUAD RECORD SHEET

CATALYST game labs

TROOPER 1

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○○○○○○○○○
Fatigue Damage: ○○○ ○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: Dermal (Full) BAR (M/B/E/X): (4/4/3/4)
Notes: _____

Movement Data
Walk: 30 m Run/Evade: 40 m Sprint: 80 m
Climb: 7 m Crawl: 8 m Swim: 0 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
AniMelee	+5	0M / 4	(Melee)	N/A	Check for Plague Infection
Arm Blade	+5	1M / 5	(Melee)	N/A	
		/	(/ / / /)		

TROOPER 2

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○○○○○○○○○
Fatigue Damage: ○○○ ○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: Dermal (Full) BAR (M/B/E/X): (4/4/3/4)
Notes: _____

Movement Data
Walk: 30 m Run/Evade: 40 m Sprint: 80 m
Climb: 7 m Crawl: 8 m Swim: 0 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
AniMelee	+5	0M / 4	(Melee)	N/A	Check for Plague Infection
Arm Blade	+5	1M / 5	(Melee)	N/A	
		/	(/ / / /)		

TROOPER 3

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○○○○○○○○○
Fatigue Damage: ○○○ ○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: Dermal (Full) BAR (M/B/E/X): (4/4/3/4)
Notes: _____

Movement Data
Walk: 30 m Run/Evade: 40 m Sprint: 80 m
Climb: 7 m Crawl: 8 m Swim: 0 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
AniMelee	+5	0M / 4	(Melee)	N/A	Check for Plague Infection
Arm Blade	+5	1M / 5	(Melee)	N/A	
		/	(/ / / /)		

TROOPER 4

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○○○○○○○○○
Fatigue Damage: ○○○ ○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: Dermal (Full) BAR (M/B/E/X): (4/4/3/4)
Notes: _____

Movement Data
Walk: 30 m Run/Evade: 40 m Sprint: 80 m
Climb: 7 m Crawl: 8 m Swim: 0 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
AniMelee	+5	0M / 4	(Melee)	N/A	Check for Plague Infection
Arm Blade	+5	1M / 5	(Melee)	N/A	
		/	(/ / / /)		

TROOPER 5

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○○○○○○○○○
Fatigue Damage: ○○○ ○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: Dermal (Full) BAR (M/B/E/X): (4/4/3/4)
Notes: _____

Movement Data
Walk: 30 m Run/Evade: 40 m Sprint: 80 m
Climb: 7 m Crawl: 8 m Swim: 0 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
AniMelee	+5	0M / 4	(Melee)	N/A	Check for Plague Infection
Arm Blade	+5	1M / 5	(Melee)	N/A	
		/	(/ / / /)		

TROOPER 6

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○○○○○○○○○
Fatigue Damage: ○○○ ○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: Dermal (Full) BAR (M/B/E/X): (4/4/3/4)
Notes: _____

Movement Data
Walk: 30 m Run/Evade: 40 m Sprint: 80 m
Climb: 7 m Crawl: 8 m Swim: 0 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
AniMelee	+5	0M / 4	(Melee)	N/A	Check for Plague Infection
Arm Blade	+5	1M / 5	(Melee)	N/A	
		/	(/ / / /)		

TROOPER 7

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○○○○○○○○○
Fatigue Damage: ○○○ ○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: Dermal (Full) BAR (M/B/E/X): (4/4/3/4)
Notes: _____

Movement Data
Walk: 30 m Run/Evade: 40 m Sprint: 80 m
Climb: 7 m Crawl: 8 m Swim: 0 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
AniMelee	+5	0M / 4	(Melee)	N/A	Check for Plague Infection
Arm Blade	+5	1M / 5	(Melee)	N/A	
		/	(/ / / /)		

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Andos Andos (order #5214119)

BATTLETECH
A TIME OF WAR

NECROMO SURVIVOR SQUAD RECORD SHEET

CATALYST game labs

TROOPER 1

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○
Fatigue Damage: ○○○○○○○○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: Flak Vest (Torso) BAR (M/B/E/X): (3 / 4 / 3 / 2)
Notes: _____

Movement Data
Walk: 12 m Run/Evade: 22 m Sprint: 44 m
Climb: 3 m Crawl: 3 m Swim: 3 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	+3	0M / 1	(Melee)	N/A	
Auto Pistol	+3	3B / 4	(5/20/45/105)	10	Jam on Fumble
Knife	+1	1M / 1	(Melee)	N/A	

