

BATTLETECH



HISTORICAL TURNING POINTS

NEW DALLAS



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HISTORICAL TURNING POINTS

NEW DALLASTM

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PARTING GIFTS

**NEAR FORT RESOLUTE
NEW DALLAS, TERRAN HEGEMONY
22 MARCH 2787**

Captain Paul Holekamp held the antique pocket watch he pulled from his cooling suit's vest pocket and rubbed his fingers over the well-worn metal. Alone in the cockpit of his *Crusader*, he turned the watch back and forth, moving it just enough to catch the last rays of New Dallas's setting sun. Even in the dim light, he could make out the inscription carved into the back: "With all my love, Jenny."

My Jenny.

She was gone. They all were. Every last man, woman, and child in Caddo City, vaporized in an instant—a gift from the Free Worlds League for refusing to surrender their home. His unit had fought to resist the Marik invasion of New Dallas, but despite their best efforts, the Rangers were unable to dislodge the League. They had inflicted casualties, of course, but in the process had been whittled down to nearly nothing—just like New Dallas. Now he was the ranking officer, a captain in charge of a lance and the few stragglers they had rescued.

He started coughing and tasted blood. Radiation poisoning, another Marik gift.

Damn Kerensky, he thought to himself. *Damn him for abandoning us when we needed him the most.*

His comm board beeped to life. "Contact. Point 145, and moving fast," Lieutenant Warren whispered, his thick, South Fork accent barely punctuated over the cockpit's speakers.

"Confirmed, Hunter Three. Do we have a positive identification?" Holekamp jammed the watch back into his pocket and awaited a reply.

"Roger, Ranger One. We have one-eight Atreans. Positive ID on the Third Dragoons."

Holekamp connected his tactical feed to Warren's *Exterminator*. The screen showed eighteen fast-moving contacts headed their direction.

"Okay, Hunter Three, reel 'em in."

The telltale sound of LRM detonations rolling over the horizon was the lieutenant's only reply. With any luck, the Dragoons would take the bait and follow Warren back to the militia. He switched his comm over to the command's open frequency. "We have incoming," he growled as he brought his *Crusader* into a short trot. A chorus of acknowledgements and status reports popped up on his secondary display while the remainder of his lance—Marty's *Black Knight*, Sam's *Thug*, and Charlie's old 2N *Rifleman*—pulled in behind him. None of his 'Mechs were in good shape; a week of heavy fighting while on the run was beginning to show. Replacement armor patches were unpainted, and Charlie's *Rifleman* still sported Marik colors. Only a big, silver star hastily painted across its chest indicated it was part of the militia.

Holekamp took a moment to eye the terrain around their position. They had selected good ground to spring their trap—a wide winding trench that ran along one of the few access points to the old SLDF base. It was a natural choke point, and with any luck his Rangers would catch the Marik 'Mechs in enfilade.

Pushing the throttle, Holekamp was taking his *Crusader* toward the edge when movement triggered a warning ping on his HUD. A red contact appeared, then others, moving toward them. Sadly, Warren's IFF wasn't among the contacts, and he hoped the spry *Exterminator* had managed to disengage. He waited, weapons at the ready; the Dragoons were only minutes from the target area.

Just a little more.

A shape appeared, shaded because of the angle of the setting sun and the curve of the depression, but Holekamp could make it out. It was a *Wolverine*, painted in the green and light gray livery of the Atrean Dragoons. Without hesitation, he rose and took aim, his anger conquering his restraint; his carefully-laid plan was discarded the moment he saw the Marik BattleMech.

He held his *Crusader's* blocky forearms forward, launching more than a dozen LRMs. Corkscrewing through the fading light, the missiles rocked the smaller machine, peppering hits across its upper torso and head. The Marik 'Mech fell back, armor plates radiating outward. An autocannon—he wasn't sure whose—stitched a line of shells across the *Wolverine's* torso. One of them struck the open SRM ports near the 'Mech's head, which exploded in a blinding flash and tore the smaller Atrean 'Mech in half.

There was no ejection.

Ammunition detonation. He smiled. *That one's for you, Jenny.*

Through the smoke he could make out the *Wolverine's* companions: two full companies. Still keyed into the militia's general frequency, he screamed, "For New Dallas!" as he threw his *Crusader* into a gallop aimed directly at the center of their line. The rest of the militia followed, hollering their best rebel yells. Moving full tilt toward the Atreans, Holekamp didn't even bother targeting. He just fired salvo after salvo of missiles as quickly as his weapons would cycle.

With the element of surprise ruined, return fire from the Dragoons was tremendous. Holekamp winced as the combined fire of six Dragoon 'Mechs disemboweled Charlie's battered *Rifleman* advancing beside him. To his left, Marty's *Black Knight* reeled under its own halo of impacting fire, but his PPC and lasers were still spitting out shots at a rate far faster than even his double heat sinks could dissipate. The battle degenerated into a swirling melee, and Holekamp salvoed all six of his 'Mech's missile packs into a nearby *Griffin*—spiking his own heat well into the red—with countless LRMs and SRMs making impact, hitting the lighter machine across its upper torso. The *Griffin* fell backward and didn't get up again.

Holekamp worked to catch his breath. The heat in his cockpit was unbearable, and sweat stung his eyes. Auto shutdown alarms sounded, but he slapped the override. There was no way he was shutting down.

Movement to his immediate left caught his eye; Marty's *Black Knight* exploded as three full salvos of LRMs descended on him. He spotted the source—a pair of *Archers*—and lifted his arms to flush his LRM racks again, only to hear the warning buzz indicating his magazines were empty. Side-stepping his *Crusader* toward the wreckage he started to cough again, and tasted more blood.

Jenny, I'll see you soon.

Ignoring enemy fire, Holekamp reached down and pried the PPC off of the downed *Black Knight*, holding it in two hands like a baseball bat, and charged the two BattleMechs who killed his friend. A wall of missiles met him, other Dragoon 'Mechs added their fire, and his *Crusader* collapsed, its engine cored. As he hit the ground, the last thing he saw was Sam's *Thug* advancing one step at a time, her weapons firing again and again and again.

They were finished. The Hegemony was finished.

New Dallas was lost.

HISTORICAL TURNING POINTS NEW DALLAS™

Welcome to *Historical Turning Points: New Dallas*, a campaign 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 New Dallas, while the **Track** section gives details on some of the larger and more pivotal battles of the planetary struggle. These can also be used with standalone games set in the Star League, Succession Wars, and Jihad eras.

The **Atlas** section presents a global view followed by some quick facts about New Dallas. Included in this section are terrain tables broken into various categories. These tables can be used as a random chart to determine the maps used in the tracks or simply as a guide to provide ideas on the types of terrain found on the world. This section also contains a list of various additional terrain types, 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.

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

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

The **Annex** contains two official Record Sheets. The first is the customized *Rifleman II* of Major General Carlos Kataga, senior SLDF officer before Operation APOTHEOSIS, followed by the custom configuration *Rampage* of General Viktoria Benboudaoud, Commander of all Rim Worlds forces garrisoning New Dallas at the start of the Amaris Coup.

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Special Thanks: To Ben, for letting me take a crack at something a little different and for answering all of my questions. You're a legend. To my mom, who bought my first BattleMech. This is YOUR fault. To my amazing wife—you're the best lancemate this 'Mech jockey could hope for. Lastly, to the BattleTech fans. I hope you like this one.

For more general information about the history of New Dallas, see the sourcebooks *Technical Readout: 3075* and *Historical: Liberation of Terra Volume I*.

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.

NEW DALLAS

Appointed Ruler (2766): Governor Titus Clay (3068) None

Star Type (Recharge Time): K8VI (199 hours)

Position in System: 2

Time to Jump Point: 3.47 days

Number of Satellites: 2 (Pecos, Franklin)

Surface Gravity: 0.86

Atm. Pressure (2766): High (Breathable) (3068) Very High (Toxic – CO2 and Methane)

Equatorial Temperature (2766): 47 °C (Subtropical) (3068) 96 °C (Tropical)

Surface Water (2766): 62 percent (3068) 60 percent

Recharging Station (2766): Zenith, Nadir (3068) None

HPG Class (2766): A (3068) None

Highest Native Life: Plants

Population (2766): 3,427,840,000 (3068) None

Socio-Industrial Levels (2766): A-B-A-B-A (3068) None



NEW DALLAS

Initially a marginally habitable rock, extensive terraforming of the planet's inhospitable atmosphere turned New Dallas into an ideal planet for settlement. Dominated by three major landmasses—Reunion, Ellum, and Trinity—and two large oceans, the planet enjoyed rich soil, vast savannahs, and thick forests. Abundant water and long growing seasons made the planet ideal for agriculture, and during the Star League New Dallas supplied the needs of more than a dozen neighboring systems. While stable, the subtropical environment was prone to massive seasonal thunderstorms, a result of the planet's terraformed ecology. Reunion and Trinity in particular, with their vast flat plains and long coasts, would suffer gale-force winds and tornadoes during the spring and fall months.

Caddo City, the planetary capital and first settlement, was located along the Brazos Ocean in the northern hemisphere. Formerly a collection of underground habitats built to protect colonists from the planet's sweltering heat and thick atmosphere, it eventually became Dallas's largest city, despite its intense seasonal storms. After terraforming, many of the original habitats were repurposed or sealed. One such facility was the "boneyard" bunker converted by the New Dallas Militia. During the First Succession War forces from House Marik leveled the city with nuclear weapons.

Lake Galvez, the largest body of fresh water on Reunion, had no less than five major cities along its shores and was home to the planet's large technology industry. During Operation CHIEFTAIN, the SLDF utilized the many DropPorts along the lake to establish a beachhead for the invasion. The area saw heavy fighting, and Republic troops destroyed the city of Port Vera to cover their retreat off world.

Located in the Caprock Midlands on Trinity and once the location of an inland sea, New Angelo was the most industrialized city on New Dallas, after surface scans revealed reservoirs of oil. At the end of APOTHEOSIS, bombardment by Rim Worlds WarShips demolished the city, releasing millions of barrels into the countryside.

Before the Coup, New Dallas boasted three Castles Brian, dozens of SLDF bases, a fleet port, and extensive training facilities. Fortress Goliad, the largest Castle Brian on Trinity, housed the planetary SDS command center.

