

BATTLETECH



DARK AGE TURNING POINTS

VEGA





BATTLETECHTM

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VEGATM



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CHAOS REIGNS

DEEPDELVERS INC. MINING SITE XA12 (AKA CAMP KERWIN)
OUTSIDE JALONJIN, VEGA
PREFECTURE I, THE REPUBLIC OF THE SPHERE
30 NOVEMBER 3133

The *Legionnaire* fell. Curls of oily smoke, remnants of a gutted gyroscope, trailed from a jagged hole over its heart. Matthias Vidar felt no joy in that.

"This is the Colonel. Stand down. Remember your oaths." Matthias Vidar knew his voice was full of desperation and tinged with regret, which probably did little to help his case. But he had to try. He was sick of killing his own men.

A roar engulfed his cockpit as a loyal Balac screamed past, its heavy machine gun spewing out round after round of hot metal. The pilot was a natural, juking and weaving between the massive mounds of tailings left over from the mining operations. It didn't seem to matter to the pilot that his VTOL was taking fire from all directions. In a flash, the Balac was through the chaos, banking around for a second pass.

Matthias stood on the crest of a small hill some twenty or thirty meters from the main entrance to the Kerwin mines. His *Hellstar* was nearly intact, with just minor armor damage incurred during the initial mad rush to safety when the conflict had begun. If it hadn't been for his self-appointed bodyguards, it would have ended right then and there. Now he stood apart from the heart of the battle, defending himself whenever one of the traitors got too close and trying in vain to reason with his former troops when he had an opening.

"Please," he broadcast again. "You are soldiers of The Republic. You have a duty to your nation, to this world and to me. Stand down!" But he knew in his heart this time would be just as futile as all the rest.

"Colonel, they're not going to listen." That was Singh, the pilot of the *Shockwave* standing to his left. It had been Singh who had saved him when Major Yannic started this fight. Singh and the two warriors at his back.

"But I still have to try, Jared."

"Yes, Colonel."

Singh was a good kid. Hopefully he'd survive this mess.

Matthias turned his attention back to the battlefield. It was nearly impossible to tell anymore who was on which side. He easily picked out Per Yannic's *Battlemaster* and watched as the Major triumphantly punched his metal fist through the cockpit of a one-armed *Ghost*. The lighter 'Mech's limbs jerked as the pilot inside was crushed into paste.

Over by the water tower, a Yasha was in pursuit of the Balac he had spotted earlier. It was a graceful—if deadly—ballet that the two aircraft danced, with neither pilot able to get the upper hand. Any other time he might be tempted to simply sit back and watch the display of aerial skill.

To his right, he saw four Purifiers tearing their way past the armor on the leg of a *Blade* and slicing their lasers into the myomers inside. Hamstrung, the 'Mech faltered to one side and crashed to the ground. Three of the battle armored infantry leapt away before it struck, but the falling *Blade* reached out and slapped at the fourth, sending it spinning hard into a nearby outcropping.

Every one of the dead or dying was a Republic warrior, a member of Vega's planetary militia.

Dead ahead two Bellonas charged towards Matthias' vantage point. He sighed at the waste of it all and steadied his *Hellstar* to meet the oncoming hovertanks. He watched as they drew nearer, meters counting down in his HUD. Matthias had no desire to kill more of his people and knew he had to give the crews every opportunity to change their minds and their course before he opened fire.

"Remember, lads, we just want to cripple those tanks. Only use deadly force if absolutely necessary." Two voices signaled their acknowledgment: Singh and Doslic. Matthias had just a second to recall that Herndon, in the *Victor*, had seared his throat inhaling toxic fumes when a close call with a PPC vaporized his cockpit canopy. He took the man's confident step forward as recognition of the colonel's command. And then the Bellonas were upon them.

Proximity alarms blared from his cockpit speakers. Matthias slapped the controls to shut them off so he could concentrate. The Bellonas were fast, much faster than his *Hellstar*. One broke left, skirting the edge of their four-man formation in an attempt to flank them. Singh in his *Shockwave* lashed out with both his large laser and the autocannon perched on his right shoulder. The autocannon's high-speed projectiles chewed up the dirt behind the swift hovertank, missing its target by mere centimeters. The laser struck dead center on the Bellona's LRM rack. Flames burst from the missile launcher as the tank skewed sideways and the driver tried to regain control. Just when it looked like he might succeed, a harsh series of explosions rippled across the spine of the tank. The LRM munitions did the rest of the work. Soon, the hovertank was nothing more than a shattered hulk tumbling across the field as it expended the last of its momentum.

The second Bellona tried to speed between his *Hellstar* and Bartol Doslic's *Jupiter*. Matthias hesitated, knowing he could not fire upon the tank without risking hitting his comrade. Doslic, a giant peasant of a man with a joyous laugh and a friendly nature, lashed out at the Bellona with his 'Mech's left foot. A terrible crunch echoed in Matthias' cockpit as forty-five tons of metal slammed into the appendage at over one hundred kilometers per hour. Neither machine did well in the collision. The Bellona spun end over end through the air, its cockpit and entire front end crushed beyond belief. Doslic's *Jupiter* stumbled backwards as the sudden sheering off of its foot unbalanced the massive assault-class BattleMech. Matthias cringed as the 'Mech crashed to the ground, its head slamming into a large boulder. The *Jupiter* lay still.

"Bart!" Singh's *Shockwave* loped over to his fallen comrade and clumsily knelt beside the damaged 'Mech.

Matthias swallowed past a lump in his throat as he waited for news of Doslic's survival. Out of nowhere, a chill crept down his spine, as if some great shadow had passed over his soul. He heard a voice come over his comms, rough and scarred and torn from the devastated remains of a human throat.

"I'm sorry, Colonel."



DARK AGE TURNING POINTS

VEGA

Welcome to *Dark Age Turning Points: Vega*, a campaign book designed to give players the opportunity to fight in one of the landmark conflicts of the Inner Sphere's tumultuous history.

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

The **Atlas** section presents a global view followed by some quick facts about Vega. Included in this section you will find terrain tables broken into various categories. These tables can be used as a random chart to determine the maps used in the tracks, or simply as a guide to give you ideas of the types of terrain found on the world. This section also contains a list of various additional terrain types, environment, and other rules that can be used to enhance your game experience. All players should agree whether or not to use any or all of these features before play begins.

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

The **Tracks** section presents several key battles that occurred on the world, though they are not the only ones. Players wishing to incorporate these tracks into their *Chaos Campaign* campaigns should use the Warchest Points (WP) listed in the brackets. Optional points are awarded only if the group achieves at least one Objective while using the listed option. Objective points are cumulative as they are achieved, unless otherwise noted.

The **Annex** section contains seven official Record Sheets. First is the *Atlas* of Lord Jedra Kean, *de facto* ruler of Vega before the coming of the Ghost Bears. Next is the *Pack Hunter* of Galaxy Commander Isis Bekker of the Ghost Bears' Omega Galaxy. Also included are two IndustrialMechs: the RCL-4 Dig Lord and a variant Dig Lord modified for combat.

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Special thanks from the author: To Ben, for letting me do another one of these and being very loose on deadlines. To Mike Miller, Aaron Pollyea, Chris Wheeler, Luke Robertson and Johannes Heidler for their extra help in smoothing out some of the rougher edges. To the Gramercy Gang, for making my life so frustrating interesting.

For more information about the various conflicts on Vega, see the novel *Trial By Chaos*, by J. Steven York.

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA

NOTE!

The last four pages of this PDF are sized for 11" x 17" paper. Please keep this in mind when printing out the document.

VEGA

Governor: Vincent Florala
Star Type (Recharge Time): A0V (161 hours)
Position in System: 7 (of 8)
Time to Jump Point: 51.51 days
Number of Satellites: None (asteroid ring)
Surface Gravity: 0.98
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 45° C (Arid)
Surface Water: 21 percent
Recharging Station: Nadir
HPG Class Type: A (Non-functional)
Highest Native Life: None
Population: 2,997,000,000
Socio-Industrial Levels: A-C-B-C-B



VEGA

Long an important world in the Draconis Combine, Vega became the victim of the constant warfare that reigned throughout the Succession Wars period. As a result of numerous raids and assaults, the planet is dotted with many ruined cities and devastated factory complexes. Despite the presence of great mineral and metallurgical resources, Vega has decreased in importance since the days when it was celebrated as the world where the first Star League was born. As a nod to its place in history, Devlin Stone chose Vega as the capital of Prefecture I during the early days of The Republic.

Though traditionally divided into three continents, the landmasses appear from space to form one almost continuous body. The shallow Nilos Ocean barely deserves the name, appearing more as a large river system that keeps the edges of the continents supplied with plentiful fresh water while leaving the interiors as unforgiving deserts. The capital, Neucason, was one of the few major port cities; most of the remaining settlements on the planet are devoted to mining or industry.

Vega is a dry and hot world, with an average temperature at the equator far above the comfort levels of most people. Because the planet lacks significant axial tilt, however, the poles are covered by small icecaps and are quite a bit less intolerable; the Trebason Mountains at the southern pole even provide some good downhill skiing year-round.

While all the worlds of The Republic have suffered in the wake of the Blackout, Vega's troubles began even before then. Rampant speculation and a fear of Lyran market manipulation led to a massive bank collapse in October 3131. Evidence discovered years later revealed that subtle undermining of the planet's economy by agents of the Draconis Combine also contributed to this devastating collapse, which plunged many Vegans into severe financial ruin. With help from the planetary government the economy was taking its first steps towards a slow and painful recovery when the HPG network crashed in August 3132. Vega was one of the first HPGs to go dark on Gray Monday and technicians were hopeful of restoring service quickly. The real tragedy came mere days later when an explosives-laden fighter from the local garrison purposefully slammed into the government complex in Neucason, wiping out the HPG station and nearly the entire bureaucracy in a matter of seconds. By the time the dust cleared, Governor Olivia Vron was dead and Legate Francis Nguyen, out of the city on an inspection tour of New Egypt, had declared martial law. With Lord Governor Paskal Graczyk and Prefect Mei Otamura on Terra and the loss of communications, Vega found itself fallen from its position as a Prefectural capital into a state of near lawlessness.

Mapsheets

The following tables represent the categories of terrain that can be found on the battlefields of Vega. Players may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified by the scenario. MS = Map Set, MSC = Map Set Compilation, BT = Classic BattleTech Introductory Box Set.

OPTIONAL RULES

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

VEGA MAPSHEETS TABLE

NORTH NANTURO	1D6 Result	Map
	1	Desert Hills (MSC1)
	2	Desert Mountain #1 (MSC1)
	3	Deep Canyon #2 (MSC2)
	4	Desert Sinkhole #1 (MSC1)
	5	City Ruins (MSC1)
	6	Open Terrain #2 (MSC2)

SOUTH NANTURO	1D6 Result	Map
	1	Open Terrain #2 (MSC2)
	2	River Valley (MSC1)
	3	River Delta/Drainage Basin #1 (MSC1)
	4	Woodland (MSC2)
	5	Rolling Hills #1 (MSC1)
	6	Wide River (MSC2)

FORSAIR	1D6 Result	Map
	1	BattleTech (MSC1)
	2	Desert Sinkhole #2 (MSC1)
	3	Rolling Hills #1 (MSC1)
	4	Open Terrain #1 (MSC2)
	5	Box Canyon (MSC2)
	6	Rolling Hills #2 (MSC1)

Base Terrain Types

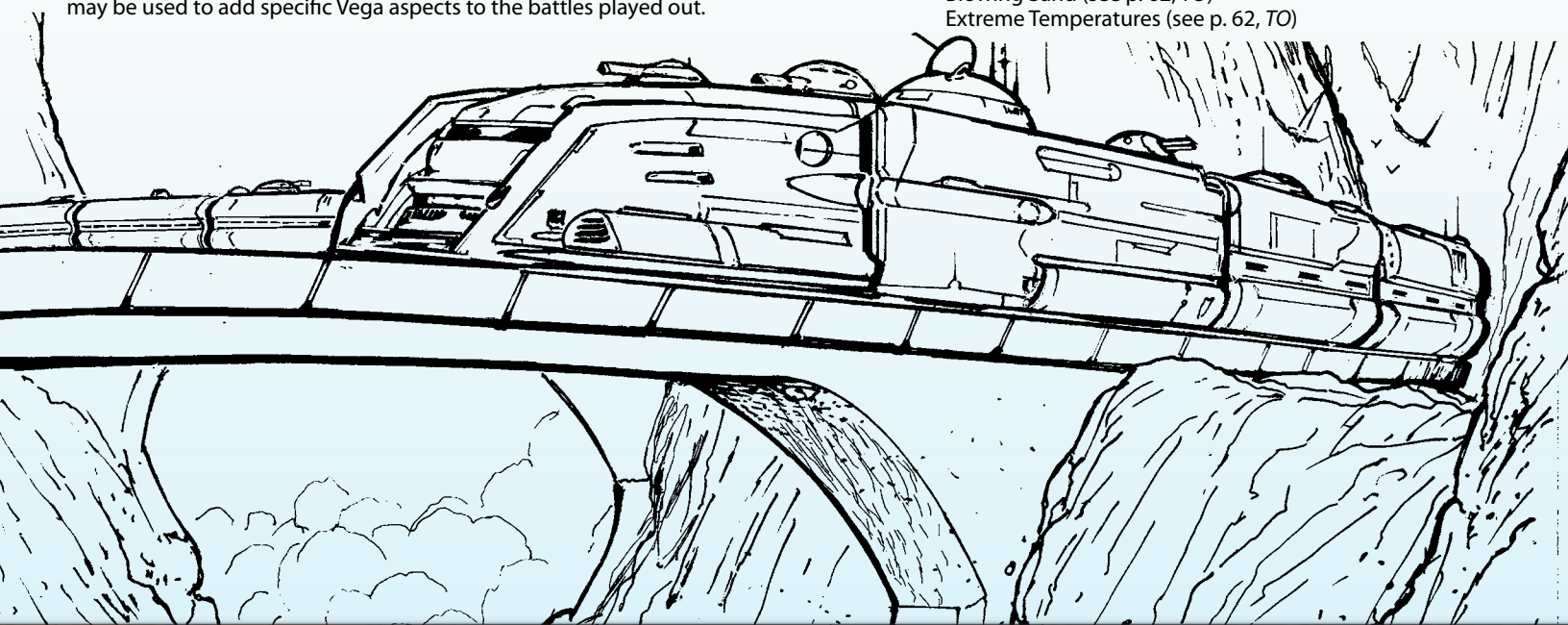
Gravel Piles (see p. 30, TO)
 Rubble (Ultra) (see p. 39, TO)
 Sand (see p. 39, TO)
 Sheer Cliffs (see p. 39, TO)

Terrain Modifications and Conditions

Fire (see p. 43, TO)
 Rails (see p. 51, TO)
 Electromagnetic Interference (see p. 55, TO)

Weather Conditions

Moonless Night (see p. 58, TO)
 Tornado (see p. 61, TO)
 Wind (see p. 61, TO)
 Blowing Sand (see p. 62, TO)
 Extreme Temperatures (see p. 62, TO)



THE VEGA CAMPAIGN

Legate Nguyen was now the sole maintainer of law and order on the planet and took his job very seriously. Many opportunists had seized upon Vega's misfortune and began exploiting their neighbors. Nguyen still held the loyalty of most of his troops, though it soon became clear that local pressures and individual ambitions would chip away at the solidarity of the militia. Already, a number of strong rivals to the Legate's influence were springing up in the farther provinces.

