

BATTLETECH



DARK AGE TURNING POINTS

LIAO



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A DARK AGE PLOT SOURCEBOOKS COMPANION



BATTLETECHTM

DARK AGE TURNING POINTS

LIAOTM



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35TP006



HARSH REALITY

MAU-TI SUPPLY DEPOT
HEBEI PROVINCE, LIAO
PREFECTURE V, THE REPUBLIC OF THE SPHERE
14 JULY 3134

The blackness slowly congealed into colors, first red then orange then shading into yellows and greens and blues until finally her vision was mostly normal. She shook her head to clear it, immediately cursing as pain ricocheted around inside her skull. She coughed and was not surprised to see a smattering of blood fleck across her console. Her ears were filled with a high-pitched whine backed by a roar like a tornado.

As she gained her bearings, she noticed that everything seemed off-kilter, as if the world had suddenly tilted a few degrees off horizontal. It took her several seconds to realize that it was her 'Mech leaning to the left, not her reality. Her left arm had been slammed against the side wall of the cockpit by the weight of her own body and was starting to throb with pain. She tried to shift her body but found herself too stunned to do more than wiggle about ineffectually. A glance at her monitors showed her little but staticky and fleeting images that didn't make a whole lot of sense. From what little she could make out, a jumble of noise emanated from her speakers, a testimony that others were experiencing the same disorientation as herself.

I am Knight-Errant Eve Kincaid of The Republic of the Sphere, she recited in her mind. I am on the planet Liao. I was fighting the... MAC... at... Mau-ti? Yes, that seemed right.

The fuzz in her brain was gradually ebbing, replaced more and more by the world around her. She could now see out the ferroglass cockpit window. Judging by the view, she was leaning against some kind of groundcar or other small vehicle that had obviously broken her fall. But what had knocked her down?

Shaking her head again, Eve reached for the joystick controls of her 'Mech. Powering through the nausea that arose in her stomach from such an effort, she focused her concentration through her neurohelmet while simultaneously working the foot pedals until her BattleMech—a *Mad Cat III*, she recalled—was once more standing erect. The effort weakened her, but she could feel her strength beginning to return.

Eve looked down through her cockpit window to see what had propped her up. Looked like maybe a Shandra scout car, now crushed almost beyond recognition by the 55-ton monster that had fallen on it.

"—er Actual, Tiger Actual. Come in, Tiger Actual!"

Good, her hearing was coming back.

"Tiger One, this is Tiger Actual. What the hell was that?" Tentatively, Eve kicked her 'Mech into forward motion, testing out her unsteady legs one foot at a time. She knew she could count on her XO – Gino Valenti! – to give her a calm and rational update on their situation.

"Operation's gone tits up, boss. Bunker Two's on fire and spreading fast. Bunker One is toast. What do you want us to do?"

That snapped her back to reality, memory washing over her like a tidal flood. They were in the midst of a battle and here she was cautiously testing out her 'Mech like some virgin cadet. *Get with the program, Kincaid.*

Though her monitors were still out, Eve now had a clearer view of the battlefield out her cockpit glass. The spider web of cracks in the center of the left pane did not obscure the several BattleMechs strewn in various positions across a paved but potholed ground before her. Some were already standing, though unsteadily, while others knelt. Some lay prone and didn't appear to be functional at all. Most of them bore the markings of the Fifth Principes Guards. Many more vehicles had been damaged, flipped, crushed.

Eve's step hiccuped as the foot of her *Mad Cat* briefly caught on something before pulling itself free. Or maybe it was just shock from the sight that greeted her when she turned her gaze towards the supply depot her forces had been guarding.

Where once had stood the two reinforced bunkers of the Mau-ti Supply Depot, there now was merely destruction. One of the low-slung buildings was the center of a growing conflagration, orange flames licking skyward, punctuated every few seconds with small detonations as the munitions stored within added their strength to the blaze. She helplessly watched a Principes *Tundra Wolf*, silhouetted against the flames, dance to a macabre tune as its load of missiles overheated and exploded in their bins, jerking the 75-ton machine around like a marionette.

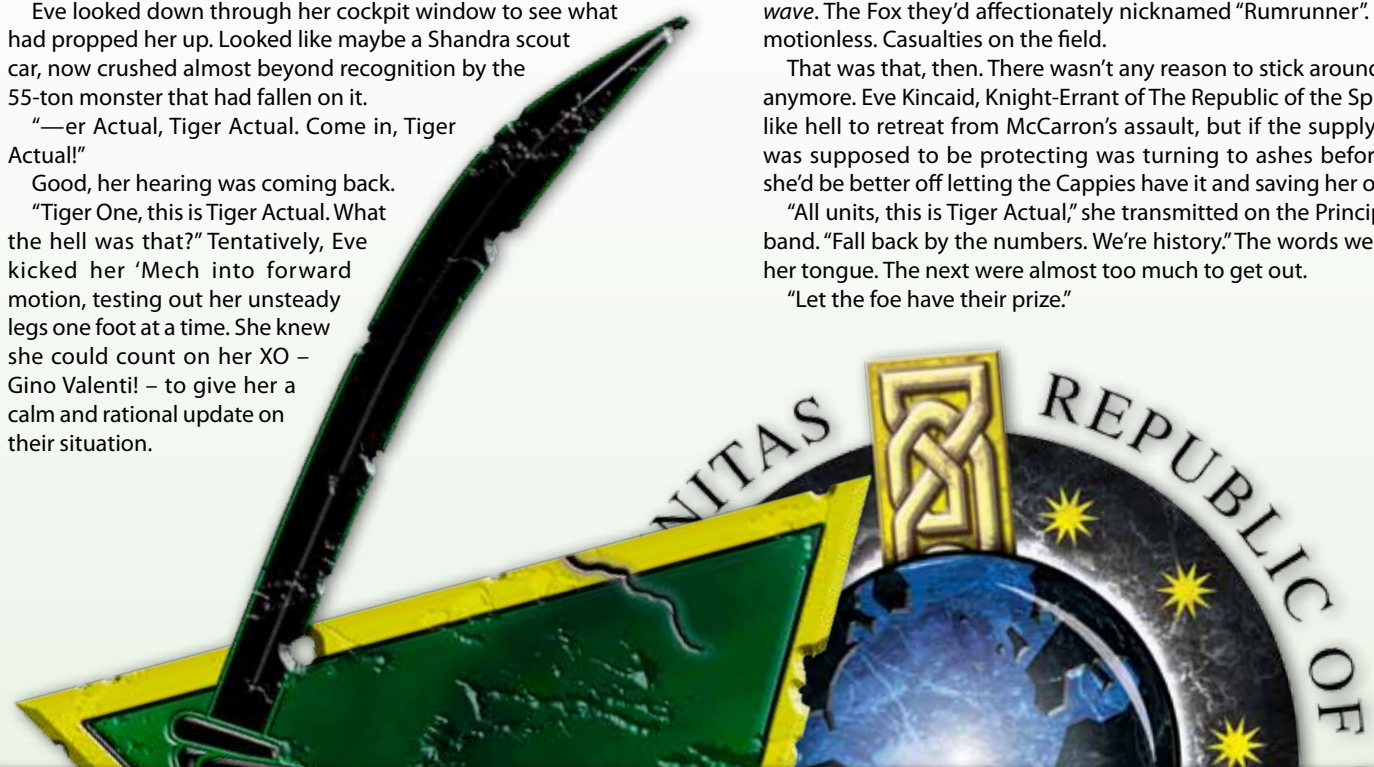
The other bunker was simply...*gone*. What remained was a smoking crater and the thinning whips of a large black cloud billowing upwards to the heavens. Scattered around the destruction were several BattleMechs and mangled vehicles. A Balac had crashed headlong into the ground not twenty meters from her own position; from the damage she could see, Eve guessed it had been flying over the doomed bunker when it erupted and flung aside like litter. She quickly scanned the wreckage and took a little comfort when she saw the charred outline of a red-plumed knight. That was a McCarron's Balac, not one of her own. And that over there was a McCarron's *Hatchetman* with half its torso caved in, its head barely attached.

But she couldn't gloat too much. Yoshi's *Firestarter*. Stevenson's *Shockwave*. The Fox they'd affectionately nicknamed "Rumrunner". All hers. All motionless. Casualties on the field.

That was that, then. There wasn't any reason to stick around the depot anymore. Eve Kincaid, Knight-Errant of The Republic of the Sphere, hated like hell to retreat from McCarron's assault, but if the supply depot she was supposed to be protecting was turning to ashes before her eyes, she'd be better off letting the Cappies have it and saving her own people.

"All units, this is Tiger Actual," she transmitted on the Principes' tactical band. "Fall back by the numbers. We're history." The words were bitter on her tongue. The next were almost too much to get out.

"Let the foe have their prize."



DARK AGE TURNING POINTS

LIAO

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

The general information contained in the **Atlas** and **Combatants** sections gives players the tools needed to fight an infinite number of engagements on Liao, while the **Track** section gives details on some of the larger and more pivotal battles of the planetary struggle. These sections can be used with stand-alone games set in 3134.

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

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

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

The **Annex** section contains three official Record Sheets. First is the *Mad Cat III* of Lady Eve Kincaid, Knight-Errant of the Republic. Next is the *Yu Huang of Sang-shao* Carson Rieves of the Dynasty Guard, and finally the Praetorian Mobile HQ used by *Shiao-zhang* Mai Uhn Wa throughout the conflict.

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Special thanks from the author: To Ben, for letting me try my hand at one of these. To Joel, for his patient feedback to my dumb questions. To the MUL team, for their help wrangling the damn RATs. To Susan, Bernard, Martin and Milly for being understanding and not killing me in my sleep.

For more information about the liberation of Liao, see the novel *By Temptations and By War*, by Loren L. Coleman.

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



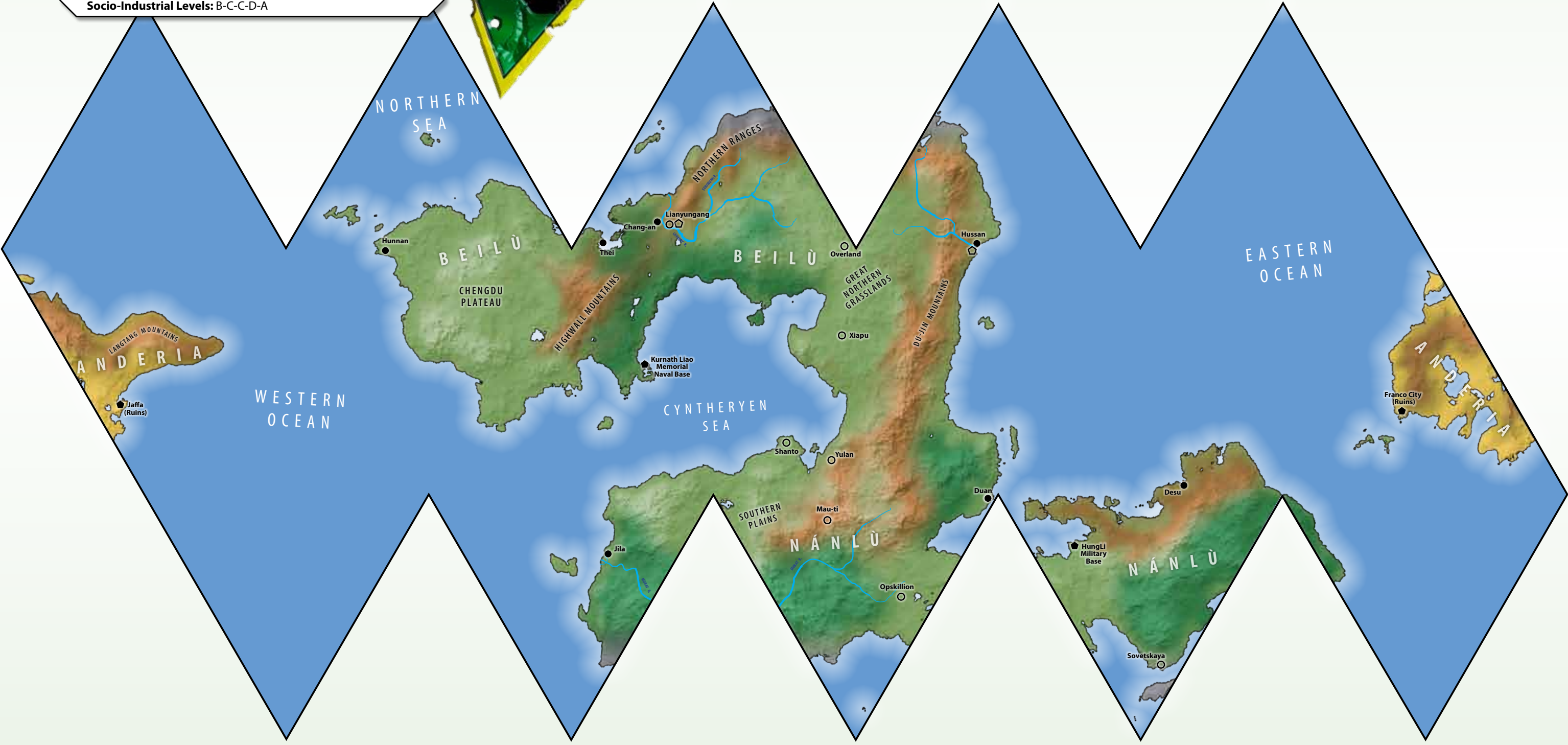
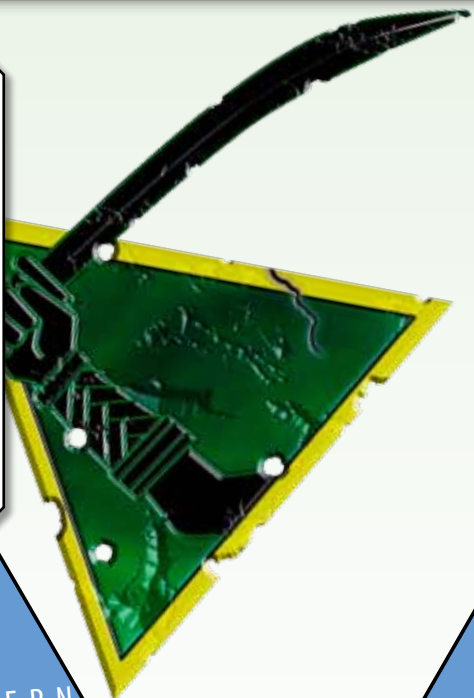
DARK AGE ERA

NOTE!

