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GALTORTM

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35620



IN THE DEEP

FSS WARD
DERRY BAY
GALTOR, FEDERATED SUNS
18 MAY 3025

"Mechs in the water!" Crewman Saul McClanahan's shout stopped Captain Baldwin's teacup several centimeters from his mouth. Raising his bulk from the command couch in the conn of the *Ward*, Baldwin moved to McClanahan's station. "Confirmed? It's not just another pair of mating megafauna?"

"Confirmed, sir. Passive sonar just registered them. Four contacts, definite footfalls on the bay floor. They're moving this way."

"Damn. Send the alert ping to the rest of the pack, in case they've not detected the intruders. Start the countdown and get me a target for racks one through five, please, Weps."

A grin split his craggy face as Weapons Officer Lieutenant Seymour O'Brien hissed orders to his men and acknowledged the order. "Three minutes to torpedo launch, Captain."

Returning to his seat, Baldwin inhaled the heady aroma of his beloved Darjeeling. As the three minute mark approached, he set down his teacup. "Report readiness."

"Aye, sir," came the replies from all stations.

"Weapons Officer, have you selected our first target?"

"Aye, Captain, they're moving slowly enough along the bay floor. We can't miss."

"Then let's make the bastards pay for crashing the party, shall we? Fire all long- and short-range tubes and reload for second volley."

Thrumming vibration shook the stationary Neptune as five volleys of torpedoes leapt from its bow tubes. The torpedoes moved unerringly, guided by sonar, to their victim: a Draconis Combine *Jenner*, fleet of foot on land but a crawler underwater. The *Jenner's* pilot served the Dragon well by drowning when his cockpit was breached.

Inside the *Ward* McClanahan tore off his headset as the terrific explosions of the impacting warheads blinded the sonar system. The clatter and screeching of the dying 'Mech further deteriorated the sonar returns. As the bay started to calm again McClanahan raised the headset. Just as it clasped tight around his ears, a terrible buffeting of sound waves assaulted his ears.

With a scream he threw himself backward and out of his seat, smacking his head hard on the deck. Groaning in pain and leaving a bloody smear on the deck, McClanahan struggled back to his feet. "They're blaring on all frequencies, sir. It's tanked the sonar!"

"Get to sickbay, son, for God's sake." Glancing about, he spotted Yeoman Phillips cowering in the corner. "Yeoman? Help him!" At the captain's glance, Yeoman Phillips dropped the clipboard he'd been carrying to the Captain when all hell broke loose and escorted McClanahan from the

bridge. McClanahan handed the headset to the Sensor Officer as they passed.

"Sonar's blinded for the moment, sir, but I should be able to compensate and get us our next target." Sensor Officer Johnny Denson's voice was calm from his seat beside his subordinate at the sonar station. That Denson's training was superb was obvious from the calm cadence of his voice, belying his inexperience.

"Damn. Well, men, we've got more tricks up our sleeve than that. The pack should be joining us soon, and we can triangulate the other 'Mechs if need be. We just need to keep the base secure from detection and this will all be over."

A sudden lurch threw the *Ward* into a 45 degree list. Baldwin's heirloom teacup slid off its perch and smashed onto the deck. "What the hell was that?" Baldwin looked from station to station. "Get us righted, dammit!" He frowned down at his shattered teacup; such a shame.

"Sir, I think they fired on us but missed," Burt Holiday, the XO, commented. A high note was entering his smooth New Avalon accent.

"There's no torpedo fast and massive enough to keel us over underwater, no matter how close it passes, especially since there was no detona—" A look of horror replaced Baldwin's angry expression. "Oh God no. Bring us around, all ahead flank!"

"All ahead flank, bringing us about, aye!" came the reply of Navigation Officer. The *Ward* lurched as the sub began a tight turn.

"Sir?" came the XO's voice in Baldwin's ear. "If that was not a torpedo, then what—"

"It's a sub, you idiot! Some damn sub moving so fast it shoved us right over as it passed. Denson! Have you got that damn sonar working yet?"

"Affirmative, sir. We've got eight signals. Four appear to be the rest of our wolfpack Neptunes, three the remaining enemy 'Mechs, and the eighth an unknown moving extremely fast directly toward base."

"How the hell did they locate the base so quickly?" The captain pinched his lower lip as the *Ward* completed its turn and lumbered in pursuit. "Get me aft torpedoes on those 'Mechs, Weps. And where is the rest of the pack?"

"Moving in from their guard stations, sir. The *Scherrer* and the *Compton* should both be on-station in under a minute; the *Bragg* and the *Laue* in two."

Baldwin's eyes widened as he turned to the sonar station. Looking at the screen he saw the same thing the Drac sub commander had seen: *Ward* and other four Neptunes moving toward the incoming 'Mechs in a simple pattern with the base at their center. "I'm gonna hang for this, assuming we make it out alive," he muttered. "Where are those damn torpedoes? Give me something, anything, for that hostile!"

"Solution coming now, sir. Fore and aft targets," O'Brien replied, the predatory grin still on his face.

"Fire!"



HISTORICAL TURNING POINTS GALTOR™

Welcome to the first of a new series of *Historical Turning Points* campaign books, designed to give players the opportunity to fight in some 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 Galtor, while the **Track** section gives details on some of the larger and more pivotal battles of the planetary struggle. The **Track** sections can be used with stand-alone games set in 3025.

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

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

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

The **Annex** section contains six official Record Sheets. First is the Koryu Midget Submarine of the Draconis Combine, a transport submarine modified for covert insertion of DEST squads. Next is the Hunter-Killer variant of the Neptune submarine deployed on Galtor III. Third and fourth are the *Dragon* of Warlord Yorioshi and the *Atlas* of Warlord Samsonov. Last are the *Thunderbolt* of the Bremond DMM's Lieutenant-General Mary Tallman and the *Marauder* of Margrave Sheridan Douglass of the Twelfth Vegan Rangers.

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Special thanks from the author: My heartfelt thanks to Ben for offering me the opportunity to kick off the new *Historical Turning Points* series. To the factcheckers whose efforts make this and other products so solid, you have my appreciation. To Herb, Randall, Loren, and all the rest, thanks for keeping the *BattleTech* universe going strong.

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.

GALTOR III

Noble Ruler: First Prince Hanse Davion
Appointed Ruler: Governor Skyles O'Hanlon
Star Type (Recharge Time): F8V (179 hours)
Position in System: 3
Time to Jump Point: 12.01 days
Number of Satellites: 2 (Temos and Froma)
Surface Gravity: 1.0
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 45° C (Jungle)
Surface Water: 70 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Mammal
Population (3025): 33,000,000
Socio-Industrial Levels: C-C-B-C-B



GALTOR III

For over a century the Galtor system suffered the depredations of Draconis Combine rule. In 3022, as part of a master stroke by Prince Hanse Davion, the Federated Suns liberated the world and granted gubernatorial powers to one of the leaders of the partisan forces. The liberation came at a heavy cost: over a third of the population died in the fighting.

Though slow in coming, recovery was well underway when the First Prince conceived a plan to lure Combine forces into an ambush. Spreading false news of the discovery of a Star League depot that had remained unspoiled during the long Kurita tyranny, The Fox presented too-tempting an apple for Coordinator Takashi to resist. Kurita dispatched forces to capture the spoils of that depot in numbers not seen in decades; matters were worsened when a real Star League depot was discovered just prior to the invasion. The defenders arranged by the Federated Suns would bring to twenty the total number of 'Mech regiments facing off on Galtor. Such massive troop concentrations had not been seen since the Second Succession War. The destruction wrought by the Kuritan's three-month campaign stalled the recovery begun a scant three years earlier. Casualties among the civilian population climbed to ten percent.

The capital of New Derry was particularly hard-hit by repeated assaults over the length of the campaign, culminating in a final attack by the Second Amphigean Light Assault Group and their supporting aerospace forces. A firestorm erupted that destroyed most of the city, although most of the population had already fled to the open fields of the Wagnall Plain and were spared a horrible fiery death. The administration buildings for the planet were all lost in the flames of war.

New Wuhan City, by comparison, fared well. Most of the combat took place outside the city proper. Changlee, the third major city of Galtor III, was essentially untouched, seeing no combat aside from the Sixth Benjamin Regulars falling for a decoy and missing the actual combat taking place at the real Star League depot midway along the coast between New Wuhan City and Changlee. No combat took place on Galtor III's other two continents of Ilnacullin and Samphire, with Eire seeing all the conflict.

The population feels neither remorse nor animosity towards the Federated Suns government for the loss of lives and property. Their precarious position along the Combine border makes them fanatical supporters of the Davion government. The persistent Combine raids do nothing to shake this loyalty.

Recovery and rebuilding have resumed, and the people hope for a longer period of peace and prosperity. Agriculture remains the primary industry of Galtor III, while mining and textiles also bring in significant income. Despite its proximity to the Combine Galtor III has become a tourist destination for the wealthy, who seek out the famed kayaking on the Changjiang and Dublin Rivers, as well as the legendary sport fishing for Galtorian megafauna.

MAPSHEETS

The table at right represents the categories of terrain that can be found on the battlefields of Galtor III. 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 Galtorian aspects to the battles played out.