The arrival of a detachment from the Dragon's Fury in March 3133 was a wakeup call that the troubles the planet was experiencing would not remain local for long. Though the militia was showing the strains of factionalization, the garrison at the port city of Rahat pulled itself together to oppose the invaders and, though outclassed by the elite warriors of the Amaterasu, were able to stall the Fury advance long enough to convince the commander to abandon the effort. Nguyen seized upon their victory and held up the Rahat garrison as an example of how Vega could still be saved.

But the Legate would never get a chance to salvage his world. In November 3133, elements of the Third New Samarkand Regulars landed near the temporary capital city of Nasew. The Third was a vanguard force for the Draconis Combine's planned conquest of Vega. Fortunately for the Vegan defenders, a catastrophic failure in the lift systems of a Regulars' DropShip cost them over half of their full strength before they even made planetfall and the invaders were easily routed. Unfortunately, a lucky shot from a Regulars' Mech in the brief exchange took out Legate Nguyen, leaving the militia victorious but leaderless.

Almost immediately after the retreat of the Combine forces, the Vegan militia shattered. Desertions became commonplace across the planet as every soldier looked out for themselves first. Legate Nguyen's second-in-command Colonel Matthias Vidar tried in vain to hold them together but three assassination attempts in as many weeks convinced him he was fighting a lost cause and his death in a massive internecine battle at Jalonjin put the final nail in the militia's coffin. The age of the Warlords had begun.

Not every so-called Warlord was former militia. Many were ruthless criminals or influential businessmen who had managed to gather about themselves a significant military presence. As they staked out their claims on the continents of Vega, the Warlords clashed repeatedly. Power was soon concentrated in the hands of roughly a dozen Warlords, each with their own territory, power base, and rivalries.

By 3135 most of the fighting between Warlords had quieted down. Power on Vega had congealed into the hands of a few lesser Warlords and one major player who styled himself Lord of the planet. Jedra Kean, a former militia soldier turned criminal leader, had bribed, tricked, schemed and bullied his way to the top. With the death of rival Warlord Alan Cunningham of Nabshah Oasis, Kean was top dog and aimed to stay that way. Beginning with lawyers and non-cooperative military veterans, Kean and his fellow surviving Warlords instituted a wholesale "cleansing" of the planet. Hundreds of thousands of intellectuals were rounded up and murdered, and eventually even managerial and technical services personnel were included in the purges. These "Warlord Massacres" further undercut Vega's ability to pull itself out of the hole it had fallen into. Roving gangs of desperate citizens patrolled the streets of Nasew and the larger cities in search of food and medical supplies, while smaller settlements were simply abandoned or emptied as a result of the purges. The situation on Forsair and South Nanturo wasn't as dire as it was on North Nanturo, but conditions there were still far below where they had been during the planet's tenure as a Prefecture capital.

The end to this dark chapter in Vega's history came at the hands of Clan Ghost Bear, which sent three Galaxies into Prefecture I with the goal of stabilizing the region. Omega Galaxy, long considered a less than honorable part of the Bear touman, was assigned to Cebalrai and Vega. Though they encountered difficulties in landing at the spaceport in Nasew, the Raging Bears soon found themselves aided by a native Vegan resistance force. With the Bears' arrival, the power of the Warlords was broken once and for all: Lord Jedra Kean fell in combat against Galaxy Commander Isis Bekker.

A year passed with Omega Galaxy providing a guiding hand to the reborn government. Though many of the people were wary or even outright hostile to the Clanners, Galaxy Commander Bekker and her people persevered and began to slowly integrate into Vegan society. All the while, agents of the Draconis Combine, which had appeared to abandon its efforts to conquer the planet years earlier, worked behind the scenes to keep the recovery effort from succeeding. Unbeknownst to all but his closest allies at the time, Jedra Kean had been the recipient of covert Combine aid with the promise that he would support their eventual conquest. The arrival of the Ghost Bears disrupted this plan and time now had to be spent on demonizing the Clan occupiers in the public eye while sneaking military forces onto the planet. These forces were to be the harbinger of a larger assault, which finally came in late 3136 when the Forty-fourth Benjamin Regulars set down in the mountains outside of Nasew.

The Bear forces, struggling internally to deal with a resurgence of the Freeminders, a radical social movement among the Clan's lower castes, and still not fully accepted by the people of Vega, found themselves facing overwhelming odds without much hope of victory. Once more, however, they were saved by Vegans. As part of a covert mission to secure allies, an agent of the wealthy industrialist Jacob Bannson had come to Vega in possession of secret files proving that the Draconis Combine had been behind many of the woes Vega had faced since the crash of the HPG network. The release of these files, including video evidence of the conspiracy, pushed the Vegans into accepting their Clan allies and fighting back against the Combine invaders. Bannson's hiring of the Twelfth Vegan Rangers mercenary outfit to join the defense of the planet helped turn the tide and the Combine was once more sent packing.

Now united as the newly declared Vega Protectorate, the Bears and the Vegans renewed their efforts to restore the planet. One final time the Draconis Combine attempted to conquer Vega, sending the Fifth Sword of Light along with the hastily refit survivors of the Forty-fourth Benjamin Regulars to try the defenders while they were still consolidating their new alliance. The two Combine units landed south of the capital city and began a march intended to lead straight into the heart of the Protectorate's infant government. However, Galaxy Commander Bekker had called back most of the Omega units on Cebalrai and offered the Vegan Rangers a permanent home. Their strength, plus that of a more confident and better equipped Vega Regulars, was enough to prevent the invaders from achieving their goals. The Protectorate, an experiment in integrating Clan and Inner Sphere societies to an even greater degree than the Rasalhague Dominion, survived its birthing pains and Vega's recovery was in good hands.

RANDOM ASSIGNMENT TABLES: VEGA, 3133-3137

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

RANDOM ASSIGNMENT TABLE: VEHICLES AND INFANTRY

LIGHT VEHICLES	2D6 RESULT	REPUBLIC OF THE SPHERE	DRACONIS COMBINE	CLAN GHOST BEAR
	1	Beagle hover scout	Yasha	Donar
	2	Pegasus scout hover tank	J. Edgar Hover tank	Skulker
	3	Saxon APC	Pegasus	Odin
	4	Donar assault helicopter	Scorpion	Zorya
	5	Aeron strike VTOL	Cavalry	Svantovit
	6	Fox Armored Car	Saracen	Asshur

MEDIUM VEHICLES	2D6 RESULT	REPUBLIC OF THE SPHERE	DRACONIS COMBINE	CLAN GHOST BEAR
	1	Giggins APC	Drillson	Hetzer
	2	Bellona hover tank	Hetzer	Ares
	3	Demon medium tank	Hiryo	Hachiman
	4	Ranger A.F.V.	Maxim	Tyr
	5	Condor heavy hover tank	Myrmidon	Ku
	6	Prowler multi-terrain vehicle	Condor	Maxim

HEAVY VEHICLES	2D6 RESULT	REPUBLIC OF THE SPHERE	DRACONIS COMBINE	CLAN GHOST BEAR
	1	Brutus assault tank	Zhukov	Shoden
	2	Winston combat vehicle	Patton	Oro
	3	Kinnol MBT	Tokugawa	Pike
	4	Marsden II MBT	Bulldog	Ishtar
	5	Demon tank	Brutus	Athena
	6	LRM carrier	Manticore	Tokugawa

ASSAULT VEHICLES	2D6 RESULT	REPUBLIC OF THE SPHERE	DRACONIS COMBINE	CLAN GHOST BEAR
	1	Alacorn heavy tank	Alacorn	Morrighu
	2	Behemoth II heavy tank	Schrek	Puma
	3	M1 Marksman MBT	Ontos	Mars
	4	DI Morgan assault tank	Heavy LRM carrier	Demolisher
	5	Partisan air defense tank	Schiltron	Huitzilopochtli
	6	JES II strategic missile carrier	Behemoth	Mars

INFANTRY	2D6 RESULT	REPUBLIC OF THE SPHERE	DRACONIS COMBINE	CLAN GHOST BEAR
	1	Motorized	Foot	Elemental B.A.
	2	Foot	Kanazuchi B.A.	Rogue Bear B.A.
	3	Hauberk B.A.	Jump	Golem B.A.
	4	Infiltrator Mk II B.A.	Kage B.A.	Foot
	5	Jump	Motorized	Foot
	6	Angerona B.A.	Raiden B.A.	Rogue Bear B.A.

RANDOM ASSIGNMENT TABLE: BATTLEMECHS

LIGHT 'MECHS	2D6 RESULT	REPUBLIC OF THE SPHERE	DRACONIS COMBINE	CLAN GHOST BEAR
	2	Koshi	LCT-5W Locust	Pack Hunter
	3	Pack Hunter 3	SDR-9KC Venom	Crimson Hawk 2
	4	RVN-4L Raven	Morrigan	Bear Cub
	5	PNT-10K2 Panther	PNT-13K Panther	Locust IIC 3
	6	MLR-B2 Mjolnir	KBO-7B Kabuto	Fire Moth
	7	Ocelot 3	JR7-C2 Jenner	Bear Cub 2
	8	LCT-6M Locust	NX-90 Nyx	Hankyu B
	9	STG-5T Stinger	RTX1-0G Raptor	Koshi
	10	V4-LNT-J3 Valiant	SDR-7KC Spider	Peregrine
	11	SDR-8R Spider	WGT-2LAWC3 Wight	Uller
	12	BLD-XL Blade	MON-86 Mongoose	Hellion

MEDIUM 'MECHS	2D6 RESULT	REPUBLIC OF THE SPHERE	DRACONIS COMBINE	CLAN GHOST BEAR
	2	TRM-1N Targe	BSN-4K Bishamon	Ursus
	3	PXH-7K Phoenix Hawk	SKW-4G Shockwave	Dragonfly
	4	TFT-A9 Thunder Fox	Black Hawk	Great Wyrn 2
	5	LGN-2D Legionnaire	TSN-C3 Tessen	Arctic Wolf II
	6	ENF-6Ma Enforcer III	TFT-C3 Thunder Fox	Black Hawk
	7	HCT-7S Hatchetman	PXH-7K Phoenix Hawk	Dasher II
	8	Black Hawk	WVR-9K Wolverine	Ursus II
	9	CN9-D5 Centurion	SHD-3K Shadow Hawk	Shadow Hawk IIC 8
	10	GRF-4R Griffin	KIM-3C Komodo	Kuma
	11	GST-11 Ghost	SCP-10M Scorpion	Sun Cobra
	12	SKW-2F Shockwave	DMO-5K Daimyo	Goshawk II

HEAVY 'MECHS	2D6 RESULT	REPUBLIC OF THE SPHERE	DRACONIS COMBINE	CLAN GHOST BEAR
	2	GLT-7-0 Gallant	OSR-4K Ostroc	Grizzly
	3	TDR-10SE Thunderbolt	CPLT-CSA Catapult	Arcas
	4	CPLT-CSA Catapult	NJT-2 Ninja-To	Nova Cat
	5	Ryoken II 2	WHM-8K Warhammer	Ryoken II
	6	Tundra Wolf	NDA-2KC No-Dachi	Vulture
	7	RFL-7X Rifleman	DRG-7KC Grand Dragon	Karhu Prime
	8	ARC-9W Archer	GHR-7K Grasshopper	Thor
	9	Vulture H	TDR-10M Thunderbolt	Karhu B
	10	PRF-1R Prefect	MDG-1Ar Rakshasa	Rifleman IIC 8
	11	MNL-3L Mangonel	DRG-5Nr Dragon	Guillotine IIC
	12	BL-12-KNT Black Knight	RFL-8X Rifleman	Cauldron-Born E

ASSAULT 'MECHS	2D6 RESULT	REPUBLIC OF THE SPHERE	DRACONIS COMBINE	CLAN GHOST BEAR
	2	ZEU-9T Zeus	BLR-K4 Battlemaster	Thunder Stallion
	3	BNC-8S Banshee	LGB-8V Longbow	Masakari D
	4	Hellstar 3	AKU-2XC Akuma	Kingfisher F
	5	AS7-K3 Atlas	TSH-8S Taisho	Bruin
	6	Jupiter 3	OR-2I Orochi	Marauder IIC 5
	7	PKP-1B Peacekeeper	HTM-28Tr Hatamoto-Chi	Kodiak
	8	VTR-10L Victor	NG-C3Ar Naginata	Gladiator P
	9	GUN-2ERD Gunslinger	AS7-K2 Atlas	Daishi C
	10	TI-2P Titan II	Warhammer IIC 8	Man O' War H
	11	BLR-2G Warlord	AWS-10KM Awesome	Phoenix Hawk IIC 5
	12	AWS-9Q Awesome	Mad Cat Mk II	Warhammer IIC 3

COMBATANTS

This section lists the combat units active in the Vega campaign. The Experience Level indicates which column to roll on using the Random Skills Table (see p. 273, TW) for the combatants.

RAT shows which Random Assignment Table (see p. XX) to roll units from if randomly determining a force. To build a unit (if not using a player-defined unit from a campaign), follow the Unit Generation rules in *Total Warfare* (see p. 264, TW).

Unit Abilities are special game rules that apply to that unit in combat. Keep in mind these rules are optional and all players should agree to their use before gameplay begins.

Draconis Combine

Amaterasu (Dragon's Fury)

CO: *Tai-sa* Ngaire McAllister

Average Experience: Elite

RAT: Republic of the Sphere, Draconis Combine, IndustrialMechs

Unit Abilities: Prior to the HPG Blackout, the Amaterasu was one of the top independent units in the Republic Armed Forces. When randomly determining pilot skills, apply a +2 modifier to the roll. As honorable as they are skilled, the warriors of the Amaterasu believe in mercy for their enemies and will never attack a crippled or retreating foe who has not attacked them first. Their fondness for one-on-one duels grants them a +2 bonus for To-hit rolls when they concentrate their attacks on a single opponent for more than two consecutive turns.

Notes: Given Vega's importance to the Draconis Combine in centuries past, Katana Tormark attempted to reclaim the world in the name of the Dragon as a means of showing her value to the Coordinator. Dispatching a force from her Amaterasu regiment, Tormark expected the Vega Militia to be demoralized and ineffective in the wake of the continuing economic crisis and the HPG blackout. Unfortunately for the Dragon's Fury, the Militia had little trouble defending their world. After a definitive defeat, *Tai-i* McAllister was allowed to retreat from Vega with her life, if not her pride, intact.