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

LIAO

Governor: Anna Lu Pohl
Legate: Viktor Ruskoff
Star Type (Recharge Time): K5V (196 hours)
Position in System: 3 (of 9)
Time to Jump Point: 4.12 days
Number of Satellites: 1 (Elias' Promise)
Surface Gravity: 1.05
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 30° C (Temperate)
Surface Water: 55 percent
Recharging Station: Nadir
HPG Class Type: A
Highest Native Life: Reptiles
Population (3134): 2,395,427,000
Socio-Industrial Levels: B-C-C-D-A



LIAO

The planet settled in 2189 and originally named Cynthiana by Elias Liao is a non-descript and rather dull world with few outstanding physical features or extreme weather patterns. The vast grasslands on the northern and southern continents of Nánlù and Beilù provided ample space to raise livestock. Under Liao's leadership and with the benefit of imported Eridani stallions and other animals, Cynthiana became a breadbasket world supplying inexpensive foodstuffs to worlds throughout the region. By the time Liao died in 2202, the colony had flourished to such an extent that by popular referendum the planet was renamed in honor of their leader.

When Devlin Stone claimed Liao as part of his new Republic of the Sphere, the citizenry was torn between their Capellan heritage and the excitement of the post-Jihad victory. Though many supported Stone's ambitions, just as many, if not more, were skeptical and wary of leaving the Confederation. Liao was a major target for the hated Resettlement Directives and Senator Melissa Allard-Liao became a vocal opponent of the policy until its repeal in 3095.

Tensions between the two sides reached a boiling point in 3111. In that year, a young RAF lieutenant named Daniel Peterson allowed a single Capellan DropShip to land on Liao. His hopes for a simple fight to resolve the internal conflict between heritage and progress were dashed when the DropShip disgorged an unexpected number of Capellan troops into the streets of the capital city of Chang-an. The resulting Liao Massacre (also called the Night of Screams) and the subsequent two years of war ultimately claimed the lives of millions of citizens, including Lieutenant Peterson's own parents and retired Senator Allard-Liao. In the final battle in March 3113, Chancellor Sun-Tzu Liao himself took the field with his forces and "ascended" to godhood during the battle. Whatever the true explanation, his body was never found and a small cult to his divinity grew up on Liao in the following decades.

The end of the war failed to bring peace to Liao, however. Students at the rebuilt Liao Conservatory of Military Arts chafed under what they claimed were anti-Capellan prejudices. Those cadets who sat courses in Capellan history or culture were seemingly blacklisted upon graduation, receiving less desirable assignments and watching their careers stall while their more pro-Republic comrades fared better. Though the events of 3134 would later provide evidence showing that their claims were correct, the cadets had to resort to demonstrations and peaceful protests to mark their resentment. By 3128, two years of manipulation by Capellan agitators had the Conservatory ready to explode. The seizure of the campus by disgruntled cadets and the violent reaction by Legate Kang Lo Den resulted in the deaths of two students. A full assault on the dissenters was prevented only through the intervention of Paladin Ezekiel Crow. Using his authority, Crow covered up Capellan complicity in the student revolt and pressured Legate Kang to resign in disgrace. Though tensions returned to a simmer, the birth of the Ijori Dè Guāng insurgent group in the wake of the failed student revolt presaged the troubles to come.

LIAO MAPSHEETS TABLE

BEILÙ (NORTHERN CONTINENT)	1D6 Result	Map
	1	Open Terrain #1 (MS5, MSC2)
	2	Rolling Hills #1 (MS2, MSC1)
	3	Scattered Woods (MS2, MSC1)
	4	Lake Area (MS2, MSC1)
	5	Open Terrain #2 (MS5, MSC2)
	6	Heavy Forest #2 (MS4, MSC1)

NÁNLU (SOUTHERN CONTINENT)	1D6 Result	Map
	1	Scattered Woods (MS2, MSC2)
	2	Open Terrain #1 (MS5, MSC1)
	3	Open Terrain #2 (MS5, MSC1)
	4	Wide River (MS6, MSC2)
	5	BattleTech (CBT, MS2, MSC1)
	6	Woodland (MS6, MSC2)

ANDERIA	1D6 Result	Map
	1	Archipelago #1 (MS7)
	2	Coast #1 (MS7)
	3	City Ruins (MS2, MSC1)
	4	Large Lakes #2 (MS4, MSC1)
	5	Scattered Woods (MS2, MSC1)
	6	Woodland (MS6, MSC2)

NOTE: Anderia was the victim of chemical warfare and massive bombardment during the Jihad and has only recently (as of 3130) become habitable again.

Mapsheets

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

OPTIONAL RULES

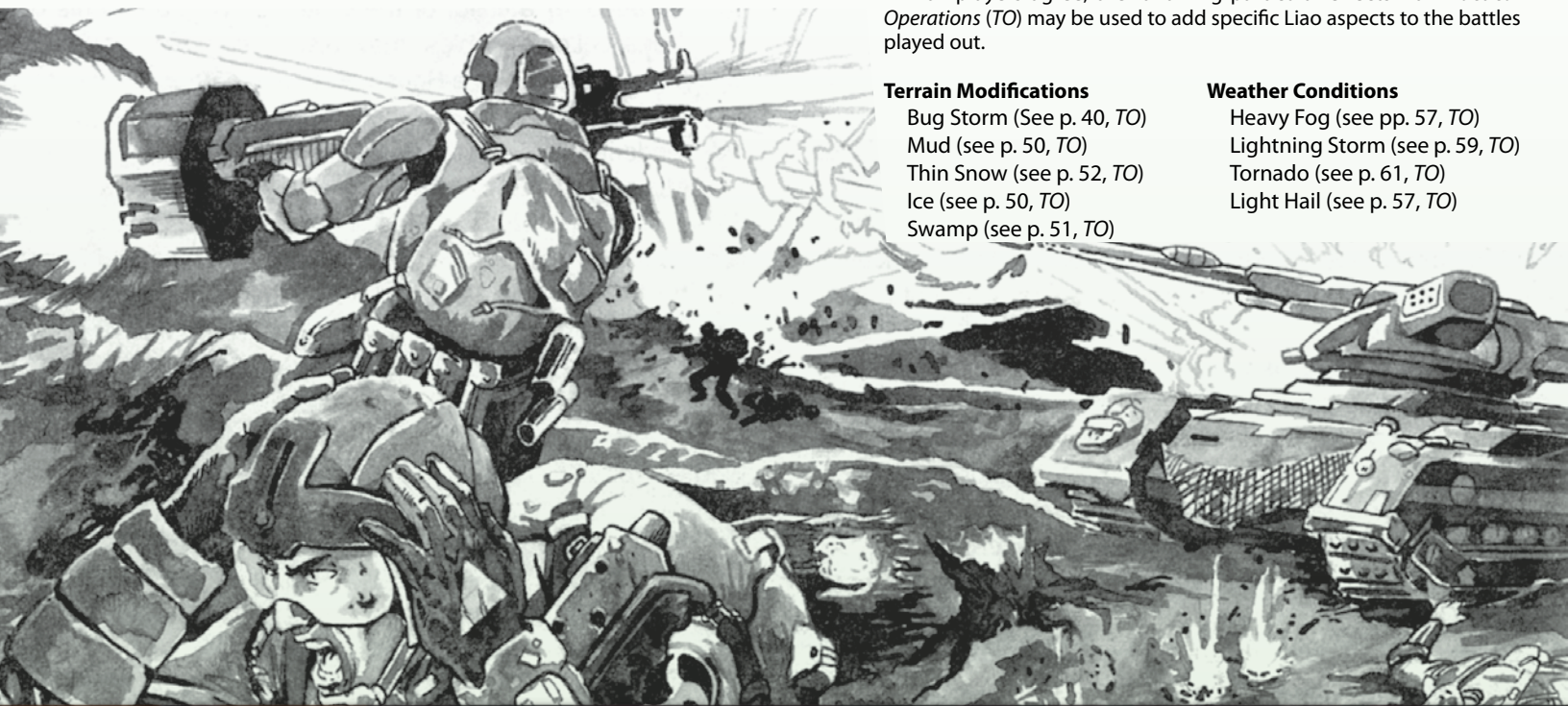
If all players agree, the following particular effects from *Tactical Operations (TO)* may be used to add specific Liao aspects to the battles played out.

Terrain Modifications

Bug Storm (See p. 40, TO)
Mud (see p. 50, TO)
Thin Snow (see p. 52, TO)
Ice (see p. 50, TO)
Swamp (see p. 51, TO)

Weather Conditions

Heavy Fog (see pp. 57, TO)
Lightning Storm (see p. 59, TO)
Tornado (see p. 61, TO)
Light Hail (see p. 57, TO)



THE LIBERATION OF LIAO

The HPG blackout triggered long-simmering tensions throughout the entire Republic but nowhere as much as on the former Capellan worlds of the rimward Prefectures. On Liao, nearly six years of insurgency by the Ijori Dè Guāng already had the government and garrison forces on edge. It wouldn't take much to send matters spiraling out of control.

The spark that set things off came in late May 3134 as Capellan troops lunged across the border into The Republic, bent on reclaiming their lost worlds and exacting revenge for nearly half a century of perceived slights. On 7 June, detachments from the Second McCarron's Armored Cavalry put down on both inhabited continents of Liao and proceeded to seize industrial sites and population centers. The appearance of Capellan forces on Liao caused the vocal minority of pro-Capellan citizens and residents—mostly the latter—to swell in numbers and begin a series of civil disobedience protests. The first major incident was a labor strike in the southern industrial city of Jíla. The local magistrate shut down all residential power supply in an attempt to pacify the populace and force their return to work but instead triggered several days of rioting that required martial law to bring it back under control and destroyed large swaths of the city in fire.

Within two weeks of landing, the MAC forces had wreaked havoc on Republic defenses on Nánlù and were beginning to head north to link up with their comrades on Beilù. On 21 June, the swift raiders of McCarron's force struck at the city of Opskillion, which was lightly defended by the Liao Planetary Militia. This lopsided battle against a garrison unused to action ended quickly. As the Republic troops retreated through the city, fires broke out and Opskillion suffered great damage. Though the government in Chang-an blamed the fires on the invaders, some observers on the scene attributed the two-day conflagration to the retreating militia.

The suppression of the populace and the massive damage done to Opskillion could not stand. Most of the cadets and many of the faculty at the Liao Conservatory for the Military Arts, recently renamed The Republic Conservatory in the wake of continued vandalism and rising unrest, gathered on campus in an impromptu demonstration. Peaceful at first, the gathering turned ugly when Republic troops arrested several of the organizers, including Mai Uhn Wa, a supposed guest lecturer on Capellan History and Culture but in actuality an agent sent by Chancellor Daoshen Liao to destabilize the planet. His arrest and the subsequent use of force against the demonstrators by the local militia caused a riot centered on the Conservatory but spilling out into the streets of the Chang-an suburbs. The aftermath of this riot saw the students seize control of several buildings on campus and take hostages from among the loyalist students, staff and faculty. Less than a week later, all hostages were freed, though only sixty percent of the staff and fewer than half of the students chose to leave.

In the midst of the escalating problems, Knight-Errant Eve Kincaid arrived with reinforcements from the Fifth Principes Guards. Though just a mixed company in size, Lady Kincaid led her forces into Nánlù to chase down and eliminate McCarron's Armored Cavalry. This task was made all the more difficult by the propensity for the MAC units to hit and run, using the speed of their hovercraft and light 'Mechs to retreat before Kincaid's forces could arrive.

With Capellan and Republic forces struggling for possession of Liao, it was not surprising that the same tensions that had riven the planet for decades would erupt within Republic ranks. Loyalties and oaths were tested by the necessary actions undertaken by Legate Viktor Ruskoff in performance of his duties. After the violent end to the riot at the Conservatory, a number of the Fifth Triarii defected to the student's side and provided the cadets with military expertise. Even remote outposts were affected: when the Shanto garrison was ordered to break up a protest at Shanto Preparatory Academy where students had seized campus offices in support of the LCMA demonstrators, half of the garrison sided with the students.

By the end of June, the Capellan forces on Liao had free reign over most of two continents. The MAC seized the northern ranching city of Xiapu on 30 June, decimating a Triarii company that tried to hold them off. Just hours after that battle, the MAC's officers met with representatives from the Ijori Dè Guāng and the Conservatory students. The three groups joined forces.

July brought no relief for the beleaguered Republic troops. Legate Ruskoff himself was caught in an ambush on 10 July while escorting a supply convoy to Chang-an. Knight Kincaid took command of all southern forces but lost a major supply depot at Mau-ti, though a chance accident also denied the depot to the attackers. On 17 July, long-awaited reinforcements for the Capellan invaders arrived in the form of the Dynasty Guard, led by *Sang-shao* Carson Rieves. These fresh troops hit the remaining industrial sites on Nánlù and seriously wounded Knight-Errant Kincaid. The Republic all but abandoned the southern continent.

But by far the worst event in July came on the 25th, when Republic air control in Chang-an, acting on information supplied by Major Ritter Michaelson, formerly of the Tenth Hastati Sentinels, shot down a DropShip suspected of carrying Capellan troops into the city. When it was revealed that the DropShip was actually a medical transport full of refugees from Gan Singh, the capital erupted in an orgy of outraged violence. Within hours Chang-an was under the control of an angry mob.

The end appeared to be nearing as August opened with the Dynasty Guard suddenly abandoning Nánlù to relocate to the Du-jin Mountains on Beilù. This placed them near enough to Chang-an to be a credible threat, yet they did not immediately press their advantage. Within days of this relocation, rumors began to crisscross Beilù reporting sightings of the Ascended Sun-Tzu Liao. These quasi-religious manifestations emboldened the pro-Liao members of the populace and the countryside became increasingly hostile to Republic forces.

Determined to retake the capital as the first step in retaking the planet, Legate Ruskoff assaulted the Conservatory at dawn on 4 August. In addition to their pro-Capellan sentiments, the students and their MAC allies were driven to win by hatred of Ritter Michaelson, recently revealed as an alias used by Daniel Peterson, the instigator of the Liao Massacre – who turned out to be the so-called “Black Paladin” Ezekiel Crow. Many among the student body had suffered losses in 3111 and likewise bore ill-will stemming from Crow's actions to defuse the student revolt of 3128. The battle on the Conservatory's parade grounds initially went well for The Republic's defenders. The cadets and their allies faced a hard core of dedicated loyalists who were determined not to lose the planet. But then one 'Mech from the Principes Guards turned its weapons on a downed enemy vehicle, roasting alive the helpless cadets inside. The Republic forces broke in the face of this barbarism and turned on one another. Reinforcements from the Governor, intended to help the Legate win back control of Chang-an, threw in their lot with the rebellion instead. With the Dynasty Guard's seizure of the eastern DropPort city of Hussan a few days later, the loyalist forces were nearly encircled in the LianChang Military Reserve.