Base Terrain Types

- Level 1 Foliage (see p. 36, *TO*)
- Planted Fields (see p. 38, *TO*)
- Rubble (Ultra) (see p. 39, *TO*)
- Sheer Cliffs (see p. 39, *TO*)

GALTOR MAPSHEETS TABLE

MOUNTAIN	2D6 Result	Map
	2	Deep Canyon #1 (MS5, MC2)
	3	BattleForce (MS6, MSC1)
	4	Wide River (MS6, MSC2)
	5	Large Mountain #1 (MS5, MSC2)
	6	Desert Mountain #2 (MS3, MSC1)
	7	Woodland (MS6, MSC2)
	8	Large Mountain #2 (MS5, MSC2)
	9	Desert Mountain #1 (MS3, MSC1)
	10	Box Canyon (MS6, MSC2)
	11	River Valley (MS2, MSC1)
	12	Deep Canyon #2 (MS5, MSC2)

URBAN TERRAIN	2D6 Result	Map
	2	Scattered Woods (MS2, MC2)
	3	City, Residential (MS6, MC2)
	4	City Street Grid/Park* #1 (MS4, MC1)
	5	City, Downtown (MS6, MC2)
	6	City (Hills/Residential)* #1 (MS3, MC1)
	7	CityTech Map* (MS2, MC1)
	8	City (Hills/Residential)* #2 (MS3, MC1)
	9	City, Skyscraper (MS6, MC2)
	10	City Street Grid/Park* #2 (MS4, MC1)
	11	City, Suburbs (MS6, MC2)
	12	Woodland (MS6, MC2)

*Place Light and Medium buildings of varying heights in each non-paved hex. On Galtor, up to half the structures can be ruined; roll 2D6. On a result of 9+, the building is rubble.

FLATLANDS	2D6 Result	Map
	2	Scattered Woods (MS2, MSC1)
	3	Large Lakes #1 (MS4, MSC1)
	4	Wide River (MS6, MSC2)
	5	Open Terrain #1 (MS5, MSC1)
	6	Scattered Woods (MS2, MSC2)
	7	Open Terrain #2 (MS5, MSC1)
	8	City Ruins (MS2, MSC1)
	9	Large Lakes #2 (MS4, MSC1)
	10	Wide River (MS6, MSC2)
	11	BattleTech (BT, MS2, MSC1)
	12	BattleForce (MS6, MSC1)

Terrain Modifications

- Extreme Depths (see p. 42, *TO*)
- Fire (see p. 43, *TO*)
- Rapids (see p. 50, *TO*)
- Torrent (see p. 52, *TO*)
- Water Flow (see p. 52, *TO*)
- Swamp (see p. 51, *TO*)

Weather Conditions

- Moonless Night (see p. 58, *TO*)

COMBATANTS

This section lists the combat units active in the Galtor campaign. Each synopsis lists the unit's arrival date on Galtor; if there is no end date, the unit was present through the conclusion of the four month campaign. The Experience Level indicates which column to roll on using the Random Skills Table (see p. 273, *TW*) for the combatants.

RAT shows which Random Assignment Tables (see Galtor III, 3025-era RAT at right) to roll units from if randomly determining a force. Abbreviations in *italics* are suggestions for advanced RAT options. To build a unit (if not using a player-defined unit from a campaign), follow the Unit Generation rules in *Total Warfare* (see p. 264, *TW*). To see which faction tables to roll from, see the RAT entry for each combatant (Mercenary can roll on either); take care not to select any units which had not yet been constructed; this will require, in general, using the lowest-quality rated columns (D or F), as more advanced equipment generally fills in the higher-rated columns (such as A, B, C); alternately, when applicable, choose a variant of the unit that did exist in 3025 in place of one created later. The included Galtor III, 3025 RAT indicates specific variants, some of which are nation-specific. Players should feel free to modify this to one that suits them, assuming the unit was available in 3025 and works for their game. Mercenary forces can choose any variant besides the one indicated, if it was available in 3025.

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

Draconis March Militia: [Federated Suns]

Dahar Draconis March Militia (May-Sept)

CO: General Sir William Dobson

Average Experience: Regular

Raman Draconis March Militia (29 Aug-Sept)

CO: Major General Conroy Baden-Powell

Average Experience: Green

Bremond Draconis March Militia (29 Aug-Sept)

CO: Lieutenant General Mary Tallman

Average Experience: Regular

Clovis Draconis March Militia (Sept-Sept)

CO: Major General Nicholas Clement VIII

Average Experience: Green

Robinson Draconis March Militia (Sept-Sept)

CO: Major General Andrew Cunningham

Average Experience: Green

RAT: House Davion, *FMFS*, *FMU*, *AToW*

Unit Abilities: When fighting DCMS forces whom they outnumber 2:1, the Dahar and Raman DMMs gain a +1 to their Initiative. However, when on more even terms, they suffer a -1 penalty to their initiative. The Dahar DMM gain a +1 to Initiative when fighting in an urban setting. The Clovis DMM fight fanatically against any DCMS unit of any size; they will not suffer Forced Withdrawal under any conditions when facing DCMS units. The Bremond DMM practices combat drops repeatedly; as a result, they gain a +1 to their roll for landing in their target hex (see p. 313, *SO*) regardless of the altitude of the Drop (High, Low, Orbital).

Thirty-third Avalon Hussars: [Federated Suns] (29 May-29 Aug)

CO: Lieutenant General Wilson Mandella

Average Experience: Veteran

RAT: House Davion, *FMS*, *FMU*, *AToW*

Unit Abilities: When fighting in units up to a battalion in size, the Hussars cancel any Initiative bonuses of their opposition. However, should their local commander be killed, the Hussars will retreat any units that suffer fifty percent losses (e.g., a lance that loses two 'Mechs will retreat off their



RANDOM ASSIGNMENT TABLE: GALTOR III, 3025

LIGHT 'MECHS	2D6 RESULT	DRACONIS COMBINE	FEDERATED SUNS
	2	VLK-QA Valkyrie [30]	JR7-D Jenner [35]
	3	LCT-1V Locust [20]	UM-R60 UrbanMech [30]
	4	STG-3R Stinger [20]	LCT-1V Locust [20]
	5	WSP-1K Wasp [20]	JVN-10N Javelin [30]
	6	JR7-D Jenner [35]	VLQ-A Valkyrie [30]
	7	JR7-D Jenner [35]	VLQ-A Valkyrie [30]
	8	PNT-9R Panther [35]	VLQ-F Valkyrie [30]
	9	PNT-9R Panther [35]	WSP-1D Wasp [20]
	10	JR7-F Jenner [35]	STG-3R Stinger [20]
	11	SDR-5K Spider [30]	COM-2D Commando [25]
	12	OTT-7J Ostscout [35]	PNT-9R Panther [35]

MEDIUM 'MECHS	2D6 RESULT	DRACONIS COMBINE	FEDERATED SUNS
	2	ENF-4R Enforcer [50]	BJ-1 Blackjack [45]
	3	HBK-4G Hunchback [50]	SHD-2D Shadow Hawk [55]
	4	GRF-1N Griffin [55]	WVR-6R Wolverine [55]
	5	PXH-1K Phoenix Hawk [45]	CN9-AH Centurion [50]
	6	PXH-1 Phoenix Hawk [45]	ENF-4R Enforcer [50]
	7	SHD-2H Shadow Hawk [55]	ENF-4R Enforcer [50]
	8	WVR-6R Wolverine [55]	CN9-A Centurion [50]
	9	WVR-6K Wolverine [55]	DV-6M Dervish [55]
	10	SHD-2K Shadow Hawk [55]	WVR-6R Wolverine [55]
	11	HBK-4P Hunchback [50]	PXH-1D Phoenix Hawk [45]
	12	ASN-21 Assassin [40]	HCT-3F Hatchetman [45]

HEAVY 'MECHS	2D6 RESULT	DRACONIS COMBINE	FEDERATED SUNS
	2	DRG-1G Grand Dragon [60]	TDR-5S Thunderbolt [65]
	3	GHR-5H Grasshopper [70]	WHM-6D Warhammer [70]
	4	CPLT-K1 Catapult [65]	JM6-A JagerMech [65]
	5	WHM-6R Warhammer [70]	ARC-2R Archer [70]
	6	DRG-1N Dragon [60]	MAD-3D Marauder [75]
	7	DRG-1N Dragon [60]	MAD-3R Marauder [75]
	8	DRG-1N Dragon [60]	JM6-S JagerMech [65]
	9	ARC-2K Archer [70]	WMH-6R Warhammer [70]
	10	ONT-K Orion	RFL-3N Rifleman [60]
	11	WHM-6K Warhammer [70]	MAD-3D Marauder [75]
	12	DRG-1G Grand Dragon [60]	CRD-3D Crusader [65]

ASSAULT 'MECHS	2D6 RESULT	DRACONIS COMBINE	FEDERATED SUNS
	2	GOL-1H Goliath [80]	AWS-8Q Awesome [80]
	3	ZEU-6S Zeus [80]	AS7-D Atlas [100]
	4	BNC-3E Banshee [95]	BNC-3E Banshee [95]
	5	CGR-1A1 Charger [80]	ZEU-6S Zeus [80]
	6	BLR-1G BattleMaster [85]	VTR-9A Victor [80]
	7	STK-3F Stalker [85]	BLR-1G BattleMaster [85]
	8	CP-10-Z Cyclops [90]	VTR-9B Victor [80]
	9	CGR-1A1 Charger [80]	BLR-1D BattleMaster [85]
	10	BLR-1S BattleMaster [85]	CP-10-Z Cyclops [90]
	11	VTR-9B Victor [80]	AS7-D Atlas [100]
	12	AS7-D Atlas [100]	AWS-8Q Awesome [80]

home edge starting the turn following said destruction). When fighting in an urban setting, the Hussars ignore penalties to their PSRs when trying to avoid skidding on pavement. When fighting in non-urban terrain, the Hussars suffer a -1 penalty to To-Hit rolls made at long range.

Fourth Crucis Lancers [Federated Suns] (26 Sept-27 Sept)

CO: Major General Charles Duncan

Average Experience: Veteran

RAT: House Davion, *FMFS, FMU, AToW*

Unit Abilities: Known for their steadfast defense of New Aberdeen and for their relentless practice at marksmanship, the Crucis Lancers gain a +1 bonus to their To-hit rolls when fighting a defensive action and out numbered 2:1 or more; they also gain a +1 bonus to their To-hit rolls for medium and a +2 for long range weapon attacks. These bonuses are cumulative with each other.