Third New Samarkand Regulars

CO: *Tai-sa* Furio Saavedra

Average Experience: Regular

RAT: Draconis Combine

Unit Abilities: Nicknamed "The Favored of the Gods", the warriors of this regiment are known for their wildly varying luck in battle. Up to 4 times per game, the player controlling the Third can choose to automatically succeed at any roll using the pilot's Gunnery or Piloting Skill (considered to have hit the target number exactly). However, for each such success used, the opposing player can declare any other Gunnery or Piloting Skill roll to automatically fail (considered to be 1 below the target number). The decision to automatically succeed or fail must be made before the roll is thrown.

Notes: Since their creation, the Third Regulars have experienced moments of extreme good luck coupled with horrifically unlucky tragedies. The current CO is the eleventh the unit has had in less than fifty years and rose to his position after his predecessor died from an allergic reaction to cleaning agents used in his cockpit. Their luck was hardly any better in late 3133 when they attempted to raid Vega and lost an entire DropShip in a failed landing operation. But as the survivors retreated, one *Panther* pilot scored a lucky shot that took out Legate Francis Nguyen and did far more damage to Vega than any mere raid could have done.



RANDOM ASSIGNMENT TABLE: INDUSTRIALMECHS

INDUSTRIALMECHS	2D6	RESULT
	2	HYN-4A Hyena SalvageMech
	3	SKU-181 Sokuryou SurveyMech
	4	D-M3D-3 Diomedes ConstructionMech
	5	Patron LoaderMech
	6	Dig Lord MOD
	7	RCL-4 Dig Lord MiningMech
	8	AM-PRM-RH7 Rock Hound ProspectorMech
	9	WI-DM DemolitionMech
	10	PM6 Peacemaker PoliceMech
	11	FWL-3R Fwltur SalvageMech
	12	JAW-66B Jabberwocky EngineerMech

Forty-fourth Benjamin Regulars

CO: *Tai-sa* Kenta Fukuyama

Average Experience: Regular

RAT: Draconis Combine

Unit Abilities: The Forty-fourth has mastered the ability of holding back and taking the measure of an opponent before committing themselves to battle. They automatically give up Initiative in the first three Turns of any scenario (considered a loss by 1) but then gain +1 to their Initiative roll in Turn 4, +2 in Turn 5 and +3 in Turn 6 and beyond. Starting on Turn 4, they may also use the Overrun Combat special ability.

Notes: Newly created in the post-Jihad years, the Forty-fourth has proven themselves in many battles against the Dragon's foes. Their experiences against the Ghost Bears during the Second Dominion War made them the perfect unit for the sneak attack on Vega launched in late 3136. Though the ground had been prepared by Combine agents and agitators amongst the populace, the Regulars found themselves facing not only Clan troops but also angry natives and the Twelfth Vegan Rangers. Faced with more opponents than they had anticipated, the Forty-fourth was forced to retreat offworld, leaving behind nearly half of their troops in their rush.



Fifth Sword of Light

CO: *Tai-sa* Robert Rees

Average Experience: Veteran

RAT: Draconis Combine

Unit Abilities: For the entirety of his twelve-year command of the Fifth, *Tai-sa* Rees has insisted that all of his MechWarriors regularly train with a variety of tai-chi masters, yoga instructors, kinesiologists and transcendental meditationists in order to hone their physical and mental capabilities beyond those of the average pilot. This training gives each MechWarrior in the unit the benefits of the Natural Grace special ability (see p. 224, *AToW*).

Notes: In the years since the Jihad, the once-unnotable Fifth Sword of Light has become one of the most reliable workhorse units in the DCMS. When Dieron fell to the Combine with little effort in late 3136, several of the units slated for that campaign were rerouted to other worlds of The Republic. The Fifth drew assignment to probe the defenses of the newly declared Vega Protectorate. Together with surviving elements of the Forty-fourth Benjamin Regulars, the Fifth discovered to their chagrin that the Ghost Bears and their new allies were more than a match for the regiments of the Combine and they retreated offworld having failed to achieve any solid victory.



Vega

Vega Republic Standing Guard (Planetary Militia)

CO: Legate Francis Nguyen

Average Experience: Regular

RAT: Republic of the Sphere

Unit Abilities: Mostly consisting of Vegan natives, the Planetary Militia knows the land incredibly well. If a scenario allows it, they may use Hidden Units rules to deploy up to three quarters of their units on the battlefields of Vega. They also gain a +2 bonus for detecting hidden units when fighting on their homeworld. Unfortunately, the unit cohesion in the Militia is less than perfect and they suffer a -1 penalty to all Initiative rolls. If a scenario calls for a designated commanding unit and that unit is subsequently crippled or destroyed during combat, the Militia suffers an additional -1 penalty to Initiative rolls for the next four Turns as the remaining officers reestablish control.



Notes: With Vega's position as the capital of Prefecture I and the outwardly cordial relationship between The Republic of the Sphere and the Draconis Combine, the Planetary Militia was allowed to become complacent in their duties. Though Legate Nguyen, appointed to his position in 3129, tried his best to whip the Militia back into shape, they maintained a mostly relaxed attitude. The economic disaster on Vega in 3131 and the twin catastrophes of the collapse of the HPG network and the destruction of the planetary government made many within the Militia take notice and begin planning for an uncertain future where those with the ability to take what they wanted would come out on top. Legate Nguyen's efforts to hold together his troops in the face of increasing chaos were doomed to failure and his death during the abortive Combine invasion of 3133 broke the final link in the unit cohesion of the Militia.

Vegan Warlords

CO: various

Average Experience: Regular

RAT: Republic of the Sphere, IndustrialMechs

Unit Abilities: Each Warlord's force has different unit abilities. See descriptions in individual Tracks.

Notes: When Legate Nguyen was killed, the remaining officers in the Planetary Militia began to make power plays to elevate themselves to command of the planet. Nearly every officer of Lieutenant's rank or higher self-declared as the true successor to the Legate and surrounded him or herself with troops whose loyalties were bought through bribery, coercion, promises of grudges settled, etc. Soon, over two dozen so-called Warlords were carving out their own domains across the planet and they were joined by unscrupulous businessmen, organized crime leaders and even some flat-out street thugs, all of whom managed to gain the services of small to medium-sized Militia leftovers. Eventually, two years of constant fighting saw their ranks winnowed down until a mere seven surviving major Warlords ruled the planet under the overall control of Lord Jedra Kean.

First Vega Regulars

CO: Colonel Jakab Simonyi

Average Experience: Green

RAT: IndustrialMechs

Unit Abilities: Many of the members of the First Regulars have spent most of their lives piloting various kinds of IndustrialMechs. They receive a +2 bonus to all Piloting Skill Rolls as a result of this experience. The men and women of the Vega Regulars are extremely devoted to making their homeworld safe and rebuilding it from the horrors of the last



few years. When fighting as the Defender in actions on Vega, they are immune to Forced Withdrawal and receive a +2 bonus to all Initiative rolls.

Notes: Not all of the fighting forces on Vega worked for the Warlords. When Clan Ghost Bear arrived, they found themselves assisted by a ragtag group of resisters who used any equipment they could get their hands on. After the death of the last Warlords, these resistance fighters were organized by the Bears into a new Vegan military force who were trained by and operated alongside the Clan warriors. Though still armed only with modified IndustrialMechs, the First Vega Regulars proved themselves time and again and their bravery was a key catalyst in inspiring the Bears to create the Vega Protectorate. The Regulars were upgraded to full BattleMechs with salvage from the final two failed Combine invasions.

Twelfth Vegan Rangers

CO: General Della al-Nahib

Average Experience: Elite

RAT: Republic of the Sphere

Unit Abilities: The Rangers receive a +1 Initiative bonus regardless of terrain type and may torso twist at any time, including between shots during the Weapon Attack Phase. Per standard rules, Ranger 'Mechs may only make one torso twist per turn. The Rangers can utilize the Opportunity Fire and Opportunity Fire: Firing on the Move rules with all modifiers for these attacks reduced by 1. In addition, they can torso twist or rotate a turret while performing such attacks.



Notes: Cut down in size during the horrors of the Jihad, the 12th Vegan Rangers remained at little over a reinforced regiment in size during the years of Stone's peace. They were hired by Jacob Bannson in late 3136 and sent to Vega—their spiritual, if not historical, homeworld—to help defend the world against Combine predation. With the creation of the Vega Protectorate, the Rangers were offered and accepted a permanent home base and a mutual defense pact by the Protectorate government.

Clan Ghost Bear

Omega Galaxy ("The Raging Bears")

CO: Galaxy Commander Isis Bekker

Average Experience: Veteran

RAT: Clan Ghost Bear

Unit Abilities: Omega Galaxy need never follow Clan honor when facing Inner Sphere opponents. Any special unit ability the opponent possesses because they are fighting the Clans is negated. An Inner Sphere opponent may never Force the Initiative against Omega. The Raging Bears are considered tainted by other Clan units and any Clan force which includes Omega receives a -2 penalty to its Initiative rolls.



Notes: The rise of a traditionalist Khan in the Dominion almost led to the dissolution of Omega Galaxy, which was viewed by many as so tainted that Abjuration would be the best solution. Omega was saved through the efforts of Isis Bekker and the fortuitous collapse of The Republic. When the Ghost Bears decided to send three Galaxies to stabilize selected planets in Prefecture I, Bekker used all of her political connections and bidding prowess to ensure that her Raging Bears were among those chosen for the mission. Split between Vega and Cebalrai, Omega Galaxy soon found a way to embrace their tainted nature to create a new melding of Clan and Inner Sphere as an example to their brethren in the Dominion.

DRAGONET

SITUATION

Rahat

Vega, The Republic of the Sphere

06 March 3133

Just what the hell is that bitch Tormark playing at? She should have just packed it in for the Combine when the HPGs went down, especially after resigning her Prefect's duties. Well, her Dragon's Fury have come to the wrong damn planet. Do I care that Vega used to be a Drac world? Hell no! This has been a Republic planet for five decades now and a Republic planet it's going to stay. Take that to the bank, Katana-san.

So Nguyen wants us to hold the line here against this jumped-up band of ruffians? No problem. We'll show these Furies what's what and who's who and kick their asses all the way back to Proserpina. No "Drac lite" is going to beat the proud Vega Militia!

Seven months after the fall of the HPG network, The Republic is riven with factional strife. Katana Tormark set her sights on Vega, rationalizing that if she could conquer this once-important world of the Draconis Combine she could demonstrate her loyalty to the Dragon once and for all. To this end, she dispatched a detachment from her Amaterasu regiment to seize Vega from the chaos engulfing it. Eschewing a direct attack on the main militia positions, *Tai-i* McAllister landed her forces at the southern delta port of Rahat to establish a beachhead from which to conquer the rest of the planet. The small but scrappy garrison there had little time to prepare their defenses before the invaders arrived.

GAME SETUP

Recommended Terrain: Wetlands or Coastal (see p. 263, *TW*) or South Nanturo.

Place 4 maps in a 2x2 configuration. The Attacker chooses one edge as his or her home edge and the Defender's home edge is the opposite. In the center of the map, halfway between the Attacker and Defender home edges, the Defender should place a series of two-hex structures in a line from one side of the map to the other. There should be at least three hexes between each structure. These structures are 1 level tall and have a CF of 15.

Attacker

Recommended Forces: Amaterasu

The Attacker is 125% of the Defender's forces. If determining forces randomly, at least 1 of every 3 Dragon's Fury BattleMech units should be an IndustrialMech.

The Attacker's forces enter the map from the Attacker's home edge on Turn 1.

Defender

Recommended Forces: Vega Planetary Militia

The Defender sets up his or her forces first, placing all units behind the row of defensive structures.

WARCHEST

Track Cost: 100 WP

Optional Bonuses:

[+75] Shooting Gallery: Use the Bracing and Careful Aim rules (see p. 84, *TO*).

[+100] Wet Season: This time of year, the delta regions of South Nanturo turn into fertile swampy areas. Treat all non-water Level 1 hexes as Swamp terrain (see p. 51, *TO*).

OBJECTIVES

1.) Make 'Em Pay. Destroy at least 50% of your opponent's forces. **(Reward: 200)**

2.) Gateway to Vega. For each unit the Attacker moves off the Defender's map edge, or each unit the Defender prevents from moving off the map. **(Reward: 25 each)**

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Attacker is operating under Forced Withdrawal rules (see p. 258, *TW*), unless negated by special unit rules (see p. **XX**).

Salvage

The Salvage rules (see pp. 192-193, *SO*) may be used by the Defender if objective #1 is achieved.

AFTERMATH

The Dragon's Fury pushed hard but the determination of the Rahat garrison proved too strong for them to overcome. What should have been a cakewalk instead turned into a meatgrinder. Advancing centimeter by bloody centimeter, the Fury forces eventually stalled mere kilometers outside their initial landing zone. *Tai-i* McAllister was unwilling to sacrifice too many of her people and signaled a retreat when news reached her of militia reinforcements approaching from Yuzhnata Porta.

CONTROL ROD

SITUATION

Lincoln Pass
Outside Northgate
Vega, The Republic of the Sphere
17 October 3133

Operating out of the temporary capital of Nasew, Legate Francis Nguyen's militia forces detected DropShips incoming towards the industrial city of Northgate at the far end of the Lincoln Pass. Uncertain of the identity of the new arrivals but fairly confident they were not friendly, the Legate led his forces out into the Pass to meet them. As they approached the area where the DropShips would be landing, the planet's defenders saw that they belonged to the Draconis Combine. Legate Nguyen prepared his people to fight but was shocked when one of the descending vessels seemed to experience some difficulties and collided with its companion. Horrified at the resulting carnage, the militia forces nevertheless moved in to engage the survivors.

GAME SETUP

Recommended Terrain: Mountain or Hill (see p. 263, *TW*) or North Nanturo (see p. **XX**)

Place 4 mapsheets in a 2x2 setup. The Defender picks one edge of the map as his or her home edge; the opposite edge is the Attacker's home edge. The Attacker places his or her forces on the map first and up to 50% of the Attacker's forces may start in Hidden positions. Each side's forces should deploy within 6 hexes of their respective home edge.

The Attacker designates 3D6 hexes of battlefield wreckage (See p. 187, *TO*) on the map. Each hex is considered to be of Rough terrain type. In addition, the Defender designates 2D6 hexes of Ultra Rubble (See p. 39, *TO*) terrain type to represent wreckage from the crashed DropShip.

Attacker

Recommended Forces: Vega Planetary Militia
The Attacker's force is 100% of the Defender's.

Defender

Recommended Forces: Third New Samarkand Regulars

The Defender should designate 25% of his or her non-infantry units as survivors of the doomed DropShip and start those units off the map. (See *Survivors* special rule below.)