Legate Ruskoff was faced with a dire choice: fight the Capellans on Beilù and hope for a victory or fall back to Nánlù and eventually fight them there instead. Advised in part by Lady Kincaid and Daniel Peterson, he decided a full-on assault against the Dynasty Guard was his best hope. If he could prove to the people that the Capellan forces were not invincible, he might be able to win back their support. He marched his troops north towards the Guard's positions in the mountains, not knowing that the reborn House Ijori led the Conservatory cadets, the MAC, and Governor Lu Pohl's forces. The two sides met in the Suriwong Floods and, mistaking this force for the Dynasty Guard, Legate Ruskoff launched his final attack. The battle was decided by the arrival of the actual Guard and a breakthrough action led by Ijori MechWarrior Evan Kurst. Surrendering, Legate Ruskoff and any remaining loyalists were permitted to retreat off-world. Liao was free of The Republic.

RANDOM ASSIGNMENT TABLES: LIAO, 3134

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

RANDOM ASSIGNMENT TABLE: VEHICLES AND INFANTRY

LIGHT VEHICLES	2D6 RESULT	REPUBLIC OF THE SPHERE	CAPELLAN CONFEDERATION
	1	Beagle Hover Scout	Sprint Scout Helicopter
	2	Pegasus Scout Hover Tank	Balac Strike VTOL
	3	Saxon APC	Harasser Missile Platform
	4	Donar Assault Helicopter	Cavalry Attack Helicopter
	5	Aeron Strike VTOL	Saxon APC
	6	Fox Armored Car	Scorpion Light Tank (LAC)

MEDIUM VEHICLES	2D6 RESULT	REPUBLIC OF THE SPHERE	CAPELLAN CONFEDERATION
	1	Giggins APC	Joust Medium Tank
	2	Bellona Hover Tank	Regulator Hover Tank
	3	Demon Medium Tank	Regulator II Hover Tank
	4	Ranger Armored Fighting Vehicle	Danai Support Vehicle
	5	Condor Heavy Hover Tank	JES Tactical Missile Carrier
	6	Prowler Multi-Terrain Vehicle	SM1 Tank Destroyer

HEAVY VEHICLES	2D6 RESULT	REPUBLIC OF THE SPHERE	CAPELLAN CONFEDERATION
	1	Brutus Assault Tank	Po II Heavy Tank
	2	Winston Combat Vehicle	Zhukov Heavy Tank
	3	Kinnol MBT	LRM Carrier
	4	Marsden II MBT	Manticore Heavy Tank
	5	Demon Tank	Bulldog Medium Tank
	6	LRM Carrier	SRM Carrier

ASSAULT VEHICLES	2D6 RESULT	REPUBLIC OF THE SPHERE	CAPELLAN CONFEDERATION
	1	Alacorn Heavy Tank	JES II Strategic Missile Carrier
	2	Behemoth II Heavy Tank	Behemoth Heavy Tank
	3	M1 Marksman MBT	Schrek PPC Carrier
	4	DI Morgan Assault Tank	Ontos Heavy Tank
	5	Partisan Air Defense Tank	Heavy LRM Carrier
	6	JES II Strategic Missile Carrier	Demolisher Heavy Tank

INFANTRY	2D6 RESULT	REPUBLIC OF THE SPHERE	CAPELLAN CONFEDERATION
	1	Motorized	Fa Shih battle armor
	2	Foot	Purifier battle armor
	3	Hauberk battle armor	Motorized
	4	Infiltrator Mk II battle armor	Foot
	5	Jump	Motorized
	6	Angerona battle armor	Jump

RANDOM ASSIGNMENT TABLE: BATTLEMECHS

LIGHT 'MECHS	2D6 RESULT	REPUBLIC OF THE SPHERE	CAPELLAN CONFEDERATION
	2	Koshi	WSP-3L Wasp
	3	Pack Hunter 3	STG-5G Stinger
	4	RVN-4L Raven	WSP-7MAF Wasp
	5	PNT-10K2 Panther	Koshi
	6	MLR-B2 Mjolnir	Pack Hunter 4
	7	Ocelot 3	RVN-4L Raven
	8	LCT-6M Locust	MEB-10 Ebony
	9	STG-5T Stinger	BLD-XL Blade
	10	V4-LNT-J3 Valiant	LCT-5T Locust
	11	SDR-8R Spider	SDR-8R Spider
	12	BLD-XL Blade	UM-R80 UrbanMech

MEDIUM 'MECHS	2D6 RESULT	REPUBLIC OF THE SPHERE	CAPELLAN CONFEDERATION
	2	TRM-1N Targe	TRM-1N Targe
	3	PXH-7K Phoenix Hawk	NH-2 Rook
	4	TFT-A9 Thunder Fox	YOL-4C Yao Lien
	5	LGN-2D Legionnaire	PXH-7K Phoenix Hawk
	6	ENF-6Ma Enforcer III	Black Hawk
	7	HCT-7S Hatchetman	VDN-6L Vindicator
	8	Black Hawk	GRF-5L Griffin
	9	CN9-D5 Centurion	MS1-0 Men Shen F
	10	GRF-4R Griffin	DV-8D Dervish
	11	GST-11 Ghost	HUR-WO-R40 Huron Warrior
	12	SKW-2F Shockwave	CN9-D9 Centurion

HEAVY 'MECHS	2D6 RESULT	REPUBLIC OF THE SPHERE	CAPELLAN CONFEDERATION
	2	GLT-7-0 Gallant	SHY-3B Shen Yi
	3	TDR-10SE Thunderbolt	Tundra Wolf 3
	4	CPLT-C5A Catapult	CPLT-C6 Catapult
	5	Ryoken II 2	TDR-10M Thunderbolt
	6	Tundra Wolf	Ryoken II
	7	RFL-7X Rifleman	CTF-3LL Cataphract
	8	ARC-9W Archer	THR-2L Thunder
	9	Vulture H	LHU-3C Lao Hu
	10	PRF-1R Prefect	PEN-2H Penthesilea
	11	MNL-3L Mangonel	JN-G8A Jinggau
	12	BL-12-KNT Black Knight	TSG-9C Ti Ts'ang

ASSAULT 'MECHS	2D6 RESULT	REPUBLIC OF THE SPHERE	CAPELLAN CONFEDERATION
	2	ZEU-9T Zeus	Y-H9GC Yu Huang
	3	BNC-8S Banshee	AS7-K2 Atlas
	4	Hellstar 3	LGB-12R Longbow
	5	AS7-K3 Atlas	GOL-3L Goliath
	6	Jupiter 3	EMP-7L Emperor
	7	PKP-1B Peacekeeper	PLG-5Z Pillager
	8	VTR-10L Victor	STC-2D Striker
	9	GUN-ZERD Gunslinger	LGB-14C Longbow
	10	TI-2P Titan II	XNT-50 Xanthos
	11	BLR-2G Warlord	TR-XL Trebaruna
	12	AWS-9Q Awesome	BLR-4L BattleMaster

RANDOM ASSIGNMENT TABLE: LIAO INSURGENTS

BATTLEMECHS	2D6	RESULT
	2	Jabberwocky 66B EngineerMech
	3	CON-1 Carbine ConstructionMech (RL)
	4	HVR-99 Harvester AgroMech
	5	RA-4 CattleMaster (Herder)
	6	WI-DM2 DemolitionMech
	7	Powerman XI LoaderMech
	8	BC-XV Buster HaulerMech (AC)
	9	HYN-4A Hyena SalvageMech
	10	K-3N-KR4 Kiso ConstructionMech
	11	PM6 Peacemaker PoliceMech
	12	ED-X2 Crosscut LoggerMech (RL)

VEHICLES AND INFANTRY	2D6 RESULT	VEHICLES	INFANTRY
	1	Crow Scout Helicopter	Motorized
	2	Flatbed Truck	Foot
	3	Brunel Dump Truck	Foot
	4	Rotunda Scout Vehicle	Foot
	5	Savannah Master Hovercraft	Purifier battle armor
	6	Tamerlane Strike Sled	Motorized



COMBATANTS

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

RAT shows which Random Assignment Table (see pp. 5-6) to roll units from if randomly determining a force. To build a unit (if not using a player-defined unit from a campaign), follow the Unit Generation rules in *Total Warfare* (see p. 264, *TW*).

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

CAPELLAN CONFEDERATION

Second McCarron's Armored Cavalry

CO: *Sao-shao* Terrence McCarron

Average Experience: Veteran

RAT: Capellan Confederation

Unit Abilities: The hovertank companies of Second McCarron's are masters of the hit and run. Any time their force consists of no units heavier than medium vehicles or BattleMechs, add 1 to their Running/Flank MP and all units ignore Attacker movement modifiers for weapon attacks. The Second can also use the Overrun Combat special ability.

In mostly clear or open terrain, they gain a +1 Initiative modifier.

Notes: As part of the general Capellan thrust into the Republic, a battalion of the 2nd MAC was sent to Liao by the Strategios to liaise with local insurgents and prepare the way for the Dynasty Guard. *Sao-shao* McCarron was initially wary of the local partisans but quickly came to see them as allies. Many times, the MAC would find themselves accompanied by local farmers and ranchers in civilian vehicles and armed with shotguns and hunting rifles. The majority of this MAC detachment consists of vehicles only; the unit brought only a single lance of BattleMechs to Liao.



Dynasty Guard (Fourth Capellan Hussars)

CO: *Sang-shao* Carson Rieves

Average Experience: Elite

RAT: Capellan Confederation

Unit Abilities: As one of the premier units in the Capellan Armed Forces, the Dynasty Guard inspires its allies to greater results. One Guard unit should always be designated as *Sang-shao* Rieves; as long as his unit remains active on the board, the Guard and all allied forces receive a +2 Initiative bonus. However, Rieves is prejudiced against irregular forces; the Guard and their allies suffer a -2 penalty to their Initiative rolls in any engagement where they fight alongside a non-traditional force. This penalty replaces the bonus given when Rieves is on the board.

Notes: Led by the haughty *Sang-shao* Rieves, the Dynasty Guard was the main force sent to liberate Liao. They arrived with supplies and weapons for the local insurgents but Rieves distributed them parsimoniously. The Guard was meant to be the hero of the liberation but they were overshadowed by the students of the Conservatory and the reborn House Ijori.



Ijori Dè Guāng

CO: Shiao-zhang Mai Uhn Wa

Average Experience: Green

RAT: Liao Insurgents

Unit Abilities: Made up of pro-Capellan insurgents native to the planet Liao, the Ijori Dè Guāng is able to use their greater knowledge of the land to their benefit. Players controlling IDG forces can select a mapsheet off the appropriate Terrain table instead of rolling randomly. When fighting in an urban environment or non-open terrain, they can use Hidden Unit rules (see p. 259, *TW*) when setting up. In addition, IDG units receive a -2 Piloting Skill modifier in urban environments.

Notes: The Light of Ijori was founded by Mai Uhn Wa in the wake of the failed uprising of 3128, intended by the Capellan agent provocateur to undermine the uneasy peace crafted by Ezekiel Crow. When Wa was recalled to Sian four years later, the movement nearly collapsed but was saved through the efforts of Evan Kurst and others. Mai Uhn Wa returned to Liao at the Chancellor's orders and soon realized that he could use the Ijori Dè Guāng as the core towards his goal of resurrecting the Warrior House Ijori.



Liao Conservatory student militia

CO: Colonel Khanh Feldspar

Average Experience: Green

RAT: Capellan Confederation, Republic of the Sphere, Liao Insurgents

Unit Abilities: The students of the Liao Conservatory of the Military Arts know the ins and outs of the city of Chang-an like the backs of their hands. When fighting in Chang-an or its surrounding suburbs, they automatically win Initiative every odd-numbered turn and apply a +2 modifier to their roll in every even-numbered turn. As cadets, they are not yet fully versed in the details of modern combat and receive a -1 to all Piloting and To-hit rolls. These cadets have been trained in the tactics and techniques of the RAF, allowing them to cancel any Initiative bonuses enjoyed by their opponents when facing Republic forces.

Notes: Though their right to acknowledge their Capellan heritage was upheld by Ezekiel Crow in the aftermath of the 3128 Uprising, most students at LCMA were convinced that showing too much interest would get them blacklisted in the RAF. Their dissatisfaction with this covert oppression boiled over once Confederation troops landed on Liao and they rose up once more. But it wasn't until records were discovered that backed up their long-held suspicions that the cadets made their final choice between the Republic and the Confederation.



REPUBLIC OF THE SPHERE

Fifth Principles Guards

CO: Lady Eve Kincaid

Average Experience: Veteran

RAT: Republic of the Sphere

Unit Abilities: The Principles Guards are the backbone of the RAF line regiments and frequently have their pick of equipment. When randomly determining forces, players can select units from their designated RATs rather than rolling randomly. Under Knight Kincaid's leadership, the warriors of the Fifth pride themselves on the accuracy of their weapons fire and reduce the modifier for Called Shots by 1 (see p. 78-79, *TO*). In addition, roll 1D6 for each unit



fielded by the Principles; on a result of 5 or 6, that unit receives a -1 to its Gunnery skill. For purposes of *Crisis of Conscience* rules (see p. 9), the Fifth Principles Guards are of Questionable loyalty.

Notes: Fresh from shoring up Prefecture defenses on New Aragon, Knight-Errant Eve Kincaid led a mixed company of Principles to Liao in order to oppose the newly-landed MAC. The Principles prides itself on its close connections to the people of their Prefecture, but the strong pro-Capellan sentiment on Liao has always prevented them from feeling too welcome there. Still, their innate sense of justice for the people of their Prefecture has made them the conscience of the RAF and they are not above defying their commanders if they feel actions warrant a stand on principle.

Fifth Triarii Protectors

CO: Legate Viktor Ruskoff

Average Experience: Regular

RAT: Republic of the Sphere

Unit Abilities: The Triarii embody the principles of diversity and inclusiveness championed by The Republic. When randomly determining force composition, the Fifth Triarii can roll 1 out of every 4 units off of any RAT in use for the scenario, even their opponent's. Because their frequent public appearances in formation have honed their ability to handle their machines, Triarii MechWarriors gain a +1 bonus to their Piloting Skill Rolls and, in circumstances when they are not having to coordinate with another unit, a +1 to their Initiative rolls. For purposes of *Crisis of Conscience* rules (see p. 9), the Fifth Triarii Protectors are of Reliable loyalty.

Notes: The Fifth Triarii has been used to augment the Liao Planetary Militia since the end of the Capellan Crusades and has tried to show the flag for the Republic during that time. Though partially successful in engendering positive feelings for The Republic, the fact that the majority of the Fifth's ranks come from off-world has prevented the populace from accepting them wholeheartedly. Legate Ruskoff maintains a firm hand at the rudder but is frequently caught between the rabidly pro-Republic Lord Governor Marion Hidic and the opportunistic Governor Anna Lu Pohl.