The Amaris Coup devastated the planet's industrial infrastructure and engineered environment. Liberal use of orbital bombardment and heavy fighting destroyed vast tracks of land. During the First Succession War the Free Worlds League's detonation of dozens of nuclear weapons irrevocably destroyed what remained, and runaway heating of the planet's atmosphere rapidly reverted New Dallas to its natural state.

By the Second Succession War New Dallas was a toxic, dead world.

Mapsheets

The following tables represent the categories of terrain found on the battlefields of New Dallas. Players should create a playing area using terrain suitable for the terrain type noted under *Game Setup* for each track. Players using mapsheets may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified by the track. MS = *Map Set*, MSC = *Map Set Compilation*, BT = *BattleTech Introductory Box Set*.

If miniature rules are used instead of mapsheets, players should do their best to mimic the type of terrain features and elevations found on the listed mapsheets.

Optional Rules

If all players agree, the following particular effects from *Total Warfare* (TW), *Tactical Operations* (TO), and *Strategic Operations* (SO) may be used to add "New Dallas flavor" to specific eras of this campaign.

Base Terrain Types

Level 1 Foliage (see p. 36, TO)
Planted Fields (see p. 38, TO)
Ultra Heavy Woods (see p. 40, TO)

Weather Conditions

Storm (see p. 61, TO)
Tornadoes (see pp. 61–62, TO)
Extreme Temperatures (see p. 61, TO)

NEW DALLAS MAPSHEETS TABLE

PRAIRIE	2D6 Result	Map
	2	City Street Grid/Park #2 (MS4, MSC1)
	3	Open Terrain #2 (MS5, MSC2)
	4	Scattered Woods (MS2, MSC2)
	5	Rolling Hills #1 (MS3, MSC1)
	6	Open Terrain #1 (MS5, MSC2)
	7	BattleTech (MS2, MSC1)
	8	Open Terrain #2 (MS5, MSC2)
	9	Rolling Hills #2 (MS3, MSC1)
	10	Battleforce 2 (MS6, MSC2)
	11	Open Terrain #1 (MS5, MSC2)
	12	Desert Hills (MS2, MSC1)

RUINS/URBAN	2D6 Result	Map
	2	City (Hills/Residential)* #1 (MS3, MSC1)
	3	City Street Grid/Park* #1 (MS4, MSC1)
	4	City, Downtown (MS6, MSC2)
	5	City, Suburbs (MS6, MSC2)
	6	Seaport (MS7)
	7	City, Suburbs (MS6, MSC2)
	8	Drop Port #2 (MS7)
	9	City, Skyscraper* (MS6, MSC2)
	10	City Street Grid/Park* #2 (MS4, MSC1)
	11	City (Hills/Residential)* #2 (MS3, MSC1)
	12	Military Base* (MS7)

*Place Medium and Heavy buildings of varying heights in each non-paved hex. For Ruins roll 2D6 for every hex containing a building. On a result of 6+, that hex is reduced to rubble.

COASTAL	2D6 Result	Map
	2	River Delta/Drainage Basin #1 (MS4, MSC1)
	3	City, Suburbs (MS6, MSC2)
	4	Archipelago #1 (MS7)
	5	Coast #2 (MS7)
	6	Seaport (MS7)
	7	Coast #1 (MS7)
	8	Seaport (MS7)
	9	City, Downtown (MS6, MSC2)
	10	Drop Port #2 (MS7)
	11	Coast #2 (MS7)
	12	River Delta/Drainage Basin #2 (MS4, MSC1)

Terrain Modifications

Roads, Dirt, and Gravel (see p. 51, TO)

Terrain Conditions

Low Gravity (see p. 55, TO)
High Atmosphere (see p. 54, TO)
Very High Atmosphere (see p. 55, TO)
Radiological/Poisonous Atmosphere (see p. 56, TO)

Forced Withdrawal

Unless otherwise noted, the *Forced Withdrawal* rules (see p. 258, TW) are in effect for all forces.

Salvage

Unless otherwise noted in an individual track, the *Salvage* rules (see p. 191, SO) may be used if the player achieves at least one Objective in the track.

THE HEGEMONY MEMORY CORE OF NEW DALLAS

A lifeless planet with a bloody past, New Dallas was a mere footnote in history until the Devil's Brigade mercenaries rediscovered an ancient artifact in the early days of the Jihad. Their discovery revealed a secret history, long buried and believed lost.

Centuries before the Star League, the Terran Hegemony made sure New Dallas was supplied with the best technology—especially available military technology. Designed to bind the world to the new nation, the planet's militia was one of the first in the Hegemony, outside of the military, to obtain BattleMechs. In an action characteristic of an era when BattleMechs were rare and valuable, New Dallas constructed a large "boneyard" bunker to store mothballed machines when delivered new ones.

In addition to new technologies, New Dallas's early years hosted a large Hegemony Central Intelligence Directorate (HCID) presence. Ostensibly on-planet to conduct intelligence operations outside of the Hegemony, the truth was more complicated. Despite outward goodwill toward New Dallas, Director-General Michael Cameron was suspicious of the early colonists and ordered the HCID to covertly survey the local population for signs of disloyalty. While the surveillance mission to monitor the populace was unfounded and would ultimately end after a decade, the HCID's covert operations against the budding Great Houses did not. Using the planet's militia as cover, they maintained a secret information storage cache in a most unlikely location: the boneyard bunker.

When HCID operations did eventually move elsewhere, the memory core remained connected to New Dallas's military network and continued to receive automatic updates, even though the storage depot had long been replaced by newer facilities. By 2570, the bunker's main surface entrance—located beneath the militia's Caddo City barracks—had been mothballed, its contents locked away.

Throughout the Star League, the bunker and memory core would languish undisturbed. Only Operation APOTHEOSIS affected the core, albeit indirectly. When Rim Worlds troops failed to capture the New Dallas HPG, they went on a rampage, destroying the HPG and as much of the planet's military and infrastructure as possible. Caught unaware and unprepared, SLDF patrols fought fiercely against the 154th Amaris Dragoons, and fighting ravaged a large swath of the capital—including the militia's barracks—collapsing the surface facilities covering the bunker's entrance and concealing the underground structure even further. Unable to capitalize on the SLDF's surprise, however, the Rim Worlds soldiers were forced to withdraw to their fortified bases, leaving the bunker—and its contents—undisturbed for the remainder of the Amaris Coup.

Liberated by the SLDF in 2773, New Dallas was heavily damaged by the Star League Civil War and had little time to rebuild following the fall of the Amaris Empire. The dissolution of the Star League and Kerensky's Exodus led to the Free Worlds League's invasion of the planet in March 2787. An important world in Keryon Marik's drive toward Terra, the assault was a disaster for the Free Worlds troops and for New Dallas.

Tasked with securing the valuable Galvez region, the overconfident Seventh Marik Militia, expecting little opposition, attempted to use the same landing zones as the SLDF during Operation CHIEFTAIN. However, incomplete intelligence failed to warn the Marik troops that several well-prepared militia regiments were already massing in the area. The unsuspecting Seventh suffered heavy casualties and was forced to withdraw to their DropShips, which were virtually wiped out along the shoreline.

Their demise set the tone for the entire battle, and when the Third Atrean Dragoons' landings outside of Caddo City also met fierce opposition, the invasion's commander authorized the release of nuclear weapons to avoid a similar fate. While the nuclear assault annihilated the militia and most of the planet's major population centers, by sheer accident the attack almost destroyed the memory core when a nearby ground burst in the capital collapsed a portion of the underground bunker.

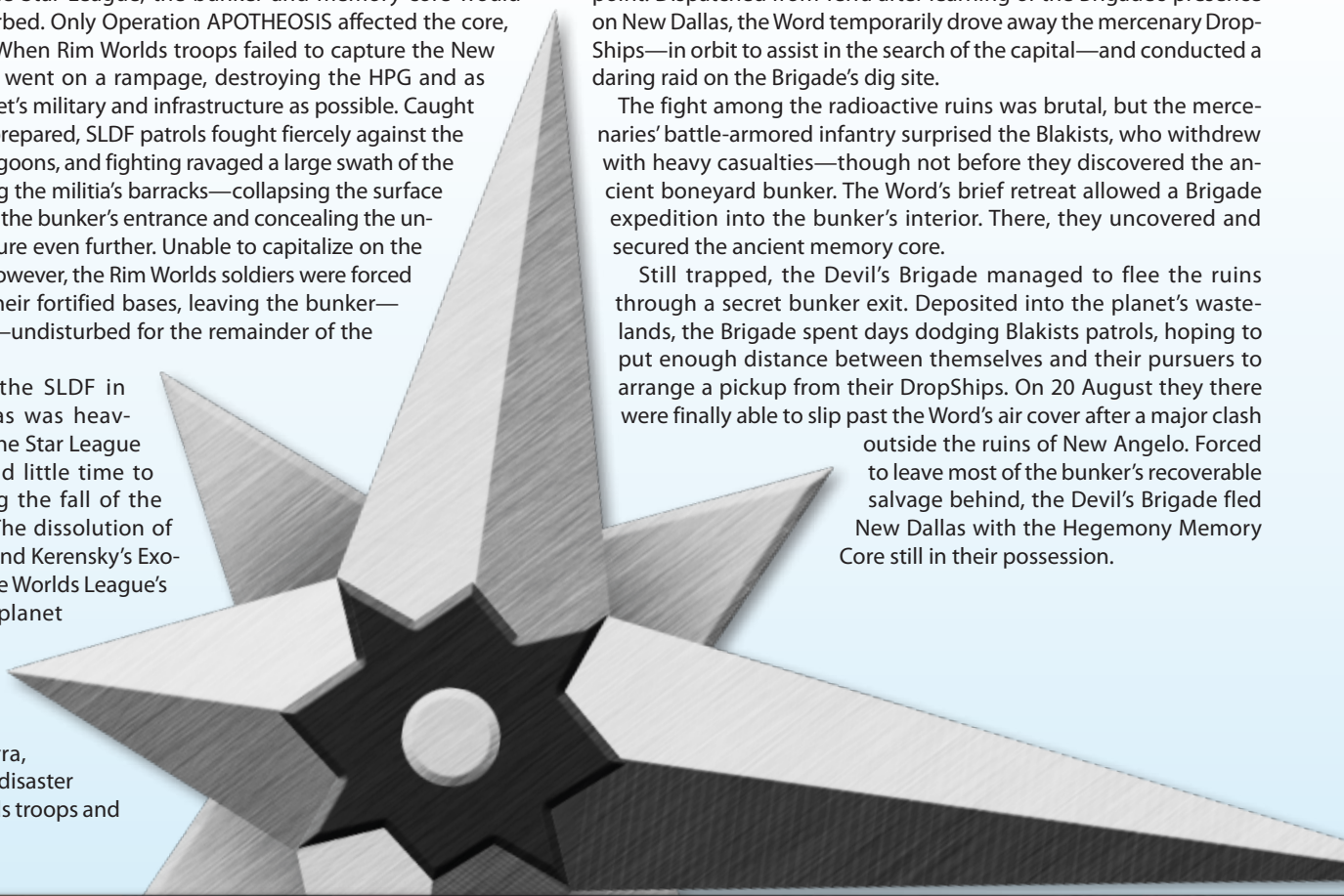
Following the departure of the Free Worlds League, along with all of the world's remaining survivors, the memory core sat untouched for almost three centuries.