WARCHEST

Track Cost: 150 WP

Optional Bonuses:

[+50] **Dawn:** Use the Dusk/Dawn lighting rules. (See p. 58, *TO*)

[+75] **Honorable Foe:** Do not attack any crippled enemy unit unless attacked by that unit first.

OBJECTIVES

1.) Leave No Man Behind. (Defender) For each unit from the crashed DropShip retreated off the Defender's home edge. (**Reward:** 50)

2.) Stop Them in Their Tracks. (Attacker) For each Defender unit destroyed before it can retreat off the map. (**Reward:** 25)

SPECIAL RULES

The following rules are in effect for this track:

"And then it just began to shudder. You'd never think something as big as a Union would be capable of it, but I swear the damn thing did. It was like the pilot suddenly got the shakes or somethin'.

"Anyway, we saw that dropper start to act all weird and then this big honkin' flame shot out one side. I ain't never seen nothin' like it ever. I mean, it was huge. And it just pushed right on over into the path of the other dropper comin' down with it. They were way too far up for us to hear much, but I bet it made a helluva racket when they hit. That first one, the one that started the whole mess, it was sheddin' 'Mechs and stuff like fleas off a dog by this point. I guess they figured they'd get out while they could.

"Hmm? What's that? Yeah, well, the second one made it down okay. Just some dents and scratches and stuff like that. But that first one was a goner. I don't even think we ever found all its parts."

Salvage

Salvage (see pp. 192-193, *SO*) is available to the Attacker if the he or she achieves more Objective points than the Defender.

Commanders

Each side should designate one BattleMech unit as its commanding officer, Legate Francis Nguyen for the Attacker and *Tai-sa* Furio Saavedra for the Defender.

If Legate Nguyen is crippled or destroyed, the Republic forces automatically lose Initiative for the next 3 turns as the officers begin to quarrel amongst themselves for leadership.

If *Tai-sa* Saavedra is crippled or destroyed, the New Samarkand Regulars suffer a -1 Initiative penalty. The *Tai-sa* will not abandon his people and cannot retreat off the map as long as any other Defender units remain active.

Survivors

The destruction of one of the Kuritan DropShips scattered the forces it was carrying across the mountain range. Not all of them survived but those that did tried to make their way to the remaining DropShip for rescue. The Defender should designate 25% of his or her available non-infantry forces in the track as survivors of the doomed DropShip and start those units off the map. Each unit should have 4D6 damage points applied, grouped in 5-point clusters and with location randomly determined. No critical hits should be rolled.

Beginning in Turn 3, the Defender may choose to enter one or more of these surviving units onto the map. These units enter from the Attacker's home edge.

AFTERMATH

The shell-shocked and disoriented Combine troops didn't provide much of a challenge for the militia forces and the subsequent battle was over rather quickly. But this seemingly minor skirmish would have a disproportionate effect on Vega's future. As the Combine invaders retreated to their sole operational DropShip, a lucky PPC shot from a barely ambulatory *Panther* caught Legate Nguyen's 'Mech in the face, obliterating him in his cockpit. The stunned militia ceased its pursuit of the retreating New Samarkand Regulars and almost immediately began a struggle to succeed Nguyen as head of the militia—and de facto ruler of Vega.

POWER AND CHAOS

SITUATION

Outside Jalonjin
Vega, The Republic of the Sphere
30 November 3133

With the death of Legate Nguyen, the Vega Planetary Militia broke under the stresses pulling it apart. It began with a number of desertions as soldiers abandoned their posts individually or in small groups. Many of these would later join up with one of the Warlords. In the weeks after Nguyen's death, these desertions increased in frequency until it seemed as if the entire Militia was simply walking away from their duty. The largest remaining concentration of Militia forces was to be found in the mining city of De Zerber, under the command of Colonel Matthias Vidar, the late Legate's XO. But not even Vidar could hold everything together in the face of the coming storm. By late November, the tensions had grown too strong and Vidar faced an uprising amongst his remaining officers. The garrison cracked and chose sides as Major Per Yannic rallied those who had lost faith in The Republic against the still-loyal troops commanded directly by Colonel Vidar near the small mining camp of Jalonjin.

GAME SETUP

Recommended Terrain: Badlands or Flatlands (see p. 263, TW) or North Nanturo

Set up 6 mapsheets in a 3x2 configuration. The Defender chooses one map edge as his or her home edge; the opposite edge is the Attacker's home edge.

The Defender should place 3 Level 3 gravel piles (see pp. 30-31, TO) anywhere on the map. The Attacker should place 4 Level 2 gravel piles anywhere on the map. Taking turns, the Attacker and Defender should place 6 Level 1 gravel piles anywhere on the map.

Attacker

Recommended Forces: Vega Planetary Militia

The Attacker should designate one BattleMech unit as Major Per Yannic, the commander of the rebellious militia faction.

The Attacker may designate up to 4 units as having dedicated loyalty per the Turncoat rules below. This affords them greater difficulty in attempts to turn their loyalty.

Defender

Recommended Forces: Vega Planetary Militia

The Defender should designate one BattleMech unit as Colonel Matthias Vidar, the commander of the loyal militia faction.

The Defender may designate up to 4 units as having dedicated loyalty per the Turncoat rules below. This affords them greater difficulty in attempts to turn their loyalty.

WARCHEST

Track Cost: 300 WP

Optional Bonuses:

[+100] Sinkholes: Roll 2D6 for the first clear hex each 'Mech enters during a turn while using Running MP. If the roll is a 10 or greater, a sub-level 1 sinkhole opens beneath the unit. If the clear hex is next to an existing sinkhole, a new sinkhole will open on a roll of 8 or greater. The player must then make a Piloting Skill Roll with a +1 modifier for that unit to avoid falling into the hole. Players should mark that hex for future reference.

"Yannic, you bloody fool! What do you hope to gain by this?"

"Everything, Matty. Face it, The Republic isn't coming back from this crisis. I'm just making sure me and mine come out good when the dust settles."

"Do you really think it's going to end here? With Nguyen gone, there's nothing to stop the militia from falling apart even more than it already has. You're going to win nothing but a world of hurt if you succeed here today."

"Maybe, but I'll take that chance."

"That's if you succeed. And you won't. I've got you outnumbered and outgunned."

"I wouldn't be too sure about that, Colonel."

"What do you— Oh no."

[+100] Smoke: Each player adds 1d6-2 Light Smoke and 1d6-3 Heavy Smoke hexes (to a minimum of 1 each) to the battlefield; these may be placed on any hex. Use the *Smoke* rules (see p. 47, TO).

[+100] Take Your Shot: Use Opportunity Fire and Opportunity Fire: Firing on the Move rules (see p. 86, TO).

OBJECTIVES

1.) End the rivalry. Your designated commander destroys the enemy commander. (**Reward: 200**)

2.) Slugfest. Rack up more tonnage in destroyed enemy units than your opponent. (**Reward: 300**)

SPECIAL RULES

The following rules are in effect for this track:

Salvage

The Salvage rules (see pp. 192-193, SO) may be used by the player that achieves the most Objective points in the track.

Turncoats

The fracturing of the Vega Planetary Militia was not a clean or easy process. Colonel Vidar and Major Yannic were both popular and capable commanders who inspired loyalty among many in the militia's ranks. During this battle, each man tried to win over the warriors following their opponent. The following rules simulate the shifting loyalties at play during the battle.

Starting on Turn 2, during the End Phase of every Turn the commander of each side can attempt to persuade warriors from the other side to turn their coat and defect. A maximum of 5 units per Turn may be targeted and only units on whom the commander's designated unit has line of sight are eligible. Neither commander is targetable. Both commanders then make a 2D6 roll for each targeted unit, adding any applicable modifiers from the table below to the persuading commander's roll. If the persuading commander rolls higher, the targeted unit switches sides immediately and falls under the control of the persuading commander.

Condition	Persuading Modifier
Target has switched sides once already	-1
Target is within a friendly unit's ECM bubble	-2
Target is of dedicated loyalty	-3
Persuading commander is crippled	-2
Resisting commander is crippled	+2
For every 3 non-infantry units by which the persuading commander's forces outnumber the resisting commander's	+1
For every 3 non-infantry units by which the resisting commander's forces outnumber the persuading commander's	-1

The winning roll's Margin of Success (MoS) is used to indicate how long before another turncoat attempt can be made on a targeted unit. Units that switch sides can be targeted by their old commander to reclaim them after the appropriate number of turns have passed.

Once per game, each commander may make a general attempt to win enemy units to his side. Use the same procedure described above, but the persuading commander receives an additional -2 modifier to his roll. Units designated as having dedicated loyalty are not eligible for a general persuasion attempt. If the persuading

commander wins the roll, the MoS determines how many of the resisting commander's units switch sides; the persuading commander selects these units.

If the commander for a side is destroyed, that player can no longer initiate turncoat attempts but may defend against them with a -3 modifier penalty.

AFTERMATH

The battle at Jalonjin was a nasty, shameful affair. The epically mercurial loyalties of the militia troops came as a surprise to Colonel Vidar, who had thought he could at least count on the steadfastness of his followers but soon found out the awful truth. With warriors changing allegiance seemingly at the drop of a hat, the battle degenerated into a brutal free-for-all where opportunism and self-interest ruled the day. Colonel Vidar began the fight with the expectation of a quick victory but the early defection of an entire lance to Major Yannic's banner cost him dearly. The decisive moment in the battle came when one of Vidar's bodyguard units surprised everyone by turning against the Colonel and killed him with a point-blank Gauss round to the back of his head. Though Major Yannic had defeated his enemy, he did not live long to enjoy the fruits of victory; ten minutes after Vidar's death, Yannic fell victim to a massed missile strike that completely obliterated his 'Mech. The fighting continued for many more hours before the militia troops exhausted themselves and mutual unspoken agreement led to a ceasefire. Most of these troops would eventually find their way into the armies of the rising Warlords.

EMPTINESS, EAGLES AND SNOW

SITUATION

Eagle's Vantage
Trebason Mountains
Vega, The Republic of the Sphere
11 June 3134

With the militia essentially dead, the self-proclaimed Warlords of Vega began partitioning up the landmasses of the planet into fiefdoms and fighting over resources and riches. The polar reaches of the South Nanturo continent were especially prized, with the extensive Grandhall oil fields and associated mineral deposits providing a tempting target for raids and conflicts. Two Warlords—Desta Murisaki and Efraim MacDonnell—controlled access to the oil fields and had fought several indecisive battles against one another for full possession. From his position high in the Eagle's Vantage, a fortified former mountain retreat for executives of Cosby Myomer Research, MacDonnell figured he could hold out against Murisaki for as long as necessary. Desta Murisaki, on the other hand, aimed to prove him wrong.

"Where the hell does all this snow come from?! We live on a desert planet!"

"That's not entirely true, sir. Due to the planet's lack of axial—"

"Son, I don't care."

"But I was only saying—"

"Shut. Your. Hole."

"Yessir."

"Good. Now concentrate on those sensor readings. Vantage security thinks there's something out here, something big and metal. You know what that means?"

"BattleMechs."

"Yes, BattleMechs. See, I knew you weren't a total moron."

"Thank you, sir."

GAME SETUP

Recommended Terrain: Mountains

Attacker

Recommended Forces: Vegan Warlords (Desta Murisaki)

The Attacker is Warlord Desta Murisaki, a former Republic Militia MechWarrior who controls the eastern half of the Grandhall oil fields. Murisaki has worked hard to hone the abilities of her troops. They apply a +2 to-hit modifier for Called Shots rather than the standard +3. In addition, they reduce by 1 the to-hit modifiers for firing at a secondary target. When randomly determining Murisaki's forces, 1 out of every 3 BattleMech units should be rolled on the IndustrialMech RAT.

The Attacker should designate one BattleMech unit as Murisaki's personal 'Mech.

The Attacker designates one map edge as their home edge and enters from that edge on Turn 1.

Defender

Recommended Forces: Vegan Warlords (Efraim MacDonnell)

The Defender is Warlord Efraim MacDonnell, once a fellow MechWarrior and lover of Desta Murisaki. His forces specialize in weather-assisted sneak attacks and reduce by 2 all Movement and Attack modifiers based on Weather Conditions (see pp57-62, *TO*). When randomly determining MacDonnell's forces, 1 out of every 4 BattleMech units should be rolled on the IndustrialMech RAT.

The Defender should designate one BattleMech unit as MacDonnell's personal 'Mech.

The Defender sets up all forces within four hexrows of the map edge opposite of the Attacker's declared home edge and may use Hidden Units rules.

WARCHEST

Track Cost: 300 WP

Optional Bonuses:

[+100] **Snowfall:** The battle takes place under Moderate Snowfall conditions (see p. 60, *TO*).

OBJECTIVES

1.) **Lover's Quarrel.** The enemy commander is destroyed, not crippled, by your commander. (**Reward: 400**)

2.) **Show Your Strength.** Destroy/cripple at least two-thirds of your opponent's deployed force. (**Reward: 300**)

SPECIAL RULES

The following rules are in effect for this track:

Commanders

Desta Murisaki and Efraim MacDonnell carried on a torrid multi-year love affair while both were enlisted in the Vega Planetary Militia. That relationship ended in the chaos following Legate Nguyen's death as the Militia split into numerous competing factions. As a result, Murisaki and MacDonnell now have a raw hatred for one another that expresses itself on the battlefield.

Any time one of these units is within range of and has Line of Sight on the other, they must attack to the exclusion of all other targets. All weapons that are within range and the appropriate firing arc must be fired against the other commander, regardless of heat concerns or any other battlefield conditions. Due to the extreme rancor fueling this attack, apply a +1 to-hit modifier to all weapons fire.

If these two commanders end a Movement Phase in adjacent hexes, they will physically attack each other without regard for anyone else. No non-melee weapons may be used and this attack will continue until one unit scores a critical hit; at that point, this unit may choose to break off the attack in the next turn by moving away.

Eagle's Vantage

This corporate retreat, already extensively fortified after the Jihad, has been turned into a deadly fortress by Efraim MacDonnell. Among the features of this fortress are two Sniper artillery batteries, though MacDonnell currently lacks sufficient personnel to keep them both operating simultaneously. Each battery can fire two barrages during the game but both cannons cannot fire on the same Turn. The guns are situated two Turns away from the map board (see p. 179, *TO*).

Snowy Slopes

The entire battlefield is covered in Deep Snow (see p. 41, *TO*).

Avalanche!

Use the Terrain Displacement rules (see pp. 66-68, *TO*) to simulate an avalanche if the terrain is damaged too much during the battle.

