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SWORD AND DRAGON™

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McKinnon's Company of House Davion's Seventh Crucis Lancers, the detached "Fox's Teeth" have been an independent raiding force for centuries, their lightning hit-and-run tactics making them respected and feared.

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A detached command originally from the legendary Fifth Sword of Light, Sorenson's Sabres are a deadly unit among the elite of House Kurita's samurai, dedicated to cutting a swath through new and ancient enemies alike.

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The *Classic BattleTech Introductory Box Set* is required to use *Starterbook: Sword and Dragon*.

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Special Thanks
To Iron Wind Metals for not only providing support in the form of the miniatures that appear within this book, but for jumping in feet first and wholly supporting my entire wacky concept of a new *Starterbook* series and companion 'MechPacks.

To Fighting Piranha Graphics for once more providing decal support.

To William S. Burt for generating great painted miniatures and photography under a horribly tight deadline.

To David McCulloch and Ben Rome (Ben who I lassoed in at the last minute on this project) for taking my concept and making it a fantastic, fully-fleshed reality.

To Michael Komarck for producing some of the most fantastic character art ever published for BattleTech.

Playtesters and Fact-Checkers
Daniel Ball, Dave Baughman, Charles Borner, Rich Cencarik, Brent Dill, Dan Eastwood, Bruce Ford, Aaron Gregory, Jon Haward, Glenn Hopkins, Nadine Klatt, Peter LaCasse, Ed Lafferty, Lou Meyers, Mike Miller, Darrell Myers, Aaron Pollyea, Medron Pryde, Rick Raisley, Rick Remer, Jason Richter, Joel Steverson, Geoff Swift, Chris Searls, Bruce Terren, Chris Wheeler and Charles Wilson.

To David McCulloch who was instrumental in developing the new record sheet design and to date has produced more record sheets for the re-branded BattleTech rulebooks and sourcebook than I'm sure he cares to think about.

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Mike Miller, Chris "Chinless" Wheeler, and Patrick T. Wynne.

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Version1.0 (July 2007) Based on First Printing
Published by Catalyst Game Labs,
an imprint of InMediaRes Productions, LLC
PMB 202 • 303 91st Ave NE • G701 • Lake Stevens, WA 98258

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April 3034: McKinnon's Raiders Command Lance on Tukayyid advancing through the Pozoristu Mountains.

THE RIGHT PATH
UNSPOKEN TRUTHS

Sorenson's Sabres, Command Lance

Mountain Freefire Range, Pozoristu Mountains
Tukayyid, Free Rasalhague Republic
6 April 3034

The nightmare began with a light in the sky, a diamond chip against the purple of the dying night.

And Captain Ian McKinnon almost missed it.

Because Mark McKinnon's deep voice came rolling out of his radio. "What's up?"

"You didn't get back last night," said Ian evenly. He'd been up at zero dark thirty prepping the ex. Mark's rack hadn't been slept in.

Mark laughed. "You sound like Mom."

"I'm not your mother, MechWarrior," said Ian coldly, "I'm your commanding officer."

"C'mon, Ian."

"You have an obligation to be well-rested before a mission," Ian snapped.

"A *mission*," Mark snorted. "Now training KungsArmé recruits is a *mission*."

Ian pressed his lips together in a tight line. "I don't give a damn whether you like it or not, this ex *is* your mission."

"Hey, I've never let anyone down," said Mark hotly.

"Are you gambling again?" Ian shot back.

Sudden silence. There it was. The Question.

A pause. "N-no."

Ian closed his eyes. In his experience innocent men didn't pause.

"Ian, look I—"

"Stow it, Mark. We'll talk later. Alpha One, out." He broke contact.

Damn it.

He was going to have to relieve Mark of duty.

When his father had died, Ian had inherited more than McKinnon's Raiders. He'd also inherited responsibility for his brother. And the simple truth was Ian had failed that responsibility.

Failed Mark.

No matter what he tried, Ian had never been able to convince his brother to take the right path. It broke Ian's heart. Mark was a good man, brave and loyal (if not overly smart) and Ian loved him. But after years of trying he just didn't know how to make Mark *see*.

He sighed heavily, glanced up. The eastern sky was ablaze with color, but night still reigned in the west: indigo fading to black at the horizon.

A flicker of motion caught his eyes: a pinpoint of sparkling white drifted across the purple sky, then dipped. *Meteor*, he thought. And then, *No, that was a course change.*

Couldn't be a military drop—the recruits were still struggling to master battalion-level tactics. They were months away from training a planetary assault. This morning's ex was a simple company versus company engagement.

And it couldn't be a real attack. What *ronin* unit would bother with Tukayyid? The planet was mostly farmland with a few religious enclaves sprinkled in. No targets of any strategic value.

New Renton Wildlands, Just Outside of Clarkston
Damian, Free Rasalhague Republic
22 June 3035

The bass rumble shook the earth, reverberating up through the *Marauder*'s legs and into the command couch. *Tai-i* Daniel Sorenson felt the coming of battle in his *spine.*

His body was clenched tight, eyes glued to the slice of forest visible through his canopy, right hand poised millimeters from his primary trigger. A single bead of sweat traced down the back of his neck.

What the hell is wrong with me?

The universe had gone mad.

First the Principality of Rasalhague had declared its independence from the Combine. Then the warlords Marcus Kurita and Vasily Cherenkoff had disobeyed the Dragon and launched a war to bring the wayward province back into the fold. Now DCMS soldiers were fighting their brothers on behalf of the new nation.

As bad as all that was, it was worse for those Combine troops who were also Rasalhagian.

Like Sorenson.

He'd made the agonizing choice to remain loyal to the Combine, but not all Rasalhagians had. Two of Sorenson's men, Izzy Soderstrom and Cedrick Sveinson, had tried to defect to the Republic and it had fallen to Sorenson to stop them. He had.

Only to learn the next day that the Coordinator was allowing Rasalhagian soldiers to return to their homeland.

Getting orders to train Republic KungsArmé troops hadn't helped. And now Damian Aerospace Defense had detected three DropShips, burning in fast and silent. They had to be pirates.

And all three were 'Mech carriers.

Sorenson's Sabres had taken up position in a riparian valley south of the river and north of Clarkston. His troops were staged in a long skirmish line south of the river, between the enemy LZ and the city. The twelve KungsArmé 'Mechs were back a couple klicks, staggered off the Sabres' right flank, well away from the pirates' expected line of advance.

Sorenson leaned forward, selected the Militia frequency. "Militia One, this is Sabre One. Make sure you hold your troops back." Of course, Major Rick Kennsington already had his orders, but these weren't Combine soldiers and so Sorenson felt the need to repeat himself.

The Militia was green and he'd seen too many pointless deaths already.

"*Hai*, Sorenson-*sama*."

That simple Japanese courtesy said a lot. Like Sorenson, Kennsington had been a Combine soldier, one of the few members of Damian Militia with significant combat experience.

Only Kennsington had left the Combine, while Sorenson had stayed.

He drew a deep breath, wondering what—

The thought was cut off by the sudden whine of laser fire. The underbrush to Sorenson's left caught fire.

A fast, little *Locust* had appeared at the top of a hill, limned by the blue sky. The light 'Mech was painted a lustrous black with crimson highlights. A wicked-looking curved blade marked its cockpit.

Pirate.

Which meant it had to be a commercial DropShip on approach, one that had overflown the range by accident.

An assessment Ian believed right up until the moment when the single light split into two. Then three.

Then four.

Suddenly he was pushing his *Black Knight* into a lope, moving fast through the tangle of brush that blanketed the mountain below the tree line, heading northwest toward the string of diamonds in the sky, his pulse pounding in his ears.

Five. Six. Seven.

He selected the exercise channel. "All forces, this is the referee. Secure from exercise. I say again, *secure from exercise*. I have visual confirmation of hostile DropShip deploying 'Mechs bearing zero five six from my posit."

Eight. Nine. Ten. My God had to be at least a *Union* up there. Ian hoped to hell it wasn't an *Overlord*. He had two companies on the mountain, but that was counting a company of green Rasalhagian troops. They could take twelve 'Mechs. If there were more . . .

The Raiders' three lances had been mixed in with the Rasalhagian forces for the exercise. Ian would've liked to pull the Raiders up and hold the recruits in reserve, but there was no time to redeploy. He'd have to play this with the cards he'd been dealt.

"Alpha Two and Charlie One, say your posits."

Ian heard the gruff voice of Sergeant Major George Lytton. "Sir, Red Company is dug in along a ridge in grid 4065. We are pulling out and will form up on you in . . . six minutes."

Leftenant Kate Nomura's cold, precise voice cut in. "Sir, Blue Company is moving through 5378. We can form up on you in . . . one eight minutes."

"Negative, Charlie One." He had to protect his base of operations, especially since his 'Mechs were loaded out with exercise rounds. "Fall back and defend Fort Zmaj. Get your people live rounds—cycle them through the base one at a time."

"Wilco," she said sharply.

It was a sound tactical decision, but Ian had more than tactical considerations in mind when he made the call. Mark piloted a *Shadow Hawk* in Kate's lance. Ian had no intention of exposing his brother to combat, not if he didn't have to.

"Alpha Two, keep your bullet shooters teamed up with 'Mechs with lasers and PPCs."

"That's going to cut down on the number of Snakes we can address on descent."

Ian heard the warning in Lytton's voice, but he had little choice. Ian was no Snake. He wasn't about to sacrifice his people just for the sake of form. "George, without live ammo all they can do is soak up fire."

"Aye, sir," Lytton conceded.

Ian pushed through the underbrush while keeping one eye on the sky. He hit something—felt like a fallen log—and stumbled forward. Somehow managed to run himself out of the fall.

But it was close.

Sorenson twisted his *Marauder* right and jerked his arm up, letting loose with his Magna Hellstar particle projection cannon. Deadly azure fire flashed out from his 'Mech's right arm.

And missed.

The little *Locust* ducked left and snapped a shot off with the long barrel of the medium laser beneath its cockpit. Ruby flame washed over Sorenson's right leg and then the *Locust* ducked down behind the hill.

Sorenson wiped sweat from his forehead with the back of his arm. He felt off, slow, like someone trying to throw a punch underwater.

He charged forward, planning to pop up over the hill and take the *Locust* out, when he caught a flicker of motion behind him.

Sorenson glanced down at his rear monitor in time to see an ebony *Zeus* step out from behind a copse of fir trees. The massive machine pointed its left arm and suddenly the world was filled with the angry roar of armor piercing shells walking toward Sorenson's vulnerable back.

He juked right, getting off a wild shot with one of his medium lasers, pounding for the shelter of a rock outcropping.

He didn't quite make it.

His *Marauder* shook as fire from the assault machine's Autocannon/5 bit into his back, abrading the light armor there. On Sorenson's wireframe schematic his back armor flickered from green to yellow.

And then he was around the wall of rock.

He pivoted on his right foot, turning undamaged armor toward the threat vector. Then he popped out of hiding.

Sorenson's own autocannon smashed the cottonwoods into kindling, but that was all.

The assault machine was gone.

"What the hell?" he muttered.

The pirates weren't pressing their advantages. They were using hit and fade tactics. Strange for a force that should've been at least company strength. Unless. . .

Unless the enemy was somewhere else.

Sorenson called up a tactical map. The three DropShips were arranged in a long isosceles triangle. The *Union* and the *Leopard* formed the base, roughly parallel to the center of Sorenson's line, and the *Overlord* was the apex, positioned across from the Sabre right flank.

Perfect if you wanted to slip your main force past the battle.

Sorenson's mouth tasted dry. He shifted to an HF channel for long-range comms. "Militia One, report."

Nothing but static.

Överste Derrickson's querulous voice interrupted. "Sorenson, what the hell is going on out there?" Samuel Derrickson was the senior KungsArmé officer on Damian and technically Sorenson was under his command.

But the man was an idiot.

"Wait one, *Overste*," Sorenson snapped, biting back what he really wanted to say. "Militia One," he said, "this is Sabre One. Report, over."

Nothing.

Sorenson's stomach twisted. Something very bad was happening.

He switched back to his command circuit. *"Sabre command, this is Sabre One. Break off attack. It's a trick. I say again, break off attack."*

He was engaged in a strange, deadly race. The dozen falling enemy 'Mechs were equipped with external boosters that would keep them from crashing, but offered almost no capability to move laterally. And when the enemy 'Mechs did come down it was going to take all the pilots' skills just to execute a safe landing. If Ian's folks could get to the LZ first, they could hit the enemy 'Mechs while they were vulnerable, cut their numbers before they could hit back.

But if they got there too late, they'd find themselves outgunned in the middle of a slugfest.

The nearest light resolved itself into a shape.

Looked like a *Charger*. A couple klicks up.

Falling *fast*.

A feral smile stretched across Ian's face. He drifted with the *Charger*, arms up and ready, eyes glued to the shape silhouetted against the gunmetal sky, feeling his way with his legs, trusting his natural balance to keep the *Knight* upright.

This was what he'd been born to do.

His radio crackled and a panicked voice blurted. "Alpha One, Alpha One, come *in*." Startled, Ian's gaze jerked down to the console.

It was Mark.

"Clear this channel, Charlie Two," Ian barked.

"—on't understand."

Ian pursed his lips, glanced up at the falling *Charger*. He didn't have time for this. "Charlie One, this is Alpha One, over."

Nothing but static.

"Charlie Two, report status of Charlie One." He magnified the image of the falling 'Mech. It was lustrous black, a rearing ivory dragon painted over its left breast.

"Charlie *Two*," snapped Ian.

"Kate is down, she's—" A burst of static drowned him out. "—out of nowhere."

"Dammit," Ian snarled. *What the hell was going on?* "Say again all after 'Kate is down.'"

"*Listen*," snapped Mark, clearly irritated. "We—" *Static*. "—der" *Static*. "—tack."

Ian felt a cold pit in his stomach. That was clear enough. *We are under attack*.

There was a second force of Kurita 'Mechs out there.

They were hitting the base.

And there was no one there to stop them, but Mark.

Ian watched the *ronin Charger* drift down. If Mark could just hold on . . .

"—pha One, do—" *Static*. "—read?"

"Yes, I read," Ian snapped. He guided his *Black Knight* left, positioning himself behind the descending 'Mech. "You are ordered to hold."

"Can't."

Ian scowled. The angles were lining up beautifully. He'd have a free shot at the *Charger*'s rear armor all the way down. Even better, the pilot would be off balance when he landed.

"—all *die*."

He turned and pushed his *Marauder* into an earthshaking sprint.

"Turn and advance by lances on the Militia's last known position. Pursuit lance is point, fire lance will take rearguard. Command lance with me. *Go*."

He was answered by a pair of *hai*s from his lance commanders.

And then he was tearing through the forest, his mind racing as fast as his 'Mech.

The Damian Militia was green, so if they were under attack they should be bleating for assistance.

Unless they were being jammed.

But that meant moving sophisticated equipment into position and setting it up, just in time for a brutal assault.

Impossible.

Unless the pirates already knew they were there.

Traitor. There was a traitor. That was the only way any of this made sense.

"Sorenson-*sama*." Grace Shiro's voice was a gasp.

"Report," Sorenson barked. Her fast *Jenner* must've reached the Militia position first and he had to know what she was seeing.

"It's the recruits, *Tai-i*. They're . . . dead."

"What?" It didn't make sense. A company of 'Mechs was a powerful force. Could some of the recruits have fallen? *Hai*. Were the pirates pushing the Militia line back? *Hai*.

Sorenson pushed his *Marauder* up a shallow hill, reached the top.

But there was no way that—

The thought suddenly evaporated.

The clearing below was a killing field. Just from where he stood, Sorenson saw the gutted hulks of five 'Mechs scattered across the grass. *More than a lance.* All bearing the mottled gray-green camo of the Damian Militia.

Shiro's flat red *Jenner* stood motionless in the clearing as if in shock.

The strike had been swift and brutal. A samurai's thrust with the *Daito*.

And suddenly Sorenson understood. He understood why the cockpit of a fallen *Kintaro* had been burned down to black carbon. He understood why a fallen warrior's body had been crushed to a bloody pulp. Most of all he understood why a *Blackjack*'s rear armor had been sliced to ribbons.

My God.

He understood.

"Count!" Sorenson roared.

"Eight, *Tai-i*," snapped *Chu-i* Benton. "We count eight."

So. It was the command lance then.

As if on cue a broken signal crackled over Sorenson's radio. "This is…—ennsington…survived attack. Presently tracking pirates…will engage."

Sorenson's eyes narrowed. A lie. To cover the traitors' escape.

Sorenson switched to a tactical channel guarded only by his people. "Sabre Command, this is Sabre One. Proceed to Grid Point Four Six One."

Chu-i Utsonomiya's voice came over the lance commander's channel. "We're not going to cut off the pirates before they reach the city?"

Radar ranging placed the *Charger* eight hundred meters up. *Almost*.

"*Ian.*" Frustration twisted Mark's voice.

Seven hundred meters.

"Ian—-" *Static.* "—all around us." *Static*. "—have to retreat."

"Negative," Ian snarled. "Dammit, Mark. We're armed with blanks. If we give up our supply point, we'll have to withdraw from the mountain under their guns. They'll tear us apart."

Six hundred meters. Ian dropped his reticle over the falling 'Mech. It burned blood red. Come on, *come on*.

"—down three. They *are* tearing us apart."

His duty was clear. Maul the falling *ronin* and *then* fall back to the base.

But he couldn't let his brother die.

He ground his teeth together and pain lanced through his jaw.

And then his radio crackled. "—ever mind. We can hold."

Ian let out a breath he hadn't realized he'd been holding. "Roger. Out."

He glanced at the falling *Charger* just as his reticle flashed gold and his cockpit filled with the clear, shrill tone of target lock.

Ian pulled into his main trigger.

Violet lightning tore into the *Charger's* back, gouging huge rents in the *ronin's* rear armor.

The helpless Combine pilot twisted his machine in mid-air, desperately trying to avoid the enemy he couldn't hit and he couldn't flee.

Ian hit him again.

The *ronin* hit the ground off-balance, the left leg coming down before the right. Maybe the limb would have held up under the impact.

If Ian hadn't poured ruby fire into the delicate knee joint as it took the full force of the landing.

The *Charger* crumpled to the ground.

And Ian poured all of his frustration and despair into the *ronin* machine.

Altogether, Red Company took out five 'Mechs on descent. Apparently that was enough to give the Kurita commander pause, because the surviving *ronin* pulled back.

Ian didn't wait to see what they were planning. He ordered his force to break pursuit, wheel, and make for Zmaj at best possible speed.

Unfortunately, in the mountains best possible speed meant something a little faster than a walk. Anything faster just wasn't safe.

To hell with safe.

Ian blazed through the woods, pushing over trees, crashing through mountain streams, hopping over the wrinkled contours of the earth with the little regard for what might be on the other side.

He stumbled several times, but never went down.

And he *moved*.

So it was no surprise he reached Fort Zmaj fast.

Just not fast enough to save his brother.

It was as close as anyone would come to questioning his orders. Sorenson ignored it.

"Engage any Militia survivors," he said.

"*Tai-i*?" Benton whispered.

"*You heard me.*"

And then Sorenson took off running again.

He dialed up his HF, selected an encrypted channel. "*Overste* Derrickson, this is *Tai-i* Sorenson."

"Why aren't you defending the city?"

"Sir, Major Kennsington is a traitor."

"What? Impossible."

"He's a conservative. He infiltrated your training cadre to destroy it from the inside."

"He is defending the city."

"*Overste*, your people were shot in the *back* and the survivors were slaughtered. What does that tell you?"

"Listen—"

"*lie*, you listen. You betrayed the Combine. The conservatives betrayed the Combine. Is it really so hard to believe they betrayed you, too?"

"*Tai-i* Sorenson you are instructed to come to Clarkston's aid or stand dow--"

Sorenson cut him off.

If Derrickson was right, then Kennsington and his men were near Clarkston, and Sorenson would face a court martial for failing to stop the pirates. But if *he* was right, Kennsington and his people would be retreating to the DropShips.

Somewhere in the vicinity of Grid Point Four Six One.

Sorenson came to an oxbow in the New Renton River, only a couple klicks west of the rendezvous point. He shouldered past a large cottonwood tree.

And saw Kennsington's lance moving north.

Toward the DropShips.

"Sabre Command, Sabre One. I am at Grid Point Four Five Two. All 'Mechs converge on my position."

Then he switched frequencies. "Halt, Kennsington. You are under arrest."

There was a slight pause and then the Rasalhagians *did* halt. And Kennsington's *Guillotine* turned to face him. "You are going to arrest me, *Tai-i*? *lie*, I don't think so. You hold to the old ways as surely as I do."

"You murdered your own comrades," Sorenson snarled.

"And you killed two of your own men rather than let them desert the Dragon. How are we different?"

Sorenson glanced down at his sensors and saw the Sabres were converging on his position.

He looked up at the camouflage *Guillotine* and dropped his reticle over the 'Mech.

"Very well," said Sorenson. "You love the old ways of the Combine so much, then you shall have them."

Then he raised the *Marauder's* arms, selecting the PPCs and targeting without thought or regret.

And this time he did not miss.

Fort Zmaj, Pozoristu Mountains

Ian McKinnon strode through hell.

Smoke burned his eyes, carrying with it the taste of ash and the stink of burning petrochem. Heat radiated from gaping wounds in the earth's flesh. The base's eastern edge was a graveyard of fallen metal giants, their bodies twisted and broken.

Blue Company had forced the *ronins* back.

But at a terrible cost.

Ian ignored all of it, face locked into a rigid mask, eyes front.

Until he saw the *Shadow Hawk*.

Most of the *Hawk*'s paint had been scoured away, but enough remained at the edges to see the mottled greens and browns of the Raider's mountain camouflage scheme. It was missing an arm.

And its head was crushed.

There was no way the pilot could've survived.

But Ian had to see for himself.

He climbed up on the *Hawk*'s shoulder, made his way to the cockpit hatch. For a second he thought it was jammed shut, but then it gave and the hatch came open.

And out wafted the coppery stink of blood.

Of death.

Ian drew in a deep, shuddery breath. Ducked his head down through that dark opening.

Mark was pinned in place. Pinned and drenched in blood. He'd died with his eyes open.

"Oh, Mark," Ian whispered.

"Ian?" Mark rasped.

Ian's breath caught. He didn't hope that Mark could be saved. He'd seen to many combat deaths up close to lie to himself about this one. Mark was dead.

Even if his body didn't know it yet.

"Mark," Ian whispered. "Why did you tell me you could hold?"

Mark smiled, his teeth a startling white against his broken, bloodied face. "Knew you had to hit droppers." He coughed, an ugly, liquid sound. "Your duty."

Ian's vision blurred. But the officer in him whispered, "*Yes*."

"Just figured," and then Marked coughed again, spattering flecks of blood on his cooling vest. "My turn to be strong."

"You were, Mark," Ian whispered fiercely.

But Mark didn't answer. His eyes were closed, a faint smile stretched across his blood-stained lips.

Ian choked back a sob, grateful that, in the end, his brother had finally found the path.

The battlefield was a glimpse of hell, littered with the broken remnants of Kennsington's command lance. A hot angry wind carried the burning grass, the stink of spilled petrochem, the iron tang of blood. Smoke and grit stung Sorenson's eyes, but he did not look away. He did not give in to that weakness.

Instead he looked up.

And watched as three golden lines cut across the world's robin egg sky. He knew what they were at once: DropShips burning for space.

Inscribing the mark of his failure on heaven itself.

After a time a woman approached. She was beautiful: green eyes set in a pale face, long raven hair, slim body shown to its best advantage by a scarlet dress.

But her face, her *face* looked to be chiseled out of ice.

Sorenson knew at once she was ISF, a member of House Kurita's dreaded Internal Security Force.

He turned back to the sky.

"You were ordered to defend the city." Her voice was cool and clear like a drink from a mountain stream.

"By Derrickson."

"Who the Dragon placed above you," she snapped. "Don't fence with me, *Tai-i*."

"Kennsington was a traitor, to both the Combine and the Republic."

"Why? Because he disobeyed orders?"

And there it was. The charge Sorenson could not answer. "I stopped him," he said lamely.

She smoothed a strand of black hair back. "Do you think your disobedience can be justified because you were *right*?"

Sorenson said nothing.

"You are at once hero and traitor, Daniel Sorenson. And so your punishment shall be the same as your reward. We shall not speak of the incident with Kennsington again."

Which left him with no justification for failing to engage the pirates before they sacked Clarkston. It would go bad for him, Sorenson could see that. And worse.

It would go bad for his people.

There was a lesson in this. Disobedience led to chaos and chaos led to destruction. It was that very chaos that was tearing apart both the Combine and Rasalhague. His own disobedience was a step down that bloody path.

He richly deserved the coming punishment.

Even if his people did not.

He bowed his head. "*Hai*."

Out of the corner of his eye he saw her nod. "Good, *Tai-i*. Perhaps one day you may serve the Dragon again."

Hai, Sorenson thought, *I will be worthy, so one day the Dragon may find it so.*

For that was all that mattered.

The Seventh Crucis Lancers and Fifth Sword of Light clash in Benet III's Aurora Badlands.

INTRODUCTION

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

Starterbook: Sword and Dragon is a companion volume to the *Classic BattleTech Introductory Box Set*, allowing players to participate in the conflicts between the ancient enemies of House Davion and House Kurita.

And all you need is the box set to use this product!

Introductory vs. Standard Rules

Currently, *BattleTech* is roughly set in the year 3071-72. Though the *Inner Sphere at a Glance* book found in the *Classic BattleTech Introductory Box Set* brings new players up to the year 3067, the rules in the box set are specifically kept at the year 3049, before a major technological innovation introduced many advanced weapons and equipment. As the name implies, since the box set is introductory, those advanced rules and weaponry are not covered.

Similarly, while the fiction found in *Starterbook: Sword and Dragon* covers events up to roughly 3071, the rules section of this product that allows players to participate in the "in universe" events are set between 3048 and 3049, in keeping with the introductory nature of this product.

The more advanced rules and equipment are included in *Total Warfare*, which is considered the "standard rules" of play. They represent all tournament-appropriate rules: the "big" *Classic BattleTech* tournaments run directly by Catalyst Game Labs at the Origins International Games Expo®, any Gen Con Game Fair®, and many other conventions all use the rules presented in *Total Warfare*.

Note: The *Classic BattleTech Introductory Box Set* is the perfect way to learn how to play *Classic BattleTech*. However, players may have learned how to play *Classic BattleTech* through other means (such as another rulebook, like *Total Warfare*, through a friend, and so on). While the *Starterbook: Sword and Dragon* is specifically designed to act as a bridge between the *Classic BattleTech Introductory Box Set* and *Total Warfare*, players can still use and enjoy this book if they know how to play *BattleTech* and yet do not own the *Classic BattleTech Introductory Box Set*. However, players will then need to purchase the *Classic BattleTech Map Set Compilation 1* and some type of figures (for example, the miniatures in the *Sword and Dragon 'MechPacks*) to jump into this product.

Sword and Dragon 'MechPacks

While players can feel free to use the miniatures from the *Classic BattleTech Introductory Box Set* as proxies for the 'Mechs found in this book, Iron Wind Metals produces two 'MechPacks in support of *Starterbook: Sword and Dragon*.

Sword and Dragon 'MechPack Davion and *Sword and Dragon 'MechPack Kurita* each contain four unique 'Mech variants, to be used in conjunction with the corresponding unique 'Mech variants found in this volume.

Ask your local retailer about the *Sword and Dragon 'MechPacks*, or visit www.ironwindmetals.com.

HOW TO USE THIS BOOK

The following provides a quick overview of each section of *Starterbook: Sword and Dragon*.

A BRIEF HISTORY

This section builds off of the information presented in *A Brief History of the Inner Sphere* in the *Inner Sphere at a Glance* book found in the *Classic BattleTech Introductory Box Set* (players without access to this product can download the *Inner Sphere at a Glance* book for free at www.classicbattletech.com). Focusing specifically on the histories between these two factions, *A Brief History: House Davion and House Kurita* provides a foundation for the rest of the book.

THE FOX'S TEETH

The Fox's Teeth catalogs the most important events in this elite House Davion independent command, and includes several Table of Organization and Equipment (TO&Es) that track the company down through history.

THE FOX'S TEETH PERSONNEL

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

SORENSON'S SABRES

This section conveys the history of this notorious House Kurita independent command, including TO&Es covering the time period from the force's formation until the present.

SORENSON'S SABRES PERSONNEL

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

RULES ANNEX

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

Finally, the *Rules Annex* contains the *Sword and Dragon Campaign: 3048-49*, a unique campaign system that allows players to directly involve themselves in the battles of these two unique 'Mech commands. The open-ended nature of the system also means players can revisit the campaign again and again, with each game providing a different experience and outcome.

RECORD SHEETS

The final part of the book includes thirty-two pre-generated record sheets for the 'Mechs detailed in *The Fox's Teeth Personnel* and *Sorenson's Sabres Personnel* sections. Any weapons and equipment found on the record sheets that are unfamiliar from the *Equipment* section of the *Classic BattleTech Rulebook* found in the *Classic BattleTech Introductory Box Set* are detailed in the *Rules Annex* section of this book (see *Introductory Vs. Prototype Vs. Standard* below for the exception).

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

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

Introductory Vs. Prototype Vs. Standard

Eighteen of the record sheets mount weapons and equipment found in the *Classic BattleTech Introductory Box Set*.

Eight of the record sheets (representing the command lance of each company as of the year 3049) include prototype technology; the word "prototype" appears under the Tech Base in the 'Mech Data section of those record sheets (rules for the use of that technology is found in the *Rules Annex*, p. 50).

Finally, *Starterbook: Sword and Dragon* also contains an additional set of record sheets for those same eight command 'Mechs, but mounting standard weapons and equipment as presented in *Total Warfare* (not the prototype equipment contained in the *Rules Annex*). Players wishing to make use of those record sheets must own *Total Warfare*.

A BRIEF HISTORY

House Davion and House Kurita

Though separated by a yawning cultural chasm, House Davion and House Kurita have both evolved strong martial traditions. Inevitably, both their differences and similarities would set these two nations on a collision course. The consequences would be tragic—ensuring that some of the bloodiest battles of the Succession Wars would be played out along the Federated Suns/Draconis Combine border.

—Professor Erin T. Faustberg, University of Atreus, 11 August 3067

ORIGINS

When the Terran Alliance issued the Demarcation Declaration in 2242, it abandoned every colony and outpost more than one jump from Terra. In the ensuing power vacuum the seeds of the Draconis Combine were sown. On New Samarkand the ambitious Shiro Kurita used cunning diplomacy, blackmail, and murder to make himself First Citizen. Traveling to Galedon V, Shiro negotiated the formation of the "Alliance of Galedon" to confront the Ozawa Mercantile Association. The OMA was the first of "Director" Kurita's targets over the next eighteen years, and in 2320 Shiro Kurita announced the formation of the Draconis Combine—with himself as "Coordinator."

The Terran Alliance finally collapsed, to be replaced by James McKenna's Terran Hegemony in 2316. Other worlds began to look to their neighbors, seeking security in numbers. Threats from the aggressive Alliance of Galedon or the technologically advanced Terran Hegemony prompted Lucien Davion, Prime Minister of New Avalon, to begin negotiations with neighboring worlds—ultimately establishing the Federated Suns in 2317.

AGE OF WAR

Kurita's first significant opposition came from the Principality of Rasalhague. Outgunned, the fanatically independent people of Rasalhague nevertheless resisted far longer than anyone could have anticipated. Even after its military defeat, Rasalhague was a hotbed of unrest until the formation of the Free Rasalhague Republic in 3034. Next came the affluent Lyran Commonwealth, with Kurita first attacking in 2407. Later raids secured data allowing the Combine to start producing its own BattleMechs.

Meanwhile, the expanding Federated Suns and the Capellan States clashed repeatedly, with possession of the Chesterton Trade Worlds becoming a bone of contention. The Davion family worked ceaselessly to secure both the Federated Suns and their own power. In 2457 Davion acquired BattleMech technical details and the Act of Succession ensured that the position of First Prince would remain in the Davion family in perpetuity.

STAR LEAGUE

The visionary Ian Cameron, Director-General of the Terran Hegemony, brought the Age of War to a close. In secret negotiations, Cameron presented his vision of a unified humanity under the banner of a "League of Stars" to each House Lord in turn. One by one they were persuaded to join. House Kurita held out until 2569—when the specter of an Inner Sphere unified against the Combine prompted Coordinator Hehiro Kurita to grudgingly sign the Treaty of Vega.

The Star League was established—with Cameron as First Lord—in 2571. Immediately it was plunged into the twenty-year-long Reunification War with the Periphery who refused to join the Star League. But the century of peace that followed proved to be the Inner Sphere's golden era.

With the dawn of the twenty-eighth century the cracks had started to appear. In 2698 Mary Davion married Soto Kurita—opening the way for a Kurita to (theoretically) become First Prince. In 2715 House Kurita pressed Vincent Kurita's spurious claim as the rightful heir apparent to the title of First Prince. When House Davion ignored the Combine, Kurita invaded several Draconis March worlds. Fighting continued until the vacillating First Lord finally sent in the SLDF to put an end to the War of Davion Succession.

The Amaris Coup wrecked the Terran Hegemony, but left the other Great Houses untouched. During the Coupe, the Federated Suns provided General Kerensky's armies with aid, but Kurita refused to even allow SLDF troops to pass through Combine Space. It later revealed that the Usurper was holding members of the Kurita family hostage. With Terra finally liberated, but the Camerons all dead, the House Lords were unable to agree upon which of their number should become First Lord of the Star League. The arguing dragged on until 2781, when the Lords dissolved the Star League. Unable to convince the House Lords to reconsider, General Kerensky led the bulk of the SLDF beyond the Periphery and into the unknown.

SUCCESSION WARS

Minoru Kurita proclaimed himself First Lord of the Star League in 2785. Soon the other Lords issued their own claims and fighting broke out across the Inner Sphere. The First Succession War had started.

Initially, Kurita concentrated on the Lyran Commonwealth, and when the focus shifted to the Federated Suns, Davion intelligence missed the warning signs. The Combine's 2787 offensive caught the troops defending the Draconis March completely by surprise. By 2796 Combine troops were on Odell, Saginaw and Delavan—all worlds perilously close to New Avalon.

Everything changed when a Crucis Lancer sniper on Kentares IV killed Coordinator Minoru Kurita. Minoru's son, the unstable Jinjiro Kurita, on becoming Coordinator ordered his troops to kill everyone on Kentares IV. Over fifty million died, but the atrocity was devastating to Kurita morale. Combine soldiers began to commit suicide—so terrible were the memories of their unspeakable deeds. The massacre also served as a rallying call for the battered Federated Suns. The battle cry "Remember Kentares!" was on the lips of every Davion citizen. World by world, the Combine was pushed back from New Avalon. By the end of the First Succession

War, all the Combine gains had been lost. What's more, the unrestriced use of weapons of mass destruction made hundreds of worlds un-inhabitable and the destruction of the military and civilian infrastructure threatened numerous technologies.

The Kentares Massacre set the tone for relations between Davion and Kurita during the Second and Third Succession Wars as the two nations contested control of the Draconis March. The March Capital, Robinson, fell to Kurita at the end of the Second Succession War in 2864, but the Federated Suns liberated the world during the Third Succession War.

The stalemate of the Succession Wars was shattered by the ascension of Hanse Davion to the Federated Suns throne. His alliance with the Lyran Commonwealth—cemented by the pledge of Melissa Steiner's hand in marriage—allowed the Federated Suns to crush House Liao while its Lyran allies held the Combine in check. While brief—starting in 3028 and ending in 3030—the Fourth Succession War redefined the map of the Inner Sphere for the first time in centuries.

WAR OF 3039

With the Confederation reduced to a mere shadow, it was only a question of time before Hanse Davion turned his attention to the Draconis Combine. Serving as Deputy of Military Affairs, Theodore Kurita faced the daunting task of preparing for the inevitable assault.

Secret agreements with ComStar netted Theodore equipment to make good some of the material losses suffered by the Draconis Combine Mustered Soldiery during the Fourth Succession War. In return Theodore ensured the Combine recognized the newly formed Free Rasalhague Republic. Though the actions of rogue Combine troops damaged the Combine's relations with the new state, the Republic still served as a buffer state that reduced the length of the Lyran/Combine border. Theodore's second innovation was to break from tradition and recruit from amongst the Combine's criminal community and Unproductive caste. This additional manpower and equipment helped to secretly create the Ghost Regiments.

When the long-expected attack came in 3039, the DCMS proved far stronger than the allies had anticipated, resulting in a stalemate on the Kurita front.

COMING OF THE CLANS

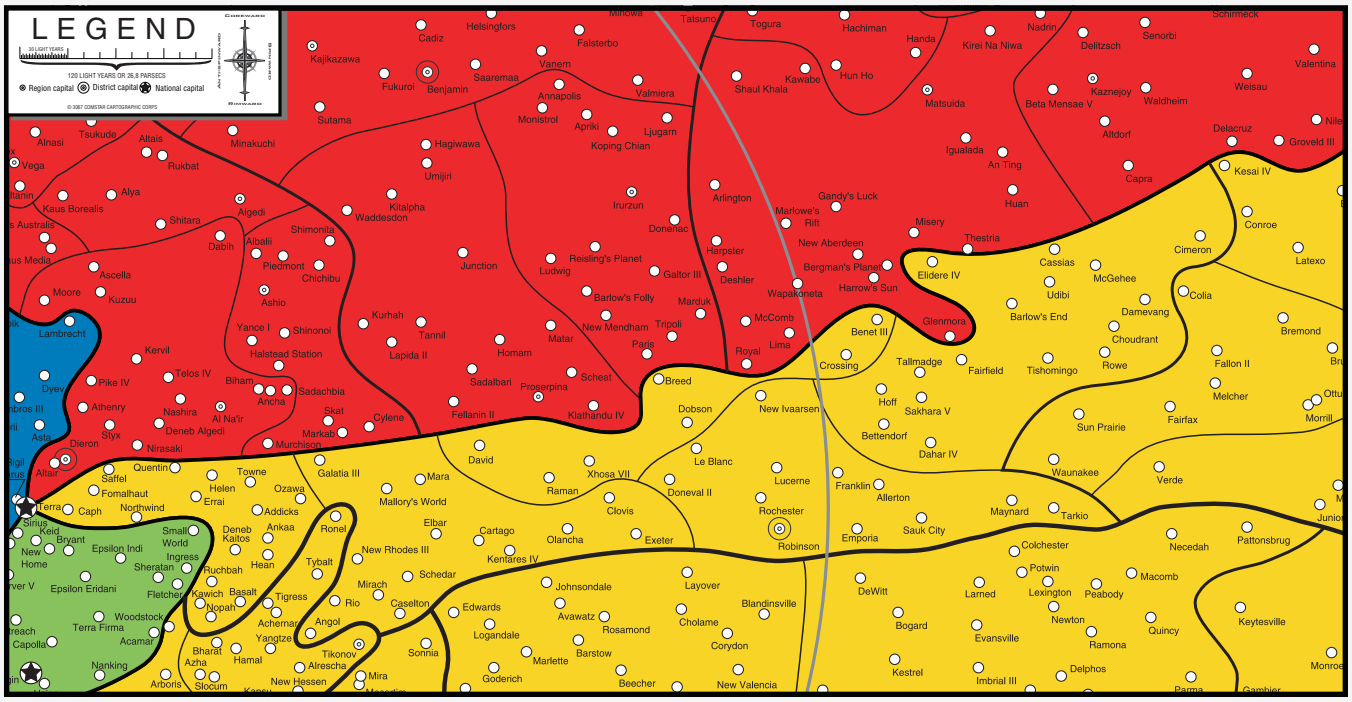
The return of the descendants of Aleksandr Kerensky's followers in 3049 also brought about an unofficial truce between Houses Davion and Kurita. Moving troops from the Davion front, Theodore Kurita gambled that Hanse Davion would refrain from attacking while his wife's realm was also under attack by the Clans. When Hanse Davion and Theodore Kurita met on Outreach in 3051, Hanse pledged he would not send Davion troops against the Combine while the Clan threat remained. Ultimately, the First Prince would go further—sending mercenaries to reinforce the defense of Luthien. Prince Davion's motives were certainly fueled by self-interest, for the loss of Luthien would have precipitated a collapse of the Draconis Combine and robbed the Prince of his buffer between the Federated Suns and the Clans.

Victor Steiner-Davion went even further than his father—launching a rescue mission into Clan-occupied territory to rescue Theodore's son, Hohiro.

MODERN TIMES

The Clan invasion and the reformation of the Star League created remarkably cordial relations between scions of House Kurita and House Davion. Yet many citizens of both states—especially those in the border regions—continue to view each other with deep suspicion and hatred.

Katherine Steiner-Davion evidently had no liking for Kurita—possibly because of the close relations enjoyed by her brother, Victor. The unsanctioned attack on the Combine by troops from the Draconis March during the FedCom Civil War demonstrates just how far both Houses have to go if there is to be lasting peace between them.



THE FOX'S TEETH

Unit:
McKinnon's Company,
Vausur's Battalion,
Seventh Crucis Lancers RCT

Also Known As:
McKinnon's Raiders,
The Fox's Teeth

Affiliation:
Federated Suns

Nominal Strength:
Three BattleMech lances

Parade Color Scheme:
Tan with red and blue trim

Company Insignia:
A pair of canine teeth

The Fox's Teeth at Firebase Xingo.

Command Lance
Captain Kieran McKinnon (BL-6-KNT *Black Knight*)
Sergeant Major Bernard Lytton (ST-8A *Shootist*)
Samantha Danton (CRB-27 *Crab*)
Erik Vorster (STN-3L *Sentinel*)

Medium Lance
Leftenant Hohiro Chipende (BMB-12D *Bombardier*)
Carl Ryder (KTO-19 *Kintaro*)
Maria Lang (EXC-B2 *Excalibur*)
Ernst Dekker (TLN-5W *Talon*)

Recon Lance
Leftenant Simon Nomura (MON-66 *Mongoose*)
Enrico Alvarez (MCY-99 *Mercury*)
David Grey (NTK-2Q *Nighthawk*)
Joseph Tanner (THE-N *Thorn*)

HISTORY

Whereas the bulk of the Star League Defense Force followed General Aleksandr Kerensky into exile when the first Star League fell, others chose to remain behind. Some became mercenaries, but others swore fealty to one of the House Lords.

Captain Kieran McKinnon's Company joined the Federated Suns. First Prince John Davion had been a popular choice to replace the Camerons as First Lord of the Star League. He was also a generous liege lord who bestowed McKinnon and his troops with titles and lands in return for their service. Following the outbreak of the First Succession War, McKinnon and his troops were transferred to Kentares IV. Amalgamated with other independent companies, they became the Seventh Crucis Lancers Regiment.

The Combine assault was as swift as it was unexpected. With Coordinator Minoru Kurita at their head, the DCMS troops scattered Kentares IV's defenders. Undaunted, Kieran McKinnon led his company into the hills where he executed a textbook guerrilla campaign. McKinnon's troops wrought havoc on the invaders until a Davion raiding force finally broke through to Kentares IV, allowing the surviving Lancers to retreat. Unbeknown to McKinnon, his final operation would have devastating consequences for the Combine. Coordinator Minoru Kurita was slain by an infantryman attached to McKinnon's BattleMechs.

Kieran McKinnon died in battle eleven years later, but not before his company had established a reputation for loyalty, daring, and skill that was second to none. Jason—Kieran's eldest son—assumed command in 2808.

THE SUCCESSION WARS

When the Seventh Crucis Lancers stood down, McKinnon's Company operated as an independent command. As the Succession Wars raged on, the company continued to uphold the formidable reputation Kieran had established after Kentares IV. Led by John McKinnon (Kieran's grandson), the company was shifted to the Capellan front. Participating in raids on important worlds, including St. Ives and Sian, their activities forced a terrified Chancellor Dainmar Liao to the negotiating table in 2861. The resulting treaty brought years of peace to the Capellan March.

In honor of their actions, the company was christened McKinnon's Raiders.

Success against the Confederation was not without cost. Casualties from the Sian raid had been heavy, and John McKinnon had to use Federated Suns material to replace increasingly scarce Star League equipment. Rebuilding while stationed on the Periphery frontier, the revitalized Raiders were recalled to New Avalon. In 3013 Captain Ross McKinnon foiled a plot to assassinate Hanse "The Fox" Davion. Their loyalty earned McKinnon's Raiders the nickname "The Fox's Teeth." As the Third Succession War wound down to an inconclusive stalemate, McKinnon's Raiders were recombined with the Seventh Crucis Lancers RCT.

In 3020 Ross McKinnon was killed in a desperate rear-guard action in the Battle of Harrow's Sun. His eldest son, Ian, assumed command and led the Raiders behind enemy lines on a month-long spree of revenge. The Kurita offensive stalled as more and more units were pulled back to hunt down the marauding Raiders—allowing the battered Lancers to hang on until reinforcements arrived to drive off the Combine invaders.

Confirmed as company commander, Ian McKinnon trained his troops intensively in his own style of mobile warfare. Over the next eight years, the Seventh Crucis Lancers participated in many raids and reprisal attacks along the Kurita border. The Raiders were always in the forefront, clashing several times with the elite Wolf's Dragoons.

WEDDING GIFTS

The Raiders were transferred to Mira for extensive repairs and reorganization in 3028. Paul Danton was given command of the Medium Lance following Karl Ryder's promotion to command his own company in Clifton's Battalion. Even as the First Prince prepared for his marriage to Melissa Steiner on Terra, the Lancers were making their own preparations. On 20 August 3028, Hanse Davion stunned the Inner Sphere when he announced to his new bride, "I give you the Capellan Confederation." The Fourth Succession War had begun.

The Crucis Lancers did not participate in the initial attack. Instead, all eight Lancer RCTs were assigned the objective of capturing heavily industrialized Tikonov in the second wave

MESSAGE TO THE GENERAL

FROM: Captain Kieran McKinnon—Formerly Commander of Fox Company, 2nd Battalion, 142nd Battle Regiment, 251st BattleMech Division
TO: General Aleksandr Kerensky—Formerly Commander of the Star League Defense Force
DATE: 11 April 2784

Sir,

With respect, I cannot in all good conscience follow the orders issued under the operational codename Exodus. You of all people must understand what is going to happen if no central authority remains to keep the Snakes and Cappies in line. If you feel yourself unable to take up the burden of First Lord, at least throw your support behind First Prince John Davion. From amongst the House Lords, there is no other with such a strong claim on the SLDF's support.

Given the stark choices before us, my troops and I choose to throw our support behind First Prince John. We have more confidence in his leadership than some wild jump into the Periphery. Mark my words, Sir, no good will come from faithlessly abandoning the nations that were once the Star League.

Respectfully, Kieran Ian McKinnon.

Command Lance
Captain Ian McKinnon (MAD-3R *Marauder*)
Sergeant Major George Lytton (WHM-6R *Warhammer*)
Paul Danton (PXH-1K *Phoenix Hawk*)
Austin Vorster (STG-3R *Stinger*)

Medium Lance
Leftenant Karl Ryder (CRD-3R *Crusader*)
Iskoru Chipende (PXH-1K *Phoenix Hawk*)
Ernst Lang (RFL-3N *Rifleman*)
Henrik Dekker (WSP-1A *Wasp*)

Recon Lance
Leftenant Kate Nomura (GRF-1N *Griffin*)
Mark McKinnon (SHD-2H *Shadow Hawk*)
Mateo Alvarez (WSP-1A *Wasp*)
Robert Grey (STG-3R *Stinger*)

of attacks. Colonel Pavel Ridzik had transformed Tikonov into an armed camp—stationing his troops in the great walled cities. Neutralizing these fortified positions took weeks, but by mid-October only the capital city Tikograd remained in Capellan hands. Worried that the Capellans would destroy the city's industries rather than see them fall into enemy hands, the Lancers planned to drop the Seventh Crucis Lancers into the city to secure the factories whilst the Sixth and Eighth assaulted the walls. However, Colonel Ridzik recognized the assault on the city walls for the diversion it was and, after breaking up the combat drop with his remaining aerospace fighters, pulled back forces to deal with the Seventh.

Separated from the rest of the regiment, McKinnon's Raiders moved quickly through the streets. Their every step was dogged by ambushes and suicidal infantry attacks. Half an hour after grounding, the Raiders broke through to secure the Rawlings Fusion Engine plant. The Capellans launched desperate attacks, but McKinnon held them off until elements of the Eighth Crucis Lancers finally broke through.

MCKINNON'S RAID

Dainmar Liao, Twenty-Third Chancellor of the Capellan Confederation, cowered under his desk as a thunderous detonation shook the Celestial Palace. Plaster dust rained down on the fine furnishings of his private office. The sound of his collection of antique china smashing echoed from the antechamber, ripping a hopeless wail from his parched throat.

Yet another titanic explosion thundered through the artfully appointed building as the terrible Davion BattleMechs rampaged through the Confederation capital. It mattered little to Dainmar that his Colonels had explained that it could be little more than a raiding party, or that the Capellan Hussars had the attackers outnumbered, for he knew that nothing could stop the Davions from getting him. Sobbing, the Chancellor clutched desperately at an ornately carved desk-leg, for the first time really noticing the exquisite workmanship. The sound of something very heavy crashing through the Palace roof was accompanied by a fresh cascade of plaster.

He just wished they would go away. He would do anything to make them go away...

The campaign for Tikonov had been long and draining for the Seventh, and the regiment was relegated to a reserve role for the rest of the war.

With the Capellan threat neutralized, Hanse Davion turned his attention to the Draconis Combine. Knowing that success against Kurita would hinge on unifying the AFFS and LCAF, Captain McKinnon and his Raiders were dispatched to the Lyran Commonwealth to pass on their expertise. Unfortunately, the Raiders' unconventional tactics were an object of suspicion for many Lyran officers, who—despite the evidence of the Fourth Succession War—remained fanatically opposed to the new Davion ways.

General Nondi Steiner was more than happy to volunteer the Raiders for cadre duty when she was asked to provide instructors to help the newly formed Free Rasalhague Republic build its army. McKinnon's Company was on Tukayyid when renegade Kurita troops attacked, striking at training camps in the Pozoristu Mountains. Ian's younger brother, Mark, fell during the initial fighting, but the Republic's recruits (bolstered by the presence of the Raiders) were ultimately victorious.

In 3038 another of the Fox's Teeth would fall—but not in battle. A hard-drinking, hard-fighting womanizer, Ernst Lang was (almost inevitably) murdered by a jealous husband.