In 3068 information gathered by Chandrasekhar Kurita's intelligence apparatus—supplemented with data gleaned by Interstellar Expeditions—suggested that Terran Hegemony militias were once outfitted with advanced Star League technology. Based on the intelligence, Kurita ordered the Devil's Brigade mercenary unit to mount an expedition to New Dallas, a likely candidate for useful findings.

Arriving 15 July, the Brigade initially found nothing—the Royal-quality machines were long destroyed—and so they began conducting deep scans of the planet's ruins in search of possible SLDF depots. Their efforts were interrupted 14 August when a Level III of Word of Blake troops—later identified as the Nineteenth Division—jumped into a nearby pirate point. Dispatched from Terra after learning of the Brigade's presence on New Dallas, the Word temporarily drove away the mercenary DropShips—in orbit to assist in the search of the capital—and conducted a daring raid on the Brigade's dig site.

The fight among the radioactive ruins was brutal, but the mercenaries' battle-armored infantry surprised the Blakists, who withdrew with heavy casualties—though not before they discovered the ancient boneyard bunker. The Word's brief retreat allowed a Brigade expedition into the bunker's interior. There, they uncovered and secured the ancient memory core.

Still trapped, the Devil's Brigade managed to flee the ruins through a secret bunker exit. Deposited into the planet's wastelands, the Brigade spent days dodging Blakists patrols, hoping to put enough distance between themselves and their pursuers to arrange a pickup from their DropShips. On 20 August they were finally able to slip past the Word's air cover after a major clash outside the ruins of New Angelo. Forced to leave most of the bunker's recoverable salvage behind, the Devil's Brigade fled New Dallas with the Hegemony Memory Core still in their possession.



RANDOM ASSIGNMENT TABLES: NEW DALLAS

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 campaign. 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).

Units marked with an asterisk (*) are four-legged (quad) BattleMechs.

NEW DALLAS MILITIA	2D6	LIGHT 'MECHS	MEDIUM 'MECHS	HEAVY 'MECHS	ASSAULT 'MECHS
	2	HNT-151 Hornet	SHD-2Hb Shadow Hawk	MAD-1R Marauder	THG-11Eb Thug
	3	STG-3Gb Stinger	KTO-19b Kintaro	WHM-6R Warhammer	HGN-732b Highlander
	4	THE-Nb Thorn	KY2-D-02 Kyudo	LNC25-05 Lancelot	STC-2C Striker
	5	MCY-99 Mercury	WVE-5N Wyvern	CRD-2R Crusader	LGB-7Q Longbow
	6	WSP-1A Wasp	PHX-2 Phoenix Hawk	FLS-8K Flashman	STK-3F Stalker
	7	MON-66 Mongoose	CRB-27 Crab	BMB-12D Bombardier	HGN-732 Highlander
	8	NTK-2Q Night Hawk	HBK-4G Hunchback	BL-6-KNT Black Knight	PLG-3Z Pillager
	9	FLC-4N Falcon	WVR-6R Wolverine	GLT-3N Guillotine	AS7-D Atlas
	10	TLN-5V Talon	LNK-9Q Lynx	ARC-2R Archer	LGB-7Q Longbow
	11	FFL-3A Firefly	PXH-1b Phoenix Hawk	TDR-55b Thunderbolt	RFL-3N-2 Rifleman II
	12	LCT-1Vb Locust	CRB-27b Crab	WHM-6Rb Warhammer	BLR-1Gbc BattleMaster

RIM WORLDS REPUBLIC	2D6	LIGHT 'MECHS	MEDIUM 'MECHS	HEAVY 'MECHS	ASSAULT 'MECHS
	2	TLN-5W Talon	PX-3R Phoenix	ST-8A Shootist	HGN-732 Highlander
	3	HSR-200D Hussar	PXH-1 Phoenix Hawk	BL-6-KNT Black Knight	THG-11E Thug
	4	FS9-H Firestarter	GRF-1N Griffin	BMB-12D Bombardier	STK-3F Stalker
	5	LCT-1V Locust	DV-6M Dervish	OSR-2C Ostroc	BNC-3M Banshee
	6	WSP-1A Wasp	HBK-4G Hunchback	ARC-2R Archer	GOL-1H Goliath*
	7	STG-3R Stinger	SHD-2H Shadow Hawk	TDR-5S Thunderbolt	VTR-9B Victor
	8	FFL-3A Firefly	WVR-6R Wolverine	CRD-2R Crusader	RMP-2G Rampage
	9	MCY-99 Mercury	PX-4R Phoenix	OSR-2C Ostroc	BLR-1G BattleMaster
	10	JVN-10N Javelin	CRB-27 Crab	WHM-6R Warhammer	LGB-0W Longbow
	11	MON-66 Mongoose	KTO-19 Kintaro	CPLT-C1 Catapult	AWS-8Q Awesome
	12	THE-N Thorn	LNK-9Q Lynx	CHP-1N Champion	RMP-4G Rampage

FREE WORLDS LEAGUE	2D6	LIGHT 'MECHS	MEDIUM 'MECHS	HEAVY 'MECHS	ASSAULT 'MECHS
	2	MON-66 Mongoose	WVR-6R Wolverine	MAD-1R Marauder	EMP-6A Emperor
	3	SDR-5V Spider	DV-6M Dervish	CHP-1N Champion	BNC-3M Banshee
	4	HER-1S Hermes	TBT-5N Trebuchet	CRD-2R Crusader	STC-2C Striker
	5	TLN-5W Talon	HER-2S Hermes II	RFL-3N Rifleman	BLR-1G BattleMaster
	6	LCT-1V Locust	PHX-1 Phoenix Hawk	WHM-6R Warhammer	AWS-8Q Awesome
	7	WSP-1A Wasp	HOP-4B Hoplite	ON1-K Orion	STK-3F Stalker
	8	NTK-2Q Night Hawk	GRF-1N Griffin	WHM-6R Warhammer	LGB-0W Longbow
	9	FLE-15 Flea	HBK-4G Hunchback	OTL-4D Ostsol	AWS-8R Awesome
	10	FS9-H Firestarter	SHD-2H Shadow Hawk	TDR-5S Thunderbolt	VTR-9A Victor
	11	THE-N Thorn	WTH-1 Whitworth	ARC-2R Archer	CP-10-Z Cyclops
	12	UM-R60 UrbanMech	ASN-21 Assassin	OSR-2C Ostroc	PLG-3Z Pillager

WORD OF BLAKE	2D6	LIGHT 'MECHS	MEDIUM 'MECHS	HEAVY 'MECHS	ASSAULT 'MECHS
	2	LCT-5M Locust	LGH-6W Lightray	ST-9C Shootist	SPT-N3 Spartan
	3	NXS2-B Nexus	RJN-200-B Rajjin II	GLT-6WB Guillotine	VNQ-2B Vanquisher
	4	OTT-9CS Ostscout	INI-02 Initiate	ARC-8M Archer	KGC-005 King Crab
	5	GUR-2G Gurkha	BLF-21 Blue Flame*	LNC25-04 Lancelot	LGC-02 Legacy
	6	FNHK-9K1B Falcon Hawk	HER-5C Hermes II	TYM-1A Toyama	GRN-004 Grand Crusader II
	7	HSR-500-D Hussar	CRB-30 Crab	WHF-3B White Flame*	THG-12E Thug
	8	NXS1-B Nexus	RJN-200-A Rajjin II	RLF-7M Rifleman	VNQ-2A Vanquisher
	9	GUR-4G Gurkha	SHD-7CS Shadow Hawk	DRG-6FC Dragon Fire	LGC-01 Legacy
	10	NXS2-A Nexus	KTO-21 Kintaro	TDR-9M Thunderbolt	GRN-003 Grand Crusader II
	11	MCY-102 Mercury	KW2-LHW Lineholder	EXC-D1 Excalibur	MR-6B Cerberus
	12	ZPH-2A Tarantula*	GRMR-PR30 Grim Reaper	FLS-9B Flashman	HGN-736 Highlander

COMMANDERS

CARLOS KATAGA

Rank: Major General, commander of New Dallas's SLDF

Born: 2694 (72 in 2766)

A native of Lone Star, Carlos Kataga was a company commander in the 2775th Royal Dragoon Regiment. A decorated veteran of Breed, he was rotated back to the Hegemony after Operation SMOTHER and spent his career working to develop training programs for future Royal soldiers. Before Operation APOTHEOSIS, Kataga's training camps were the final stop for many new Royals before heading to the Periphery. A critic of First Lord Cameron's invitation of Rim Worlds troops into the Hegemony, he worked closely with New Dallas Governor Titus Clay to ensure the world's defense remained firmly in SLDF hands, going so far as to assign fresh recruits to active combat patrols. Though APOTHEOSIS caught the Hegemony by surprise, Kataga was quick to organize a counteroffensive against New Dallas's Rim Worlds garrison, personally taking to the field in his *Rifleman* to lead his troops into battle.

General Kataga died in combat when Rim Worlds Admiral Otto Idowu bombarded Fortress Goliad from orbit. Defiantly defending the Hegemony, the general remained at his command post until Republic WarShips buried the complex.

Special Abilities: General Kataga is a Veteran MechWarrior and adds +2 modifier to all Administration, Tactics, and Strategy rolls. When fighting alongside SLDF troops, the SLDF gains a +2 Initiative bonus. Kataga also has the Blood Stalker Gunnery special ability (see p. 219, *ATOW*), which is used in defense of the Terran Hegemony or Star League.