Liao Republic Standing Guard (Planetary Militia)

CO: Colonel Francesca Altamira

Average Experience: Regular

RAT: Republic of the Sphere

Unit Abilities: As a result of their near-constant training on the wide-open grasslands of Liao, the Planetary Militia have become experts at long-range combat. Their to-hit modifier for ranged weapons fire at medium range is 0, long range is +2, extreme range is +4 and line-of-sight range is +6. They suffer a -1 to-hit penalty for physical combat and a -1 penalty to any PSRs arising from making physical attacks. In addition, the Liao Planetary Militia can use the Off-Map Movement special ability. For purposes of *Crisis of Conscience* rules (see p. 9), the Liao Planetary Militia are of Questionable loyalty.

Notes: Made up mostly of natives of Liao, the men and women of the planetary militia have experienced firsthand the divisiveness that has gripped the planet for so long. It was, after all, one of their own who instigated the Liao Massacre in 3111. Since the end of open hostilities, the Militia has been viewed as something of a dumping ground for LCMA students who were considered "too Capellan" in their politics. Though the officer corps consists of loyal and dedicated Republicans, much of the lower ranks harbors resentment towards a system they feel has unfairly cast them aside.



THE REAL THING

SITUATION

Opskillion

Liao, Republic of the Sphere

20 June 3134

The first major action in the fight for Liao took place near the city of Opskillion on the southern Nánlù continent. A mostly sleepy backwater town whose main claim to fame was the CitruSoda sweetened cola bottling plant located nearby, the local garrison was not used to seeing any action more strenuous than a heavy training exercise. So when McCarron's Armored Cavalry came to call, they were hopelessly outclassed.

GAME SETUP

Recommended Terrain: Flatlands, Hill, Light Urban (see p. 263, *TW*) or Nánlù (see p. 3).

Place 2 mapsheets side by side with the long edges together. Designate one side as the city limits of Opskillion; this is the Defender's home map edge. Exiting units off the Defender's home map edge means those units have entered the city. The Attacker's home map edge is the opposite side.

Attacker

Recommended Forces: Second McCarron's Armored Cavalry

The Attacker is 125% of the Defender's deployed force. No more than 25% of the Attacker's force can consist of BattleMechs (to a maximum of 4), the rest should be vehicles and/or infantry. When determining units randomly, all BattleMechs should be rolled from the Light RATs. The Attacker's forces should set up within four hexes of the Attacker's home map edge.

Defender

Recommended Forces: Liao Planetary Militia

The Defender places his or her units first, within four hexes of the Defender's home map edge. The Defender's forces can contain no more than one lance of BattleMechs; the rest consists of infantry and combat vehicles.

WARCHEST

Track Cost: 100 WP

Optional Bonuses:

+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.

Man, we used to bitch and moan all the time about being stationed here in Opskillion. It's too hot. The local cuisine tastes like ass. There is nothing to do in this town when you're off-duty. The women are stuck up and frigid. We never see any action.

Now they tell us that we've got McCarron's coming down on us. McCarron's Armored Frickin' Cavalry. That ain't no pirate raid or disgruntled noble; that's the mother-flippin' CapCon. Shit.

I think I liked it better when Opskillion was boring.

+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. Other unit types apply a +3 To-hit modifier to all weapon attack rolls.

OBJECTIVES

1. Heading into town. For every unit the Attacker succeeds in exiting off the Defender's home map edge, or every Attacking unit the Defender cripples or destroys before they can exit off the Defender's home map edge. **(Reward: 25)**

2. No quarter. Cripple/destroy 75% of the enemy's forces. **(Reward: 200)**

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

Both sides are operating under Forced Withdrawal rules (see p. 258, *TW*), unless negated by special unit rules (see pp. 6-7).

Salvage

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

AFTERMATH

As expected by their commander, the local militia was no match for the fresher and more experienced Cavalry troops. When it became clear that they wouldn't be able to hold the line, the militia forces retreated, hoping to put the city between themselves and the MAC so they could escape. The fires that erupted throughout the city during their retreat were blamed on the militia by the victorious Capellans and on the Capellans by the planetary government, though no one could say with any certainty how they really began.

TEACH THE CHILDREN

SITUATION

Shanto

Liao, Republic of the Sphere

25 June 3134

In the aftermath of the first shots at the Liao Conservatory of Military Arts, people all over the planet began dividing up into two camps. The students at the Shanto Preparatory Academy expressed their solidarity with the Conservatory cadets by peacefully taking over the campus. Ordered to break up the protest, the garrison at Shanto self-destructed as the divided loyalties of the troops there erupted in violence.

GAME SETUP

Recommended Terrain: Flatlands, Hill, Wooded (see p. 263, *TW*) or Nánlù (see p. 3).

Place 2 mapsheets end to end with the short edges together. Designate one end of the mapboard as the Attacker's home edge; the other is the Defender's home edge. The Defender's goal is to escape off the Defender's home edge of the mapboard while the Attacker tries to prevent this.

Alternate placing units on the mapboard, with the Defender going first. All units must be placed within 8 hexes of the Attacker's home edge.

Attacker

Recommended Forces: Liao Planetary Militia, no more than a company

The Attacker should designate one unit as the commander; historically this was Field Sergeant Lynette Estevez in a *Locust BattleMech*.

The Attacker is subject to the Crisis of Conscience special rule, though the Attacker's commander is immune to this rule.

Defender

Recommended Forces: Liao Planetary Militia

The Defender's forces are 125% of the Attacker's. The Defender should designate one unit as the commander; historically this was Lieutenant Anthony Yeung in an *Ocelot BattleMech*.

The Defender is subject to the Crisis of Conscience special rule, though the Defender's commander is immune to this rule.

WARCHEST

Track Cost: 200 WP

Optional Bonuses:

+200 Commanders: Killing or crippling the enemy's commander applies a -1 penalty to their Initiative rolls for the remainder of the track.

+200 Brother versus Brother: Apply a -2 to-hit penalty to all weapons fire.

OBJECTIVES

1. Think of the children! (Attacker) For each Defender unit the Attacker prevents from moving off the Defender's map edge towards the Academy. (**Reward: 50**)

"Tony, they're just kids!"

"Don't you think I know that? I don't want to hurt kids any more than you do, but we have our orders. They need to call off this stupid protest and disperse back to their barracks. They do that, no one gets hurt."

"You know it won't be that easy."

"It can be. Now get that 'Mech in gear and let's go! Company's moving out."

"... No. I'm sorry, Tony, but I'm not going to just stand by and watch kids get bullied by BattleMechs."

"Sergeant Estevez, are you disobeying a direct order from your superior officer?"

2. Know their place (Defender) The Defender must get as many of their units as possible off the Defender's map edge towards the Academy. (**Reward: 25 each**)

3. Pull Your Punches. Defeat the enemy force by crippling their units rather than destroying them. (**Reward: 300**)

SPECIAL RULES

The following rules are in effect for this track:

Crisis of Conscience

One of the worst aspects of civil war is that it pits parent against child, sibling against sibling, comrade against comrade. The planet Liao has been subject to divided loyalties since the very beginning of The Republic and those tensions erupted in 3134. Use these rules to simulate the shifting allegiances of the time.

Units subject to Crisis of Conscience may switch sides during a battle when unit(s) from their own side act in a way they consider dishonorable. Examples of such behavior could include attacking an enemy unit that has surrendered or is withdrawing, attacking an already-crippled enemy unit, ganging up on enemy units with a greater than 2:1 ratio, doing more than 30 points of damage to an enemy unit in a single Turn, etc. In the event of one or more of these conditions, the player subject to Crisis of Conscience should make a 2d6 roll for each of his or her units. The default target number for this roll is 5, modified by the following:

Condition	Mod
Other units on the same side have previously failed a check	+1
Multiple conditions triggered the check	+1
Unit has already been damaged by the enemy	-1
Unit loyalty is Fanatical	-1
Unit loyalty is Reliable	0
Unit loyalty is Questionable	+1
Unit experience is Elite	-1
Unit experience is Veteran	0
Unit experience is Regular or Green	+1

A unit that fails this roll will immediately attack the friendly unit whose actions triggered the check. If the unit cannot make an attack in the current turn, it will attack at the earliest opportunity. In addition, the unit will move to defend the enemy who was subject to the actions that triggered the check. The unit will not attack any other units from its former side unless attacked first. If the new side withdraws from the field, the turncoat unit must make another Conscience check against the same target number as before; failure means they also withdraw, success means they stay with their former comrades to face the consequences of their actions.

Once a unit switches allegiance, it will retain that new allegiance for the remainder of the track and is no longer subject to Crisis of Conscience rolls.

Salvage

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

AFTERMATH

Led by Field Sergeant Lynette Estevez, nearly half of the garrison turned on their comrades before they reached the Academy grounds. The battle was quick and brutal and when it ended only three soldiers remained alive. Two of them fled and eventually joined the students at LCMA. The destruction of the Shanto garrison was just the most extreme example of a process that would soon sweep across Liao.

COUNTRY CLAMOR

SITUATION

Outside Xiapu
Liao, Republic of the Sphere
30 June 3134

McCarron's Armored Cavalry has had a pretty easy time of it fighting scattered garrisons and supply convoys on two continents. Having determined that taking the city of Xiapu, set deep in the heart of ranching country, would open a gateway to the capital city, they press forward. But Legate Ruskoff has ordered a nearby contingent from the Fifth Triarii to intercept the invaders before they can reach the city.

GAME SETUP

Recommended Terrain: Flatlands, Hill, Badlands (see p. 263, TW) or Beilù (see p. 3).

Place 2 mapsheets side by side with the long edges together. Use 2 mapsheets per 2 lances of Attackers, rounding down, with a minimum of 2 mapsheets (ex. If the Attackers use 3 lances, use 3 mapsheets. If the Attackers use 4 lances, use 4 mapsheets). The Defender should choose one map edge as his or her home edge; the Attacker's home edge is the opposite. Each side sets up within 4 hexes of their home edge, with the Defender going first.

Attacker

Recommended Forces: Fifth Triarii Protectors

The Attacker is 110% of the Defender's force. One unit should be designated as the Attacker's commander.

Defender

Recommended Forces: Second McCarron's Armored Cavalry

The Defender's forces can contain no more than one lance of BattleMechs; the rest consists of vehicles and/or infantry. One unit should be designated as the Defender's commander.

WARCHEST

Track Cost: 100 WP

Optional Bonuses:

+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

Carolyn,

The Legate has us camped outside of [CENSORED] because [CENSORED] has been reported in this area. Hopefully we'll get to lay the smack down on them.

In the meantime, we should really think about taking our next vacation up here. Yeah, the land is flat as all hell, but my god the stallions are just beautiful! Maybe for Lianne's birthday next year? If she's still obsessed with horses by then, that is.

Love ya, babe, hope to see you soon.

— Jennifer

die roll; on a modified result of less than 2, the missile attack misses the target. High winds will also affect the spread of any fires (see Special Rules below).

+100 Fatigue: The tank jockeys of McCarron's Armored Cavalry have been engaged in hit-and-run attacks for weeks now and are exhausted. Likewise, Republic forces have been on high alert for a long time and are similarly tired. Apply a +1 to each unit's Piloting Skill Roll target number and a +1 to-hit penalty to all direct-fire weapon attacks.

OBJECTIVES

1. Cut off the head. Cripple or destroy the enemy's commander. **(Reward: 200)**

2. Hammer. Cripple or destroy at least half of the opposing force. **(Reward: 400)**

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

Both sides are operating under Forced Withdrawal rules (see p. 258, TW), unless negated by special unit rules (see pp. 6-7).

Salvage

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

Missed Shots

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

Tinderbox

The grasslands of central Beilù can become a flaming inferno all too easily. Any missed weapons fire has a chance of igniting the grass and starting a fire. Use the rules for accidental fires (see p. 43, *TO*) and apply a -2 modifier to the first 2D6 roll to represent the greater chance of sparking a blaze on Liao's prairie.

Stampede!

Xiapu is in the middle of ranching country and vast herds of Eridani stallions cross the plains that stretch for hundreds of kilometers around the city. The longer the fight goes on, the greater the chance that the hue and cry of the battle will spook a nearby herd and they will stampede right through the battlefield. At the end of Turn 3, roll 2D6 against a target number of 3; failure indicates a stampede has begun. At the end of each subsequent turn, increase the target number by 1 and roll again. Once it has been determined that a stampede has occurred, randomly select a map edge and a hex along that edge for its starting location. The initial path of the stampede will be to cross the map in a straight line from that starting hex. There can be a maximum of four stampedes generated in this way for every two maps used; if the number of current stampedes meets this limit, no rolls need be made until or unless one of them either leaves the map or is destroyed.

Once a stampede begins, roll 1D6+2 to determine how long it is. The stampede must always be contiguous, with no spaces between occupied hexes, and the following hexes must always follow the head. A stampede will follow a straight path until it meets an obstacle it cannot run through. A stampede has a movement rate of 4 MP per turn and has its own Initiative rolled to determine when it moves. Stampedes cannot go up levels if the difference between hexes is greater than 1 but can go down any number of levels, suffering damage in the process if the number of levels changed is greater than 1 (e.g., from Level 3 to Level 1). Obstacles such as woods hexes of any type, fire, water hexes deeper than Depth 0, buildings, rubble or level changes greater than 1 require a successful PSR by the lead hex (assume the equivalent of a Piloting skill of 5 and apply appropriate modifiers for movement and terrain); failure means the lead hex is destroyed (falls off a cliff, dispersed by woods, drowns, etc). The former second hex then becomes the new lead hex and turns the stampeding herd in a random direction to avoid the obstacle. If the new lead hex has

no allowable hexes to turn to, the stampede comes to a halt until a path opens up.

When a stampede would enter a hex containing any non-infantry unit, it will instead change direction. Randomly determine whether the stampede breaks to the left or the right. Once a turn is completed, the stampede will continue in a straight line in the new direction until another obstacle is reached. In addition, the non-infantry unit that triggered the direction change must make a Piloting skill roll to avoid falling or skidding. If the unit has not moved in the current turn, it does not need to make a PSR. BattleMechs, ProtoMechs, IndustrialMechs and non-hover vehicles cannot cross the path traveled by a stampede in the same turn by walking or traveling at cruising speed. Units that run, jump or travel at flank speed may do so with a successful PSR. Infantry units (both conventional and battle armored) will be overrun by an oncoming stampede, receiving 20 points of damage per hex of the stampede. Infantry units cannot cross the path traveled by a stampede in the same turn.

Stampedes may be targeted by weapons fire. Each hex of a stampede can take up to 30 points of damage. Treat the herd like an infantry platoon for purposes of applying damage. In addition, an attack on any hex after the leader of a stampede will split the stampede in two, each half turning in a randomly determined direction to escape the noise and destruction of the attack. Child stampedes that split off from a larger parent do not apply to the limit on the number of stampedes on the map. A stampede of just one hex length ceases to be of any effect on the battlefield and can be ignored.

Two stampedes that cross each other's paths will merge into a larger stampede. Roll 1D6 for each of the merging stampedes; the higher result becomes the leader of the combined herd. The winning herd continues in its current direction and adds the length of the losing herd to its own.