WAR OF 3039

Unrest in Skye delayed the inevitable clash with the Draconis Combine until 3039. The start of the campaign was an anticlimax for McKinnon's troops. Refitted with some of the most advanced weapons the AFFS had, the Raiders found themselves with nothing to shoot at after Klathandu IV's government capitulated before the first DropShip even grounded. Other commands were facing varying degrees of resistance to the first wave of attacks, but McKinnon and his MechWarriors had nothing to do but wait for the start of the next assault wave. The Combine's surprise counterattack rudely interrupted their leisure. In August, the Third Benjamin Regulars, Second Galedon Regulars, and two conventional regiments landed—seizing the city of Pere Urucin as a base of operations.

Detailed to shadow the Kuritans, McKinnon's Raiders kept Marshal Winston Vaskursian informed of their movements, giving the Seventh's commander time to assemble forces to contest possession of Therisk. Driven back from the city, the DCMS troops were forced step-by-step back to Pere Urucin. In desperation Combine troops began to employ suicide tactics. Before they could finish off the cornered Combine troops, an incredulous Marshal Vaskursian received a dispatch ordering his troops back to Xhosa VII and the Federated Suns. The war was over.

Upon their return to Kestrel, Leftenant Kate Nomura announced her intention to retire. Command of Nomura's Recon Lance was given to Ian's son, Ross.

BEST SERVED COLD

Following the stalemate of the War of 3039, First Prince Hanse Davion and Archon Melissa Steiner-Davion redoubled their efforts to prepare the Armed Forces of the Federated Suns and Lyran Commonwealth Armed Forced for unification into a single force—the Armed Forces of the Federated Commonwealth. Commands traded positions, and the Seventh Crucis Lancers were posted to Winter, a Lyran world near the Periphery.

Command Lance
Captain Ian McKinnon (BL-6-KNT *Black Knight Ian*)
Sgt. Major George Lytton (CTF-2X *Cataphract George*)
Austin Vorster (HCT-3F *Hatchetman Austin*)
Daniel Waylen (ENF-4R *Enforcer Daniel*)

Medium Lance
Leftenant Paul Danton (CN9-A *Centurion*)
Hiro Chipende (DV-6M *Dervish*)
Dave "Tiny" Hill (JM-6S *JagerMech*)
Henrik Dekker (JVN-10N *Javelin*)

Recon Lance
Leftenant Kate Nomura (GRF-1N *Griffin*)
Ross McKinnon (WLF-1 *Wolfhound*)
Mateo Alvarez (WSP-1A *Wasp*)
Robert Grey (HNT-151 *Hornet*)

From the Journals of Daniel Waylen (3039)

Sunny Klathandu IV. A great vacation spot. Until the Snakes hit us with that counterattack we were told they weren't supposed to be capable of launching. The Raiders had been chewing away at the Third Benjamin Regulars like old Vaskursian had told us to. Keep them on the move. Don't let them dig in. Don't give them any idea that it is only a company chewing on their tails—not the whole RCT. Problem was some sneaky son of a Snake figured it out.

It all hit the fan when about a company of Snakes decided to turn and fight. They were moving fast, not even checking for ambushes. It looked like they were going to roll right over the Recon Lance, but the Captain guessed their game in time and told Nomura to bug out. Ross and Grey got away clean, but Nomura had to punch out when one of those ugly new Assault jobs nailed her *Griffin*.

God! I wish we knew where they were getting those things.

I thought we were going to lose Alvarez too. He doubled back to pick up Nomura and I though he was toast for sure. Each step I expected that assault 'Mech to pop his *Wasp*, but somehow he managed to dodge the bullets—and a lot of lasers, particle beams, and missiles—and get clear.

Then our other two lances hit their flank and we were in the fight of our lives.

McKinnon's Raiders did not immediately follow their comrades, for Hanse Davion wanted to keep his Fox's Teeth close at hand. The destruction of Fortress Bourgogne and the Marlette CMM by McCarron's Armored Cavalry called for a special response. The First Prince directed McKinnon to exact revenge on the disreputable mercenaries. When the MAC's regiments dispersed to garrison Liao worlds on the Davion front in late 3045, Menke's garrison was reduced to barely a battalion. Presented with the perfect opportunity, Ian McKinnon struck with characteristic speed.

The Raiders spent a week destroying supply dumps, repair facilities, a golf course, and anything else owned or operated by MAC. The defenders mobilized quickly, but they were completely outclassed. When the MAC commander split her battalion in the hope of finding the elusive Raiders, Kitagawa's company was unfortunate enough to succeed—stumbling into ambush after ambush. When a furious Marcus Baxter returned to Menke at the head of two regiments, he found the MAC's headquarters still smoldering and McKinnon long gone.

DRAGON'S DEN

First Prince Hanse Davion felt that the Federated Suns/Draconis Combine border had become suspiciously quiet as 3048 drew to a close. Determined to avoid the kind of surprise Theodore Kurita had sprung on him ten years before, Hanse dispatched McKinnon's Raiders to establish the strength and preparedness of the Dragon so he could gauge the true intent of his ancestral foe. Striking at targets up and down the Combine border, Ian McKinnon quickly established that the DCMS had continued its startling recovery from the disasters of the Fourth Succession War. Either in response to the Raiders' attacks, or in an attempt to similarly gauge the Federated Suns posture and strength, small DCMS formations began their own probes into the Draconis March. Through 3049 the two states traded raids and reprisal attacks. With 3050 fast approaching, Hanse Davion called off operations—satisfied that the Dragon would not constitute an immediate threat to the Federated Suns and Lyran Commonwealth for the time being.

Meanwhile, McKinnon's Raiders received their marching orders—to rejoin the Seventh Crucis Lancers on Winter.

BLOOD OF KERENSKY

To say that the Inner Sphere was unprepared for the new enemy that came boiling out of the Periphery in 3049 would be an understatement. These Clans (as they called themselves) moved with incredible speed, attacking with weapons of unimaginable range and power. Still on Winter, the Seventh Crucis Lancers were positioned well away from the enemy's axis of attack. Stripped of their transport assets, the RCT was ordered to hold position and guard against further Periphery incursions. Captain Ian McKinnon was fit to be tied as each day seemed to bring news of the fall of yet another world.

The Clan advance halted suddenly in October 3050, shortly after the recapture of Twycross. Needing accurate information on just what was happening in the conquered territories, McKinnon's Raiders were unleashed at last. Raiding Hot Springs and Beta VII, the Raiders gathered vital intelligence while evading Clan garrison forces. On Wotan they were not so lucky. A Trinary from the Jade Falcon Eyrie Cluster managed to intercept McKinnon in the foothills of the Morrigan Mountains. Designated a training unit, the Eyries still proved to be formidable opponents. Though lacking OmniMechs, the Eyrie Cluster comprised a mix of pristine condition Star League equipment and older Clan BattleMechs. McKinnon's troops had received a few prototypes of recovered technology during the War of 3039, but the Clans still held a significant technological advantage. George Lytton was killed defending his Captain. Hiro Chipende died in an ammunition explosion and several Raiders lost their 'Mechs before the company's superior skill put the Falcons to flight.

Returning to Winter with their hard-won information, Ian McKinnon announced his decision to retire. Using all his influence (including a direct appeal to First Prince Hanse Davion), Ian ensured that Ross was named as his successor.

ONCE MORE INTO THE BREACH

After Wotan, the Raiders needed time to recuperate and reorganize. On Hanse Davion's orders, they received the latest weapons and equipment developed from the information found

Command Lance
Captain Ian McKinnon (BL-6-KNT *Black Knight Ian*)
Sgt. Major George Lytton (CTF-2X *Cataphract George*)
Austin Vorster (HCT-3F *Hatchetman Austin*)
Daniel Waylen (ENF-4R *Enforcer Daniel*)

Medium Lance
Leftenant Paul Danton (CN9-A *Centurion*)
Hiro Chipende (DV-6M *Dervish*)
Dave "Tiny" Hill (JM-6S *JagerMech*)
Henrik Dekker (JVN-10N *Javelin*)

Recon Lance
Leftenant Ross McKinnon (WLF-1 *Wolfhound*)
Mateo Alvarez (ASN-21 *Assassin*)
Robert Grey (HNT-151 *Hornet*)
Sara Lytton (COM-2D *Commando*)

in the Gray Death Memory Core with the aid of Wolf's Dragoons.

The Invasion resumed in late 3051, and the Clans showed no sign of slowing their advance. Indeed, new Clans—the Steel Vipers and Nova Cats—now entered the fray. Worries that other Clans could strike from the Periphery kept the Seventh Crucis Lancers pinned in place while the Clans drove ever deeper into the Inner Sphere. Only the Raiders could be spared for operations against the Clans. Throughout late 3051 and early 3052, Ross McKinnon led his new command into the conquered territories. Performing vital reconnaissance, raiding, and partisan supply missions, the Raiders evaded the Clansmen with consummate skill. The Raiders occasionally skirmished with garrison troops, but the only significant engagement occurred during a raid on a Steel Viper supply base on Waldorff.

The Ninth Fang—a provisional Cluster raised by the Steel Vipers to secure their conquered territory—was unprepared for the fact that the gap between Clan and Inner Sphere technology had narrowed significantly. Neither were they ready for the Raiders' unconventional tactics. MechWarrior Henrik Dekker began to broadcast Old Testament passages. Clearly his delivery impressed the Clansmen, for they would answer in kind—halting to deliver stirring passages from the Remembrance, an epic poem of the history of the Clans. Distracted, the Vipers did not see the new Standard Inner Sphere battle armor deploying to their rear. Caught between the powered infantry and the rearmed McKinnon's Company, a complete Trinary fell to the Raiders.

In the early months of 3052, the Raiders began to detect signs of massive troop movements throughout the Occupation Zone. Their reason soon became clear with the news of the decisive battle between the Clans and the Com Guards on Tukayyid. The ComStar victory marked the beginning of fifteen years of uneasy truce.

From the Journals of Daniel Waylen (3051)

We've seen a lot of changes over the last two years. New 'Mechs. New tactics. New faces. Ross is the Captain now. Being handed command of a company would be bad enough at the best of times, but when the opposition is made up of crack warriors piloting killer 'Mechs from Hell...

I guess I'm just glad not to be in his shoes.

But as bad as that accursed Clan Tech is, the gap is getting smaller. This new gear is not as good as theirs, but it takes the edge off. We know a lot more about how they fight now too. And we've seen that they are not invincible. Unorthodox tactics can beat them, and you don't get much more unorthodox than McKinnon's Raiders!

Take the fighting on Waldorff for example. We were striking against a supply dump, and we did quite a bit of damage before about a company of Steel Viper 'Mechs and Toads showed up. I thought we were in for the fight of our lives, but Ross had an idea or two that would tip the odds in our favor. He set Dekker on them.

"The Lord thundered with a great thunder on that day upon the Philistines, and discomfited them; and they were smitten before Israel!" Lord! You just have to hear Dekker when he gets going.

To my surprise a Viper *Mad Cat* stopped advancing and the warrior replied. "Carrying the flame of the Star League back to the hearth. We face the ignorant who believe themselves civilized and strong. But they will soon discover otherwise. We are the Clans, the Star League incarnate. None can stand against us and survive." Very nice, but it just didn't do anything for me.

About then the Captain gave the signal, and a pack of our new battle armor came swarming out of the undergrowth as we combined fire to trash the *Cat*.

HOUSES DIVIDED

The news of First Prince Hanse Davion's death saddened the Fox's Teeth. With their greatest patron gone, and the Clan advance halted, operations were scaled back to a reduced pace. Following the secession of the Lyran half of the Federated Commonwealth, Archon Katherine Steiner-Davion surreptitiously deprived the Seventh of transport and supplies. Effectively stranded on the far side of the Inner Sphere from Kestrel, their homeworld, Ross McKinnon and the Raiders could only watch from the sidelines as the Star League was reformed.

Assigned new transport assets in 3058, the Seventh Crucis Lancers began a series of independent exercises in the Periphery. This continued until late 3059 when the bulk of the RCT's conventional elements inexplicably vanished from Savarin 223-74. Dispatched to investigate the surrounding systems, McKinnon's company failed to uncover any clues as to the fate of an infantry brigade, two regiments of armor, and their support assets.

When Victor Steiner-Davion finally announced his intention to remove his sister at the end of 3062, Katherine (or Katrina, as she preferred to be called) had issued orders to isolate and "deal with" commands that refused to declare for her. This action provided Ross McKinnon (who was in favor of joining the son of "The Fox" at the earliest opportunity) with the leverage he needed to convince his fellow officers. By the time Victor reached Winter, Katherine's abuse of power had driven the Seventh Crucis Lancers firmly into Victor's Allied camp. Dispatched with the rest of Vausur's Battalion and a few battalions of conventional troops, the Raiders secured the Blackstone BattleMech Ltd. factory on Inarcs for the Allied cause. When the Ninth Lyran Regulars attempted to retake the planet, the lone Lancer battalion savaged the regiment so badly that they thought they had run into the entire RCT.

As Victor pushed into the Federated Commonwealth, the Lancers were left behind to secure his lines of supply. Knowing

Command Lance
Captain Ross McKinnon (BL-10-KNT *Black Knight Ross*)
Sgt. Major Austin Vorster (HCT-3F *Hatchetman Austin*)
Sara Lytton (CTF-3X *Cataphract Sara*)
Daniel Waylen (ENF-4R *Enforcer Daniel*)

Medium Lance
Leftenant Paul Danton (CN9-D *Centurion*)
Hiro Chipende (DV-6M *Dervish*)
Dave "Tiny" Hill (JM-6S *JagerMech*)
Henrik Dekker (BZK-F3 *Hollander*)

Recon Lance
Leftenant Mateo Alvarez (STH-1D *Stealth*)
Robert Grey (ALM-8D *Fireball*)
William Tanner (DRT-3S *Dart*)
Hanond Quatro (COM-5S *Commando*)

From the private diary of Leutnant-General Jasper Zibler

I knew going into this that it would all be a question of time. How long would it take Victor to rally support? How long would it be before Katherine's (I will never degrade her Grandmother's name by using it) Loyalists would catch us?

But maybe there is a little time left to do what has to be done. We'll make sure the factories are in no state to help the troops chasing after Victor. And perhaps I can throw old Nondi Steiner a curve ball and cut McKinnon loose. I really like the idea of him driving her—instead of me—up the wall for a change.

that Victor's cause would be best served by unleashing McKinnon's Raiders to do what they did best, Leutnant-General Zibler detached the company with orders to "raise hell."

Striking at targets of opportunity, McKinnon leapfrogged across Lyran space. Mandaoaaru, Australia, Abbadiyah, and Loxley were attacked in turn before McKinnon raided J. B. BattleMechs Inc. on Storfors for supplies. Then Saravan, Vorzel, Greenlaw, and Horneburg were next—these last two uncomfortably close to Tharkad for General Nondi Steiner. Always one jump ahead of a growing pursuit force, the Fox's Teeth next graced Upano, Alma Alta, and Cameron with their presence. On Cameron, Ross received word that the remnants of the Seventh had surrendered on Inarcs. Seeming to then vanish, the Fox's Teeth reappeared to strike Furillo for more supplies, and then slipped through the Chaos March and into the Federated Commonwealth—headed for Kestrel. Arriving over their homeworld, McKinnon's troops received news that New Avalon had fallen.

The civil war was over.

A UNIVERSE TURNED UPSIDE DOWN

With the sudden collapse of the Second Star League in late 3067, the Inner Sphere was plunged back into war. The Capellan March was embroiled in an almost private war with the Capellan Confederation and lingering hatreds were rekindled along the Combine front. In the midst of it all, the Word of Blake was striking at targets across the Inner Sphere with deadly force.

The AFFS high command seemed paralyzed but, typically, Ross McKinnon was determined to act even without orders. Striking into the expanding Word of Blake Protectorate, the Raiders hit Fletcher and Acamar. When Demeter fell to the Blakists, McKinnon's troops struck back in late 3069, supported this time by a formation of new battle armor prototypes. Though they could not drive Call to the Faithful III-delta from Demeter, they did inflict heavy damage on the Blakists.

McKinnon's Raiders continue to be a thorn in the side of Word of Blake forces pushing into the Federated Suns, though they have recently gone missing, their current whereabouts unknown

McKinnon's recon lance probes the Dragon.

Command Lance
Captain Ross McKinnon (BL-10-KNT *Black Knight Ross*)
Sgt. Major Austin Vorster (HCT-5S *Hatchetman Austin*)
Sara Lytton-McKinnon (CTF-3X *Cataphract Sara*)
Carol Ryder (UZL-2S *Uziel*)

Medium Lance
Leftenant Daniel Waylen (ENF-4R *Enforcer Daniel*)
Dave "Tiny" Hill (RFL-8D *Rifleman*)
Henrik Dekker (BZK-F5 *Hollander II*)
Jenna Chipende (DV-8D *Dervish*)

Recon Lance
Leftenant Mateo Alvarez (STH-1D *Stealth*)
Robert Grey (ALM-8D *Fireball*)
William Tanner (WSP-3S *Wasp*)
Hanond Quatro (VLK-QD1 *Valkyrie*)

IAN MCKINNON

Rank/Position: Captain/Commander of the Fox's Teeth
Born: 2994 (55 in 3049)
Affiliation: Federated Suns (House Davion)
Home Planet: Kestrel
'Mech: BL-6-KNT *Black Knight Ian*
'Mech Piloting Skill: 3
'Mech Gunnery Skill: 2

BL-6-KNT BLACK KNIGHT IAN

Technology Base: Inner Sphere (Prototype)
'Mech Identification Number: BL6KNT0754

Mass: 75 Tons
Chassis: Technicron Standard (Refit)
Power Plant: Vlar 300
Cruising Speed: 43.2 kph, 54.0 kph w/TSM-X
Max Speed: 64.8 kph, 86.4 kph w/TSM-X
Jump Jets: None
Jump Capacity: None
Armor: Valiant Lamellor

Armament:
1 Magna Hellstar II PPC
2 Tronel III Heavy Lasers
4 Tronel II Medium Lasers
1 Hatchet
Manufacturer: Kong Interstellar Corporation/ NAIS Refit
Comm System: Tek BattleCom
T&T System: Tek Tru-Trak

MECHWARRIOR PROFILE

Taking command following his father's death, Ian soon gained a well-deserved reputation as a daring, almost reckless leader. With a flair for independent operations, Ian's superiors have long-since resigned themselves to his habit of interpreting orders somewhat loosely. A master of unconventional tactics—using Henrik Dekker to launch psychological attacks, for example—Ian has outthought and outfought the best the Draconis Combine and Capellan Confederation have to offer.

The rigors of military life kept Ian in good physical condition, but also added a few lines and wrinkles and gray hairs. More wearing was Ian's battle to keep his younger brother Mark out of trouble (a task for which Hanse "The Fox" Davion's patronage proved useful). Since Mark's death in 3034, Ian has likewise attempted to look after Mark's outspoken son, David McKinnon.

Ian retired in 3051, accepting a battalion command in the Kestrel Militia.

'MECH HISTORY

First deployed by the Star League Defense Force during the Reunification War, the *Black Knight* design was often used as a command 'Mech for front-line units. BL6KNT0754 was the 'Mech Kieran McKinnon brought with him when he resigned from the SLDF and joined the Federated Suns. Rebuilt numerous times, the degradation of Inner Sphere technology necessitated replacement of the 'Mech's endo steel internal structure and sophisticated electronics.

Badly damaged on Harrow's Sun when Ian's father was killed, it was salvaged after the DCMS invaders were driven off. Languishing on Kestrel until 3038, Ian was able to get it rebuilt with prototypes of "Freezer" Heat Sinks, triple-strength myomers, and a hatchet.

When Ian retired in 3051, Ross took over the *Black Knight*—which continues to be upgraded with the latest equipment.

GEORGE LYTTON

Rank/Position: Sergeant Major/Fox's Teeth senior NCO
Born: 2992 (57 in 3049)
Affiliation: Federated Suns (House Davion)
Home Planet: Kestrel
'Mech: CTF-2X *Cataphract* George
'Mech Piloting Skill: 3
'Mech Gunnery Skill: 2

CTF-2X CATAPHRACT GEORGE

Technology Base: Inner Sphere (Prototype)
'Mech Identification Number: CTF2X00013

Mass: 70 Tons
Chassis: Earthwerks CTF
Power Plant: VOX 280
Cruising Speed: 43.2 kph
Max Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Kallon Royalstar

Armament:
1 SarLon MaxiCannon Type 10
1 NAIS Mk. III ER Large Laser (prototype)
1 Hovertec Quad SRM Launcher
2 Fimir Standard Medium Lasers
Manufacturer: Earthwerks Incorporated/NAIS Refit
Comm System: CommuTech Multi-Channel 10
T&T System: BlazeFire Sightlock

MECHWARRIOR PROFILE

Members of the Lytton family have served the McKinnons as bodyguards for more than two centuries. George Lytton's father fell at the Fourth Battle of Harrow's Sun while guarding Ross McKinnon, Ian's father. Since that day, George protected Ian McKinnon's back in fiercely fought campaigns, raids and border skirmishes. A grim and powerfully built man, Lytton's combat training went beyond that of the average MechWarrior. An expert with small arms and hand-to-hand combat, he also served as the Raiders' weapons master.

When an assassin was sent to kill Ian, he attacked Lytton during a Kurita raid. When the Fox's Teeth moved out to engage the DCMS troops, the assassin took George's place at the controls of his old *Warhammer*. Despite his injuries, George was able to warn his Captain before the assassin could complete his assignment.

Lytton's duty was always to his Captain, and when the time came he sacrificed his life to save McKinnon from the Jade Falcons on Wotan in 3051.

'MECH HISTORY

The *Cataphract* was the Capellan Confederation's attempt to build a heavy 'Mech using the limited resources at its disposal. Incorporating components from a number of other designs, the *Cataphract* was (rather unkindly) dubbed the "FrankenMech." The Earthwerks *Cataphract* production line at Tikograd was captured by the Seventh Crucis Lancers when Tikonov fell to House Davion during the Fourth Succession War.

One of the first *Cataphract*s off the production line, CTF2X00013 fought in the defense of Tikograd, and was taken as salvage by the Seventh Crucis Lancers. George Lytton was given "Lucky Thirteen" to replace his aging *Warhammer*. Using parts from the Earthwerks factory, Lytton's Techs repaired the BattleMech and corrected all the shoddy Capellan workmanship. Later, "Lucky Thirteen" was fitted with an experimental extended range large laser.

AUSTIN VORSTER

Rank/Position: Sergeant/Fox's Teeth MechWarrior
Born: 3004 (45 in 3049)
Affiliation: Federated Suns (House Davion)
Home Planet: Kestrel
'Mech: HCT-3F *Hatchetman Austin*
'Mech Piloting Skill: 4
'Mech Gunnery Skill: 3

HCT-3F HATCHETMAN AUSTIN

Technology Base: Inner Sphere (Prototype)
'Mech Identification Number: HCT3F00320

Mass: 45 tons
Chassis: Chariot Type II
Power Plant: GM 180
Cruising Speed: 43 kph
Max Speed: 65 kph
Jump Jets: Luxos 2/Q
Jump Capacity: 120 m
Armor: Durallex Medium

Armament:
1 NAIS Mk. 1 LB 10-X Autocannon (Prototype)
3 Defiance B3M Medium Lasers
1 Hatchet
Manufacturer: Defiance Industries of Hesperus II/NAIS Refit
Comm System: Thalia HM-22
T&T System: TharHes Ares-8a

MECHWARRIOR PROFILE

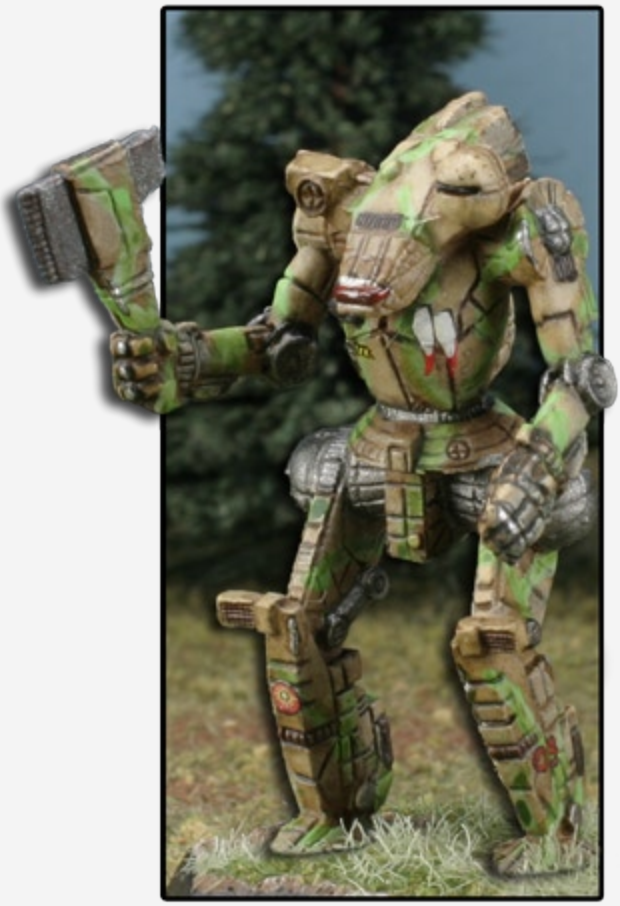
When Austin's father died at the controls of the family *Stinger* in 3023, Austin took his place in the command lance in the salvaged 'Mech. As a member of an old MechWarrior family, Austin received his training "in house" rather than at one of the Federated Suns academies. Years of heavy fighting have transformed Austin from the "wet-behind-the-ears-greenhorn" into a MechWarrior who has earned the respect of his peers and superiors both. In that time Austin has seen many of his contemporaries fall in battle or retire, making him one of the "old men" of the company.

When Ian McKinnon retired, Austin considered going with him, but Ian advised against depleting the unit of too many experienced hands. Convinced, Austin promised Ian that he would "keep an eye on the k ids". When Ross McKinnon reorganized the company he offered Austin the position of Company Sergeant Major and Weapons Master. Though expressing doubts that he could truly fill George Lytton's combat boots, Austin accepted the assignment.

'MECH HISTORY

An unusual 'Mech, the *Hatchetman* is the first battlefield design to incorporate a hatchet for close combat. Though built in the Lyran Commonwealth, its designers received aid from the Federated Suns New Avalon Institute of Science. Aside from the hatchet that gives the 'Mech its name, the most unusual feature is an ejection system that can launch the whole head assembly clear of the body by powerful rockets.

In the wake of the historic treaty formalizing the Federated Suns/Lyran Commonwealth alliance, the two nations began to trade technology and designs. HCT3F00320 was amongst those shipped to the Federated Suns prior to the Fourth Succession War. Serving with the Second NAIS Cadet Cadre, the 'Mech was the subject of experimental modifications and refits before it was transferred to the Fox's Teeth in 3038.



DANIEL WAYLEN

Rank/Position: Sergeant/Fox's Teeth MechWarrior
Born: 3008 (41 in 3049)
Affiliation: Federated Suns (House Davion)
Home Planet: Sherwood
'Mech: ENF-4R *Enforcer Daniel*
'Mech Piloting Skill: 4
'Mech Gunnery Skill: 3

ENF-4R ENFORCER DANIEL

Technology Base: Inner Sphere (Prototype)
'Mech Identification Number: ENF4R07198

Mass: 50 Tons
Chassis: Dorwinion Standard
Power Plant: Nissan 200
Cruising Speed: 43.2 kph
Max Speed: 64.8 kph
Jump Jets: McCloud Specials
Jump Capacity: 120 meters
Armor: Starshield

Armament:
1 NAIS Mk. I Gauss Rifle (prototype)
2 ChisComp 39 Medium Lasers
1 ChisComp 32 Small Laser
Manufacturer: Achernar BattleMechs/NAIS Refit
Comm System: Achernar Electronics HICS-11
T&T System: Federated Hunter

MECHWARRIOR PROFILE

Daniel Waylen is one of the only MechWarriors ever to serve in the Fox's Teeth who did not hail from Kestrel. Born on the Periphery border, Waylen has had to deal with prejudice throughout his career. Assignment to the Fox's Teeth was his third in the year following his graduation from NAMA—where he had earned a reputation for brawling and surliness and amassed more black marks than anyone else (who had not been expelled) in the academy's preceding 13 years. Ian McKinnon's own reputation as a maverick enabled him to look past such things. What he saw was a MechWarrior with great potential and the kind of mindset that suited him perfectly for the slot in the command lance opened by Paul Danton's promotion.

Ian's judgment proved correct, and Waylen has served with distinction, later earning a field commission following the FedCom Civil War.

'MECH HISTORY

A product of House Davion's fascination with autocannons, the *Enforcer* was based on the plans of an earlier design discovered on Achernar. Intended originally to carry two medium lasers on the left arm, engineers discovered that the chassis could handle the weight of a large laser.

Before being assigned to Daniel Waylen, ENF4R07198 had served with the Seventh Crucis Lancers since it marched off the Achernar production line on New Avalon in 3019. Heavily damaged in the fighting on Harrow's Sun, the 'Mech was later salvaged and rebuilt. Serving a succession of MechWarriors, it finally was assigned to Waylen when he joined McKinnon's company.

After the Fox's Teeth were selected to play host to prototype weapons coming out of the NAIS, Waylen's *Enforcer* was the perfect choice to receive an experimental Gauss Rifle. To free up the mass required for this weapon, the NAIS engineers adopted the laser armament from the original plans.

PAUL DANTON

Rank/Position: Leftenant/Medium Lance Commander, Fox's Teeth
Born: 3000 (49 in 3049)
Affiliation: Federated Suns (House Davion)
Home Planet: Kestrel
'Mech: CN9-D *Centurion*
'Mech Piloting Skill: 3
'Mech Gunnery Skill: 2

CN9-A CENTURION

Technology Base: Inner Sphere
'Mech Identification Number: CN9A003119
Mass: 50 Tons

Chassis: Corean Model K7
Power Plant: 200 Nissan
Cruising Speed: 43.2 kph
Max Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: StarGuard III

Armament:
1 Luxor D-Series Autocannon
1 Luxor 3R LRM-10
2 Photech 806c Medium Lasers
Manufacturer: Corean Enterprises
Comm System: Corean Transband-J9
T&T System: Corean B-Tech

MECHWARRIOR PROFILE

The sprawling Danton family estates on Kestrel have made Paul a wealthy man, and the Danton family's prestige was enhanced further when Paul was promoted to command McKinnon's medium lance. An ambitious man, Paul worked hard to impress Ian McKinnon with his courage and skill while serving in the command lance. During the Battle of Udibi, Paul helped to plan the ambush that caught the command lance of Woomack's Company of Wolf's Dragoons. When Leftenant Karl Ryder was promoted, Ian offered Paul the Medium Lance command slot before the AFFC could foist an outsider on the Fox's Teeth.

Always immaculately groomed, Paul Danton gives all the appearance of being a stiff and proper by-the-book officer. Behind this facade lies a keen tactical mind that possesses the flexibility to execute McKinnon's unconventional plans and to deal with the eccentricities of Dekker and Hill. Clearly intent on securing his own company command, Paul nonetheless is content to command one of McKinnon's lances until a position in a suitably prestigious company becomes available.

Paul Danton sees no reason to be uncomfortable while in the field, and his wealth has allowed him to acquire the last word in MechWarrior combat suits.

'MECH HISTORY

Introduced during the First Succession War as a partner for the *Trebuchet*, the *Centurion* is famous for making slow, steady advances. The powerful Luxor autocannon is prized by *Centurion* MechWarriors for its formidable appearance, but the weapon's loading mechanism is prone to jamming.

With the wealth of the Danton estates at his command, Paul had the funds to purchase a brand new *Centurion* right off the end of the New Avalon production lines after his *Phoenix Hawk* was reduced to a shambling pile of junk in the street-to-street fighting at Tikograd. Danton spares no expense in maintaining and upgrading his 'Mech.

HIRO CHIPENDE

Rank/Position: Sergeant /Fox's Teeth MechWarrior
Born: 3020 (29 in 3049)
Affiliation: Federated Suns (House Davion)
Home Planet: Kestrel
'Mech: DV-6M *Dervish*
'Mech Piloting Skill: 5
'Mech Gunnery Skill: 4

DV-6M DERVISH

Technology Base: Inner Sphere
'Mech Identification Number: DV6M010772
Mass: 55 Tons

Chassis: Dorwinion Standard 55T
Power Plant: Core Tek 275
Cruising Speed: 54.0 kph
Max Speed: 86.4 kph
Jump Jets: Swingline X-1000
Jump Capacity: 150 m
Armor: Maximillian 105

Armament:
2 Federated 10-Shot LRM Missile Systems
2 ChisComp 39 Medium Lasers
2 Federated 2-Shot SRM Missile Systems
Manufacturer: Achernar BattleMechs
Comm System: Achernar Electronics HID-21
T&T System: Federated Hunter Mk. II

MECHWARRIOR PROFILE

In truth, Hiro Chipende never wanted to be a MechWarrior. However, he felt honor-bound to undergo training to satisfy his family. Hiro was secure in the knowledge that the likelihood of his ever having to assume the family's hereditary position in the Fox's Teeth was slim.

However, with his brother Takeo's death, the fortunes of the Chipende family fell dramatically. The destruction of the family *Archer* in the Second Battle of Gandy's Luck lost the Chipende's prestigious Medium Lance command slot. Under pressure from his family, Iskoru fought bravely to regain the family honor. Unfortunately, even his legendary luck could not last forever, and he was killed when his 'Mech's ammunition exploded during the fighting on Klathandu IV. Suddenly thrust into the heat of battle, Hiro has proven an adequate MechWarrior, but he has never quite lost that deer-caught-in-the-headlights look commonly found on the faces of green troopers.

Hiro himself was killed on Greenlaw during the FedCom Civil War. Next in line for the Chipende clan's slot in McKinnon's Raiders was his niece, Jenna.

'MECH HISTORY

By the time DV6M010772 came into the possession of the Chipende clan, it had been in service for almost two centuries. Entering service with the Fourteenth Avalon Hussars, the 'Mech faithfully served members of the O'Connell family until the Hussars were destroyed on Clovis at the end of the First Succession War. One of the few 'Mechs to survive the fierce fighting at Cutter's Gap, Simon O'Connell was reassigned to the Eighth Deneb Light Cavalry.

In 3032 the *Dervish*, now in a terrible state of repair, was condemned. However, a clerical error left the 'Mech in storage until it was discovered in 3040. Rather than become Dispossessed, the Chipende family bought the *Dervish* and sank their savings into getting it operational for Hiro.

DAVE "TINY" HILL

Rank/Position: Sergeant/Fox's Teeth MechWarrior
Born: 3019 (30 in 3049)
Affiliation: Federated Suns (House Davion)
Home Planet: Macintosh
'Mech: JM-6S *JagerMech*
'Mech Piloting Skill: 4
'Mech Gunnery Skill: 3

JM6-S JAGERMECH

Technology Base: Inner Sphere
'Mech Identification Number: JM6S02480
Mass: 65 tons

Chassis: Kallon Type XII
Power Plant: 260 Magna
Cruising Speed: 43.2 kph
Max Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: Kallon Royalstar

Armament:
2 Mydron Model C Medium Autocannon
2 Mydron Model D Light Autocannon
2 Magna Mk. II Medium Lasers
Manufacturer: Kallon Industries
Comm System: Garret T11-A
T&T System: Garret D2j

MECHWARRIOR PROFILE

Born into a family of brilliant computer engineers, Dave Hill won a scholarship to the prestigious NAIS, where he was quickly identified as potential MechWarrior material. Graduating with doctorates in computer science and politics, Hill's high grades put him at the top of the list the AFFS presented Ian McKinnon when the Raider's commander had to select a replacement for Ernst Lang in 3038.

One of the few "outsiders" to serve with the Fox's Teeth, "Tiny" had to work hard to prove himself. While a competent MechWarrior, the greatest asset Dave has brought to the command is a thorough understanding of the social and political dynamics of the Inner Sphere. Ross found his input invaluable when selecting targets that would have the maximum psychological impact for the Raider's rampage across the Lyran Alliance during the Civil War. As a result, Hill now serves as the company's intelligence officer.

A confirmed atheist, Hill has been engaged with Dekker in an extended debate about the place of God and religion in a star-faring society for over ten years. The other members of the company make a point of not becoming involved, finding something—anything—that requires their immediate attention elsewhere.

'MECH HISTORY

The *JagerMech* is a common AFFS heavy BattleMech. Built in 2890, JM6S02480 served with the New Syrtis Fusiliers until House Liao captured it in their invasion of Redfield in 3025. Recaptured during the Fourth Succession War during the assault on Tikonov, the 'Mech remained in service with the Crucis Lancers until it was presented to Hill upon his graduation from the NAIS.

To his annoyance, the BattleMech has developed problems with the ammunition feed to its port autocannon as a result of damage suffered on Klathandu IV during the War of '39.

HENRIK DEKKER

Rank/Position: Sergeant/Fox's Teeth MechWarrior
Born: 2991 (57 in 3049)
Affiliation: Federated Suns (House Davion)
Home Planet: Kestrel
'Mech: JVN-10N *Javelin*
'Mech Piloting Skill: 3
'Mech Gunnery Skill: 2

JVN-10N JAVELIN

Technology Base: Inner Sphere
'Mech Identification Number: JVN10N3117
Mass: 30 tons

Chassis: Duralyte 246
Power Plant: GM 180
Cruising Speed: 67.3 kph
Max Speed: 95.9 kph
Jump Jets: Rawlings 95
Jump Capacity: 180 m
Armor: Star Guard 1

Armament:
2 Arrowlite SRM 6 Racks
Manufacturer: Stormvanger Assemblies, Light Division
Comm System: Garret T10B
T&T System: Dynatec 128C

MECHWARRIOR PROFILE

As a devoutly religious man, Henrik Dekker is an oddity among Successor State MechWarriors. The McKinnons, however, have managed to put the New Calvinist's fondness for quoting entire passages from the Old Testament while in the midst of battle to good use. At Marlowe's Rift, Captain Ian McKinnon learned the frequency of the enemy command channel and had Dekker tie into it, completely confusing enemy communications during the battle. This tactic later proved very effective against the Clans. When confronted with a 'Mech spouting passages of religious texts, many Clan MechWarriors pause to recite from their Remembrance, a long poem created to preserve their Clan's history.

Henrik Dekker's late night debates with Hill have become the stuff of legends among the Fox's Teeth.

'MECH HISTORY

Originally built as a fast recon 'Mech for SLDF line regiments, House Davion took particular interest in the *Javelin* following the collapse of the Star League. Also used extensively in ambushes, the term "sneaky as a *Javelin*" has become widespread among MechWarriors. If the *Javelin* design has one flaw, it is the placement of the torso-mounted missile racks and ammunition. The 'Mech's center of gravity is too far forward when it is at full-load displacement.

JVN10N3117 was one of the last *Javelin*s off the Caph production line before it was obliterated by Republican nukes during the Amaris Coup. Serving with the Fifth Deneb Light Cavalry, it was relegated to the New Avalon Crucis March Militia due to shortages of spares. Considered a bit of a lemon, the CMM were delighted to foist the machine on the Seventh Crucis Lancers.

It is said jokingly that Dekker's Techs used phenomenal skill and divine intervention in equal measure to keep the *Javelin* operational until it was replaced with a new *Hollander* in 3052.

ROSS MCKINNON

Rank/Position: Leftenant/Recon Lance Commander, Fox's Teeth
Born: 3015 (34 in 3049)
Affiliation: Federated Suns (House Davion)
Home Planet: Kestrel
'Mech: WLF-1 *Wolfhound*
'Mech Piloting Skill: 3
'Mech Gunnery Skill: 2

WLF-1 WOLFHOUND

Technology Base: Inner Sphere
'Mech Identification Number: WLF10315
Mass: 35 tons

Chassis: Arc-Royal KH/3
Power Plant: GM 210
Cruising Speed: 64.8 kph
Max Speed: 97.2 kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Medium

Armament:
1 Setanta Heavy Laser
4 Defiance B3M Medium Lasers
Manufacturer: TharHes industries
Comm System: O/P COM-22/H47
T&T System: Digital Scanlok 347

MECHWARRIOR PROFILE

Attending the prestigious Albion Military Academy on New Avalon under the name Ross Serran (his mother's maiden name), Ross had the freedom to excel in his studies without the burden of living up to the McKinnon name. Demonstrating that same flair for unconventional tactics as his father, Ross graduated with Honors. Ross joined the Fox's Teeth's recon lance after his uncle, Mark McKinnon, died fighting in the newly formed Free Rasalhague Republic. He went on to serve with distinction in the War of 3039, acting as lance commander after Kate Nomura was injured.

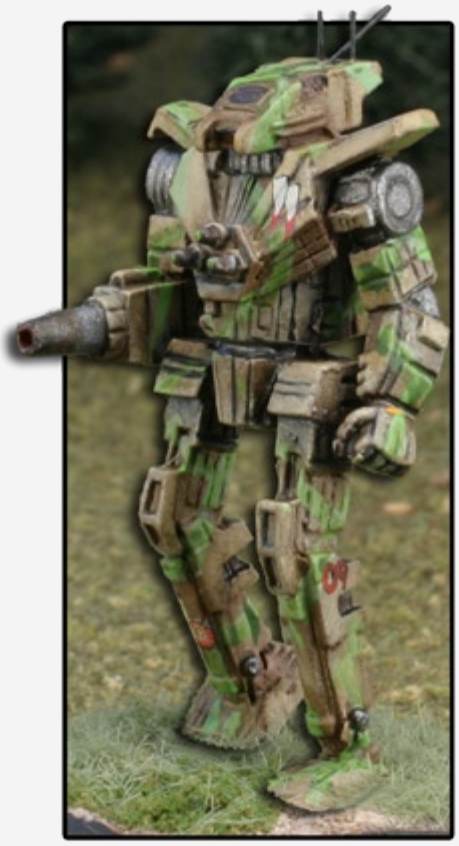
Subsequently confirmed as recon lance commander upon Nomura's retirement, Ian began grooming Ross to take command of the company. However, the rapidly changing face of the AFFS (or AFFC as it would become) meant there was no guarantee that Ross would inherit company command. The hereditary commands were being washed away by the changes brought by the Lyran alliance, but Ian called in many favors to ensure that Ross would get the command.

More politically active than his father, Ross agitated for the Seventh Crucis Lancers to act against the excesses of Archon Katherine Steiner-Davion.

'MECH HISTORY

After making its debut with the Kell Hounds and Wolf's Dragoons just before the Fourth Succession War, the *Wolfhound* became a favorite with first the AFFS and LCAF, and then the combined AFFC. Designed as a response to the Draconis Combine's *Panther*, the *Wolfhound* is well-armored and armed exclusively with energy weapons. The great staying power this imbues allows it to remain on the battlefield until too damaged to continue fighting. The *Wolfhound* also shares the same full-head ejection system as the *Hatchetman.*

Ross received WLF10315 straight off the production line. Despite suffering heavy damage several times, the 'Mech is maintained in perfect condition.



MATEO ALVAREZ

Rank/Position: Sergeant/Fox's Teeth MechWarrior
Born: 2999 (50 in 3049)
Affiliation: Federated Suns (House Davion)
Home Planet: Kestrel
'Mech: ASN-21 *Assassin*
'Mech Piloting Skill: 3
'Mech Gunnery Skill: 2

ASN-21 ASSASSIN

Technology Base: Inner Sphere
'Mech Identification Number: ASN2100179
Mass: 40 tons

Chassis: Maltex 40
Power Plant: 280 VOX
Cruising Speed: 75.6 kph
Max Speed: 118.8 kph
Jump Jets: 100AFVTA
Jump Capacity: 210 m
Armor: Lox lift series 1

Armament:
1 Martel Medium Laser
1 Holly Long-Range Missile Rack
1 Holly Short Range Missile Rack
Manufacturer: Maltex Corporation
Comm System: Garret T15 B
T&T System: Garret 500S

MECHWARRIOR PROFILE

Before the Battle of Butte Haven, Alvarez was an excellent recon pilot, but that was before Kate Nomura accused him of cowardice. Ian McKinnon threw out the charge, but Alvarez's reputation had been tarnished. He started taking greater and greater risks in an attempt to prove his courage, but it would be long years before he could redeem himself in Nomura's eyes. Caught in the path of a counterattack by the Third Benjamin Regulars during the War of '39, Nomura's recon lance was forced to scatter. When she ejected from her crippled *Griffin*, Alvarez braved fire from a whole company to rescue her.

Admitting she had been wrong about Alvarez, Nomura resigned her commission. His honor now restored, Alvarez was overjoyed to swap his heavily damaged *Wasp* (and its troublesome cooling system) for an old (but serviceable) *Assassin*.

'MECH HISTORY

Built for the Star League Defense Force in 2597, ASN2100179 was reassigned to the Addicks Militia in 2672. Captured when the Rim World Republic's Eighteenth Republican Guards overran the Militia during the Amaris Coup, the *Assassin* was then captured by the SLDF when Addicks was liberated ten years later. It was then assigned to Oswald Pettigrew—a member of a Volunteer Regiment. Pettigrew and ASN2100179 somehow survived the desperate fighting to liberate the Terran Hegemony, and Oswald managed to retain possession of the 'Mech when he returned home to Kestrel.

Thanks to its modular design, the *Assassin* remained operational in the ranks of the Kestrel Militia through the first three Succession Wars. When Alvarez's *Wasp* was damaged beyond repair on Klathandu IV during Kate Nomura's rescue, Captain Ian McKinnon was able to negotiate transfer of the BattleMech to the Fox's Teeth.

Like many *Assassin*s, this one suffers problems with its SRM feed system.

ROBERT GREY

Rank/Position: Sergeant/Fox's Teeth MechWarrior
Born: 3004 (45 in 3049)
Affiliation: Federated Suns (House Davion)
Home Planet: Kestrel
'Mech: HNT-151 *Hornet*
'Mech Piloting Skill: 2
'Mech Gunnery Skill: 1

HNT-151 HORNET

Technology Base: Inner Sphere
'Mech Identification Number: HNT1510420
Mass: 20 tons

Chassis: Fischer HNT
Power Plant: Hermes 100
Cruising Speed: 54.0 kph
Max Speed: 86.4 kph
Jump Jets: Pitban LFT-50
Jump Capacity: 150 m
Armor: Bulletban-60

Armament:
1 Holly LRM 5
1 Martell Medium Laser
1 Martel Small Laser
Manufacturer: Kallon Weapon Industries
Comm System: Tri-World Duplex 4880
T&T System: Dalban HiRes II

MECHWARRIOR PROFILE

Solitary and moody away from his 'Mech, Robert Grey is a hunter who comes alive in battle. Spending long hours stalking other 'Mechs, Grey revels in outwitting and outmaneuvering heavier, "thunder-footed" BattleMechs. An expert gunner and a talented scout, the intelligence he gathers has often been vital to the Fox's Teeth's success. Almost a relic of an age gone by, Robert is a perfect example of a Thirtieth Century MechWarrior. The rapid social and political changes have left him feeling isolated and confused, and the Lyran secession from the Federated Commonwealth has made Grey deeply suspicious of all things Lyran—he'd even refused to pilot a Lyran *Dart*. Recently Grey has become even more withdrawn and is prone to violent mood swings. Ross is concerned and looking for some way of persuading Robert to seek help.

For a light BattleMech pilot, Grey has lost remarkably few 'Mechs. Forced to switch back to his old and dilapidated *Stinger* following the destruction of the *Hornet* in 3049, Grey later switched to one of the new ALM-8D *Fireballs*.

'MECH HISTORY

The *Hornet* is a light 'Mech originally designed for urban reconnaissance. Lightly armed but (for a recon 'Mech) heavily armored, the Federated Suns' government placed few orders until Wolf's Dragoons demonstrated its effectiveness during the Fourth Succession War.

Robert Grey received HNT1510420 straight off the production line as the Seventh Crucis Lancers rebuilt after the capture of Tikonov. Overjoyed to replace his battered *Stinger* and its malfunctioning weaponry with a new BattleMech, Grey demonstrated the *Hornet*'s effectiveness in the light BattleMech hunter role during the War of 3039. Under Grey's expert hand, the *Hornet* led a charmed life, vanquishing larger opponents while suffering little damage itself. Grey's luck finally ran out in late 3049 when HNT1510420 received crippling damage from a Combine *Panther*.

SARA LYTTON

Rank/Position: Sergeant/Fox's Teeth MechWarrior
Born: 3021 (28 in 3049)
Affiliation: Federated Suns (House Davion)
Home Planet: Kestrel
'Mech: COM-2D *Commando*
'Mech Piloting Skill: 4
'Mech Gunnery Skill: 3

COM-2D COMMANDO

Technology Base: Inner Sphere
'Mech Identification Number: COM2D05718
Mass: 25 tons

Chassis: Coventry Metal Works
Power Plant: GM 150
Cruising Speed: 64.8 kph
Max Speed: 97.2 kph
Jump Jets: None
Jump Capacity: None
Armor: Lexington Limited

Armament:
1 Shannon Six-Shooter Missile Pack
1 Coventry 4-Tube Missile System
1 Hesperus-B3M Medium Laser
Manufacturer: Coventry Defense Conglomerate
Comm System: TharHes Crystal Flower RG-2
T&T System: TharHes Star Shark

MECHWARRIOR PROFILE

Though she's George Lytton's daughter, Sara fortunately favors her mother. To her eternal annoyance she looks like somebody's kid sister headed for a fancy-dress party when in uniform. More than one brash MechWarrior has received firsthand experience of the extensive unarmed combat training George Lytton insisted she receive. Determined to continue the family tradition of protecting the McKinnons, Sara joined the Fox's Teeth just after the War of 3039.

Twice decorated for valor, Sara has been called on to save Ross McKinnon's life several times—something she makes a point of reminding him of whenever he proposes a risky strategy. Following the death of her father and Ian McKinnon's retirement, Sara moved to the Command Lance and continued to serve as Ross' bodyguard. Following the end of the Clan invasion, her relationship with Ross moved from professional to personal and the couple wed in 3053.

'MECH HISTORY

Built in 2950, COM2D05718 served with the Twentieth Arcturan Guards on Alexandria until the Seventh Sword of Light captured it at the end of the Third Succession War. The light 'Mech continued to serve in the Sword of Light regiment until 3023, when it participated in a raid on Tancredi IV. Unfortunately for the DCMS raiders, the Fox's Teeth had been dispatched to protect the Precision Weaponry factory. Felled by a blast of PPC fire from George Lytton's *Warhammer*, the *Commando* became the property of McKinnon's Raiders. When Sara Lytton joined the company, COM2D05718 was refurbished as part of the company's preparations for the War of 3039.

Heavily damaged in combat with the Jade Falcons on Wotan, the *Commando* was scrapped for parts in 3051 and Sara moved to her dead father's salvaged *Cataphract*.