VIKTORIA BENBOUDAUD

Rank: General, commander of the Sixty-second Republican Brigade and 154th Amaris Dragoons

Born: 2720 (56 in 2766)

A distant cousin of Mohommad Selim, Viktoria Benboudaoud was noted as a ruthless yet loyal soldier who relished the idea of conquering the Hegemony. Placed in command of the prestigious Sixty-second Republican Brigade of the Sixth Republican Guards Division, Benboudaoud was assigned to subdue New Dallas. Unfortunately, the resident SLDF troops undermined her efforts to prepare for APOTHEOSIS and limited her troops' access to New Dallas's more important defenses. While her early efforts would fail to subjugate New Dallas during APOTHEOSIS, her command still managed to seize control of the jump point SDs, which would play a key role in the final conquest of the planet.

Knowing she had failed the First Consul, Benboudaoud led her outnumbered command against the SLDF, dying in the cockpit of her *Rampage*, fighting Star League ground forces after they overran her position outside Fort Resolute.

Special Abilities: Viktoria Benboudaoud is a Veteran MechWarrior with the Hot Dog Piloting special ability (see p. 222, *ATOW*). She also has the Impatient trait and Bad Reputation when dealing with SLDF or Hegemony personnel.

PHILLIP HOLEKAMP

Rank: Captain in the New Dallas Militia

Born: 2732 (55 in 2787)

A captain in the 150th Royal BattleMech Division at the start of the Amaris Coup, Phillip Holekamp fought through the XXIV Corps's battle for Talitha, witnessing firsthand Republican brutality against civilian targets. A native of New Dallas, Holekamp survived the Hegemony campaign and retired from the SLDF to help rebuild his home. Refusing to leave with Kerensky's Exodus out of loyalty to the Hegemony and New Dallas, Holekamp felt personally betrayed by the general, as he believed Kerensky abandoned the Hegemony when it needed him the most.

Returning to the cockpit during the Free Worlds League invasion, Holekamp led a fanatical defense against the invaders.

Special Abilities: Phillip Holekamp is an Elite MechWarrior with the Tactical Genius special ability (see p. 225, *ATOW*). Holekamp also has the traits In for Life and Dependents in regards to New Dallas or the Hegemony.

VENLA SAHIN

Rank: General, commander of the Seventh Marik Militia, Third and Fifth Atrean Dragoons

Born: 2723 (64 in 2787)

The daughter of two force commanders who served Elise Marik in the First Free Worlds Guards during the Marik Civil War, Sahin was weaned on tales of service. Entering the FWLM after graduating from the prestigious Princefield Military Academy, Sahin showed an affinity early on for the cavalry tactics practiced by most of the Atrean regiments and quickly rose through the ranks.

Commander of the Third Atrean Dragoons before Kerensky's Exodus, Sahin was promoted by Kenyon Marik in anticipation of the invasion of the Terran Hegemony. Given operational control of two additional regiments—the Seventh Marik Militia and Fifth Atrean Dragoons—Sahin quickly secured Bordon before moving onto her next target: New Dallas.

A consummate professional dedicated to her craft, Sahin considered every weapon in her arsenal viable if it ensured a quick victory.

Special Abilities: Venla Sahin is a Regular MechWarrior with the Maneuvering Ace special piloting ability (see p. 223, *ATOW*).

COMBATANTS

This section lists the combat units active during certain eras of the New Dallas 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 Tables (see p. **XX**) to use if randomly determining a force. Abbreviations in italics are suggestions for advanced RAT options. To build a unit (if not using a player-defined unit from a campaign), follow the Unit Generation rules in *Total Warfare* (see p. 264, *TW*). To see which faction tables to roll, see the RAT entry for each combatant, taking care not to select any units that may not have yet been constructed. This can be accomplished generally using the lowest quality rated columns (C, D, or F), as more advanced equipment usually fills in the higher-rated columns (such as A and B). Alternatively, when applicable, choose a variant of the unit that did exist during the era in place of one created later.

For a more advanced game utilizing a broader range of 'Mechs, vehicles and battle armor, players should feel free to also utilize the RATs in *Historical: Liberation of Terra Vol. I (HistLoT1)*, *Field Manual: SLDF (FMSLDF)*, *Era Report: 2750 (ER2750)*, *Field Manual: Updates (FMU)*, *Field Manual: Mercenaries, Revised (FMMR)*, *Jihad Secrets: The Blake Documents (BD)*, and *A Time of War (ATOW)*. Note that because some of these materials have a later in-universe date than this campaign, players participating in an authentic era campaign will need to select a variant of the unit that did exist in a specific era in place of one created later. (Visit your local game store to purchase these additional products or order them directly from www.battlecorps.com/catalog; PDFs for some products are also available.)

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

NEW DALLAS MILITIA

CO: General Samuel Dinwoodie

Average Experience: Veteran

RAT: New Dallas Militia

Unit Abilities: The militia may use Banking Initiative and Off-Map Movement (see p. 192, *TO*) and may deploy half of their units as Hidden Units when they are the Defender.

Notes: A volunteer brigade of retired SLDF soldiers known as the Rangers, the militia was afforded the best technology the Hegemony had to offer. Fanatically loyal to their home and to the Hegemony, the experienced militia suffered no shortage of volunteers—or enemies—after Operation APOTHEOSIS.



SLDF IRREGULARS

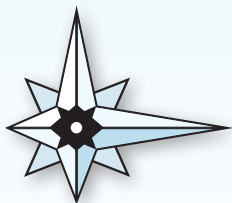
CO: Major General Carlos Kataga

Average Experience: Regular

RAT: *HistLoT1*, *ER2750*, *FMSLDF*

Unit Abilities: When battling Rim Worlds opponents, the Irregulars gain the Overrun Combat ability. In any track where the Irregulars are the Attacker, they gain a +2 bonus to their Initiative Rolls.

Notes: A motley collection of SLDF reservists and cadets from the academy drawn together to garrison and protect New Dallas before Operation APOTHEOSIS, the cadre would sell itself dearly to thwart the Republican takeover.



154TH AMARIS DRAGOONS

CO: General Viktoria Benboudaoud

Average Experience: Veteran

RAT: Rim Worlds Republic, *HistLoT1*, *ER2750*

Unit Abilities: When selecting units, the 154th may elect to replace 1D6–1 units with units from a Regular SLDF RAT.

Notes: Always looking for an edge, the 154th spent months searching for a way to sabotage the SLDF on New Dallas in preparation for APOTHEOSIS. When her efforts failed, General Benboudaoud focused on upgrading her favored regiment for the inevitable clash.



THIRD ATREAN DRAGOONS

CO: General Venla Sahin

Average Experience: Regular

RAT: Free Worlds League, *ER2750*

Unit Abilities: The Dragoons may use Off-Map Movement rules (see p. 192, *TO*) for up to half its force in any track. The unit receives a +2 Initiative bonus for any turn Venla Salin is active. The Third prefers fast machines. A player may re-roll any unit from a RAT with a Walking/Cruising Speed under 5 MP, but must keep the second result.

Notes: A regiment loyal to the Captain-General and their commander, the Dragoons were eager to secure the rich Terran Hegemony for the Free Worlds League.



SEVENTH MARIK MILITIA

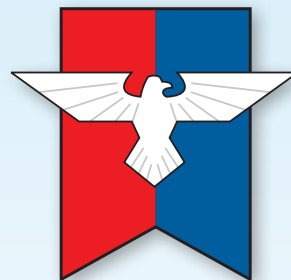
CO: Colonel Theo Eichstedt

Average Experience: Green

RAT: Free Worlds League, *ER2750*

Unit Abilities: The Militia gains a +1 Initiative bonus when acting as Defender or in urban terrain (cumulative), and may Force the Initiative once per scenario.

Notes: A longtime garrison unit, the invasion of New Dallas was the Seventh's first taste of combat in decades.



NINETEENTH WORD OF BLAKE MILITIA DIVISION

CO: Demi-Precentor Abraham Beutel

Average Experience: Regular

RAT: Nineteenth Division, *FMU*, *BD*

Unit Abilities: Built around raiding and quick attacks, the Nineteenth uses a particular mix of light, fast vehicles and 'Mechs. For every 6 units deployed, 2 must be light or medium 'Mechs, 3 must be light or medium vehicles, and 1 must be either a battle armor squad or a light aerospace fighter, depending on the mission.

Notes: Relatively inexperienced until the debacle on New Dallas, the Nineteenth was zealous in their persecution of the mercenaries. They offered no quarter when it came to protecting the Hegemony's secrets.



DEVIL'S BRIGADE

CO: Major Alex Keller

Average Experience: Veteran

RAT: *FMU*, *FMMR*, *ATOW*

Unit Abilities: When rolling for units from an RAT, the controlling player may choose to re-roll any unit that does not have a Walking/Cruising Speed of 5 MP or better, but the player must take the new unit rolled. At the controlling player's choosing, any 'Mechs fielded in a scenario can mount the Improved C3 Computer (see p. 209 *TM*). However, the BattleMech must be a legal design after mounting the C3, so an appropriate mix of 2.5 tons of equipment must be removed, and there must be two slots available in a single location.

Notes: A mercenary unit with experience in archaeology, the Devil's Brigade landed on New Dallas in search of advanced Star League technology as directed by their employer, Chandrasekhar Kurita. What they did not expect was to find an intact Star League-era computer core—or the Word of Blake.



HOUSTON, WE HAVE A PROBLEM

SITUATION

Michael Square, Caddo City
New Dallas, Terran Hegemony
27 December 2766

H-Hour for Operation APOTHEOSIS: Rim Worlds troops execute their takeover of New Dallas. Their primary target: the Caddo City HPG and SLDF administration buildings. Supported by a special ops team, General Benboudaoud assigned her best assault troops from the 154th Amaris Dragoons to accomplish the mission. If successful, New Dallas would be cut off from the rest of the Terran Hegemony.

GAME SETUP

Recommended Terrain: Urban, Dense Urban, Coastal

The Defender designates/places a building of no more than 6 hexes as the HPG station. The station is considered a Level 4 Hardened structure (CF 120).

The Defender's home edge lies closest to the HPG station. The Defender places/nominates six building hexes as military administration buildings. These are Level 3 Heavy buildings (75 CF) and must be placed within 4 hexes of the Defender's home edge.

Attacker

Recommended Forces: 154th Amaris Dragoons

The Attacker enters from their home edge, opposite the Defender's, at the start of the track.

Defender

Recommended Forces: SLDF Irregulars, New Dallas Militia

The Defender consists of 75% of the Attacker's deployed force. The Defender begins the game anywhere within 5 hexes of the Defender's home edge.