Alpha Regiment, Twelfth Vegan Rangers [Mercenary – Federated Suns] (May-9 Sept)

CO: Margrave Sheridan Douglass

Average Experience: Elite

RAT: Mercenary, *FMFS, FMU, FMM, MS1, MS2, MSU*

Unit Abilities: The Vegans' Alpha Regiment gains a +2 to Initiative when fighting in darkness. They also ignore the standard +2 penalty to To-Hit numbers when fighting in the dark.



782nd Davion Guards Auxiliary [Federated Suns] (May-26 May)

CO: Colonel Susanna "Blood and Guts" Oliver

Average Experience: Elite

RAT: House Davion, *FMFS*

Unit Abilities: Tenacious in defense, the 782nd gains a +2 to Initiative and a +1 to To-hit rolls when on a defensive mission. In addition, though they cannot perform Swarm attacks, they gain a +1 to their To-hit rolls and a +1 when rolling for a critical hit when performing anti-'Mech leg attacks.

Lone Wolves [Mercenary – Federated Suns] (May-11 Sept)

CO: The Committee

Average Experience: Veteran

RAT: Mercenary, *FMM, MS1, MS2, MSU*

Unit Abilities: The Lone Wolves excel at urban combat. As a result, increase the Walking MP by 1 and recalculate the Running MP for all Lone Wolves 'Mechs fighting in an urban (even if ruined) setting. Lone Wolves 'Mechs ignore skidding checks when moving 7 hexes or less. The Lone Wolves are notorious for territoriality; whenever two or more Lone Wolf 'Mechs combine fire on a target that goes down, roll 2d6. On a 2 or 12, the pilots involved will fight one another over the salvage rights to the exclusion of the battle raging around them.



Galtor Irregulars [Federated Suns] (May-Sept)

CO: Committee of Four

Average Experience: Green

RAT: House Davion, House Kurita, *FMFS, FMDC*

Unit Abilities: The Galtor Irregulars suffer from poor training and poor unit cohesion. They automatically lose Initiative the first six turns of any combat. Regardless, they are fanatical when opposing the Draconis Combine and will neither retreat from nor surrender to any Combine forces. The Irregulars can use either Federated Suns or Draconis Combine RATs for the battalion of 'Mechs they possess at the start of the Galtor Campaign.



Benjamin Regulars [Draconis Combine]

CO: Warlord Syovo Yorioshi

Third Benjamin Regulars (25 May-29 Aug)

CO: *Sho-sho* Jakodo Naguchido

Average Experience: Regular

Sixth Benjamin Regulars (29 Aug-26 Sept)

CO: *Sho-sho* Saad Shazli

Average Experience: Green

Eleventh Benjamin Regulars (8 June-29 Aug)

CO: *Tai-sho* Innocent IV

Average Experience: Regular

Seventeenth Benjamin Regulars (25 May-26 Sept)

CO: Warlord Syovo Yorioshi

Average Experience: Veteran

RAT: House Kurita, *FMDC, FMU*

Unit Abilities: The Third Benjamin are proficient in fighting in clear, open terrain. On any map with a majority of clear hexes, the Third gain a +1 to Initiative. The Sixth Benjamin gain a +1 bonus to Initiative when they outnumber their enemy by 2:1 or more; they receive a +1 bonus on To-hit rolls if they outnumber their enemy by 3:1 or more. The Eleventh Benjamin are a light 'Mech unit, specializing in fast strikes and recon missions; they may use Banking Initiative and Off-Map movement. The Seventeenth benefited from Yorioshi's political acumen and favoritism, getting their pick of new 'Mechs and technology; as such, one 'Mech in each lance may be chosen by the player from the selection on the RAT and may choose any known variant, even if the variant is that of another faction.



Galedon Regulars [Draconis Combine]

CO: Warlord Grieg Samsonov

Second Galedon Regulars (26 Sept-27 Sept)

CO: *Tai-sho* Lavrenti Kornilov

Average Experience: Green

Fifth Galedon Regulars (29 May-10 Sept; command company: 25 May-27 Sept)

CO: Warlord Grieg Samsonov

Average Experience: Veteran

Eighth Galedon Regulars (30 May-27 Sept)

CO: *Sho-sho* Victor Nicholas

Average Experience: Veteran

Twenty-first Galedon Regulars (25 May-8 June)

CO: *Sho-sho* Jarvek Dolmasay, Earl of Marlowe

Average Experience: Regular

RAT: House Kurita, *FMDC, FMU*

Unit Abilities: The green Second Galedon suffer from lack of training; apply a -1 penalty to Initiative rolls. When facing pirates or other small-scale raiders (company-sized or smaller), the Fifth Galedon gains a +1 to their Initiative; when fighting in urban settings, the Fifth suffer a -1 penalty to their To-Hit rolls and automatically fail PSRs to avoid skidding. The Eighth are an assault regiment, and as such they carry a disproportionately large number of heavier units; even their light 'Mechs are of the heavier types. When rolling for random forces, the Eighth automatically assign two-thirds their force with heavy and assault 'Mechs, while their light and medium 'Mechs are composed of the heaviest tonnage units available in their class. When undertaking a combat drop, the Twenty-first Galedon suffer a +3 penalty to land in their target hex, plus any modifiers for terrain or conditions; when fighting in Urban Terrain, they automatically lose initiative the first turn of combat.



Amphigean Light Assault Group [Draconis Combine]**First Amphigean LAG (29 Aug-10 Sept)****CO:** *Tai-sho* Olivet Satterthwaite**Average Experience:** Veteran**Second Amphigean LAG****(29 Aug-27 Sept)****CO:** *Sho-sho* Karl Gramenov**Average Experience:** Veteran**RAT:** House Kurita, *FMDC*, *FMU*

Unit Abilities: Both of the Amphigean LAG regiments may use Off-Map movement (see p.192, *TO*). When fighting in clear terrain (such as the Plains of Galtor), the First Amphigean LAG gains +1 Running MP and automatically wins Initiative the first 2 turns of combat. The Second Amphigean LAG gains a +1 bonus to their To-Hit rolls when combining fire from at least two units on a single enemy unit; *i.e.*, if three units from the Second combine fire on a single enemy 'Mech, all three Second units gain a +1 on their To-hit rolls.

**Kismet Battalion, Seventh Sword of Light [Draconis Combine] (29 Aug-2 Sept)****CO:** *Tai-sa* Hidoshi Tamura**Average Experience:** Elite**RAT:** House Kurita, *FMDC*, *FMU*

Unit Abilities: The Seventh Sword of Light is wonderfully talented at prosecuting close combat. When performing physical attacks, the Seventh's 'Mechs gain a +1 ToHit and can modify the hit location by +1 or -1; the player must declare the intent to modify the hit location roll up or down prior to rolling the location.



enemies below

SITUATION

Underwater, Derry Bay, Galtor III
18 May 3025

One week before the Combine invasion of Galtor III, an advance unit infiltrated a lance of fast scout 'Mechs and a single DEST squad to seek out a suspected Davion underwater planetary command base in the waters off New Derry. The defending Neptune submarines moved to destroy the 'Mechs before the base was detected, while the 'Mechs sought the base with sensors so that the DEST squad might infiltrate and attempt to capture personnel/intelligence to aid in their search for the Star League depot.

GAME SETUP

Recommended Terrain: Open Terrain, Deep Canyon, Scattered Woods

Determine the shoreward map edge prior to any placement of units; this will be the Attacker's home edge. Base level of the terrain is considered Depth 15. Woods hexes are considered to be underwater plant formations with the same hindrance to targeting and movement as the Woods hex indicates. The water is murky and turbulent from tidal activity this close to shore, so 'Mech targeting is affected (+1 to all To-Hit Numbers); submarines are unaffected.

Attacker

Recommended Forces: Draconis Combine recon lance, DEST squad in Koryu submarine (see record sheet in **Annex** section, p. 20).

A single lance of light 'Mechs begins the game 6-8 hexes from the shoreward edge of the map. The DEST sub begins the game offboard; it will enter the map on the turn following a successful detection of the base by one of the 'Mechs. Should all the 'Mechs be destroyed prior to detecting the base, the Koryu enters from the Attacker's home edge on the following turn at Depth 5.

Defender

Recommended Forces: Galtor Irregulars Submarine wolfpack (Neptune submarines)

A wolfpack of locally-built Neptune submarines defended the underwater base; one Neptune (the *Ward*) is a Hunter-Killer variant; the other four are standard Neptune subs. The submarines were crewed by locals but the officers were all experienced AFFS navy. One submarine begins the battle on the map, within two hexes of the center of the playing surface and the other four Neptunes begin offboard. The defender secretly assigns three contiguous hexes to the hidden base and records this location. The first pair of offboard Neptunes may enter from the edge opposite shore on Turn 6; the second pair on Turn 10. All Neptunes start at Depth 8.

WARCHEST

Track Cost: 750

Optional Bonuses

+200 'Mech-fauna? Local marine life is attracted to the 'Mechs on the bay floor. Randomly place 1D6–2 megafauna packs on the battlefield. Each pack occupies one entire hex and is treated as a BattleMech unit for stacking purposes. Every odd turn, the Attacker controls each pack; every even turn, the Defender controls them; the packs always move after all other attacker and defender units

have moved. Megafauna packs may move one hex in any direction, block LOS, and cannot be destroyed for game purposes.

+400 We're How Deep? Use the Extreme Depths rules (see p. 42, *TO*) and make the base terrain depth 2D6 greater than Depth 15.