TROOPER 2

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○
Fatigue Damage: ○○○○○○○○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: Flak Vest (Torso) BAR (M/B/E/X): (3 / 4 / 3 / 2)
Notes: _____

Movement Data
Walk: 12 m Run/Evade: 22 m Sprint: 44 m
Climb: 3 m Crawl: 3 m Swim: 3 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	+3	0M / 1	(Melee)	N/A	
Auto Pistol	+3	3B / 4	(5/20/45/105)	10	Jam on Fumble
Knife	+1	1M / 1	(Melee)	N/A	

TROOPER 3

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○
Fatigue Damage: ○○○○○○○○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: Flak Vest (Torso) BAR (M/B/E/X): (3 / 4 / 3 / 2)
Notes: _____

Movement Data
Walk: 12 m Run/Evade: 22 m Sprint: 44 m
Climb: 3 m Crawl: 3 m Swim: 3 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	+3	0M / 1	(Melee)	N/A	
Auto Pistol	+3	3B / 4	(5/20/45/105)	10	Jam on Fumble
Knife	+1	1M / 1	(Melee)	N/A	

TROOPER 4

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○
Fatigue Damage: ○○○○○○○○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: Flak Vest (Torso) BAR (M/B/E/X): (3 / 4 / 3 / 2)
Notes: _____

Movement Data
Walk: 12 m Run/Evade: 22 m Sprint: 44 m
Climb: 3 m Crawl: 3 m Swim: 3 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	+3	0M / 1	(Melee)	N/A	
Auto Pistol	+3	3B / 4	(5/20/45/105)	10	Jam on Fumble
Knife	+1	1M / 1	(Melee)	N/A	

TROOPER 5

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○
Fatigue Damage: ○○○○○○○○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: Flak Vest (Torso) BAR (M/B/E/X): (3 / 4 / 3 / 2)
Notes: _____

Movement Data
Walk: 12 m Run/Evade: 22 m Sprint: 44 m
Climb: 3 m Crawl: 3 m Swim: 3 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	+3	0M / 1	(Melee)	N/A	
Auto Pistol	+3	3B / 4	(5/20/45/105)	10	Jam on Fumble
Knife	+1	1M / 1	(Melee)	N/A	

TROOPER 6

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○
Fatigue Damage: ○○○○○○○○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: Flak Vest (Torso) BAR (M/B/E/X): (3 / 4 / 3 / 2)
Notes: _____

Movement Data
Walk: 12 m Run/Evade: 22 m Sprint: 44 m
Climb: 3 m Crawl: 3 m Swim: 3 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	+3	0M / 1	(Melee)	N/A	
Auto Pistol	+3	3B / 4	(5/20/45/105)	10	Jam on Fumble
Knife	+1	1M / 1	(Melee)	N/A	

TROOPER 7

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○
Fatigue Damage: ○○○○○○○○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: Flak Vest (Torso) BAR (M/B/E/X): (3 / 4 / 3 / 2)
Notes: _____

Movement Data
Walk: 12 m Run/Evade: 22 m Sprint: 44 m
Climb: 3 m Crawl: 3 m Swim: 3 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	+3	0M / 1	(Melee)	N/A	
Auto Pistol	+3	3B / 4	(5/20/45/105)	10	Jam on Fumble
Knife	+1	1M / 1	(Melee)	N/A	

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Andos Andos (order #5214119)

BATTLETECH
A TIME OF WAR

MANEI DOMINI SURVIVOR SQUAD RECORD SHEET

CATALYST game labs

TROOPER 1

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○○○○○○○○○
Fatigue Damage: ○○○○○○○○○○○○○○○○○○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: WoB Suit (Full) BAR (M/B/E/X): (4 / 6 / 5 / 4)
Notes: _____

Movement Data
Walk: 16 m Run/Evade: 26 m Sprint: 52 m
Climb: 8 m Crawl: 4 m Swim: 8 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	+8	0M / 2	(Melee)	N/A	
Vibroblade	+8	6M / 4	(Melee)	1 PPS	
Mauser 1200 LSS	+8	4E / 4B	(55/170/365/740)	5 PPS	Burst 5; Recoil 0

TROOPER 2

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○○○○○○○○○
Fatigue Damage: ○○○○○○○○○○○○○○○○○○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: WoB Suit (Full) BAR (M/B/E/X): (4 / 6 / 5 / 4)
Notes: _____