AFTERMATH

The surprise assault on Eagle's Vantage spelled the end for Efraim MacDonnell's dreams of power. It almost did the same for Desta Murisaki's as well, when the fighting near the mountain summit triggered an avalanche that nearly wiped out her forces alongside those of her enemy's. Murisaki survived and claimed the Vantage for her own. Now sole controller of the Grandhall fields, she looked forward to using her new power to make herself ruler of the whole continent. Not two months later, however, Murisaki was chased from her base by a sneak assault by another rival and died on the icy slopes of the same mountain where Efraim MacDonnell had met his maker.

GRUDGE MATCH

SITUATION

Nabshah Oasis
Great Desert of Tears
Vega, The Republic of the Sphere
23 November 3134

Jedra Kean had once been a proud member of the Vega militia until he was caught running a protection racket in Nasew and was sentenced to life in prison at the Prigione maximum security facility. At his trial, he refused to name his co-conspirators and out of recognition of his loyalty, they busted him out of prison when the planet collapsed into anarchy. Kean rapidly established himself as one of the most brutal of the Warlords and also one of the most effective. Now well on his way to becoming the most powerful Warlord, he had only one major rival left to deal with.

Alan Cunningham was one of those who broke Kean out of prison and acted as his second-in-command until the day the two men disagreed over the distribution of spoils after taking down Warlord Edith Ascensión-Velez. Now the bitterest of enemies, the former comrades would not rest until one or the other lay dead. Cunningham operated out of Nabshah Oasis, a small waystation located 150 kilometers into the Great Desert of Tears, from which he controlled the cross-continent monorail and its associated pipelines. The opportunity to seize such a resource for his own while at the same time eliminating his hated rival was too good for Jedra Kean to pass up.

GAME SETUP

Recommended Terrain: Flatlands (see p. 263, TW) or North Nanturo.

Place at least 4 mapsheets in any legal configuration. Place a 1-hex-wide rail line from one side of the map to the other, as per the *Monorail* special rules below. The Defender selects one end of the monorail as his or her home edge; the Attacker's home edge is the opposite.

Attacker

Recommended Forces: Vegan Warlords (Jedra Kean)

Jedra Kean has struck a deal with agents of the Draconis Combine. In return for pledging to support their eventual conquest of Vega, he has received technical support and equipment for his forces. When randomly determining Kean's forces, at least half of all 'Mech units must be rolled from the IndustrialMech table; 1 out of every 6 of the remaining units may be rolled from the Combine RATs. In addition, Kuritan techs have tinkered with and altered the machines used by Kean's men. Each unit in Kean's forces receives 3 points with which they can purchase Positive Design Quirks (see pp. 193-196, SO). Each unit may also accept Negative Design Quirks (see pp. 196-199, SO) and add the point value of any such Negative Quirk to the available pool for choosing Positive Quirks. All restrictions as to unit type apply.

Jedra Kean himself pilots a custom *Atlas* with the Improved Cooling Jacket Positive Design Quirk applied to all five ER Medium Lasers and the Cramped Cockpit Negative Design Quirk.

The Attacker's forces enter the map from their home edge on Turn 1.

Defender

Recommended Forces: Vegan Warlords (Alan Cunningham)

Based in the Nabshah Oasis, Warlord Cunningham's band of followers favors fast and light machines. When randomly determining Cunningham's forces, at least half of all 'Mech units must be rolled from the IndustrialMech table. Any time a majority of

"Alan, I'm real sorry it had to come to this, but there just isn't enough room on Vega for the both of us. You understand, don't you?"

"Sure, Jed, I understand. I understand just what a conniving rat bastard you are. Always have been."

"Flattery won't save you this time, Alan."

"And your cocksure swagger won't save you."

"Alan, Alan, Alan. We could have ruled this planet together. I was always fond of you, y'know. But you just couldn't let it go. No, you had to have what I wanted. Well, she's dead now and it's on you. It's your fault. You killed her."

"You...you bastard. I'll kill you. And leave your bones to rot right here in the desert!"

"Be my guest."

the force consists of no designs heavier than medium vehicles or BattleMechs, apply a +2 bonus to all Initiative rolls. All of Cunningham's forces ignore any additional Movement modifiers for Sand (even Wheeled Support Vehicles without the Dune Buggy Chassis and Controls modification). They are also adept at desert camouflage; when acting as the defender in desert terrain, up to half of Cunningham's forces may set up using Hidden Unit rules.

Designate one BattleMech unit as Warlord Alan Cunningham.

The bulk of the Defender's forces should setup within 8 hexes of their home edge. One unit may be set up adjacent to each of the six control towers.

WARCHEST

Track Cost: 500 WP

Optional Bonuses:

[+200] Train kept a-rollin': Starting on Turn 5, roll 2D6. On a result of 10 or higher, a monorail train enters the map from the Defender's home edge. Keep rolling each Turn until successful, reducing the target number by 1 each time. This is an Adelante Passenger/Cargo train with 1D6+3 trailers, which can be in the cargo or passenger configurations. The train enters the map using Cruise MP and will continue across the map at that speed unless the rail line has been damaged. If any hex of the rail line has been destroyed, the train will begin to slow down as soon as it enters the map (see p. 149, TO).

[+100] Simoom: Use the Blowing Sand rules combined with the Extreme Temperatures rules (see p. 62, TO). The temperature is 60 °C.

OBJECTIVES

1.) Eliminate your rival. The enemy commander is destroyed, not crippled, by your commander. **(Reward: 300)**

2.) Secure the monorail. Capture/Retain the control towers by either occupying them or having a unit adjacent to a tower at the end of the battle. **(Reward: 100 per tower)**

SPECIAL RULES

The following rules are in effect for this track:

Great Desert of Tears

All clear hexes on the map should be treated as Sand hexes (see p. 39, TO).

Missed Shots

Use the Missed Shots rules (see p. 81, TO).

Monorail

The continent of North Nanturo is crossed by a monorail which links the cities of Neucason and Nasew. With the destruction of the capital, traffic has become almost non-existent though the monorail still runs sporadically and the various pipelines that follow the rail line are a major resource for the people of the continent.

Set up the monorail line as a 1-hex-wide row of Rail terrain type (see p. 51, TO) from one edge of the map to the opposite edge. The rail can follow terrain features as necessary and cannot bridge sublevel hexes. The rail line itself is fortified and slightly elevated; treat those hexes as half-levels (see p. 31, TO) and as having a CF of 60 rather than the standard CF 20 for Rail terrain. Any hex of the rail line that is destroyed becomes Ultra Rubble (see p. 39, TO) and suffers a pipeline rupture on each side per the rules below.

Place three pairs of 1-hex structures straddling the monorail line, one near each end of the line and one near the middle. These structures have a CF of 40 and are 2 levels tall. These are control and maintenance towers for the monorail and its associated pipelines. If a tower is destroyed, a pipeline will also rupture in the monorail hex adjacent to the tower per the rules below.

Pipelines

Slung on either side of the monorail line are several pipelines carrying crucial resources across the vast desert of the continent's interior. Any missed shot that strikes the rail line has a chance of hitting a pipeline instead. A result of 9 or higher on a 2D6 roll indicates a pipeline was struck. The pipelines have CF 30 and contain a variety of interesting liquids. If a pipeline takes damage equivalent to its CF, it ruptures and spews its contents onto the battlefield. Roll 1D6 to determine those contents: on a result of 1-3, the pipeline contains water; on a 4-5, it contains oil; and on a result of 6, it contains hazardous chemicals. For ease of gameplay, though there are pipelines for each type of liquid on both sides of the rail line, each hex of the line can only have a single breach at a time.

Once a pipeline has ruptured, liquid begins pouring out onto the ground. Any BattleMech unit in the hex immediately in front of the rupture must make a successful Piloting Skill Roll to avoid being knocked down by the pressurized stream of liquid and displaced one hex. Vehicle units must make a successful Driving Skill Roll to avoid being displaced one hex. Infantry units are automatically displaced one hex by the torrent of liquid. All units receive 20 points of damage, divided into 5-point groups and randomly distributed.

Starting with the hex immediately in front of the rupture, all affected hexes receive the Mud terrain modification (see p. 50, TO) for the remainder of the Track. In addition, oil and hazardous chemical spills also have the following effects:

Oil: Apply a -3 modifier to rolls made to determine if a fire starts in an affected hex.

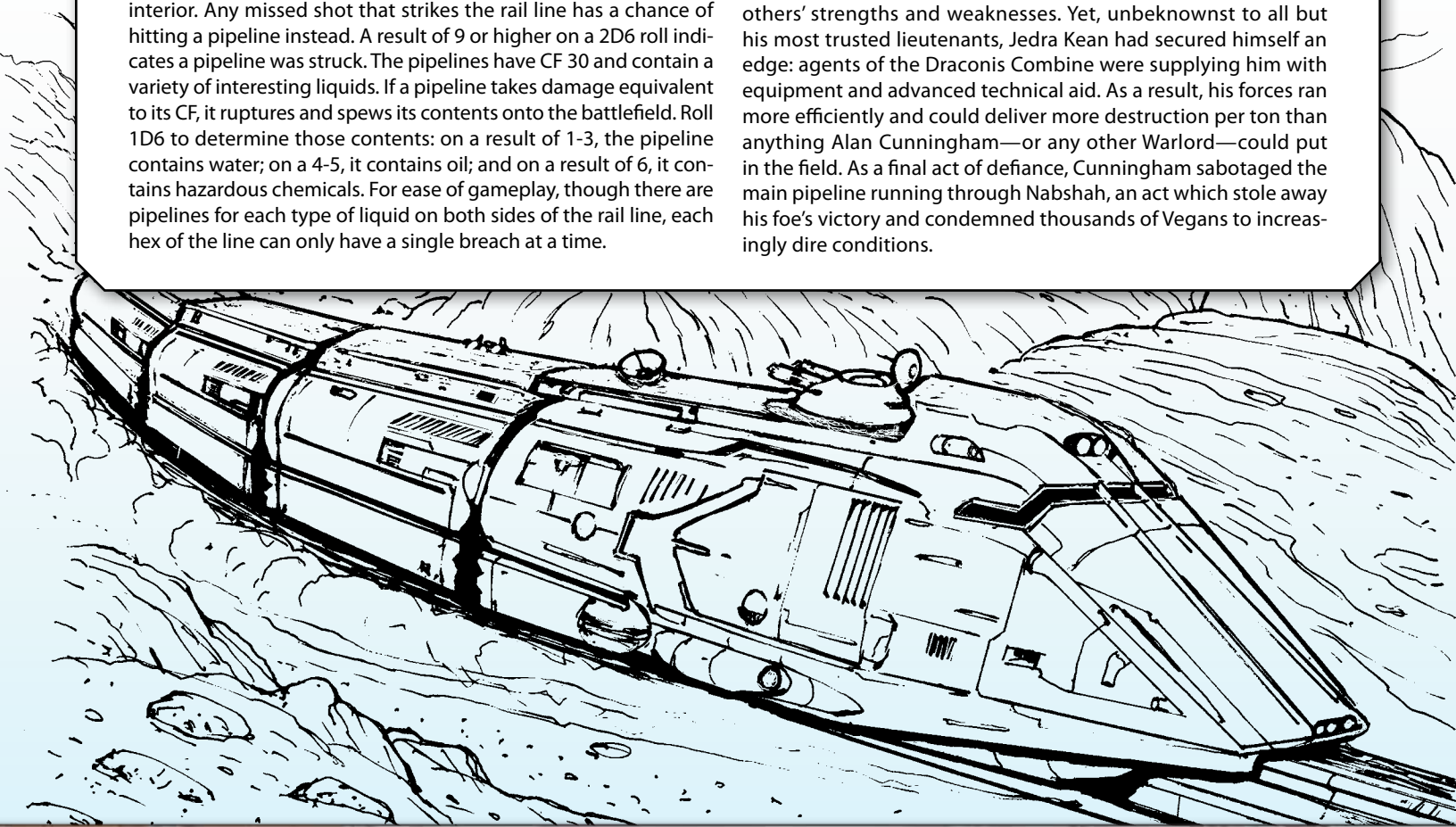
Hazardous chemicals: Use the Hazardous Liquid Pools rules (see p. 49, TO).

If a hex contains a spill of two or more types (if, for instance, two breaches spread into contact), the later spill's effects supersede the earlier's. If both spills spread into the hex at the same time, determine randomly which one takes precedence.

Each turn that a pipeline spews out liquid, expand the spill one ring of hexes. A pipeline will continue to spill for 5 Turns before safety measures kick in and seal the breach. Once this happens, the breached hex is eligible for further breaches as per the above rules. If an infantry unit is present on the rail line in the same hex and spends 2 Turns without moving or attacking, the spill will end after those two Turns as they manage to manually activate the shutoff mechanisms.

AFTERMATH

The fighting at Nabshah could easily have ended in a stalemate. Both sides were nearly evenly matched and, more importantly, the two Warlords were intimately familiar with each others' strengths and weaknesses. Yet, unbeknownst to all but his most trusted lieutenants, Jedra Kean had secured himself an edge: agents of the Draconis Combine were supplying him with equipment and advanced technical aid. As a result, his forces ran more efficiently and could deliver more destruction per ton than anything Alan Cunningham—or any other Warlord—could put in the field. As a final act of defiance, Cunningham sabotaged the main pipeline running through Nabshah, an act which stole away his foe's victory and condemned thousands of Vegans to increasingly dire conditions.



STICK THE LANDING

SITUATION

Nasew Spaceport
Nasew, North Nanturo
Vega, The Republic of the Sphere
11 November 3135

The Ghost Bears have long been supporters of Devlin Stone and they watched the disintegration of his Republic with sadness. For decades, the Bears had trained themselves against a host of simulated disasters as a way of laying contingency plans for the future. Now it seemed as if they would be called upon to implement those plans. By 3135, political maneuvering by certain segments of the Clan resulted in an affirmative vote for intervention in The Republic's ongoing crisis. Three Galaxies were dispatched to occupy six strategic worlds in Prefecture I in an attempt to restore order, with Omega Galaxy—the Raging Bears—targeting Cebalrai and Vega.

The first act in the Ghost Bear invasion of Vega was to secure the Nasew DropPort so they could bring in the bulk of their troops. Despite losses from anti-aircraft batteries, most of their forces made it safely to the ground, where they faced the first of several Warlords to come.

GAME SETUP

Recommended Terrain: Blank

Place 6 mapsheets in a 3x2 configuration. Use either the blank back sides of the maps or use any maps and ignore all terrain features. All hexes are Paved hexes. Place a 7-hex building in the lower left map; this is the DropPort's control tower. This building has a CF of 80 and is 5 levels tall. Place four 1-hex Level 2 buildings with CF 30 in front of the control tower as defensive emplacements. The Defender can place 5 2-hex structures anywhere on the map. These structures are 1 level tall and have a CF of 15.

The Defender selects either the bottom or the left edge as their home edge; the Attacker's home edge is the opposite.