+250 Boggling Down? Use the Bog Down rules (see p. 62, *TO*) for the Combine 'Mechs.

OBJECTIVES

1. Infiltrate! If the Koryu enters a base hex, the Attacker has won the scenario. (Note that using *A Time of War* rules can enable the base infiltration/defense scenario to be played out to determine the actual fate of the base. If this is done, the DEST squad carries explosives to destroy the base in case their attempts to capture it should fail. The Koryu enters a docking bay to disembark the DEST squad.) **[Reward: 500]**

2. No Mercy! The Defender wins if all Attacking units are destroyed prior to a base infiltration by the DEST squad. **[Reward: 500]**

3. Friendly Fire! The Defender can target the base to prevent the infiltration by the DEST squad, to prevent any compromised intel. Treat the base as a Reinforced Fortress (see p. 114, *TO*) **[Penalty -250]**

SPECIAL RULES

The following rules are in effect for this track:

Base Detection

Due to the murky water and the camouflage of the base, detecting it requires an Attacking unit to remain motionless and refrain from firing for one complete turn while its sensors scan the area. The Attacking unit must be within five (5) hexes of the hidden base for this detection to succeed.

AFTERMATH

The slow Neptunes were completely unprepared for the speed of the Koryu. Once the base was detected and its location communicated to the Koryu, it was minutes before the DEST squad had infiltrated the base and confronted its platoon of defenders. Ten minutes later, the base exploded with no survivors among either base personnel or the DEST squad. The death of General Timothy Oldham passed command of Federated Suns forces on Galtor III to Lieutenant General Wilson Mandella who himself was killed on the first day of the invasion, 25 May 3025. The five Neptunes patrolled the waters around the coast of Eire throughout the campaign.

NEVER SURRENDER

SITUATION

*Fake Star League Depot, north of Rutha River, Eire
26 May 3025*

Margrave Douglass had entrusted the defense of the fake Star League Depot to the 782nd Davion Guards Auxiliary. Enveloped by twelve rings of minefields, the Guards slowed the invaders with a constant barrage from their Sniper artillery. As the Third Benjamin Regulars navigated the mines and closed in, the Guards were cut off from relief when the Thirty-third Avalon Hussars retreated at the cost of Lieutenant General Mandella's life the day before. Repeated strafing and bombing runs took out the Guards' artillery and vehicle assets, leaving only a company of infantry to fight a battalion of 'Mechs.

Frustrated at the losses suffered trying to reach the Star League depot, *Sho-sho* Naguchido offered no mercy. Seeing a ring of decrepit DropShip hulks but no obvious defenders, the *sho-sho* ordered his men to secure the depot for Warlord Yorioshi.

GAME SETUP

Recommended Terrain: Flatlands

See the Minefield special rule, below. Use at least four map-sheets (or terrain equivalent) for this track. Designate one edge of the map as north prior to assigning the minefield and placing defending units.

Attacker

Recommended Forces: Up to two lances of Third Benjamin Regulars

The Attacker Enters from the eastern edge of the map.

Defender

Recommended Forces: 782nd Davion Guards Auxiliary (three companies—one of jump infantry and two of motorized infantry—of three platoons each, plus a single command platoon of foot infantry)

The Defender begins hidden within the final ring of mines in and around the DropShip hulks.

WARCHEST

Track Cost: 1,000

Optional Bonuses

+200 Nighty-night: The Third Benjamin attack at night, trusting their sensors to give them an advantage over the defenders. But the Guards have Infernos.

+200 Watch Your Step: The Guards placed up to 10 more mined hexes within the perimeter of the DropShip hulks. And these are command-detonated.

OBJECTIVES

1. Capture the Depot: The Benjamin Regulars seek to capture the depot without undue collateral damage. They will not fire weapons at the DropShips for risk of setting off an explosion. **[Reward: 500]**

2. For the Suns! Destroy at least 50% of the opposing force. **[Reward: 500]**

SPECIAL RULES

The following rules are in effect for this track:

The minefield is eight hexes wide in a continuous band splitting the map north-to-south at the middle of the map. There is a three-hex wide path through the minefield which the Combine 'Mechs have found. The Defending player must mark the path through the mines, though the Attacking player is not required to follow it. The Defending units can move within and through the mined hexes with no risk.

North of the last hexrow of mines are six DropShip hulks (*Overlord-* and *Union-*class) arranged in a circle in which the infantry can hide and gain the same protection as from a Heavy Building, though this benefit ends when an enemy unit enters the DropShip hulk to engage the Defenders. Each DropShip hulk silhouette occupies one center hex and the hexes immediately surrounding it. DropShip hulks do not have any usable weapons.

The fake depot is a building camouflaged within the ring of DropShips. An Attacking player must end its movement adjacent to the depot to discover it. The building will be revealed at the end of the Movement Phase when this requirement is met. Inside the depot building, at its rear wall, is a tunnel leading underground, large enough for a 'Mech to enter; the infantry may try to retreat into this planned 'Mech trap should things turn for the worst. Treat the tunnel as a three-level deep basement for purposes of any 'Mech falling through.

AFTERMATH

The 782nd fought well and hard, but even with their anti-'Mech training, they were simply overmatched by the Third Benjamin 'Mechs. The Combine 'Mechs exterminated the Guards one platoon at a time, clearing the DropShip hulks and discovering the empty storage building. Douglass contacted Colonel Oliver offering to dispatch forces to extricate them. Oliver replied, "Hell, sir, we can't flee. What would our militia boys think if the Guards ran? Don't fret over us, sir. We'll abide." When the surviving Guards retreated into the tunnel under the depot, hoping to lure the Third Benjamin 'Mechs into a trap, *Sho-sho* Naguchido ordered his men to collapse the tunnels. None of the 259 troopers in the Guards survived the battle. They exacted a toll of twelve killed or crippled 'Mechs in their last stand.

GALTORIAN NIGHTS

SITUATION

Outskirts of New Wuhan City
4 August 3025

Nine weeks into the Galtor campaign the situation was grave for the Federated Suns forces. August 4 saw the fall of New Wuhan City five days after New Derry barely withstood a significant assault. After evacuating Johnston's Battalion of Alpha Regiment, the remainder of the Twelfth Vegan Rangers sought to rescue the embattled Lyon's Battalion of the Thirty-third Avalon Hussars. The Hussars were trapped between New Wuhan City and the real Star League depot to the southeast of the city. Alpha Regiment favored night-fighting. Executing a nighttime combat drop, the two battalions of Vegan Rangers sneaked up on the Seventeenth's two blocking battalions and engaged them. The battered Thirty-third Avalon Hussars moved in to join the Rangers.

GAME SETUP

Recommended Terrain: Forest, Flatlands

Use at least four mapsheets (or terrain equivalent) for this track.

The ratio of attacking units to defending units is 1:1. Designate one map edge as north prior to any unit placement.

Attacker

Recommended Forces: Twelfth Vegan Rangers, Thirty-third Avalon Hussars

The Attacker enters the map from the north edge of the map on Turn One. The Hussars arrive on Turn 10.

Defender

Recommended Forces: Seventeenth Benjamin Regulars

The Defending units begin on the map on the first row of hexes at their home edge, opposite the Attacker's home edge.

WARCHEST

Track Cost: 600

Optional Bonuses

+100 No Quarter: Crippled 'Mechs that do not surrender remain viable targets.

+250 We Need Supplies: Players must cripple at least half of the opposing force, offering surrender terms to a unit once it is crippled (see p. 258, *TW*, *Crippling Damage*; surrender is offered to Crippled enemies).

OBJECTIVES

1. Get Outta Here! For each Defending Unit that exits Attacker's Home Edge before Turn 10 **[Reward: +25 per Unit]**

2. Honorable Combat? Capture/kill at least 50% of the opposing force. **[Reward: 500]**

SPECIAL RULES

The following rules are in effect for this track:

Combat takes place at night. Recent rainy conditions prevent fires from catching in any woods hexes, unless *Infernos* are in use. Also, the *Moonless Night Weather Condition* (see p. 58, *TW*) is in effect.

AFTERMATH

After a string of routs, the Vegan Rangers' nighttime attack on the Seventeenth Benjamin was a great success, though the Seventeenth managed to escape the ambush and retreat to New Wuhan City. This defeat and his inability to destroy the Davion defenders led to Warlord Yorioshi being removed from joint command while Warlord Samsonov assumed total command of DCMS forces on Galtor. Three weeks later, in a lull, the Bremond DMM and Raman DMM arrived as reinforcements. The Eleventh and Third Benjamin left Galtor, being replaced by the Sixth Benjamin, while additional reinforcements in the form of the First and Second Amphigean Light Assault Groups, plus the Kismet Battalion of the Seventh Sword of Light, arrived to supplement the Combine forces. The situation was looking even grimmer for the AFFS forces, now being both outnumbered and outclassed by the invaders.

HOPELSSLY OUTMATCHED

SITUATION

*Innersea Coast, West of Real Star League Depot
1 September 3025*

The Seventeenth Benjamin Regulars with the Fifth Galedon Regulars on their left flank managed to trap the Raman DMM against the coast south of Middle Way Pass. The Fifth Galedon was able to prevent the Bremond DMM from breaking through to allow the Raman DMM to escape.

As the fighting was grinding down both sides, Warlord Yorioshi ordered the First Amphigean Light Assault Group to execute a combat drop to crush the Raman DMM.

GAME SETUP

Recommended Terrain: Flatlands, Coast

The ratio of attacking units to defending units is 2:1, counting the Amphigean forces which perform a combat drop as noted below. The south and east edges of the map are coastal cliff; any ground unit falling off these edges is considered destroyed by the fall. At least four mapsheets (or terrain equivalent) should be used for this track.