Movement Data
Walk: 16 m Run/Evade: 26 m Sprint: 52 m
Climb: 8 m Crawl: 4 m Swim: 8 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	+8	0M / 2	(Melee)	N/A	
Vibroblade	+8	6M / 4	(Melee)	1 PPS	
Mauser 1200 LSS	+8	4E / 4B	(55/170/365/740)	5 PPS	Burst 5; Recoil 0

TROOPER 3

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○○○○○○○○○
Fatigue Damage: ○○○○○○○○○○○○○○○○○○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: WoB Suit (Full) BAR (M/B/E/X): (4 / 6 / 5 / 4)
Notes: _____

Movement Data
Walk: 16 m Run/Evade: 26 m Sprint: 52 m
Climb: 8 m Crawl: 4 m Swim: 8 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	+8	0M / 2	(Melee)	N/A	
Vibroblade	+8	6M / 4	(Melee)	1 PPS	
Mauser 1200 LSS	+8	4E / 4B	(55/170/365/740)	5 PPS	Burst 5; Recoil 0

TROOPER 4

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○○○○○○○○○
Fatigue Damage: ○○○○○○○○○○○○○○○○○○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: WoB Suit (Full) BAR (M/B/E/X): (4 / 6 / 5 / 4)
Notes: _____

Movement Data
Walk: 16 m Run/Evade: 26 m Sprint: 52 m
Climb: 8 m Crawl: 4 m Swim: 8 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	+8	0M / 2	(Melee)	N/A	
Vibroblade	+8	6M / 4	(Melee)	1 PPS	
Mauser 1200 LSS	+8	4E / 4B	(55/170/365/740)	5 PPS	Burst 5; Recoil 0

TROOPER 5

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○○○○○○○○○
Fatigue Damage: ○○○○○○○○○○○○○○○○○○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: WoB Suit (Full) BAR (M/B/E/X): (4 / 6 / 5 / 4)
Notes: _____

Movement Data
Walk: 16 m Run/Evade: 26 m Sprint: 52 m
Climb: 8 m Crawl: 4 m Swim: 8 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	+8	0M / 2	(Melee)	N/A	
Vibroblade	+8	6M / 4	(Melee)	1 PPS	
Mauser 1200 LSS	+8	4E / 4B	(55/170/365/740)	5 PPS	Burst 5; Recoil 0

TROOPER 6

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○○○○○○○○○
Fatigue Damage: ○○○○○○○○○○○○○○○○○○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: WoB Suit (Full) BAR (M/B/E/X): (4 / 6 / 5 / 4)
Notes: _____

Movement Data
Walk: 16 m Run/Evade: 26 m Sprint: 52 m
Climb: 8 m Crawl: 4 m Swim: 8 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	+8	0M / 2	(Melee)	N/A	
Vibroblade	+8	6M / 4	(Melee)	1 PPS	
Mauser 1200 LSS	+8	4E / 4B	(55/170/365/740)	5 PPS	Burst 5; Recoil 0

TROOPER 7

Character Name: _____ Squad: _____

Condition Monitor
Standard Damage: ○○○○○○○○○○○○○○○○○○○○
Fatigue Damage: ○○○○○○○○○○○○○○○○○○○○
Stun: ○ Unconscious: ○

Armor
Armor Type: WoB Suit (Full) BAR (M/B/E/X): (4 / 6 / 5 / 4)
Notes: _____

Movement Data
Walk: 16 m Run/Evade: 26 m Sprint: 52 m
Climb: 8 m Crawl: 4 m Swim: 8 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	+8	0M / 2	(Melee)	N/A	
Vibroblade	+8	6M / 4	(Melee)	1 PPS	
Mauser 1200 LSS	+8	4E / 4B	(55/170/365/740)	5 PPS	Burst 5; Recoil 0

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Andos Andos (order #5214119)

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: RVN-3Ld RAVEN (Drone)

Movement Points:
- **Walking:** 6
- **Running:** 9
- **Jumping:** 0

Tonnage: 35

Tech Base: Inner Sphere Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Narc Missile Beacon	LA	0	[E]	—	3	6	9
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	Beagle Active Probe	CT	—	[E]	—	—	—	4