SORENSON'S SABRES

Unit:
Jisatsu Company, Otomo (formerly Third Company, Tarwater's Battalion, Fifth Sword of Light)

Also Known As:
Sorenson's Sabres

Affiliation:
Draconis Combine

Nominal Strength:
Three BattleMech lances

Parade Color Scheme:
Flat-red with no highlights

Company Insignia:
A mushroom-shaped pillar of black smoke on a gray shield behind a yellow-flamed scimitar

Sorenson Sabres Command Lance, circa 3049

Command Lance
Tai-i (Captain) Daniel Sorenson (MAD-3R *Marauder*)
MechWarrior Shytel Gutowski (WHM-6R *Warhammer*)
Pilot Elden Berardinelli (SL-25 *Samurai* aerospace fighter)
MechWarrior Izora Soderstrom (PHX-1K *Phoenix Hawk*)

Fire Lance
Chu-i (Lieutenant) Cedrick Sveinson (LGB-0W *Longbow*)
MechWarrior Emory Wilk (RFL-3N *Rifleman*)
MechWarrior Sharron Burgoz (TBT-7K *Trebuchet*)
MechWarrior Albert Benton (STG-3R *Stinger*)

Pursuit Lance
Chu-i (Lieutenant) Dana Utsonomiya (ARC-2K *Archer*)
MechWarrior Clay Moretti (PHX-HK2 *Phoenix Hawk LAM*)
MechWarrior Eleanor Rubach (HER-4K *Hermes III*)
MechWarrior Vernon Marrone (WSP-1K *Wasp*)

HISTORY

The Fifth Sword of Light is one of the oldest House regiments serving the Draconis Combine, having been formed in early 2796. One of the Fifth's proudest distinctions is that it had never been dispersed or disbanded after the massive destruction of the First and Second Succession Wars, unlike many other line units formed during the same time. This unit's unbroken and dedicated service to the Dragon makes it one of the most enduring BattleMech regiments in the entirety of the Inner Sphere.

Initially formed to contain dedicated Kuritan loyalists, the original members of the Fifth were chosen more for their politics than their military prowess. Units that expected the Fifth to roll over, however, sorely paid for their assumptions, as many of the MechWarriors in the regiment were veterans of other units.

Because of their unswerving devotion and fanaticism, the Fifth enjoyed several decades as the premier Kurita Household Guard. During the Second Succession War, their fanaticism saw the unit practice a "total war" strategy, attacking both military and civilian targets with equal zeal. However, under Coordinator Hohiro Kurita, the Fifth was ordered to shift its focus to become more proficient in the art of war and the regiment ended up garrisoning almost fifty systems in a forty-year period.

Coordinator Takashi Kurita readjusted the Fifth's mission profile once more in the early years of the thirty-first century, splitting the regiment into more compact—and mobile—units consisting of companies or battalions. The idea was to make the regiment better suited to a rapid-strike roll, allowing them to use their elite status to sow confusion and tie up enemy forces while more traditional units hit elsewhere.

In 3021, *Tai-i* (Captain) Abraham Silvereen, commander of Silvereen's Stallions, was killed when caught outside his *Dragon* during a food riot on Worrell. The unit's executive officer, Daniel Sorenson, was elevated to *Tai-i* of the Stallions and, in accordance to the regiment's tradition, the company was renamed in honor of its commander. Sorenson's Sabres officially entered the DCMS rolls in April of 2021.

THE FOURTH SUCCESSION WAR

The Sabres almost immediately lost their aerospace fighter support to Galedon V—except for Berardinelli, who remained at Sorenson's request to augment the unique abilities of the Sabres. In July of 3021, the Sabres participated in their first operational raid under their new commander, hitting Morningside, Fatima, and Fort Loudon. As per the Fifth Sword's tactical doctrine, the Sabres hit fast and hard, ignoring strongly defended targets in favor of less important but demoralizing objectives, such as unarmed civilian installations and population centers.

After several garrison postings and a stint on Luthien, the Sabres were sent with the rest of Tarwater's Battalion to New Caledonia. Once there, the battalion fought off a determined pirate force under the command of Corvin "Scourge" Scantoli, one of the Bandit Kings who had made a home outside the Periphery border along the Principality of Rasalhague. The battalion fought off three pirate attacks for several months, culminating in Scantoli's death on 31 December 3023.

During the next few years, serving various garrison posts, security roles, and heavy raids along the Davion border, the Sabres

FOR THE GLORY OF THE GOLDEN PILLAR

FROM: *Tai-sho* (General) Palmer Conti, Commander, Fifth Sword of Light
TO: *Chu-i* (Lieutenant) Daniel Sorenson, Fire Lance Commander, Silvereen's Stallions
DATE: 14 March 3021

This is to inform you that as of 0600 hours Luthien time on 15 April 3021, Lieutenant Daniel Sorenson is hereby promoted to the rank of Captain and given command of the Third Company of Tarwater's Battalion, Fifth Sword of Light Regiment of the Draconis Combine Mustered Soldiery. At this time, Silvereen's Stallions is no more and, in accordance to the ancient tradition of our noble regiment, is to be renamed Sorenson's Sabres.

Your first order of duty is to replace the four MechWarriors that so recently fell from honor. May your devotion to duty and your honor sharpen your unit to cut down our enemies like the lesser men they are. Remember our traditions and your future is most assured.

For the Dragon!

DEATH OF A PIRATE

It was supposed to be the party to end all parties. Corvin "Scourge" Scantoli grimaced, looking once more at his secondary screen, wishing to hell and back that what the data showed him wasn't true.

But it was.

The green and white LAM swooped down again, strafing the castle walls and hitting another autocannon turret, the resultant explosion lighting up the compound. Twisting quickly, he leveled his *Rifleman*'s red-hot autocannon barrels at the rising LAM and squeezed the trigger, smiling humorlessly as the rapid chain of shells crossed up the flying 'Mech's torso and reached into the *LAM*'s innards. The unsightly 'Mech wobbled, telling of the glancing blow to the internal gyroscope.

He watched too long, however. He didn't see the *Marauder* step out from the blasted ruins of the outer wall until it had already fired its PPC. He barely registered the cerulean flash as the beam caressed his *Rifleman*'s cockpit…

Command Lance
Tai-i (Lieutenant) Daniel Sorenson (MAD-3R *Marauder*)
MechWarrior Colin Toronagi (CRK-5003-0 *Crockett*)
Pilot Elden Berardinelli (SL-25 *Samurai* aerospace fighter)
MechWarrior Izora Soderstrom (PHX-1K *Phoenix Hawk*)

Fire Lance
Chu-i (Lieutenant) Cedrick Sveinson (LGB-0W *Longbow*)
MechWarrior Emory Wilk (RFL-3N *Rifleman*)
MechWarrior Sharron Burgoz (TBT-7K *Trebuchet*)
MechWarrior Albert Benton (PNT-9R *Panther*)

Pursuit Lance
Chu-i (Lieutenant) Dana Utsonomiya (ARC-2K *Archer*)
MechWarrior Clay Moretti (PHX-HK2 *Phoenix Hawk LAM*)
MechWarrior Eleanor Rubach (HER-4K *Hermes III*)
MechWarrior Vernon Marrone (WSP-1K *Wasp*)

honed their unorthodox tactics to near-perfection. They swiftly became the premier company of the Fifth Sword, often going in and hitting heavily defended worlds with little loss. By using their lone fighter and Land-Air-'Mech to great effect, the Sabres often engaged forces over three times their size and still managed to achieve their objectives.

When the Fourth Succession War began in earnest in 3028, the Coordinator put much of his focus on the Steiner front, leaving many top-line regiments on garrison duty. Only after a desperate plea by the Chancellor of the Capellan Confederation did the Coordinator act to deter the Davion attack.

The Coordinator's first step was to attempt to seize Northwind in order to cut off the Terran corridor from the newly-created Federated Commonwealth. The Fifth Sword was assembled as a full regiment and assigned to assist other DCMS units in taking the planet.

The ISF approached General Conti with an audacious plan, designed to demoralize the citizenry. Because of the Fifth's notoriety regarding such operations, Conti eagerly accepted it and assigned the duty to the Sabres. The unit's BattleMechs were repainted with a new coat of paint and ordered to divert to attack a water reservoir complex that fed the metropolis of Cromarty. Once there, they were to enter the massive water basin and remain for five minutes, at which time they could retreat. The Sabres did so without question, though all of the unit's warriors noted that the new paint that coated their legs washed off while they were in the water.

It wasn't until several years after the incident when the Sabres learned the truth of what occurred. Apparently the paint that the ISF had applied to the BattleMechs contained a potent form of food poisoning bacteria, which infected and killed over five thousand people as well as incapacitating a majority of the planet's defenders. The rest of the Fifth then ambushed those FedSuns units who could still fight. Only the timely intervention of the Northwind Highlanders mercenaries saved the system from being captured by the Combine.

Burning with shame, *Tai-sho* Conti learned that the famed Kell Hounds mercenaries were on Nusakan, awaiting the arrival of the Genyosha. Desirous to steal the honor for himself and his unit, he struck the Hounds on the red sands of Blood Valley. Initially successful, things quickly turned sour as the Hounds decimated the Fifth Sword—and, with it, the Sabres. Over three-quarters of the Fifth's BattleMechs were destroyed with Conti, suffering further shame by losing an honor duel with Major Scott Bradley. Devastated, the Fifth returned to Galedon, shattered. Of all the Fifth's companies, the Sabres suffered only minor damage—their role on the far flank limited them to the fringe of the fighting. Still, for them and the rest of the Fifth's survivors, the Fourth Succession War ended in dishonor.

WAR OF THE RONIN

For the next several years, the Sabres languished in the Galedon District, garrisoning several worlds as the Fifth Sword was once again split up among many systems. Because the Sabres were not nearly as damaged as the rest of the regiment during their retreat from Nusakan, the unit drew several "hit and fade" assignments along the Davion border. Designed more to keep the AFFS on their toes, the Sabres usually chose an important non-military target and hit it hard. Because of their consistency in taking on what were perceived as easy targets, they quickly earned the ire of the Draconis March nobility and more than one trap was attempted in order to crush the sneaky Combine company.

Ironically, it wasn't the Davions or even the Lyrans that handed the Sabres their worst loss. It was their own.

In March of 3034, Haakon Magnusson announced the formation of the Free Rasalhague Republic and his elevation to the position of Elected Prince. The new nation created a rift among many Combine and Rasalhagian citizens.

Many native Rasalhagians applauded the move, especially after Coordinator Takashi Kurita recognized the new nation mere hours after its inception. However, many Combine citizens—and several DCMS senior officers, including two Warlords—were appalled at the naked rebellion being shown by a Combine District. Rather than recognizing the legitimacy of the Rasalhagian claim (not to mention the Coordinator's approval), these well-meaning but misguided soldiers rebelled against the Coordinator and began a military operation to reclaim the Republic for the Combine.

Albert Benton and his Mongoose *prepare to take on a much larger foe.*

Command Lance
Tai-i Daniel Sorenson (THG-10E *Thug*)
Busosenshi Colin Toronagi (CRK-5003-0 *Crockett*)
Busosenshi Emory Wilk (DRG-1G *Dragon*)
Busosenshi Shakir Jerrar (HBK-4G *Hunchback*)

Fire Lance
Chu-i Dana Utsonomiya (LGB-0W *Longbow*)
Busosenshi Regent Ryal (SCP-1N *Scorpion*)
Busosenshi Sharron Burgoz (TBT-7K *Trebuchet*)
Busosenshi Seyla Teresa Martinez (PNT-9R *Panther*)

Pursuit Lance
Chu-i Albert Benton (MON-67 *Mongoose*)
Busosenshi Grace Shiro (JR7-K *Jenner*)
Busosenshi Tamron Rudinger (HER-4K *Hermes III*)
Busosenshi Byron LeFevbre (WTH-1 *Whitworth*)

Several Combine regiments had native Rasalhague citizens on their rolls, including the Sabres. *Tai-i* Sorenson and *busosenshi* Soderstrom and Sveinson all hailed from Rasalhague lineage. When the Sabres heard the news of the Republic's creation in early April—along with rumors of some defections among DCMS line units—the Sabres personnel faced a crisis. On one side was the call of the Republic's independence; on the other, duty to the Dragon.

The news of the Republic's formation also carried bad news for Daniel. The *Tai-i*'s uncle Ivan Sorenson—Warlord of the Rasalhague District—had been killed in a freak auto accident on Radstadt. Because of his personal convictions and respect for his uncle's unswerving devotion to the Combine, Daniel ultimately decided to remain with the Sabres. Unfortunately, both Soderstrom and Sveinson thought differently. During a mess hall discussion on 10 April 3034, *busosenshi* Soderstrom actually struck the *Tai-i* for refusing to step down and join the KungsArmé with him and *Chu-i* Sveinson. Sorenson promptly put both men in the brig after the resulting brawl.

During the night, both men escaped with help from an unknown sympathizer. The two *busosenshi* started their 'Mechs and left the compound along with a handful of native Rasalhague technicians, mechanics and other personnel. They intended to hook up with a sympathetic Rasalhague DropShip captain and go AWOL from the Sabres to join the Republic.

The rest of the Sabres mounted up in pursuit of their errant friends, pleading with them to reconsider and resign properly. Though nothing official had come from the Coordinator's office, rumors abounded of other Rasalhague troops resigning their commissions and leaving for the Republic with no repercussions. Why the two men didn't follow through remains a mystery. Instead, in response to their comrades' pleading, they opened fire on them.

At that moment, as Sveinson's *Longbow* rained missiles down on his *Marauder*, Daniel Sorenson knew his duty was clear. Following his uncle's steps, he ordered the Sabres to take down the two deserters. Over the next two hours, the Sabres split up and hunted their own in the hills outside the unit's base.

When dawn broke, Daniel found his two deserters in a small valley. Soderstrom's *Phoenix Hawk* took an errant PPC blast directly in the head from Burgoz's *Trebuchet*, touching off the frenetic firefight. Sveinson's *Longbow* took a laser blast from Vernon Marrone's *Wasp*, setting off his remaining ammunition. In a completely unexpected move, Eleanor Rubach turned her *Hermes* on Vernon, burying its fist into the light 'Mech's head. Her intentions very clear, Sorenson had no choice but to fire on another of his people.

When the Sabres straggled back to their base, they were minus an entire lance of comrades and down half of their fighting strength. Worse still, orders were waiting for them when they arrived—the Sabres had been selected to help train the part of the new KungsArmé on Damian. Along with the orders was the official statement from the *Kanrei*—anyone who wished to resign from the DCMS to join the KungsArmé could do so, with no loss of honor.

Short-handed and demoralized, the Sabres did not receive replacement BattleMechs or pilots until after they arrived on Damien in February of 3035. Though certainly capable, the Sabres were a broken command. The final blow came when a pirate band under the command of Hendrik Grimm hit Damien and made off with three DropShips of cargo. Surprisingly, the Sabres were unable to rout the pirate raiders, who hammered the training cadre. Hendrick ran circles around Sorenson and his command, and Clay Moretti was killed when his *Phoenix Hawk LAM*'s gyro suddenly seized in mid-flight.

The Sabres were pulled off of active duty after the Republic complained of the obvious failure of the unit to train and defend Republic assets. During the long trip back to Galedon V, the ISF conducted an extensive investigation, where the full extent of the incident on Togura the year prior came to light. Though Sorenson put up a valiant defense, the unit was removed from the Fifth Sword's TO&E, disgraced and sent to the Periphery border for garrison duty.

It appeared the Sabres were destined to fade away.

BORDER GUARDS

For the next ten years, the Sabres sat on Enif, guarding an armor sheeting facility for Luthien Armor Works. The duty was horrifically mind-numbing, the kind that discourages and breaks most elite-trained companies whose skills deserve better. But the stain of the ISF's decision remained, so Sorenson had no recourse but to essentially begin all over again.

The Sabres did continue to receive men and materiel, though the replacements sent to the Sabres were no better than military academy washouts. Before their fall from grace, the Sabres had sported few Academy graduates, but now it was par for the course. *Tai-i* Sorenson set out to teach the fresh-faced recruits the ways of battle, using two lances against each other with low-powered weapons and paint ammunition. The third lance would judge and score the battle according to the requirements assigned by Sorenson before each scenario. Slowly but surely, the Sabres began to gain confidence and camaraderie, though they still needed to fight a live enemy to sharpen their skills.

That opportunity came in 3042, when pirates from Antallos hit Enif. The only other site on the planet worth taking was the Korban Foods harvest storage facility, which was full and awaiting exportation. Since the pirate's trajectory was away from the LAW facility, it was obvious where they were headed.

The Sabres executed a short hop via their DropShip to the raiders' landing site. As the heavier guns of the Command Lance hammered the poorly-armed raider *Union*, Fire and Pursuit Lances hit the pirates from two sides, instantly sowing confusion. The entire operation was over in minutes, with half the raider force dead and the rest surrendering, including the crew of the *Union*. When the dust cleared and the Sabres realized the only loss to the unit was the right leg of Shiro's *Jenner*, they realized that just maybe, the sun was shining on the Sabres once more.

Command Lance

Tai-i Daniel Sorenson (HTM-27T *Hatamoto-Chi Daniel*)
Busosenshi Grace Shiro (JR7-K *Jenner Grace*)
Busosenshi Emory Wilk (DRG-1G *Grand Dragon Emory*)
Busosenshi Shakir Jerrar (HBK-4G *Hunchback Shakir*)

Fire Lance

Chu-i Dana Utsonomiya (LGB-0W *Longbow*)
Busosenshi Andrew Martin (CGR-1A9 *Charger*)
Busosenshi Sharron Burgoz (TBT-5K *Trebuchet*)
Busosenshi Seyla Teresa Martinez (PNT-9R *Panther*)

Pursuit Lance

Chu-i Albert Benton (MON-67 *Mongoose*)
Busosenshi Jasmine Rubach (HER-4K *Hermes III*)
Busosenshi Elden Berardinelli (SDR-5K *Spider*)
Busosenshi James MacParland (WTH-1 *Whitworth*)

It has become obvious now that Burgoz has no intention of continuing her work for us. In the beginning she was a loyal agent, reporting dutifully on the doings of this very unorthodox unit. Her position as an ISF informant has been known for years—not that the Dragon makes any secret of the fact that this is standard procedure for all our BattleMech units. But from what the veterans tell me, she was the epitome of fire and ice, using her fiery temper and cold demeanor to get what she wanted.

Apparently that all changed during the incident on Togura. From the inquiry records, she was the one who fired the killing shot on Soderstrom, though I do believe it was indeed in error, contrary to her own interrogation. I have found some evidence in the form of old journal entries on her noteputer—entries that she thought she'd erased—that she and Izora had an on-and-off relationship dating back to the late '20s. As you know, that was the last recorded attempt on Burgoz's life by the Willcox *oyabun* before they were eliminated by a rival clan. It is very possible that Soderstrom was the unnamed rescuer who came to her aid, and a simple emotional response probably triggered their affair.

Because her reports have slacked off and lacked any type of consistency since the incident, I can only presume that Burgoz has lost her drive to continue in her capacity as an ISF agent. Her skills as a MechWarrior have also deteriorated some; during the pirate attack she seemed rather hesitant to fire on any targets that were near other lancemates.

I will continue my duties in monitoring the Sabres. I am pleased to note that with the recent victory over this portion of the so-called Band of the Damned, the unit seems to be back on solid footing again. Time will tell, obviously, but I can see that this unit is not ready for the ash heap of history quite yet.

Your servant,
Shakir Jerrar

THE PATH OF THE DAMNED

Three months after the first engagement, another raider force came to Enif. This time, however, the raiders landed near where the Sabres were engaged in another mock operation, catching two-thirds of the unit with low-powered lasers and paint markers. The raiders were obviously out to execute some form of revenge, so while Fire Lance—the unit assigned judging duties that day—performed constant hit-and-fade ambushes on the encroaching force, the rest of the unit retreated back to their secondary supply dump. Hot loading some ammunition and performing some miraculous field-repairs on their sophisticated firing systems, the rest of the Sabres managed to turn and hit the raiders as they neared the makeshift field base.

On the verge of being cut off by the raiders, the unit managed to take down two assault-class BattleMechs, one a *Charger*. Suddenly, the raiders turned and fled back under the guns of their DropShip. Swearing vengeance and curses upon the confused Sabres—who believed they had been moments from actually losing the engagement—the pirates boosted and left Enif in short order. Only after *Chu-i* Utsonomiya checked the downed *Charger* did the Sabres understand the raider reaction. Out cold in the cockpit was Florence "Tap" Tappis, a known consort of "Mad" Max Smythe. Smythe was well known to many of the Combine border worlds, since they were constant targets of his massive slaving ring based on Anatallos. The ISF had been looking for a way to get solid information on Smythe's operation and the Sabres practically fell over it.

When Tappis came to, Sharron Burgoz headed up the initial interrogation until an ISF team could arrive from Tabayama. She found that Tappis headed up a company of raiders that was part of a larger pirate group called the Band of the Damned. Tappis confirmed that the Sabres had tangled with the band only a few months before and that the Band was planning a major strike elsewhere along the Combine border.

The ISF interrogation team arrived in July, carrying with them orders from the Warlord of Galedon. The Sabres were authorized to conduct a limited and "unofficial" operation to track the Band of the Damned and disrupt Smythe's slaving ring. Though the fine print actually severely limited the Sabres as to where they could go and what the authorization actually entailed, Sorenson nonetheless took the Warlord's orders as a good sign. The Sabres seemed to be coming out from under their stain of dishonor—and that was all that mattered to them.

The operation ultimately proved fruitless. The Sabres ranged as far as Land's End, intercepting a slaving ship and defeating the paltry raider force protecting it. After that, however, information seemed to dry up and the Sabres arrived at each destination only days after an attack or at a complete dead end. After a full year of coming up empty, the Sabres were reassigned to Tabayama on garrison duty—with one important exception: the Sabres were re-entered onto the Fifth Sword's TO&E.

The Dragon had forgiven the Sabres for their sins.

THE FOX'S DEN

During the latter part of 3047, activity along the Davion border began to pick up. Concerned that they were seeing the possible clandestine moves of another invasion, the ISF stepped up covert operations on several border worlds along the Draconis March border with the Galedon District. Nothing relevant came to light, but DCMS forces were warned to be alert for any possible attack coming from that direction.

Taking the opportunity afforded him by Hanse's own probing attacks, the *Kanrei* assigned several independent commands to conduct similar probing and raiding missions in order to assess the AFFC's own state of preparedness. Ultimately, the *Kanrei* was feeling out the possibility of having a few smaller commands set aside for more precise work, so units like Sorenson's Sabres were assigned to the operation.

By 3049, both Houses were satisfied that neither was ready to invade the other. In a quiet salute to each other, both Theodore and Hanse ordered the operations to cease and a relative peace was reclaimed along the border.

Command Lance
Tai-i Albert Benton (BHKU-OF *Black Hawk KU Benton*)
Busosenshi Grace Shiro (JR7-K *Jenner Grace*)
Busosenshi Hohiro Utsonomiya (HBK-5P *Hunchback*)
Busosenshi Mark Kisomita (DRG-7K *Grand Dragon Mark*)

Fire Lance
Chu-i Dana Utsonomiya (LGB-7Q *Longbow*)
Busosenshi Andrew Martin (HTM-27V *Hatamoto-Kaze*)
Busosenshi Rachel Popovich (TBT-9K *Trebuchet*)
Busosenshi Seyla Teresa Martinez (PNT-12A *Panther*)

Pursuit Lance
Chu-i Jasmine Rubach (MON-66 *Mongoose*)
Busosenshi Thomas Hughes (FS9-OF *Firestarter*)
Busosenshi Elden Berardinelli (SDR-9K *Venom*)
Busosenshi James MacParland (WTH-1 *Whitworth*)

SERVING THE DRAGON

Caught by surprise, the Combine was ill-prepared for the Clans' invasion in 3050. With many of the older, hard-line units stationed on the Periphery border—thanks to their inability to conform to Theodore's reforms—the DCMS put up a valiant but futile defense. World after world fell to the Smoke Jaguars and Ghost Bears, who chewed up whole regiments and left only broken commands in their wake.

Surprisingly, the Sabres remained out of the conflict. The *Kanrei* had rewarded Sorenson and his men by officially recognizing the unit as an independent company, tied to no particular regiment. One of only a handful of such units, these companies didn't appear on the official rolls of the DCMS. Rather, the *Kanrei* chose to keep them a well-guarded secret, in order to effectively utilize them with the surprise that secrecy entailed.

Instead, the Sabres served the Dragon in another capacity—a test bed for the flurry of weapons and BattleMech programs that swamped the Combine's research departments. Having been successful with its testing of a few prototypes during the latter part of the 3040's, the *Kanrei* felt they were well-suited to the task. Thus, the Sabres found themselves permanently assigned to Luthien, where they assisted the elite scientists and military technicians of the Combine to develop new weapons such as the C3 computer system, the *BlackJack* and *Firestarter* OmniMechs, and even "blacker" projects.

During their long tenure on Luthien, Daniel Sorenson finally took a wife—Julie Isasaki, who gave birth to twins Ivan and Evette a year later. The Sabres sustained no casualties until 3057, when an errant prototype Gauss cannon overcharged and exploded, the violent feedback sending Emory Wilk into a coma. He survived for a month before the doctors pronounced him brain-dead.

BEARS AND BEYOND

Daniel Sorenson retired forty years after he had taken command of the Sabres. With great pride and tears clouding many eyes, *Tai-i* Albert Benton proudly announced that the Sabre's name would remain unchanged. The pronouncement was a testimony to the man who had led them through the unit's darkest days and brightest hours. The *Kanrei* approved of the action by ordering Sorenson's Sabres to the Ghost Bear border, where war between the newly established Dominion and the Dragon broke out in earnest. For the first time in over a decade, the Sabres were heading into battle.

Benton and his new command were allowed a great deal of latitude, as befitting an independent command. They conducted selective strikes on several systems, mostly in Dominion space, to force the Bears to watch their backs. The Sabres were specifically requested to attend the Courchevel Trial by the Dominion, where *Tai-i* Benton took down a Bear *Kingfisher*.

The Combine-Bear war over, the Sabres were recalled to Luthien, arriving just in time to learn of the death of the Coordinator's daughter by an assassin's hand. Benton and his warriors expected to return to their work as weapons testers, but new orders waited for them upon their arrival. At the Coordinator's specific request and countersigned by *Tai-sa* Griffon Mishune, the Sabres were attached to the Otomo—the Coordinator's own bodyguard unit.

All that ended at the beginning of 3068, when Black Dragon forces and the traitorous Second Sword of Light betrayed the Dragon's trust. Seizing the throne during the Coordinator's absence, the rebel forces pitched the Combine's capital into flames and martial law.

The Sabres managed to escape the initial ambush and hook up with the defending First Genyosha. Working in concert with the elite regiment, the Sabres spent several months conducting hit-and-fade strikes against both the Black Dragon rebels and the Word of Blake forces that arrived unexpectedly. Though little information is known about the events on Luthien, it is clear that the loyal defenders of the Combine are keeping the darkness at bay.

In 3071, the Sabres went missing, with rumors circulating of a new, top secret mission.

My career with the Sabres has been one of pride and honor. I can honestly look back over the last forty-odd years with peace, knowing that everything I have done I did in service to the Dragon.

Uncle Ivan would be proud, I think.

It is hard to look back and realize the brashness, the audacity of my youth. To think I would abandon these men and women who have served me (and the Dragon!) faithfully after finding and killing my father's murderer now leaves a sour taste in my mouth. It is obvious I didn't know what true leadership really was. Thank the stars Uncle Ivan left me his personal effects—I still have that journal of his today, in fact. And even now, as I thumb through his well-worn script, I still find something new to make me think. And lead.

But my time has ended. Though the Sabres are still an elite unit—in my observation, if not that of the DCMS—our methods and our style has drastically changed from those early days under Conti. To think that our actions on Northwind caused such senseless loss of life. Men, women, children. All unwilling pawns in the brutality of war from our darkest days. Though many say that those times before Togura was our brightest, I disagree in my heart. Togura was our defining moment, our crisis of faith….

I digress.

I intended to use this as a means to decide if I indeed should retire or await the DCMS request to muster out. I think I have my answer. I am tired. And Julie wants us to get away, just us and the twins. Maybe now we can really afford to take one of those cruises on Athenry…

So. There it is. The end of an era. And I hope, the beginning of a new one.

—Tai-i *Daniel Sorenson, personal journal entry 4-63B, dated 20 April, 3061*

Command Lance

Tai-i Albert Benton (BHKU-OF *Black Hawk KU Albert*)
Busosenshi Grace Shiro (JR7-K *Jenner Grace*)
Busosenshi Hohiro Utsonomiya (HBK-5P *Hunchback*)
Busosenshi Mark Kisomita (DRG-9K *Grand Dragon*)

Fire Lance

Chu-i Andrew Martin (HTM-27V *Hatamoto-Kaze*)
Busosenshi Tobais Fünke (AV1-OB *Avatar*)
Busosenshi Rachel Popovich (DMO-1K *Daiymo*)
Busosenshi Seyla Teresa Martinez (PNT-14S *Panther*)

Pursuit Lance

Chu-i Jasmine Rubach (MON-66 *Mongoose*)
Busosenshi Wendell D'Arnon (FS9-OF *Firestarter*)
Busosenshi Evette Sorenson (SDR-9K *Venom*)
Busosenshi James MacPartland (WTH-2 *Whitworth*)

DANIEL SORENSON

Rank/Position: *Tai-i* / Commander of Sorenson's Sabres
Born: 2991 (58 in 3049)
Affiliation: Draconis Combine (House Kurita)
Home Planet: Rasalhague
'Mech: HTM-27T *Hatamoto-Chi Daniel*
'Mech Piloting Skill: 2
'Mech Gunnery Skill: 2

HTM-27T HATAMOTO-CHI DANIEL

Technology Base: Inner Sphere (Prototype)
'Mech Identification Number: 27E-HTMCG-91A

Mass: 80 tons
Chassis: Earthwerks VOL Endo Steel
Power Plant: Pitban 320
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: None
Jump Capacity: None
Armor: Mitchell Argon with CASE

Armament:
2 Luthien Armor Works LB-X-P Type 10
2 Telos Four-Shot SRMs
Manufacturer: Luthien Armor Works
Communications System: Colmax 90
Targeting and Tracking System: Garret D2j

MECHWARRIOR PROFILE

Son of Richard Sorenson, Daniel was attending the Rasalhague Military Academy when he learned of his father's brutal death by a Steiner raid in 3007. Determining then to exact revenge, he joined the Fifth Sword of Light to use House Kurita's vast assets to locate his father's murderer, execute him, and then desert the regiment to become a mercenary.

His plans derailed after the Fourth Succession War, when his uncle Ivan—the new Warlord of the Rasalhague District—adopted Daniel as his own son. Ivan's fierce devotion to the Coordinator as well as to the Combine intrigued Daniel, since as a native Rasalhagian he had always known only hatred and disgust for the Kuritans. As he communicated with his uncle, he began to realize the futility of his youthful anger. The conflict within Daniel reached a crucible on Togura in 3034 when several members of his company deserted him and the Combine in order to pursue their own selfish desires.

Daniel's almost single-minded devotion to the ideals of the Dragon—and to Theodore Kurita in particular—helped maintain the unit until his retirement in 3061. He passed away in his sleep in November of 3067.

'MECH HISTORY

First fielded during the War of 3039, the *Hatamoto-Chi* was the first DCMS BattleMech to utilize an Endo Steel chassis. The original idea was to modify the existing *Charger* line, but the modifications proved so extensive that the 'Mech was given a new designation instead.

Sorenson's particular model was awarded to him by Coordinator Takashi Kurita in deference to his deceased uncle's devotion to the Combine. "A truer samurai I have not known," wrote the Coordinator, "and his blood beats in the heart of the Dragon." Daniel maintains his gift with an almost obsessive compulsion—as such, there is hardly ever a system malfunction.

GRACE SHIRO

Rank/Position: *Busosenshi* / Sorenson's Sabres MechWarrior
Born: 3004 (45 in 3049)
Affiliation: Draconis Combine (House Kurita)
Home Planet: Satalice
'Mech: JR7-K *Jenner Grace*
'Mech Piloting Skill: 2
'Mech Gunnery Skill: 3

JR7-K JENNER GRACE

Technology Base: Inner Sphere (Prototype)
'Mech Identification Number: JR7332NN-K4

Mass: 35 Tons
Chassis: Alshain 48
Power Plant: Magna 245 Fusion
Cruising Speed: 75.6 km/h
Max Speed: 118.8 kph
Jump Jets: 6 Smithson Lifters Standard Jump Jets
Jump Capacity: 150 meters
Armor: New Samarkand Royal

Armament:
2 Argra 3L Medium Lasers
1 Octagon Missile Magnet Narc Missile Beacon
Manufacturer: Luthien Armor Works
Comm System: Sipher Security Plus
T&T System: Matabushi Sentinel

MECHWARRIOR PROFILE

A former member of the Twenty-second Rasalhague Regulars, Shiro was member of the minority of citizens who saw the Combine as a benevolent protector of the Rasalhague people. Involved in the heavy fighting on Karbala during the Ronin War, she voluntarily surrendered herself and her 'Mech when *Kanrei* Theodore issued his Ronin Declaration. Absolved of any complicity with the actions of Warlord Cherenkoff, she was reassigned to the Sabres in 3035. She has not talked with her family in several decades, eschewing even her parent's 60th wedding anniversary in 3047.

Shiro secretly desires a family of her own. But cursed with the looks of a pug and the mouth of a merchantman, it isn't likely to happen any time soon. Her one hope at a solid relationship crashed and burned when it was discovered that her personal technician was actually a MIIO agent. The fist-sized dent in the barracks wall still testifies to her feelings on the incident.

'MECH HISTORY

Originally conceived as a fast-hitting guerrilla fighter, the *Jenner* is one of the fastest light 'Mechs in service to the Combine (outpaced only by the *Spider*). Fitted predominantly with an energy weapon loadout, the *Jenner* could operate for long intervals without support. To most people in the Federated Suns, however, the *Jenner* represents not form or function but death on a planetary scale. A *Jenner* was the first 'Mech to begin the executions that became known as the Kentares Massacre.

Known as "Cat" among her fellow MechWarriors, Shiro's *Jenner* has come out of firefights with more air than armor, yet both the 'Mech and pilot continue to thrive. Over the years, Shiro has managed to slap more armor onto the frame—mostly when medium lasers have been rare in the Quartermaster's supply shipments. Due to the extensive repairs done to the hip actuators, the "Cat" has a unique, skipping gait that, to many first-time observers, makes it seem the 'Mech is heavily damaged.

EMORY WILK

Rank/Position: *Busosenshi* / Sorenson's Sabres senior NCO
Born: 3002 (47 in 3049)
Affiliation: Draconis Combine (House Kurita)
Home Planet: New Samarkand
'Mech: DRG-1G *Grand Dragon Emory*
'Mech Piloting Skill: 3
'Mech Gunnery Skill: 3

DRG-1G GRAND DRAGON EMORY

Technology Base: Inner Sphere (Prototype)
'Mech Identification Number: DRG001GXXR2114

Mass: 60 Tons
Chassis: Alshain Type 56-60H Standard
Power Plant: Hermes 300 Fusion
Cruising Speed: 54 km/h
Max Speed: 86 km/h
Jump Jets: None
Jump Capacity: None
Armor: Starshield Standard

Armament:
1 Telos DecaCluster LRM 15
1 Proto-ERX Large Laser
1 Victory 23R Medium Laser
Manufacturer: Luthien Armor Works
Comm System: Sipher CommSys 3
T&T System: Eagle Eye SY10-10

MECHWARRIOR PROFILE

Disillusioned by the horrors witnessed during the Fourth Succession War, Emory underwent psychological counseling for years after the Sabres returned from the disaster on Nusakan. His worst fear was realized when a brutal rear attack by former lancemate Cedrick Sveinson tore out the entire center and right torso of his beloved *Rifleman*. Though not wounded physically in the encounter, it was years before Emory managed to overcome the scars of that engagement. Even so, Wilk still refused to sit in a room without his back to something solid and consistently brought up the rear in most operations.

Despite his controlled pathological paranoia, Wilk was an extremely competent MechWarrior, earning him one of the first new *Grand Dragon* upgrades to his DRG-1N *Dragon*. Though offered a new BattleMech after the '49 border raids, he politely refused and continued to make his own improvements to the machine during the years the Sabres spent on Luthien.

'MECH HISTORY

The *Grand Dragon* was more of a massive modification to an existing design, the DRG-1G *Dragon*. By the time researchers were finished, the completed *Grand Dragon* design boasted a new and lighter engine, full "freezer" style heat sinks, and an extended-range version of the venerable PPC.

The initial *Grand Dragon* upgrade to model DRG001GXXR2114 removed most of its weapons in favor of a newer Telos LRM 15 rack and a prototype large laser. Emory used the 'Mech in the Davion border raid campaign to some success as the longer-range weapons allowed him to hang back and snipe at targets, rather than risk a surprise rear attack. The initial upgrade included several monitoring units, which took up a good deal of floor space in the cockpit. Because of the contortions Emory had to make getting in and out—not to mention the restrictiveness of the space making long stretches in the 'Mech almost unbearable—Wilks routinely had lower back problems, often hampering his combat abilities.

SHAKIR JERRAR

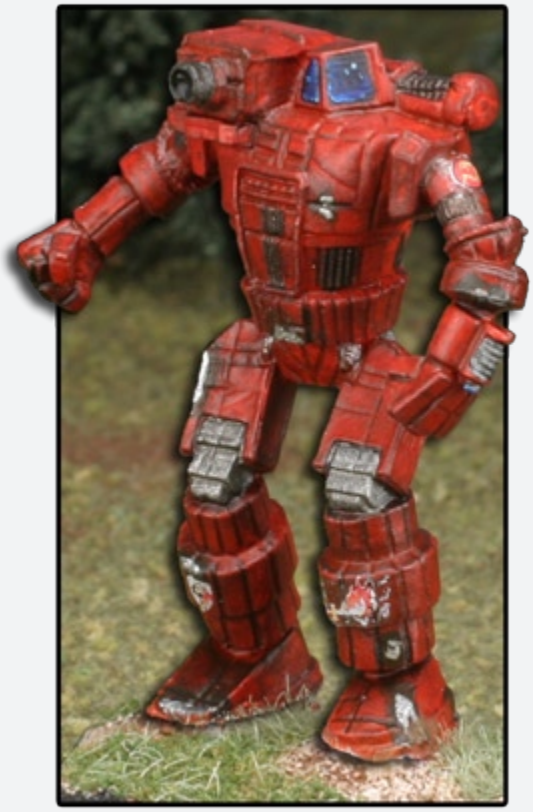
Rank/Position: *Busosenshi* / Sorenson's Sabres MechWarrior
Born: 3011 (38 in 3049)
Affiliation: Draconis Combine (House Kurita)
Home Planet: Irurzun
'Mech: HBK-4G *Hunchback Shakir*
'Mech Piloting Skill: 3
'Mech Gunnery Skill: 3

HBK-4G HUNCHBACK SHAKIR

Technology Base: Inner Sphere (Prototype)
'Mech Identification Number: HB4K004G-113X

Mass: 50 Tons
Chassis: Komiyaba Type VIII Standard
Power Plant: Nissan 200 Fusion
Cruising Speed: 43.2 kph
Max Speed: 64.8 kph
Jump Jets: None
Jump Capacity: 0 m
Armor: Starshield Standard

Armament:
2 Diverse Optics MPL-Ps
1 KaliYama Class 10 Autocannon/10
1 Starflash I Small Laser
Manufacturer: Komiyaba/Nissan General Industries
Comm System: Sony MST-15
T&T System: Tacticon Tracer 300



MECHWARRIOR PROFILE

Orphaned by a border raid on Donenac, Jerrar was adopted by the Fusilli family on Irurzun. During a brief stint with the First Proserpina Hussars, Jerrar's outspoken criticism of the unit's upper echelon got him a ticket straight to the Legions of Vega.

However, impressed by the man's single-minded drive to succeed and his utter devotion to the Combine state, the ISF reassigned and trained him as a *metsuke* agent. His first assignment was to determine the loyalties of the Rasalhagian native Sorenson and, by extension, the Sabres as a whole.

Jerrar immediately fit in, seeing after only a short while that the man had indeed changed in many ways—he wasn't the rebellious ideologue the ISF had initially thought. The two became good friends, though Jerrar never let out the secret out of his ISF connections.

When the unit returned from the '49 border campaign, Jerrar was reassigned to a Draconis Elite Strike Team. He maintained contact with Sorenson up until his friend's death and is rumored to be the key reason why the Sabres were assigned to the Otomo. In 3068 he was tapped by *Kanrei* Minamoto for the Directorship of the ISF after Ninyu Indrahar was killed on Benjamin.

'MECH HISTORY

The *Hunchback* is widely respected as an urban fighter, capable of taking the battle to heavier 'Mechs. A staple machine in regular House Kurita line units, the *Hunchback*'s name comes from the massive shoulder-mounted autocannon and its resultant sway-sliding gait.

Jerrar's *Hunchback*, HB4K004G-113X, served with distinction during the Second Succession War. When rewiring the overhead sensor controls, Jerrar found a small battlerom from 2935 that came from a battle the 'Mech had apparently been involved in. The 'Mech recorded five kills in a span of four minutes, which prompted Jerrar to nickname it "Aces High." When the Sabres were offered the opportunity to test some special laser weapons in 3048, Jerrar jumped at the chance, as both of his medium lasers had burned out their firing circuitry.

DANA UTSONOMIYA

Rank/Position: *Chu-i* / Fire Lance Commander, Sorenson's Sabres
Born: 2996 (53 in 3049)
Affiliation: Draconis Combine (House Kurita)
Home Planet: Luthien
'Mech: LGB-0W *Longbow*
'Mech Piloting Skill: 4
'Mech Gunnery Skill: 4

LGB-0W LONGBOW

Technology Base: Inner Sphere
'Mech Identification Number: LG-B88SK0W

Mass: 85 Tons
Chassis: StarCorp 100 Standard
Power Plant: Strand 340 Fusion
Cruising Speed: 43.2 kph
Max Speed: 64.8 kph
Jump Jets: None
Jump Capacity: None
Armor: StarSlab/9.5 Mk II Standard

Armament:
2 Holly LRM 20s
2 Delta Dart LRM 5s
1 ChisComp 32 Small Laser
Manufacturer: StarCorps Industries
Comm System: O/P 3000 COMSET with Irain TelStar
T&T System: Octagon Tartrac System C

MECHWARRIOR PROFILE

Upon first impressions, most people come away from a conversation with Utsonomiya believing the man is a simpleton. They're not off the mark by much. Utsonomiya got his position as a *Chu-i* from then-*Tai-sa* Palmer Conti of the Fifth Sword. Conti did so to continue currying favor with the Utsonomiya family, who managed one of the larger transportation firms based on Luthien.

Utsonomiya keeps to himself much of the time, often spending long hours in whatever major city is close to the unit's barracks. Whenever someone mentions something they need, Utsonomiya comes up with the item within a short span of time. He even somehow found a knee actuator for Shiro's *Jenner*, after her "Cat" misjudged yet another cliff edge.

The posting of Dana's nephew Hohiro to the Sabres in 3061 also reeks of Dana's "knack" for acquiring things, though because of Hohiro's uncanny marksmanship, no one in the Sabres is complaining. *Chu-i* Utsonomiya died in the initial onslaught by the traitors of the Second Sword on 2 January 3068.

'MECH HISTORY

The Free Worlds League's answer to the venerable *Archer*, the *Longbow* was a slower-moving and heavier BattleMech dedicated to fire support missions. Not common in the Combine, the *Longbow* is an ungainly design punctuated by its lack of hands.

Utsonomiya's *Longbow* carries a curious history—it was the original BattleMech of former Sabre's fire lance leader Cedrick Sveinson. After the events on Togura, the Sabres managed to salvage Sveinson's "Firestorm," though it was in horrible shape. To keep himself occupied in his periods of loneliness, Utsonomiya managed to rebuild the 'Mech from the chassis out; even though it utilized several League-built parts, the *Chu-i* managed to come up with them.

ANDREW MARTIN

Rank/Position: *Busosenshi* / Sorenson's Sabres MechWarrior
Born: 3023 (26 in 3049)
Affiliation: Draconis Combine (House Kurita)
Home Planet: Nowhere
'Mech: CGR-1A9 *Charger*
'Mech Piloting Skill: 5
'Mech Gunnery Skill: 4

CGR-1A9 CHARGER

Technology Base: Inner Sphere
'Mech Identification Number: CGR1A0ALSX9

Mass: 80 Tons
Chassis: Well 990
Power Plant: Hermes 320 Fusion
Cruising Speed: 43.2 km/h
Max Speed: 64.8 km/h
Jump Jets: 4 Lexington Limited Lifters
Standard Jump Jets
Jump Capacity: 120 meters

Armor: Durallex Heavy Standard
Armament:
1 Magna Mk I Small Laser
4 Victory 23R Medium Lasers
1 Shigunga LRM 20
Manufacturer: Luthien Armor Works
Comm System: Tek BattleCom
T&T System: Dalban-Hirez T&T

MECHWARRIOR PROFILE

One of two raw recruits posted to the Sabres, Martin arrived on Enif after the first battle with the Band of the Damned pirates as a replacement for Colin Toronagi. Not familiar with assault-class 'Mechs, Martin managed to get the Sabre's *Crockett* blown out from under him during the fight with "Tap" Tappis.

Threatened with getting booted from yet another unit—and this would be his last—Martin finally buckled down and spent every waking hour in the simulators. When the Sabres saw their salvaged *Charger* finally returned to them from Galedon, Martin managed to impress Sorenson enough to keep his slot in the Fire Lance.

Known for his practical jokes and boisterous laugh, Martin seems to also be the Sabre's designated "chick magnet," as Mechbunnies gravitate to him when the unit goes out on its celebratory benders.

'MECH HISTORY

An unusual design, the *Charger* is an assault 'Mech with delusions of light 'Mech syndrome. Faster than most heavy 'Mechs, the standard *Charger* devotes over half its tonnage to its mammoth engine, leaving it light armored and even more lightly armed.

This *Charger* first saw service with House Davion, after which it gained notoriety at the hands of MechWarrior Terry Ford of the Ninth Illician Rangers. Known as "the luckiest MechWarrior in the Successor States," Ford and his lucky "Number Seven" survived numerous encounters that would've killed any other warrior.

Following the Fourth Succession War, the Ninth was deployed for a short time in the Terran Corridor. The Sabres struck at the Ninth for their numerous raids into the Combine in the final decades of the previous century. There, Terry Ford's luck ran out as he was killed, and the Sabres claimed the 'Mech as they boosted off world. However, it was so badly damaged it had to be rebuilt almost from the ground up, which created no end of minor glitches and system malfunctions.

SHARRON BURGOZ

Rank/Position: *Busosenshi* / Sorenson's Sabres MechWarrior
Born: 2997 (52 in 3049)
Affiliation: Draconis Combine (House Kurita)
Home Planet: Outer Volta
'Mech: TBT-7K *Trebuchet*
'Mech Piloting Skill: 3
'Mech Gunnery Skill: 2

TBT-7K TREBUCHET

Technology Base: Inner Sphere
'Mech Identification Number: TBT7-RR3K

Mass: 50 tons
Chassis: Corean Model 9C Standard
Power Plant: Magna 250 Fusion
Cruising Speed: 54.0 km/h
Max Speed: 86.4 km/h
Jump Jets: None
Jump Capacity: None
Armor: Starshield Standard

Armament:
1 Magna Hellstar PPC
1 Scarborough Original 5 Autocannon/5
1 Holly SRM 2
Manufacturer: Corean Enterprises
Comm System: Corean TransBand-J9
T&T System: Corean B-Tech

MECHWARRIOR PROFILE

Initially assigned to the Sabres in 3020 as the unit's ISF informant—a position common in Combine units of the day—Burgoz used her connection with the feared security force with abandon. Cruel and cold, Burgoz would manipulate and use her lancemates for her whims, usually to extract small favors and changes in duty assignments. Paranoid, she conducted most maintenance on her *Trebuchet* herself, lest she get surprised.

All of that changed after the Togura incident. Though she bragged about putting the killing blow into Soderstrom's *Phoenix Hawk*, the incident haunted her. Quiet rumors floated around that she and Soderstrom had had a fling, something Burgoz vigorously denied. Nonetheless, her unwavering devotion to the ISF flagged and she was reprimanded by her superiors in 3047. Broken and bitter, Burgoz became a suicidal terror on the battlefield. She died defending her lancemates' retreat from Benet III against the Fox's Teeth in the summer of 3049.

'MECH HISTORY

Designed as a lance-support BattleMech, the *Trebuchet* carries a limited amount of ammunition due to its perceived role as a defender. The limited loadout is considered both a blessing and a curse by its pilots, as the light load reduces a chance of an ammunition explosion but increases the risk of being caught in the field with nothing more than the PPC.

Bugroz' original *Trebuchet* (an early -7K custom model) was destroyed by the Kell Hounds on Nusakan. Much to her delight, the Quartermaster corps assigned her a brand-new -7K, which sported an almost-identical weapons layout to her original. She christened the new *Trebuchet* "Snowball II," in honor of her first "Snowball." "Snowball II" was destroyed by the traitor Sveinson on Togura and in a bizarre show of humor, the quartermaster assigned her another *Trebuchet*, which was immediately christened "Snowball III."