Attacker

Recommended Forces: Seventeenth Benjamin Regulars, First Amphigean Light Assault Group

The Seventeenth deploy on the north and west edges of the map, with the sea to the south and east blocking in the Raman DMM. The First Amphigean begin to arrive on Turn 10, divided into three groups, with one dropping directly on top of the Raman DMM, another to the east along the coast, and the third to the west, to prevent any escape.

Defender

Recommended Forces: Raman DMM

The Raman DMM begin the battle on the map at the south and east end of the map, within 3 hexes of the map edge.

WARCHEST

Track Cost: 400

Optional Bonuses

+250 Desperation: The defenders have nothing to lose. Apply a +1 bonus to all rolls made to avoid shutdown or ammo explosion due to heat level.

+200 Fatigue: The forces involved have been fighting so long they are falling asleep at their controls. Apply a +1 to all Piloting Skill Rolls.

+300 Commanders: Kill the enemy commander (designated by each side before play begins, though not necessarily revealed

to the opposing player) and deliver a -1 penalty to the enemy's Initiative rolls for the rest of the scenario.

OBJECTIVES

1. Crush Their Morale! Prevent the enemy a total victory: Defender must get at least four units off the board (these units cannot be fleeing due to Forced Withdrawal (see p. 258, TW)); Attacker must prevent at least half from escaping. **[Reward: 500]**

SPECIAL RULES

The following rules are in effect for this track:

Combat Drop

Use the rules for Dropping Troops (see p. 313, SO) for the insertion of the First Amphigean LAG starting on Turn 10. They may drop three lances per turn in each location (west, central, east) of interest.

AFTERMATH

The Seventeenth Benjamin ground down the Raman DMM throughout the day. A late afternoon combat drop by the First Amphigean sealed their fate, and the Raman DMM was destroyed with very few survivors. The First Amphigean then pivoted and led the charge into the Bremond DMM. The force of three Combine regiments (Seventeenth Benjamin, Fifth Galedon, and First Amphigean) shoved the Bremond DMM back toward the real Star League Depot southeast down the coast of Eire. It took another expert combat drop by the Twelfth Vegan Rangers to stop the breakout. With his attention focused on the group driving down the coast, Margrave Douglass forgot about the Sword of Light battalion. The elite Combine force took advantage and captured the Star League Depot while the Rangers and Bremond DMM drove the three Combine regiments back toward New Wuhan City. This succeeded in preventing reinforcement of the Sword of Light. Now they had to be pried out...

IN THE BEAR'S DEN

SITUATION

Real Star League Depot
1-2 September 3025

The Seventh Sword of Light's Kismet Battalion surprised the meager defenders at the real Star League storehouse on the balmy summer afternoon of September 1. The Seventh briefly consolidated their conquest and set up a defensive posture, waiting for the Davion forces to try to dislodge them.

Margrave Douglass assembled an *ad hoc* force to retake the depot. Jenkins' Battalion of the Bremond DMM and the remnants of Johnston's Battalion of the Twelfth Vegan Rangers made up the task force. Lieutenant General Tallman was placed in command. The attack began at night and continued into the morning of 2 September.

The remaining defenders withdrew into the storehouse and threatened to blow up the facility. Jenkins suggested a radical plan of action to end the stalemate...

GAME SETUP

Recommended Terrain: Flatlands, Light Urban

Place a large building counter on the west edge of the map to represent the camouflaged Star League Depot, which was built into a hill near the coastal plain. It must occupy at least eight hexes by eight hexes. It is a three-level-tall Fortress. The entrance is a two hex doorway which the Sword of Light units occupy. BattleMechs can stand freely in the interior of the building. The building should extend off the map edge, enabling Jenkins' lance to enter from off the map in the Fortress interior.

The ratio of attacking units to defending units is 3:1.

Attacker

Recommended Forces: Bremond DMM, Twelfth Vegan Rangers

Jenkins is leading his battalion command lance through a hidden rear entrance to the storehouse which the Sword of Light did not have time to discover. The rest of the Bremond DMM and the battered Vegan Rangers battalion attack the front of the storehouse. Jenkins' lance enters on Turn 4.

Defender

Recommended Forces: Kismet Battalion, Seventh Sword of Light

The Sword of Light 'Mechs begin the game deployed within the perimeter of the interior of the building. They must deploy at least three hexes away from the rear edge of the building and cannot move toward that inner edge until Jenkins' lance arrives on turn 4. Any forces that cannot fit within the structure within these limitations must be arrayed outside it.

WARCHEST

Track Cost: 500

Optional Bonuses

+250 Honor and Glory? Prevent the enemy from escaping, whatever the cost. Kill them all.

+500 Attrition: Attacking 'Mechs have pre-existing damage. Roll hit locations for 2D6 groups of 5-point damage to each Attacking 'Mech; re-roll any results that cause a unit to be Crippled or Destroyed.

OBJECTIVES

1. Clean House: Destroy all enemy 'Mechs and hold the storehouse. **[Reward: 500]**

2. Save the Goods, but Only for Us: Deny the storehouse to the enemy. **[Reward: 250]**

SPECIAL RULES

The following rules are in effect for this track:

Sacrificing the Depot

The Sword of Light fully intend to destroy the base, sacrificing themselves, to deny it to the Davion forces. If Jenkins' lance cannot establish control over the central two hexes of the interior of the storehouse before turn 8, the Sword of Light will set off the explosives. Controlling these hexes in this case requires that Jenkins' 'Mechs must occupy at least one of the stated hexes for two consecutive turns without moving away. Failing this, the Davion forces outside the depot must breach the facility and perform this action instead.

Should the explosives go off, apply 50 points of damage to all units within or adjacent to the Storehouse, 25 points to all units within 2-5 hexes, and 15 points for units within 6-10 hexes. The force of the explosion is so great that any 'Mech carrying ammunition of any type must avoid ammo explosions for each critical slot of ammo with a target number of their Piloting Skill modified based on their location: +4/+3/+2 for being in or adjacent to the depot, 2-5 hexes away, and 6-10 hexes away, respectively. All MechWarriors within the depot take 3 pilot hits from the explosion; those 2-5 hexes away take 2 pilot hits; and those 6-10 hexes away take 1 pilot hit. The area where the base was located is now a depth 1 rubble-filled crater.

Night Combat

The assault on the depot takes place after nightfall on 1 September, continuing through the night. Use the rules for night fighting for this scenario.

AFTERMATH

Jenkins' infiltration through the secret rear entrance was a masterpiece. His lance managed to take control of the detonator and prevent the Sword of Light from using the explosives. As the Bremond DMM and Vegan Rangers stormed the depot, Jenkins and his fellow MechWarriors fought valiantly but were killed before their relief arrived. None of the Sword of Light survived the battle at the depot; the entire battalion's loss took the fight out of the Combine forces on Galtor III. It was a much-needed lift for the defenders, after the Raman DMM was shattered.

On the same day as the victory at the depot, the Davion forces were reinforced by the Robinson and Clovis Draconis March Militias. On 9 September, the Twelfth Vegan Rangers departed Galtor after gathering their survivors and salvage and headed for rest and refit on Verde. September 10 saw the Combine move the First Amphigean LAG, Sixth Benjamin Regulars and Fifth Galedon Regulars off-world, abandoning their hold on New Wuhan City and concentrating their forces around New Derry on the eastern side of Eire.

DAHAR NO MORE

SITUATION

New Derry

11 September 3025

Since 30 July the defenders of New Derry had been cut off from supplies and reinforcements. Despite the death of the Sword of Light forces, Warlord Samsonov consolidated his forces around New Derry to crush the defenders once and for all.

Within the city, the defending Dahar DMM, Lone Wolves, and the paltry remnants of the Galtor Irregulars face down the assaulting Second Amphigean Light Assault Group and the Eighth Galedon Regulars.

GAME SETUP

Recommended Terrain: Urban

Any water hexes and unpaved surrounding hexes should be considered Swamp, as New Derry was built on swampland.

Half of all buildings should be replaced with rubble counters, to reflect the multiple assaults and repeated aerospace strafing that has battered New Derry for three months.

The eastern edge of New Derry is New Derry Bay. Near the eastern end of the city, the Lone Wolves have secreted three DropShips. The DropShips are disguised as buildings. The Lone Wolves may try to retreat to the DropShips to escape the battle.

Select a clear/paved hex in the center of the city to represent the storm sewer through which the Attacking forces enter the map starting on Turn 1. They enter one at a time in order chosen by the Attacking player. Consider the pipe exit to be a single elevation change into rough terrain (requiring 3MP to exit the pipe).

The ratio of attacking units to defending units is 5:2, with all the forces involved, including the Lone Wolves.

Attacker

Recommended Forces: Second Amphigean LAG, Eighth Galedon Regulars

The Attacker deploys on the north edge of the map outside the city.

One-third of the Attacking forces deploy in the middle of the city, having exited a large sewer main. One lance of 'Mechs may deploy at the start of Turn 1, with others continuing to arrive as fast as they can exit the pipe and clear a path for the next unit. Designate one unit as the commander of the attacking forces.

Defender

Recommended Forces: Dahar DMM, Lone Wolves, Galtor Irregulars

The Defender begins the battle scattered in lance-sized groups at largest. The headquarters area is Elliot Park, central to the city and near the sewer exit. A motley assortment of blasted and broken 'Mechs guards the base. The Galtor Irregulars at this stage are composed of surviving policemen and firemen assembled into three green platoons of foot infantry, plus three other platoons of regular foot infantry. Designate one unit as the commander of the defending forces.

WARCHEST

Track Cost: 500

Optional Bonuses

+300 Fanatical: All Defending units will fight to the death; all opponents must be destroyed either through head or center torso destruction.