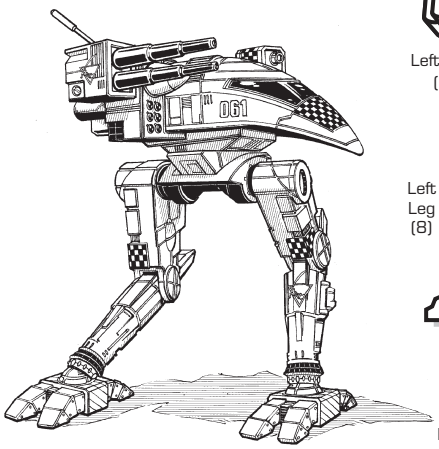
THE BROKEN

WARRIOR DATA

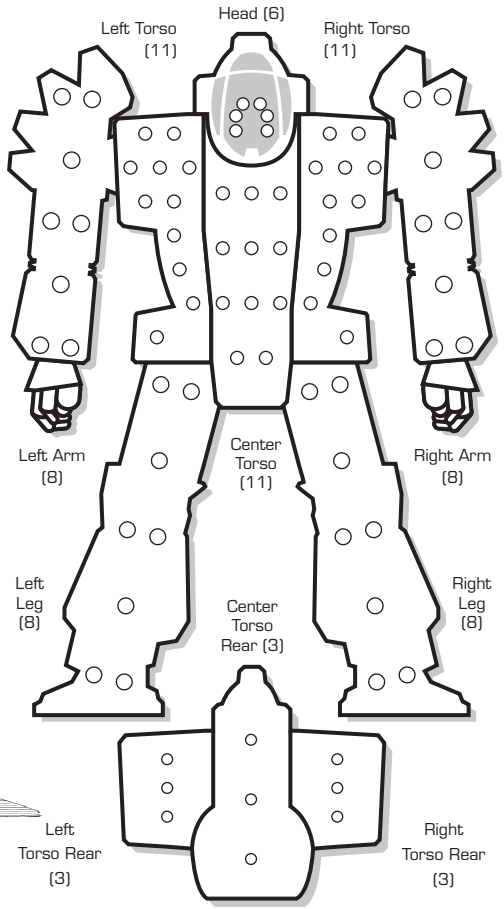
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Narc Missile Beacon
4. Narc Missile Beacon
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6:
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Torso

1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ammo (Narc Pods) 6
5. Ammo (Narc Pods) 6
6. Ammo (SRM 6 Narc) 15

4-6:
1. Guardian ECM Suite
2. Guardian ECM Suite
3. CASE
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

Head

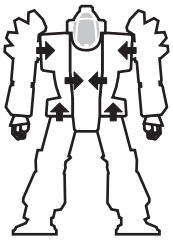
1. Life Support
2. Sensors
3. Robotic Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Beagle Active Probe
6. Beagle Active Probe

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



Damage Transfer Diagram

Right Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Medium Laser
4. Medium Laser
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6:
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Torso

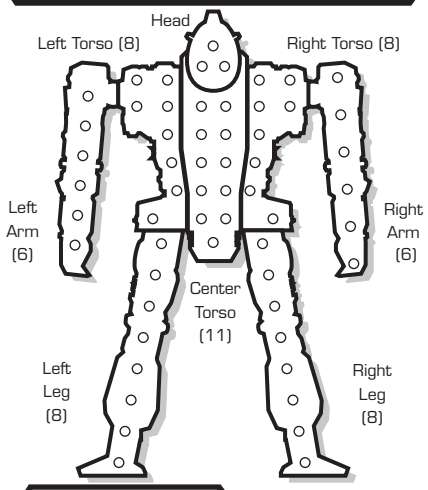
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. SRM 6
5. SRM 6
6. Roll Again

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. 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 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	

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Andos Andos (order #5214119)

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: VND-3Ld VINDICATOR (Drone)

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 0

Tonnage: 45

Tech Base: Inner Sphere, Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10 (DE)	—	7	14	23
2	ER Medium Lasers	LT	5	5 (DE)	—	4	8	12
1	Med. Pulse Laser	HD	4	6 (P)	—	2	4	6