Attacker

Recommended Forces: Omega Galaxy

All Attacker units enter the map on Turn 1. At least 25% but no more than 75% of the Attacker's units deploy using the Dropping Troops rules (see p. 22, SO); the rest enter from the Attacker's home edge. The Ghost Bear force should be no more than two Trinaries in strength.

Defender

Recommended Forces: Vegan Warlords (Sean Gustavo)

Sean Gustavo is a high-ranking Warlord owing fealty to Lord Jedra Kean and controlling the Nasew DropPort and surrounding neighborhoods. With Kean jealously controlling access to all 'Mechs on Vega, Gustavo's forces consist mostly of armor and infantry. For every 8 vehicles deployed, the Defender may field 1 BattleMech or IndustrialMech. Due to their intense drilling and training in the DropPort, Gustavo's troops receive a +2 bonus to any Piloting or Driving Skill Rolls to avoid skids and falls on Paved surfaces. They may also utilize Overrun Combat.

The Defender's forces should be 150% of the Attacker's. The Defender sets up along the left and bottom sides of the map, no more than four hexes from the edge. No more than three units may set up in or on the control tower.

"Nasew-814, this is Lightning Strike. I've got bogies in my sight."
"Affirmative, Lightning Strike. We're showing no IFF signal at all. Proceed with visual identification."
"Roger, Nasew-814. I'm on a vector... coming ar... center p..."
"Lightning Strike? Come in, Lightning Strike!"
"...pears to be Clan. I hope you're gettin... terferen... Bea..."
"Did he just say 'Bear'? I definitely heard 'Clan', but did he say 'Bear'?"
"That's what I heard."
"Oh crap, oh crap, oh crap."
"Somebody get him back on the line, now!"
"Oh, we're so screwed, man. Game over."

WARCHEST

Track Cost: 800 WP

Optional Bonuses:

[+250] Nasty Little Surprise (Attacker): The Defender places four 10-hex minefields anywhere on the map. These are 15-point conventional minefields (see p. 207, TO).

[+250] Fire From Heaven (Defender): The Attacker can call in two strafing attacks during the game. Each airstrike consists of two medium-class OmniFighters. The strikes can occur on any turn after the Attacker's forces have fully entered the map but cannot occur on consecutive turns.

[+100] In the Dark: Use the Moonless Night rules (see p. 58, TO).

OBJECTIVES

1.) Seize the Control Tower (Attacker). Spend three turns in the building or on the roof without any Defender units present and without engaging in combat. **(Reward: 300)**

2.) Destroy the Control Tower. Cause the control tower to be destroyed through directly attacking it. **(Penalty: -300)**

3.) Clean Sweep. Destroy or force to withdraw at least 75% of the enemy's forces. **(Reward: 400)**

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

All forces must use the Forced Withdrawal rules (see p. 258, TW).

Salvage

The Attacker receives salvage from this track if the Clean Sweep objective is attained.

Wages of War

Use the Battlefield Wreckage rules (see p. 187, TO).

Emplacements

Two of the emplacements surrounding the control tower mount Sniper artillery cannons with one ton of ammo each. The remaining two emplacements each mount an LB-10X autocannon with two tons of ammo. All four emplacements have a 360-degree field of fire and their crews have a Gunnery skill of 5.

Unexpected Help

Joining the Warlord forces on Vega was not the only option for ex-Militia soldiers. A small number of loyalists maintained a covert resistance against the Warlords in the hopes that The Republic would return one day to restore order. When the Ghost Bears came instead, the rebels decided that beggars can't be choosers and sided with the Clan.

At the beginning of play, the Attacker should roll 1D6+4 to determine on which turn the rebel forces enter the map. These forces consist of six IndustrialMechs rolled from the appropriate RAT (see p. XX). Pilot experience for each of these units is determined randomly with a 1D6 roll. On a result of 1-3, the pilot is of Green

experience; a result of 4-6 gives the pilot Regular experience. The rebel 'Mechs enter the map from the Attacker's home edge.

AFTERMATH

Despite a distinct lack of coherent and strong opposition, the Ghost Bears found their landings on Vega problematic. The few aerospace fighters remaining in operation on the planet greeted them as their DropShips descended towards the Nasew Spaceport and the Bears lost two vessels on the way down. Once on the ground, Warlord forces—including artillery from hidden positions, booby-traps and suicide bombers armed with cheap but deadly explosives—made it difficult for their forces to advance out of the spaceport proper while minimizing civilian casualties. But the Bears would not go it alone. The appearance of a ragtag group of Republic loyalists armed with little more than jury-rigged IndustrialMechs helped turn the tide. Though their firepower amounted to little, their dedication and sacrifice in the face of a stronger foe inspired the Ghost Bears and assured them that they would have a partner in restoring Vega.

LAST DITCH EFFORT

SITUATION

Nasew, North Nanturo
Vega, The Republic of the Sphere
14 November 3135

Eager to secure the temporary capital city of Nasew, the Ghost Bears targeted Jedra Kean, who had risen to become the most powerful man on Vega. Lord Kean, as he styled himself, made his headquarters in a Jihad-era bunker complex on the outskirts of town. It took the Bears three days of non-stop combat to breach the complex's defenses and fight their way inside the final bunker... only to find that Kean had fled out an abandoned sewer tunnel to his waiting BattleMech and remaining forces. Knowing he had but one last chance, Kean struck at the exhausted Ghost Bears with everything he had left.

GAME SETUP

Recommended Terrain: Mountain or Badlands (see p. 263, TW)

Set up 3 mapsheets with their long sides adjoining. The Attacker's home edge is the left edge of the map; the Defender's is the right edge.

Attacker

Recommended Forces: Vegan Warlords (Jedra Kean)

Jedra Kean has struck a deal with agents of the Draconis Combine. In return for pledging to support their eventual conquest of Vega, he has received technical support and equipment for his forces. When randomly determining Kean's forces, 1 out of every 4 units may be rolled from the Combine RATs. In addition, Kuritan techs have tinkered with and altered the other machines used by Kean's men. Each unit in Kean's forces receives 3 points with which they can purchase Positive Design Quirks (see pp. 193-196, SO). Each unit may also accept Negative Design Quirks (see pp. 196-199, SO) and add the point value of any such Negative Quirk

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HIGHEST PRIORITY / MAXIMUM ENCRYPTION

Kean's bolt-hole has been cracked. The Bears entered and secured his bunker at 2042 but Kean himself was long gone. I was able to purge all records of our involvement in his activities before I escaped the Clanners, so there should be no heat coming back on us. But now we've wasted all that time and resources. Damn them!

As I mentioned previously, I think we're going to need to postpone Phase II a bit while we deal with the Bears. Hopefully they won't be staying long, but you never know. I need to think on this a little before I get back to you.

to the available pool for choosing Positive Quirks. All restrictions as to unit type apply.

Jedra Kean himself pilots a custom *Atlas* with the Improved Cooling Jacket Positive Design Quirk applied to all five ER Medium Lasers and the Cramped Cockpit Negative Design Quirk.

Due to previous fighting with the Ghost Bears, Kean's forces have been severely depleted. Apart from his own *Atlas*, there are only three other 'Mechs in the Attacker's force. Up to half of the Attacker's force may deploy using Hidden positions, though Jedra Kean himself cannot be one of those units. All Attacker units set up on the center map.

Defender

Recommended Forces: Omega Galaxy

The Defender's forces should be 100% of the Attacker's. The Bear units set up anywhere on the right map and must be facing either the top or right edge of the map. During Turn 1 only, the Bears suffer a -4 penalty to Initiative.

WARCHEST

Track Cost: 500 WP

Optional Bonuses:

[+100] What's the frequency?: Use the Electromagnetic Interference rules (see p. 55, TO).

[+200] Unsteady ground: The ground of this region consists of lots of loosely packed rubble. Treat all Clear hexes as Rubble. In addition, all 'Mechs must make a Piloting Skill Roll to avoid falling in each turn they employ Running MP and all units must roll to avoid skidding as if the hexes are Paved.

[+300] Three days of Hell (Defender): The Defender begins with an additional 3D6 damage per unit, grouped into 5-point clusters. Roll critical hits normally, rerolling any critical hit that may cripple or destroy the unit. All ammo must be depleted by 25% before the start of play.

OBJECTIVES

1.) Last of the Warlords (Defender). Capture Jedra Kean and retreat off the map with him so he can be placed on trial. If Kean's BattleMech is crippled and an enemy unit occupies the same hex before the end of the next Movement Phase, he is considered captured. The capturing unit must then retreat off the Defender's home edge to achieve this Objective. **(Reward: 400)**

2.) The Overseers. For each designated overseer unit that survives (Attacker) or is destroyed (Defender) in the battle. **(Reward: 300)**

3.) Show no mercy. Destroy or cripple at least 75% of your opponent's force. **(Reward: 300)**

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Attacker is operating under Forced Withdrawal rules (see p. 258, TW), modified as follows. As long as Jedra Kean has not been destroyed, crippled or captured, the rules are not in effect. Once he is, however, all Attacker units must make a 1D6 roll when they would otherwise be subject to Forced Withdrawal. On a result of 5-6, they can ignore Forced Withdrawal.

Jedra Kean himself is not affected by Forced Withdrawal rules and cannot leave the map unless 50% of the Attacker's starting strength has been destroyed.

Better to be Feared

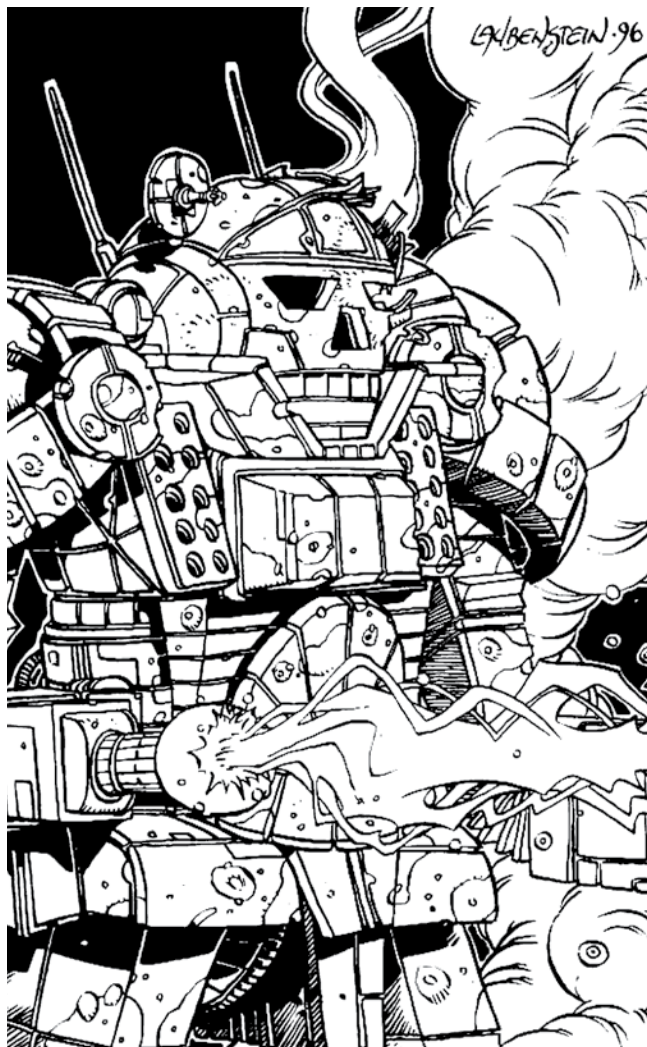
Lord Kean's forces are loyal to him, up to a point, but this loyalty is based mostly in fear and intimidation. Chief among Kean's tactics for keeping his people in line is his use of overseers who monitor the behavior of his followers and discipline them when they get out of line. Before the start of the game, the Attacker should secretly designate 1 unit per every 8 units fielded as an overseer. If one of these overseer units is crippled or destroyed, the Attacker suffers a -2 penalty to Initiative in the following turn. In addition, any Attacker unit in the overseer's Line of Sight must roll 2D6 against a target number of 8; failure means in the next turn the unit will retreat towards the Attacker's home edge using Walking/Cruising MP. Any unit that exits the map in this fashion does not count for calculating Objective points. The Initiative penalty and forced retreat only last for the following turn.

Commander's Prerogative

Galaxy Commander Isis Bekker leads the Ghost Bear force from the cockpit of her *Pack Hunter*. As long as she is active on the battlefield, the Bears receive a +1 bonus to their Initiative rolls (except in Turn 1). Bekker is determined to bring Kean to justice and will ignore other Attacker units in favor of Kean unless they attack her first.

AFTERMATH

Jedra Kean's last-ditch assault on the Ghost Bear flank very nearly worked. After three days of trying to get into his stronghold, the Bears were exhausted and the shock of Kean's attack hit them hard. Galaxy Commander Isis Bekker watched as warrior after warrior fell to the Warlord and his *Atlas*. Finally, with the aid of Star Colonel Conner Hall, Bekker faced Kean and used a false promise of surrender to lure him in. With Kean confused at his apparent victory, Bekker bought time for her troops to surround the Warlord and protect her from his incoming forces even as she and Star Colonel Hall suddenly let loose against Kean. Though she had only one remaining round of ammunition for her missiles and just a single laser still operational, Bekker's aim was true and she killed the Lord of Vega in his cockpit. The age of the Warlords was at an end.



ENEMY OF MY ENEMY

SITUATION

Lincoln Pass, North Nanturo
Vega, The Republic of the Sphere
01 December 3136

A year after arriving on Vega, the Ghost Bears found themselves still fighting public perception of their presence as an unwanted occupation. Though many of those who objected had legitimate issues with the Bears, a lot of the unrest was being stirred up by agents of the Draconis Combine. And not only was the Combine covertly causing trouble on Vega, but they had also been sneaking forces onto the planet for quite some time, taking advantage of gaps in the system's long-range detection defenses. The Bears and their allies had tangled with several of these infiltrators already and were preparing for further action when multiple incoming DropShips were detected. The Combine was back in force.

GAME SETUP

Recommended Terrain: Mountain

Set up 4 mapsheets in a 2x2 configuration. Designate one edge as the north side of the map; the Attacker's home edge is the eastern edge and the Defender's home edge is to the west.

Attacker

Recommended Forces: Forty-fourth Benjamin Regulars

The Attacker's force should be 150% of the Defender's. All units must set up on the map no more than 6 hexes from the Attacker's home edge. Up to 25% of the Attacker's units may set up using Hidden Units rules.

Defender

Recommended Forces: Omega Galaxy, First Vega Regulars

The Defender's forces enter the map on Turn 1. They approach the battlefield from three directions and may enter the map from any edge except the Attacker's home edge. If they enter from more than one edge, the forces must be split as evenly as possible between the edges.

Regardless of the total size of the Defender's forces, there can be no more than one company from the Vega Regulars involved in this battle. However, the First Regulars have managed to gain some actual BattleMechs salvaged by the Bears from Vega's many recent battlefields. Roll 1 out of every 6 Mech units from the Republic RATs.