AFTERMATH

Though they had the element of surprise, the Fifth Triarii were simply outfought by the hardened troops of the Second MAC. When it became clear they would not prevail and the Triarii commander ordered a retreat, the Republic forces were pursued and harried by McCarron's swift hovercraft for quite a distance before they were allowed to depart unmolested.

HIGHWAY STAIR

SITUATION

*Paragon Thruway
Liao, Republic of the Sphere
10 July 3134*

Supplies were becoming short in Chang-an and Legate Ruskoff decided to personally command the protective escort on the latest supply convoy to the city. When the vanguard came under attack in the Methow Narrows region of Paragon Province, protective escort quickly became a fight for survival. At the same time, the main body of the convoy was ambushed by local insurgents.

GAME SETUP

Recommended Terrain: Hill, Wooded, Badlands (see p. 263, *TW*) or Beilù (see p. 3).

Select one edge of the map as the Defender's home edge; the opposite edge is the Attacker's home edge. After choosing and placing mapsheets, designate a two-hex wide strip of hexes running from the Defender's home edge to the Attacker's home edge across the map as the Paragon Thruway. This is a paved road which can curve around terrain features and can narrow to do so, but in general should follow as straight a path as possible from one end of the map to the other. Additionally, designate 1D6 one-hex wide dirt roads (see p. 51, *TO*) branching off from the main thruway and leading off the map in other directions.

Attacker

Recommended Forces: Second McCarron's Armored Cavalry, Ijori Dè Guāng irregulars, Liao Conservatory student militia

The Attacker is 150% of the Defender's total force. Up to 25% of the Attacker's force should be designated as having broken off from the main body to attack the convoy's protective escort. This force is not available until the Reinforcements rule comes into effect (see Special Rules, below). The Attacker sets up his or her units in hidden positions on the map before the first turn. If randomly determining force composition, any Ijori Dè Guāng force may roll 1 of every 4 of its units from the Capellan RAT.

Defender

Recommended Forces: Liao Planetary Militia, Fifth Principles Guards

The Defender should designate up to 25% of his or her force as the convoy's vanguard protective escort. This force ranges out away from the convoy as it travels, searching for possible enemy attackers. It is not available to the Defender until the Reinforcements rule comes into effect (see Special Rules, below). At least half of the Defender's BattleMechs should be assigned to the vanguard. The Defender enters the map along the main road on Turn 1, traveling from the Defender's home edge to the Attacker's home edge. The convoy contains six Burro II Super-Heavy Cargo Trucks in addition to combat units. These trucks must begin play on the road but the rest of the Defender's forces can be on or off the road.

So I says to Darlene, I says whatcha doin' with all that molasses? And you know what she says to me? She tells me it ain't none of my damn business. Here I am, risking my ass long-hauling shit to Chang-an while them Cappie bastards are rippin' up the province and doing whatever they damn well please on our planet. And my lovin' wife is keepin' secrets from me!

I tell ya, somedays I just wanna— Holy shit! Hit the brakes, Tito!

WARCHEST

Track Cost: 300 WP

Optional Bonuses:

+100 Artillery (Defender only): The Attacker may call on four Thumper barrages (one per turn); the gun is two turns away (see p. 179, *TO*).

+200 Surprised!: The Defender has a -2 to his or her Initiative roll for the first four Turns.

+200 Dusk/Dawn: Use the Dusk/Dawn rules (see p. 58, *TO*).

OBJECTIVES

1. Grab and go (Attacker). The Attacker captures one or more of the convoy's transport trucks. If any Attacker unit enters the hex occupied by a truck, that truck may not move out of the hex as long as the enemy unit is there. Capture is achieved by an Attacker infantry or vehicle unit spending one Turn in the same hex as a truck without engaging in combat with any other unit. Once this has been achieved, the now-captured truck will attempt to retreat off the Defender's home edge. The Defender can recapture a truck using the same procedure. **(Reward: 75 each)**

2. Get the hell outta Dodge (Defender). The Defender moves one or more of the convoy's transport trucks off the Attacker's home edge. **(Reward: 100 each)**

3. Don't half-ass it. Cripple or destroy at least 75% of the enemy's combat forces. **(Reward: 300)**

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

Both sides are operating under Forced Withdrawal rules (see p. 258, *TW*), unless negated by special unit rules (see pp. 6-7).

Salvage

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

Minefield

The ambushing Capellan forces have set a minefield in the Methow Narrows. This is a 10-point command-detonated minefield (see p. 207, *TO*). The Attacker should secretly designate four mined hexes before the start of play.

Reinforcements

Both the Attacker and Defender are eligible to receive reinforcements during this engagement, latecomers who were part of the Republic vanguard protecting the convoy and the Capellans who ambushed them in the nearby forest.

Starting in the End Phase of Turn 6, the Defender may gain up to 25% of his or her initial force in reinforcements. Roll 1D6 to determine which map edge the Defender's reinforcements enter from: on a result of 1-3, they enter from the edge to the left of the Defender's home edge; on a result of 4-6, they enter from the right. One of the reinforcement units should be designated as Legate Viktor Ruskoff. This unit should be a BattleMech (historically Ruskoff piloted a *Zeus X*) and as long as the Legate is active on the field, the Defender receives a +2 to all Initiative rolls.

Starting in the End Phase of Turn 8, the Attacker may gain up to 25% of his or her initial force in reinforcements. The Attacker's

reinforcements enter from the same map edge as the Defender's reinforcements.

All reinforcements regardless of allegiance are subject to damage from their prior engagement. Allocate 3D6 points of damage to each unit before it enters the map, splitting into 5-point groups and randomly rolling for location. Reroll any result that calls for a critical hit. In addition, all ammunition stores must be reduced by 50%.

AFTERMATH

Though they tried to run when it became clear they were in danger, the convoy ran right into an ambush laid by Mai Uhn Wa and his Ijori Dè Guāng irregulars. The narrow causeway gave the insurgents all the help they needed to make quick work of the defenders. Legate Ruskoff and his BattleMechs escaped back to Chang-an, but the majority of the other Republic troops surrendered to the victorious Capellans and the supplies they were escorting ended up in rebel hands.

MAU-TI ON MY MIND

SITUATION

Mau-ti

Liao, Republic of the Sphere

14 July 3134

Determined to put a stop to the MAC's rampage on Nánlù, Knight-Errant Eve Kincaid assumed command of the southern continent's defenses. When she realized that McCarron intended to seize the supply depot at Mau-ti, Lady Kincaid gathered her forces together and rushed to the depot to make a stand.

GAME SETUP

Recommended Terrain: Light Urban or Heavy Urban (see p. 263, *TW*) or Nánlù (see p. 3).

Place at least 2 mapsheets side by side with the long edges together and place 2 heavy buildings (CF 100) near one edge of the map. These are the supply bunkers located at Mau-ti. The buildings should each be at least three hexes big and no more than three hexes apart from each other. These buildings are 1 level tall. If Light Urban or Heavy Urban maps are used, place 3D6 buildings at random on the map. These buildings have a CF of 15 (for Light Urban) or 30 (for Heavy Urban).

The map edge closest to the supply bunkers is the Defender's home edge and the Defender's forces must set up within four hexes of the buildings. The Attacker's home edge is the opposite edge of the map.

I sometimes wonder if we shouldn't just give up this planet and let Daoshen have it. I believe in The Republic and Stone's dream with all my heart, but should we be forcing the people of Liao to be a part of that dream? Doesn't that go against everything we supposedly stand for? But if we give up Liao, where would it end?

I guess if it comes down to it, my first priority is my troops. I'm not going to sacrifice any of these brave men and women any more than is absolutely necessary. Liao is just a place, after all; it's the people that make The Republic strong. And these days we need every single one of them pulling for us.

Attacker

Recommended Forces: Second McCarron's Armored Cavalry

The Attacker's forces are 125% of the Defender's. The Attacker enters from the Attacker's home edge on Turn 1.

Defender

Recommended Forces: Fifth Principles Guards, Liao Planetary Militia

At least 50% of the Defender's forces should be Liao Planetary Militia. One BattleMech unit should be designated the Defender's commander. This is Knight-Errant Eve Kincaid, who historically piloted a custom *Mad Cat III*. As long as Knight Kincaid is active on the field, the Defender receives a +2 Initiative bonus. Eve Kincaid possesses Piloting Skill of 2 and a Gunnery Skill of 0.

WARCHEST**Track Cost:** 200 WP**Optional Bonuses:**

+200 Get It While the Gettin's Good: Attacker is subject to Forced Withdrawal if they fail to capture the supply depot after 14 Turns.

+300 Time for a tune-up: The Republic forces pushed themselves hard to get to Mau-ti before the Capellans. For each of Defender's units, roll 1D6; on a result of 1-3 apply one of the following Negative Design Quirks (see pp. 196-199, *SO*): Ammunition Feed Problem, Cooling System Flaws, Difficult Ejection, EM Interference, Inaccurate Weapon, No Torso Twist, Poor Cooling Jacket, Poor Performance, Poor Targeting, Sensor Ghosts, or Unbalanced.

+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. Other unit types apply a +3 To-hit modifier to all weapon attack rolls.

OBJECTIVES

1. No quarter. Cripple or destroy at least half of the enemy forces. (**Reward: 500**)

2. Hey, that's mine! Capture/retain possession of a supply depot bunker. (**Reward: 200 each**)

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

Both sides are operating under Forced Withdrawal rules (see p. 258, *TW*), unless negated by special unit rules (see pp. 6-7).

Salvage

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

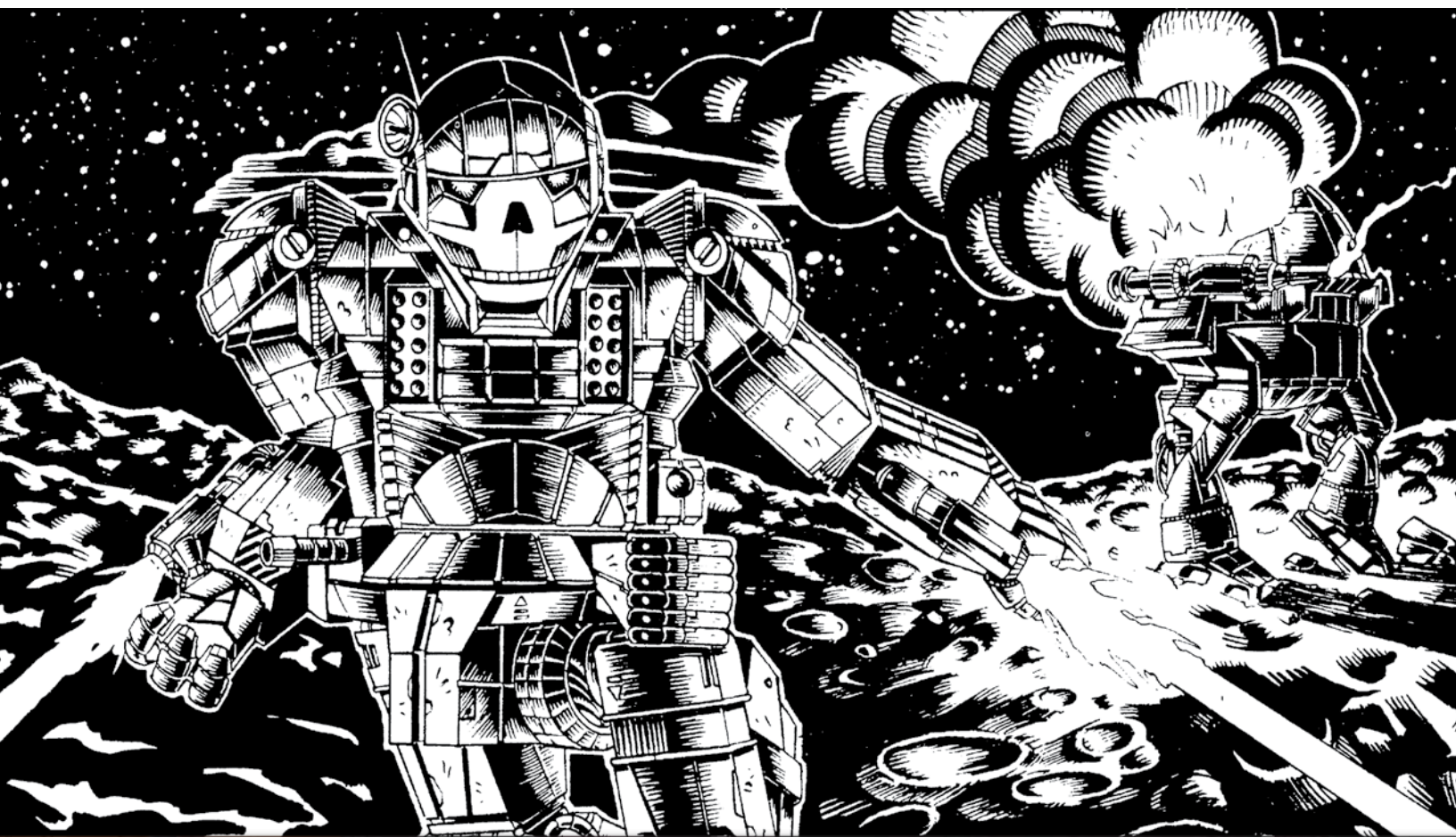
Supply Depot

Use Missed Shots rules (see p. 81, *TO*) in this battle. Once a hex of a supply depot bunker takes at least half its CF in damage, it will explode. This explosion delivers 5D6 points of damage to its hex and decreasing amounts of damage further out, reduced by 1D6 per hex. In addition, the surrounding two rings of hexes catch fire (see p. 43, *TO*).

The Attacker would prefer to capture the supply depot rather than destroy it. To capture the depot bunkers, an Attacker unit must remain motionless in an adjacent hex and not engage in any combat for 3 consecutive turns. No enemy unit may occupy a hex adjacent to the building during the 3 turns or the timer resets.

AFTERMATH

From the beginning, things did not go well for the Republic defenders. The low point of the battle came when an errant missile strike from a Republic tank lit up the very supply depot they were supposed to be protecting. With the object of their defense ablaze, Lady Kincaid decided to cut her losses and ordered her forces to retreat. Terrence McCarron elected not to pursue and tried in vain to save the burning depot. In the end, he succeeded in taking the depot from The Republic but gained nothing but ash.



SMALL-TOWN CHAIRMS

SITUATION

Metauque Township
Liao, Republic of the Sphere
31 July 3134

In a frenzy of sudden assaults, the newly arrived Dynasty Guard struck at a number of Nánlù industrial sites over the course of several days. Lord Governor Hidic, still reeling from the events of New Year's Day, barely managed to hold onto the continent. Recovering from the failed defense of Mau-ti in Metauque Township, a small village outside the industrial city of Yulan that was home to the largest civilian automotive plant on Liao, Lady Eve Kincaid issued a challenge to the commander of the Capellan forces, hoping to draw the Guard to her to deliver a decisive blow before they could get too entrenched on the planet.