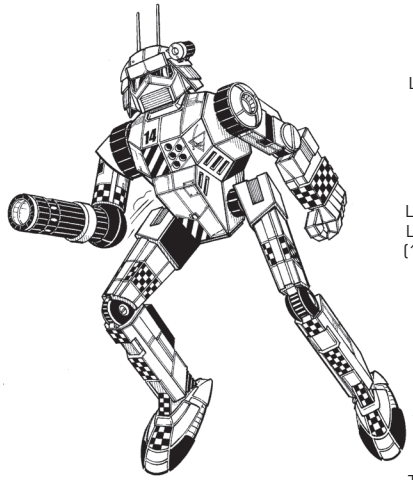
THE BROKEN

WARRIOR DATA

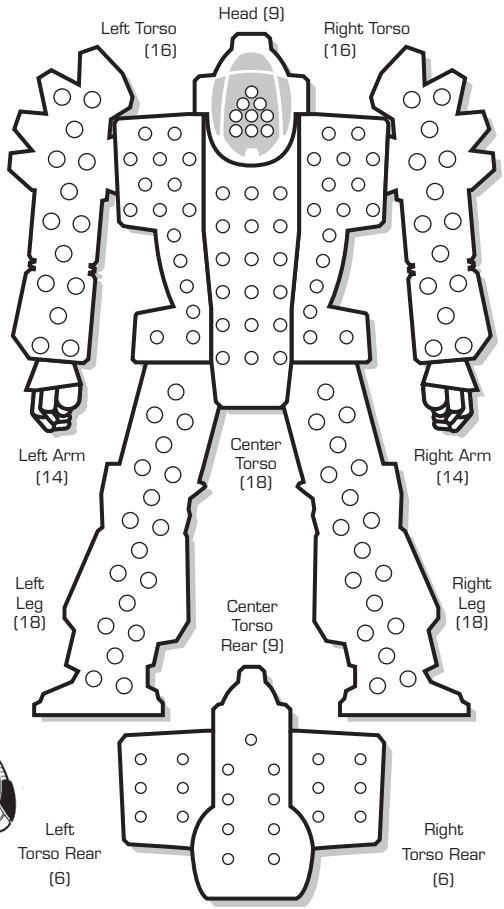
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

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

1-3

1. Double Heat Sink
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER Medium Laser
5. ER Medium Laser
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Robotic Cockpit
4. Medium Pulse Laser
5. Sensors
6. Life Support

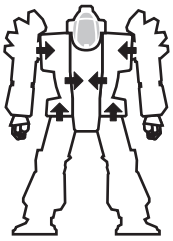
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

4-6

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



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. ER PPC
2. ER PPC
3. ER PPC
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

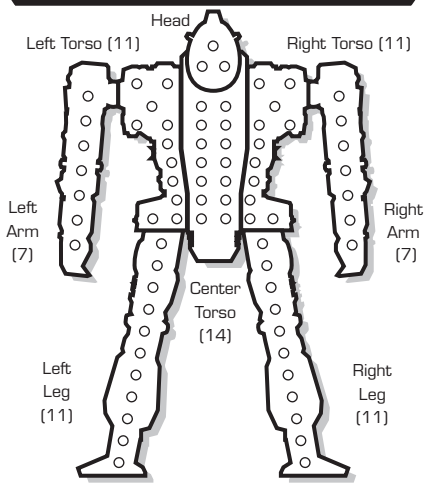
1-3

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. 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: 16 (32) 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	

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Andos Andos (order #5214119)

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: CTF-3Dd CATAPHRACT (Drone)

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere
Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	RA	1/Sht	5/Sht [DB,R/C]	2	6	13	20
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	ER Small Laser	LA	2	3 (DE)	—	2	4	5
1	LB 10-X AC	RT	2	10 [DB,C/F/S]	—	6	12	18
1	Medium Laser	RT(R)	3	5 [DE]	—	3	6	9
1	Medium Laser	LT(R)	3	5 [DE]	—	3	6	9