WARCHEST

Track Cost: 500 WP

Optional Bonuses:

[+200] Dawn: Use the Dawn/Dusk rules (see p. 58, *TO*). In addition, any unit facing the eastern edge of the map during the first 6 turns of the battle receives an additional +1 to-hit modifier to all Piloting and Gunnery skill rolls due to facing directly into the rising sun. If there is any terrain that is 2 or more Levels taller intervening between the unit and the eastern edge of the map, this additional modifier does not apply.

OBJECTIVES

1.) Stall the Dragon. For each Attacker unit prevented from exiting the map. (**Reward: 75**)

2.) Prize Patrol. For each enemy unit crippled rather than destroyed. (**Reward: 100**)

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Attacker is operating under Forced Withdrawal rules (see p. 258, *TW*), unless negated by special unit rules (see p. **XX**). The Defender is not subject to Forced Withdrawal in this track.

RISE UP, YOU SONS AND DAUGHTERS OF VEGA!
RISE UP against the coming of the DRAGON!
We see now the TRUTH, that the GHOST BEARS are our AL-
LIES, not our ENEMIES!
JOIN with them to repel the TYRANNY of the Kuritas!
Shall we live in HARMONY with our FRIENDS or FEAR from
the OPPRESSORS?
Be strong, Vega! THIS IS YOUR FINEST HOUR!

Salvage

The Salvage rules (see pp. 192-193, *SO*) may be used by the player that achieves the most Objective points in the track.

Saviors from the Sky

Beginning in the End Phase of Turn 8, the Defender should roll 2D6 against a target number of 10. Success means that the Twelfth Vegan Rangers have arrived and will enter the battle in the next Turn. If this roll fails, decrease the target number by 1 and reroll in the End Phase of the next Turn. Continue each Turn until success is achieved.

The Vegan Rangers will enter the map from the Defender's home edge and their force can be as large as 50% of the Attacker's original force size.

This is our home!

Now that they know the truth behind the troubles Vega has been experiencing of late, the citizens of Nasew are ready to support the Ghost Bears against the Combine invasion. Add to the Defender's force 2D6 civilian defense groups. Treat these as standard Inner Sphere Motorized Infantry Platoons armed with ballistic rifles. These groups can enter the battle from the Defender's home edge in Turn 5.

In addition, patriotic Vegans have armed themselves with IndustrialMechs from the nearby plant at Northgate and join the battle on the side of the Bears. On Turn 6, 1D6+3 IndustrialMechs enter the fight from the northern edge of the map.

AFTERMATH

The incoming Combine DropShips sprinkled forces throughout the mountains between Nasew and Northgate and settled in to provide a defensive position. The Ghost Bears were hopelessly outnumbered, even with the help of the First Vega Regulars. But they had an unexpected friend in Jacob Bannson, whose agent on Vega released for worldwide broadcast video and documentary evidence that the Kuritans had been manipulating the situation on Vega for years. The outraged citizenry rose up in support of the Ghost Bears, with many offering themselves as cannon fodder infantry armed with little more than hunting rifles and homemade armor. That still wouldn't have been enough but Bannson had one more trick up his sleeve: the mercenary Twelfth Vegan Rangers had been hired to help defend the planet from Combine aggression. Now facing far more enemies than they had planned for, the Benjamin Regulars retreated off-world, leaving behind nearly half of their forces to surrender or be captured by the now-united people of Vega.

VISITATION RITES

SITUATION

Near Prigione
Vega, Vega Protectorate
07 February 3137

Following their almost effortless conquest of Dieron, the Draconis Combine decided to test the newly proclaimed Vega Protectorate by sending a probe in force to size up the planet's defenses. DCMS commanders reckoned that the Bears had not yet had time to fully integrate the troops recalled from Cebalrai nor the mercenary Twelfth Vegan Rangers into their defenses and this would present them with a golden opportunity to rout the Bears and claim Vega for the Combine. Diverting the Fifth Sword of Light from operations at Dieron and ordering them to accompany the surviving Forty-fourth Benjamin Regulars back to Vega, the Dragon's generals hoped to forestall a growing Clan presence in the former Prefecture I worlds. The incoming forces were counting on the gaps in Vega's long-range detection systems not having been repaired yet, but they were wrong and the defenders knew exactly what was coming their way. The Combine units landed south of Nasew, near the infamous Prigione prison, from whence they expected to commence their march on the capital.

GAME SETUP

Recommended Terrain: Flatland or Badlands (see p. 263, *TW*) or North Nanturo

Set up 6 maps in a 2x3 configuration. Treat all Rough terrain hexes as Ultra Rough (see p. 39, *TO*).

The Defender should select one of the shorter map edges as his or her home edge; the Attacker's home edge is the opposite. The Defender can setup forces within one map sheet of their home edge and may use Hidden Unit rules. The Attacker enters from their home edge on Turn 1.

If any Attacker units exit the map off the Defender's home edge, use the Rolling maps rules (see p. 214-5, *TO*) to expand the playing field. Continue adding maps as needed.

Attacker

Recommended Forces: Fifth Sword of Light, Forty-fourth Benjamin Regulars

The Attacker should be 100% of the Defender's total strength.

The Attacker should secretly designate any two BattleMechs as commander units, one representing *Tai-sa* Kenta Fukuyama of the Benjamin Regulars and the other *Tai-sa* Robert Rees of the Sword of Light.

Defender

Recommended Forces: Omega Galaxy, First Vega Regulars, Twelfth Vegan Rangers

The First Vega Regulars have once again used salvage to increase the number of BattleMechs in their ranks. For every 6 'Mech units in the Regulars, roll 1 from the Republic RATs and 2 from the Draconis Combine RATs.

WARCHEST

Track Cost: 600 WP

Optional Bonuses:

[+200] **Winds:** Apply the Strong Gale rules (see p. 61, *TO*).

OBJECTIVES

1.) Push the Boundaries. (Attacker) For each new map added to the playing field by the Attacker moving off the edge. **(Reward: 100)**

From the Great Work of Galaxy Commander Isis Bekker-Floralá—

And so our first major challenge is upon us. The warriors of the Dragon come to dislodge us from our new home and seize it and its people for themselves. We, of course, will not let that happen. The Claws of Vega stand ready to defend this world alongside its native population. The training programs we have instituted over the last few months, combined with the skyrocketing recruitment numbers the Regulars are posting, have given us a solid bedrock of troops who I think will more than prove themselves in the battle today. And the Rangers have shown just how committed they are to our new alliance.

I almost feel sorry for the Kuritans.

2.) Those Two Snakes. (Defender) For each of the Attacker's two commander units crippled or destroyed. **(Reward: 100)**

3.) Merciless. Cripple or destroy more tonnage than your opponent. **(Reward: 400)**

SPECIAL RULES

The following rules are in effect for this track:

Recon-in-Force

The main goal of the Kuritan assault is to feel out the Vegan forces and gain intel on how well the Clanners and their allies are integrating their warriors. This intel is useless if no Combine units make it off of Vega to report back to their DCMS superiors. As such, there are two conditions under which the Attacker's force will retreat from the field of battle:

1.) Both designated commander units have been destroyed, not crippled.

2.) 50% of the Attacker's force has been crippled or destroyed.

Once a retreat condition is met, all Combine units will attempt to make their way off the Attacker's home edge beginning in the next turn. All Attacker units must use more MP moving towards their home edge than any other direction. If both commanders are destroyed, the remaining Attacker units must use Running/Flank MPs to retreat; otherwise they can use whatever speed they want.

AFTERMATH

Spearheaded by the Fifth Sword of Light, the Combine forces began their march to Nasew. They were met with stiff resistance by the Ghost Bears and native Vegan forces, with the Twelfth Vegan Rangers providing backup. Despite this resistance, the Kuritans managed to trek quite some distance, taking heavy fire all the while. In the heat of the battle, the samurai of House Kurita repeatedly challenged the Bears to duels of honor only to see the majority of their challenges ignored. After several hours of fighting, *Tai-sa* Rees had to concede that the planet's defenders were too strong for a quick victory and he ordered a withdrawal so that he could take the intel he had gathered on the Vega Protectorate's strength back to the strategic planners in the DCMS.

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Pack Hunter II Isis**

Movement Points:

Walking: 7

Running: 11

Jumping: 7

Tonnage: 30

Tech Base: Clan

Era: Dark Age

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

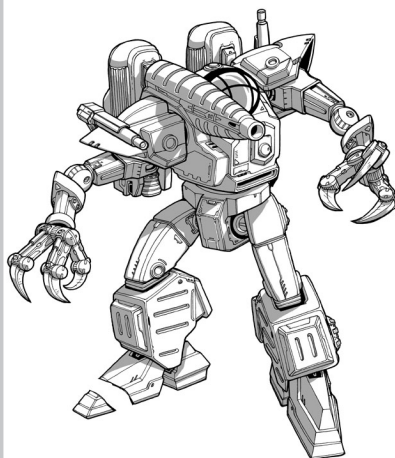
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Micro Laser	RT	1	2 [DE]	—	1	2	4
1	SRM 6	RT	4	2 [Msl]	—	3	6	9
	w/ Artemis IV FCS			[M.C.S]				
2	ER Micro Laser	LT	1	2 [DE]	—	1	2	4
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

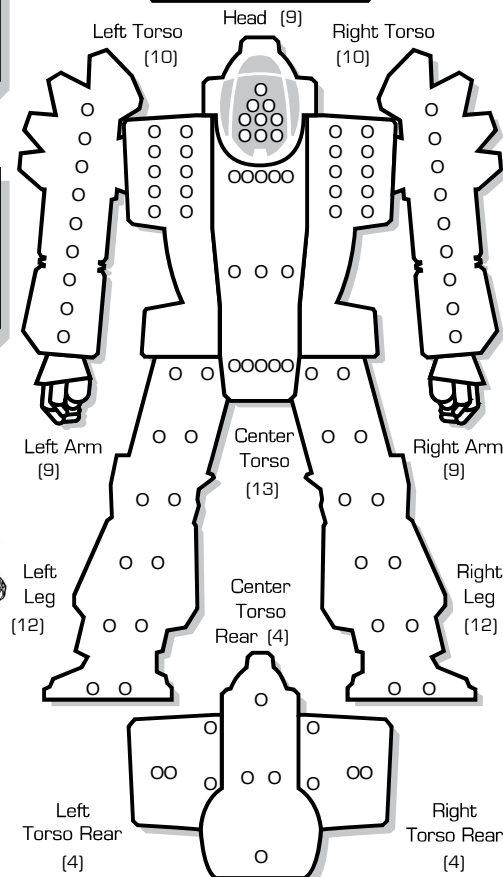
Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

Cost:

BV: 1,276



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Endo Steel

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- ER Micro Laser

1-3

- ER Micro Laser
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Ferro-Fibrous

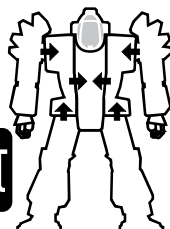
4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Endo Steel

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso(CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- SRM 6

1-3

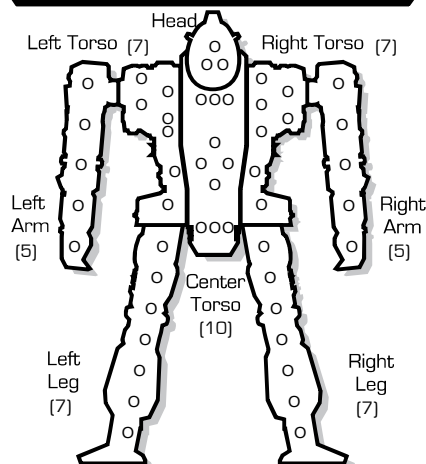
- Artemis IV FCS
- ER Micro Laser
- ER Micro Laser
- Ammo (SRM 6 Artemis) 15
- Ammo (SRM 6 Artemis) 15
- Ferro-Fibrous

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Atlas AS7-K2 Jedra

Movement Points: Tonnage: 100
Walking: 4 Tech Base: Inner Sphere
Running: 6 Era: Dark Age
Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	SRM 4	RT	3	2/Mel [M.C.S]	—	3	6	9
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	SRM 4	LT	3	2/Mel [M.C.S]	—	3	6	9
1	Light Gauss Rifle	RA	1	8 [DB.X]	3	8	17	25
1	Light Gauss Rifle	LA	1	8 [DB.X]	3	8	17	25

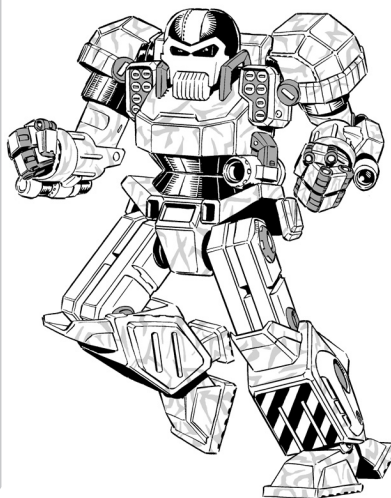
Cost: BV: 1,971

WARRIOR DATA

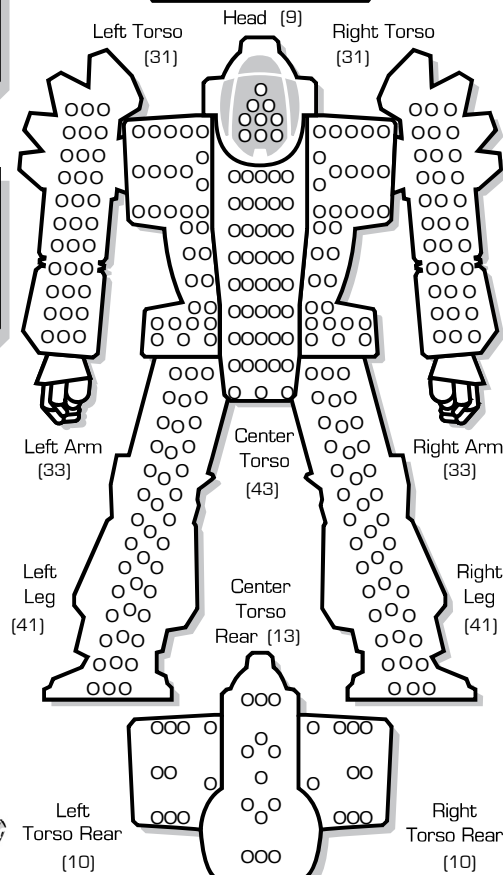
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Light Gauss Rifle
- Light Gauss Rifle

- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- ER Medium Laser
- SRM 4

- Ammo (SRM 4) 25
- Ammo (Light Gauss) 16
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Ferro-Fibrous

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Light Gauss Rifle
- Light Gauss Rifle

- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle
- Ferro-Fibrous
- Roll Again
- Roll Again