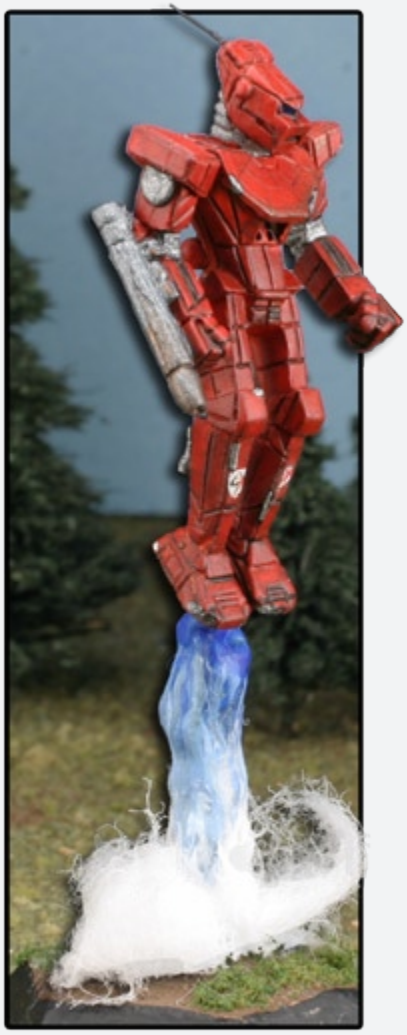
SEYLA TERESA MARTINEZ

Rank/Position: *Busosenshi*/Sorenson's Sabres Mechwarrior
Born: 3010 (39 in 3049)
Affiliation: Draconis Combine (House Kurita)
Home Planet: Kuzuu
'Mech: PNT-9R *Panther*
'Mech Piloting Skill: 2
'Mech Gunnery Skill: 4

PNT-9R PANTHER

Technology Base: Inner Sphere
'Mech Identification Number: PNT9RDC1333-31D

Mass: 35 tons
Chassis: Alshain 56-Carrier Standard
Power Plant: Hermes 140 Fusion
Cruising Speed: 43.2 km/h
Max Speed: 64.8 km/h
Jump Jets: 4 Lexington Lifters Standard Jump Jets
Jump Capacity: 120 meters
Armor: Maximillian 42 Standard
Armament:
1 Lord's Light PPC
1 Telos Four-Shot SRM 4
Manufacturer: Alshain Weapons
Comm System: Sipher CommCon CSU-4
T&T System: Cat's Eyes 5



MECHWARRIOR PROFILE

Born in utter poverty on Kuzuu, Seyla grew up in an orphanage and lived on the streets until she was adopted in 3019. Thriving under the structure her new family gave her, she excelled in school and, much to her parents' horror, signed up to serve in the DCMS.

Determined to prove that a woman could indeed succeed in the rigid structure of the DCMS, Seyla set her sights on becoming a MechWarrior. Though her instructors did their best to fail her, she exceeded all of their limitations and was assigned as a light 'Mech pilot to the First Amphigean Light Assault Group.

During a raid on Royal, Seyla and her lance of *Panthers* were ordered to outflank the defending Davion forces. The lance was destroyed to the last 'Mech—along with her new husband, Sean Martinez—by the sudden appearance of the First Robinson Rangers; Seyla found out later that the Rangers were suspected of being on the planet. Infuriated by the use of her fellow MechWarriors as "expendable reconnaissance," she punched the *Tai-i* and was demoted and transferred a short time later. When she arrived, Sorenson assigned her Albert Benton's old *Panther*.

'MECH HISTORY

The *Panther* was designed as a fire-support 'Mech for faster-moving reconnaissance units. Though slow and prone to overheating, the Combine military fields the *Panther* in great numbers, often overwhelming units with the sheer firepower of multiple PPC blasts. The hardiness of the *Panther* is its saving grace, as it can usually withstand a prolonged firefight with its heavier armor.

Martinez's *Panther* (DC1333-31D) is a personal symbol of arrogance. During a raid on Delacruz by Hansen's Roughriders in 3038, Martinez faced off against Melinda Carlyle in her *Panther*, "Toothpuller." After an exhausting ninety-minute battle, Martinez managed to finally put down the overconfident mercenary with a well-placed fist to the *Panther*'s cockpit just as her own gyro collapsed. Martinez claimed "Toothpuller" as salvage to replace her own.

ALBERT BENTON

Rank/Position: *Chu-i* / Recon Lance Commander, Sorenson's Sabres
Born: 2997 (52 in 3049)
Affiliation: Draconis Combine (House Kurita)
Home Planet: Galedon V
'Mech: MON-67 *Mongoose*
'Mech Piloting Skill: 3
'Mech Gunnery Skill: 4

MON-67 MONGOOSE

Technology Base: Inner Sphere
'Mech Identification Number: MON67CG-TT1

Mass: 25 tons
Chassis: Kell/D
Power Plant: Nissan 200 Fusion
Cruising Speed: 86.4 km/h
Max Speed: 129.6 km/h
Jump Jets: None
Jump Capacity: None
Armor: Protec Tech 6
Armament:
3 Sorenstein Medium Lasers
1 Starflash Plus Small Laser
Manufacturer: Diplan Mechyards
Comm System: ON-5
T&T System: TharHes Mars 1

MECHWARRIOR PROFILE

An average man with average features, Benton can easily get lost in a crowd. He used this to his advantage when working as an artillery gunner's mate. The gun knocked out the cockpit of an enemy *Stinger*, which was snapped up by a Davion recovery vehicle before he could properly check it out. Following the vehicle to the Davion camp, Benton managed to swipe the *Stinger* from the repair gantry and return to Kurita lines. He piloted that *Stinger* until its destruction during an engagement with the Northwind Highlanders on Northwind, where he was assigned a PNT-9R *Panther*, used until recently by Seyla Martinez.

His love of engineering has not faded over the years and that interest has served him well as the main contact liaison between the Combine's R&D corporations and the Sabres. His natural charisma and aptitude made him an obvious choice to succeed as unit commander when Daniel retired.

BATTLEMECH HISTORY

A popular design with light lance commanders in the Star League army, the *Mongoose*'s sophisticated electronics systems made it ideal for command and control functions, giving those reconnaissance lances an edge in scouting out potential threats to the main force.

Benton's *Mongoose* was one of the first BattleMechs given to Combine units from the secret ComStar agreement made with Theodore back in 3034. An impressive piece of engineering (though obviously missing some important electronics), Benton immediately took to the 'Mech, christening it "Gunner" after reading the service history. According to Benton, his *Mongoose* served with distinction in the SLDF. "Gunner" was replaced by Benton's current *Black Hawk-KU* when the Combine reassigned it to the Second Sword of Light in 3060. Benton had no complaints, however, as the *Black Hawk-KU* was a gift to Benton from Luthien Armor Works for his extensive help with the *BlackJack* Omni program.

JASMINE RUBACH

Rank/Position: *Busosenshi* / Sorenson's Sabres MechWarrior
Born: 3029 (20 in 3049)
Affiliation: Draconis Combine (House Kurita)
Home Planet: New Samarkand
'Mech: HER-4K *Hermes III*
'Mech Piloting Skill: 3
'Mech Gunnery Skill: 5

HER-4K HERMES III

Technology Base: Inner Sphere
'Mech Identification Number: HER4KOST8L

Mass: 40 tons
Chassis: Irian Chassis Class 40 Standard
Power Plant: Hermes 240 Fusion
Cruising Speed: 64.8 km/h
Max Speed: 97.2 km/h
Jump Jets: None
Jump Capacity: 0 m

Armor: Riese-456 Standard
Armament:
2 Tronel III Large Lasers
Manufacturer: Kong Interstellar / Ostmann Industries
Comm System: Ostmann SatNav
T&T System: TRSS.2L3 T&T

MECHWARRIOR PROFILE

Jasmine Rubach was born of a secret affair between Cedrick Sveinson and Eleanor Rubach back in 3029. During that time, Eleanor had taken some long-overdue leave to visit her adopted family and carried the pregnancy to term without anyone in the unit knowing. Jasmine was raised by her grandparents and never knew of her parents' betrayal at Togura until she turned eighteen.

Determined to somehow right the wrongs of her parents, Jasmine petitioned *Tai-i* Sorenson to join his command as a MechWarrior. Daniel honored her request and, when she completed her training, put in for her transfer to the Sabres.

With the exception of the *Tai-i*, the veterans of the unit who knew her parents and lived through the horror of Togura distrust Jasmine intensely. Some complaints arose when Sorenson assigned her Eleanor's old 'Mech and Jasmine worked long and hard to earn her lancemates' trust.

'MECH HISTORY

Debuting on the Marik world of Irian, HER4KIRA8L was captured during a League raid that backfired on Gacrux in 2884. Serving with little distinction, the *Hermes II* was claimed as battlefield salvage by the Combine during the Second Succession War. Hubert Rubach served his remaining commission with the Fifth Galedon Guards and when he retired, he took the *Hermes* II with him. It then fell into disuse and was loaned by Hubert's widow to Ostmann Industries, where the designation was changed to its current number.

When the Rubachs gave Eleanor the *Hermes III*, it had been modified to carry two large lasers in the torsos, making it a deadly efficient long-range reconnaissance unit. Eleanor brought the 'Mech with her to the Sabres and it languished in the unit's supply warehouse until refurbished in 3043. *Daniel* assigned it to Jasmine upon her arrival in 3048.

Renamed "Forgiveness," the *Hermes III* has undergone practically no modifications. Even though Jasmine has received several offers to customize it, she has refused.

ELDEN BERARDINELLI

Rank/Position: Busosenshi / Sorenson's Sabres MechWarrior
Born: 2999 (50 in 3049)
Affiliation: Draconis Combine (House Kurita)
Home Planet: Asgard
'Mech: SDR-5K Spider
'Mech Piloting Skill: 1
'Mech Gunnery Skill: 3

SDR-5K SPIDER

Technology Base: Inner Sphere
'Mech Identification Number: SD-R5KNII442-R

Mass: 30 tons
Chassis: Newhart 1200 Standard
Power Plant: Pitban 240 Fusion
Cruising Speed: 86.4 km/h
Max Speed: 129.6 km/h
Jump Jets: 6 Pitban LFT-10 Standard Jump Jets
Jump Capacity: 180 m
Armor: Durallex Light Standard
Armament:
1 Aberdovey Mk III Medium Laser
2 Scatter Gun Light Machine Guns
Manufacturer: Newhart Interstellar Industries Limited
Comm System: O/P 500A
T&T System: O/P TA1240

MECHWARRIOR PROFILE

Considered one of the best aerospace pilots in the Combine, Berardinelli flew a SL-25 *Samurai* for several years with the Sabres. He perfected the art of air support with BattleMech combat—until the day he was shot down by a Kell Hound pilot over Nusakan. Though he managed to land his fighter without destroying it, the blow to his ego was much worse. Despondent, the normally cynical and rowdy pilot tried to repair the *Samurai*, but to no avail. Even Dana Utsonomiya's legendary knack for acquiring parts couldn't scrounge up what he needed to get his fighter back to operational levels. On a test flight in 3032, the main engine failed catastrophically and Berardinelli bailed out, watching his beloved fighter arc into the ground.

Sorenson received Berardinelli's resignation two months later.

In 3047, Berardinelli returned to the Sabres as a MechWarrior. After wandering the Combine for some time, he had decided that if he was no longer good enough to be a pilot, he would become the best MechWarrior the Combine had seen. The unit was happy to have him back.

He died in spectacular fashion, plunging his *Venom* into the upper torso of a Clan *Gladiator*.

'MECH HISTORY

A maintenance technician's dream, the *Spider* was a common sight during the old Star League, often operating for long periods of time on crucial scouting missions. SD-R5KNII442-R was commissioned with the First Sword of Light and disappeared from the regiment's active roster soon after a raid by Narhal's Raiders. The *Spider* reappeared in Berardinelli's hands, though he won't say where he acquired it. Berardinelli often complains about his ride's targeting system, which often shorts out during long jumps.

Berardinelli switched to the *Venom* in 3059, wanting the increased firepower the design sported, and a targeting system free of gremlins.

JAMES MACPARTLAND

Rank/Position: Busosenshi / Sorenson's Sabres MechWarrior
Born: 3020 (29 in 3049)
Affiliation: Draconis Combine (House Kurita)
Home Planet: Buckminster
'Mech: WTH-1 Whitworth
'Mech Piloting Skill: 6
'Mech Gunnery Skill: 3

WTH-1 WHITWORTH

Technology Base: Inner Sphere
'Mech Identification Number: WTH1-225BARX000

Mass: 40 tons
Chassis: Whitworth Type I Standard
Power Plant: 160 LTV Fusion
Cruising Speed: 43.2 km/h
Max Speed: 64.8 km/h
Jump Jets: 4 Whitworth Jetlift Standard Jump Jets
Jump Capacity: 120 m
Armor: Durallex Light Standard
Armament:
2 Longbow LRM 10s
3 Intek Medium Lasers
Manufacturer: Whitworth Company
Comm System: Garret T-14
T&T System: Garret D2j

MECHWARRIOR PROFILE

James MacPartland didn't grow up with a hard life, have a major tragedy torment him, or become an elite genius in school. Rather, James has lived an ordinary life—school, Sun Zhang Academy, cadre duty. But by being in the wrong place at the wrong time, MacPartland unfortunately made a name for himself. Being associated with the mastermind of a prostitution ring among the nobility on Buckminster tends to ruin one's career and get one disowned by one's patriarch, and this was no exception.

Busted down in rank, MacPartland was sent to spend the rest of his tour with the Sabres; he joined the unit in 3048, after Byron LeFevbre was transferred out.

When James saved Jasmine's hide on Benet III, things changed. Self-conscious to the core, Jasmine's expressive thanks sent him into a lovesick spin. With some sort of meaning now in his life—regardless of whether Jasmine returned the feelings or not—James set out to make something of himself and remove the stains of dishonor from his life. Fighting with a near-berserker fury, James MacPartland is the first one on the battlefield and the last to leave. His actions on Luthien in 3069 were truly those of the spirit of the Dragon.

'MECH HISTORY

A light fire-support 'Mech developed to assist reconnaissance lances, the *Whitworth* performs its role adequately. Though a solid workhorse during the Star League days, its slower speed and ammo-dependent loadout has relegated many of these machines to garrison and militia duties.

Named the "Worthless" by LeFevbre before his medical leave, James chose to keep the 'Mech's nickname for his own reasons. WTH1-225BARX000 had a lackluster service record until James MacPartland took command of it. His actions during the Combine-Dominion war caught the eyes of *Whitworth* company executives, who rebuilt the BattleMech into the WHT-2 variant that James now calls the "Witness."

Davion and Kurita recon forces make contact in the Badlands.

RULES ANNEX

The following section provides companion rules to the source material previously presented, while the *Sword and Dragon Campaign: 3048-49* (see p. 59) details how players can take either the Fox's Teeth or Sorenson's Sabres and run them through an ever-changing campaign, allowing players to directly participate in the events of these storied forces.

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

ADVANCED MECHWARRIOR ABILITIES

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

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

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

SORENSON'S SABRES

***Tai-i* Daniel Sorenson**

The Sabres have survived many years of "exile" simply by Daniel's sheer force of will and personality. On the battlefield, the other members of the Sabres look to Sorenson for their direction and morale. Whenever a Forced Withdrawal is in play, the rest of the Sabres deployed in the scenario will not follow those rules until Daniel begins to. Once Daniel has decided to pull back to fight another day, the rest of the Sabre MechWarriors will follow suit. Until then, they fight for the Combine.

***Busosenshi* Grace Shiro**

A natural light 'Mech pilot, Grace can make even the clumsiest *UrbanMech* dance the waltz. Whenever she is piloting a light 'Mech and a Piloting Skill Roll is required, Grace receives a +2 modifer to the die roll.

***Busosenshi* Emory Wilk**

Paranoid to the extreme, Emory Wilk does everything possible to avoid another rear-arc attack. If an opponent has LOS to the rear arc of a 'Mech that Wilk pilots, Emory gains an additional +1 to his Target Movement Modifier due to his erratic jinking and shifting.

> *An enemy* JagerMech *has LOS to Wilk's DRG-1G* Dragon *and declares two autocannon attacks through the* Dragon*'s rear arc. The* JagerMech *would normally need a 10 to successfully hit [4 (gunnery) + 1 (walking) + 1 (light woods) + 2 (*Dragon*'s movement) + 2 (medium range) = 10], but because of Wilk's ability, it becomes an 11 [10+1=11]. The* JagerMech *rolls a 10 and a 4, missing the* Dragon*'s rear arc.*

***Busosenshi* Shakir Jerrar**

Jerrar has an uncanny mind for strategy and tactics, often poring through old military history texts to expand his knowledge. Whenever Jerrar is given an Off-Map Movement command, he can change his arrival hex by up to three hexes in either direction, as long as the chosen hex is legal to enter.

> *Jerrar's* Hunchback *is due to enter hex 1101 on turn eight. As the battle progresses, the player controlling Jerrar sees that it would be more advantageous to the Sabres if the* Hunchback *actually enters on 1301. When it is time for the* Hunchback *to enter, the player reveals the original hex of entry and then shows the new entry point of 1301, which is two hexes away. The newly arrived* Hunchback *is able to gain LOS on the rear of the enemy Wolfhound, savaging it and turning the tide of the battle to the Sabres' favor.*

***Chu-i* Dana Utsonomiya**

Though only a fair MechWarrior at best, Dana is known for his incredible luck in finding hard-to-replace parts in order to repair damaged equipment. If Dana does not participate in a Mission or Touchpoint track, he may use his skill as a scrounger between scenarios. The player may reduce the cost of one 'Mech repair or one 'Mech purchase by 10% (rounding up).

> *After a tough Assault mission, the Sabres player must now repair his crippled* Hatamoto-Chi. *Normally, the repair cost would be 100 Warchest Points (WP). But because Dana did not participate in that mission, the player decides to use Dana's scrounging skill on the repair. Thus, the repair would actually cost 90 WP [10% of 100 is 10. 100-10=90]. The extra 10 WP can now be used towards other purposes.*

***Busosenshi* Andrew Martin**

Martin has learned the fine art of assault 'Mech piloting. Martin is allowed one free hexside facing change at the end of his movement if he is piloting an assault 'Mech.

***Busosenshi* Sharron Burgoz**

A holy terror when cornered, Sharron achieves near-berserker fury when in the middle of a physical fight. Sharron receives a +1 modifier to all Physical Attack to-hit rolls.

***Busosenshi* Seyla Teresa Martinez**

Teresa has a ruthless survival instinct, allowing her to shrug off personal damage. Teresa may ignore any two Consciousness rolls required by a MechWarrior wound during the course of a scenario. The player using Teresa must declare this ability in lieu of rolling.

***Chu-i* Albert Benton**

Albert's trained eye for terrain makes him an invaluable reconnaissance pilot. If Albert's recon lance is used for Off-Map Movement, he may adjust the time of the lance's arrival by one turn.

> *The recon lance is assigned Off-Map Movement, with their determined arrival to be on turn nine. Because Albert is leading the lance, the player may adjust the arrival turn by one. Seeing how the battle begins to unfold, the player decides it is better for the lance to re-enter the battle on turn ten. On turn ten, the player reveals the original turn of arrival, and since it is within one turn, the recon lance may enter the board at their specified hexes.*

***Busosenshi* Jasmine Rubach**

Constantly training, Jasmine has learned the art of firing while moving, pegging targets on the fly. If Jasmine is shooting at a target and has moved that turn, she may reduce her Attacker Movement Modifier by 1, to a minimum of zero.

***Busosenshi* Elden Berardinelli**

A skilled aeropilot before turning to the MechWarrior's path, Elden can lock onto a target even while jumping a BattleMech. Reduce Elden's Attacker Movement Modifier by 2 if his 'Mech used Jumping movement in that turn.

***Busosenshi* James MacParland**

Determined to prove himself to his fellow Sabres, James MacParland fights with a fanaticism rivaled only by Sharron Burgoz, giving him an uncanny focus—but only when he feels "alone" on the battlefield. If James MacParland is at least five hexes away from any other Sabre unit during the Weapon Attack Phase, he may add a –1 modifier to all to-hit rolls.

FOX'S TEETH

Captain Ian McKinnon

Master of mobile warfare, Ian McKinnon has forged his MechWarriors into a flexible combat command. While Ian McKinnon is conscious, on the map aboard his BattleMech, and in possession of an operating communications system (his 'Mech cannot have suffered any sensor hits), then a +2 modifier is applied to the result of the Fox's Teeth's Initiative roll that turn.

If the modified Initiative results are a draw, then both sides must re-roll.

> *A player deploys Captain Ian McKinnon amongst his forces—so when making initiative rolls, a 2 is added to the final result. Thus, an initiative roll of 7 is modified to 9, clinching the initiative because their opponents only rolled 8.*

Sergeant Major George Lytton

George Lytton is Captain McKinnon's self-appointed bodyguard. If the Line of Sight between an attacker and Ian McKinnon's 'Mech first passes through the hex occupied by Lytton's 'Mech, then the player controlling the Fox's Teeth can choose to have that attack hit Lytton instead. The use of this ability must be made before the roll for the attack's hit location is made.

> *A* Grand Dragon *and a* Panther *attack Captain Ian McKinnon's* Black Knight. *The LOS from the* Panther *does not enter the hex containing Lytton's* Cataphract*—so that 'Mech's attacks are resolved as normal. The* Grand Dragon *misses with its PPC, but hits with its LRM 10 (hitting with 8 missiles). At this point, the player controlling Lytton's 'Mech announces that he is blocking the missile attack. The damages (5 and 3 points) are applied to the* Cataphract *instead of the* Black Knight.

Daniel Utsonomyia prepares to deliver a lethal barrage of missiles from his upgraded Longbow.

Austin Vorster

Vorster has become an expert at wielding his *Hatchetman*'s three-ton weapon. All physical attacks he makes with a physical weapon receive a –2 to-hit modifier.

Daniel Waylen

A crack shot on the NAIS targeting range, Waylen reduces the to-hit target number by 2 for a single ranged attack, but only if it is the only ranged attack he performs during the Weapon Attack Phase of that turn.

> *Daniel Waylen targets a Kuritan* Jenner *as it speeds past. The* Jenner *moved 10 hexes (+4) and ended movement in a hex of light woods (+1) four hexes away, and Waylen walked this turn (+1) and has a gunnery skill level of 3.*
>
> *Waylen could fire his Gauss Rifle (short range +0) and medium lasers (medium range +2), requiring 9+ for the Gauss (3 + 4 + 1 + 1 + 0 = 9) and 11+ for the medium lasers (3 + 4 + 1 + 1 + 2 = 11). Alternatively, Waylen can use his special ability and fire a single weapon and reduce his to-hit target number by 2, requiring 7+ to hit the* Jenner *with the Gauss Rifle, or 9+ if using a single medium laser.*

Leftenant Paul Danton

Danton's courage and professionalism inspires those around him. While he is alive and conscious and in a BattleMech that is not disabled or destroyed, other friendly BattleMechs ignore the requirements of the Forced Withdrawal rule.

Hiro Chipende

Chipende has mastered the art of "backwalking" and can pilot a BattleMech in reverse even when running. He may not change levels while moving in reverse.

Dave "Tiny" Hill

Dave never has to make a consciousness check regardless of the number of pilot hits inflicted during a game. However, he is still considered dead after 6 pilot hits.

Henrik Dekker

Captain Ian McKinnon has found a unique application for the New Calvinist's fondness for quoting passages from the Old Testament in the heat of battle. At Marlowe's Rift, McKinnon learned the frequency of the enemy command channel and tied into it—sowing chaos and confusion in the enemy ranks.

At the beginning of any turn, Dekker can launch a psychological assault on a single opposing unit that is in Line of Sight with his BattleMech. The target must be declared prior to the Movement Phase, Dekker must be conscious, and his 'Mech must not have taken any critical hits to sensors. For the duration of the turn, Dekker's victim will become confused and disorientated. The opposing unit may only use Walking movement and may only perform a single ranged or physical attack during the turn.

The player(s) controlling the opposing force can negate Dekker's ability by shutting down their comm systems. Doing so is declared during the End Phase of a turn—as is the decision to turn their comm systems back on. When playing with a disabled comm system, a –2 modifier is applied to that team's Initiative rolls.

Leftenant Ross McKinnon

Skilled at blazing a trail for the rest of the company, Ross can guide other members of the Raiders to launch devastating flanking attacks. Any unit that exits the same edge of a map on the same turn as Ross does can move as a group using Off-Map Movement.

Mateo Alvarez

After years battling with the defective cooling systems aboard his old *Wasp*, Alvarez has become an expert in nursing overheating BattleMechs to new heights of performance due to his knack for overriding safety limits. Apply a –1 modifier to all shutdown avoidance rolls Alvarez has to make and all movement penalties due to the heat are one less than normal.

Robert Grey

A superlative light 'Mech pilot and born hunter, Grey has the uncanny knack of placing his shots exactly where he wants them. When making a hit location roll for any of Grey's successful ranged attacks, the player controlling the Fox's Teeth can adjust the location hit to an adjacent one—i.e., a leg or arm hit can be changed to the corresponding torso, or a hit to the side torso can be moved to an attached limb or to the center torso.

A hit location can never be shifted to the head.

Grey's ability only applies when he is piloting a light BattleMech.

> *Striking at a* Panther *which has already been mauled tangling with Danton's Medium Lance, Grey's attack hits with both a medium laser and 3 LRMs. Rolling for hit location, the player controlling Grey's* Hornet *gets a hit on the already-damaged right arm with the laser and on the right torso with the missiles. Using Grey's special ability, the player shifts the missile hit to the right arm—destroying the last of the armor and striking the internal structure. Rolling for a critical hit, the result is a 9.* The Panther*'s PPC is knocked out and in the next turn Grey closes in for the kill.*

Sara Lytton

Sara Lytton has an uncanny sixth sense for detecting ambushes. Once per game, Sara may defer her movement until last, regardless of Initiative order.

BATTLEMECH QUIRKS

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

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

FOX'S TEETH

CTF-2X Cataphract George (CTF2X00013)

"Lucky Thirteen" often suffers from random malfunctions. If the 'Mech suffers over 20 points of damage in a single turn, roll 2D6. On a result of 10+ the *Cataphract* suffers one critical hit in a location determined by roll on the 'Mech Hit Location Table using the Front column. Re-roll any result that harms the pilot or causes an explosion.

DV-6M Dervish (DV6M010772)

Chipende's left-arm medium laser generates 5 points of heat when fired—not 3.

JM6-S JagerMech (JM6S02480)

Previous damage has made the both the AC-5 and AC-2 in the left arm prone to jamming. Before making a to-hit roll with either weapon, roll 2D6. On a roll of 2 or 3, the weapon jams and cannot fire for the rest of the scenario. Make the check for each weapon individually.

JVN-10N Javelin (JVN10N3117)

A lesser-known problem with the *Javelin* design, the position of its torso-mounted missile racks and ammunition supply places the 'Mech's center of gravity too far forward. Treat this as a +1 die roll modifier for piloting rolls made whenever the *Javelin* is running through woods, rough terrain, or rubble.

ASN-21 Assassin (ASN2100179)

Any to-hit roll made for the *Assassin*'s SRM 2 launcher that gives an unmodified result of 2 (double one on two six-sided dice) will result in an ammunition jam. The launcher fires as normal, but fails to reload. The weapon cannot be used for the remainder of the current game.

SORENSON'S SABRES

DRG-1G Dragon Emory (DRG001GXXR2114)

Because the excess monitoring equipment in the cockpit restricts the pilot's movement, all Piloting Skill rolls suffer a +1 penalty.

LGB-0W Longbow (LG-B88SK0W)

Try as he might, Dana cannot get the Right Torso to support more than 31 points of armor, even though there seems to be nothing wrong with the structure.

CGR-1A9 Charger (CGR1A0ALSX9)

Plagued with system glitches, the *Charger* seems at times cursed. Whenever the *Charger* suffers over 30 points of damage in a single turn, roll once on the Determining Critical Hits table. If any are detected, roll on the Location table and then determine what critical hit takes effect. Ignore any results that cause explosions, harm the pilot, or must be re-rolled. Any component affected is considered destroyed, as per the Critical Hit rules (see p. 44, *Critical Damage, Classic BattleTech Introductory Rulebook*). Any damage suffered in this manner may be repaired free of cost between tracks.

TBT-7K Trebuchet (TBT7-RR3K)

The "Snowball III" has a frozen right Upper Arm Actuator that refuses all attempts at repair, which inflicts a +1 to-hit modifier to all weapons fired from that arm.

MON-67 Mongoose (MON67CG-TT1)

With a large dose of luck, Albert has managed to reconfigure the obviously tampered-with targeting system, which has somehow enabled him to gain a modest –1 to-hit modifier with the center torso medium laser.

Daniel Sorenson and his Sabres sport new prototype tech nology before they ship out to the Davion border.

PROTOTYPE WEAPONS AND EQUIPMENT

As with the *Weapons and Equipment* section of the *Classic BattleTech Introductory Rulebook*, this section contains "sourcebook fiction" background material on the development of several prototype systems (except where noted), generally first fielded during the War of 3039. These details cover the entire history of each system, from when it was first developed, to when it was lost during the Succession Wars, to the current era of the 3070s. However, remember that for the setting of the *Sword and Dragon Campaign: 3048-49* (see p. 59), these are still considered prototype weapons and equipment (they won't see their refined "mass produced" forms as they appear in *Total Warfare* until the 3050s). As such, following each sourcebook fiction section are the specific game rules related only to the prototype weapon and equipment (except where noted), including construction rules that allow players to use this section to build new and unique BattleMech designs with this more advanced weaponry. The statistics for heat produced, Damage Value, range, and tonnage of each weapon and piece of equipment in this section (with the exception of *Endo Steel Internal Structure* and *Ferro-Fibrous Armor* (see pp. 57 and 58, respectively) appear in the Prototype Weapons and Equipment Table, p. 57.

Record Sheets: As detailed in the MechWarrior/BattleMech sections of this product for each company (beginning on pp. 20 and 38, respectively), the 'Mechs of the command lance of both the Fox's Teeth and Sorenson's Sabres mount such prototype weapons and equipment, which is reflected on the appropriate record sheets (see the record sheets beginning on p. 81).

As an additional utility, record sheets mounting the mass-produced forms of those prototype weapons and equipment are also included in the book, but players will need to own *Total Warfare* to make full use of those 8 additional record sheets.

WEAPONS AND EQUIPMENT

For the historians among you, most of these featured items include notes on when the equipment was first introduced by which state. Where applicable, dates are also provided as to when each item became effectively extinct (out of production for all except ComStar and the Clans), and when the technology was recovered in modern times.

Bear in mind that these dates only identify when the production-model versions came into play, not necessarily when their prototypical or experimental progenitors hit the fields.

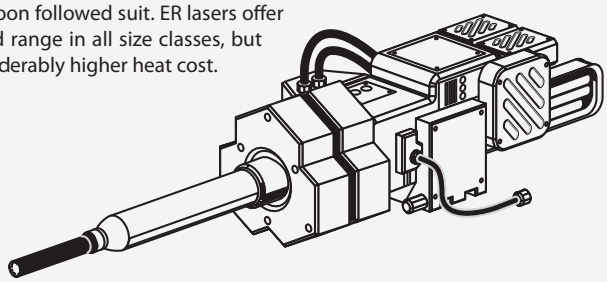
—Selected excerpts from *Modern Industro-Military Systems 301*, Prof. Arastide Habeas, NAMA Publications, 3067

EXTENDED-RANGE (ER) LASERS

Introduced: 2620 (Terran Hegemony [ER large])
Extinct: 2950 (Inner Sphere)
Recovered: 3037 (Draconis Combine [ER large]), 3058 (Free Worlds [ER medium and ER small])

Newhart Industries of New Earth fielded the first production run of extended-range large lasers for the SLDF in 2620, debuting a weapon system that boasted a longer reach than any other contemporary energy weapon. Within five years, the ER large laser became Newhart's showpiece on their latest BattleMech offering, the HSR-200-D *Hussar*. The success of this 'Mech—largely attributed to the combination of its speed and its single, powerful weapon system—cemented Newhart's place as one of the Terran Hegemony's chief weapons producers.

Never expanded to other standard lasers of the day—perhaps because Hegemony designers saw little need for another tier of overlapping laser ranges—extended-range upgrades for the medium and small laser size classes did not emerge until the Clans developed them during their Golden Century. Even after the ER large laser's recovery by Combine engineers in 3037, Spheroid versions of the Clan medium and small models would not emerge until Diverse Optics unveiled their first batches for the Free Worlds League Military in 3058 (inspired, of course, by reports of the Clans and samples of captured equipment filtered to League scientists). Other major laser designers, including Martell, RAMTech and Magna, soon followed suit. ER lasers offer enhanced range in all size classes, but at a considerably higher heat cost.



ER LARGE LASER (ER-LL-P)

Treat ER lasers the same as standard lasers, but all attacks with the ER-LL-P suffer a +1 to-hit modifier.

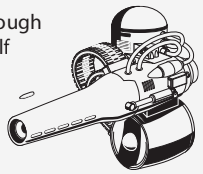
Additionally, all attacks with the ER-LL-P generate 1D6 heat in addition to that normally associated with the weapon.

Construction: See the Prototype Weapons and Equipment Table (p. 58) for the tonnage and critical slots of this weapon.

GAUSS RIFLE

Introduced: 2590 (Terran Hegemony)
Extinct: 2865 (Inner Sphere)
Recovered: 3040 (Free Worlds, Lyran Commonwealth, Draconis Combine)

Despite the advent of newer designs, the Star League-era Gauss rifle—first developed by Norse Technologies and deployed (originally in prototype form) on NETC's Alacorn main battle tank—remains the standard by which all others are measured. Powerful enough to tear an enemy 'Mech's head clean off at more than half a kilometer, even Clan designers found little to improve upon in the three hundred years they had to further develop it. The Zeus Slingshot or Poland Main Model A matches the specs of the original SLDF models.



GAUSS RIFLE (GAUSS-X)

If a slot containing any type of gauss ammunition takes a critical hit, the ammo does not explode, but the hit destroys the ammo-feed mechanism, rendering the rest of the ammunition in that slot useless.

A critical hit on the Gauss rifle itself destroys the capacitors that power the weapon, causing a catastrophic discharge of the capacitor's stored energy with results identical to an ammunition explosion. If a Gauss rifle takes a critical hit, treat the result as a 20-point ammunition explosion in the location containing the rifle.

On a to-hit result of 2, the weapon jams per the Ultra Autocannon rules (see p. 56).

Heat: Excess heat does not cause a Gauss rifle or its ammunition to explode.

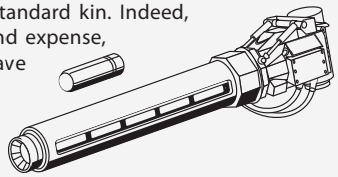
Construction: See the Prototype Weapons and Equipment Table (p. 58) for the tonnage and critical slots of this weapon.

LB-X AUTOCANNON

Introduced: 2595 (Terran Hegemony [LB 10-X])
Extinct: 2840 (Inner Sphere)
Reintroduced: 3035 (Federated Commonwealth [LB 10-X]); 3058 (Federated Suns [LB 2-X, 5-X, 20-X])

An improvement on the common autocannon intended to expand the weapon's role into anti-vehicle and anti-infantry work, the LB-X makes use of light, heat-dissipating alloys to reduce its weight and thermal buildup. These materials, coupled with a smooth-bore, multi-munition feed mechanism, make the LB more expensive than standard autocannons. However, the slight range increase and the ability to switch between standard-style bursts and explosive cluster munitions—both specially developed for this weapon system—more than mitigate this higher cost.

Inner Sphere LB-X autocannons—like the Mydron Excel LB-X series, Imperator's Code Red LB 10-X or Defiance's Disintegrator LB 20-X—boast much improved efficiency over their standard kin. Indeed, even with their recent manufacture and expense, these weapon systems might well have completely outclassed and phased out their standard counterparts were it not for the advent of a host of alternative munitions over the past decade.



LB 10-X AUTOCANNON (LB 10-X-P)

The LB 10-X autocannon can fire cluster munitions, which act like an anti-BattleMech shotgun in combat. When fired, the ammunition fragments into several smaller submunitions. This improves the attacker's chances of striking a critical location but disperses total damage by spreading hits over the target area rather than concentrating the damage on one location. Cluster munitions can be used only in LB 10-X auto-cannon, not in standard or Ultra autocannon types.

Before the start of play, the player should designate any LB 10-X ammunition slot as either standard or cluster munitions. Ammo must be designated in full-ton lots. When declaring an attack with an LB 10- X, the player must announce the type of ammo being used and mark it off his record sheet accordingly.

For LB 10-X attacks made with cluster munitions, apply a –1 modifier to the to-hit number at all ranges. Resolve successful attacks with cluster rounds like a missile hit, with the player rolling 2D6 (applying a –1 modifier—to a minimum of 2—to the die roll) and consulting the "ten" column of the Cluster Hits Table to see how many submunitions strike the target. Roll a separate location for each hit, each of which causes 1 point of damage.

On a to-hit result of 2, the weapon jams per the Ultra Autocannon rules (see p. 56).

Aimed Shots: When firing cluster munitions, LB 10-X autocannon cannot be used to make aimed shots (see *Firing at Immobile Targets*, p. 38, in the *Classic BattleTech Introductory Rulebook*).

Construction: See the Prototype Weapons and Equipment Table (p. 58) for the tonnage and critical slots of this weapon.

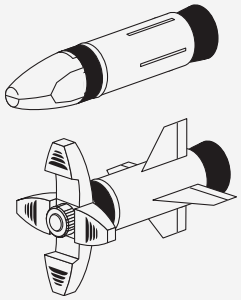
NARC MISSILE BEACON

Introduced: 2587 (Terran Hegemony)
Extinct: 2795 (Inner Sphere)
Recovered: 3035 (Free Worlds League)

Though hailed as another lost-and-found innovation of the Star League, at heart the Narc missile beacon is little more than a heavily modified and specialized single-tube SRM launcher. Rather than lobbing missiles, however, the Narc—adapted for the electro-magnetic soup of the modern battlefield—fires larger magnetic grappling munitions called (appropriately enough) "Narc pods." These pods contain powerful homing beacons capable of cutting through most standard forms of ECM—at least until the Guardian suite came along—and are used to attract friendly missiles equipped with properly attenuated sensors.

An attached beacon remains fixed to its target, calling in missiles upon itself until its unwilling "host" is destroyed. Moreover, the effect of a single unit equipped with a Narc launcher can enhance the targeting of every friendly missile support unit using Narc-compatible missiles.

It took the efforts of Free Worlds League engineers and the Gray Death Memory Core to bring the Narc back from the dead in 3035.



NARC MISSILE BEACON

Before the start of play, players should designate which LRM and SRM ammunition slots on the BattleMechs to be fielded on the side of the BattleMech mounting a Narc Missile Beacon are Narc-compatible.

Players may fire 1 Narc pod per launcher each turn. If the attack hits, the pod is attached to the target unit. In all following combat phases, any unit attacking with Narc-equipped missiles adds +2 to the result of the roll on the Cluster Hits Table. This modifier remains in effect for the targeted BattleMech for the duration of the battle. Multiple Narc pods attached to a target have no additional effect. Other Narc beacons in the target hex do not confuse Narc-guided missiles.

The Narc system can be used to aid both standard SRM and LRM missile attacks.

Criticals: Exploding Narc ammo causes 2 points of damage per pod.

Construction: See the Prototype Weapons and Equipment Table (p. 58) for the tonnage and critical slots of this weapon.

Note: This is not a prototype, but the actual production version as presented in *Total Warfare*.

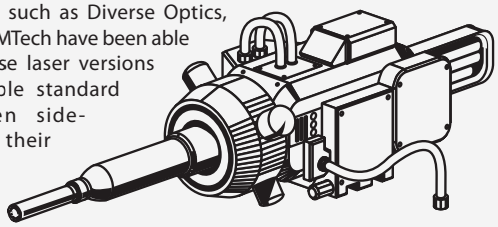
PULSE LASERS

Introduced: 2609 (Terran Hegemony [large, medium and small pulse])
Extinct: 2950 (Inner Sphere)
Recovered: 3037 (Draconis Combine)

The pulse laser uses rapid-cycling, high-energy pulses to generate multiple laser beams, creating an effect comparable to machine-gun fire. But because the staggered pulses give the protective ablation products from combat armor a chance to disperse—to expose fresh armor to subsequent pulses—the result is a burst of fire that is more effective and accurate.

Originally developed by the Terran Hegemony, pulse lasers run cooler than ER lasers and pack a little more punch than standard lasers, but have a shorter effective range than either type. These weapons were popular on faster hunter/killer designs, which could close faster and benefit from the ability to land solid damage even on the fly.

Like many Star League technologies, pulse lasers were lost during the early Succession Wars and only returned after the discovery of the Gray Death Memory Core and ComStar's secret deals with the Draconis Combine in the 3030s. Today, renowned laser manufacturers such as Diverse Optics, Martell and RAMTech have been able to market pulse laser versions of their reliable standard models—often side-by-side with their progenitors.



MEDIUM PULSE LASER (MPL-P)

Treat pulse lasers the same as standard lasers, but apply a –2 modifier to the base to-hit number.

Additionally, all attacks with the MPL-P generate 1D6 heat in addition to that normally associated with the weapon.

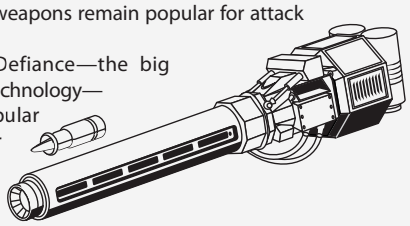
Construction: See the Prototype Weapons and Equipment Table (p. 58) for the tonnage and critical slots of this weapon.

ULTRA AUTOCANNON

Introduced: 2640 (Terran Hegemony [UAC/5]); circa 2820
Extinct: 2915 (Inner Sphere)
Recovered: 3035 (Federated Suns [UAC/5]); 3057 (Free Worlds [UAC/2, UAC/10]); 3060 (Lyran/Free Worlds [UAC/20])

The advanced Ultra autocannon system (UAC for short) was first developed at the height of the original Star League by Kawabata Weapons, Inc. of the Terran Hegemony. Capable of higher sustained rates of fire than standard or LB-X autocannons, Ultra ACs could dish out twice the punishment in the same amount of time. Unfortunately, these weapons are prone to occasional misfires and arming failures when pushing their maximum fire rates—a factor that forced many UACs into early retirement after the fall of the original Star League. Nevertheless, the Clans (and the Inner Sphere, after encountering the Clans) found enough merit in Ultra ACs to expand the concept across all the same grades as standard-model autocannons. Even though they cannot use special munitions (their own magazines are tailored to the high-speed firing modes, which can be dangerous or detrimental to most specialty ammo), these weapons remain popular for attack and assault units.

Mydron, Imperator and Defiance—the big names in heavy autocannon technology—boast some of the most popular brand names seen today for Inner Sphere Ultra ACs.



ULTRA AUTOCANNON 5 (UAC/P)

A player firing an Ultra autocannon must specify whether it is firing at a normal or double rate of fire. If firing normally, all standard combat rules apply. If firing at a double rate, use the following special rules.

An Ultra autocannon firing at a double rate generates twice as much heat and uses 2 shots of ammunition instead of 1. If the standard to-hit roll is successful, the player rolls on the "2" column of the Missile Hits Table to determine how many shots struck the target. Roll separately for a hit location for each attack; each hit inflicts the full amount of damage. Both shots must be fired at the same target.

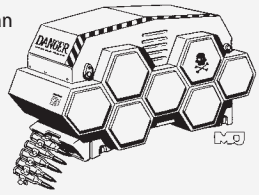
If a player is using the single rate of fire and rolls a result of 2 on his to-hit roll, the autocannon's arming circuitry fails and it jams, making the weapon useless until repaired after the battle; i.e, it cannot be used for the rest of the current scenario. If a player is using the double rate of fire and rolls a result of 2, 3 or 4, the weapon jams also, with the same results.

Construction: See the Prototype Weapons and Equipment Table (p. 58) for the tonnage and critical slots of this weapon.

CASE (CELLULAR AMMUNITION STORAGE EQUIPMENT)

Introduced: 2476 (Terran Hegemony)
Extinct: 2840 (Inner Sphere)
Recovered: 3036 (Draconis Combine)

One of the oldest examples of so-called "lost" technologies, CASE (as we know it today) actually predates the Star League by nearly a hundred years. Indeed, its earliest progenitors can be traced back even farther. Developed as a damage-control technology in the event of catastrophic internal explosions, CASE—then as now—became an intrinsic part of the armor system, intended to save pilots and machines for later salvage. When heat or damage triggers an ammunition explosion in a CASE-protected location, specially designed blow-away panels direct the force of the explosion outward, through the rear of the machine. Though any remaining internal structure in the effected section is typically damaged in these blasts, CASE has spared many a machine that once would have been fully consumed by an internal explosion.



Originally kept tightly controlled by the Terran Hegemony (along with many of their vital technologies), CASE has proliferated among armorers across the Inner Sphere since its recovery, and even has been adapted for non-military equipment (as a guard against the effects of freak fuel tank explosions and the like).

CASE (CELLULAR AMMUNITION STORAGE EQUIPMENT)

If ammo (or any other explosive component, such as a Gauss rifle) in a CASE-equipped location explodes, it damages the internal structure in that location. Any excess damage simply dissipates, rather than transferring to an additional internal structure location. Remember that the loss of all internal structure in a side torso location also blows off the corresponding arm, though the arm is not damaged by the explosion and can still be used as a club (see *Finding a Club*, p. 51, in the *Classic BattleTech Introductory Rulebook*).

If an ammo explosion transfers into a location protected by CASE, the internal structure in that location takes damage as normal. All excess damage is dissipated, as above. For example, if an Inner Sphere 'Mech suffered an arm ammo explosion and damage transferred to a side torso equipped with CASE, the internal structure of the side torso would suffer damage as normal, and then the excess damage would harmlessly blow out the CASE panels.

Critical Hits: Critical hits on slots occupied by CASE have no effect and should be re-rolled.

Construction: CASE must be allocated to Torso locations only. See the Prototype Weapons and Equipment Table (p. 58) for the tonnage and critical slots of this equipment.

Note: This is not a prototype, but the actual production version as presented in *Total Warfare*.

DOUBLE HEAT SINKS

Introduced: 2567 (Terran Hegemony)
Extinct: 2865 (Inner Sphere)
Recovered: 3040 (Federated Suns)

Star League-era double heat sink technology vastly improved upon the standard heat sink with a larger, more powerful radiator system that enhanced the effectiveness of the existing heat pumps and coolant lines. The effect was a bulkier exchange system—roughly two hundred percent larger—for the same physical weight. The increased bulk and other factors proved too problematic for vehicle design, however, and limited its application to 'Mechs and aerospace craft. Even the more compact Clan versions have yet to overcome this limitation.

Fun fact: the Inner Sphere was well on its way to recovering double heat sink technology even before the renaissance heralded by the Gray Death Memory Core, with prototypes developed by the NAIS and sent to the field nearly a decade before the Star League-quality systems returned to widespread use. Much more compact, but ultimately too flawed because they focused less on advanced radiators and more on the use of corrosive liquid metal coolants for better efficiency, these experimental double heat sinks proved too brittle and hard to maintain for more than a few years' worth of effective function. Their deployment in the late 3030s, however, gave Davion and Steiner forces a brief advantage in the early days of the FedCom alliance.

DOUBLE HEAT SINKS (FREEZERS)

Double heat sinks dissipate 2 points of heat per turn (–2 additional per operational double heat sink under water (maximum 6 points)).

Construction: See the Prototype Weapons and Equipment Table (p. 58) for the tonnage and critical slots of this equipment. Double heat sinks cannot be mounted in the engine. If used, double heat sinks are combined with the 10 single heat sinks that come equipped on every 'Mech.

ENDO STEEL INTERNAL STRUCTURE

Introduced: 2487 (Terran Hegemony)
Extinct: 2850 (Inner Sphere)
Recovered: 3035 (Draconis Combine)

Endo-steel internal structure was designed especially for use in BattleMech skeletons, about the only form of unit flexible enough to efficiently employ it. Using zero-G manufacturing techniques that uniformly blend an exotic steel alloy, the process produces 'Mech "bones" that are twice as strong per unit of weight as standard structural materials, but with a significant increase in overall bulk made necessary by larger-diameter segments. The processes to create this type of 'Mech structure were lost during the early Succession Wars, when military orbital factories became favored targets for raiders. The Draconis Combine, however, managed to recover the techniques shortly before the War of 3039, and debuted them on such newly deployed units as their *Hatamoto* series.

ENDO STEEL INTERNAL STRUCTURE (ES-P)

Critical Hits against an endo steel critical slot have no effect and should be re-rolled.

Construction: BattleMechs built with endo steel need allocate only half the standard weight to the internal structure (rounding up to the nearest half ton, but the bulk of the alloy takes up 16 critical slots (see *Allocate Tonnage For Internal Structure*, p. 66, in the *Classic BattleTech Introductory Rulebook*). The player may allocate these slots where he sees fit on the BattleMech and they need not be continuous, but the 16 slots must be assigned (see Space, p. 64, in the *Classic BattleTech Introductory Rulebook*).

FERRO-FIBROUS ARMOR

Introduced: 2571 (Terran Hegemony)
Extinct: 2810 (Inner Sphere)
Recovered: 3040 (Draconis Combine)

A more advanced form of combat armor, ferro-fibrous is a military-grade armor significantly lighter than standard armor. Ferro-fibrous achieves its lightweight properties through the wider use of diamond fiber filaments throughout the ceramic and steel layers (standard armor does not incorporate a diamond weave in the steel layer). While this makes ferro-fibrous far more bulky, the weight savings afforded by this armor type for the same level of protection can enable units to mount more weapons and equipment. Of course, this capability must be balanced against the limited internal space left after its installation.

Limited by design (and economics) to military vehicles and BattleMechs, ferro-fibrous armor is available in a variety of popular brand names including Durallex, Kallon Unity Weave, Lexington Limited High Grade and StarGuard.

FERRO-FIBROUS ARMOR (FF-P)

Critical Hits against a ferro-fibrous critical slot have no effect and should be re-rolled.

Construction: Units that use ferro-bribrous armor carry more Armor Points for the same weight. Calculate the normal number of Armor Points, then multiply this number by 1.12, rounding to the nearest whole number (round .5 down). The result is the number of Armor Points of ferro-fibrous armor (see *Add Armor*, p. 69, in the *Classic BattleTech Introductory Rulebook*). To account for the bulk of the armor, place ferro-fibrous armor in 16 critical slots. The player may allocate these slots where he sees fit on the BattleMech and they need not be continuous, but the 16 slots must be assigned (see Space, p. 64, in the *Classic BattleTech Introductory Rulebook*).

TSM (TRIPLE-STRENGTH MYOMER)

Introduced: 3050 (Capellan Confederation)

The legend of the development of triple-strength myomer (TSM, for those of you into shorthand), is a long and sordid one. During the Fourth Succession War, FedSuns intelligence allowed the Capellan Confederation access to the NAIS development as part of an elaborate ploy. These enhanced myomers provided great physical strength to the 'Mechs that used them, but the resulting musculature was extremely susceptible to a chemical catalyst that led NAIS researchers to label them unstable in combat. While this flaw worked into the FedSuns' gambit on Sian in the waning days of the war, it also placed a potentially powerful innovation in Confederation hands. Indeed, in 3050, after more than two decades of research, House Liao once more fielded BattleMechs enhanced with TSM—BattleMechs immune to the effects of the catalyst gas, that could actually control when the powerful musculature engaged in battle.