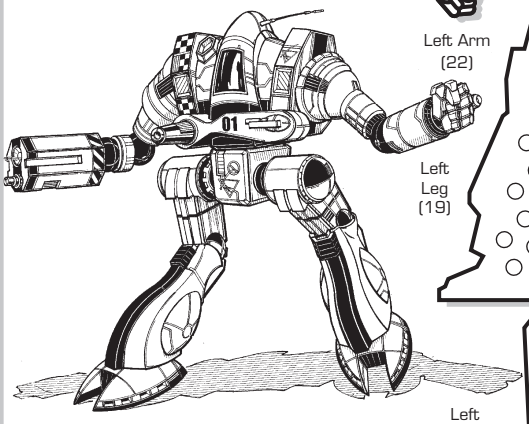
THE BROKEN

WARRIOR DATA

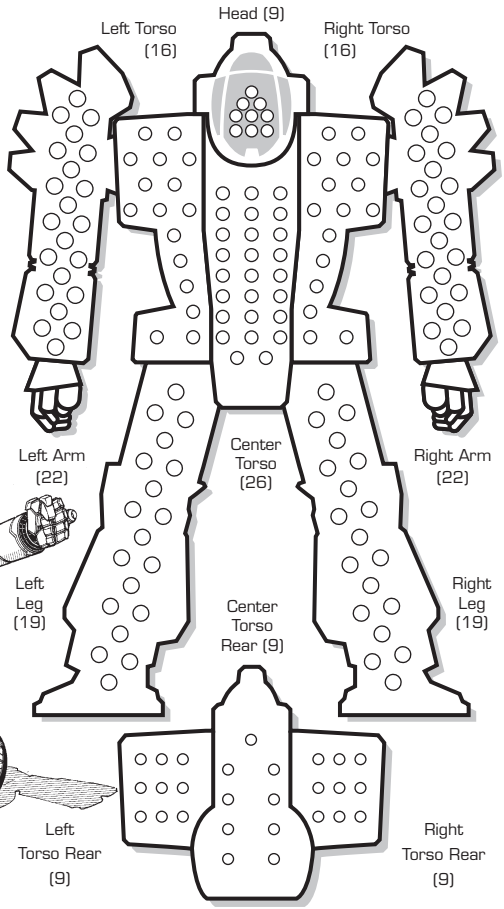
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. ER Small Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Heat Sink
5. Heat Sink
6. Medium Laser (R)

4-6
1. Ammo (LB 10-X AC) 10
2. Ammo (LB 10-X AC Cluster) 10
3. CASE
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

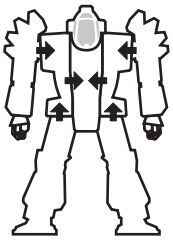
1. Life Support
2. Sensors
3. Robotic Cockpit
4. Heat Sink
5. Sensors
6. Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Ultra AC/5
5. Ultra AC/5
6. Ultra AC/5

4-6
1. Ultra AC/5
2. Ultra AC/5
3. Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

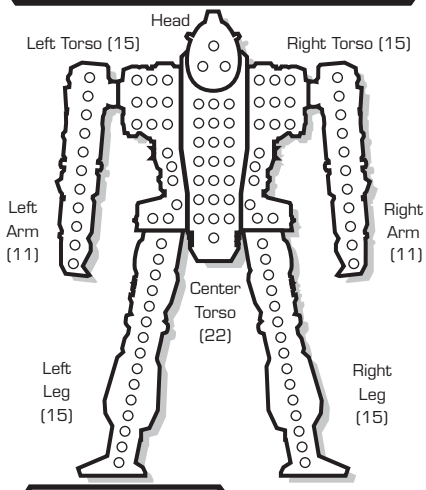
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

4-6
1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
4. Medium Laser (R)
5. Ammo (Ultra AC/5) 20
6. CASE

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. 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: 16 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	

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Andos Andos (order #5214119)

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: AWS-9Md AWESOME (Drone)

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 0

Tonnage: 80
Tech Base: Inner Sphere
Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10 (DE)	—	7	14	21
1	ER PPC	RT	15	10 (DE)	—	7	14	21
1	ER PPC	LT	15	10 (DE)	—	7	14	21
1	Med. Pulse Laser	CT	4	6 (P)	—	2	4	6
1	Small Pulse Laser	HD	2	3 (P)	—	1	2	3