+500 Firestorm: Prior to the attack, aerospace bombing started more fires in the city. Randomly determine if any buildings are alight, and automatically assign all wooded hexes as burning. Deal with smoke as normal.

OBJECTIVES

1. Stop Them! Prevent any enemies from escaping after turn 8. **[Reward: 500]**

2. Cut Off the Head: The designated opposing commander is destroyed (not crippled or withdrawn). **[Reward: 500]**

SPECIAL RULES

The following rules are in effect for this track:

Escape

The Lone Wolves have secreted three DropShips loaded with loot near the airport. Their transport will depart no later than Turn 20. They will move toward their escaping DropShips starting on Turn 1, fighting any targets of opportunity on the way. Randomly determine if Dahar DMM units are deemed hostile to this goal by rolling 2D6 (9+ indicates hostile); Lone Wolves units will not discriminate their target selection since they know they will be left behind by their fellows.

AFTERMATH

General Sir William Dobson showed that his knighthood was well-deserved as he stood his ground and waited in the smoke and fire for the enemy to show themselves. From his crippled *Awesome*, he killed the enemy commander, *Chu-sa* Saxton of the assaulting Second Amphigean battalion. Unable to move his crippled 'Mech, Sir Dobson was killed.

Once Dobson was dead, the Lone Wolves decided that their position was untenable. Retreating toward the New Derry airport, they revealed three cleverly-concealed DropShips and made their escape by blasting through the Combine air pickets. The Lone Wolves escaped Galtor in better shape than they arrived, given all the salvage and loot they had acquired.

On 13 September, negotiators announced a cease fire would be declared in two weeks' time. This motivated all the AFFS forces to new heights, as they wanted the Combine off their planet before they would be required to stand down. This led to the final battle of the Galtor campaign.

STAND OF DEFIANCE

SITUATION

Plains northwest of New Derry
27 September 3025

As the AFFS landed reinforcements in the form of the Fourth Crucis Lancers west of New Derry, Warlord Yorioshi fled Galtor with the remnants of his Seventeenth and Sixth Benjamin Regulars. Warlord Samsonov, despite the newly-arrived Second Galedon Regulars, was outmatched. Only the Eighth Galedon and the Second Amphigean LAG remained for the Second Galedon to reinforce.

The Fourth Crucis Lancers moved into battle with the remaining Bremond DMM, Clovis DMM and the newly-arrived Robinson DMM. The Second Galedon dropped two of their three battalions before the truth of Yorioshi's departure was realized. As Samsonov called off the Second Galedon's third battalion, he ordered the Second Amphigean and Eighth Galedon to escape as they were able, while one battalion of the Second Galedon guarded Samsonov's Fifth Galedon headquarters elements.

Leftenant-General Tallman led the Bremond DMM and one battalion of the Crucis Lancers through the defenders straight at the heart of Samsonov's command company. Samsonov and his command company stood their ground against the Davion forces, waiting for extraction...

GAME SETUP

Recommended Terrain: Flatlands

Select a minimum of four maps. Ignore all woods and water hexes on the two easternmost maps; if using terrain, do not place any water or woods hexes up to 18 hexes / 36" from the eastern edge of the playing area.

The ratio of attacking units to defending units is 4:3.

Attacker

Recommended Forces: Bremond DMM command company; command lance of Simon's Battalion, Fourth Crucis Lancers

The Attacker enters from the West edge. Designate one unit as Leftenant-General Tallman of the Bremond DMM in her *Thunderbolt* (see record sheet in the *Annex* section of this product); her Piloting/Gunnery skills are 2/1.

Defender

Recommended Forces: Command company of the Fifth Galedon Regulars

The Defender may be deployed anywhere within ten hexes of the eastern edge. Designate one unit as Warlord Grieg Samsonov in his *Atlas*, using the record sheet included in the *Annex* section of this product. Samsonov is a MechWarrior with 2/2 skills, while his command company are half elite, half veteran.

WARCHEST

Track Cost: 1,000

Optional Bonuses

+100 These shrubs won't stop us! Use the Level 1 Foliage rules (see p. 36, *TO*) for the western maps.

+500 Swamp: Use the Terrain Modification rules (see p. 51, *TO*) for the western maps, but ignore the Quicksand rule.

OBJECTIVES

1. Time to Pay: Destroy the entire opposing force. **[Reward: 1,000]**

2. Who's the Big Man Now? The designated opposing commander is destroyed (not crippled or withdrawn). **[Reward: 750]**

3. Stop Him! Samsonov escapes. **[Penalty: -1,000]**

SPECIAL RULES

The following rules are in effect for this track:

No Holds Barred

As long as Samsonov is alive, no unit on either side may be forced to withdraw.

On turn 15 a *Leopard*-class DropShip will attempt to land on the eastern map to evacuate Warlord Samsonov and his command lance's survivors, if they are still alive at that time. The *Leopard* has a elite crew for purposes of landing and liftoff (see pp. 86-88, *TW*) and will remain landed for at least three turns before lifting off. If Samsonov is still alive and able to board, the DropShip will wait for him even if taking fire. Once Samsonov has boarded and at least three turns after landing, the *Leopard* will take off and escape.

AFTERMATH

Warlord Samsonov stood firm in his *Atlas*. His command lance destroyed a company of assaulting AFFS BattleMechs before a *Leopard* DropShip landed on the battlefield to spirit him away. Only Samsonov's *Atlas* and one *Awesome* from his command lance escaped the last battlefield of the Galtor campaign.

While Samsonov suffered a loss of honor for his defeat, he was prevented from committing *seppuku* by the Coordinator himself; he remained the Warlord of the Galedon military district. Yorioshi was removed from his post as Warlord of the Benjamin Military District and placed in a staff position in the Combine's interior in disgrace.

Leftenant General Tallman chose to remain commander of the Bremond DMM despite being offered a promotion. They remain the cream of the crop in the Draconis March Militia.

BATTLETECH™

NAVAL VESSEL RECORD SHEET

VEHICLE DATA

Type: KORYU SUBMARINE (CIVILIAN)

Movement Points:

Cruising: 6

Flank: 9

Movement Type: Submarine

Engine Type: ICE

Tonnage: 30

Tech Base: Inner Sphere
Succession
Wars

CREW DATA

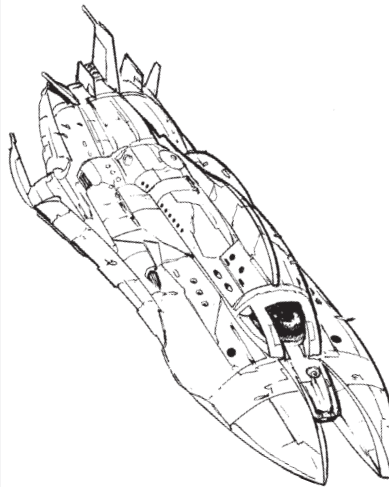
Crew: 5

Gunnery Skill: _____ Driving Skill: _____

Commander Hit: ☐ +1 Driver Hit: ☐ +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Sensor Hits ☐ +1 ☐ +2 ☐ +3 ☐ D
Motive System Hits ☐ +1 ☐ +2 ☐ +3
Stabilizers
Front ☐ Left ☐ Right ☐
Rear ☐



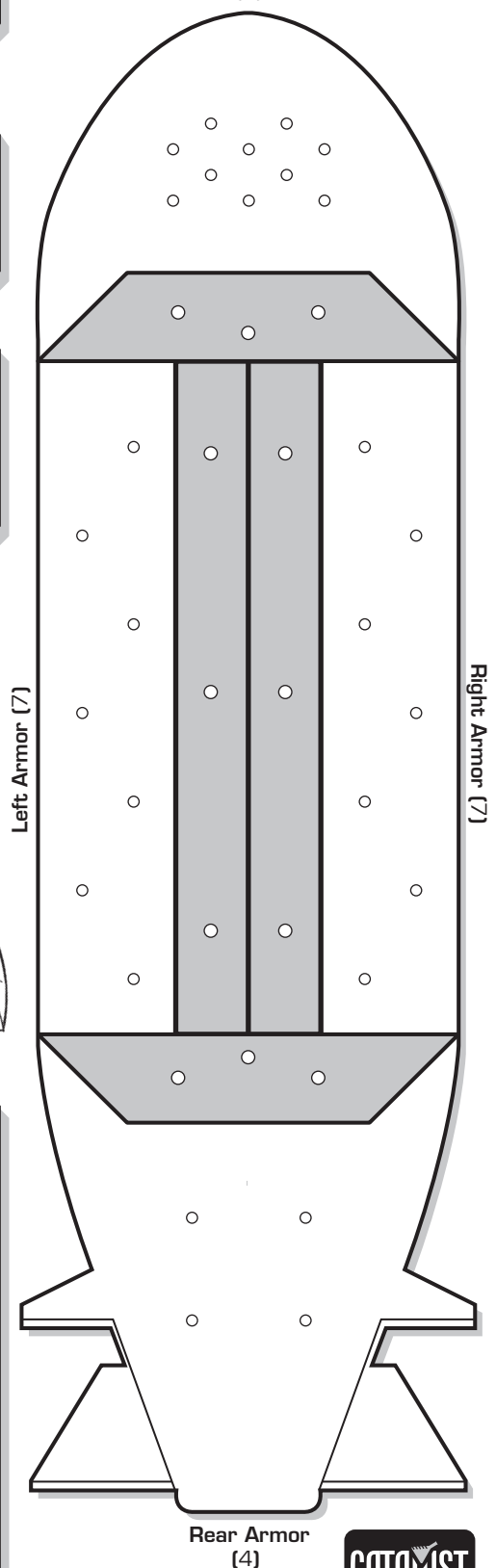
NOTES

Cargo: 5,550kg, 1 Door (rear)
6 Passenger Seats

ARMOR DIAGRAM

BAR:3

Front Armor
(8)