The production-quality TSM the Capellans introduced is much bulkier than standard musculature, but employs heat as its performance-enhancing catalyst. As a 'Mech's internal heat levels rise and the TSM activates, the 'Mech gains a boost in muscle strength that enables it to double its lifting capabilities and the power of physical attacks like punches and kicks. Indeed, even at lower "overheat" levels, TSM can provide a brief speed boost where other 'Mechs might begin to grow more sluggish.

TSM (TRIPLE-STRENGTH MYOMER)

Triple-strength myomer provides a benefit only when a BattleMech is running hot. If a BattleMech is equipped with triple-strength myomer, for each turn that it ends with a heat level of 9 or higher, the following effects take place the next turn; apply other modifiers that decrease movement, such as heat and damage, normally.

- Increase the 'Mech's Walking MP by 2 and recalculate its Running MP; multiply the new Walking MP by 1.5, rounding up. Triple-strength myomer does not affect Jumping MP.
- Double the 'Mech's lifting ability (applies to the *Cargo Carriers* Rules in the *Creating Scenarios* section of *Total Warfare*).
- Double the damage for punch, kick and club attacks, as well as some physical weapon attacks (see p. 146).

Critical Hits: Critical hits against slots containing triple-strength myomer have no effect and are re-rolled.

Construction: TSM does not take up any weight, but occupies six critical slots. The player may allocate these slots where he sees fit on the BattleMech and they need not be continuous, but the 6 slots must be assigned (see *Space,* p. 64, in the *Classic BattleTech Introductory Rulebook*).

Note: This is not a prototype, but he actual production version as presented in *Total Warfare.*

PROTOTYPE WEAPONS AND EQUIPMENT TABLE

Type	Heat	Damage	Minimum Range	Short Range	Medium Range	Long Range	Tons	Critical Slots	Ammo Per Ton
Weapons									
ER Large Laser (ERLL-P)	12*	8	—	1–7	8–14	15–19	5	2	—
Gauss Rifle (Gauss-X)	1	15	2	1–7	8–15	6–22	15	8	8
Medium Pulse Laser (MPL-P)	4*	6	—	1–2	3–4	5–6	2	1	—
Narc Missile Beacon	0	‡	—	1-3	4–6	7–9	3	2	6
Ultra Autocannon (UAC/P)	1	5	2	1–6	7–13	14–20	9	6	20
LB 10-X-P Autocannon (LB 10-X-P)	2	10	—	1–6	7–12	13–18	11	6	10
Equipment									
Double Heat Sinks (Freezers)†	–2	—	—	—	—	—	1	3	—
CASE	—	—	—	—	—	—	.5	1	—

*All attacks generate 1D6 heat in addition to that normally associated with the weapon.
†Double heat sinks cannot be mounted in the engine; i.e., if used, double heat sinks are combined with the 10 single heat sinks that come equipped on every 'Mech.
‡See Narc Missile Beacon (p. 55) for the rules concerning this equipment.

SWORD AND DRAGON CAMPAIGN: 3048-49

Starterbook: Sword and Dragon provides a campaign framework that allows players and gamemasters to run either Sorenson's Sabres or the Fox's Teeth (McKinnon's Raiders) through a period of border raids along the Davion and Kurita borders during the years of 3048-49. Each track is set up as a general framework to assist gamemasters and players in creating the opposing forces and adding other battlefield effects specific to that track. In addition, using the Warchest Point System, player groups may repair and rearm their units in between each track and also choose what direction they wish their force to take. Players should use the TO&E from 3049 for the force they have decided to play (see pp. 17 and 35, respectively).

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

Record Sheets: The *Sword and Dragon Campaign: 3048-49* assumes that players have access to the *Classic BattleTech Introductory Box Set* and the record sheets in that box set. However, if players have learned to play *BattleTech* through another means (such as through a rulebook like *Total Warfare* or a friend), the pre-generated record sheets for the 'Mechs in the *Classic BattleTech Introductory Box Set* can be downloaded for free at www.classicbattletech.com.

www.classicbattletech.com: This is the official website for *Classic BattleTech*, where players can get the lowdown on what's happening in the *BattleTech* universe, be the first to preview new products, download exclusive *BattleTech* files, exchange ideas with other fans from around the world and more!

TRACKS

There are two types of tracks in the Sword and Dragon campaign: Mission and Touchpoint.

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

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

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

Game Set-Up gives details on how to set up the battlefield, including the starting locations for both sides. The player's opposition is also detailed, with instructions on which portion of the Random 'Mech Assignment Table: Opposing Force (see p. 61) to use and a small table to use to determine the total number of units.

The *Warchest Point System* (see p. 62) describes in detail how many Warchest Points (WP) a track costs, additional bonus options that may be used to add difficulty (and as a result, more WP) and the objectives that net the players additional WP if attained. Bonuses only accrue if the bonus option is applied to the track and the players attain at least one Objective. The WP reward gained is listed at the end of the objective's description. The reward is only achieved if the Objective is completed. Objective rewards can accumulate.

The Sabres corner a hapless Ghost Bear warrior during the Dominion War.

The *Next Track* section indicates the next track options from which the players may choose. In order to gain the most fun from their campaign experience, players should restrict their choices to just those tracks listed.

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

Player Force Size

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

Opposing Forces

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

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

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

Opposing force composition is rolled from one of the tables. on the following page. Players running Fox's Teeth will use either the Kurita or Mercenary tables, while players running Sorenson's Sabres will use either the Davion or Mercenary tables, unless the track indicates otherwise.

CAMPAIGN SPECIAL RULES

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

Forced Withdrawal

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

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

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

- A BattleMech is considered crippled when a side torso location is destroyed; the 'Mech takes two engine critical hits; the 'Mech takes one gyro and one engine critical hit; or it loses the use of its sensors. Internal structure damage in three or more limbs or two or more torso locations (the torso internal structure damage does not count towards crippling damage if that location still has front armor), or four or more pilot hits, also renders a 'Mech crippled, as do the loss of all the 'Mech's weapons to damage or ammunition depletion. If all of a 'Mech's weapons are destroyed and it can no longer move, the 'Mech is considered destroyed.
- All of a unit's weapons are considered destroyed if it loses all weapons with a range greater than five hexes and if it can no longer cause more than 5 points of combined weapons damage.
- BattleMechs that are immobilized—usually through leg or gyro damage—are shut down and typically abandoned (though abandonment places the pilot at the mercy of the battlefield). Only the most fanatical warriors or those in dire circumstances will continue to fight. Likewise, only orders from the highest possible source will prompt an immobilized element to keep fighting.

Salvage

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

Players may not claim salvage after battles in which they did not participate or were forced to withdraw (see *Forced Withdrawal*, above). Salvage may be sold using the Warchest system (see *Selling Units*, p. 62).

RANDOM 'MECH ASSIGNMENT TABLE: OPPOSING FORCE

	House Davion			
D6	Light	Medium	Heavy	Assault
1	HNT-151 Hornet	WTH-1 Whitworth	QKD-4G Quickdraw	AWS-8Q Awesome
2	COM-2D Commando	CN9-A Centurion	GHR-5H Grasshopper	BNC-3E Banshee
3	WLF-1 Wolfhound	DV-6M Dervish	JM6-S JagerMech	ZEU-6S Zeus
4	WLF-1 Wolfhound	ENF-4R Enforcer	JM6-S JagerMech	AS7-D Atlas
5	SDR-5V Spider	ASN-21 Assassin	GHR-5H Grasshopper	AS7-D Atlas
6	JVN-10N Javelin	TBT-5N Trebuchet	CPLT-C1 Catapult	LGB-7Q Longbow

	House Kurita			
D6	Light	Medium	Heavy	Assault
1	MON-66 Mongoose	CLNT-2-3T Clint	GHR-5H Grasshopper	LGB-7Q Longbow
2	JR7-D Jenner	HBK-4G Hunchback	DRG-1N Dragon	CGR-1A9 Charger
3	JR7-D Jenner	WTH-1 Whitworth	DRG-1N Dragon	CGR-1A9 Charger
4	PNT-9R Panther	ASN-21 Assassin	QKD-4G Quickdraw	BNC-3E Banshee
5	PNT-9R Panther	TBT-5N Trebuchet	QKD-4G Quickdraw	AS7-D Atlas
6	SDR-5V Spider	CDA-2A Cicada	JM6-S JagerMech	CP-10-Z Cyclops

	Mercenary			
D6	Light	Medium	Heavy	Assault
1	HNT-151 Hornet	VND-1R Vindicator	CPLT-C1 Catapult	CP-10-Z Cyclops
2	COM-2D Commando	HBK-4G Hunchback	QKD-4G Quickdraw	AWS-8Q Awesome
3	JR7-D Jenner	CN9-A Centurion	GHR-5H Grasshopper	BNC-3E Banshee
4	WLF-1 Wolfhound	ASN-21 Assassin	GHR-5H Grasshopper	AS7-D Atlas
5	PNT-9R Panther	TBT-5N Trebuchet	JM6-S JagerMech	LGB-7Q Longbow
6	SDR-5V Spider	HER-2S Hermes II	DRG-1N Dragon	ZEU-6S Zeus

Off-Map Movement

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

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

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

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

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

WARCHEST POINT SYSTEM

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

GETTING STARTED

Regardless of how the group comes to the table, the players' forces begin the *Sword and Dragon* campaign with 100 Warchest Points (WP).

WARCHEST AND TRACKS

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

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

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

WARCHEST DEBT

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

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

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

WARCHEST POINTS BETWEEN TRACKS

In order to spend WP between tracks, players only need to consult the Supply Table (see p. 63) and purchase what they need for their force. To purchase a BattleMech, look on the appropriate reinforcement table for the player's force. Each 'Mech purchased in this way comes fully armed but with empty ammunition bins.

Selling Units

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

AVERAGE UNIT COST

Weight Class	WP
Light (20-35 tons)	90
Medium (40-55 tons)	120
Heavy (60-75 tons)	150
Assault (80-100 tons)	200

Francis needs to sell the Sabres' crippled JR7-K Jenner *in order to gain enough WP to go on another mission. The* Jenner *is 35 tons, which makes it a light-class BattleMech. Locating that row on the Unit Repair Table, Francis finds that the cost to repair a Crippled unit is 30. Because she is selling the* Jenner, *she then subtracts 30 from the Average Unit Cost number for a light BattleMech, which is 90. (90-30=60) The player gains 60 WP and removes the* Jenner *from the Sabres' roster.*

Loren is in dire straights with his Fox's Teeth force and grudgingly decides to sell his combat-destroyed Zeus. Cross-referencing the unit's status on the Unit Repair Table, he finds it will cost him 125 WP to repair to operational status—which is well beyond his current budget. Deciding to sell the ruined hulk, he subtracts 125 from the Average Unit Cost of an assault BattleMech, which is 200. (200 – 125 = 75) Loren now has 75 WP to use and repairs his Crippled Grasshopper back to functional status.

Additionally, players may attempt to repair salvaged units. To do this, determine whether the unit is a Crippled Unit (p. 60, *Crippling Damage*) or a Destroyed Unit (see *Destroying A BattleMech* in the *Classic BattleTech Introductory Box Set*, p. 32). If the Unit does not fall under either category, then it is considered a Damaged Unit. If a 'Mech has received no damage whatsoever (and only expended ammunition), it is considered "new" and not in need of repair.

Once the 'Mech's status is known, follow the rules for Repairing Units, below.

Repairing Units

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

Prototype Weapons and Equipment (Advanced)

Players may opt to modify their unit's BattleMechs by including any of the listed prototype equipment (see *Prototype Weapons and Equipment*, p. 54) on their 'Mechs. Since adding new and relatively untried technology to existing designs is extremely tricky, an additional WP cost is associated with the installation of this equipment (see the Prototype Cost Table, below). To add this equipment, players will need to follow the rules found in the *Classic BattleTech Rulebook* found in the *Classic BattleTech Introductory Box Set*, which are not covered in this product. The WP cost is in addition to the standard repair cost for the BattleMech.

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

SUPPY TABLE

Ammunition	WP Cost
Ballistic, per ton	5
Missile, per ton	7

Pilot Recruitment	WP Cost
Green (Piloting 6, Gunnery 5)	15
Regular (Piloting 5, Gunnery 4)	30
Veteran (Piloting 4, Gunnery 3)	60
Elite (Piloting 3, Gunnery 2)	100

REPAIR TABLE

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

RECRUITMENT TABLES

Fox's Teeth Reinforcement Table	WP Cost
HNT-151 Hornet	75
COM-2D Commando	75
WLF-1 Wolfhound	100
CN9-A Centurion	100
ENF-4R Enforcer	125
DV-6M Dervish	125
GHR-5N Grasshopper	150
JM6-S JagerMech	150
QKD-4G Quickdraw	150
ZEU-6S Zeus	200
LGB-7Q Longbow	200
AS7-D Atlas	225

Sorenson's Sabres Reinforcement Table	WP Cost
SDR-5V Spider	75
JR7-D Jenner	75
PNT-9R Panther	100
WTH-1 Whitworth	100
HBK-4G Hunchback	125
TBT-5N Trebuchet	125
DRG-1N Dragon	150
JM6-S JagerMech	150
GHR-5N Grasshopper	150
CGR-1A9 Charger	200
BNC-3E Banshee	200
AS7-D Atlas	225

PROTOTYPE COST TABLES

Weapon	WP Cost
ER Large Laser (ERLL-P)	35
Gauss Rifle (Gauss-X)	50
Medium Pulse Laser (MPL-P)	25
Narc Missile Beacon	20
Ultra Autocannon (UAC/P)	40
LB 10-X Autocannon (LB 10-X-P)	40

Equipment	WP Cost
Double Heat Sinks (Freezers)	20 (each)
Endo-Steel Upgrade	85
Ferro-Fibrous Upgrade	55
CASE	40

HOW TO USE THE CAMPAIGN

This campaign is designed to be played with a minimum of two players—one player uses either the Fox's Teeth or the Sorenson's Sabres force, while the other provides the opposition. More players are welcome to participate—those groups with a large number of players may decide to have a single person gamemaster (GM) and spearhead track setups and answer any rules questions that may arise during the course of gameplay.

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

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

THE SETUP: FOX'S TEETH

Campaign Rules

Players using Fox's Teeth for this campaign have access to all of the pilots and BattleMechs as listed for the force's TO&E for 3049 (see p. 17). However, the Command Lance is unavailable for deployment in the first Mission, as the Benetian Influenza has put the four lancemates out of action.

Players may begin the campaign with one of the following Missions: *Recon*, *Supply Run*, or *Assault*. When determining Opposing Forces, the rolling player may choose from either the Kurita or Mercenary tables of the Random 'Mech Assignment Table: Opposing Force (see p. 61) and must declare which table is being used before rolling.

Firebase Rossyln, Benet III
Draconis March, Federated Suns
5 March 3048

>>>DISPATCH BRAVO-BRAVO-FOUR<<<

Captain McKinnon:

As you may be aware, the Combine has been suspiciously quiet as of late. Very little border raiding has occurred over the last few years and Prince Davion is concerned that the DCMS may be mustering for a surprise attack. Because of your heroic actions against McCarron's Armored Cavalry along the Capellan border and since your force has not seen action along the Combine border for several years, the Fox's Teeth are hereby authorized to conduct shallow border raids into the Draconis Combine to ascertain the enemy's strength. You have full command authority in your target selection and execution as long as it pertains to the mission parameters encoded on this data chip.

Benet III is to be considered your base of operations and all replacement parts and supplies will be routed to Firebase Rosslyn. Your force is considered Priority Avalon in the Quartermaster's supply chain. The JumpShip *Idaho Sunrise* has been assigned for your operational use.

Remember, Ian: recon and report on the Combine's defenses. We need to know if the border's in danger—the First Prince does not wish to see a "War of '39" dropped into our laps unexpectedly.

Godspeed.

Signed,
Marshall Henry Capston, Draconis March

>>>END DISPATCH<<<

Brian and Andrew have decided to run through the Sword and Dragon campaign, with Brian wishing to run the Sorenson's Sabres and Andrew the Fox's Teeth. They flip a coin to see which of them gets to run their force first; Brian wins the coin toss. Both players are new to the Classic BattleTech experience: they both own the Classic BattleTech Introductory Box Set *and a copy of* Starterbook: Sword and Dragon. *Additionally, Brian purchased the Sword and Dragon 'MechPack Kurita from Iron Wind Metals—he plans on using his new miniatures whenever he uses the Sabres' command lance.*

Before they jump into the first track, both Brian and Andrew decide that they will be using the MechWarrior abilities (see Advanced MechWarrior Abilities, p. 50) but not the BattleMech Quirks (see p. 53). Brian makes sure he has a blank sheet handy to record the Sabres' WP usage (as well as some index cards for easy reference of any special rules during a game), making sure he notes that he has 100 WP to start.

After reading The Setup: Sorenson's Sabres (see p. 65), Brian decides he wishes to open his campaign using Mission: Recon (see p. 66). Andrew then prepares to run the opposition.

Brian immediately subtracts 50 WP from his total, leaving him with 50 WP (100 – 50 = 50). Looking over the Mission rules, he decides to risk gaining some early WP and chooses to run the mission with both Mushy Ground and Rain. If he is successful in at least one objective, he may then add 50 WP (25 + 25 = 50) to his reward total. To remind both of them that these optional bonuses are in effect, Andrew writes "Mushy Ground (25): Add +1 to all Piloting Skill Rolls" and "Rain (25): +1 to-hit modifier to all weapons fire" on an index card and puts it near the maps that he has laid out (since Andrew is the Defender for the Mission). Andrew then designates the left-most edge as his home edge.

While Brian contemplates which Sabres' lance to use (noting that the company's Pursuit lance is unavailable to him, as noted in the Setup), Andrew rolls for his force's composition. He rolls a 4 and consults the Force Composition table listed in the Mission description. He must now roll 2 Light and 2 Medium 'Mechs on the Mercenary column of the Random 'Mech Assignment Table: Opposing Force (see p. 61). He does so, noting that each unit has skill levels of Piloting 4, Gunnery 4. Andrew rolls up a defending force that consists of a Commando, a Spider, and two Assassins. Andrew gets those record sheets from the

Classic BattleTech Introductory Box Set and photocopies them (to avoid erasing the entire sheet when the game is over). In the spirit of the game, Andrew refrains from telling Brian what his force consists of until after Brian chooses to use the Sabres' Fire Lance for the mission.

The two friends then sit down and play a ferocious game of Classic BattleTech. *In the end, Brian wins both objectives, but at a high cost: the Sabres are heavily damaged, with Martinez's Panther destroyed and a crippled Trebuchet. Additionally, Seyla Martinez had taken a lucky shot to the cockpit, which killed the pilot. Because there are no rules mentioned for pilot death and both Brian and Andrew want to keep using the famous characters, the two players decide that any cockpit criticals and 6 MechWarrior hits only incapacitate the MechWarriors. After a short discussion, the two friends rule that any character who is affected in this way may not participate in the next mission. Thus, Seyla Martinez is on "medical leave" for the next game.*

Brian now tallies up his WP score. He succeeded at both objectives, which give him 100 WP (75 + 25 = 100); additionally, because he used the additional options of Rain and Mushy Ground, he nets a bonus of 50 WP (25 + 25 = 50), bringing his point total for the Recon mission to 150 (100 + 50 = 150). Added to the 50 WP in his bank, he now has 200 WP (150 + 50 = 200) to allot for repairs, purchases, and the next Mission.

The first thing Brian does is repair the destroyed Panther. *Locating the Repair Table (see p.* 63*), he cross-references the* Panther *(a light 'Mech) with Destroyed and notes it will cost 45 WP to repair. Before deciding to spend the points, he finds out that the* Trebuchet *will cost 45 WP to repair and that the damaged* Charger *and* Longbow *will also cost 80 WP each. Repairing every unit will certainly cost more than Brian has in the bank (45 + 45 + 80 + 80 = 250, which is greater than 200), so he decides to only repair the* Panther *and* Trebuchet *and refill some of the ammo bins to capacity. Because the* Longbow *and* Charger *go unrepaired, he does not erase those two record sheets from any damage—meaning that the armor-less left leg of the Longbow will need protecting if he uses it again for another track before he can repair it.*

Thus, Brian's total WP expenditure is 123.

Charger:	*refill 1 ton LRM20 ammo*	*7*
Longbow:	*refill 2 tons LRM20 ammo*	*14 ([2 x 7 = 14)*
Panther:	*complete repair from Destroyed*	*45*
	refill 1 ton SRM4 ammo	*7*
Trebuchet:	*complete repair from Crippled*	*45*
	refill 1 ton AC/5 ammo	*5*
		(7+14+45+7+45+5= 123)

This leaves Brian with 77 WP left to spend towards the next mission (200 – 123 = 77), as he does not wish to sell any units or purchase any new MechWarriors or 'Mechs. He also opted not to refill two of the Longbow*'s LRM 20 bins, since he still had 4 shots remaining in them. He did not refill the* Trebuchet*'s SRM 2 ammo bin either; he makes sure he notes on the* Trebuchet*'s record sheet that the SRM 2 is currently empty of ammunition.*

Brian then informs Andrew of his spending choices, which Andrew double-checks to make sure everything adds up.

Now Brian needs to decide the direction for the campaign. He notes that at the end of the Mission: Recon his choices are another Recon, a Supply Run, Defend or Assault. Because he does not wish to go into Warchest debt at this time, he decides to play it safe and re-run the Recon mission again, only this time he will use the Sabres Pursuit Lance since they are now available.

THE SETUP: SORENSON'S SABRES

Campaign Rules

Players using Sorenson's Sabres for this campaign have access to all of the pilots and BattleMechs as listed for the force's TO&E for 3049 (see p. 33). However, the Pursuit Lance is unavailable for deployment in the first Mission, as mechanical difficulties with the *Express*'s loading harness has rendered those BattleMechs useless for deployment. The Pursuit Lance will be ready in time for any succeeding scenario, however.

Players may begin the campaign with one of the following Missions: *Recon*, *Defend*, or *Supply Run*. When determining Opposing Forces, the rolling player may choose from either the House Davion or Mercenary tables (see p. 61) and must declare which table is being used before rolling.

Fort Jinjiro
Capra, Draconis Combine
13 May 3048

Orders came down from on high today. The rumors we've been hearing regarding stepped up Davion raids is indeed true—Huan, Wapakoneta, and Paris have all been hit in the last month by Davion companies. Seems the Warlord is releasing us to conduct our own probing attacks across the border. Though I am ecstatic beyond words that the Warlord trusts us enough to do this, I am hesitant because I can see the larger game also in play here. We screw up, the Dragon's cutting us loose. As I figured with that half-assed mission against Smythe and his "Band," this is more about us proving ourselves worthy of our past more than any recon for the Warlord and his forces.

But before I become bitter, I must remember Uncle Ivan's words: "Duty before dishonor, that is all our Lord can ask of us. If we fall into dishonor but have done what our duty required of us, then the cosmic scale is balanced and the world will make sense. It may take a few hundred years for that to actually matter, but by then we'll be dead anyway."

So I will cut orders for the Marrakesh Express *to prep for loading. We have a job to do. For the Dragon. For our duty. For us.*

—personal journal entry #44-Y, Daniel Sorenson

MISSION: RECON

If you know the enemy and know yourself, you need not fear the result of a hundred battles.
—Sun-Tzu

GAME SET-UP

The Defender places two mapsheets in any legal position and designates one edge as the Defender's home edge.

Attacker

The Attacker consists of a small portion of the player force and may use up to four units. The Attacker chooses his forces first and may choose which map edge to enter on. This edge is then designated the Attacker's home edge.

Defender

The Defender is a portion of the planetary defender's force and is determined after the Attacker has chosen his forces. To determine the Defender's Force Composition, roll 1D6 on the following table. Add +1 to the roll if the previous track engaged a militia force.

The Defender sets up half of his force (rounded down) on the board. The rest of the Defender's force enters from their home edge on the beginning of Turn 3.

1D6	Force Composition	Unit Type
1	4 Light	Militia
2	3 Light, 1 Medium	Militia
3	2 Light, 1 Medium	Mercenary
4	2 Light, 2 Medium	Mercenary
5	1 Light, 2 Medium, 1 Heavy	Mercenary
6	2 Medium, 1 Heavy, 1 Assault	House
(7)	1 Medium, 2 Heavy, 1 Assault	House

WARCHEST

Track Cost: 50 WP

Optional Bonuses (points are gained if at least one Objective is completed with following optional rules, all bonuses cumulative):

+25 Rain: Rain obscures vision, so apply a +1 to-hit modifier to all weapons fire made in rainfall.

+25 Mushy Ground: Apply a +1 modifier to all Piloting Skill Rolls.

OBJECTIVES

1. ID / Scan all of the Defender's force. Scanning must be done within 4 hexes of an enemy unit at the end of the Movement phase and in lieu of any attack. (**Reward: 75**)

2. Escape! At least half of the Attacker's force must survive and exit the Attacker's home edge after eight turns. (**Reward: 25**)

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Defender's force is leery of a full-press engagement and follows the Forced Withdrawal rules (see p. 60) during this track.

NEXT TRACKS

Recon, Supply Run, Defend, Assault, Beachhead, Touchpoint: Thestria (Fox's Teeth only), Touchpoint: Udibi (Sorenson's Sabres only)

MISSION: SUPPLY RUN

Bring war material with you from home, but forage on the enemy... use the conquered foe to augment one's own strength.
—Sun-Tzu

GAME SETUP

The Defender places one mapsheet first; the Attacker places another mapsheet in any legal position. The Defender designates one of the short edges his home edge.

Attacker

The Attacker consists of a small portion of the player force and may use up to three units. The Attacker enters from the edge opposite the Defender's home edge. This edge is then designated the Attacker's home edge.

If the Attacker successfully completed a *Mission: Recon-In-Force* track immediately prior to this mission, he may wait to select his forces until after the Defender has determined his.

Defender

The Defender is a portion of the planetary defender's force guarding a supply depot. To determine the Defender's Force Composition, roll 1D6 on the following table. Add a –2 modifier to the roll if the Attacker executed a successful *Mission: Recon* immediately before this track, to a minimum result of 1.

The Defender sets up all of his forces anywhere on either mapsheet. In addition, he designates four hexes as building hexes. For the purposes of this track, these buildings are considered 1 Level tall and indestructible. (If using building rules from *Total Warfare*, then use Medium Level 1 buildings with a CF of 40.) The buildings must be within four hexes of each other. The Defender secretly designates two of the buildings as supply warehouses and writes down this information.

1D6	Force Composition	Unit Type
1	5 Light	Mercenary
2	3 Medium, 1 Heavy	Mercenary
3	4 Medium	Militia
4	2 Light, 2 Medium	Militia
5	3 Heavy	House
6	1 Heavy, 2 Assault	House

WARCHEST

Track Cost: 75 WP

Optional Bonuses (points are gained if at least one Objective is completed with following optional rules, all bonuses cumulative):

+50 Night Combat: A lack of ambient light degrades the ability of BattleMechs to target and hit an opposing unit. Apply a +2 to-hit modifier to all weapon attacks.

+75 Reinforcements: The Defender may designate one unit from his force as a reinforcement. That unit enters the battle from the Defender's home edge during the Movement Phase between Turn 4 and Turn 8.

OBJECTIVES

1. **Search objective**. Determine which two buildings contain supplies. This may be done by scanning a building for one turn. A unit that is scanning a building may not fire any weapons that turn and must be within 2 hexes of the building hex. (**Reward: 100**)

2. **No quarter.** Cripple / destroy all of the Defender's forces. (**Reward: 150**)

SPECIAL RULES

The following rules are in effect for this track:

Salvage

The Salvage rule is in effect only if the Attacker completes both objectives. In addition, each building contains one BattleMech (roll on the appropriate force's Reinforcement Table, p. 63), four tons of missile ammunition and two tons of ballistic ammunition. The gamemaster determines what type of ammo is found, though it should be ammo useable by the player unit.

Commander

One of the units on the Defender's force is a field commander. The Defender selects one unit of his force and assigns it a Gunnery skill of 3 and Piloting skill of 3. If the unit containing the commander is destroyed, the Defender must apply a -2 modifier to all subsequent Initiative rolls.

NEXT TRACKS

Recon, Assault, Defend, Fighting Withdrawal, Pursuit, Touchpoint: Cassias (Fox's Teeth only)

MISSION: DEFEND

With growing experience, all skillful commanders sought to profit by the power of the defensive, even when on the offensive.
—Liddel-Hart

GAME SET-UP

The Defender places two mapsheets in any legal position and designates one edge as the Defender's home edge. The Attacker then chooses two edges to enter his force from, designating one as his home edge.

Attacker

The Attacker is a portion of the planetary defender's force attacking the player's force. To determine the Defender's Force Composition, roll 1D6 on the following table.

1D6	Force Composition	Unit Type
1	2 Medium, 3 Heavy, 1 Assault	Militia
2	3 Medium, 2 Heavy, 1 Assault	House
3	2 Light, 4 Medium, 2 Heavy	Mercenary
4	4 Medium, 2 Heavy, 2 Assault	Mercenary
5	4 Heavy, 2 Assault	House
6	2 Heavy, 4 Assault	Militia

The Attacker selects 2/3rds of his force (rounding up) to enter from either (or both) of the selected edges at the beginning of the game. The remaining portion of the Attacker's force may enter at the beginning of any turn between turns 4 and 12, as long as at least one operational unit remains on the battlefield.

Defender

The Defender is a portion of the player's force. The Defender may choose up to eight units and must choose his units before the Attacker determines his.

The Defender begins the game with all units on the battlefield. No unit may be within eight hexes of either of the Attacker's chosen edges.

WARCHEST

Track Cost: 400 WP

Optional Bonuses (points are gained if at least one Objective is completed with following optional rules, all bonuses cumulative):

+150 Night Combat: A lack of ambient light degrades the ability of BattleMechs to target and hit an opposing unit. Apply a +2 to-hit modifier to all weapon attacks.

+100 High Winds: Apply a +2 to-hit modifier to all ballistic and missile weapons-fire, as well as a +2 modifier to all Piloting Skills Rolls. When rolling on the Missile Hits Table, subtract 4 from the die roll; on a modified result of less than 2, the missile attack misses the target.

+100 Surprised!: The Defender rolls initiative with a –4 modifier for the first ten turns.

OBJECTIVES

1. **Select destruction.** Destroy all of the Attacker's force that entered the game on Turn 1. (**Reward: 300**)
2. **Cutting off the head.** Cripple or destroy the enemy commander's BattleMech. (**Reward: 200**)

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Attacker's force follows the *Forced Withdrawal* rules once half of his force is crippled or destroyed (see p. 60).

Salvage

The salvage rule is in effect if both Objectives are met.

Commander

One of the units on the Attacker's force is a field commander. The Attacker selects one unit of his force and assigns it a Gunnery skill of 3 and Piloting skill of 3. If the unit containing the commander is destroyed, the Attacker must apply a -2 modifier to all subsequent Initiative rolls.

NEXT TRACKS

Supply Run, Assault, Defend, Fighting Withdrawal, Beachhead, Pursuit, Touchpoint: Valentina (Fox's Teeth only), Touchpoint: Udibi (Sorenson's Sabres only), Touchpoint: Dust-Up

MISSION: ASSAULT

The second rule is to concentrate our power as much as possible against that section where the chief blows are to be delivered and to incur disadvantages elsewhere, so that our chances of success may increase at the decisive point.

—Clausewitz

GAME SET-UP

The Defender places two mapsheets in any legal position and designates one edge as the Defender's home edge. The Attacker then chooses two edges to enter his force from, designating one as his home edge.

Attacker

The Attacker is a portion of the player's force. The Attacker may choose up to eight units but need not choose his units before the Defender determines his.

The Attacker selects 2/3rds of his force (rounding up) to enter from either (or both) of the selected edges at the beginning of the game. The remaining portion of the Attacker's force may enter at the beginning of any turn between turns 4 and 12, as long as at least one operational unit remains on the battlefield.

Defender

The Defender is a portion of the planetary defender's force attacking the player's force. To determine the Defender's Force Composition, roll 1D6 on the following table. Add a +2 modifier to the roll if the Attacker failed to complete a successful *Mission: Recon* or *Mission: Defend* immediately prior to this track.

1D6	Force Composition	Unit Type
1	4 Light, 2 Medium	Mercenary
2	2 Light, 3 Medium, 1 Assault	Mercenary
3	4 Medium, 4 Heavy	Militia
4	2 Medium, 5 Heavy, 1 Assault	Militia
5	3 Heavy, 4 Assault	Militia
6	2 Heavy, 5 Assault	Militia
(7)	1 Medium, 3 Heavy, 2 Assault	House
(8)	2 Heavy, 4 Assault	House

WARCHEST

Track Cost: 400 WP

Optional Bonuses (points are gained if at least one Objective is completed with following optional rules, all bonuses cumulative):

+150 Heavy Rains: Rain obscures vision, so apply a +1 to-hit modifier to all weapons fire made in rainfall. Additionally, apply a +1 modifier to all Piloting Skill Rolls.

+200 Tangled Forests: Hexes with Heavy Woods terrain are considered impassable and block line of sight due to the tangled roots and branches of the trees.

+200 Elite Defenders: Assign half of the Defender's units with Piloting, 3 and Gunnery, 2 skills.

OBJECTIVES

1. Hammer. Cripple or destroy at least 2/3rds of the Defender's force. (**Reward: 400**)

2. Cutting off the head. Cripple or destroy the enemy commander's BattleMech. (**Reward: 200**)

SPECIAL RULES

The following rules are in effect for this track:

Salvage

The salvage rule is in effect if the Attacker achieves the first objective (see p. 60).

Commander

One of the units on the Defender's force is a field commander. The Defender selects one unit of his force and assigns it a Gunnery skill of 2 and Piloting skill of 2. If the unit containing the commander is destroyed, the Defender must apply a -2 modifier to all subsequent Initiative rolls.

NEXT TRACKS

Recon, Assault, Defend, Fighting Withdrawal, Pursuit, Touchpoint: Capra (Sorenson's Sabres only), Touchpoint: Dust-Up

3049: Skirmishing along the Federated Suns/Combine frontier reaches a head on Benet III.

MISSION: FIGHTING WITHDRAWAL

There is only one decisive victory—the last.
—Clausewitz

GAME SET-UP

The Defender places two mapsheets, connecting the two shortest edges together, and designates one of the shorter edges as the Defender's home edge. The Attacker's home edge is opposite the Defender's edge.

Attacker

The Attacker is a portion of the player's force. The Attacker may choose up to six units and must choose his units before the Defender determines his.

All of the Attacker's units enter on the first turn from the Defender's home edge.

1D6	Force Composition
1	8 Light
2	6 Light, 2 Medium
3	2 Light, 4 Medium, 2 Heavy
4	2 Medium, 4 Heavy, 1 Assault
5	2 Light, 3 Heavy, 2 Assault
6	2 Medium, 4 Heavy, 2 Assault

Defender

The Defender consists of part of a Mercenary force. To determine the mercenary's unit composition, roll using the following table.

The Defender enters all of his units at the beginning of Turn 2 from the Defender's home edge.

WARCHEST

Track Cost: 300 WP

Optional Bonuses (points are gained if at least one Objective is completed with the following optional rules, all bonuses cumulative):

+50 Mushy Ground: Apply a +1 modifier to all Piloting Skill Rolls.

+100 Veteran Defenders: Assign half of the Defender's units with Piloting, 3 and Gunnery, 3 skills.

OBJECTIVES

1. Gauntlet. Exit at least half of the Attacker's force through the Attacker's home edge. (**Reward: 400**)

2. Hammer. Cripple or destroy half of the Defender's force. (**Reward: 150**)

SPECIAL RULES

There are no special rules for this track.

NEXT TRACKS

Recon, Defend, Touchpoint: Brundage (Sorenson's Sabres only)

Sword of Light troops face off with Lyran Guards.

MISSION: RECON-IN-FORCE

So in war, the way is to avoid what is strong and to strike at what is weak.
—Sun-Tzu

GAME SET-UP

The Defender places two mapsheets in any legal position and designates one edge as the Defender's home edge.

Attacker

The Attacker consists of a small portion of the player force and may use up to four units. The Attacker may choose which map edge to enter on. This edge is then designated the Attacker's home edge.

Defender

The Defender is a portion of the planetary defender's force. To determine the Defender's Force Composition, roll 1D6 on the following table. Apply a –2 modifier to the roll if the previous track was *Mission: Recon* or *Mission: Probe*, to a minimum of 1.

1D6	Force Composition	Unit Type
1	3 Light, 1 Medium	Militia
2	2 Light, 2 Medium	Militia
3	1 Light, 3 Medium	Mercenary
4	2 Light, 1 Medium, 1 Heavy	Mercenary
5	2 Medium, 2 Heavy	House
6	1 Medium, 2 Heavy, 1 Assault	House

The Defender sets up all forces on the half of the battlefield closest to the Defender's home edge. Additionally, the Defender designates three hexes as buildings. These buildings are considered to be two levels tall and indestructible. The buildings may be placed anywhere on the Defender's half of the battlefield (in the area where the Defender's forces are set up).

WARCHEST

Track cost: 50 WP

Optional Bonuses (points are gained if at least one Objective is completed with following optional rules, all bonuses cumulative):

+25 High Winds: Apply a +2 to-hit modifier to all ballistic and missile weapons-fire, as well as a +2 modifier to all Piloting Skills Rolls. When rolling on the Missile Hits Table, subtract 4 from the die roll; on a modified result of less than 2, the missile attack misses the target.

+25 Tangled Forests: Hexes with Heavy Woods terrain are considered impassable and block line of sight due to the tangled roots and branches of the trees.

OBJECTIVES

1. **ID / scan all of the Defender's buildings.** Scanning must be done within 2 hexes of an enemy unit (4 if a 'Mech is equipped with a Beagle Active Probe) and in lieu of any attack. (**Reward: 100**)
2. **Seek and destroy!** At least half of the Defender's force must be crippled or destroyed. (**Reward: 50**)

SPECIAL RULES

The following rules are in effect for this track:

Salvage

The salvage rule is in effect for the end of track if the Attacker achieves both Objectives.

Off-Map Movement

The Attacker may assign up to half its force with Off-Map movement orders. This may only occur once during the track.

NEXT TRACKS

Probe, Supply Run, Assault, Defend, Touchpoint: Thestria (McKinnon's Raiders only), Touchpoint: Udibi (Sorenson's Sabres only)

MISSION: PROBE

This high proportion of history's decisive campaigns, the significance of which is enhanced by the comparative rarity of the direct approach, enforces the conclusion that the indirect is by far the most hopeful and economic form of strategy.
—Liddel-Hart

GAME SET-UP

The Attacker places two mapsheets in any legal position and designates one edge as the Attacker's home edge. The Defender's home edge is opposite the Attacker's.

Attacker

The Attacker consists of a small portion of the player force and may use up to six units. Two-thirds of the Attacker's force enters from their home edge at the beginning of the game. The remaining units enter from any edge (other than the Defender's home edge) anytime after turn five.

Defender

The Defender is a portion of a House Line force. Roll 1d6 to determine the composition of the Defender's force.

1D6	Force Composition
1	2 Light, 2 Medium, 3 Heavy
2	3 Medium, 2 Heavy
3	1 Light, 4 Medium, 1 Heavy
4	3 Medium, 2 Heavy, 2 Assault
5	1 Medium, 4 Heavy, 2 Assault
6	2 Heavy, 4 Assault

The Defender sets up all but one unit on the half of the battlefield closest to the Defender's home edge. The last unit enters the game from the Defender's home edge at the beginning of turn seven.

WARCHEST

Track Cost: 75 WP

Optional Bonuses (points are gained if at least one Objective is completed with following optional rules, all bonuses cumulative):

+50 Night Combat: A lack of ambient light degrades the ability of BattleMechs to target and hit an opposing unit. Apply a +2 to-hit modifier to all weapon attacks.

+50 Sensor Storm: add +1 to all to-hit rolls due to heavy sensor interference

OBJECTIVES

1. **Destroy!** Destroy all of the Defender's Heavy BattleMechs. (**Reward: 150**)

2. **Resist!** At least half of the Attacker's force must survive ten turns of combat. (**Reward: 100**)

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Defender is spread thin elsewhere and follows the *Forced Withdrawal* rules (see p. 60) once half of its force is destroyed or crippled.

Salvage

The Salvage rule is in effect if the Attacker completes at least one objective and half of the Defender's total force is destroyed or crippled.

NEXT TRACKS

Assault, Defend, Supply Run, Touchpoint: Valentina (McKinnon's Raiders only), Touchpoint: Capra (Sorenson's Sabres only)

MISSION: BEACHHEAD

A good plan, violently executed now, is better than a perfect plan next week.

— General George S. Patton, Jr.

GAME SET-UP

The Defender places two mapsheets in any legal position and designates one edge as the Defender's home edge. The Attacker then chooses one edge to enter his starting force from and another for his reinforcements. The starting edge is considered his home edge.

Attacker

The Attacker is a portion of the player's force. The Attacker may choose up to eight units but need not choose his units before the Defender determines his.

The Attacker selects 1/2 of his force (rounding up) to enter from the starting edge. The remaining portion of the Attacker's force may enter the designated reinforcement edge at the beginning of any turn between turns 4 and 12, as long as at least one operational unit remains on the battlefield. In order to call for reinforcements, the Attacker must declare the call during the End Phase. Reinforcements will arrive in the Initiative Phase after the following turn.

Defender

The Defender is a portion of the planetary defender's force attacking the player's force. To determine the Defender's Force Composition, roll 1D6 on the following table. Add a +2 modifier to the roll if the Attacker failed to complete a successful *Mission: Recon* or *Mission: Recon-in-Force* immediately prior to this track.

1D6	Force Composition	Unit Type
1	5 Light, 1 Medium	Mercenary
2	3 Light, 3 Medium	Mercenary
3	5 Medium, 2 Heavy	Mercenary
4	2 Medium, 5 Heavy, 1 Assault	Militia
5	7 Heavy, 1 Assault	Militia
6	6 Heavy, 2 Assault	Militia
(7)	2 Medium, 3 Heavy, 2 Assault	House
(8)	2 Heavy, 6 Assault	House

WARCHEST

Track Cost: 500 WP

Optional Bonuses (points are gained if at least one Objective is completed with following optional rules, all bonuses cumulative):

+50 Electromagnetic Storm: add +1 to all to-hit rolls due to heavy sensor interference

+150 Night Combat: A lack of ambient light degrades the ability of BattleMechs to target and hit an opposing unit. Apply a +2 to-hit modifier to all weapon attacks.

+200 Tangled Forests: Hexes with Heavy Woods terrain are considered impassable and block line of sight due to the tangled roots and branches of the trees.

OBJECTIVES

1. Destroy! Destroy all of the Defender's Medium and Heavy BattleMechs. (**Reward: 250**)

2. Hammer. Cripple or destroy at least 2/3rds of the Defender's force. (**Reward: 400**)

SPECIAL RULES

The following rules are in effect for this track:

Salvage

The salvage rule is in effect if the Attacker achieves the first objective (see p. 60).

Forced Withdrawal

The Defender's force will not commit to a meatgrinder and follows the Forced Withdrawal rules (see p. 60) during this track.

NEXT TRACKS

Scout, Recon, Assault, Defend, Pursuit, Holding Action, Touchpoint: Valentina (McKinnon's Raiders only), Touchpoint: Dust-Up

MISSION: PURSUIT

Always moving, do not sit down, do not say "I have done enough." Keep on; see what else you can do to raise the devil with the enemy.
— General George S. Patton, Jr.

GAME SET-UP

The Defender places two mapsheets, connecting the two shortest edges together and designates one of the shorter edges as the Defender's home edge. The Attacker's home edge becomes the opposite of the Defender's edge.

Sergeant Daniel Waylen, ENF-4R Enforcer Daniel *(Fox's Teeth)*

Attacker

The Attacker is a portion of the player's force. The Attacker may choose up to six units and may choose his units after the Defender determines his.

At least 3/4ths of the Attacker's units enter on the first turn from the Defender's home edge. The remainder will enter from the Attacker's home edge at the beginning of Turn 3.

Defender

The Defender consists of part of a Militia force. To determine the militia's unit composition, roll using the following table.

1D6	Force Composition
1	8 Light
2	7 Light, 1 Medium
3	4 Light, 3 Medium, 1 Heavy
4	5 Medium, 2 Heavy, 1 Assault
5	4 Light, 4 Heavy
6	4 Medium, 2 Heavy, 2 Assault

The Defender enters all of his units from the Attacker's home edge.

WARCHEST

***TRACK COST:* 400 WP**

Optional Bonuses (points are gained if at least one Objective is completed with the following optional rules, all bonuses cumulative):

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

+100 Veteran Defenders: Assign half of the Defender's units with Piloting, 4 and Gunnery, 3 skills.

OBJECTIVES

1. Gauntlet. Prevent at least 2/3rds of the Defender's force from exiting through the Defender's home edge. (**Reward: 500**)

2. No quarter. Cripple / destroy all of the Defender's forces. (**Reward: 150**)

SPECIAL RULES

The following rules are in effect for this track:

Salvage

The salvage rule is in effect if at least one Objective is met.

NEXT TRACKS

Recon, Probe, Defend, Holding Action, Touchpoint: Cassias (McKinnon's Raiders only)

TOUCHPOINT: THESTRIA (FOX'S TEETH)

When somebody in the MIIO had a bee in their bonnet about reports that the Snakes were stockpiling supplies on Thestria, guess who got roped in to give the boys and girls in intel their precious "Ground Truth"? At least they came up with a plan to insert us without raising the alarm immediately, but things began to head south when we ran into 'Mechs from the First Proserpina Hussars. First thing I knew about it was when Grey broke comm silence as we were moving in on Fortress Ningpo—yelling that he had 'Mechs inbound. Normally Captain McKinnon would have bugged out right there. We were playing with a busted flush on a planet full of unfriendliness.

But the Intel types had been adamant. They desperately needed reliable information to corroborate their other sources.

We were going to have to do this the hard way.

—From the journals of Daniel Waylen (3048)

SITUATION

Fortress Ningpo
Thestria, Draconis Combine
19 August 3048

After a few months of raiding worlds in the Galedon District, a MIIO tip-off suggested that the DCMS may be stockpiling several supplies for a possible buildup on Thestria, near an ancient Star League-era fortress. Because the Raiders are the closest unit, Captain McKinnon is ordered to investigate.

The *Galloping Ghost* slipped into orbit masquerading as a merchant and hot-dropped a lance of Raiders roughly two hundred kilometers from the fortress. The DropShip then took on a supply shuttle in orbit and departed as an MIIO vessel burns in to pick up the lance at a designated pickup point.

GAME SET-UP

The Defender sets up two maps in any legal arrangement. On one map, the Defender designates seven adjacent hexes as the supply base. These building hexes are two levels tall and indestructible.

Attacker

The Attacker consists of a lance of Fox's Teeth. The Attacker's force enters from the edge farthest from the Defender's supply base. The Attacker must determine which Raider lance to use before the Defender determines his forces.

Defender

The Defender consists of part of the First Proserpina Hussars, a House force. The Defender must use the Kurita portion of the Opposing Force Table when rolling unit types. To determine the current deployment of the Hussars, roll 1D6 on the following table:

1D6	Force Composition
1	6 Light
2	3 Light, 2 Medium
3	2 Light, 3 Medium, 1 Heavy
4	2 Medium, 2 Heavy, 1 Assault
5	2 Medium, 4 Heavy
6	3 Heavy, 2 Assault

WARCHEST

Track Cost: 300 WP

Optional Bonuses (points are gained if at least one Objective is completed with following optional rules, all bonuses cumulative):

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

+100 Prepared Defenders: Somehow, the Defenders knew the Raiders were coming. For the first five turns, the Hussars receive a +2 modifier to their Initiative rolls.

OBJECTIVES

1. No quarter. Cripple or destroy all of the Defender's force. (**Reward: 500**)

2. Objective raid. Successfully execute an in-depth scan of each building hex of the supply base. A unit that is scanning a building may not fire any weapons that turn and must be within 4 hexes of the building hex at the end of the Movement phase. (**Reward: 200**)

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

Both the Attacker and Defender are operating under the *Forced Withdrawal* rules (see p. 60).

Salvage

The Attacker receives salvage from this track if the first Objective is reached.

AFTERMATH

Faced with unexpected resistance from elements of the First Proserpina Hussars, the Fox's Teeth found themselves under fire as they conducted what was supposed to be a covert reconnaissance mission into Kurita space. Fighting their way past the defenders, McKinnon's troops were able to secure scans of the supply base. Analysis of the data revealed that the stockpile the Raiders had been sent to investigate had recently been moved.

With the MIIO still uncertain as to the purpose or the new location of the Thestria stockpile, the Raiders were directed to expand their search.

NEXT TRACKS

Fighting Withdrawal, Recon, Supply Run, Pursuit

TOUCHPOINT: VALENTINA (FOX'S TEETH)

We'd been probing deeper and deeper into Combine territory chasing down information for the spooks back on New Avalon for months. With skill (and not a little luck) we were still in pretty good shape, but our spirits were lagging some. Months of nothing but field rations and one-thousand-and-one varieties of Soya coming out of the galley, combined with the only tantalizing fragments of information our operations had gleaned, were all having an impact.

So the Captain decided it was time to make a pit stop and raid the Snake's larder to bring some festive spirit to the Galloping Ghost. *Only problem was, the* Ryuken *BattleMechs that were lurking behind the butter dish.*

Christmas was coming and it looked like our goose was well and truly cooked.

—From the journals of Daniel Waylen (3048)

SITUATION

Quarry Fourteen
Valentina, Draconis Combine
24 December 3048

Behind the Combine lines and running low on supplies once more, Captain McKinnon thought to hit the modest world of Valentina to grab some fresh foodstuffs for a holiday feast. Military intelligence didn't have any solid intel on the disposition of troops on Valentina, so the unit decided to take the risk. Besides, fresh meat beat canned spam any day of the millennium.

GAME SET-UP

The Defender sets up two maps in any legal arrangement. The Attacker then selects two sides that are considered impassable due to the massive cliff walls of the quarry. The Defender then declares one of the remaining edges as the objective edge.

Attacker

The Attacker consists of two lances of the *Ryuken-san* that happen to be on maneuvers. The *Ryuken* are a House force and must use the Kurita section of the Random 'Mech Assignment Table: Opposing Force. To determine the *Ryuken*'s force composition, roll on the table at the top of the next column.

The Attacker enters from the designated objective edge. The Attacker's forces should be determined after the Defender has selected his forces.