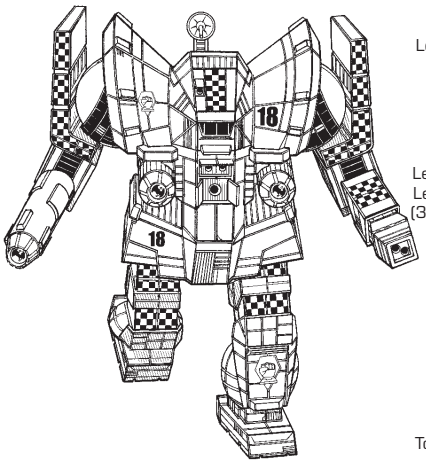
THE BROKEN

WARRIOR DATA

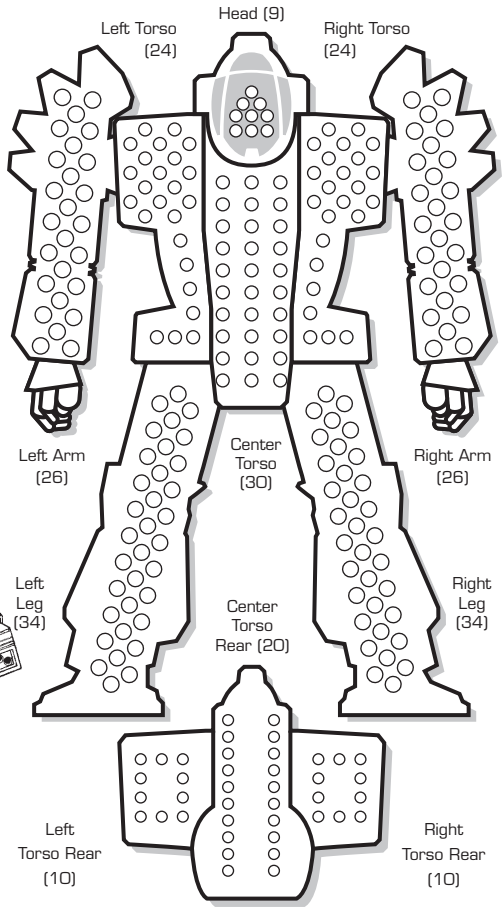
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

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

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sinknk
2. Double Heat Sink
3. Double Heat Sink
4. ER PPC
5. ER PPC
6. ER PPC

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Robotic Cockpit
4. Small Pulse Laser
5. Sensors
6. Life Support

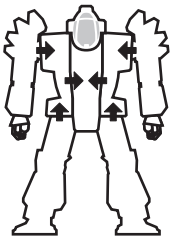
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Medium Pulse Laser
6. Roll Again

4-6

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



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER PPC
5. ER PPC
6. ER PPC

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

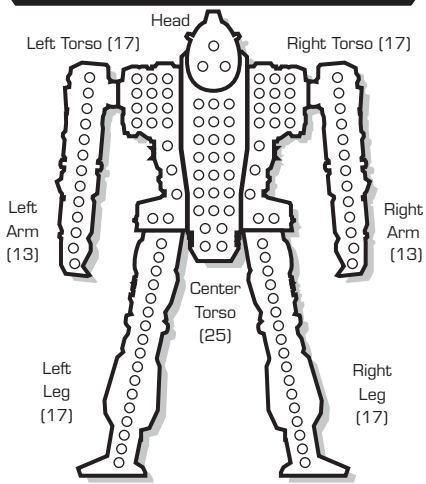
1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER PPC
5. ER PPC
6. ER PPC

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects
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 Sinks:
20 (40)
Double

○○
○○
○○
○○
○○
○○
○○
○○
○○
○○

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

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Andos Andos (order #5214119)

BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Erinyes**
Tons: 2
Movement Points:
Walk/Run/Jump
4 / 6 / 4

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 1	2/Msl [M,C,S]	–	3	6	9

Ammo: (SRM 1) 5

PILOT DATA

Name: _____
Gunnery Skill: _____

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

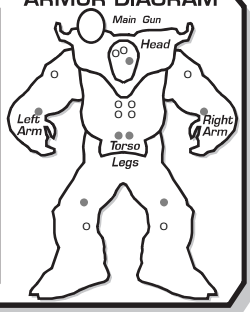
BV: 67

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Orc**
Tons: 4
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	SRM 1	2/Msl [M,C,S]	–	3	6	9
Torso B:	SRM 1	2/Msl [M,C,S]	–	3	6	9
Right Arm:	SRM 1	2/Msl [M,C,S]	–	3	6	9
Left Arm:	SRM 1	2/Msl [M,C,S]	–	3	6	9

Ammo: (SRM 1) 20

PILOT DATA

Name: _____
Gunnery Skill: _____

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

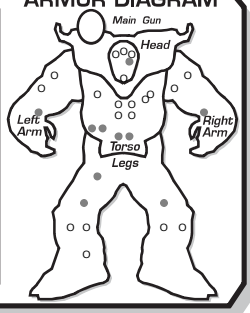
BV: 182

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Satyr**
Tons: 4
Movement Points:
Walk/Run/Jump
7 / 11

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Small Laser	5 [DE]	–	2	4	6
Torso B:	Light Active Probe	[E]	–	–	–	3

PILOT DATA

Name: _____
Gunnery Skill: _____

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

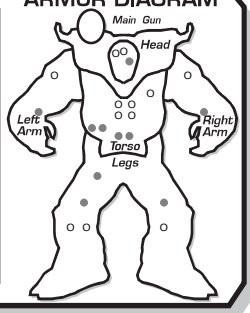
BV: 133

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Satyr**
Tons: 4
Movement Points:
Walk/Run/Jump
7 / 11