WARCHEST

Track Cost: 400

Optional Bonuses

+150 Ready Five: The Defender equals 100% of Attacker's total deployed force.

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

OBJECTIVES

Silence is golden. Destroy/Protect the HPG by the end of Turn 12. [500]

Burn it down. Destroy/Protect at least half of the SLDF's administrative buildings. [300]

I didn't know what was happening when I felt the first tremor roll through my office floor or saw the soft flickering glow hovering over Old Town. At first, I thought there was some sort of terrible accident and tried accessing the local NewsNet for a report, but it was already down. That's when I knew something was off. I was reaching for my wrist comm when I saw it: a lone Warhammer walking down Houston Boulevard, the blue-and-red shark crest of the Rim Worlds Republic emblazoned on its chest. In that moment I knew; the Republic had betrayed us all.

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The importance of destroying New Dallas's HPG means the Attacker's forces may not use *Forced Withdrawal* (see p. 258, *TW*) until the HPG is destroyed.

Salvage

Due to General Benboudaoud's order to withdraw, there is no salvage available for the Attacker of this track.

Overwhelming Force

If the Attacker's force has more than a company of 'Mechs the turn requirement for the **Silence is golden** objective is reduced to 10.

AFTERMATH

With New Dallas taken completely by surprise, Operation APOTHEOSIS had an auspicious start. However, both of New Dallas's moons were at their fullest, and the commando team sent to capture the HPG was prematurely identified and unable to secure the transmitter. With the alarm raised, General Benboudaoud ordered the HPG destroyed while her ground forces targeted vital SLDF installations and personnel—including an attempt on the governor's life—in an effort to sow as much confusion as possible. When local resistance proved impossible to overcome, she ordered her forces back to their fortified bases and called in orbiting Rim Worlds WarShips for support, preparing for the inevitable Star League counterattack.

NEXT TRACK

Operation REPRISAL

OPERATION REPRISAL

SITUATION

Fort Resolute
New Dallas, Terran Hegemony
27 December 2766

After failing to secure New Dallas with a surprise attack, General Benboudaoud recalled her outnumbered troops to fortified encampments, hoping the squadron of Republic WarShips in orbit could help even the odds. When the SLDF-controlled SDS destroyed the ships, the general's worst fears were realized as heavy Star League ground forces advanced on her position.

GAME SETUP

Recommended Terrain: Prairie, Urban

At least a quarter of the battlefield should be urban represent part of Fort Resolute, the Rim Worlders' command post. Publicly designate one multi-hex building as the fort's command center (C&C) and a second single-hex building as a communication center. Both buildings are converted to Hardened buildings (retaining original height) with a CF of 150.

Attacker

Recommended Forces: SLDF Irregulars, New Dallas Militia

The Attacker is 150% of the Defender's total deployed force and is of Veteran skill level, with one crew/pilot of Green skill for every two Veterans.

The Attacker enters from the edge farthest from the fort, considered their home edge.

Defender

Recommended Forces: 154th Amaris Dragoons

The Defender force and has a mix of 25% Veteran and 75% Regular skill levels.

The Defender may set up anywhere on the map designated to represent the fort. Half of the Defenders may set up as *Hidden Units* (see p. 259, TW).

WARCHEST

Track Cost: 800

Optional Bonuses

+300 Dawn Riders: Use the *Dawn* rules (see p. 58, TO) for this scenario.

+500 On the field: Generals Kataga and Benboudaoud join the battle for Fort Resolute.

+500 A Tough Nut: Add two fixed weapon emplacements to the fort as Castle Brian Weapon Emplacements (see p. 209, *Jihad Hot Spots: Terra*). These emplacements must be placed around the command center (C&C) or communications center.

+700 Fortress Resolute: Construct the fort along the lines of a partial Castle Brian (see p 141, TO), covering a maximum size of one map sheet, with structures up to 4 levels above or below the map surface, and no more than 8 fixed weapon emplacements. Increase the Attacker's force to 200% of the Defender's deployed force and replace all Green pilots with Elites.

*I told Clay we should have assigned additional observers to the Rimmer deployment zone. Even a few extra could have saved us hundreds of lives. Now that traitor Benboudaoud is holed up in Fort Resolute with the rest of the Periphery scum—just daring us to come and get them.
It would be a shame to disappoint her.*

OBJECTIVES

Stand alone/Stand together. Destroy or defend the command center and communication center. [300]

Righteous retribution. Destroy/Cripple at least 50% of the opposing force before suffering 50% casualties (through destroyed/crippled units). [1,200]

Magnificent revenge (Attacker). If **On the field** is used, destroy/cripple Benboudaoud's unit. [800]

Bloody APOTHEOSIS (Defender). If **On the field** is used, destroy/cripple Kataga's unit. [800]

SPECIAL RULES

The following rules are in effect for this track:

Commanders

If the option **On the field** is taken, General Viktoria Benboudaoud and Major General Carlos Kataga deploy in support of their troops. Kataga (Gunnery 2, Piloting 3) pilots an RFL-3N-2 *Rifleman II*. Benboudaoud (Gunnery 3, Piloting 2) pilots her custom RMP-4G *Rampage*.

Benboudaoud is accompanied by three heavy BattleMechs (Veteran skills, any Rim Worlds RAT). Kataga enters with three heavy BattleMechs (Veteran skills, any SLDF RAT).

Both units ignore any *Forced Withdrawal* rules.

Forced Withdrawal

The Amaris Dragoons ignore *Forced Withdrawal* rules (see p. 258, TW).

AFTERMATH

Over the course of six hours, Star League assault formations led by General Kataga attacked Republic positions. Fort Resolute, the largest concentration and General Benboudaoud's headquarters, saw the worst. The fight was brutal, with Star League troops offering no quarter to Rim Worlds soldiers fighting for their lives. Though the cost was great, when the fighting ended, Benboudaoud was dead, and the Rim Worlders were crushed.

NEXT TRACK

Hold the Line

HOLD THE LINE

SITUATION

Near Orbit

New Dallas, Terran Hegemony

14 January 2767

Eleven days after the SLDF defeated Rim Worlds forces on New Dallas, thirty Rim Worlds WarShips under the command of Admiral Otto Idowu entered the system. Securing the jump point's SDS, Admiral Idowu's taskforce of WarShips and drones advanced on the planet, determined to finish what General Benboudaoud started.

GAME SETUP

Lay out a minimum of three Space maps. Designate one edge as the *Space/Atmosphere Interface* (see p. 78, TW).

Attacker

The Attacker is a part of Admiral Idowu's Republic relief force and is 150% of the Defender's total strength. The Rim Worlds Navy units are Regulars and use any Rim Worlds RAT. The Attacker enters from any edge other than the Interface, with a starting Velocity of 2.

Defender

The Defender consists of New Dallas's remaining SDS system, and is composed of Mk. 39 *Voidseeker* drones (evenly divided between *Striker* and *Interceptor* fighters) (see p. 175, *HistLoT1*). The Defender's drones enter from any edge that is not the Interface or claimed by the Attacker at the start of the track, with a starting Velocity up to their Safe Thrust.

WARCHEST

Track Cost: 800

Optional Bonuses

+300 Robotic Reinforcements. The Attacker and Defender add two *M-3 Drones* (see p. 169, *HistLoT1*).

+300 Drone Swarm. The Defender may operate the drone force under ATAC (see p. 160, *HistLoT1*) rules to represent New Dallas's control. All of the Attacker's forces are upgraded to Veteran skill.

+600 Remember the Alamo. The Defender's arsenal includes two Santa Ana missiles (see p. 131, *BA*), which operate like White Shark missiles, are fired normally, and are launched from the Interface map edge. The Defender and Attacker also play using the **Remember the Alamo** special rule.

Orbital reconnaissance spotted a wave of inbound drive plumes from the jump points. They're broadcasting Republic IFFs, so I guess reinforcements have arrived—just the wrong kind. Sensors say our own Caspars are escorting them, which means we don't have the firepower to stop them from establishing air superiority.

I've already spoken with Clay. He's got the factories working double time to repair our remaining *M-3s* and retrofit some of our ground-based capital missiles.

If we're lucky, we'll give these Rimmers a welcome they'll never forget.

OBJECTIVES

Conquer New Dallas (Attacker). Destroy more than 60% of New Dallas's orbital SDS. [500]

Preserve freedom (Defender). Destroy more than 60% of the Rim Worlds fleet. [500]

Orbital superiority. 50% or more of either force survives the track. [400]

SPECIAL RULES

The following rule is in effect for this track:

Remember the Alamo

If the **Remember the Alamo** option is used, add the following to the Attacker's force: *RWS Tigershark Aegis-class Heavy Cruiser*, three 6-fighter squadrons, and two *Achilles-class DropShips*, all with Regular Skill. The Defender adds two Mk. 39 *Voidseeker* drone fighter squadrons and six *M-3 Drones*. Both Attacker and Defender must deploy their aerospace fighters using squadron rules (see p. 27, *SO*).

AFTERMATH

Defeat of New Dallas's remaining orbital defenses gave Admiral Idowu complete control of the planet's airspace. After offering the world twenty-four hours to surrender—an offer which Clay and Kataga declined—he systematically targeted one SLDF base after another, reducing each to rubble while eliminating the world's defenders. When the bombardments ended on 31 January, all organized military ceased to exist. While the planet would be a nest of resistance (especially after the public execution of Governor Clay), the Republic had finally secured New Dallas for the Amaris Empire.

NEXT TRACK

None; welcome to the end of this mini-campaign.



SONGS OF FREEDOM

SITUATION

*FWL Drop Zone, Lake Galvez
New Dallas, Terran Hegemony
20 March 2787*

Kerensky's Exodus brought a new war to the Inner Sphere when the House Lords decided to win the Star League's throne through conflict. Standing in the Free Worlds League's path on their march towards Terra: New Dallas. A brigade was dispatched to pacify the planet. Hoping to catch the New Dallas Militia unaware, the Seventh Marik Militia attempted to seize the valuable Lake Galvez region.

GAME SETUP

Recommended Terrain: Wetlands, Coastal, Urban

The Attacker their home edge first. The opposite edge is the Defender's drop zone.

Attacker

Recommended Forces: Seventh Marik Militia, Third Atrean Dragoons

The Attacker enters via their home edge at the start of the track. There should be at least four units in the Attacker's deployed force.

Defender

Recommended Forces: New Dallas Militia

The Defender is 100% of the Attacker's deployed force. The Defender sets up anywhere within five hexes of their home edge.