Rear Armor
(4)



DEPTH TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Depth																				

BATTLETECH™

NAVAL VESSEL RECORD SHEET

VEHICLE DATA

Type: KORYU SUBMARINE (MILITARY)

Movement Points:

Cruising: 9

Flank: 14

Movement Type: Submarine

Engine Type: Fusion

Tonnage: 30

Tech Base: Inner Sphere

Succession

Wars

CREW DATA

Crew: 6

Gunnery Skill: _____ Driving Skill: _____

Commander Hit: ☐ +1

Modifier to all Skill rolls

Driver Hit: ☐ +2

Modifier to Driving Skill rolls

CRITICAL DAMAGE

Sensor Hits

Motive System Hits

Front ☐

Rear ☐

Engine Hit ☐

+1 +2 +3 D

+1 +2 +3

Stabilizers

Left ☐ Right ☐

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SR Torpedo 2 (OS)	F	2/Torp	—	3	6	9
			[M,C,OS]				

Advanced Fire Control
Cargo: 550kg, 1 Door (rear)
6 Passenger Seats

NOTES

ARMOR DIAGRAM

BAR:3

Front Armor
(8)

Left Armor (7)

Right Armor (7)

Rear Armor
(4)

CATALYST
game labs

DEPTH TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Depth																				

BATTLETECH™

NAVAL VESSEL RECORD SHEET

VEHICLE DATA

Type: NEPTUNE SUBMARINE (HUNTER-KILLER)

Movement Points:

Cruising: 3

Flank: 5

Movement Type: Submarine

Engine Type: ICE

Tonnage: 100

Tech Base: Inner Sphere
Succession
Wars

CREW DATA

Crew: 7

Gunnery Skill: _____ Driving Skill: _____

Commander Hit: ☐ +1

Modifier to all Skill rolls

Driver Hit: ☐ +2

Modifier to Driving
Skill rolls

CRITICAL DAMAGE

Sensor Hits: ☐ +1 ☐ +2 ☐ +3 ☐ D

Motive System Hits: ☐ +1 ☐ +2 ☐ +3

Stabilizers: ☐ +1 ☐ +2 ☐ +3

Front: ☐ Left: ☐ Right: ☐

Rear: ☐

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LR Torpedo	15	F	1/Torp [M,S]	6	7	14 21
4	SR Torpedo	6	F	2/Torp [M,C]	—	3	6 9
1	SR Torpedo	4	R	2/Torp [M,C]	—	3	6 9
1	LR Torpedo	5	R	1/Msl [M,C]	6	7	14 21

Cargo: 3 Tons

Ammo: (LRT 15) 16, (LRT 5) 24, (SRT 6) 45, (SRT 4) 25

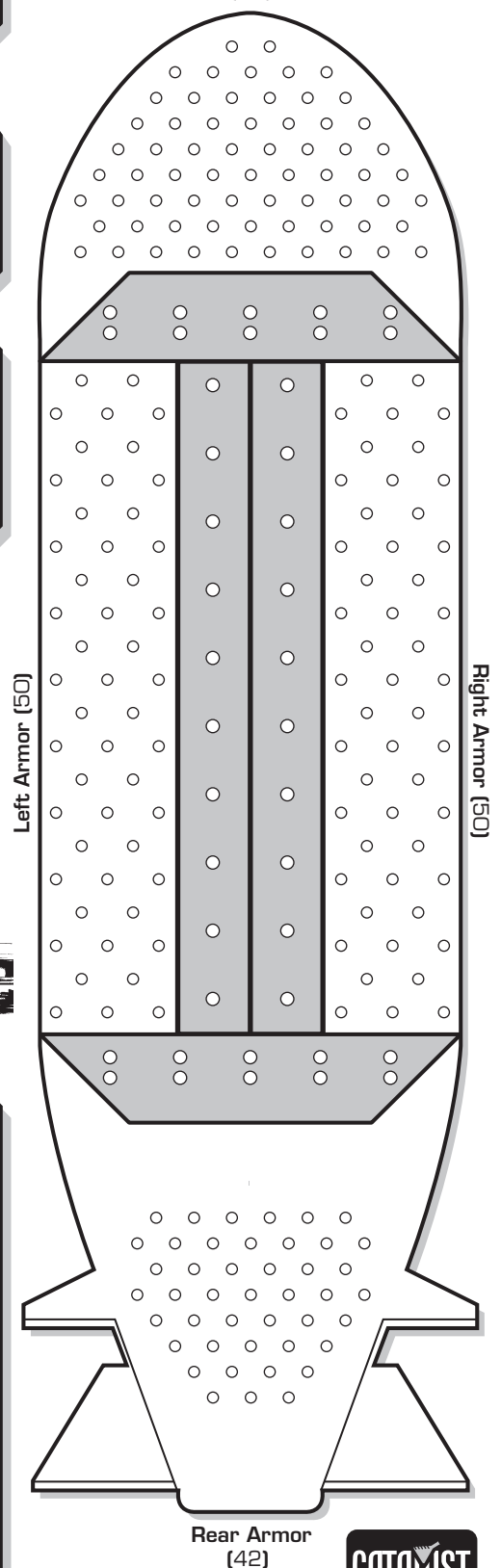
Cost: 5,139,000 C-bills

BV: 948

NOTES

ARMOR DIAGRAM

Front Armor
(66)



DEPTH TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Depth																				

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: DRG-2Y DRAGON YORIYOSHI

Movement Points: Tonnage: 60
Walking: 5 Tech Base: Inner Sphere
Running: 8 Succession
Jumping: 0 Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	—	1	2	3
1	Flamer	CT	3	2	—	1	2	3
				[DE,H,AI]				
1	SRM 4	CT	3	2/Msl	—	3	6	9
				[M,C]				
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

Cost: 4,847,600 C-bills

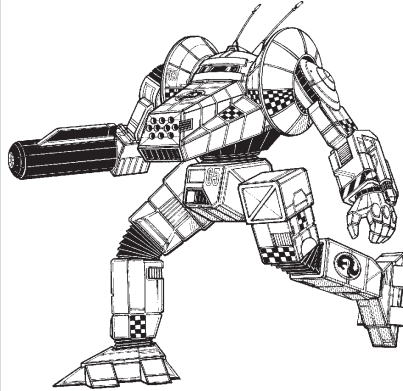
BV: 1,257

WARRIOR DATA

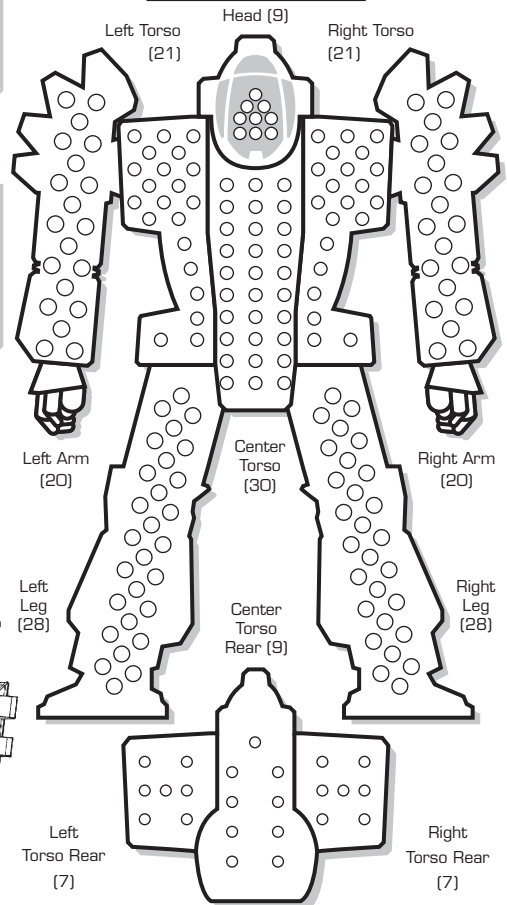
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Medium Laser
 - Roll Again
 - Roll Again

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

Left Torso

- 1-3
- Heat Sink
 - Ammo (SRM) 25
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- 4-6
- Roll Again
 - Roll Again
 - 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
- Cockpit
- Small Laser
- Sensors
- Life Support

Center Torso

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

- 4-6
- Gyro
 - Fusion Engine
 - Fusion Engine
 - SRM 4
 - Flamer

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

Right Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Heat Sink
 - Large Laser
 - Large Laser

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

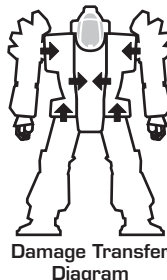
Right Torso

- 1-3
- Heat Sink
 - Heat Sink
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

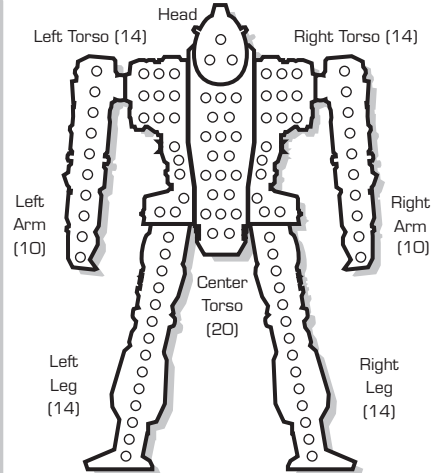
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: AS7-WGS ATLAS SAMSONOV

Movement Points: Tonnage: 100
Walking: 3 Tech Base: Inner Sphere
Running: 5 Succession
Jumping: 0 Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	RT	7	20	—	3	6	9
				[DB,S]				
1	PPC	RA	10	10 [DE]	3	6	12	18
1	PPC	LA	10	10 [DE]	3	6	12	18