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Small Laser	5 [DE]	–	2	4	6
Torso B:	Light Active Probe	[E]	–	–	–	3

PILOT DATA

Name: _____
Gunnery Skill: _____

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

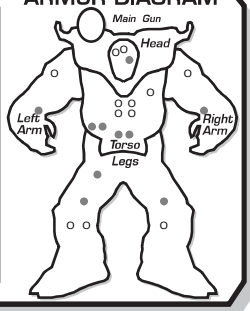
BV: 133

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Chrysaor**
Tons: 6
Movement Points:
Walk/Run/Jump
6 / 9

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	–	1	2	4
Torso B:	ER Micro Laser	2 [DE]	–	1	2	4
Right Arm:	ER Micro Laser	2 [DE]	–	1	2	4
Left Arm:	ER Micro Laser	2 [DE]	–	1	2	4

PILOT DATA

Name: _____
Gunnery Skill: _____

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

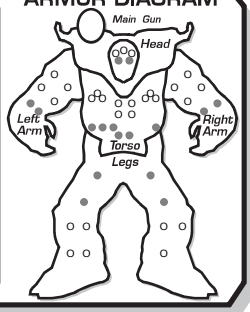
BV: 174

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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Andos Andos (order #5214119)

BATTLETECH™

PROTOMECH RECORD SHEET

PROTOMECH 1

Type: **Hydra**
Tons: 6
Movement Points:
Walk/Run/Jump
4 / 6

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P,AI]	—	1	2	3
Main Gun:	Streak SRM 3	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 3) 10

PILOT DATA
Name: _____
Gunnery Skill: _____

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

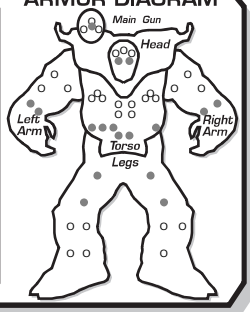
BV: 209

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 2

Type: **Hydra**
Tons: 6
Movement Points:
Walk/Run/Jump
4 / 6

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	Micro Pulse Laser	3 [P,AI]	—	1	2	3
Main Gun:	Streak SRM 3	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 3) 10

PILOT DATA
Name: _____
Gunnery Skill: _____

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

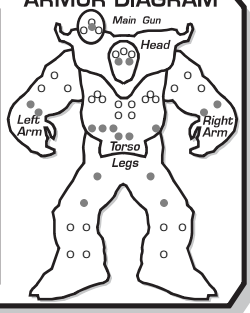
BV: 209

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 3

Type: **Roc**
Tons: 7
Movement Points:
Walk/Run/Jump
5 / 8 / 5

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Main Gun:	ER Medium Laser	7 [DE]	—	5	10	15

PILOT DATA
Name: _____
Gunnery Skill: _____

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

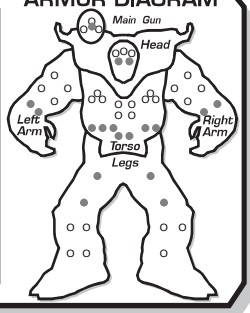
BV: 336

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 4

Type: **Gorgon**
Tons: 8
Movement Points:
Walk/Run/Jump
4 / 6

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Micro Laser	2 [DE]	—	1	2	4
Main Gun:	LRM 10	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 10) 12

PILOT DATA
Name: _____
Gunnery Skill: _____

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

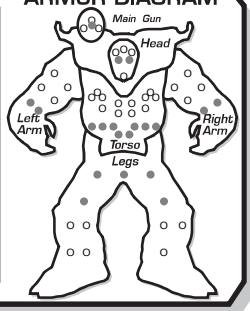
BV: 295

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



PROTOMECH 5

Type: **Minotaur**
Tons: 9
Movement Points:
Walk/Run/Jump
3 / 5 / 3

WEAPONS INVENTORY

LOC.	TYPE	Dmg	Min	Sht	Med	Lng
Torso A:	ER Medium Laser	7 [DE]	—	5	10	15
Torso B:	ER Medium Laser	7 [DE]	—	5	10	15

PILOT DATA
Name: _____
Gunnery Skill: _____

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

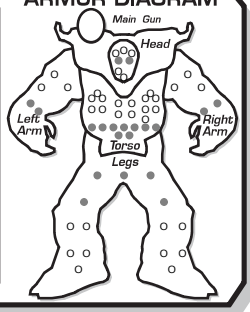
BV: 424

HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

*Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

ARMOR DIAGRAM



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