WARCHEST

Track Cost: 400

Optional Bonuses

+100 Spring Showers: Use rules for *Light Rainfall* (see p. 59, TO).

+150 Drop Zone: New Dallas: The opponent deploys an additional 25% via *Atmospheric Drop* (see p. 22, SO) at Altitude 10 on Turn 2.

+ 300 Thunder and Lightning: Use the rules for a *Lightning Storm* (see p. 59, TO).

OBJECTIVES

First Contact. At least half of the player's force survives the track. (Crippled units count toward this objective.) [300]

Boxed in. Both combatants are attempting to break through the other's side. Prevent no more than half of the opposing unit from breaking through the home edge. [400]

SPECIAL RULES

There are no special rules for this track.

AFTERMATH

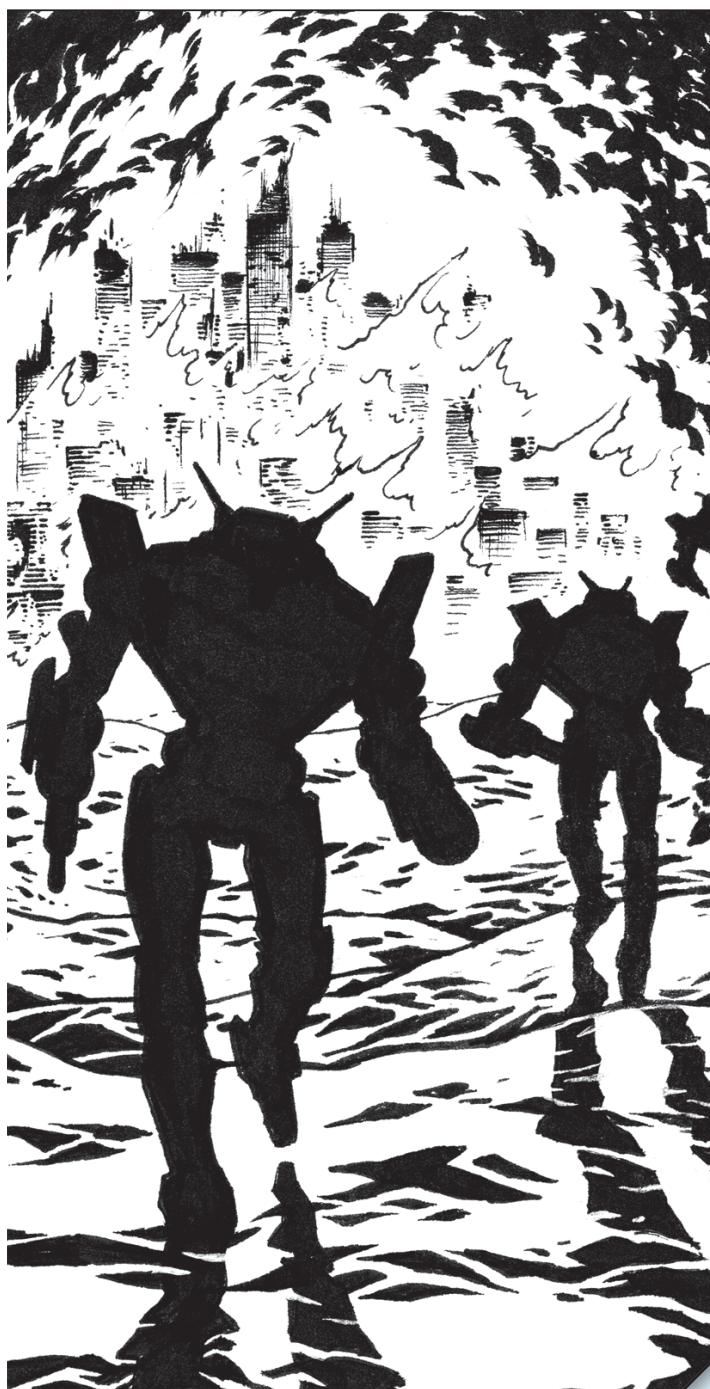
The Free Worlds landings were disastrous. The New Dallas Militia was battle-hardened and well-armed. Elements of the Third and Fifth Atrean Dragoons were repulsed from Caddo City with heavy losses, and only a timely combat drop by the Third Atrean's Second Battalion kept the Seventh Marik Militia's drop zone open. Heavy casualties forced drastic action by General Sahin, with devastating consequences.

NEXT TRACK

Beginning of the End

*Oh, remember the volunteers,
And bemoan our comrades dead.
We'll fight to keep her free.
New Dallas.
I'll fight to keep her free.
New Dallas.
This is our Freedom Song.*

—Resistance Song lyrics



BEGINNING OF THE END

SITUATION

Outskirts, Caddo City
New Dallas, Terran Hegemony
 22 March 2787

With mounting casualties and dwindling supplies, General Sahin knew a conventional campaign could take months, even years, to quell all resistance. Having neither the time nor desire for another clash with the Royal-equipped militia, she authorized the use of nuclear weapons to finish the conquest. Only after the last bombs fell did the League troops move in, while surviving militia frantically searched for survivors.

GAME SETUP

Recommended Terrain: Ruins, Coastal

Set up a long, narrow battlefield. The side closest to the ruins is the Defender's home edge. The opposite edge is the Attacker's home edge.

Attacker

Recommended Forces: Third Atrean Dragoons, Seventh Marik Militia

The Attacker's force is 125% of the Defender's deployed force. Half of the Attacker's force enters from their home edge at the beginning of the track. The remaining half enters 1D6 turns later.

Defender

Recommended Forces: New Dallas Militia

Up to 50% of the Defenders may be placed as *Hidden Units* (see p. 259, *TW*) before gameplay anywhere within 20 hexes of their home edge and up to halfway across the battlefield. The Defender also has 6 Turhans of Regular skill designated as transports, which enter from the Defender's home edge. The Turhans may not move until Turn 4, as they are recovering survivors, but may attack as normal.

WARCHEST

Track Cost: 800

Optional Bonuses

+400 Take no chances: The opponent deploys a pair of SB-27 *Sabre* aerospace fighters.

+500 Gale Force: Use the rules for a *Moderate Gale* (see p. 61, *TO*).

Nukes! Those bastards! They just killed 300,000 people to destroy two battalions of militia. I heard the terms; my whole patrol did. We heard the Rangers accept, but they dropped them anyway! It's like Talitha all over again.

We're going to look for survivors before pulling back to the rally point. God, I hope we find someone alive.

+600 Zzz Static: Use *EMI* rules (see p. 55, *TO*) to represent the effects of nuclear EMP.

+700 Hot Zone: The battlefield is 70°C. Use the *Extreme Temperature* rules (see p. 62, *TO*).

OBJECTIVES

No Survivors (Attacker). Destroy 50% of the Defender's force. [400]

Recover Civilians (Defender). Protect at least 50% of the transports until Turn 8. [400]

Total War (Attacker). Destroy 75% of the Defender's force. [700]

Sweet Revenge (Defender). Destroy 50% of the Attacker's force. [700]

SPECIAL RULES

There are no special rules for this track.

AFTERMATH

The nuclear attacks were a turning point in the history of planet. While the Amaris Coup bruised the people's spirit, the Free Worlds' nuclear assault broke it. Once committed to resisting any foreign aggressor, the catastrophic death toll simply sapped their will to fight. After the nuclear strike, New Dallas unilaterally surrendered. Only a few surviving militia units held out—enraged at the wanton slaughter—and vowed revenge.

NEXT TRACK

Ranger Justice

RANGER JUSTICE

SITUATION

Near the ruins of Fort Resolute
New Dallas, Terran Hegemony
25 March 2787

After the nuclear attacks on the planet's population centers, the battle for New Dallas was over. Knowing their home was finished, the surviving militia decided to extract a small measure of revenge for the brutal murder of their families and loved ones. Hiding among the ruins of an old SLDF facility, the militia fabricated a fake firebase. A detachment of the Third Atrean Dragoons took the bait and walked straight into the Rangers' trap.

GAME SETUP

Recommended Terrain: Ruins, Prairie

When rolling for ruined buildings, add a +2 modifier to the result. The Attacker selects their home edge first. The opposite edge is the Defender's.

Attacker

Recommended Forces: New Dallas Militia

Up to 50% of the Attackers may be placed as Hidden Units (see p. 259, *TW*) within 5 hexes of their home edge. The Attacker may also place anywhere on the map either 2 15-point Command Detonated minefields (see p. 209, *TO*) or 3 Electromagnetic Pulse (EMP) Mines (see p. 365, *TO*) for every 5 hidden units. Only one type of mine may be selected. The attacker also places six Level 1 buildings (CF 10) to represent the firebase.

Defender

Recommended Forces: Third Atrean Dragoons

The Defender is 125% of the Attacker's force. The Defender enters the battlefield at the beginning of the track.

WARCHEST

Track Cost: 800

Optional Bonuses

- +200 So Tired.** Each force starts the track with *Fatigue* (see p. 198, *TO*).
- +400 Rainstorm.** Use the rules for *Moderate Rainfall* (see p. 59, *TO*).
- +600 Fallout.** Can only be used with **Rainstorm**. Players randomly select 2D6 map hexes per map. Starting on Turn 1, these hexes indicate where Radioactive Fallout enters the map. The fallout follows *Smoke Drift/Dissipation* rules (see p. 47, *TO*), but does

*They're all gone, every last one of them. Ma, Pa, the kids.
I'm glad Ma isn't here. She would try to stop me, but someone
needs to pay.*

They need to pay in blood.

not dissipate like smoke. Hexes covered by fallout are considered so for the remainder of the track. Units that enter or pass through a hex covered by fallout must make an immediate *Morale Check* (see p. 211, *TO*)—as if hit by *Infernos*—for fear of radiation.

OBJECTIVES

Frontier justice. Cripple/Destroy at least 50% of the opposing force. [300]

Extreme prejudice. Cripple/Destroy at least 75% of the opposing force. [500]

Eye for an eye. Cripple/Destroy all of the opposing force. [800]

SPECIAL RULES

The following rule is in effect for this track:

Shifting Wind

The *Shifting Wind* rules (see p. 57, *TO*) are in effect if the **Rainstorm** option is used.