GAME SETUP

Recommended Terrain: Flatlands or Blank.

Select and arrange 4 maps in a 2x2 layout. The Defender should place 5 2-3 hex Medium (CF 45) buildings of Level 1 height anywhere on the map. The Attacker should place 10 1-2 hex Light (CF 15) buildings no taller than Level 3 anywhere on the map. At least one hex must separate all buildings and all buildings must be at least two hexes from a map edge. The Attacker selects one edge of the map as their home edge; the Defender's home edge is the opposite edge. Ignore terrain features on the map and consider all hexes paved.

Attacker

Recommended Forces: Dynasty Guard

The Attacker is 110% of the Defender's forces and is weighted more towards BattleMechs than infantry or vehicles. The Attacker enters the map on Turn 1 from their home edge and enters up to 4 units per turn until all forces are on the map.

Designate one unit as *Sang-shao* Carson Rieves; historically he piloted a custom *Yu Huang*.

Defender

Recommended Forces: Fifth Principes Guards

The Defender may set up anywhere on the board as long as all of their units are within four hexes of one of the Medium buildings.

Designate one unit as Knight-Errant Eve Kincaid, the commander of this force; historically she piloted a custom *Mad Cat III*. Kincaid has a Piloting Skill of 2 and a Gunnery Skill of 0.

WARCHEST

Track Cost: 300 WP

Optional Bonuses:

+200 It's a frog-strangler: Use the Torrential Downpour rules (see p. 59, *TO*).

+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 Airstrike (Defender only): The Attacker can call in two airstrikes during the game for strafing attacks. Each strike consists of two medium-class fighters. The strikes can occur on any turn after the Attacker's forces have fully entered the map but cannot occur on consecutive turns.

+200 Booby Trap (Attacker only): The Defender selects 4 of the 5 Medium buildings on the map to be booby trapped. Treat each hex of these buildings as 30-point command-detonated minefield.

When Lady Kincaid's MC3 took that hit to the cockpit, we all feared the worst. For the first few seconds after the hit, it was like she was drunk or something the way she stumbled about. We thought maybe her gyro'd been hit. Turns out she got clipped by some shrapnel that went banging around in there, tore up her side a bit. But that's one tough woman; she snapped out of it pretty quickly. With leaders like her, I think The Republic's going to be a-okay.

OBJECTIVES

1. Scan all of the Defender's buildings: Scanning must be done within 2 hexes of an enemy building at the end of the Movement phase and in lieu of any attack. Scanning may be completed by spending one complete turn within two hexes of the target. Units with equipment that have "probe" in the title may scan targets within 4 hexes. A unit that is scanning without a probe may not fire any weapons during the time it takes to complete a scan; multiple buildings may be scanned at the same time. Line of sight is not required. **(Reward: 100)**

2. Reduce their numbers: Destroy at least 75% of the enemy's forces. **(Reward: 300)**

3. Cut off the head: Cripple/destroy the enemy's commander. **(Reward: 200)**

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

Both sides are operating under Forced Withdrawal rules (see p. 258, *TW*), unless negated by special unit rules (see pp. 6-7).

Salvage

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

Commanders

Both sides should designate one of their units as a commander. For historical accuracy, this would be Knight-Errant Eve Kincaid in her custom *Mad Cat III* for the Defender and *Sang-shao* Carson Rieves in a custom *Yu Huang* for the Attacker. If either commander unit is crippled or destroyed, that side will suffer a -2 penalty to their Initiative rolls each subsequent turn.

AFTERMATH

The fight at Metauque Township was fairly evenly matched and neither side could gain strong advantage over the other. The Principes looked to finally stumble when Lady Kincaid suffered a bad cockpit hit, but the sudden and mysterious departure of the Dynasty Guard in the middle of the battle shocked and surprised everyone. Within two days, the Guard had relocated to Beilù's Northern Range and the Republic defenders were left with nothing but questions.

THE GRINDER

SITUATION

Liao Conservatory of Military Arts
Chang-an
Liao, Republic of the Sphere
4 August 3134

Lord, I know you and I, well, we haven't seen eye-to-eye on a great many things these last few years. Truth be told, I'm still kind of pissed off about that whole parents dying thing. But don't worry, Lord, I don't blame you anymore. I blame him.

Ritter Michaelson. Ezekiel Crow. Daniel Peterson. Whatever the hell he calls himself now, I hope he's on the field today and I get a clear shot at the bastard. He killed my parents back in '11 and Francis in '28. He's the reason I'm all alone in this world. So please, Lord, I'll never ask you for anything ever again if you just let me pull that trigger.

Amen.

The revelation of Ritter Michaelson's true identity as both the Black Paladin Ezekiel Crow and the Betrayer of Liao Daniel Peterson sent Chang-an and the LCMA into a frenzy. Legate Ruskoff's only chance at restoring order was to regain control of the Conservatory. Facing off with the cadets and their allies on the campus parade grounds, known as The Grinder, this may just be the Republic's last stand.

GAME SETUP

Recommended Terrain: Blank, Flatlands

Place 4 mapsheets arranged 2x2. Designate one side of the map-board as north. The Attacker's home edge is the western side; the Defender's home edge is the eastern. All hexes on the map are paved. Ignore any terrain features on the map. Place up to 10 medium buildings (CF 35) randomly within 2 hexes of the edges of the board.

Attacker

Recommended Forces: Liao Planetary Militia, Fifth Triarii Protectors, Fifth Principes Guards

The Attacker sets up on the southwestern map, within 4 hexes of the southern or western edges. No Attacker unit can have an initial position more than two hexes from a friendly unit. The Attacker's forces are 125% of the Defender's forces.

The Attacker should designate one BattleMech unit as belonging to Daniel Peterson (a.k.a. Ezekiel Crow, a.k.a. Ritter Michaelson). Historically, he piloted a *Tundra Wolf* in this engagement. Peterson has a Piloting Skill of 1 and a Gunnery Skill of 1.

The Attacker should also designate one BattleMech unit as belonging to Legate Viktor Ruskoff. Historically, he piloted a *Zeus X* in this engagement. He is the commander of the Attacker forces. If Legate Ruskoff was killed in a previous track, designate another unit as the commander of the Attacker's forces.

Defender

Recommended Forces: Liao Conservatory Student Militia, Second McCarron's Armored Cavalry, Ijori Dè Guāng

The Defender sets up on the northeastern map, within 4 hexes of the northern or eastern edges. No more than 10% of the Defender's forces should consist of BattleMechs; the rest should be infantry, vehicles and IndustrialMechs. If randomly determining force composition, any Ijori Dè Guāng force may roll 1 of every 3 of its units from the Capellan RATs.

The Defender has the services of a Praetorian mobile command HQ, which provides a +2 to Initiative and a +1 to all weapons fire to-hit rolls as long as it remains uncrippled and active on the map.

WARCHEST

Track Cost: 500 WP

Optional Bonuses:

+100 Dawn: Use the Dusk/Dawn rules (see p. 58, TO).

+100 Moderate Rainfall: Apply a +1 To-hit modifier to all weapon attacks. Apply a -1 modifier to Piloting skill rolls when attempting to avoid skidding.

+100 Artillery (Defender): The Attacker may call on four Thumper barrages (one per turn); the gun is two turns away (see p. 179, TO).

OBJECTIVES

1. Kill the Betrayer! (Defender) The Defender must destroy, not cripple, the unit designated as Daniel Peterson. **(Reward: 300)**

2. Remove their advantage. (Attacker) The Attacker must cripple or destroy the Praetorian mobile command HQ. **(Reward: 200)**

3. Maximum carnage. Destroy or cripple 75% of the enemy's force. **(Reward: 400)**

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

Both sides are operating under Forced Withdrawal rules (see p. 258, TW), unless negated by special unit rules (see pp. 6-7).

Salvage

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

Crisis of Conscience

The Attacker is operating under Crisis of Conscience rules (see p. 9). If the Governor's forces enter the fight on the Attacker's side, they are also subject to these special rules, but with an additional -1 modifier to their rolls.

Reinforcements

Governor Anna Lu Pohl has not yet made up her mind which side to support and wants to keep her options open as long as possible. On Turn 4 of the battle, troops loyal to the Governor begin to appear on the map, approaching from the Attacker's home edge. Randomly determine the Governor's forces using the same RATs as the Liao Planetary Militia. Lu Pohl has no more than 50% of the Attacker's forces at her disposal. Four units may enter the map per turn. These forces will immediately move away from the map edge no more than 4 hexes to give their comrades room to enter the map but will not move farther than that until all of their units have arrived nor will they participate in combat unless directly attacked.

Once all of the Governor's forces have set up on the map, they will wait for a sign as to which side they should join and will neither move nor attack. If they are themselves attacked, they will join with the opposing side. If they remain unmolested for 4 full turns after completing their set up, they will choose the side that has taken the least amount of total damage to all units.

For purposes of Crisis of Conscience rules, the Governor's troops are of Regular experience and Questionable loyalty.

AFTERMATH

The fight against the rebellious students went well, despite the presence of some McCarron's armor and the brittle emotions of the day. Governor Anna Lu Pohl even sent troops to reinforce The Republic's assault. But when one Republic MechWarrior turned his flammers against a crippled Conservatory vehicle in a malicious act of spite, the Governor's forces threw in with the rebels, as did a number of the Legate's own troops. With that one tragic reversal, Ruskoff lost Chang-an and probably Liao itself.

HUSSAN DROP

SITUATION

Hussan

Liao, Republic of the Sphere

9 August 3134

The eastern city of Hussan is the site of the second-largest dropport on Liao. Now that they controlled the Northern Ranges of Beilù, by seizing Hussan the Dynasty Guard hoped to ring in the Republic defenders on three sides and force them into an untenable position. But first they had to root out the defending garrison.

GAME SETUP

Recommended Terrain: Heavy Urban or Flatlands (see p. 263, *TW*) or Beilù (see p. 3).

Select 4 mapsheets and arrange in a 2x2 pattern. If using a map without buildings, the Defender should place 2D6 3-4 hex Medium (CF 45) buildings anywhere on the map. The Defender should choose one map edge as his or her home edge; the Attacker's home edge is the opposite edge. The Defender's forces set up at the start of the game while the Attacker enters beginning on Turn 1 via combat drop.

Attacker

Recommended Forces: Dynasty Guard

The Attacker should be 125% of the Defender's forces. The Guard is making a combat drop onto the field; use the Dropping Units rules (see p. 22, *SO*). Up to 4 units may be deployed per turn until the entire Attacker force is deployed. Units that land outside the battlefield map are considered destroyed for the purposes of the scenario.

Defender

Recommended Forces: Liao Planetary Militia

The Defender forces consists mostly of vehicles and infantry; no more than 2 lances of BattleMechs should be part of the force.

WARCHEST

Track Cost: 500 WP

Optional Bonuses:

+300 Yóng yuǎn Liào Sūn Zǐ! (Defender): Reported sightings of a resurrected Sun-Tzu Liao have inspired Capellan troops across the planet. Apply a +2 Initiative bonus every turn. In addition, Capellan forces believe their cause is divinely blessed and are not subject to Forced Withdrawal.

+100 Hide and Seek (Attacker): Up to 20% of the Defender's forces may set up using Hidden Unit rules.

*The Ascendant Sun-Tzu smiles upon us!
The Republic is on the run!
Truly, we janshi of the Dynasty Guard
carry the blessings of the divine Daoshen
and his father in our souls. They steel our
hearts and strengthen our hands.
Yóng yuǎn Liào Sūn Zǐ!*

+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.

OBJECTIVES

1. Leave no foe standing. Destroy, cripple or force the withdrawal of at least 75% of the enemy's forces. **(Reward: 200)**

2. Watch what you're doing. Inflict no more than 10% damage on the buildings of the spaceport. (Calculate this value using the CF values of all the buildings present at Turn 1.) **(Reward: 200)**

3. Live to fight another day. At least 50% of your force survives to the end of the scenario. **(Reward: 300)**

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

Both sides are operating under Forced Withdrawal rules (see p. 258, *TW*), unless negated by special unit rules (see pp. 6-7).

Salvage

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

AFTERMATH

The Militia fought hard but was no match for the Dynasty Guard. Rather than expend their strength needlessly against an enemy they knew they could not defeat, the Militia commander gave up the dropport and retreated to the LianChang Military Reserve to reinforce the embattled units there. Though disappointed that the defense had failed, Legate Ruskoff could not deny that the additional troops would be put to good use in the coming days.

DOWN IN THE MUD FIND THE MUCK

SITUATION

Suriwong Floods
Liao, Republic of the Sphere
15 August 3134

The Republic's days on Liao were at an end, unless Legate Ruskoff and the defenders could pull off a spectacular victory. With Chang-an lost, Republic leadership set their eyes on the Dynasty Guard, calculating that if they could remove the Capellan unit from Liao, they'd stand a better chance of negotiating a solution to the situation. The remaining loyalists abandoned Chang-an and headed north to confront the invaders in one final battle, unaware that a reborn Warrior House Ijori was leading reinforcements to the same destination.

GAME SETUP

Recommended Terrain: Wetlands, Flatlands, Hills (see p. 263, *TW*) or Beilù (see p. 3).

The Defender chooses one edge of the map as his or her home edge. The Attacker's home edge is the opposite edge. Both sides begin the scenario off the map and can enter up to 4 units per turn from their home edge.

Attacker

Recommended Forces: Liao Planetary Militia, Fifth Triarii Protectors, Fifth Principes Guards

The Attacker should designate one BattleMech unit as belonging to Legate Viktor Ruskoff. Historically, he piloted a *Zeus X* in this engagement. The Defender forces receive a +2 Initiative bonus as long as Ruskoff is active on the field and uncrippled. If he is crippled or destroyed, command of The Republic's forces falls to Lady Kincaid.

The Attacker should designate one BattleMech unit as belonging to Knight-Errant Eve Kincaid. Historically, she piloted her custom *Mad Cat III* in this engagement. Kincaid has a Piloting Skill of 2 and a Gunnery Skill of 0. If she is in command of The Republic's forces and is uncrippled, they receive a +1 Initiative bonus. If Kincaid is crippled or destroyed, command of The Republic's force falls to Daniel Peterson.

If either Legate Ruskoff or Knight Kincaid (or both) have been killed in a previous track, designate another two units as commanders and apply all Initiative bonuses as above.

The Attacker should designate one BattleMech unit as belonging to Daniel Peterson (aka Ezekiel Crow, aka Ritter Michaelson). Historically, he piloted a *Tundra Wolf* in this engagement. Peterson has a Piloting Skill of 1 and a Gunnery Skill of 1. If Peterson is in

I can tell that Viktor is still not sure about me. I know the others hate me. And I can't say I blame them. There have been so many times over the last twenty-three years when I've hated myself so deeply that I've considered just eating a bullet.