Cost: 9,256,000 C-bills

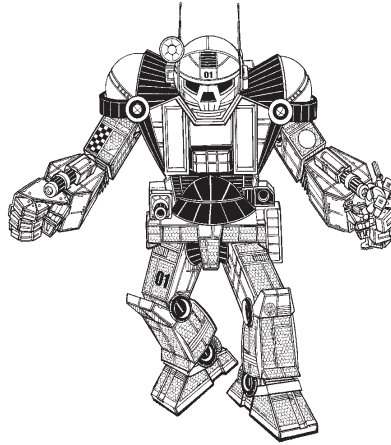
BV: 1,884

WARRIOR DATA

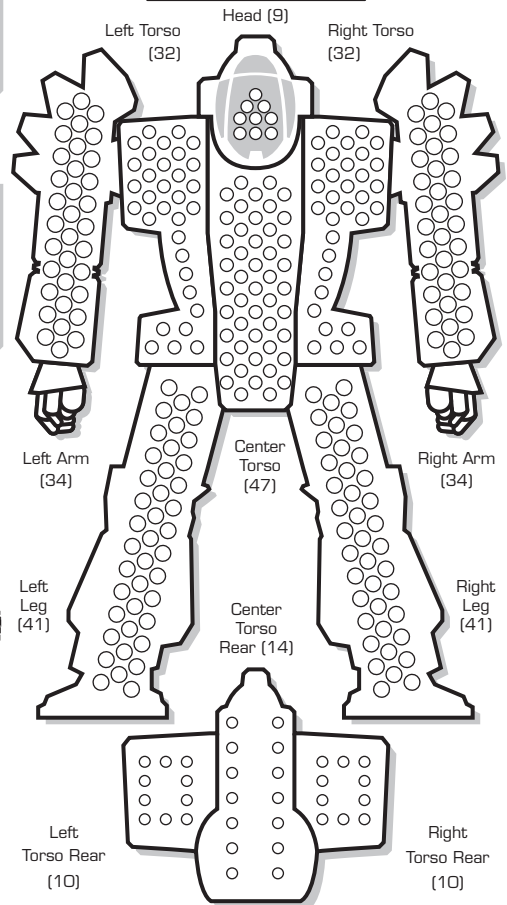
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- PPC
- PPC

- PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Heat Sink
- Heat Sink
- Heat Sink

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- PPC
- PPC

- PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

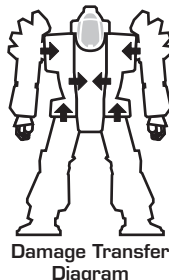
Right Torso

- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20

- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Ammo (AC) 5
- Ammo (AC) 5

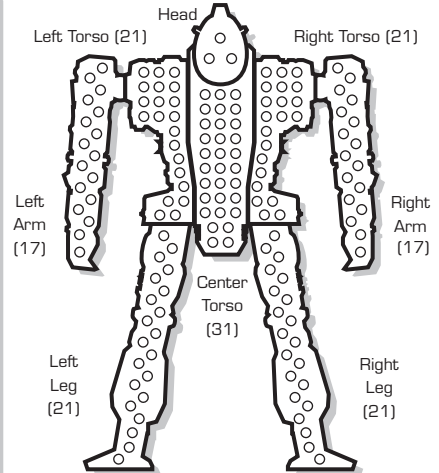
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: TDR-5S-T THUNDERBOLT TALLMAN

Movement Points: Tonnage: 65
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 Succession
 Jumping: 0 Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	Medium Laser	RT	3	5 [DE]	—	3	6	9
4	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Large Laser	RA	8	8 [DE]	—	5	10	15

Cost: 5,303,210 C-bills

BV: 1,447

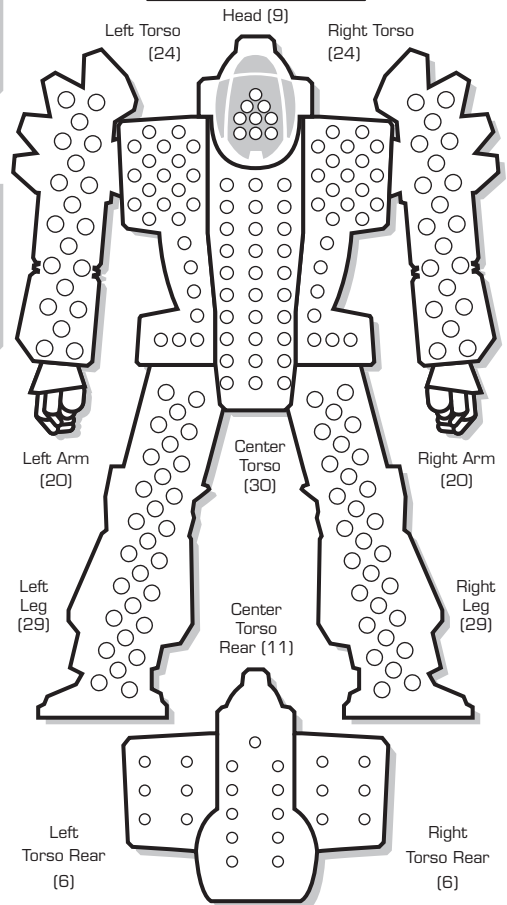
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Roll Again
 - Roll Again

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

Left Torso

- 1-3
- Heat Sink
 - Heat Sink
 - Heat Sink
 - Medium Laser
 - Medium Laser
 - Medium Laser

- 4-6
- Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Leg

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

Head

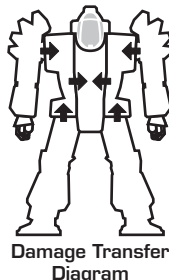
- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

Center Torso

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

- 4-6
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Heat Sink
 - Heat Sink
 - Heat Sink

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



Right Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Large Laser
 - Large Laser

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

Right Torso

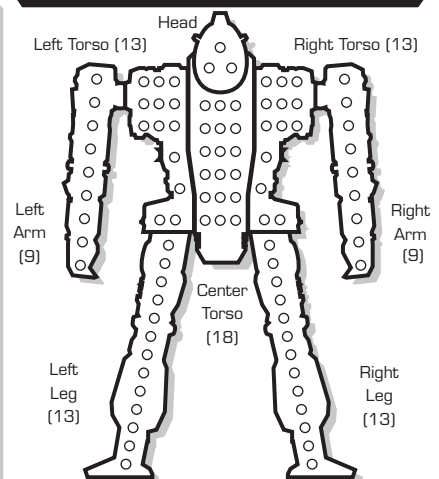
- 1-3
- Heat Sink
 - Heat Sink
 - Heat Sink
 - Medium Laser
 - Medium Laser
 - Medium Laser

- 4-6
- Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 23 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	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: MAD-SD MARAUDER DOUGLASS

Movement Points: Tonnage: 75
Walking: 4 Tech Base: Inner Sphere
Running: 6 Succession
Jumping: 0 Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	SRM 4	RT	3	2/Msl	—	3	6	9
				[M,C]				
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

Cost: 6,338,500 C-bills

BV: 1,459

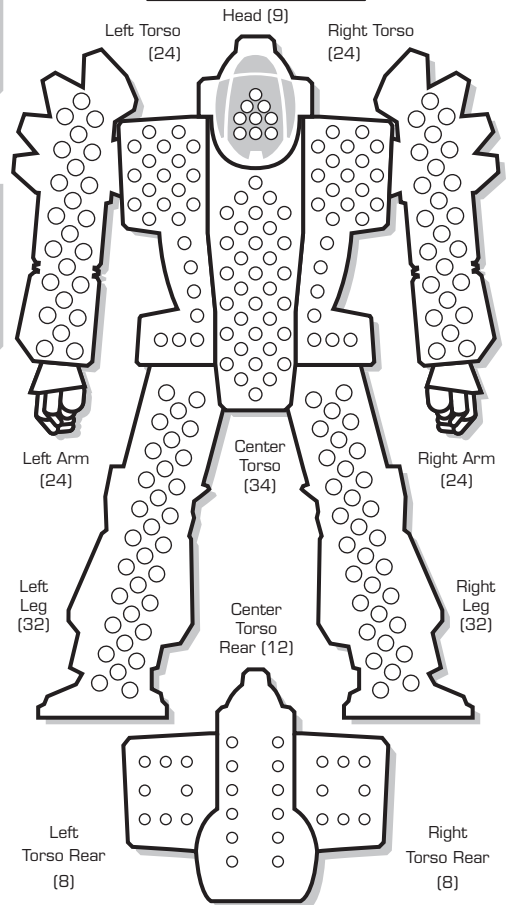
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- 1-3 Large Laser
- Medium Laser

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

Left Torso

- Heat Sink
- Heat Sink
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again

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

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- 4-6 Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- 4-6 Fusion Engine
- Fusion Engine
- Heat Sink
- Heat Sink

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- 1-3 Large Laser
- Medium Laser

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

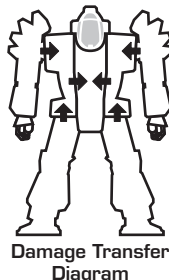
Right Torso

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

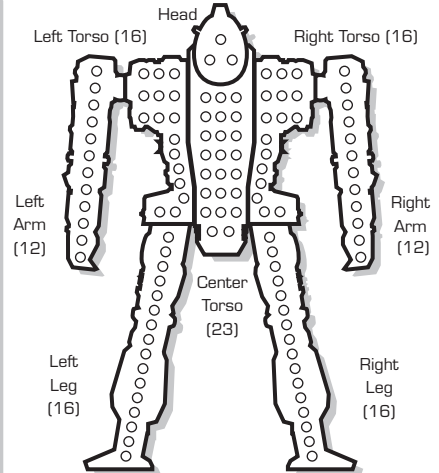
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 21 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