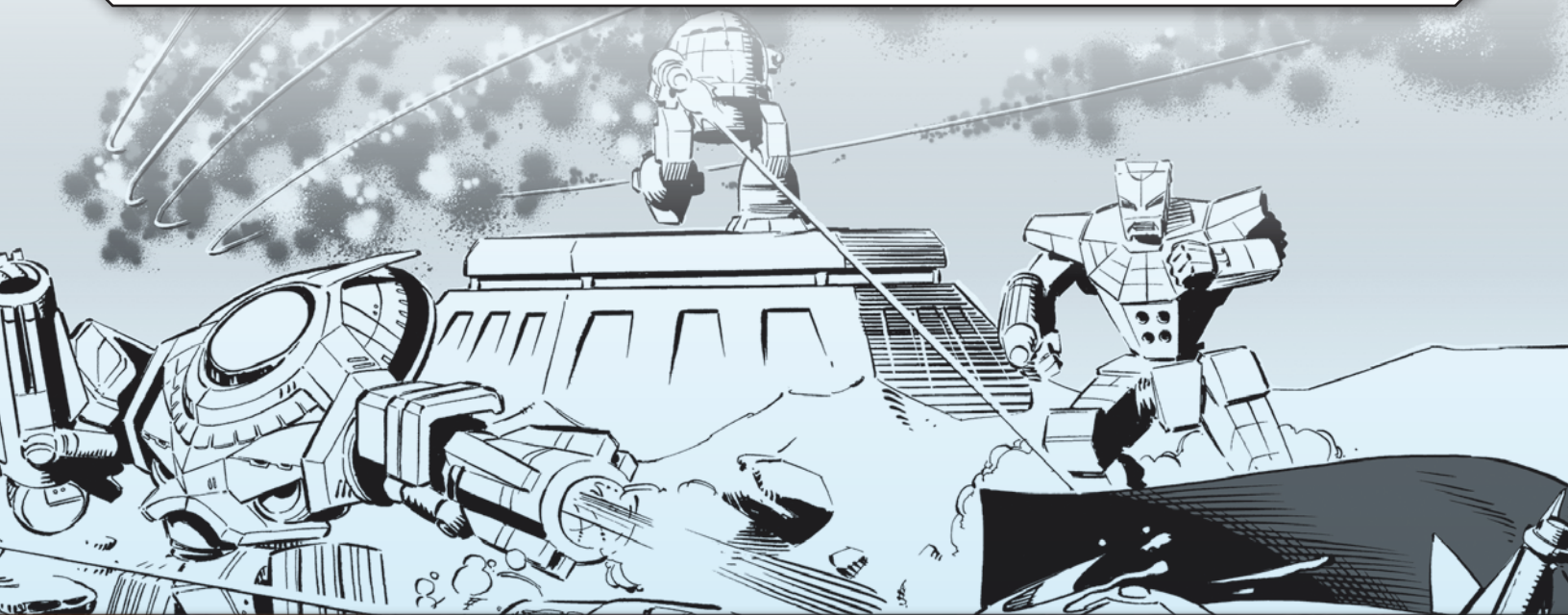
AFTERMATH

The last victory of the Rangers was bittersweet. While they managed to eliminate the Dragoons caught in their trap, the larger bulk of the Free Worlds League forces set to stripping the world of anything of worth. When they were finished, General Sahin and her troops just left, abandoning the world to its fate. The survivors of the nuclear holocaust soon fled in their wake.

By the Second Succession War, New Dallas was dead.

NEXT TRACK

None; welcome to the end of this mini-campaign.



WELCOME TO NEW DALLAS

SITUATION

Ruins of Caddo City
New Dallas, Free Worlds League
 14 August 3068

The Devil's Brigade's arrival to New Dallas didn't go unnoticed. A hidden orbital monitor placed by ComStar after the Second Succession War to watch former Hegemony worlds relayed their incursion to the Word of Blake on Terra. Concerned with what might be found, a small unit from the Word of Blake's Nineteenth Division was dispatched, while an oblivious Devil's Brigade—with the help of hired archeologists—began investigating the ruins.

GAME SETUP

Recommended Terrain: Ruins, Wetlands, Coastal

The Defender designates their home edge first. The opposite edge is the Attacker's home edge. Both sides must use units that incorporate *Environmental Sealing* (see p. 216, *TM*).

Attacker

Recommended Forces: Nineteenth Division

The Attacker is 75% of the Defender's deployed force. The Attacker sets up anywhere within 3 hexes of their home edge.

Defender

Recommended Forces: Devil's Brigade

The Defender may set up half of its units as *Hidden Units* (see p. 259, *TW*). The remainder may be deployed anywhere on the battlefield.

WARCHEST

Track Cost: 400

Optional Bonuses

+300 Wasteland: All Rubble hexes are considered *Ultra Rubble* hexes (see p. 39, *TO*). Roads are treated as *Gravel* (see p. 51, *TO*). Use rules for *Ultra Rough* terrain (see p. 39, *TO*) for base terrain.

+150 Acid Water: Any water hexes use *Hazardous Liquid* rules (see p. 49, *TO*). The water is considered Class 1: Slightly Hazardous.

OBJECTIVES

Find the Boneyard (Defender). The *Druid* successfully locates the hidden boneyard bunker. [300]

Obliterate the Heathens (Attacker). Force at least three-quarters of the Attacker's force from the field, through either destruction or *Forced Withdrawal*. [300]

Uncle Chandy warned us someone might find out what we were up to, but Alex assured us with the Inner Sphere falling apart we'd be able to slip in and out before anyone was the wiser. I wasn't so sure, but after three weeks searching this rock with nothing to keep me busy except shepherding our attached archeologist, I kinda wished someone did find us.

If there's a next time, I'll learn to keep my big mouth shut.

Trespassers will be shot. Destroy/Cripple at least 60% of the opposing force. [400]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Devil's Brigade is operating under *Forced Withdrawal* rules (see p. 258, *TW*).

Help from Above

The Devil's Brigade's *Union*-class DropShip *Druid* is using her modified sensors to assist in scanning the planet's many ruins from orbit. After Turn 10 the Defender may roll 2D6. On a result of 10+ the *Druid* has successfully located the bunker.

AFTERMATH

Jumping in at a local pirate point, the Word of Blake's arrival shocked the mercenaries, who were split into search cadres across the planet. Only the *Druid*, orbiting above the capital to assist in search efforts, prevented the Blakists from achieving complete surprise.

Wasting no time, the Word split into groups, with one dropped directly onto the Brigade's largest dig site in the ruins of Caddo City. A fierce battle erupted, but by the end of the battle, the mercenaries discovered the boneyard bunker and forced the Blakists to retreat.

NEXT TRACK

Desperate Flight

DESPERATE FLIGHT

SITUATION

Near Fortress Goliad
New Dallas, Free Worlds League
18 August 3068

The Nineteenth's retreat was only temporary, taking just long enough to collect some of their outlying hunting parties. With the *Druid* driven off, the Brigade was stuck holding their new bunker. During that time, Keller and his team explored what they could, securing the intact computer core and what could be safely transported. With supplies running low, salvation came via an intact exit that led far away from the entrenched Nineteenth. The Word's air superiority meant that it would be a challenge to find a suitable pickup before the aerospace fighters could end the Brigade's chance of rescue. Leaving through the bunker's secret exit in the dead of night, the mercenaries took to the planet's wastelands, dodging Word scouts for three days until advance elements finally caught up with them.

Lostech: Every prospector's dream. Just thinking about it makes my mouth water, and we found it. There was enough in the bunker to set every one of us up for life. Kings and queens all. Bloody Robes. If they hadn't showed up, we'd be halfway to the NAIS with the goods in tow. Instead, we're running for our lives.

GAME SETUP

Recommended Terrain: Prairie, Hill, Mountain

The Attacker designates any edge as their home edge; the Defender's home edge consists of the remaining edges. Both sides must use units that incorporate *Environmental Sealing* (see p. 216, *TM*).

Attacker

Recommended Forces: Devil's Brigade

The Attacker enters the map at the start of the track and benefits from a stacking +1 Initiative bonus for the entire track.

Defender

Recommended Forces: Nineteenth Division

The Defender is 125% of the Attacker's deployed force and may assign half of its units as *Hidden Units* (see p. 259, *TW*). The remainder may be deployed anywhere on the battlefield.

WARCHEST

Track Cost: 400

Optional Bonuses

+250 Time to fly: Use *Hurried Movement* rules (see p. 20, *TO*).

+250 H-Hour: Use the rules for *Moonless Night* (see p. 58, *TO*).

OBJECTIVES

Breakout (Attacker) More than 50% of the Attacker's force exits the map opposite their home edge. [700]

By Blake's Will (Defender) Destroy/Cripple at least 50% of the Attacking force. [700]

Spilled Blood. Cripple/Destroy at least 75% of the opponent's total force. [700]

SPECIAL RULES

The following rule is in effect for this track:

The Long March

The Attacker's units begin the track fatigued (see p. 198, *TO*). Starting in Turn 5, the Defender also begins to suffer from fatigue.

AFTERMATH

Seizing the initiative, the Devil's Brigade escaped the trap the Blakists had boxed them into in a daring night breakout. The second time the tired mercenaries slipped through the Word's grasp, Keller was finally able to make contact with the *Druid* and their *Seeker*-class DropShip *Two-Bucks* and arrange a pickup. He also learned that Word reinforcements were en route. It would be a race to the finish.

NEXT TRACK

Fire and Freedom



FIRE AND FREEDOM

SITUATION

Near the ruins of New Angelo, Caprock Midlands
New Dallas, Free Worlds League
20 August 3068

Having escaped the Nineteenth's trap, the Devil's Brigade raced toward their pickup outside of New Angelo, with the Nineteenth in hot pursuit. Keller hoped to slow his pursuers and cover their escape by setting fire to the oil-saturated terrain. What he didn't count on was that the swifter Nineteenth had managed to insert a fast Level II in front of the mercenaries' suspected path.

GAME SETUP

Recommended Terrain: Prairie, Ruins

Set up at long and narrow battlefield. The Defender chooses one of the narrow edges as their home edge. The Defender's objective edge and the Attacker's home edge are opposite sides. Both sides must use units that incorporate *Environmental Sealing* (see p. 216, *TM*).

Attacker

Recommended Forces: Nineteenth Division

The Attacker is 150% of the Defender's deployed force. 50% of the Attacker's force enters from their home edge. The remainder enters from the Defender's edge 1D6 turns later.