1D6	Force Composition
1	2 Light, 4 Medium, 2 Heavy
2	1 Light, 6 Medium, 1 Assault
3	5 Medium, 3 Heavy
4	2 Medium, 4 Heavy, 2 Assault
5	1 Medium, 5 Heavy, 3 Assault
6	4 Heavy, 4 Assault

Defender

The Defender consists of any two lances of Fox's Teeth. The defending player secretly selects three of the Raider 'Mechs that are carrying the holiday foodstuffs crammed in their cockpit. The Defender begins with each lance placed within two hexes of a quarry wall.

WARCHEST

Track Cost: 400 WP, completion of Touchpoint: Thestria

Optional Bonuses (points are gained if at least one Objective is completed with following optional rules, all bonuses cumulative):

+100 Night Combat: A lack of ambient light degrades the ability of BattleMechs to target and hit an opposing unit. Apply a +2 to-hit modifier to all weapon attacks.

+100 Elite Attackers: Assign half of the Attacker forces with skills of Piloting 3 and Gunnery 2.

OBJECTIVES

1. Secret cargo. At least two of the designated Defender 'Mechs should exit the declared objective edge without losing their cargo (any critical hit to the Head location will ruin the foodstuffs). (**Reward: 500**)

2. Hammer. Cripple / destroy at least half of the Attacker's forces. (**Reward: 400**)

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The *Ryuken-san* is operating under the *Forced Withdrawal* rules (see p. 60).

Commander

One of the units on the *Ryuken*'s force is a field commander. The Attacker selects one unit of his force and assigns it a Gunnery skill of 2 and Piloting skill of 2. If the unit containing the commander is destroyed, the Attacker must apply a –2 modifier to all subsequent Initiative rolls.

AFTERMATH

What should have been a simple operation of acquiring a few essentials with which to celebrate Christmas proved far more exciting (and dangerous) than Ian McKinnon could ever have anticipated. The unexpected presence of front-line troops turned an otherwise textbook snap raid into a hard-fought withdrawal.

In the highlands of Brundage, the Sabres leap forward on the attack.

Only after a lucky hit disabled the Kuritan force commander's 'Mech was the Fox's Teeth able to disengage and withdraw to enjoy a well-earned Christmas party.

NEXT TRACKS

Fighting Withdrawal, Recon, Defend

TOUCHPOINT: CASSIAS (FOX'S TEETH)

We burned hard for Cassias after the Sunrise *picked up a Kurita raiding group inbound for Cassias. Over two days of weighing twice what we should have with only brief respites as Captain Moran cut acceleration back every six hours.*

I guess it was worth it. We grounded at the firebase just minutes ahead of the Snakes—just enough time to get two lances into the field to meet them. Conditions were terrible—high winds and driving rain made the ground treacherous and really messed with our sensors.

Of course, Captain McKinnon found a way to use that against the foe…

—From the journals of Daniel Waylen (3049)

SITUATION

Outskirts of Firebase Xingo
Cassias, Federated Suns
28 February 3049

During a standard supply pickup at Cassias' zenith point, the *Idaho Sunrise* detected the arrival of a Combine JumpShip. When the Combine vessel dispatched a DropShip that sped off towards Cassias, Captain McKinnon knew he had a duty to intercept and defend the planet. The *Galloping Ghost* burned after the Dragon ship but was unable to catch it before it disgorged several BattleMechs over the Tiber Valley industrial basin.

Determined to stop this Combine raid cold, McKinnon grounded the *Galloping Ghost* nearby and unloaded several of his units as fast as possible, racing to intercept the DCMS troops before they could do any damage. The Raider's lances caught the Dragon's troops outside Firebase Xingo.

GAME SET-UP

The Defender sets up two mapsheets, meeting up the shorter edges. The Attacker determines his starting edge, with the objective edge being on the opposite edge of the battlefield.

Attacker

The Attacker consists of two lances of the Thirty-second Galedon Regulars, a DCMS House force. The Regulars must use the Kuritan portion of the Opposing Forces Table. To determine the Regular's force composition, roll on the following table:

The Attacker enters from the designated objective edge. The Attacker's forces should be determined before the Defender has selected his forces.

1D6	Force Composition
1	5 Light, 3 Medium
2	4 Light, 4 Medium
3	3 Light, 5 Medium
4	1 Light, 4 Medium, 3 Heavy
5	4 Medium, 4 Heavy
6	2 Medium, 4 Heavy, 2 Assault

Defender

The Defender consists of any two lances of Fox's Teeth. One lance enters from the Attacker's starting edge at the beginning of the second turn. The other lance enters the game from the opposite edge at the beginning of turn four.

WARCHEST

Track Cost: 400 WP, completion of Touchpoint: Valentina

Optional Bonuses (points are gained if at least one Objective is completed with following optional rules, all bonuses cumulative):

+100 Veteran Attackers: Assign half of the Attacker's units with Piloting, 4 and Gunnery, 3 skills.

+100 Heavy Rain: Rain obscures vision, so apply a +1 to-hit modifier to all weapons fire made in rainfall. Additionally, apply a +1 modifier to all Piloting Skill Rolls.

OBJECTIVES

1. Seek and destroy. No more than two units of the Attacker's force can be allowed to exit the designated edge. (**Reward: 500**)

2. Hammer. Cripple / destroy at least half of the Attacker's forces. (**Reward: 500**)

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Regulars are operating under the *Forced Withdrawal* rules (see p. 60).

Salvage

The Defender receives salvage from this track if the second Objective is attained.

Off-Map Movement

The Defender may assign up to half its force with Off-Map movement orders. This may only occur once during the track.

AFTERMATH

One of a series of tit-for-tat raids that the Federated Suns and Draconis Combine were exchanging up and down the frontier, the Kurita raid on Cassias had the misfortune to blunder into the Fox's Teeth just short of their objective.

Using the deteriorating weather conditions for cover, Ian McKinnon was able to insert his hurriedly deployed troops—catching the approaching Thirty-second Galedon Regulars in a deadly crossfire and sending the survivors scurrying back to their DropShip.

NEXT TRACKS

Recon, Assault, Defend, Beachhead, Touchpoint: Dust-up

TOUCHPOINT: UDIBI (SORENSON'S SABRES)

We've found some intel that the AFFC forces are indeed supplying at a heavier rate than normal, but not enough for another immediate strike. What we've seen is stronger militia defenses and some reshuffling of line units, but nothing yet to suggest there's a mass army ready to storm the Dragon's borders. We're going to go for Udibi—the Tai-i *thinks a jump or two deeper into the Suns would tell us more. And I tend to agree with him.*

—from ISF report #449-I, filed by Shakir Jerrar, Sorenson's Sabres

SITUATION

Outer Gorge
Udibi, Federated Suns
19 August 3048

Striking at immediate border worlds along the Suns border has given inconclusive results regarding the readiness of the Federated Suns military. With such scant information, Daniel Sorenson has decided to strike a little deeper into the Suns' Draconis March at Udibi—a world not necessarily known for its strategic importance. That fact, however, is exactly why the *Tai-i* wishes to hit it. The Fox is known for his cunning—and using out-of-the-way worlds like Udibi as a staging base is right up his alley.

GAME SET-UP

The Defender sets up two maps in any legal arrangement and designates one edge as the Defender's home edge. The Attacker's home edge becomes the opposite edge from the Defender's.

Attacker

The Attacker consists of any lance of Sorenson's Sabres. If the Attacking player participated in a *Mission: Recon-in-force* immediately prior to this track, he may select his forces after the Defender has rolled his.

Defender

The Defender consists of one lance of Fuchida's Fusiliers, a Mercenary force. The Fusiliers must use the Mercenary portion of the Random 'Mech Assignment Table: Opposing Force. To determine the Fusilier's force composition, roll on the table on the next page.

The Defender enters from their home edge. The Defender's forces should be rolled after the Attacker has selected his forces, unless the Attacker participated in a *Mission: Recon* immediately prior to this track.

1D6	Force Composition
1	4 Light, 1 Medium
2	3 Light 1 Medium
3	4 Light
4	2 Light, 2 Medium
5	3 Light, 1 Medium, 1 Heavy
6	2 Light, 2 Medium, 1 Heavy

WARCHEST

Track Cost: 300 WP

Optional Bonuses (points are gained if at least one Objective is completed with the following optional rules, all bonuses cumulative):

+100 Night Combat: A lack of ambient light degrades the ability of BattleMechs to target and hit an opposing unit. Apply a +2 to-hit modifier to all weapon attacks.

+100 Prepared Defenders: Somehow, the Fusiliers knew the Sabres were coming. For the first five turns, the Fusiliers receive a +2 modifier to their initiative rolls.

OBJECTIVES

1. Search and destroy. Cripple / destroy 3 of the Defender's units. (**Reward: 300**)

2. Survive! At least one of the Sabre's forces must exit off the Defender's home edge before turn twelve. (**Reward: 250**)

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The mercenaries follow the *Forced Withdrawal* rules (see p. 60).

SALVAGE

The Defender receives salvage from this track if the first Objective is attained.

Off-Map Movement

The Attacker may assign up to half its force with Off-Map movement orders. This may only occur once during the track.

AFTERMATH

Initially surprised by the presence of mercenaries on such an unimportant system, the Sabres pulled back and regrouped before bringing the rest of their force to bear. Though the Fusiliers outnumbered Sorenson and his men, the Sabres fought like demons-possessed. In the end, Sorenson pushed the Fusiliers all the way back to Paulo Bay, capturing two merc MechWarriors before withdrawing. Sorenson did repatriate the mercenaries back to their force, but only after Sharron Bugroz worked her interrogator's magic on them and made them squeal.

Knowing that this side of the Robinson Operational Area was quiet, Sorenson looked elsewhere for any hidden Davion bogeymen.

NEXT TRACKS

Recon, Fighting Withdrawal, Defend

TOUCHPOINT: CAPRA (SORENSON'S SABRES)

Our initial border probes didn't reveal a whole lot, which makes me think that High Command is either throwing us out there to die or there's something even more serious going on. Regardless, the girls and boys are happy to have the action—tangling with the Band really helped us pull together as a force. There's a sense of purpose now, of duty.

Burning down to Capra now for a resupply. Need some parts for Shakir's Hunchie*—the left actuator's being picky again.*

—from personal journal of Tai-i *Daniel Sorenson, November 3048*

SITUATION

DCMS Repair Base 52-A
Capra, Draconis Combine
14 November 3048

Only three months into their campaign and the Sabres have taken some moderate losses in equipment. Returning back across the border, *Tai-i* Sorenson decided to stop at a DCMS supply depot on Capra, where the Sabres could get much-needed parts and some solid rest before heading back out.

Two days after they arrived on-planet, a pirate JumpShip dispatched three DropShips toward the planet, one of which grounded nearby. The pirates apparently know of the DCMS repair base the Sabres are currently at and are approaching at high speed. The Sabres' duty is clear—defend the Combine's property and push the pirates off-world.

GAME SETUP

The Defender sets up two maps in any legal arrangement and designates five hexes that are within one hex of each other as the supply base buildings. These buildings are considered Level 1 in height and indestructible. The Attacker's home edge is the map edge farthest from the building group.

1D6	Force Composition
1	3 Light, 5 Medium
2	3 Light, 4 Medium, 1 Heavy
3	4 Medium, 4 Heavy
4	2 Medium, 4 Heavy, 2 Assault
5	1 Medium, 6 Heavy
6	5 Heavy, 3 Assault

Attacker

The Attacker consists of two lances of the Band of the Damned pirate group. The pirates have skills of Gunnery 3, Piloting 4 and may use any of the Opposing Unit Tables to determine their force. To determine the Band's force composition, roll on the preceding table.

The Attacker enters from his home edge. The Attacker's forces should be rolled after the Defender has selected his forces.

Defender

The Defender consists of any two lances of Sorenson's Sabres. The defending player places all of the Sabres units on the board within six hexes of the supply base.

WARCHEST

Track Cost: 400 WP, completion of Touchpoint: Udibi

Optional Bonuses (points are gained if at least one Objective is completed with the following optional rules, all bonuses cumulative):

+100 Night Combat: A lack of ambient light degrades the ability of BattleMechs to target and hit an opposing unit. Apply a +2 to-hit modifier to all weapon attacks.

+200 Tangled Forests: Hexes with Heavy Woods terrain are considered impassable and block line of sight due to the tangled roots and branches of the trees.

OBJECTIVES

1. Hammer. At least six of the Attacker's units must be crippled or killed. (**Reward: 400**)

2. Survive! At least half of the Sabre's forces must survive the track. (**Reward: 400**)

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The pirates begin using the *Forced Withdrawal* rules once half of their force is crippled or destroyed (see p. 60).

Salvage

The Defender receives salvage from this track if the first Objective is attained.

Off-Map Movement

The Defender may assign up to half its force with Off-Map movement orders. This may only occur once during the track.

AFTERMATH

Why should I be surprised we met up with the Band again? It's like karmic bad luck. This time, though, things were a little different—these guys fought differently. I can't put my finger on it, per se, but that's my gut reaction, now that it's all over. And hell, why are they so deep into the Combine? If I didn't know better, I'd think they were getting help from the inside on viable targets. But how could that be?

Well, regardless, I've notified the Warlord's office of the attack. Word is that Tai-sa *Benzinger and the Seventh Pesht is on their way to root out this verminous band once and for all. For us, it's back to our mission.*

—personal journal of Tai-i *Daniel Sorenson, November 3048*

NEXT TRACKS

Recon, Assault, Supply Run, Beachhead, Pursuit

Busosenshi Martinez heads off to check out an unidentified contact on Capra.

TOUCHPOINT: BRUNDAGE (SORENSON'S SABRES)

This is going nowhere fast. We've scoured the border from here to the Outworlds Alliance and nothing of note. Yet the ISF still insists that something's going on, as more Combine worlds have been hit by Davion raiders. I'm wondering, however, if it's more a case that both our sides are thinking along the same lines and testing each other out. I promised to continue searching, but if nothing turns up this deep into the Suns, I'm going to call this off.

Brundage is pretty deep in. If we get in over our heads, I know the DCMS won't come to bail us out, so we'll have to go in cautiously. First sign of danger, we're out. But then, that's the whole point of this operation, right?

Sometimes, duty can be a pain in the ass.

—personal journal of Tai-i *Daniel Sorenson, February 3049*

SITUATION

Outskirts of New Boyceton
Brundage, Federated Suns
23 February 3049

Following a slim lead on a heavy supply route—thanks to some timely ISF intel—Daniel now has a choice to make. He can safely pull back the Sabres to the Combine border, allowing a heavier Combine line regiment to conduct a series of raids along the border to flush out any hiding Suns forces. Or, he could execute a deep strike into the Suns, see what's around, and at the same time allow the ISF to stage a recovery of an agent who's gone to ground. Go in, blow stuff up, get out. And try not to get caught.

GAME SET-UP

The Defender sets up two mapsheets in any legal configuration. The Attacker determines his home edge, with the Defender's home edge on the opposite end of the battlefield.

Attacker

The Attacker consists of any two lances of Sorenson's Sabres. One lance enters from the Attacker's starting edge at the beginning of the first turn. The other lance enters the game from any other edge (except the Defender's home edge) at the beginning of turn four.

Defender

The Defender consists of two lances of the Third Lyran Regulars, a Lyran Commonwealth House force. The Regulars must use the Davion portion of the Opposing Forces Table. To determine the Regular's force composition, roll on the table at the top of the next column.

The Defender enters from the defender's home edge.

1D6	Force Composition
1	2 Light, 3 Medium, 5 Heavy
2	1 Light, 5 Medium, 2 Heavy
3	3 Medium, 3 Light, 2 Assault
4	4 Medium, 3 Heavy, 1 Assault
5	5 Heavy, 3 Assault
6	4 Heavy, 4 Assault

WARCHEST

Track Cost: 400 WP, completion of *Touchpoint: Capra*

Optional Bonuses (points are gained if at least one Objective is completed with the following optional rules, all bonuses cumulative):

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

+100 Heavy Rain: Rain obscures vision, so apply a +1 to-hit modifier to all weapons fire made in rainfall. Additionally, apply a +1 modifier to all Piloting Skill Rolls.

OBJECTIVES

1. Perseverance! At least half of the Sabres must survive (not Destroyed) twelve complete turns from the time they enter the battlefield. (**Reward: 500**)

2. Hammer. Cripple / destroy at least half of the Attacker's forces. (**Reward: 500**)

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Sabres are operating under the *Forced Withdrawal* rules (see p. 60).

Off-Map Movement

The Attacker may assign up to half its force with Off-Map Movement orders. This may only occur once during the track.

AFTERMATH

After the initial touchdown, it seemed that Brundage was a bust. The Sabres moved in the open, drawing attention to themselves so the ISF could insert a landing shuttle to pick up their blown mole. When the Third Lyran Regulars showed up to engage Sorenson, it re-enforced the growing power of the Federated Commonwealth and the unified militaries of House Davion and House Steiner.

The Sabres were able to pull back in time before any serious damage was done, though Benton's *Mongoose* was going to need a new arm, and Sorenson's *Hatamoto-Chi* lost one of its experimental autocannons. It was worth it, however, as that ISF agent did indeed have some important information.

It seems the Fox's Teeth were striking deep into the Combine, raiding at whim through the Galedon District. Their home base? Benet III.

NEXT TRACKS

Supply Run, Assault, Defend, Pursuit, Touchpoint: Dust-up

TOUCHPOINT: DUST-UP

The problem with being the best is that there is always somebody out there who is willing to take you on—somebody with something to prove. Usually there is no problem—you pound them some and send them on their way with a deflated ego and a few bruises. But sometimes the other team actually is almost as good as they think they are.

When Captain McKinnon told us we were going up against Sorenson's Sabres we all knew that things were going to get interesting—in the Chinese sense.

—from the Journals of Daniel Alison Waylen (3049)

SITUATION

Aurora Badlands
Benet III, Federated Commonwealth
7 June 3049

Fox's Teeth only recently arrived back at their station on Benet III from an exhausting tour along the Combine border when the system's small nadir point station alerted the planet of an incoming DropShip bearing Kurita colors. The unit's markings identify it as the *Marrakesh Express*, known to be in service with Sorenson's Sabres.

On the morning of 7 June, the two companies collided on the Aurora Badlands. At stake were the personal bragging rights of both commands.

GAME SET-UP

The Defender sets up two mapsheets in any legal configuration. The Attacker determines his home edge, with the Defender's home edge on the opposite end of the battlefield.

Attacker

The Attacker consists of Sorenson's Sabres. If the Sabres are the player's force, then up to twelve 'Mechs may be used under the current campaign setup the players have been using. Otherwise, use the 3049 TO&E listed for the Sabres (see p. 17). The Attacker enters from his home edge.

Defender

The Defender consists of Fox's Teeth. If the Raiders are the player's force, then up to twelve 'Mechs may be used under the current campaign setup the players have been using. Otherwise, use the 3049 TO&E listed for the Raiders (see p. 17). The Defender enters from his home edge.

WARCHEST

Track Cost: 600 WP, completion of either Touchpoint: Cassias or Touchpoint: Brundage

Optional Bonuses (points are gained if at least one Objective is completed with the following optional rules, all bonuses cumulative):

+150 Electromagnetic Storm: Add +1 to all to-hit rolls due to heavy sensor interference from the Badlands.

OBJECTIVES

1. Hammer. Cripple / destroy at least half of the opposing force. (**Reward: 600**)

2. No quarter. Cripple / destroy all of the opposing forces. (**Reward: 800**)

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

Both forces are operating under the *Forced Withdrawal* rules (see p. 60).

Salvage

The winner receives salvage from this track if the second Objective is attained.

Off-Map Movement

Both forces may assign up to half their forces with Off-Map movement orders. This may only occur once during the track.

AFTERMATH

Both companies hammered into each other, no quarter asked or given. Each side had something to prove—both to themselves, to each other, and to their respective nations. When the smoke cleared, both the Sabres and the Raiders would claim victory over the other, but deep down both Daniel Sorenson and Ian McKinnon knew that one wrong move, one misstep and the battle would've been different. One thing both forces would take away from this, however, was respect.

As both the Federated Suns and Draconis Combine examined the intelligence, it became clear that neither side was planning on launching a major offensive any time soon. With the threat of war diminished, the frontier returned to armed watchfulness—at least for now. Theodore Kurita assigned his son Hohiro to a Periphery post, and Hanse Davion reciprocated by sending Victor to Trell I. The Inner Sphere's two most powerful warlords were indicating that they were willing to let the final battle for the Inner Sphere be fought by their successors.

But then rumblings along the Periphery border bespoke of alien invaders and unstoppable BattleMechs capable of eradicating whole regiments. With each rumor came the kernel of truth—and that truth would change the face of the Inner Sphere forever.

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: HNT-151 HORNET

Movement Points:
- **Walking:** 5
- **Running:** 8
- **Jumping:** 5

Tonnage: 20
Tech Base: Inner Sphere 2760

Weapons & Equipment Inventory (hexes)

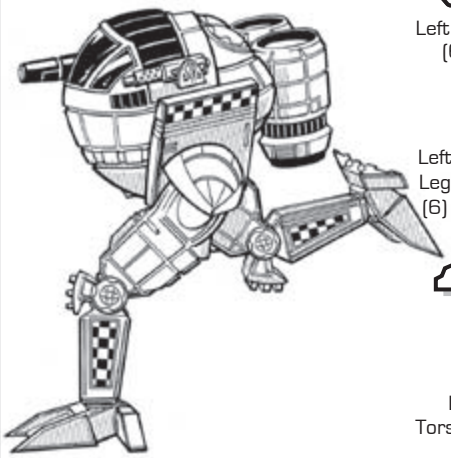
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	RT	2	1/Msl	6	7	14	21
1	Medium Laser	RA	3	5	—	3	6	9
1	Small Laser	LA	1	3	—	1	2	3

WARRIOR DATA

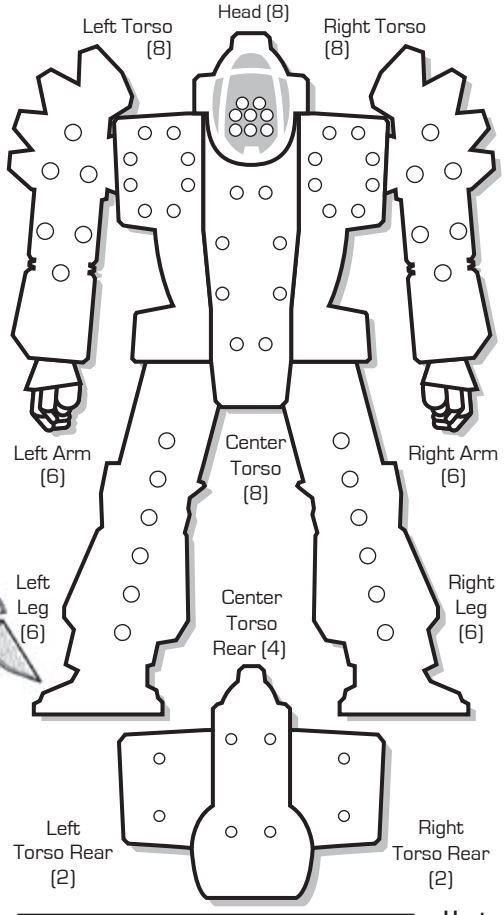
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Small Laser
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Torso

1-3:
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Ammo (LRM 5) 24
5. Roll Again
6. Roll Again

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

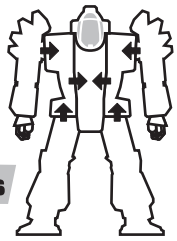
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

4-6:
1. Gyro
2. Engine
3. Engine
4. Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Torso

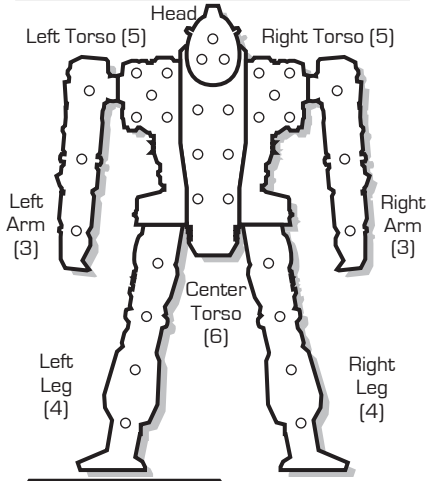
1-3:
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. LRM 5
5. Roll Again
6. Roll Again

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

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. 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 Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	−5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	−4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	−3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: COM-2D COMMANDO

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

Tonnage: 25
Tech Base: Inner Sphere 2463

Weapons & Equipment Inventory (hexes)

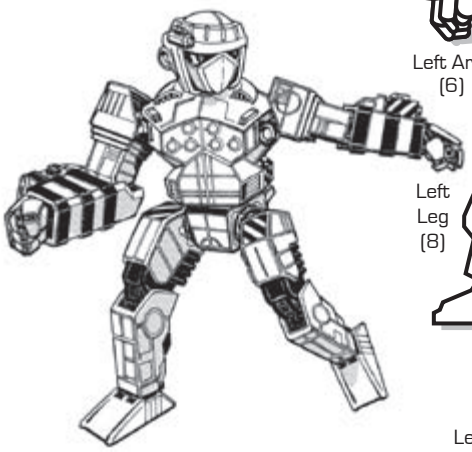
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	CT	4	2/Msl	—	3	6	9
1	SRM 4	RA	3	2/Msl	—	3	6	9
1	Medium Laser	LA	3	5	—	3	6	9

WARRIOR DATA

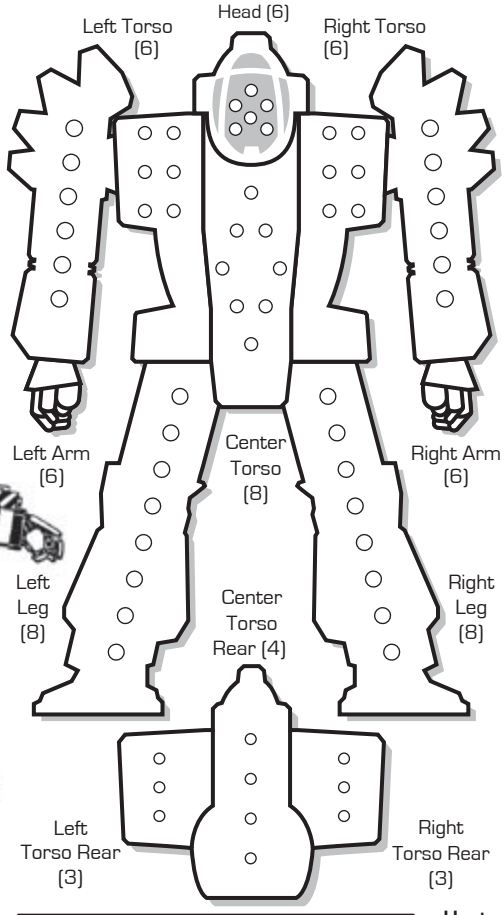
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

1-3
1. Single Heat Sink
2. Single Heat Sink
3. Ammo (SRM 6) 15
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Leg

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

Head

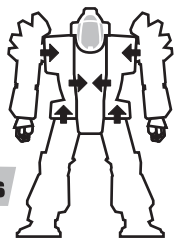
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. Engine
3. Engine
4. Engine
5. SRM 6
6. SRM 6

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



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 4
6. Roll Again

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

Right Torso

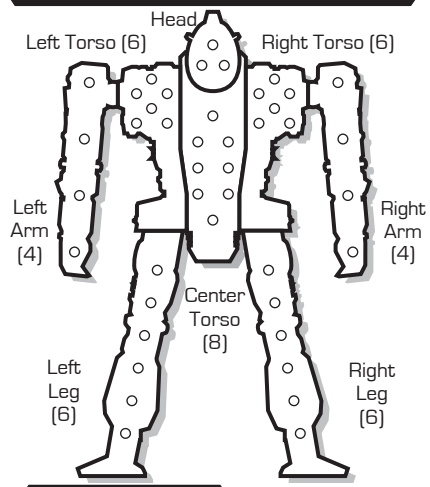
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Ammo (SRM 4) 25
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: MON-67 MONGOOSE

Movement Points:
- **Walking:** 8
- **Running:** 12
- **Jumping:** 0

Tonnage: 25

Tech Base: Inner Sphere 3035

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	—	3	6	9
1	Medium Laser	LA	3	5	—	3	6	9
1	Medium Laser	CT	3	5	—	3	6	9
1	Small Laser	H	1	3	—	1	2	3

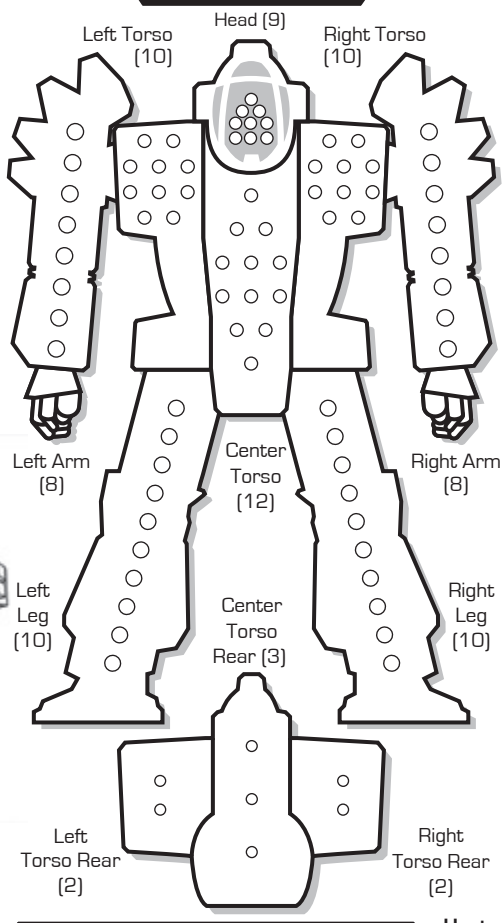
WARRIOR DATA

Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

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

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

Left Leg

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

Head

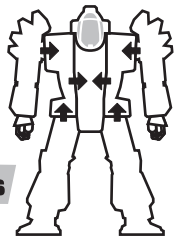
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. Engine
3. Engine
4. Engine
5. Medium Laser
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

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

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

Right Torso

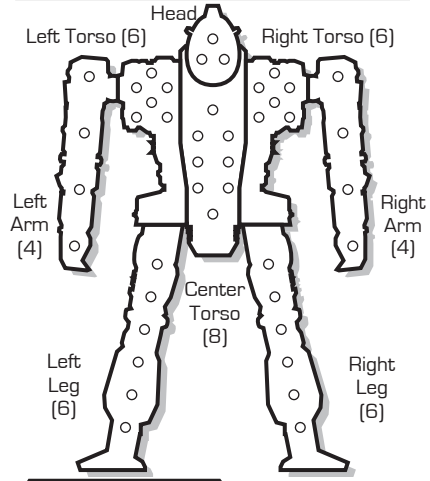
1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: JVN-10N JAVELIN

Movement Points:		Tonnage:	30
Walking:	6	Tech Base:	Inner Sphere 2751
Running:	9		
Jumping:	6		

Weapons & Equipment Inventory (hexes)

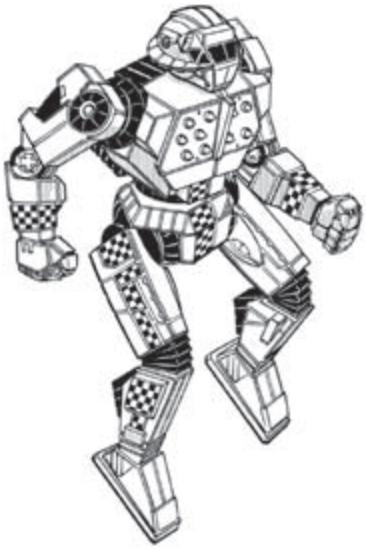
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LT	4	2/Msl	—	3	6	9
1	SRM 6	RT	4	2/Msl	—	3	6	9

WARRIOR DATA

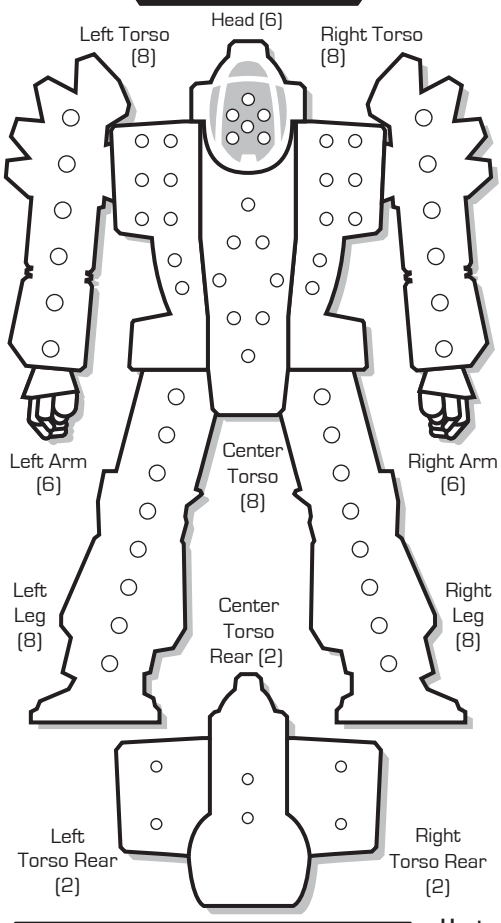
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

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

Left Torso

1-3:
1. Single Heat Sink
2. SRM 6
3. SRM 6
4. Ammo (SRM 6) 15
5. Roll Again
6. Roll Again

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

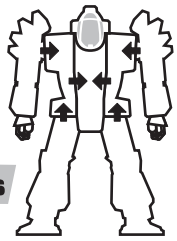
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

4-6:
1. Gyro
2. Engine
3. Engine
4. Engine
5. Jump Jet
6. Jump Jet

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

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

Right Torso

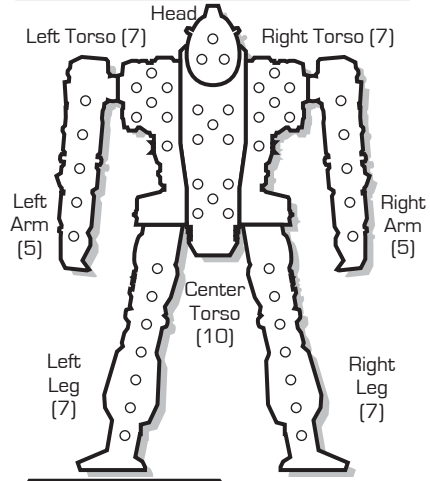
1-3:
1. Single Heat Sink
2. Single Heat Sink
3. SRM 6
4. SRM 6
5. Ammo (SRM 6) 15
6. Roll Again

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

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. 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 Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	−5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	−4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	−3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: SDR-5K SPIDER

Movement Points:
- **Walking:** 8
- **Running:** 12
- **Jumping:** 6

Tonnage: 30
Tech Base: Inner Sphere 2650

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5	0	3	6	9
1	Machine Gun	RA	0	2	0	1	2	3
1	Machine Gun	LA	0	2	0	1	2	3

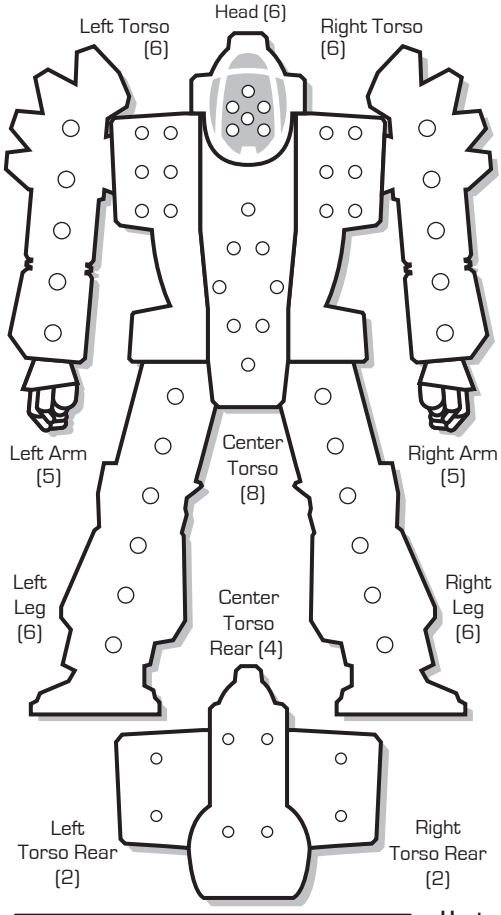
WARRIOR DATA

Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Machine Gun
6. Roll Again

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

Left Torso

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

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

Left Leg

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

Head

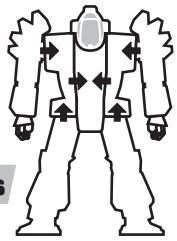
1. Life Support
2. Sensors
3. Cockpit
4. Single Heat Sink
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. Engine
3. Engine
4. Engine
5. Medium Laser
6. Ammo (MG) 200

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



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Machine Gun
6. Roll Again

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

Right Torso

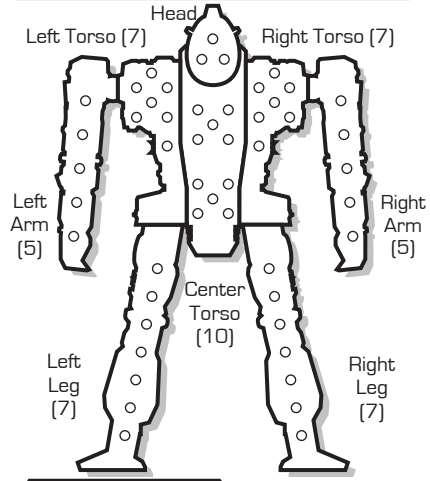
1-3
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: JR-7K JENNER GRACE

Movement Points:
- **Walking:** 7
- **Running:** 11
- **Jumping:** 5

Tonnage: 35

Tech Base: Inner Sphere (Prototype) 3039

Weapons & Equipment Inventory (hexes)

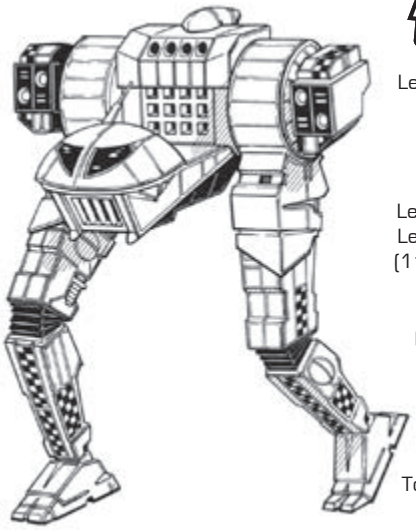
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	NARC	LT	0	—	0	3	6	9

WARRIOR DATA

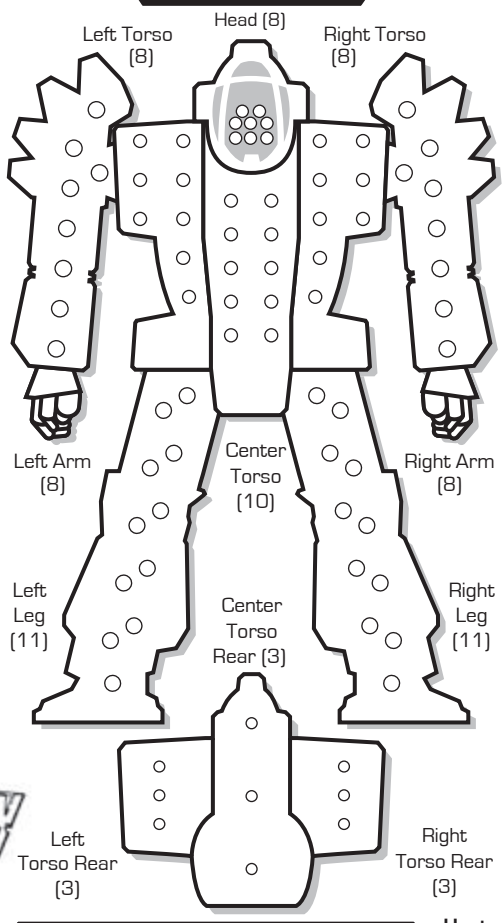
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

1-3:
1. Jump Jet
2. Jump Jet
3. NARC
4. NARC
5. Ammo (NARC) 6
6. Ammo (NARC) 6

4-6:
1. Ammo (NARC) 6
2. Ferro-Fibrous-P
3. Ferro-Fibrous-P
4. Ferro-Fibrous-P
5. Ferro-Fibrous-P
6. Ferro-Fibrous-P

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous-P
6. Ferro-Fibrous-P

Head

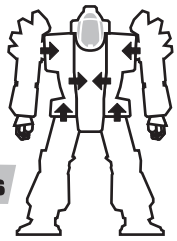
1. Life Support
2. Sensors
3. Cockpit
4. Single Heat Sink
5. Sensors
6. Life Support

Center Torso

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

4-6:
1. Gyro
2. Engine
3. Engine
4. Engine
5. Jump Jet
6. Ferro-Fibrous-P

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



Damage Transfer Diagram

Right Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Medium Laser
4. Endo Steel-P
5. Endo Steel-P
6. Endo Steel-P

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

Right Torso

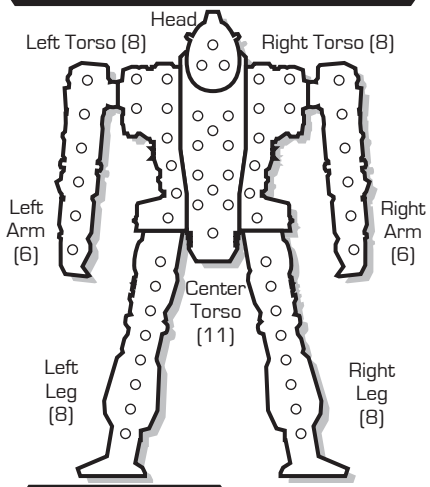
1-3:
1. Jump Jet
2. Jump Jet
3. Endo Steel-P
4. Endo Steel-P
5. Endo Steel-P
6. Endo Steel-P

4-6:
1. Endo Steel-P
2. Endo Steel-P
3. Endo Steel-P
4. Endo Steel-P
5. Endo Steel-P
6. Endo Steel-P

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel-P
6. Endo Steel-P

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: PNT-9R PANTHER

Movement Points:		Tonnage:	35
Walking:	4	Tech Base:	Inner Sphere 2739
Running:	6		
Jumping:	4		

Weapons & Equipment Inventory (hexes)

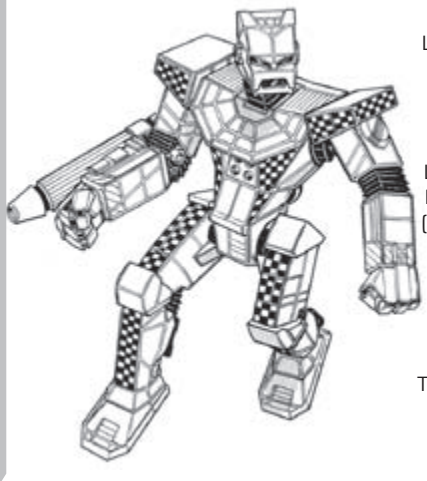
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	SRM 4	CT	3	2/Msl	—	3	6	9

WARRIOR DATA

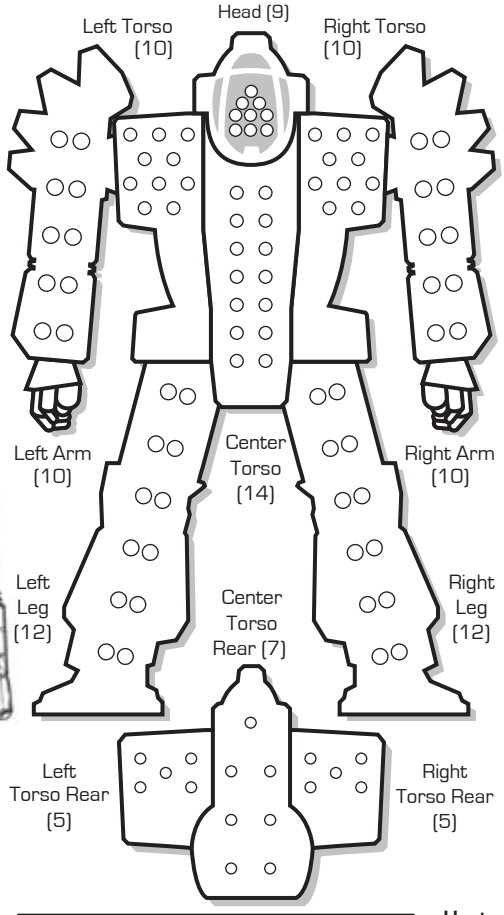
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

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

Left Torso

1-3:
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Ammo (SRM 4) 25
6. Roll Again

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

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

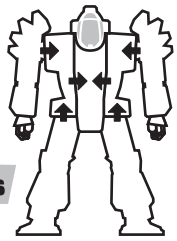
Center Torso

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

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

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

WK GAMES



Damage Transfer Diagram

Right Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. PPC
6. PPC

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

Right Torso

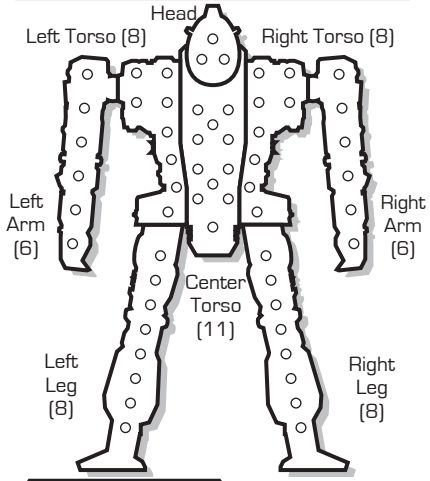
1-3:
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Roll Again
6. Roll Again

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

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. 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: 13 Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	○○
26	Shutdown, avoid on 10+	○○
25	−5 Movement Points	○○
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	−4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	−3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: WLF-1 WOLFHOUND

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

Tonnage: 35

Tech Base: Inner Sphere 3028

Weapons & Equipment Inventory (hexes)

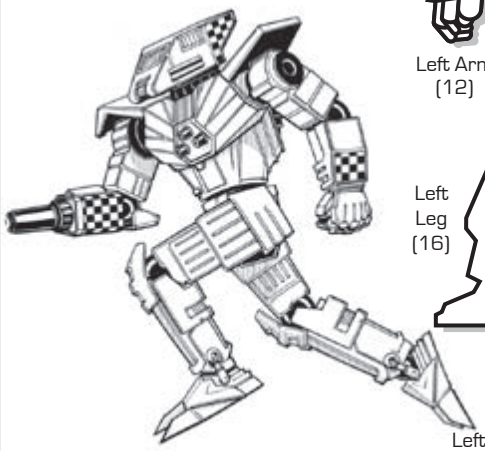
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	—	5	10	15
1	Medium Laser	RT	3	5	—	3	6	9
1	Medium Laser	CT	3	5	—	3	6	9
1	Medium Laser	CT (R)	3	5	—	3	6	9
1	Medium Laser	LT	3	5	—	3	6	9

WARRIOR DATA

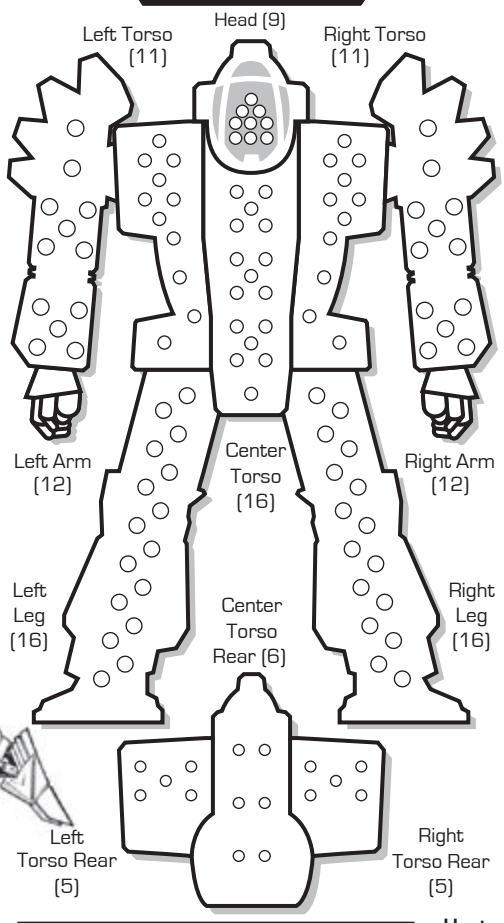
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

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

Left Torso

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

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

Left Leg

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

Head

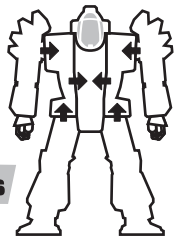
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

4-6:
1. Gyro
2. Engine
3. Engine
4. Engine
5. Medium Laser (R)
6. Medium Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
6. Roll Again

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

Right Torso

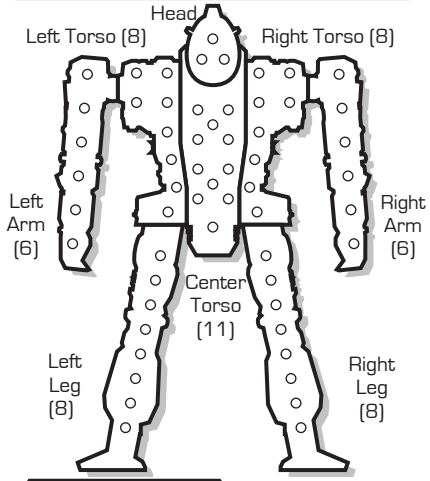
1-3:
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: ASN-21 ASSASSIN

Movement Points:
- **Walking:** 7
- **Running:** 11
- **Jumping:** 7

Tonnage: 40
Tech Base: Inner Sphere 2593

Weapons & Equipment Inventory (hexes)

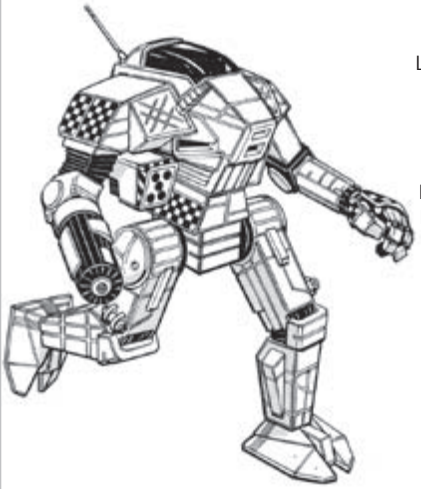
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	—	3	6	9
1	LRM 5	RT	2	1/Msl	6	7	14	21
1	SRM 2	LT	2	2/Msl	—	3	6	9