But I have a debt to repay. To The Republic. To Liao. To the idealistic young man I once was.

No, I was never really that idealistic. Stupid, maybe. Naïve. Yeah, those are much better words for what I am.

command of The Republic's forces, they suffer a -1 Initiative penalty and every undestroyed unit must make a Crisis of Conscience check (see p. 9) in each of the first two turns after he assumes command; failure means that unit immediately retreats from the battlefield off the Attacker's home edge rather than switching sides. Legate Ruskoff and Knight Kincaid are immune to this check.

If Daniel Peterson was killed in a previous track, ignore the above rules regarding Initiative penalties and Crisis of Conscience effects.

Defender

Recommended Forces: Ijori Dè Guāng irregulars, Second McCaron's Armored Cavalry, Liao Planetary Militia

The Defender should be 150% of the Attacker's forces. Up to 10% of the Defender's forces is made up of defectors from the Planetary Militia. If randomly determining force composition, any Ijori Dè Guāng force may roll 1 of every 3 of its units from the Capellan RATs.

The Defender has the services of a Praetorian mobile command HQ, which provides a +1 to Initiative and a +1 to all weapons fire to-hit rolls as long as it remains uncrippled and active on the map.

WARCHEST

Track Cost: 700 WP

Optional Bonuses:

+100 Storm on the horizon: Use the Storm rules from *Tactical Operations* (p. 61).

+100 Artillery (Defender): The Attacker may call on four Thumper barrages (one per turn); the gun is two turns away (see p. 179, *TO*).

+500 No rest for the weary: Each side retains any damage received in previous tracks.

OBJECTIVES

1. Kill the Betrayer (Defender). The Defender must destroy, not cripple, the unit piloted by Daniel Peterson. **(Reward: 200)**

2. Remove their advantage. (Attacker) The Attacker must cripple or destroy the Praetorian mobile command HQ. (Reward: 200)

3. Make it count. Destroy or cripple at least 75% of the enemy's forces. **(Reward: 600)**

4. Prove yourself. For each enemy unit destroyed or crippled prior to Turn 8. **(Reward: 50)**

SPECIAL RULES

The following rules are in effect for this track:

The Floods

The Suriwong Floods are a large area of marshy ground formed from run-off from the Northern Ranges. Every year the meltwater creates an enormous swampy marsh before finally coalescing into the Suriwong River for the rest of the season. Movement within the Floods is difficult because of the spongy and mucky ground. All non-water Level 1 hexes on the map should be treated as Swamp hexes (see p. 51, *TO*). Any Woods hexes retain their character as Woods in addition to following Swamp rules.

Reinforcements

On Turn 8, elements of the Dynasty Guard begin arriving on the battlefield. These reinforcements are up to 25% of the Attacker's force. The reinforcements enter from one of the map edges that is not either the Attacker's or Defender's home edge and can enter up to 4 units per Turn.

One of the reinforcement units should be designated as *Sang-shao* Carson Rieves. Historically, he piloted a custom *Yu Huang*.

AFTERMATH

It was not to be a good day for The Republic. Despite an initial success, Ruskoff's forces soon found themselves fighting in difficult terrain against an enemy they mistook for their true target. When the real Dynasty Guard arrived, things took an even worse turn. Ruskoff and Knight Kincaid barely lived to surrender to the triumphant Capellans. Daniel Peterson—the Betrayer of Liao, the Black Paladin—did not. By the end of the month, Lord Governor Hidic and Legate Ruskoff had both relocated to Genoa to continue The Republic's resistance to the Capellan invasion. Mai Uhn Wa was granted leave to reform Warrior House Ijori with Liao as their homeworld. Five decades of uneasy rule by The Republic had come to an end and Liao was in Capellan hands once again.

BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Iveco Burro II SuperHeavy Cargo Truck

Movement Points: Tonnage: 50
 Cruising: 3 Tech Base: Inner Sphere
 Flank: 5 Era: Civil War
 Movement Type: Wheeled
 Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Cargo (0.5 tons)	BD	[E]	—	—	—	—
12	Cargo (1 ton)	BD	[E]	—	—	—	—
1	Searchlight	FR	[E]	—	—	—	170

Chassis Modifications: Environmental Sealing, Armored Chassis, Off-Road

CREW DATA

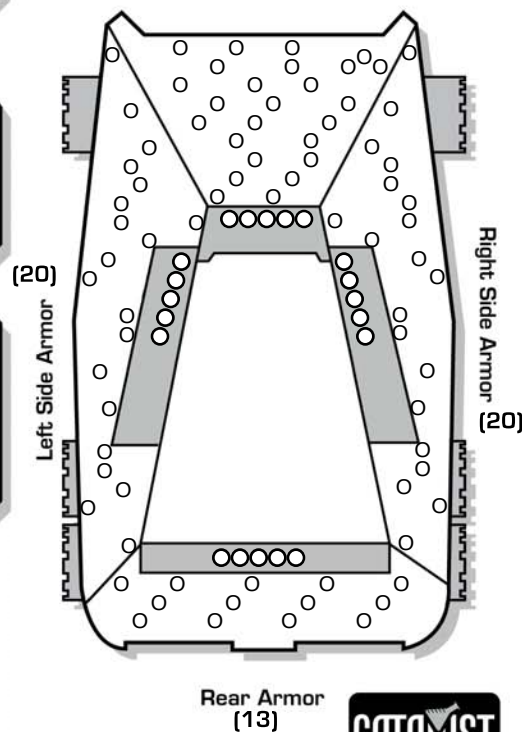
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit +1 Driver Hit +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
 Sensor Hits +1 +2 +3 D
 Motive System Hits +1 +2 +3
 Stabilizers
 Front ☐ Left ☐ Right ☐
 Rear ☐



Front Armor (25)
 BAR: 9



Rear Armor (13)



Cost: BV:247

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect. ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect.
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WIGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Praetorian Mobile Command HQ

Movement Points: **Tonnage:** 60
Cruising: 4 **Tech Base:** Inner Sphere
Flank: 6 (Experimental)
Movement Type: Tracked **Era:** Dark Age
Engine Type: Fusion Engine

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Armored Motive System	BD	[E]	—	—	—	—
1	Cargo (1 ton)	BD	[E]	—	—	—	—
1	Communications Equipment (10 ton)	BD	[E]	—	—	—	—
1	A-Pod	RS [PD,OS,AI]	—	—	—	—	—
1	A-Pod	LS [PD,OS,AI]	—	—	—	—	—
1	A-Pod	RR [PD,OS,AI]	—	—	—	—	—
1	ER Medium Laser	T	5 [DE]	—	4	8	12

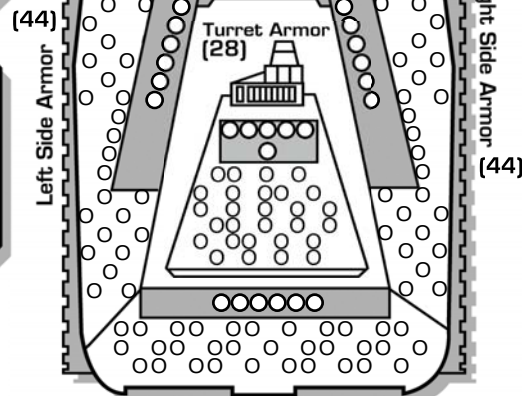
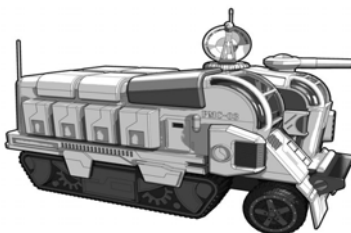
Cost: BV: 785

CREW DATA

Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
 Sensor Hits **+1 +2 +3** D
 Motive System Hits **+1 +2 +3**
 Stabilizers
 Front ☐ Left ☐ Right ☐
 Rear ☐ Turret ☐



Rear Armor (32)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect. ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect.
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WIGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Koshi (Standard)

Movement Points:

Walking: 7

Running: 11

Jumping: 6

Tonnage: 25

Tech Base: Clan

Era: Dark Age

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	HD	—	[E]	—	—	—	5
1	Clan Light TAG	RT	0	0 [S]	—	3	6	9
2	SRM 4	RA	3	2/Msl [M,C]	—	3	6	9
2	SRM 4	LA	3	2/Msl [M,C]	—	3	6	9

Cost:

BV: 749

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 4
- SRM 4

1-3

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

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Active Probe
- Sensors
- Life Support

Center Torso

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

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Ferro-Fibrous

4-6

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



Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 4
- SRM 4

1-3

- Ammo [SRM 4] 25
- Ammo [SRM 4] 25
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Torso

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

1-3

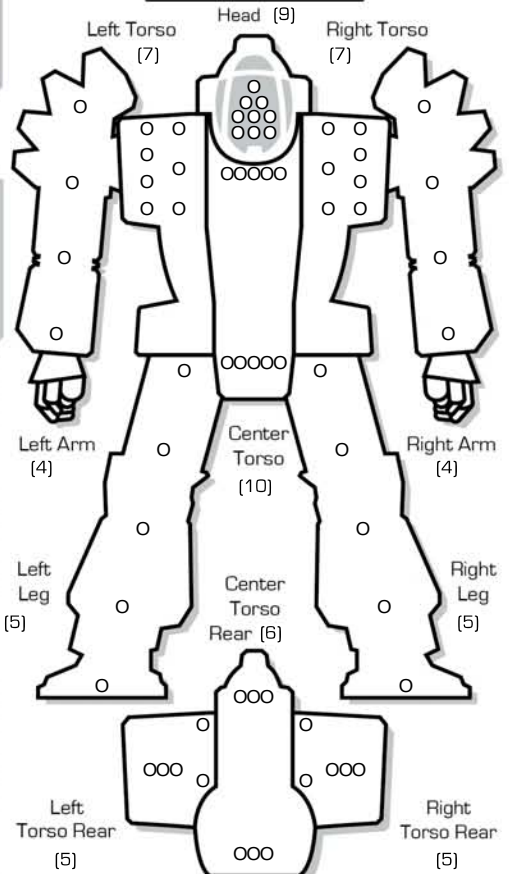
- Jump Jet
- Clan Light TAG
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

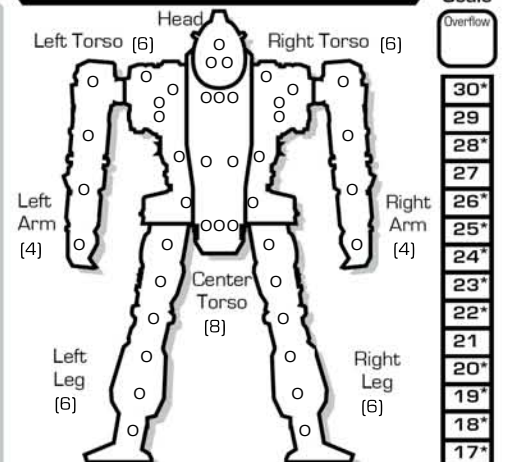
Right Leg

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

ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Black Hawk (Standard)

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 50

Tech Base: Clan

Era: Dark Age

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

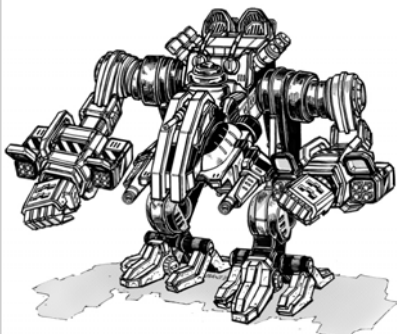
Weapons & Equipment Inventory

(hexes)

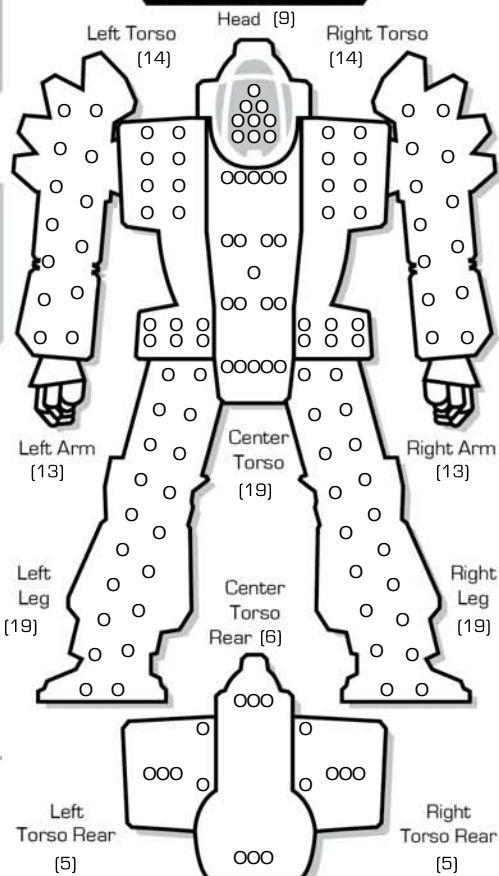
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
2	Streak SRM 4	RA	3	2/Msl [M,C]	—	4	8	12
2	Streak SRM 4	LA	3	2/Msl [M,C]	—	4	8	12

Cost:

BV: 2,183



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 4
- Streak SRM 4

1-3

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

4-6

Head

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

1-3

Center Torso

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

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

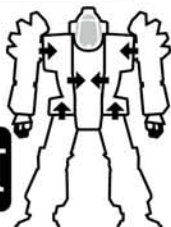
1-3

- ER Large Laser
- Ammo (Streak SRM 4) 25
- Ammo (Streak SRM 4) 25
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 4
- Streak SRM 4

1-3

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

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

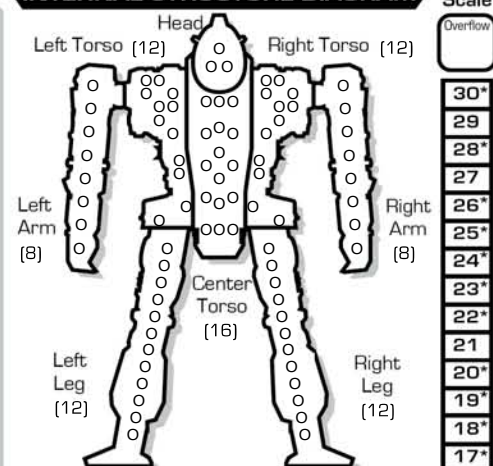
- ER Large Laser
- Ammo (Streak SRM 4) 25
- Ammo (Streak SRM 4) 25
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
30	Shutdown	0 0
28	Ammo Exp. avoid on 8+	0 0
26	Shutdown, avoid on 10+	0 0
25	-5 Movement Points	0 0
24	+4 Modifier to Fire	0 0
23	Ammo Exp. avoid on 6+	0 0
22	Shutdown, avoid on 8+	0 0
20	-4 Movement Points	0 0
19	Ammo Exp. avoid on 4+	0 0
18	Shutdown, avoid on 4+	0 0
17	+3 Modifier to Fire	0 0
15	-3 Movement Points	0 0
14	Shutdown, avoid on 4+	0 0
13	+2 Modifier to Fire	0 0
10	-2 Movement Points	0 0
8	+1 Modifier to Fire	0 0
5	-1 Movement Points	0 0