Defender

Recommended Forces: Devil's Brigade

The Defender may deploy within 5 hexes from their home edge and add 8 Heavy Tracked APCs (or Burro II Super Heavy Cargo Trucks) of Veteran skill. These units are transporting salvage from the boneyard bunker, including the recovered memory core. The Defender also receives 2 Thumper Artillery pieces of Veteran skill located with the *Two-Bucks* at a distance of 9 mapsheets away.

WARCHEST

Track Cost: 1000

Optional Bonuses

+500 Heavy Metal: Increase the opponent's deployed force by 50%.

+500 Wind Stripped: Use the rules for *Light Gale* (see p. 61, *TO*).

+700 Black Gold: Treat all terrain, including any Water hex, as *Flammable (Tainted) Atmosphere* (see p. 56, *TO*).

New Angelo was hell. Literally. Everything was on fire. Rocks, soil—even the water was covered in flames. Coupled with the methane, the only thing missing was brimstone. The whole scene looked like something out of the Bible.

The Brigade really lived up to its namesake that day. We passed through hell and survived.

OBJECTIVES

Get to the ship. Half of the APCs, or 50% of the Defender's force, make it across the Attacker's home edge. [700]

No Escape. Cripple/Destroy more than half of the APCs or more than 60% of the Defender's total force. [700]

End Game. Cripple/Destroy at least two-thirds of the opponent's total force by the end of Turn 15. [700]

SPECIAL RULES

The following rule is in effect for this track:

New Angelo's Tar Sand

The oil-saturated soil around New Angelo has dried over the centuries but is still extremely flammable. If the **Black Gold** option is taken, all rolls to determine the likelihood of starting fires gain a +4 bonus. The rules for *Spreading Fires* (see p. 45, *TO*) are used if the **Wind Stripped** option is also taken.

AFTERMATH

The fight outside New Angelo ended the dramatic chase through the wastes of New Dallas. The Nineteenth's holding action almost secured the Word victory by delaying the mercenaries long enough for the bulk of the division to reach the fleeing Brigade. Luckily for the Devils, artillery support from the *Two-Bucks* set off a raging wildfire that spread across the ancient oil fields and engulfed almost half of the pursuing Nineteenth's ground forces. Escaping the growing conflagration, the Brigade quickly loaded onto their DropShips and fled the planet with the Hegemony computer core safely secured. Their mission on New Dallas was over.

NEXT TRACK

None; welcome to the end of this mini-campaign.

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Rifleman II RFL-3N-2 Kataga

Movement Points: **Walking:** 4 **Running:** 6 **Jumping:** 4
Tonnage: 80 **Tech Base:** Inner Sphere
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Beagle Active Probe	LT	—	[E]	—	—	—	4
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
2	Large Pulse Laser	LA	10	9 [P]	—	3	7	10

BV: 1,991

WARRIOR DATA

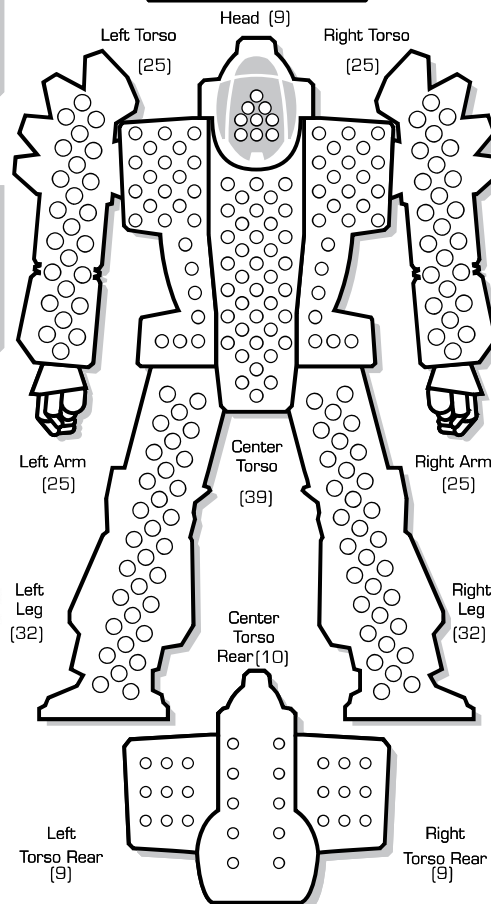
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- 4 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

- Medium Laser
- 2 Beagle Active Probe
- 3 Beagle Active Probe
- 4 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

Left Leg

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

Head

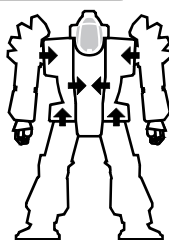
- Life Support
- Sensors
- Cockpit
- Roll Again
- 5 Sensors
- 6 Life Support

Center Torso

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

- Gyro
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 XL Fusion Engine
- 5 Roll Again
- 6 Roll Again

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



Damage Transfer Diagram

Right Arm

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

- Gauss Rifle
- Gauss Rifle
- 4-6 Gauss Rifle
- 4 Endo Steel
- 5 Endo Steel
- 6 Roll Again

Right Torso

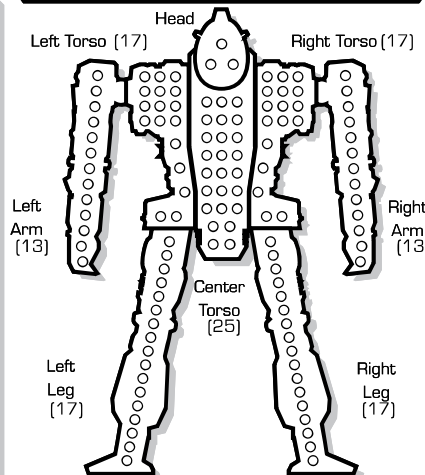
- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

- Medium Laser
- Ammo [Gauss] 8
- 3 Ammo [Gauss] 8
- 4 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Rampage RMP-4G Benboudaoud

Movement Points: Tonnage: 85
Walking: 4 Tech Base: Inner Sphere
Running: 6 Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	CT	10	9 [P]	—	3	7	10
1	AMS	RT	1	— [PD]	—	—	—	—
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Flamer	LT	3	2	—	1	2	3
				[DE,H,AI]				
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	LB 10-X AC	RA	2	10	—	6	12	18
				[DB,C/F/S]				
1	LRM 20	LA	6	1/Msl [M.C.S]	6	7	14	21
1	SRM 4	LA	3	2/Msl [M.C.S]	—	3	6	9

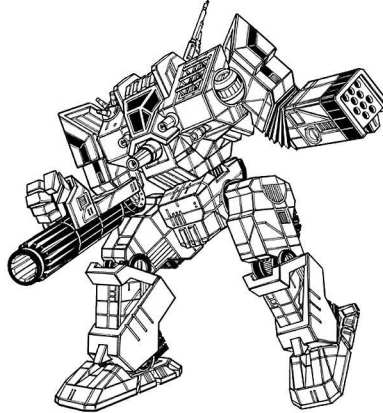
BV: 1,751

WARRIOR DATA

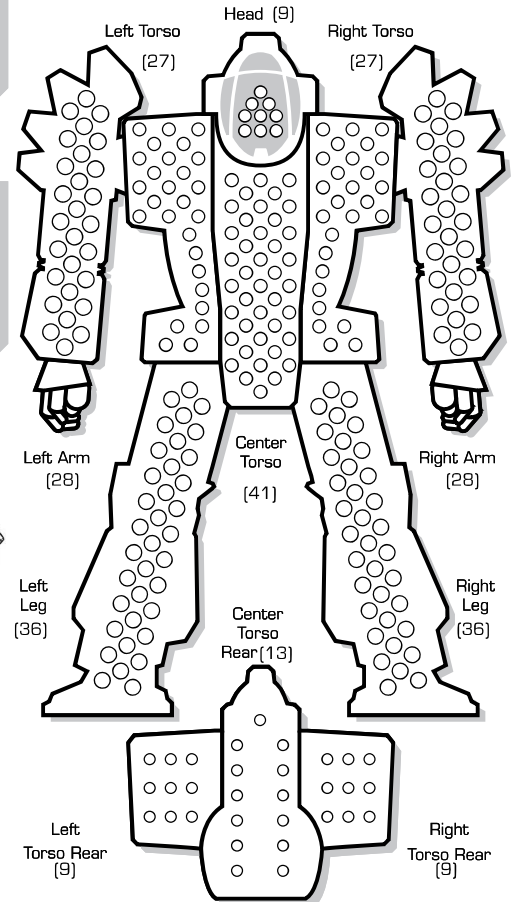
Name: _____

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 LRM 20
- 5 LRM 20
- 6 LRM 20

- 1 LRM 20
- 2 LRM 20
- 3 SRM 4
- 4-6 Endo Steel
- 5 Endo Steel
- 6 Roll Again

Left Torso

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 Medium Laser
- 5 Flamer
- 6 Ammo [LRM 20] 6

- 1 Ammo [LRM 20] 6
- 2 Ammo [SRM 4] 25
- 3 CASE
- 4-6 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

Left Leg

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

Head

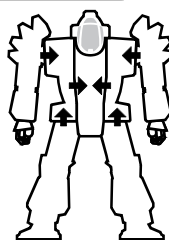
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

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

- 1 Gyro
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 XL Fusion Engine
- 5 Large Pulse Laser
- 6 Large Pulse Laser

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- 5 LB 10-X AC
- 6 LB 10-X AC

- 1 LB 10-X AC
- 2 LB 10-X AC
- 3 LB 10-X AC
- 4-6 LB 10-X AC
- 5 Endo Steel
- 6 Roll Again

Right Torso

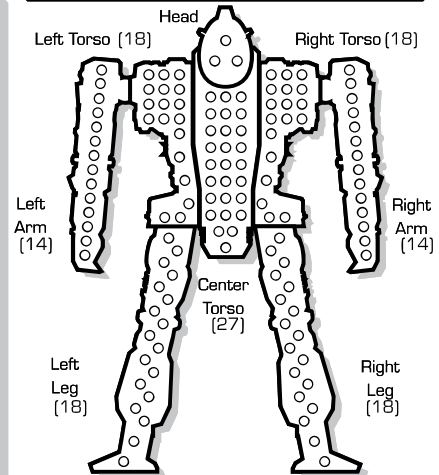
- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 Medium Laser
- 5 AMS
- 6 Ammo [AMS] 12

- 1 Ammo [LB 10-X] 10
- 2 Ammo [LB 10-X Cluster] 10
- 3 CASE
- 4-6 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	13 (26) 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*
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20*
19*
18*
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