WARRIOR DATA

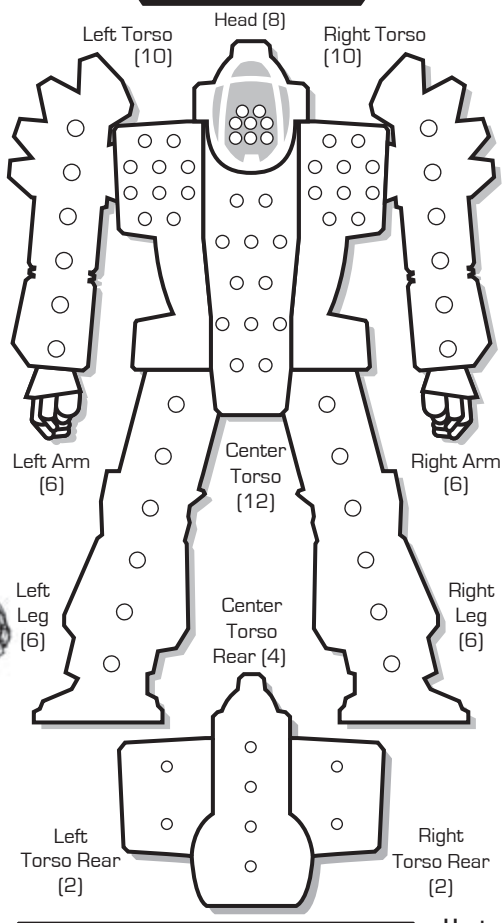
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

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

Left Torso

1-3:
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. SRM 2
5. Ammo (SRM 2) 50
6. Roll Again

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

Left Leg

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

Head

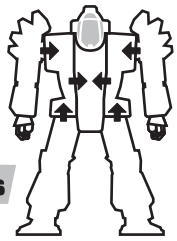
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

4-6:
1. Gyro
2. Engine
3. Engine
4. Engine
5. Jump Jet
6. Roll Again

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



Damage Transfer Diagram

Right Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Roll Again
6. Roll Again

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

Right Torso

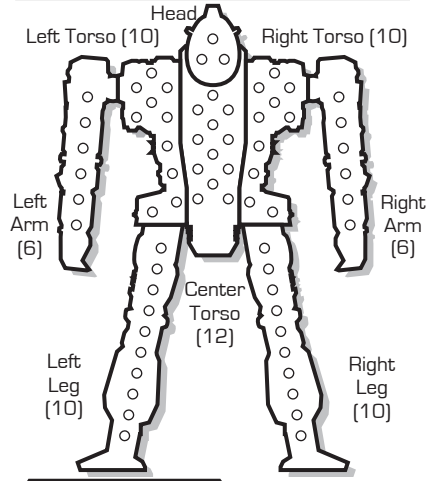
1-3:
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. LRM 5
5. Ammo (LRM 5) 24
6. Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: HER-4K HERMES III

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

Tonnage: 40
Tech Base: Inner Sphere 2789

Weapons & Equipment Inventory (hexes)

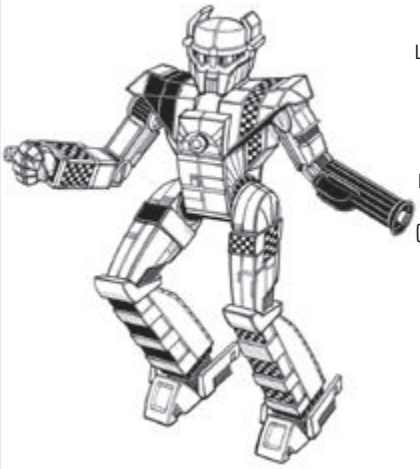
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LT	8	8	—	5	10	15
1	Large Laser	RT	8	8	—	5	10	15

WARRIOR DATA

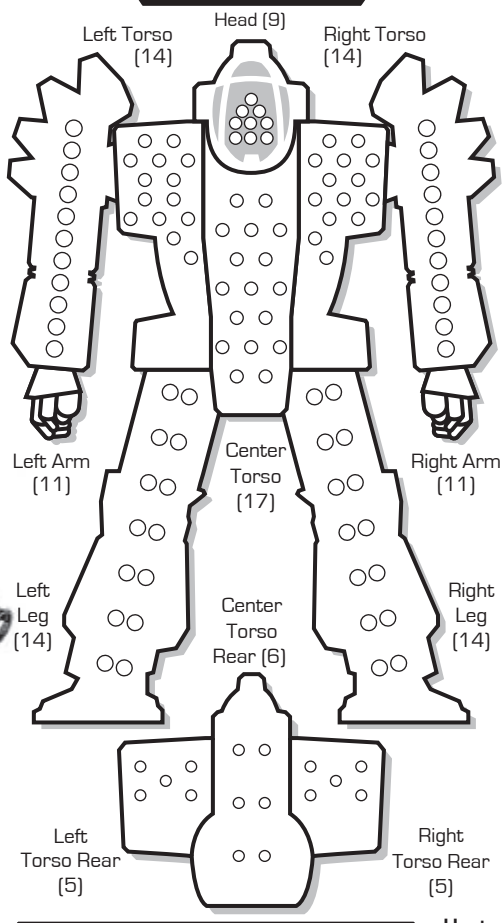
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

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

Left Torso

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

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

Left Leg

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

Head

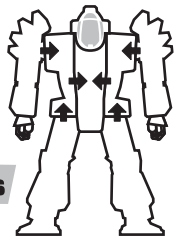
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

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

Right Torso

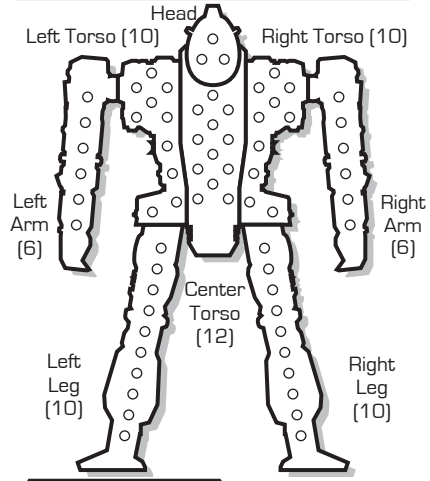
1-3:
1. Large Laser
2. Large Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	○○
26	Shutdown, avoid on 10+	
25	−5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	−4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	−3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: WTH-1 WHITWORTH

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

Tonnage: 40
Tech Base: Inner Sphere 2610

Weapons & Equipment Inventory (hexes)

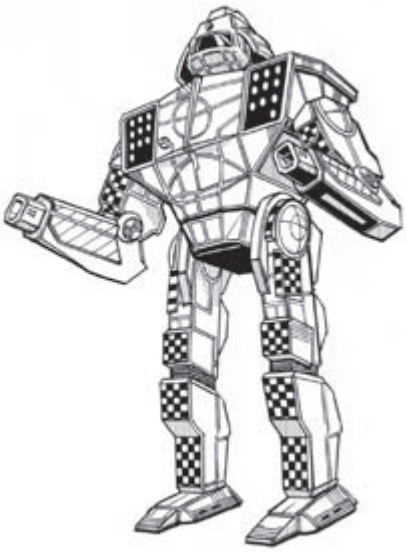
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LT	4	1/Msl	6	7	14	21
1	LRM 10	RT	4	1/Msl	6	7	14	21
1	Medium Laser	H	3	5	—	3	6	9
1	Medium Laser	RA	3	5	—	3	6	9
1	Medium Laser	LA	3	5	—	3	6	9

WARRIOR DATA

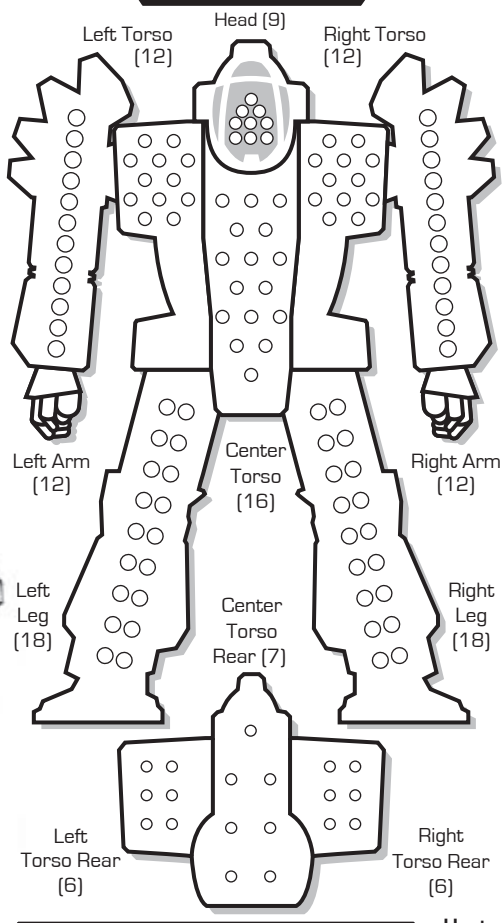
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Roll Again
6. Roll Again

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

Left Torso

1-3:
1. Single Heat Sink
2. Single Heat Sink
3. LRM 10
4. LRM 10
5. Ammo (LRM 10) 12
6. Roll Again

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

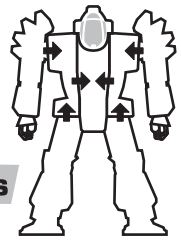
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Roll Again
6. Roll Again

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

Right Torso

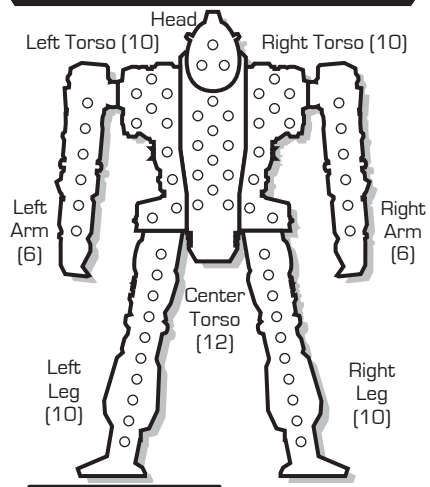
1-3:
1. Single Heat Sink
2. Single Heat Sink
3. LRM 10
4. LRM 10
5. Ammo (LRM 10) 12
6. Roll Again

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

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: HCT-3F HATCHETMAN AUSTIN

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

Tonnage: 45

Tech Base: Inner Sphere (Prototype) 3039

Weapons & Equipment Inventory (hexes)

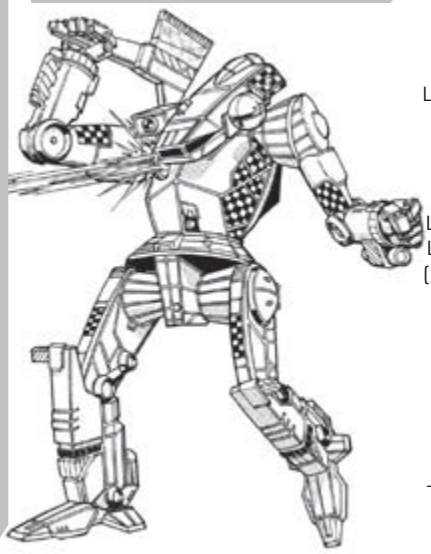
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X-P	RT	2	10	—	6	12	18
3	Medium Laser	LA	3	5	—	3	6	9
1	Hatchet	RA	—	9	—	—	—	—

WARRIOR DATA

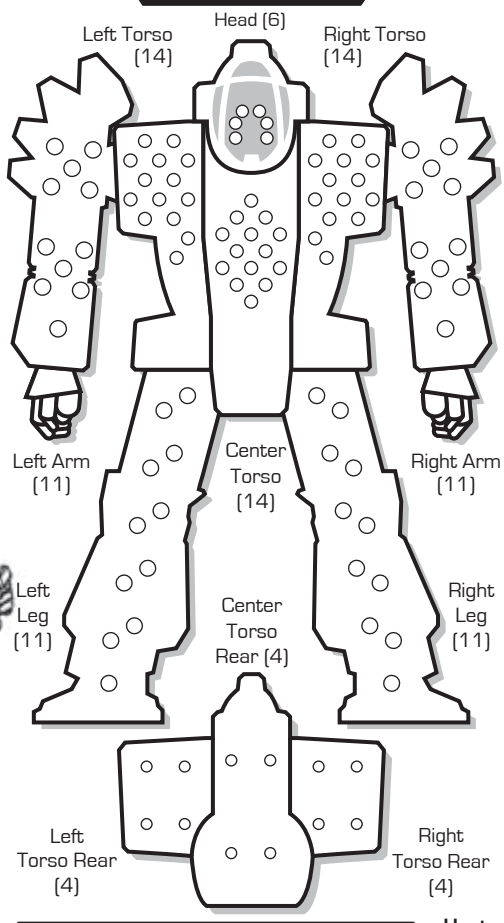
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

1-3:
1. Single Heat Sink
2. Single Heat Sink
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

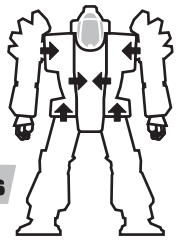
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

4-6:
1. Gyro
2. Engine
3. Engine
4. Engine
5. Ammo (LB 10-X-P) 10
6. Ammo (LB 10-X-P) 10

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



Damage Transfer Diagram

Right Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Hatchet
6. Hatchet

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

Right Torso

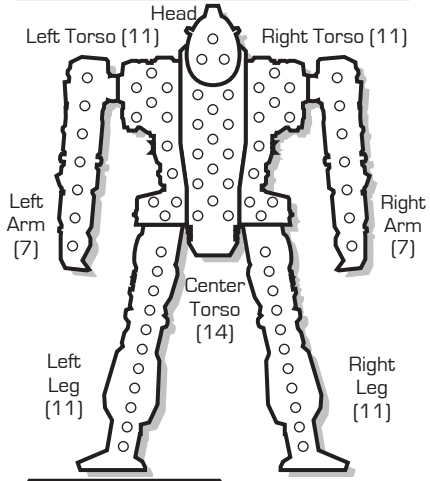
1-3:
1. Single Heat Sink
2. Single Heat Sink
3. LB 10-X-P
4. LB 10-X-P
5. LB 10-X-P
6. LB 10-X-P

4-6:
1. LB 10-X-P
2. LB 10-X-P
3. LB 10-X-P
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. 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: 11 Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	−5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	−4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	−3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: CN9-A CENTURION

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

Tonnage: 50
Tech Base: Inner Sphere 2801

Weapons & Equipment Inventory (hexes)

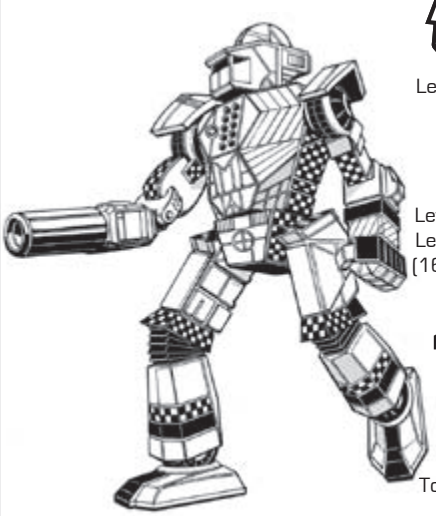
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon 10	RA	3	10	—	5	10	15
1	LRM 10	LT	4	1/Msl	6	7	14	21
1	Medium Laser	CT	3	5	—	3	6	9
1	Medium Laser	CT (R)	3	5	—	3	6	9

WARRIOR DATA

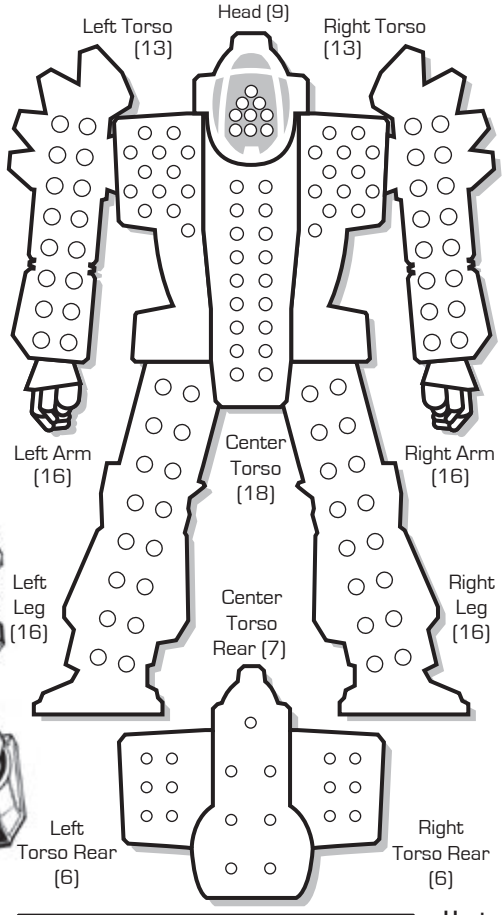
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

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

Left Torso

1-3:
1. Single Heat Sink
2. LRM 10
3. LRM 10
4. Ammo (LRM 10) 12
5. Ammo (LRM 10) 12
6. Roll Again

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

Left Leg

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

Head

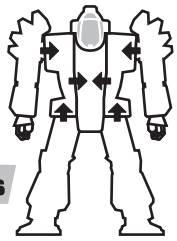
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

4-6:
1. Gyro
2. Engine
3. Engine
4. Engine
5. Medium Laser
6. Medium Laser (R)

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



Damage Transfer Diagram

Right Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Autocannon 10
5. Autocannon 10
6. Autocannon 10

4-6:
1. Autocannon 10
2. Autocannon 10
3. Autocannon 10
4. Autocannon 10
5. Roll Again
6. Roll Again

Right Torso

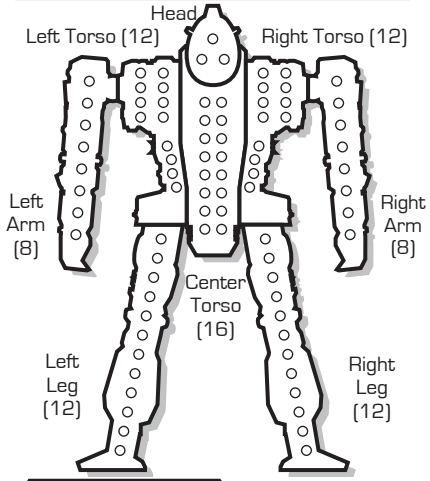
1-3:
1. Single Heat Sink
2. Ammo (AC 10) 10
3. Ammo (AC 10) 10
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: ENF-4R ENFORCER DANIEL

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

Tonnage: 50

Tech Base: Inner Sphere (Prototype) 3039

Weapons & Equipment Inventory (hexes)

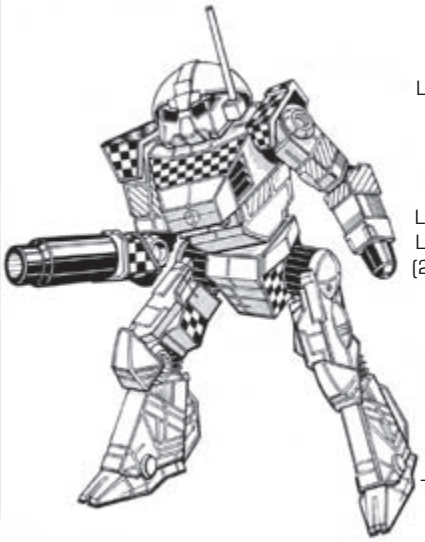
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss-X	RA	1	15	2	7	15	22
2	Medium Laser	LA	3	5	—	3	6	9
1	Small Laser	LT	1	3	—	1	2	3

WARRIOR DATA

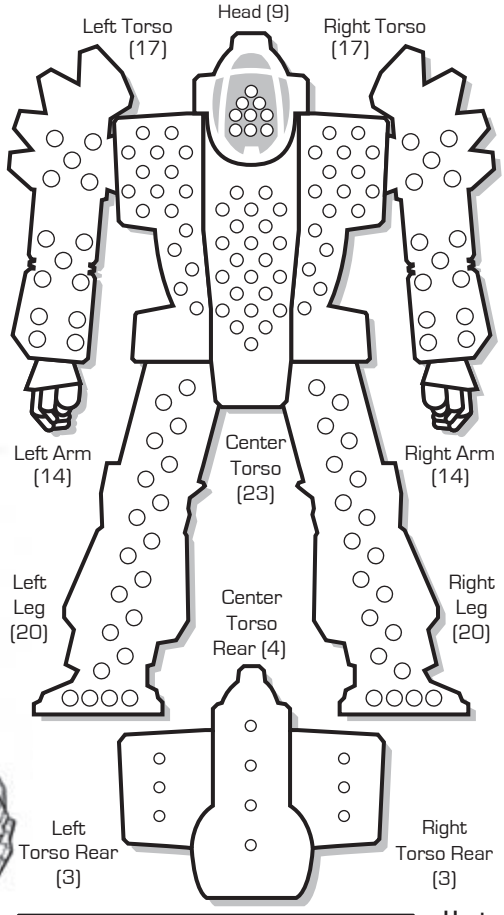
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Medium Laser
6. Roll Again

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

Left Torso

1-3:
1. Single Heat Sink
2. Single Heat Sink
3. Small Laser
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

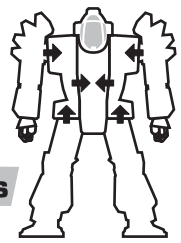
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Gauss-X
5. Gauss-X
6. Gauss-X

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

Right Torso

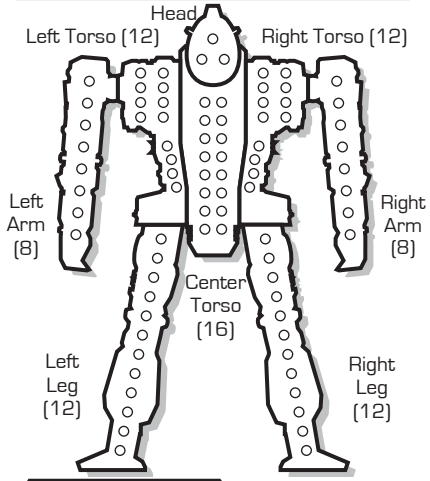
1-3:
1. Single Heat Sink
2. Ammo (Gauss-X) 8
3. Ammo (Gauss-X) 8
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: HBK-4G HUNCHBACK SHAKIR

Movement Points:		Tonnage:	50
Walking:	4	Tech Base:	Inner Sphere (Prototype) 3039
Running:	6		
Jumping:	0		

Weapons & Equipment Inventory (hexes)

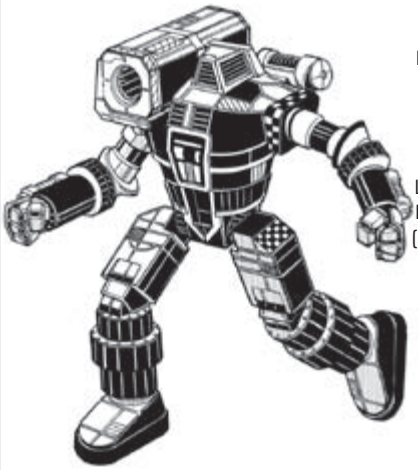
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MPL-P	RA	4+1D6	6	—	2	4	6
1	MPL-P	LA	4+1D6	6	—	2	4	6
1	Autocannon 10	RT	3	10	—	5	10	15
1	Small Laser	H	1	3	—	1	2	3

WARRIOR DATA

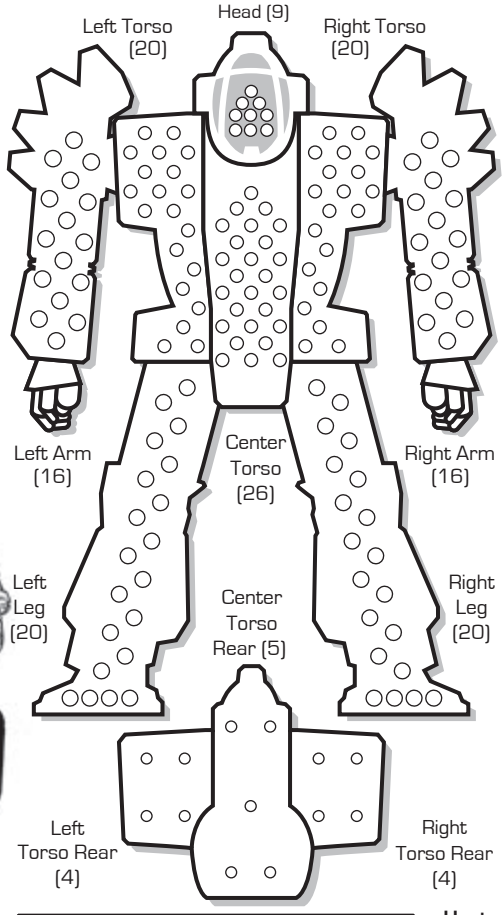
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. MPL-P
6. Roll Again

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

Left Torso

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

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

Left Leg

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

Head

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

Center Torso

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

4-6:
1. Gyro
2. Engine
3. Engine
4. Engine
5. Single Heat Sink
6. Roll Again

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

Right Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. MPL-P
6. Roll Again

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

Right Torso

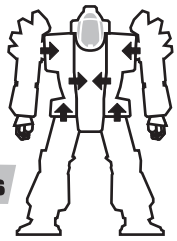
1-3:
1. Autocannon 10
2. Autocannon 10
3. Autocannon 10
4. Autocannon 10
5. Autocannon 10
6. Autocannon 10

4-6:
1. Autocannon 10
2. Ammo (AC 10) 10
3. Ammo (AC 10) 10
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

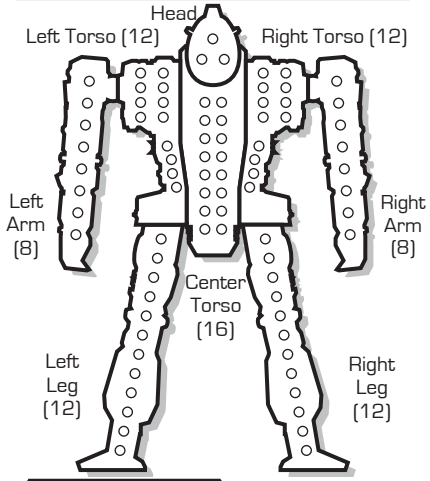
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

WK GAMES



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: TBT-5K TREBUCHET

Movement Points:
- **Walking:** 5
- **Running:** 8
- **Jumping:** 0

Tonnage: 50
Tech Base: Inner Sphere 3025

Weapons & Equipment Inventory (hexes)

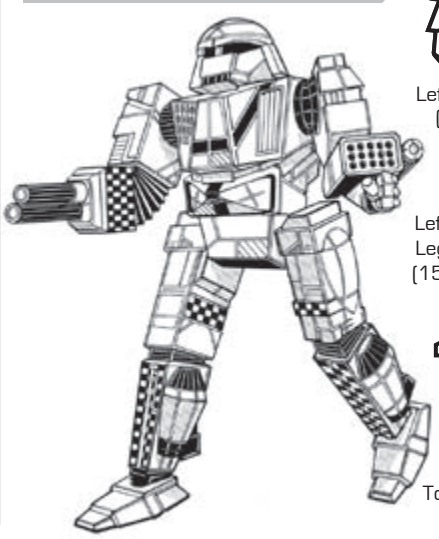
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RT	10	10	3	6	12	18
1	Autocannon 5	LT	1	5	3	6	12	18
1	SRM 2	RA	2	2/Msl	—	3	6	9

WARRIOR DATA

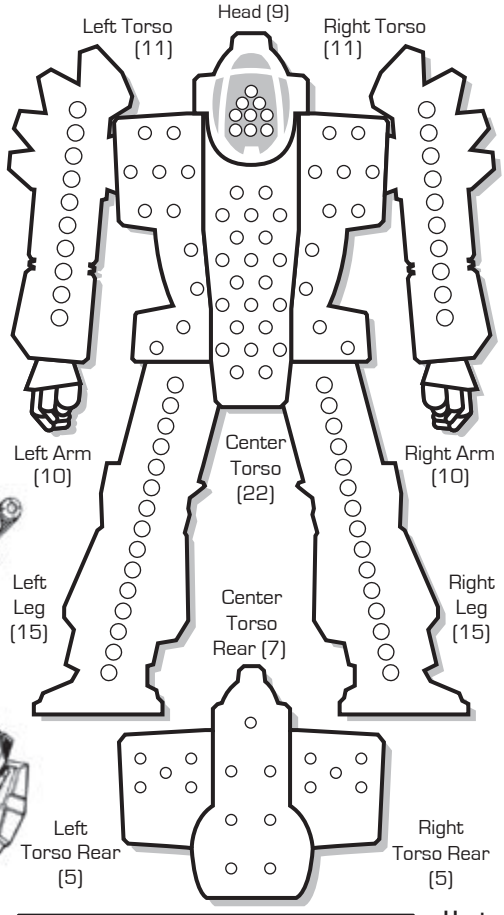
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

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

Left Torso

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

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

Left Leg

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

Head

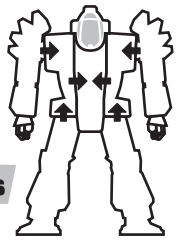
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

4-6:
1. Gyro
2. Engine
3. Engine
4. Engine
5. Single Heat Sink
6. Roll Again

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



Damage Transfer Diagram

Right Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. SRM 2
5. Ammo (SRM 2) 50
6. Roll Again

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

Right Torso

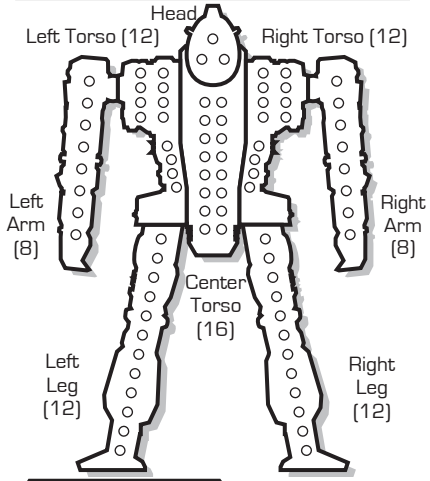
1-3:
1. PPC
2. PPC
3. PPC
4. Ammo (AC 5) 20
5. Roll Again
6. Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 Single
30	Shutdown	○○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	−5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	−4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	−3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	
10	−2 Movement Points	
8	+1 Modifier to Fire	
5	−1 Movement Points	

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: DV-6M DERVISH

Movement Points:
- **Walking:** 5
- **Running:** 8
- **Jumping:** 5

Tonnage: 55
Tech Base: Inner Sphere 2520

Weapons & Equipment Inventory (hexes)

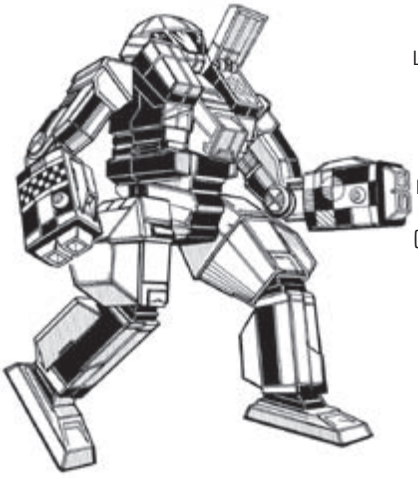
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LT	4	1/Msl	6	7	14	21
1	LRM 10	RT	4	1/Msl	6	7	14	21
1	Medium Laser	LA	3	5	—	3	6	9
1	Medium Laser	RA	3	5	—	3	6	9
1	SRM 2	LA	2	2/Msl	—	3	6	9
1	SRM 2	RA	2	2/Msl	—	3	6	9

WARRIOR DATA

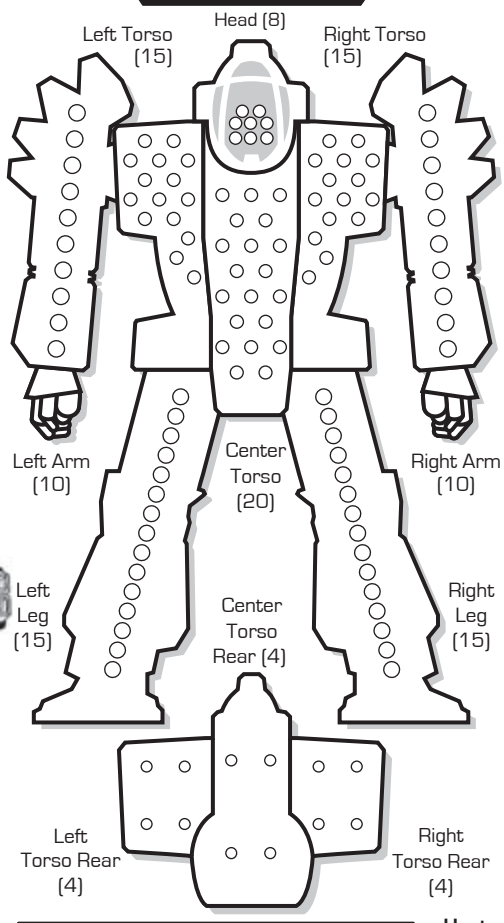
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. SRM 2
6. Ammo (SRM 2) 50

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

Left Torso

1-3:
1. LRM 10
2. LRM 10
3. Ammo (LRM 10) 12
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

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

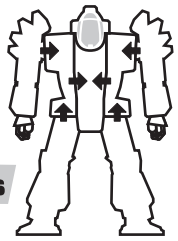
Center Torso

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

4-6:
1. Gyro
2. Engine
3. Engine
4. Engine
5. Jump Jet
6. Roll Again

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

WK GAMES



Damage Transfer Diagram

Right Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. SRM 2
6. Ammo (SRM 2) 50

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

Right Torso

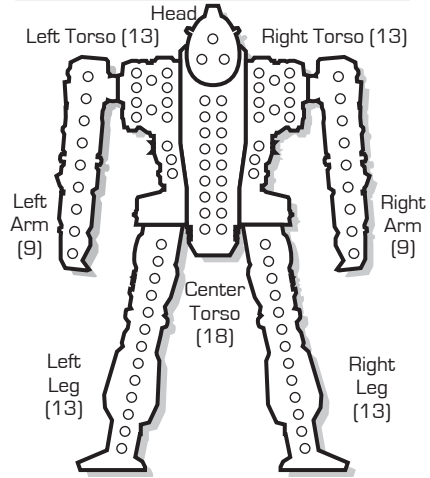
1-3:
1. LRM 10
2. LRM 10
3. Ammo (LRM 10) 12
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: DRG-5K GRAND DRAGON EMORY

Movement Points:		Tonnage:	60
Walking:	5	Tech Base:	Inner Sphere (Prototype) 3039
Running:	8		
Jumping:	0		

Weapons & Equipment Inventory (hexes)

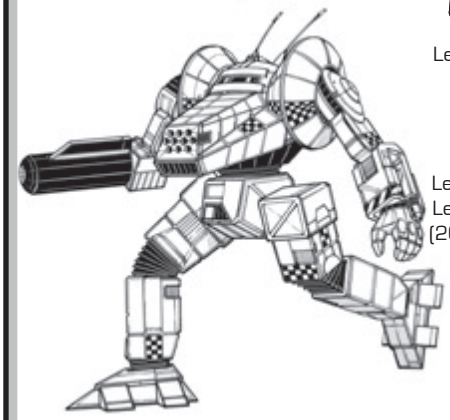
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser-P	RA	12+1D6	8	—	7	14	19
1	Medium Laser	LA	3	5	—	3	6	9
1	LRM 15	LT	5	1/Msl	6	7	14	21

WARRIOR DATA

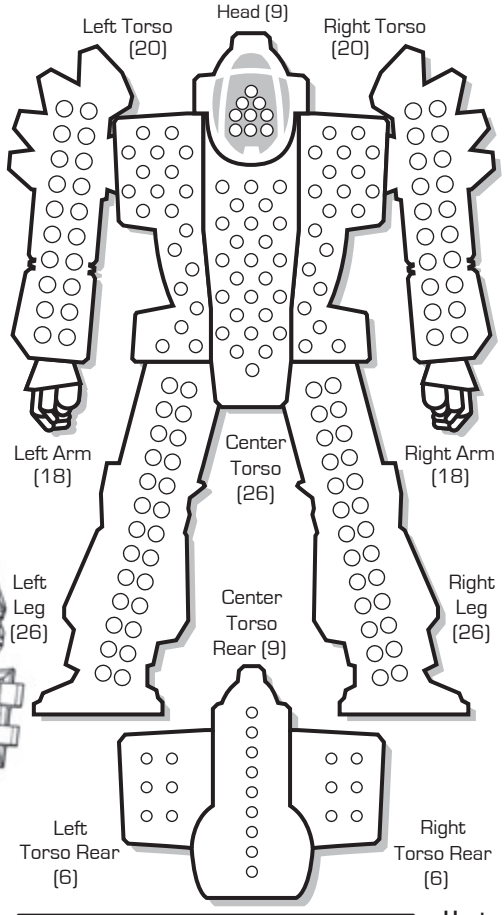
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

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

Left Torso

1-3:
1. Double Heat Sink-P
2. Double Heat Sink-P
3. Double Heat Sink-P
4. Double Heat Sink-P
5. Double Heat Sink-P
6. Double Heat Sink-P

4-6:
1. LRM 15
2. LRM 15
3. LRM 15
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. CASE

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel-P
6. Endo Steel-P

Head

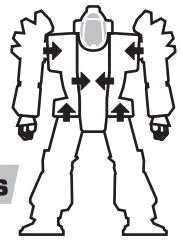
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel-P
5. Sensors
6. Life Support

Center Torso

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

4-6:
1. Gyro
2. Engine
3. Engine
4. Engine
5. Endo Steel-P
6. Endo Steel-P

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



Damage Transfer Diagram

Right Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Large Laser-P
5. ER Large Laser-P
6. Roll Again

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

Right Torso

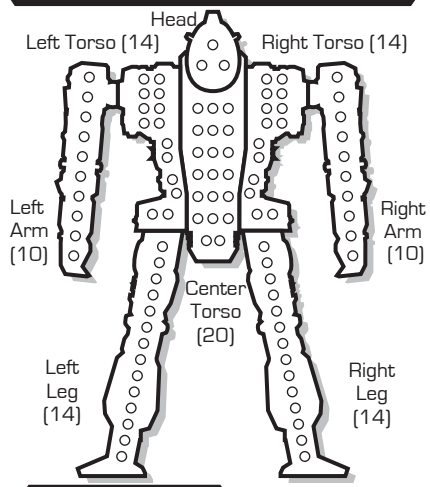
1-3:
1. Double Heat Sink-P
2. Double Heat Sink-P
3. Double Heat Sink-P
4. Endo Steel-P
5. Endo Steel-P
6. Endo Steel-P

4-6:
1. Endo Steel-P
2. Endo Steel-P
3. Endo Steel-P
4. Endo Steel-P
5. Endo Steel-P
6. Endo Steel-P

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel-P
6. Endo Steel-P

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Sinks: 12 + 3 (18)

Double-P ○○○

Single ○○○ ○○○ ○○○ ○○○

Heat Scale

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: JM6-S JAGERMECH

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

Tonnage: 65

Tech Base: Inner Sphere 2774

Weapons & Equipment Inventory (hexes)

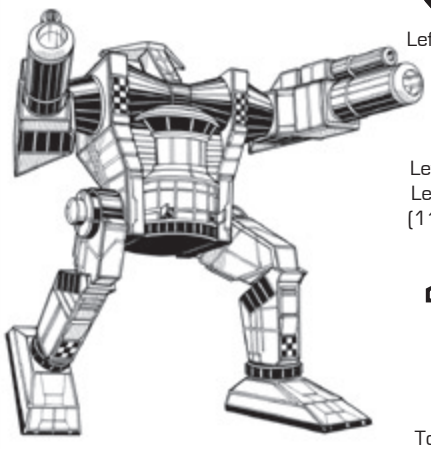
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon 5	RA	1	5	3	6	12	18
1	Autocannon 5	LA	1	5	3	6	12	18
1	Autocannon 2	RA	1	2	4	8	16	24
1	Autocannon 2	LA	1	2	4	8	16	24
1	Medium Laser	RT	3	5	—	3	6	9
1	Medium Laser	LT	3	5	—	3	6	9

WARRIOR DATA

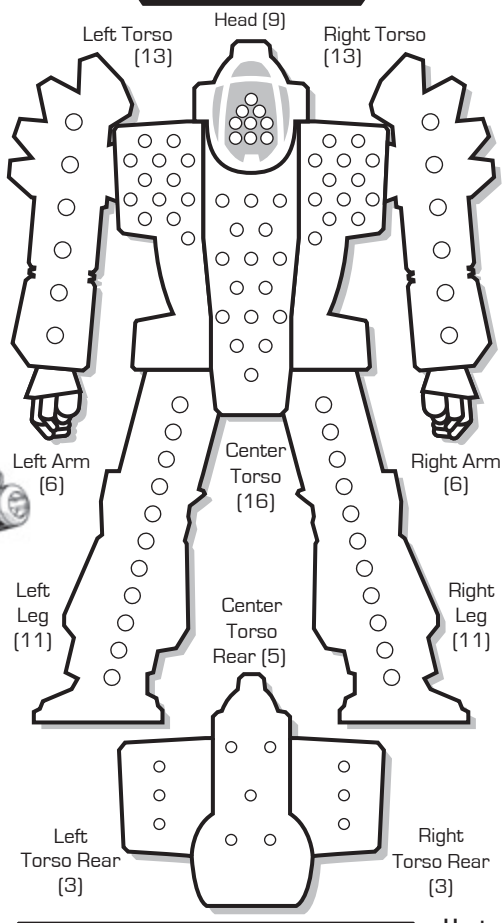
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Autocannon 5 (1-3)
4. Autocannon 5
5. Autocannon 5
6. Autocannon 5

1. Autocannon 2 (4-6)
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Medium Laser
2. Ammo (AC 5) 20
3. Roll Again (1-3)
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Leg

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

Head

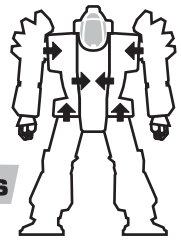
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Engine
2. Engine
3. Engine (1-3)
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine (4-6)
4. Engine
5. Ammo (AC 2) 45
6. Roll Again

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Autocannon 5 (1-3)
4. Autocannon 5
5. Autocannon 5
6. Autocannon 5

1. Autocannon 2 (4-6)
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

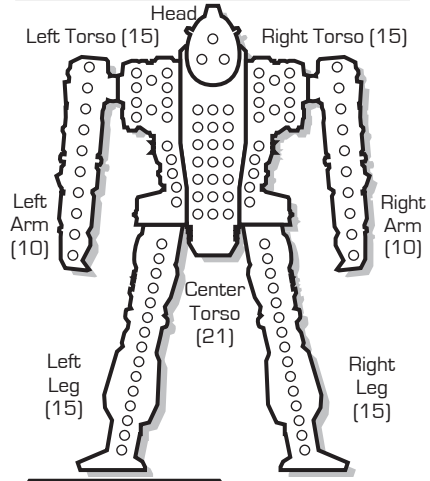
1. Medium Laser
2. Ammo (AC 5) 20
3. Roll Again (1-3)
4. Roll Again
5. Roll Again
6. Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: CTF-2X CATAPHRACT GEORGE

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

Tonnage: 70

Tech Base: Inner Sphere (Prototype) 3039

Weapons & Equipment Inventory (hexes)

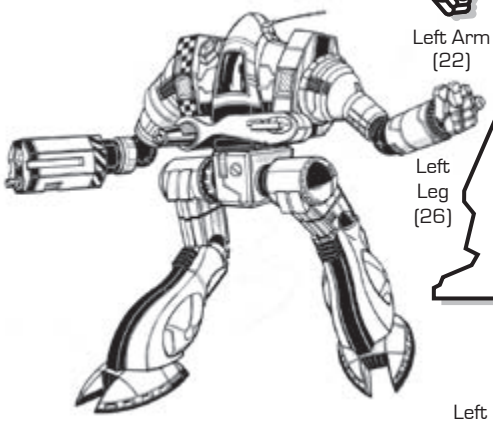
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER-LL-P	RA	12+1D6	8	—	7	14	19
1	SRM 4	LA	3	2/Msl	—	3	6	9
1	Autocannon 10	RT	3	10	—	5	10	15
1	Medium Laser	RT	3	5	—	3	6	9
1	Medium Laser	LT	3	5	—	3	6	9

WARRIOR DATA

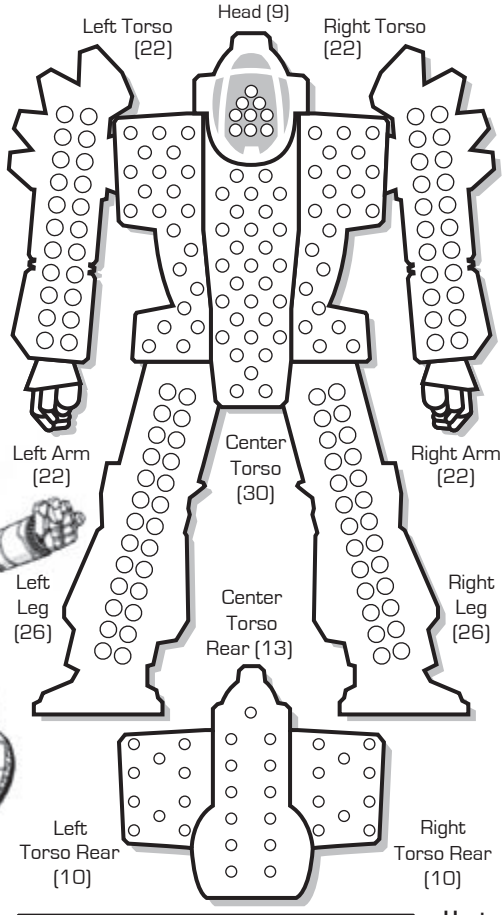
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 4
6. Roll Again

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

Left Torso

1-3:
1. Double Heat Sink-P
2. Double Heat Sink-P
3. Double Heat Sink-P
4. Double Heat Sink-P
5. Double Heat Sink-P
6. Double Heat Sink-P

4-6:
1. Medium Laser
2. Ammo (SRM 4) 25
3. Ammo (AC 10) 10
4. Ammo (AC 10) 10
5. Roll Again
6. Roll Again

Left Leg

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

Head

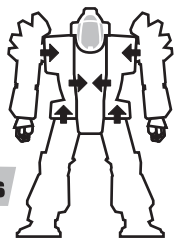
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink-P
5. Double Heat Sink-P
6. Double Heat Sink-P

4-6:
1. ER-LL-P
2. ER-LL-P
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

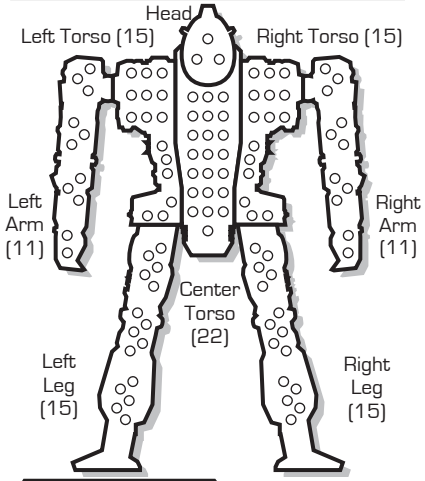
1-3:
1. Autocannon 10
2. Autocannon 10
3. Autocannon 10
4. Autocannon 10
5. Autocannon 10
6. Autocannon 10

4-6:
1. Autocannon 10
2. Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

Heat Sinks:
11 + 3 [17]

Double-P ○○○

Single ○○○ ○○○ ○○○ ○○

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: BL-6-KNT BLACK KNIGHT IAN

Movement Points:
Walking: 4 [5]
Running: 6 [8]
Jumping: 0

Tonnage: 75
Tech Base: Inner Sphere (Prototype) 3039

Weapons & Equipment Inventory (hexes)

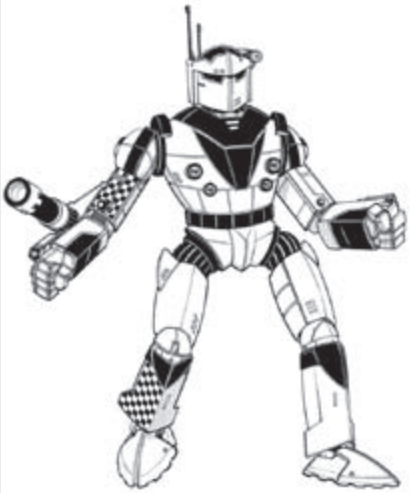
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	Large Laser	LT	8	8	—	5	10	15
1	Large Laser	RT	8	8	—	5	10	15
1	Medium Laser	LT	3	5	—	3	6	9
1	Medium Laser	RT	3	5	—	3	6	9
1	Medium Laser	LA	3	5	—	3	6	9
1	Medium Laser	RA	3	5	—	3	6	9
1	Hatchet	LA	0	15	—	—	—	—

WARRIOR DATA

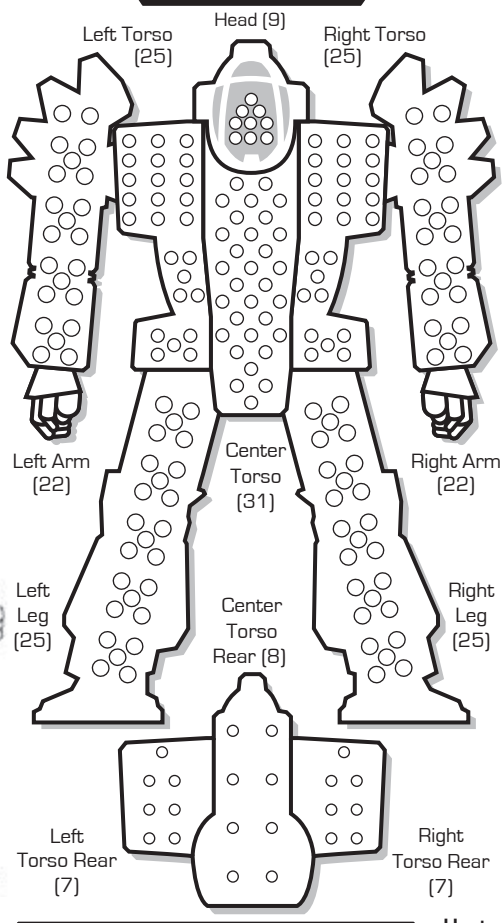
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Hatchet
6. Hatchet