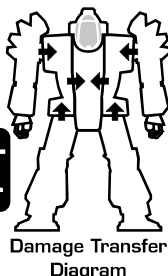
Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- ER Medium Laser
- SRM 4

- Ammo (SRM 4) 25
- Ammo (Light Gauss) 16
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

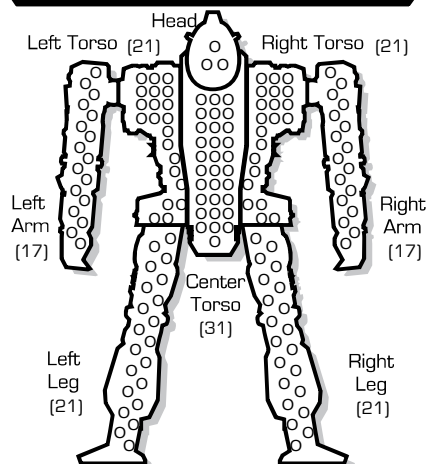
Right Leg

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



CATALYST
game labs

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

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

BATTLETECH

'MECH RECORD SHEET

(Industrial)

'MECH DATA

Type: **PeaceMaker PM6 PoliceMech**

Movement Points: Tonnage: 35
Walking: 4 Tech Base: Inner Sphere
Running: 6 [Experimental]
Jumping: 0 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 2	RT	2	2/Msl [M.C.S.]	—	3	6	9
1	Searchlight	LT	—	[E]	—	—	—	170
1	Mech Taser	RA	6	1 [DB,S,X]	—	1	2	4
1	Machine Gun	LA	0	2 [DB,AI]	—	1	2	3

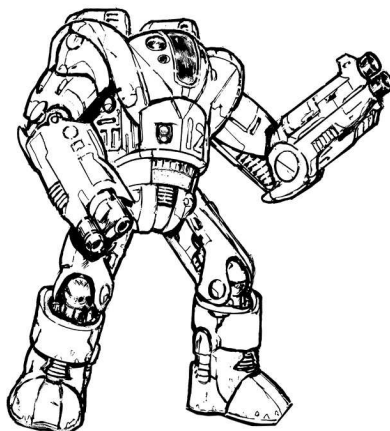
Cost: BV: 426

WARRIOR DATA

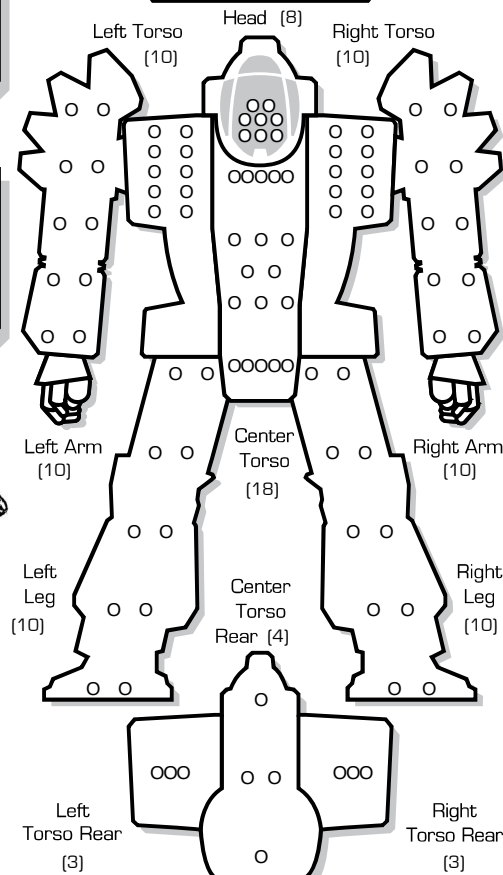
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Machine Gun
- Ammo (Machine Gun) 100
- Environmental Sealing

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

Left Torso

- Heat Sink
- Heat Sink
- Searchlight
- Environmental Sealing
- Roll Again
- Roll Again

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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Environmental Sealing

Head

- Life Support
- Sensors
- Cockpit
- Environmental Sealing
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Environmental Sealing
- Roll Again

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Mech Taser
- Mech Taser
- Mech Taser

- Ammo (Taser) 5
- Environmental Sealing
- Roll Again
- Roll Again
- Roll Again
- Roll Again

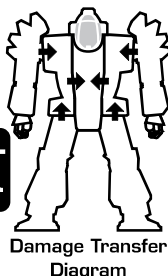
Right Torso

- Heat Sink
- SRM 2
- Ammo (SRM 2) 50
- Environmental Sealing
- Roll Again
- Roll Again

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

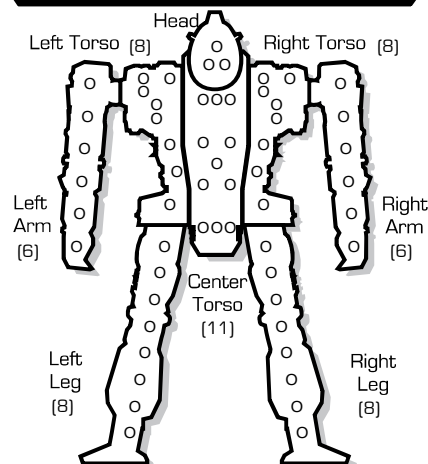
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Environmental Sealing



CATALYST
game labs

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

(Industrial)

'MECH DATA

Type: Dig Lord RCL-4 MiningMech

Movement Points: Tonnage: 65
Walking: 3 Tech Base: Inner Sphere
Running: 5 (Advanced)
Jumping: 0 Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Extended Fuel Tank (1 ton)	CT	—	[E]	—	—	—	—
2	Fluid Gun	RT	0	0	—	1	2	3
				[DB,S]				
2	Fluid Gun	LT	0	0	—	1	2	3
				[DB,S]				
1	Rock Cutter	RA	—	5	—	—	—	—
1	Mining Drill	LA	—	13	—	—	—	—

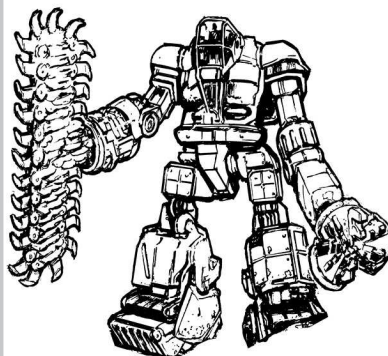
Cost: BV:607

WARRIOR DATA

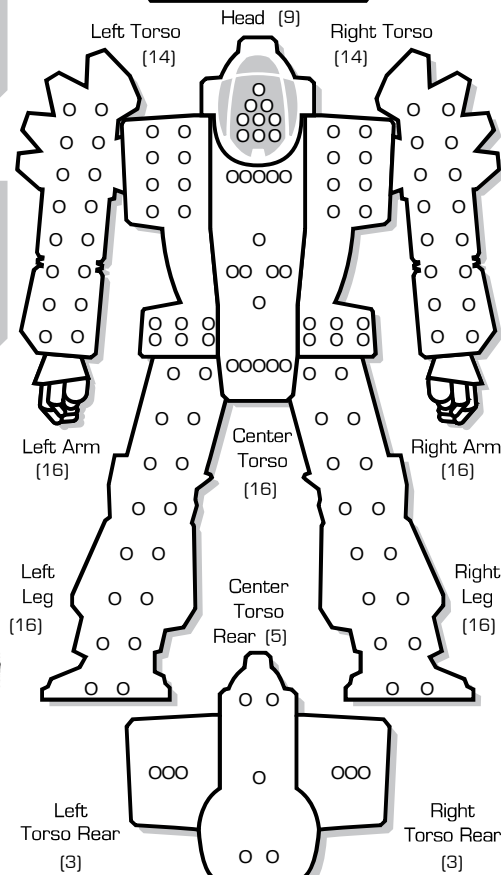
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Mining Drill
- 1-3 Mining Drill
- 1-3 Mining Drill

- 1-3 Mining Drill
- Roll Again
- Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Left Torso

- 1-3 Fluid Gun
- 1-3 Fluid Gun
- 1-3 Fluid Gun
- 1-3 Fluid Gun
- Ammo (Fluid Gun) 20
- Ammo (Fluid Gun) 20
- 1-3 Ammo (Fluid Gun) 20
- 1-3 Ammo (Fluid Gun) 20
- 1-3 Ammo (Fluid Gun) 20
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

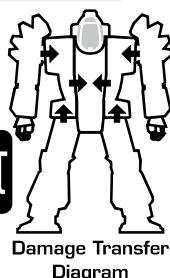
Head

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

Center Torso

- 1-3 Fuel Cell Engine
- 1-3 Fuel Cell Engine
- 1-3 Fuel Cell Engine
- 4-6 Gyro
- 4-6 Gyro
- 4-6 Gyro
- 1-3 Gyro
- 1-3 Fuel Cell Engine
- 1-3 Fuel Cell Engine
- 1-3 Fuel Cell Engine
- 1-3 Extended Fuel Tank (1 ton)
- 1-3 Roll Again

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



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Rock Cutter
- 1-3 Rock Cutter
- 1-3 Rock Cutter

- 1-3 Rock Cutter
- 1-3 Rock Cutter
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

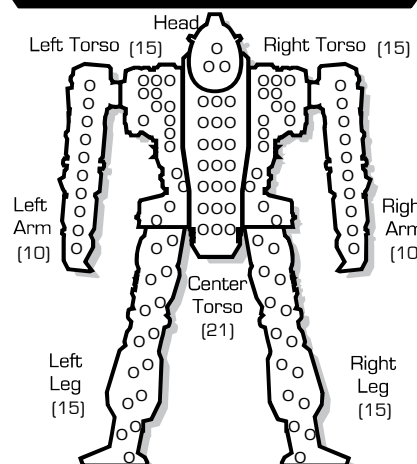
Right Torso

- 1-3 Fluid Gun
- 1-3 Fluid Gun
- 1-3 Fluid Gun
- 1-3 Fluid Gun
- Ammo (Fluid Gun) 20
- Ammo (Fluid Gun) 20
- 1-3 Ammo (Fluid Gun) 20
- 1-3 Ammo (Fluid Gun) 20
- 1-3 Ammo (Fluid Gun) 20
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale
Overflow

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

BATTLETECH

'MECH RECORD SHEET

(Industrial)

'MECH DATA

Type: Dig Lord RCL-4M MiningMech MOD

Movement Points: Tonnage: 65
Walking: 3 Tech Base: Inner Sphere
Running: 5 Era: Dark Age
Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Extended Fuel Tank (1 ton)	CT	—	[E]	—	—	—	—
1	SRM 4	RT	3	2/Mel [M.C.S]	—	3	6	9
1	AC/10	LT	3	10 [D.B.S]	—	5	10	15
1	Rock Cutter	RA	—	5	—	—	—	—
1	Mining Drill	LA	—	13	—	—	—	—

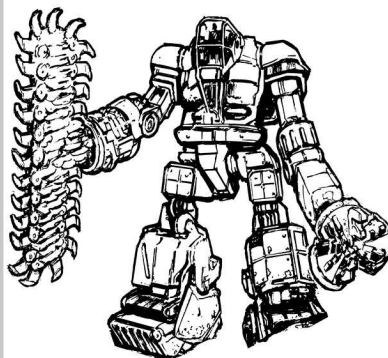
Cost: BV: 706

WARRIOR DATA

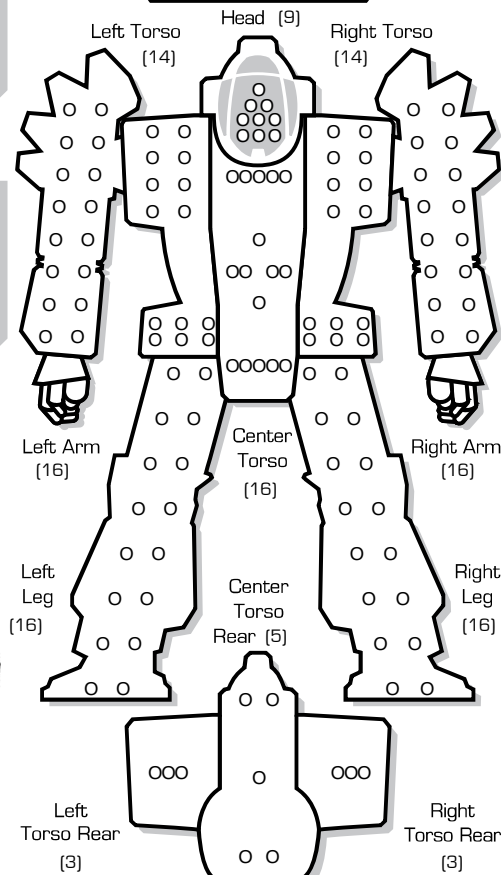
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Mining Drill
- 1-3 Mining Drill
- 1-3 Mining Drill

- 1-3 Mining Drill
- Roll Again
- Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Left Torso

- 1-3 AC/10
- 1-3 AC/10
- 1-3 AC/10
- 1-3 AC/10
- 1-3 AC/10
- 1-3 AC/10

- 1-3 AC/10
- 4-6 Ammo (AC/10) 10
- 4-6 Ammo (AC/10) 10
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

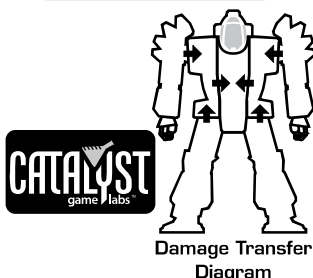
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- 1-3 Fuel Cell Engine
- 1-3 Fuel Cell Engine
- 1-3 Fuel Cell Engine
- 4-6 Gyro
- 4-6 Gyro
- 4-6 Gyro

- 1-3 Gyro
- 1-3 Fuel Cell Engine
- 1-3 Fuel Cell Engine
- 1-3 Fuel Cell Engine
- 1-3 Extended Fuel Tank (1 ton)
- 1-3 Roll Again

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



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Rock Cutter
- 1-3 Rock Cutter
- 1-3 Rock Cutter

- 1-3 Rock Cutter
- 1-3 Rock Cutter
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again

Right Torso

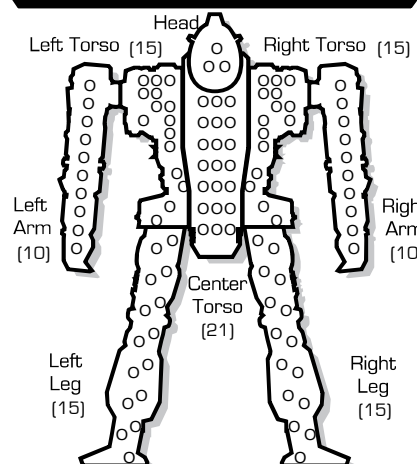
- 1-3 SRM 4
- 1-3 Ammo (SRM 4) 25
- 1-3 Ammo (SRM 4) 25
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again

- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale
Overflow

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