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Mad Cat III Eve

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 55

Tech Base: Clan

Era: Dark Age

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

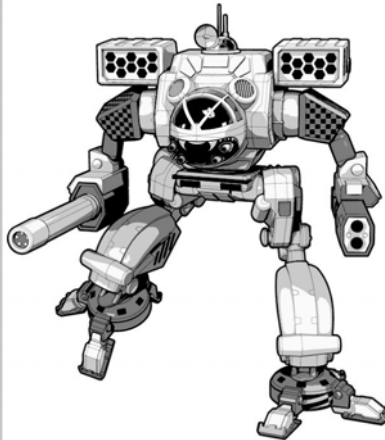
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

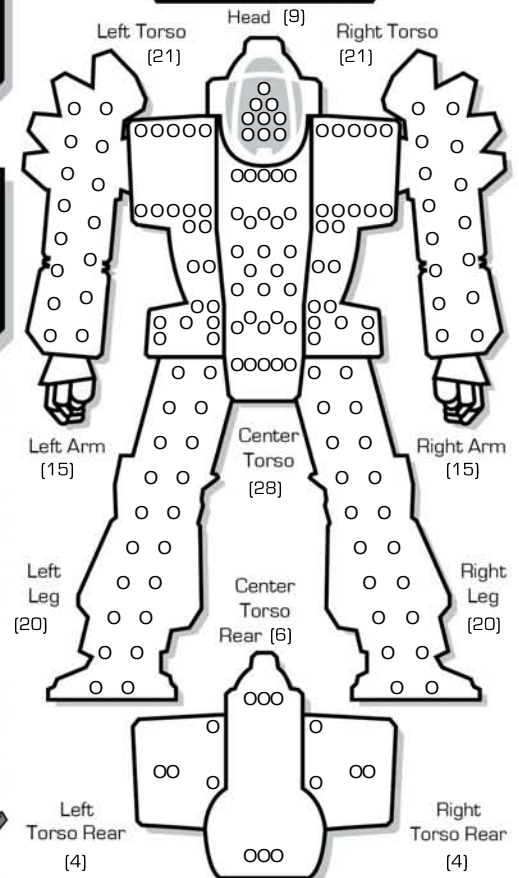
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Clan TAG	CT	0	0 [S]	—	5	10	15
1	LRM 10	RT	4	1/Msl [M.C.S]	—	7	14	21
1	w/Artemis IV FCS							
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	LRM 10	LT	4	1/Msl [M.C.S]	—	7	14	21
1	w/Artemis IV FCS							
1	ER PPC	RA	15	15 [DE]	—	7	14	23
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

Cost:

BV: 2,393



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- ER Medium Laser
- Endo Steel

1-3

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

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- LRM 10
- Artemis IV FCS
- Ammo (LRM 10 Artemis) 12
- Endo Steel

1-3

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

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

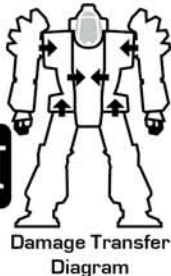
1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Clan TAG
- Ferro-Fibrous

4-6

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

CATALYST
game labs



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- Endo Steel

1-3

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

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- LRM 10
- Artemis IV FCS
- Ammo (LRM 10 Artemis) 12
- Targeting Computer

1-3

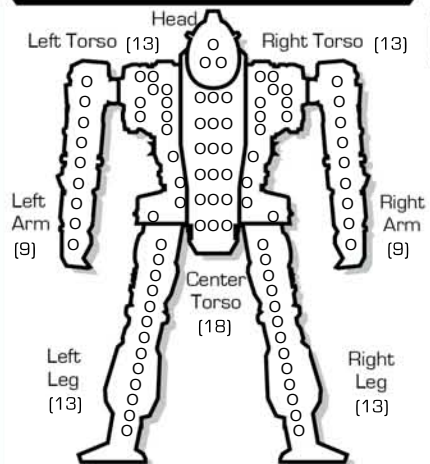
- Targeting Computer
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Yu Huang Carson

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 90

Tech Base: Inner Sphere

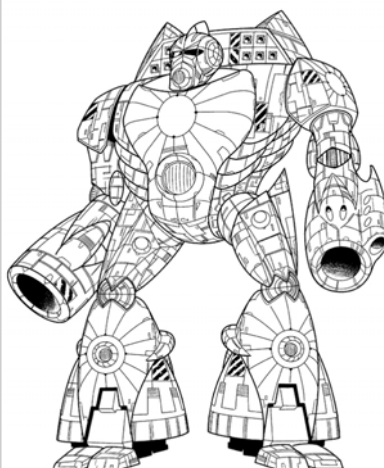
Era: Dark Age

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



Weapons & Equipment Inventory

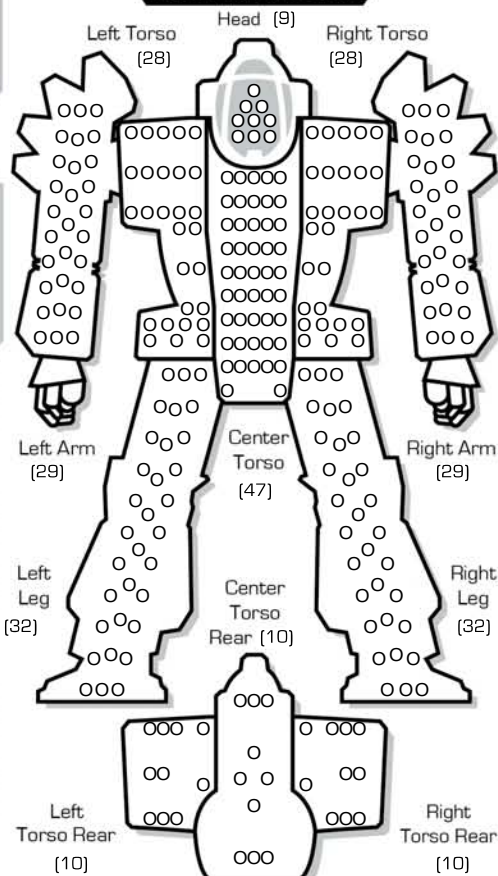
(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	CT		[E]				6
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Light PPC	RA	5	5 [DE,X]	3	6	12	18
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Light PPC	LA	5	5 [DE,X]	3	6	12	18

Cost:

BV: 2,464

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Light PPC
- Light PPC
- ER Medium Laser

- ER Medium Laser
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 4-6 Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8

Left Leg

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

Head

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

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Guardian ECM Suite
- Guardian ECM Suite

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



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Light PPC
- Light PPC
- ER Medium Laser

- ER Medium Laser
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

Right Torso

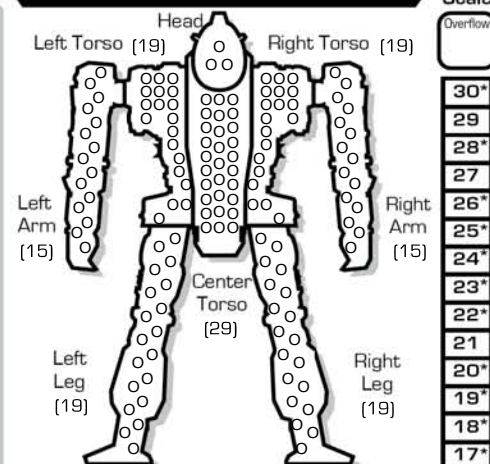
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 4-6 Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

(Industrial)

'MECH DATA

Type: CattleMaster RA-4 HerderMech

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 25

Tech Base: Inner Sphere

Era: Succession Wars

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

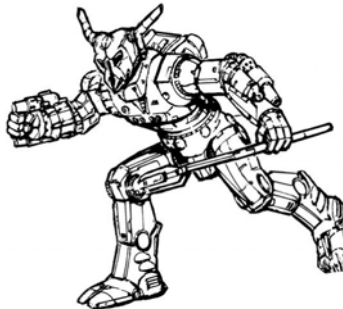
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

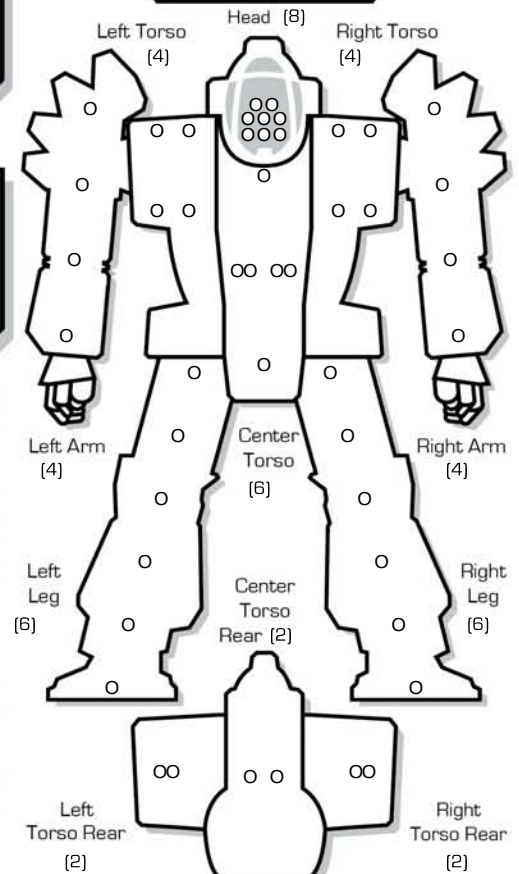
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Cargo (1 ton)	LT	—	[E]	—	—	—	—
1	Retractable Blade	RA	—	3	—	—	—	—
1	Searchlight	RA	—	[E]	—	—	—	170

Cost:

BV:228



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

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

4-6

Left Torso

- Cargo (1 ton)
- Cargo (1 ton)
- Cargo (1 ton)
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

Left Leg

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

Head

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

Center Torso

- I.C.E.
- I.C.E.
- I.C.E.
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- I.C.E.
- I.C.E.
- I.C.E.
- Roll Again
- Roll Again

4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Retractable Blade
- Retractable Blade

1-3

- Retractable Blade
- Searchlight
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

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

1-3

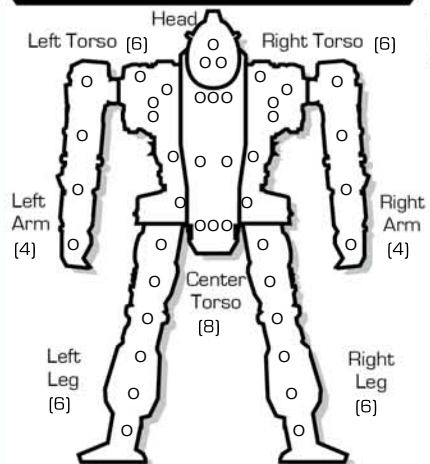
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 0 (0) Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

(Industrial)

'MECH DATA

Type: Harvester HVR-99 AgroMech

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 30

Tech Base: Inner Sphere

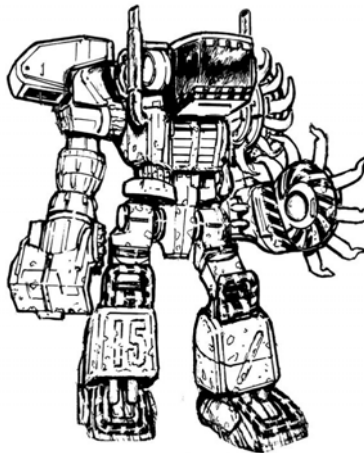
Era: Clan Invasion

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Cargo (0.5 tons)	CT	—	[E]	—	—	—	—
1	Lift Hoist	RA	—	[E]	—	—	—	—
1	Combine	LA	—	3	—	—	—	—

Cost:

BV: 339

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Combine
- Combine
- Combine

- Combine
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

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

- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

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

Center Torso

- I.C.E.
- I.C.E.
- 1-3 I.C.E.
- Gyro
- Gyro
- Gyro

- Gyro
- I.C.E.
- 4-6 I.C.E.
- I.C.E.
- Cargo (0.5 tons)
- Roll Again

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



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 4-6 Hand Actuator
- Lift Hoist
- Lift Hoist

- Lift Hoist
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Torso

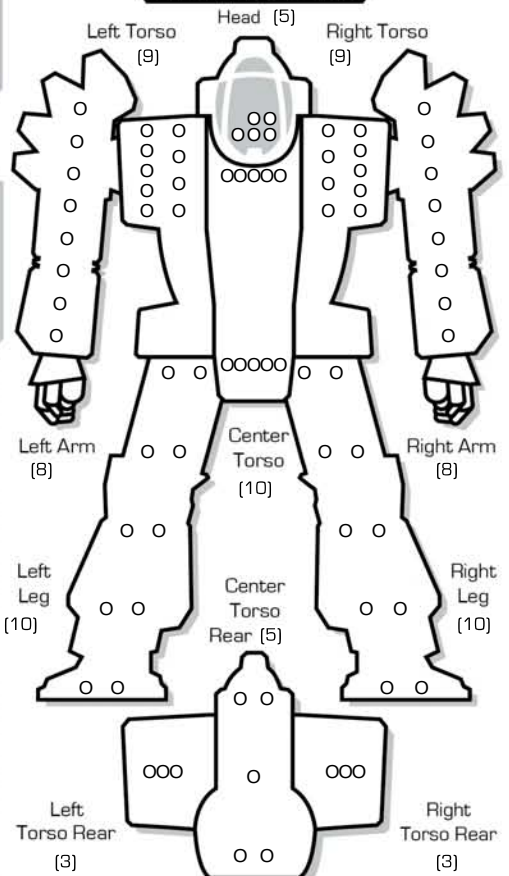
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

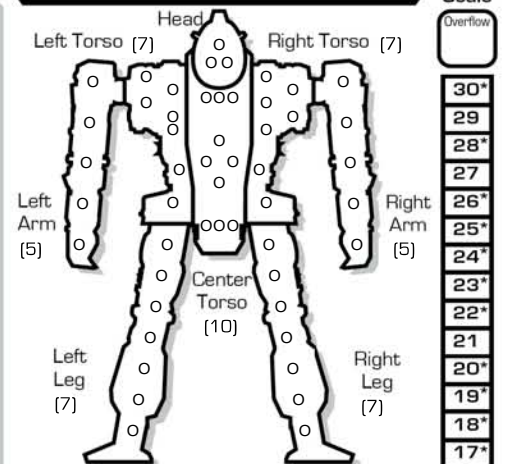
Right Leg

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

ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 0 (0) 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