4-6:
1. Hatchet
2. Hatchet
3. Hatchet
4. Medium Laser
5. Ferro-Fibrous-P
6. TSM

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

4-6:
1. Large Laser
2. Large Laser
3. Medium Laser
4. Ferro-Fibrous-P
5. Ferro-Fibrous-P
6. TSM

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. TSM
6. Ferro-Fibrous-P

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous-P
5. Sensors
6. Life Support

Center Torso
1-3:
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. Engine
3. Engine
4. Engine
5. Ferro-Fibrous-P
6. Ferro-Fibrous-P

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

Right Arm
1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. PPC
6. PPC

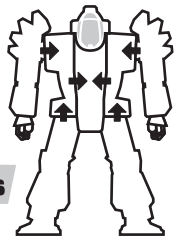
4-6:
1. PPC
2. Medium Laser
3. Ferro-Fibrous-P
4. Ferro-Fibrous-P
5. Ferro-Fibrous-P
6. TSM

Right Torso
1-3:
1. Double Heat Sink-P
2. Double Heat Sink-P
3. Double Heat Sink-P
4. Large Laser
5. Large Laser
6. Medium Laser

4-6:
1. Ferro-Fibrous-P
2. Ferro-Fibrous-P
3. Ferro-Fibrous-P
4. Ferro-Fibrous-P
5. Ferro-Fibrous-P
6. TSM

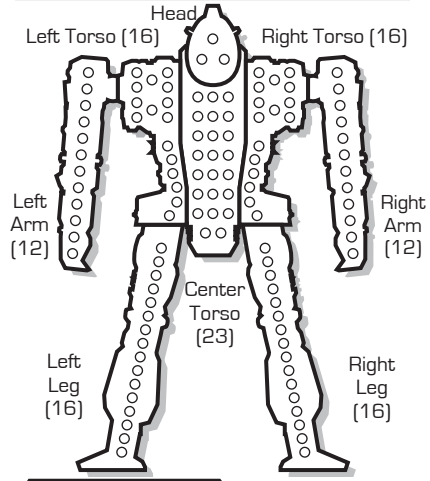
Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. TSM
6. Ferro-Fibrous-P

WK GAMES



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

Heat Sinks:
12+3(18)
Double-P ○○○
Single ○○○ ○○○ ○○○ ○○○

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: CGR-1A9 CHARGER

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

Tonnage: 80

Tech Base: Inner Sphere 3034

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	H	1	3	—	1	2	9
1	Medium Laser	RA	3	5	—	3	6	9
1	Medium Laser	RT	3	5	—	3	6	9
1	Medium Laser	LT	3	5	—	3	6	9
1	Medium Laser	LA	3	5	—	3	6	9
1	LRM 20	RT	6	1/Msl	6	7	14	21

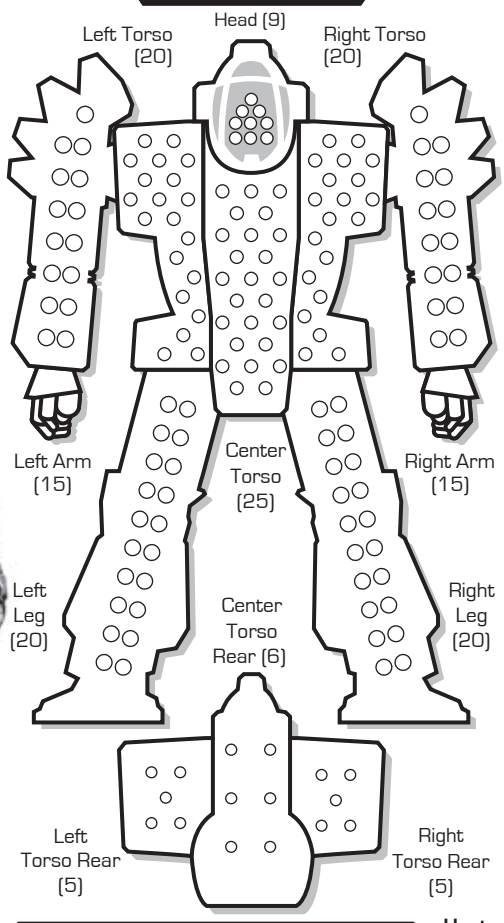
WARRIOR DATA

Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Single Heat Sink
5. Single Heat Sink
6. Medium Laser

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

Left Torso

1-3:
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Single Heat Sink
6. Medium Laser

4-6:
1. Ammo (LRM 20) 6
2. Ammo (LRM 20) 6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

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

Center Torso

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

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

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

Right Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Single Heat Sink
6. Medium Laser

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

Right Torso

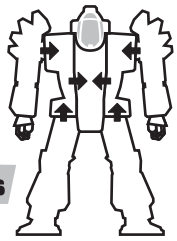
1-3:
1. Single Heat Sink
2. Single Heat Sink
3. Medium Laser
4. LRM 20
5. LRM 20
6. LRM 20

4-6:
1. LRM 20
2. LRM 20
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

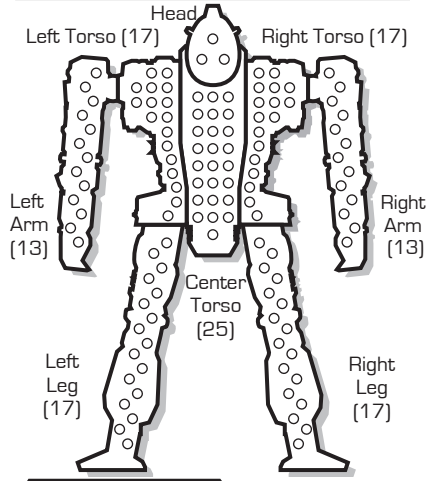
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

WK GAMES



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: HTM-27T HATAMOTO-CHI DANIEL

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

Tonnage: 80

Tech Base: Inner Sphere (Prototype) 3039

Weapons & Equipment Inventory (hexes)

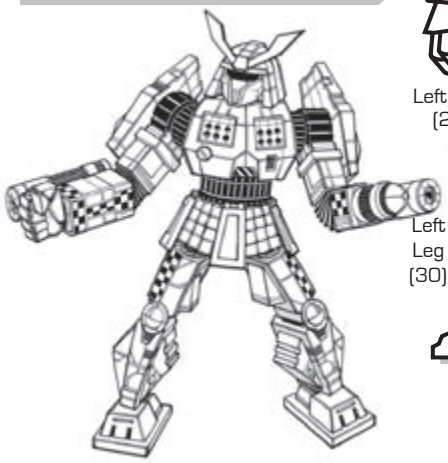
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB-X-P	RA	2	10	—	6	12	18
1	LB-X-P	LA	2	10	—	6	12	18
1	SRM 4	RT	3	2/Msl	—	3	6	9
1	SRM 4	LT	3	2/Msl	—	3	6	9

WARRIOR DATA

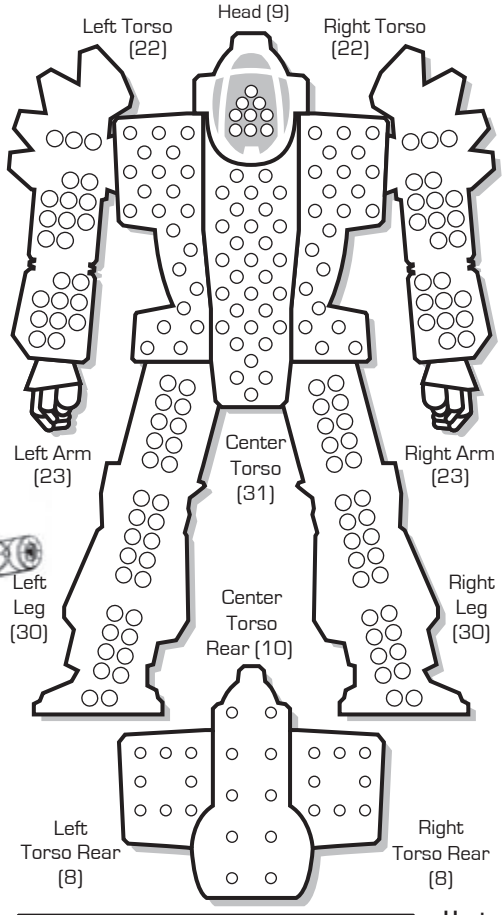
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3: 4. LB-X-P, 5. LB-X-P, 6. LB-X-P
4-6: 1. LB-X-P, 2. LB-X-P, 3. LB-X-P, 4. LB-X-P
5. Endo Steel-P
6. Endo Steel-P

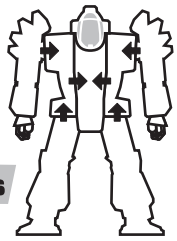
Left Torso
1. SRM 4
2. Ammo (SRM 4) 25
1-3: 3. Ammo (LB-X-P) 10, 4. Ammo (LB-X-P) 10
5. CASE
6. Endo Steel-P
4-6: 1. Endo Steel-P, 2. Endo Steel-P, 3. Endo Steel-P, 4. Roll Again, 5. Roll Again, 6. Roll Again

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel-P
5. Sensors
6. Life Support

Center Torso
1. Engine
2. Engine
1-3: 3. Engine, 4. Gyro, 5. Gyro, 6. Gyro
4-6: 1. Gyro, 2. Engine, 3. Engine, 4. Engine
5. Endo Steel-P
6. Endo Steel-P

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



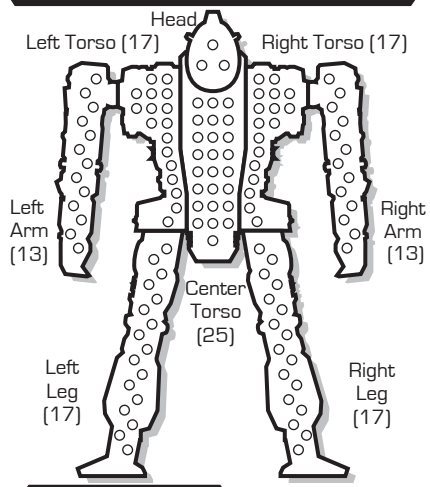
Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3: 4. Hand Actuator, 5. LB-X-P, 6. LB-X-P
4-6: 1. LB-X-P, 2. LB-X-P, 3. LB-X-P, 4. LB-X-P, 5. LB-X-P
6. Endo Steel-P

Right Torso
1. SRM 4
2. Ammo (SRM 4) 25
1-3: 3. Ammo (LB-X-P) 10, 4. Ammo (LB-X-P) 10
5. CASE
6. Endo Steel-P
4-6: 1. Endo Steel-P, 2. Endo Steel-P, 3. Endo Steel-P, 4. Roll Again, 5. Roll Again, 6. Roll Again

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: LGB-OW LONGBOW

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

Tonnage: 85
Tech Base: Inner Sphere 2610

Weapons & Equipment Inventory (hexes)

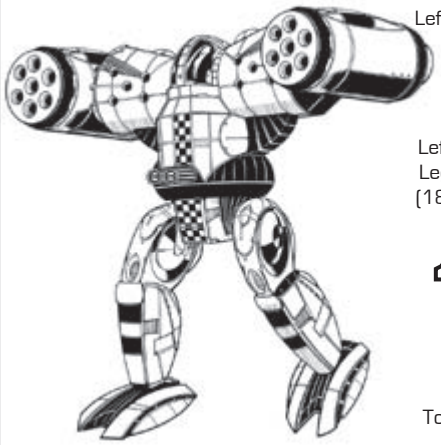
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	LA	6	1/Msl	6	7	14	21
1	LRM 20	RA	6	1/Msl	6	7	14	21
1	LRM 5	LT	2	1/Msl	6	7	14	21
1	LRM 5	RT	2	1/Msl	6	7	14	21
1	Small Laser	H	1	3	—	1	2	3

WARRIOR DATA

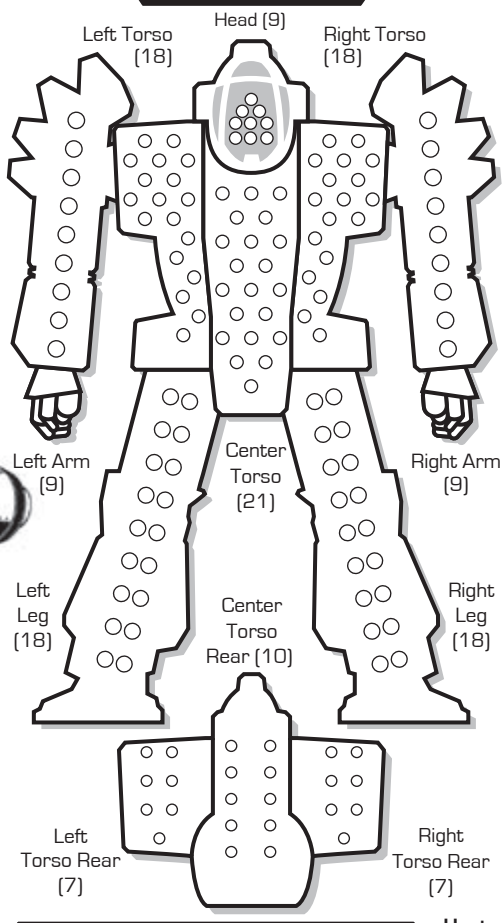
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

1-3

1. LRM 20
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso

1. LRM 5
2. Ammo (LRM 20) 6
3. Ammo (LRM 20) 6
4. Roll Again
5. Roll Again
6. Roll Again

1-3

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

4-6

Left Leg

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

Head

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

Center Torso

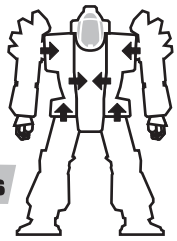
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Engine
3. Engine
4. Engine
5. Ammo (LRM 5) 24
6. Ammo (LRM 5) 24

4-6

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

1-3

1. LRM 20
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso

1. LRM 5
2. Ammo (LRM 20) 6
3. Ammo (LRM 20) 6
4. Roll Again
5. Roll Again
6. Roll Again

1-3

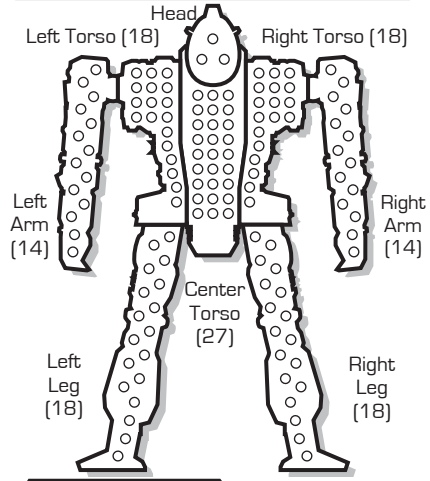
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: JR-7K JENNER GRACE II

Movement Points:
- **Walking:** 7
- **Running:** 11
- **Jumping:** 0

Tonnage: 35
Tech Base: Inner Sphere 3067

Weapons & Equipment Inventory (hexes)

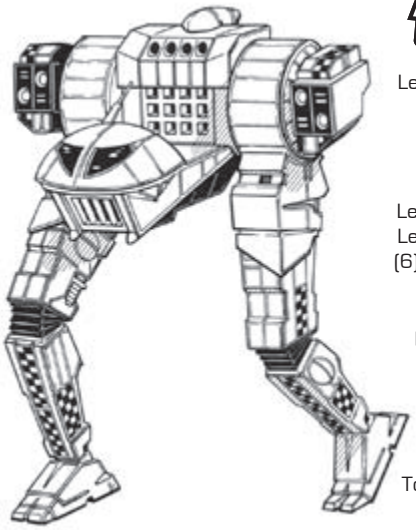
Qty	Type	Loc	Ht	Damage	Min	Sht	Med	Lng
1	Light PPC	RA	5	5 (DE)	3	6	12	18
1	Light PPC	LA	5	5 (DE)	3	6	12	18
1	NARC	LT	0	—	0	3	6	9
1	C³ Slave	—	—	—	—	—	—	—

WARRIOR DATA

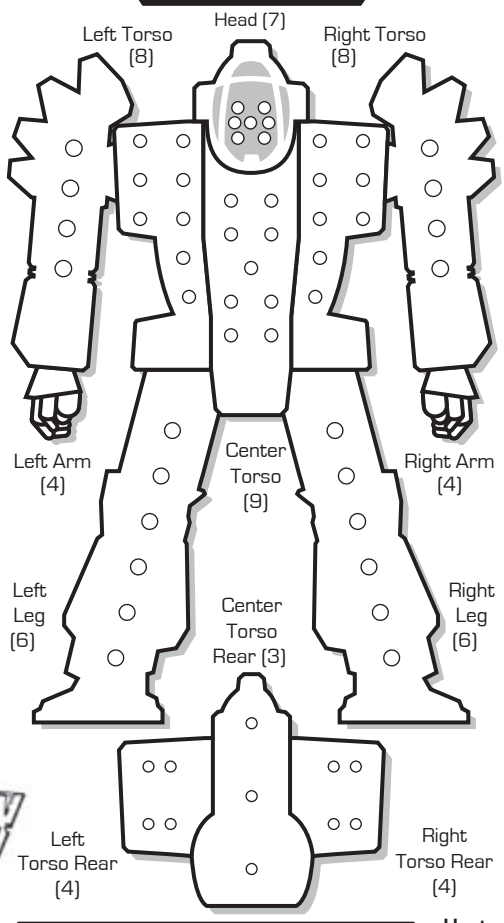
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Light PPC
4. Light PPC
5. Ferro-Fibrous
6. Ferro-Fibrous

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

Left Torso

1-3:
1. NARC
2. NARC
3. Ammo (NARC) 6
4. CASE
5. Ferro-Fibrous
6. Ferro-Fibrous

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

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

4-6:
1. Gyro
2. Engine
3. Engine
4. Engine
5. C³ Slave
6. Endo-Steel

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

Right Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Light PPC
4. Light PPC
5. Ferro-Fibrous
6. Ferro-Fibrous

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

Right Torso

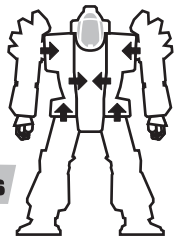
1-3:
1. Single Heat Sink
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6:
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

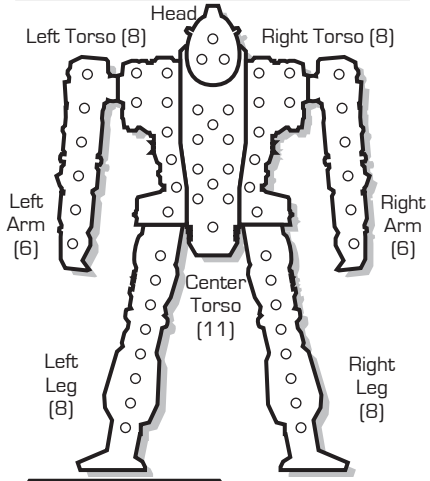
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

WK GAMES



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: HCT-5S HATCHETMAN AUSTIN

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

Tonnage: 45
Tech Base: Inner Sphere 3059

Weapons & Equipment Inventory (hexes)

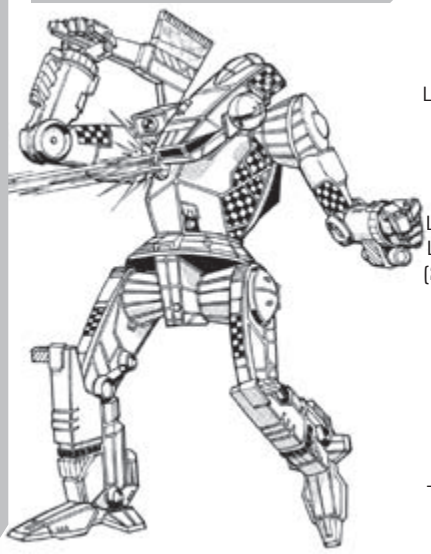
Qty	Type	Loc	Ht	Damage	Min	Sht	Med	Lng
1	LB 10-X AC	RT	2	10 (DB, C/S/F)	—	6	12	18
3	ER Medium Laser	LA	5	5 (DE)	—	4	8	12
1	Hatchet	RA	—	9	—	—	—	—

WARRIOR DATA

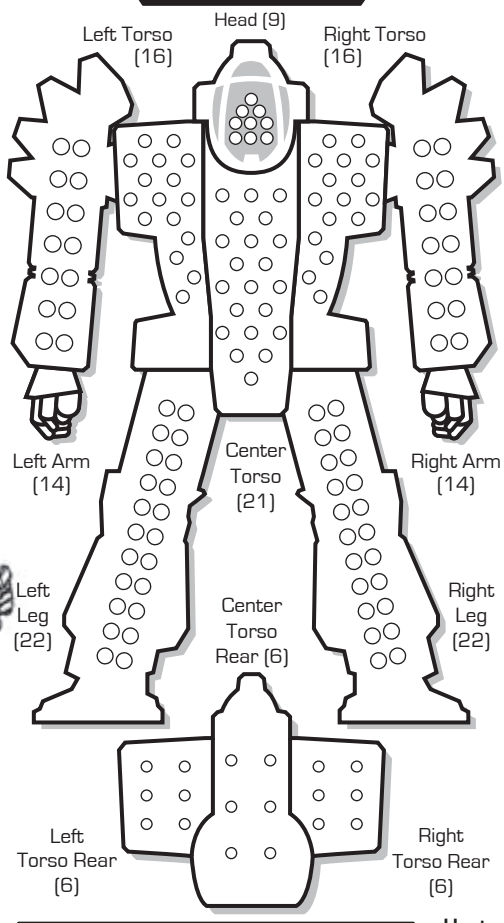
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

4-6:
1. ER Medium Laser
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1-3:
1. Light Engine
2. Light Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. Double Heat Sink
2. Double Heat Sink
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

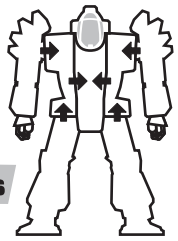
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3:
1. Light Engine
2. Light Engine
3. Light Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. Light Engine
3. Light Engine
4. Light Engine
5. Ferro-Fibrous
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

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

4-6:
1. Double Heat Sink
2. Hatchet
3. Hatchet
4. Hatchet
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

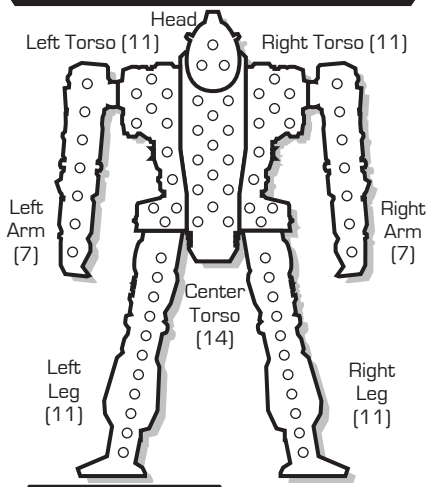
1-3:
1. Light Engine
2. Light Engine
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

4-6:
1. LB 10-X AC
2. LB 10-X AC
3. Ammo (LB 10-X) 10
4. Ammo (LB 10-X) 10
5. CASE
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: ENF-5D ENFORCER DANIEL

Movement Points:
- **Walking:** 5
- **Running:** 8
- **Jumping:** 5

Tonnage: 50

Tech Base: Inner Sphere 3054

Weapons & Equipment Inventory (hexes)

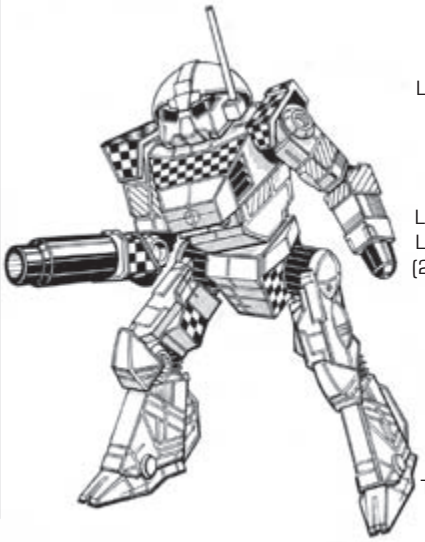
Qty	Type	Loc	Ht	Damage	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15 (DB, X)	2	7	15	22
2	ER Medium Laser	LA	5	5 (DE)	—	4	8	12
1	ER Small Laser	LT	2	3 (DE)	—	2	4	5

WARRIOR DATA

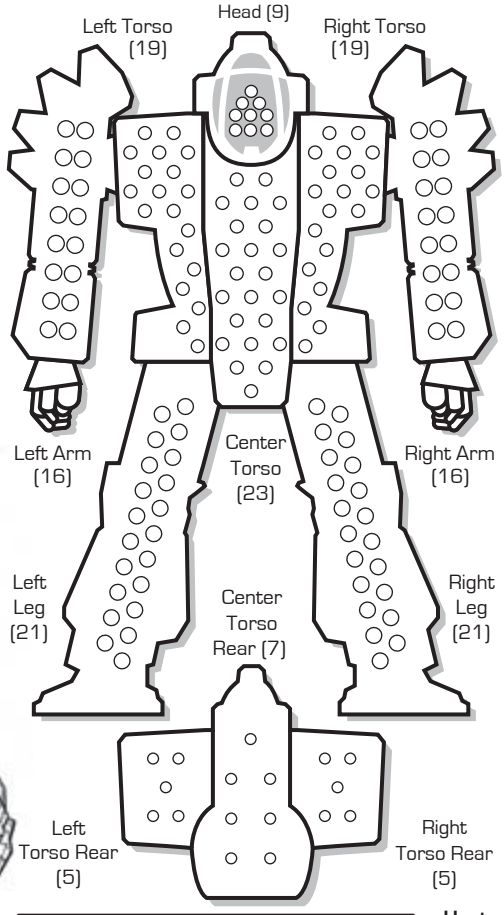
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. ER Small Laser
5. Ferro-Fibrous
6. Ferro-Fibrous

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

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

Center Torso

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

4-6
1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Jump Jet
6. Roll Again

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

Right Arm

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

4-6
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

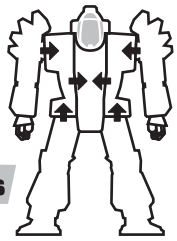
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

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

Right Leg

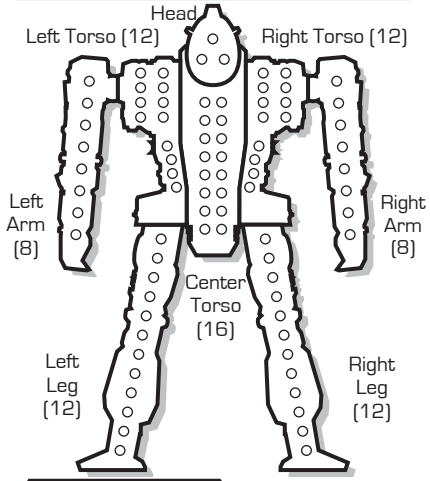
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

WK GAMES



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: HBK-4G HUNCHBACK HOHIRO

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

Tonnage: 50
Tech Base: Inner Sphere 3056

Weapons & Equipment Inventory (hexes)

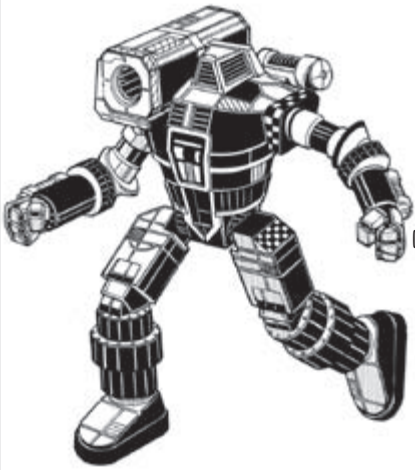
Qty	Type	Loc	Ht	Damage	Min	Sht	Med	Lng
1	Med. Pulse Laser	RA	4	6 (P)	—	2	4	6
1	Med. Pulse Laser	LA	4	6 (P)	—	2	4	6
1	Ultra AC/10	RT	4	10/sht, R2 (DB, R/C)	—	6	12	18
1	ER Small Laser	H	2	3 (DE)	—	2	4	5
1	C^3 Slave	CT	—	—	—	—	—	—

WARRIOR DATA

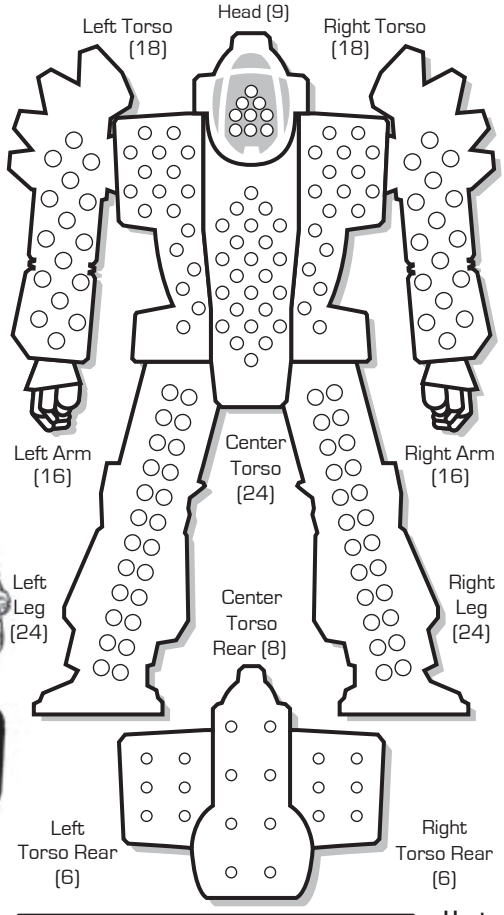
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Med. Pulse Laser
6. Endo Steel

4-6:
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso

1-3:
1. Single Heat Sink
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6:
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

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

Head

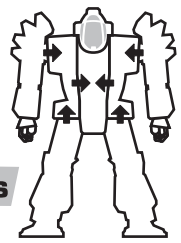
1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser
5. Sensors
6. Life Support

Center Torso

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

4-6:
1. Gyro
2. Engine
3. Engine
4. Engine
5. Single Heat Sink
6. C^3 Slave

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



Damage Transfer Diagram

Right Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Med. Pulse Laser
6. Ferro-Fibrous

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

Right Torso

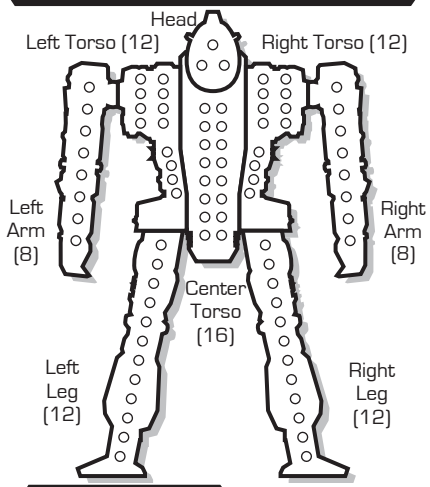
1-3:
1. Ultra AC/10
2. Ultra AC/10
3. Ultra AC/10
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

4-6:
1. Ultra AC/10
2. Ammo (Ultra AC 10) 10
3. Ammo (Ultra AC 10) 10
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: DRG-7K GRAND DRAGON MARK

Movement Points:
- **Walking:** 5
- **Running:** 8 [10]
- **Jumping:** 0

Tonnage: 60

Tech Base: Inner Sphere 3067

Weapons & Equipment Inventory (hexes)

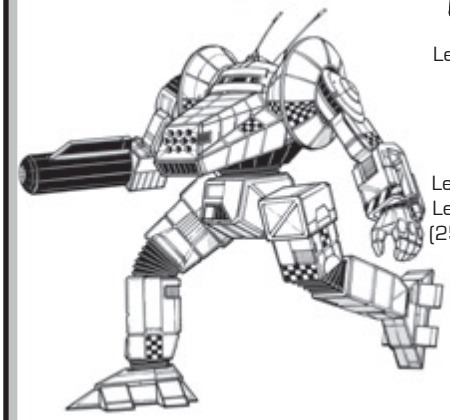
Qty	Type	Loc	Ht	Damage	Min	Sht	Med	Lng
1	Heavy PPC	RA	15	15 (DE)	3	6	12	18
1	ER Medium Laser	LA	5	5 (DE)	—	4	8	12
1	LRM 15	LT	5	1/Msl (M,C,S)	6	7	14	21
1	C³ Slave	LT	—	—	—	—	—	—

WARRIOR DATA

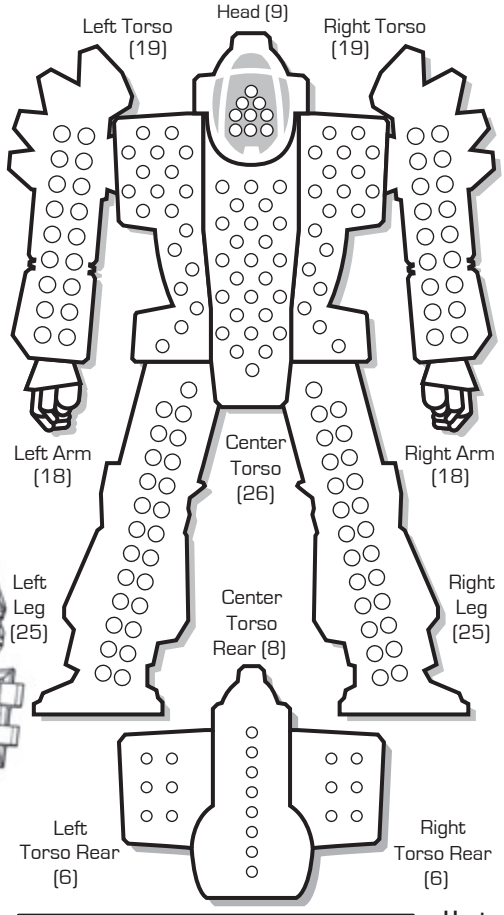
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

1-3:
1. Light Engine
2. Light Engine
3. LRM 15
4. LRM 15
5. LRM 15
6. Ammo (LRM 15) 8

4-6:
1. Ammo (LRM 15) 8
2. C³ Slave
3. CASE
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1-3:
1. Light Engine
2. Light Engine
3. Light Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. Light Engine
3. Light Engine
4. Light Engine
5. Endo Steel
6. Endo Steel

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

Right Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

4-6:
1. Heavy PPC
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

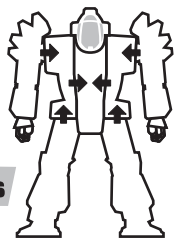
Right Torso

1-3:
1. Light Engine
2. Light Engine
3. MASC
4. MASC
5. MASC
6. Endo Steel

4-6:
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

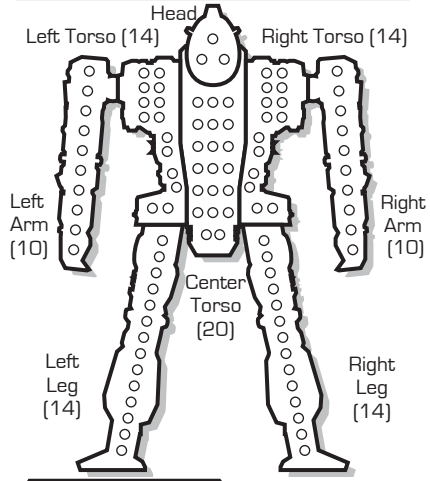
Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

Heat Sinks: 12 (24) Double ○○○ ○○○ ○○○ ○○○

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: CTF-3X CATAPHRACT SARA

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

Tonnage: 70

Tech Base: Inner Sphere 3062

Weapons & Equipment Inventory (hexes)

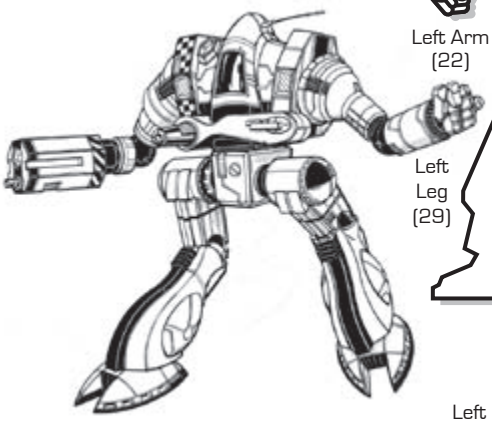
Qty	Type	Loc	Ht	Damage	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8 (DE)	—	7	14	19
1	Streak SRM 4	LA	3	2/Msl (M, C)	—	3	6	9
1	Rotary AC/5	RT	1	5/sht, R6 (DB, R/C)	—	5	10	15
1	ER Medium Laser	RT	5	5 (DE)	—	4	8	12
1	ER Medium Laser	LT	5	5 (DE)	—	4	8	12

WARRIOR DATA

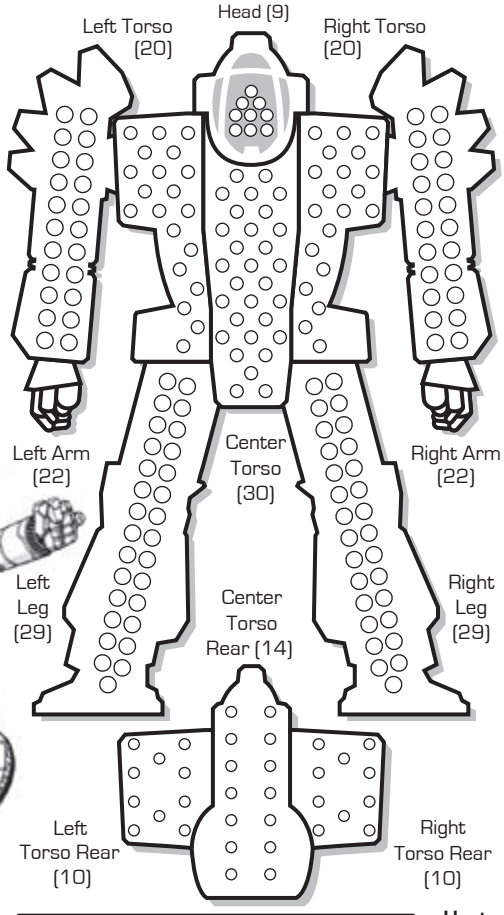
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Streak SRM 4
6. Ferro-Fibrous

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

Left Torso

1-3:
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. ER Medium Laser
2. Ammo (Streak 4) 25
3. CASE
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head

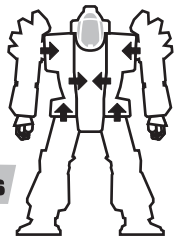
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

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

4-6:
1. ER Large Laser
2. ER Large Laser
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

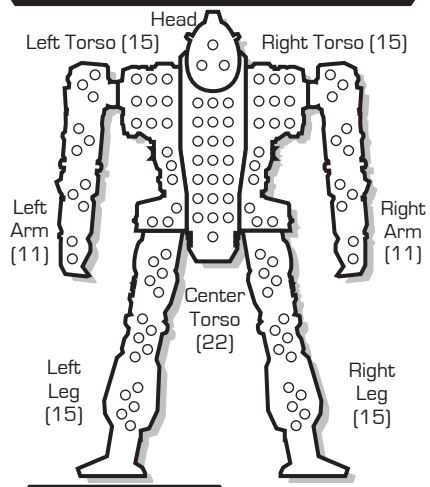
1-3:
1. ER Medium Laser
2. Rotary AC/5
3. Rotary AC/5
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

4-6:
1. Rotary AC/5
2. Ammo (RAC 5) 20
3. Ammo (RAC 5) 20
4. Ammo (RAC 5) 20
5. CASE
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: BL-10-KNT BLACK KNIGHT ROSS

Movement Points:
- **Walking:** 4 [5]
- **Running:** 6 [8]
- **Jumping:** 0

Tonnage: 75
Tech Base: Inner Sphere 3055

Weapons & Equipment Inventory (hexes)

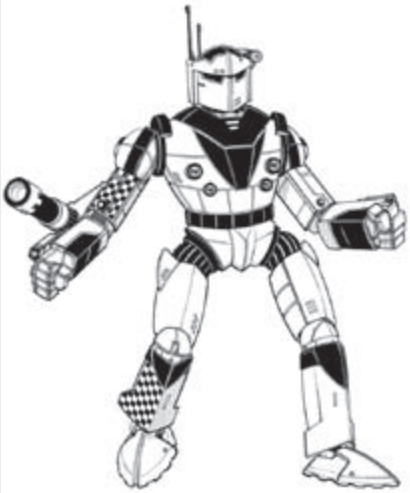
Qty	Type	Loc	Ht	Damage	Min	Sht	Med	Lng
1	ER PPC	RA	15	10 (DE)	—	7	14	23
1	Med. Pulser Laser	LT	4	6 (P)	—	2	4	6
1	Med. Pulse Laser	RT	4	6 (P)	—	2	4	6
1	ER Medium Laser	LT	5	5 (DE)	—	4	8	12
1	ER Medium Laser	RT	5	5 (DE)	—	4	8	12
1	ER Small Laser	LA	2	3 (DE)	—	2	4	5
1	Med. Pulse Laser	RA	4	6 (P)	—	2	4	6
1	Hatchet	LA	0	15	—	—	—	—
1	Targeting Computer	LT	—	—	—	—	—	—

WARRIOR DATA

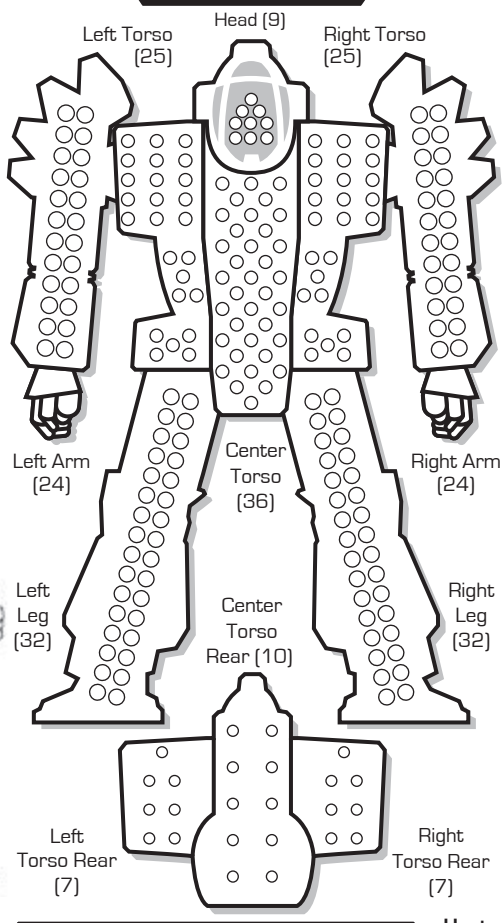
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
- 1-3: 1. Shoulder; 2. Upper Arm Actuator; 3. Lower Arm Actuator; 4. Hand Actuator; 5. Hatchet; 6. Hatchet
- 4-6: 1. Hatchet; 2. Hatchet; 3. Hatchet; 4. ER Small Laser; 5. Ferro-Fibrous; 6. TSM

Left Torso
- 1-3: 1. Double Heat Sink; 2. Double Heat Sink; 3. Double Heat Sink; 4. Medium Pulse Laser; 5. ER Medium Laser; 6. Targeting Computer
- 4-6: 1. Targeting Computer; 2. Targeting Computer; 3. Targeting Computer; 4. Ferro-Fibrous; 5. Ferro-Fibrous; 6. TSM

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. TSM
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
- 1-3: 1. Engine; 2. Engine; 3. Engine; 4. Gyro; 5. Gyro; 6. Gyro
- 4-6: 1. Gyro; 2. Engine; 3. Engine; 4. Engine; 5. Ferro-Fibrous; 6. Ferro-Fibrous

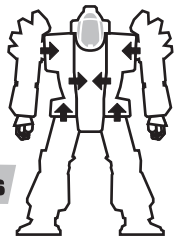
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Right Arm
- 1-3: 1. Shoulder; 2. Upper Arm Actuator; 3. Lower Arm Actuator; 4. Hand Actuator; 5. ER PPC; 6. ER PPC
- 4-6: 1. ER PPC; 2. Medium Pulse Laser; 3. Ferro-Fibrous; 4. Ferro-Fibrous; 5. Ferro-Fibrous; 6. TSM

Right Torso
- 1-3: 1. Double Heat Sink; 2. Double Heat Sink; 3. Double Heat Sink; 4. Double Heat Sink; 5. Double Heat Sink; 6. Double Heat Sink
- 4-6: 1. Medium Pulse Laser; 2. ER Medium Laser; 3. Ferro-Fibrous; 4. Ferro-Fibrous; 5. Ferro-Fibrous; 6. TSM

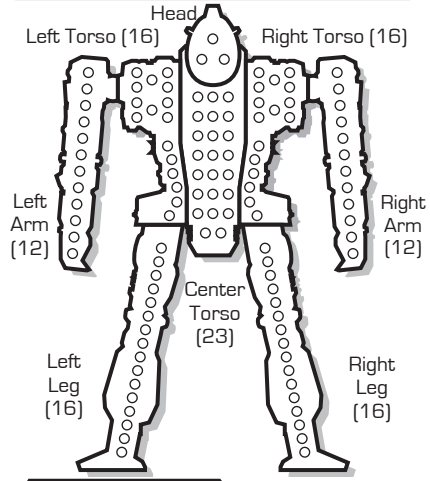
Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. TSM
6. Ferro-Fibrous

WK GAMES



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

Heat Sinks: 15 (30) Double ○○○ ○○○ ○○○ ○○○ ○○○

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: HTM-27T HATAMOTO-CHI DANIEL II

Movement Points:
- **Walking:** 3
- **Running:** 5
- **Jumping:** 0

Tonnage: 80

Tech Base: Inner Sphere 3052

Weapons & Equipment Inventory (hexes)

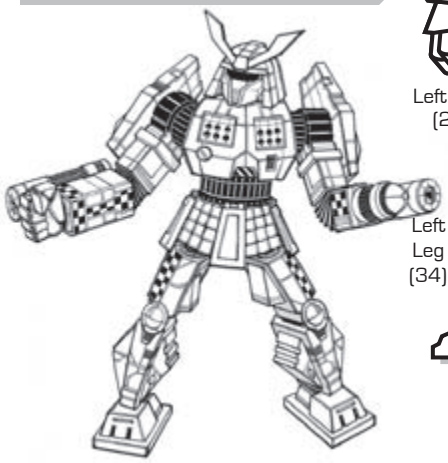
Qty	Type	Loc	Ht	Damage	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10 (DB, C/S/F)	—	6	12	18
1	LB 10-X AC	LA	2	10 (DB, C/S/F)	—	6	12	18
1	Streak SRM 6	RT	4	2/Msl (M, C)	—	3	6	9
1	Streak SRM 6	LT	4	2/Msl (M, C)	—	3	6	9
1	C³ Master	RT	—	—	—	—	—	—

WARRIOR DATA

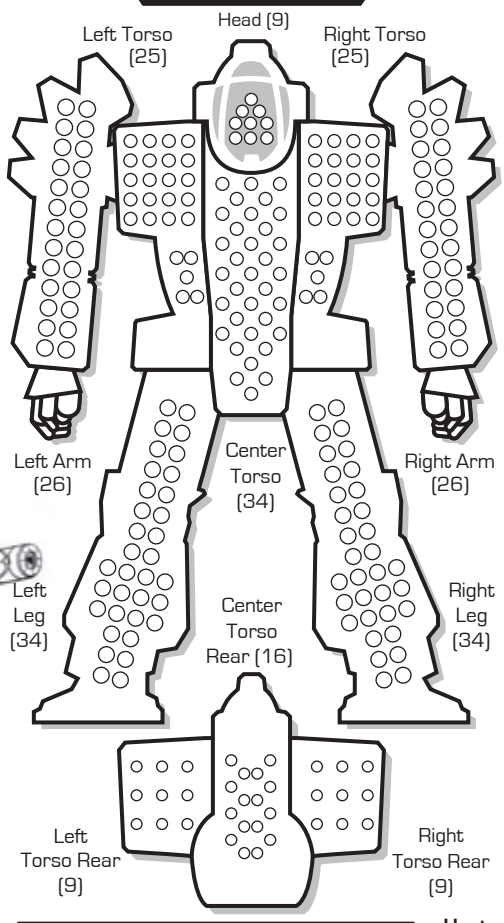
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3: 4. LB 10-X AC, 5. LB 10-X AC, 6. LB 10-X AC
4-6: 1. LB 10-X AC, 2. LB 10-X AC, 3. LB 10-X AC, 4. Endo Steel, 5. Endo Steel, 6. Endo Steel

Left Torso
1-3: 1. Streak SRM 6, 2. Streak SRM 6, 3. Ammo (LB 10-X) 10, 4. Ammo (LB 10-X) 10, 5. Ammo (Streak 6) 15, 6. CASE
4-6: 1. Endo Steel, 2. Endo Steel, 3. Endo Steel, 4. Endo Steel, 5. Endo Steel, 6. Roll Again

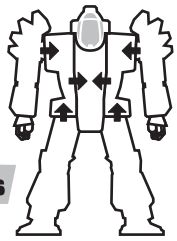
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1-3: 1. Engine, 2. Engine, 3. Engine, 4. Gyro, 5. Gyro, 6. Gyro
4-6: 1. Gyro, 2. Engine, 3. Engine, 4. Engine, 5. Endo Steel, 6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

WK GAMES



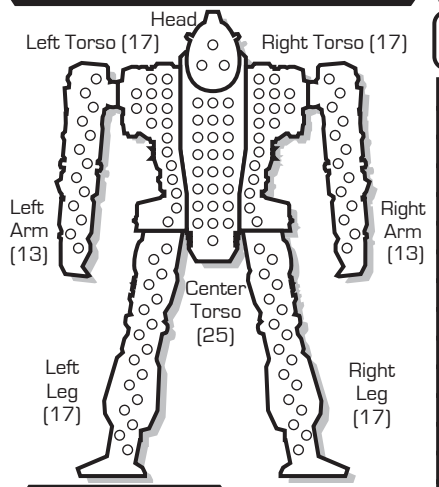
Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3: 4. Hand Actuator, 5. LB 10-X AC, 6. LB 10-X AC
4-6: 1. LB 10-X AC, 2. LB 10-X AC, 3. LB 10-X AC, 4. LB 10-X AC, 5. Endo Steel, 6. Endo Steel

Right Torso
1-3: 1. C³ Master Computer, 2. C³ Master Computer, 3. C³ Master Computer, 4. C³ Master Computer, 5. C³ Master Computer, 6. Streak SRM 6
4-6: 1. Streak SRM 6, 2. Ammo (LB 10-X) 10, 3. Ammo (LB 10-X) 10, 4. Ammo (Streak 6) 15, 5. CASE, 6. Endo Steel

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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