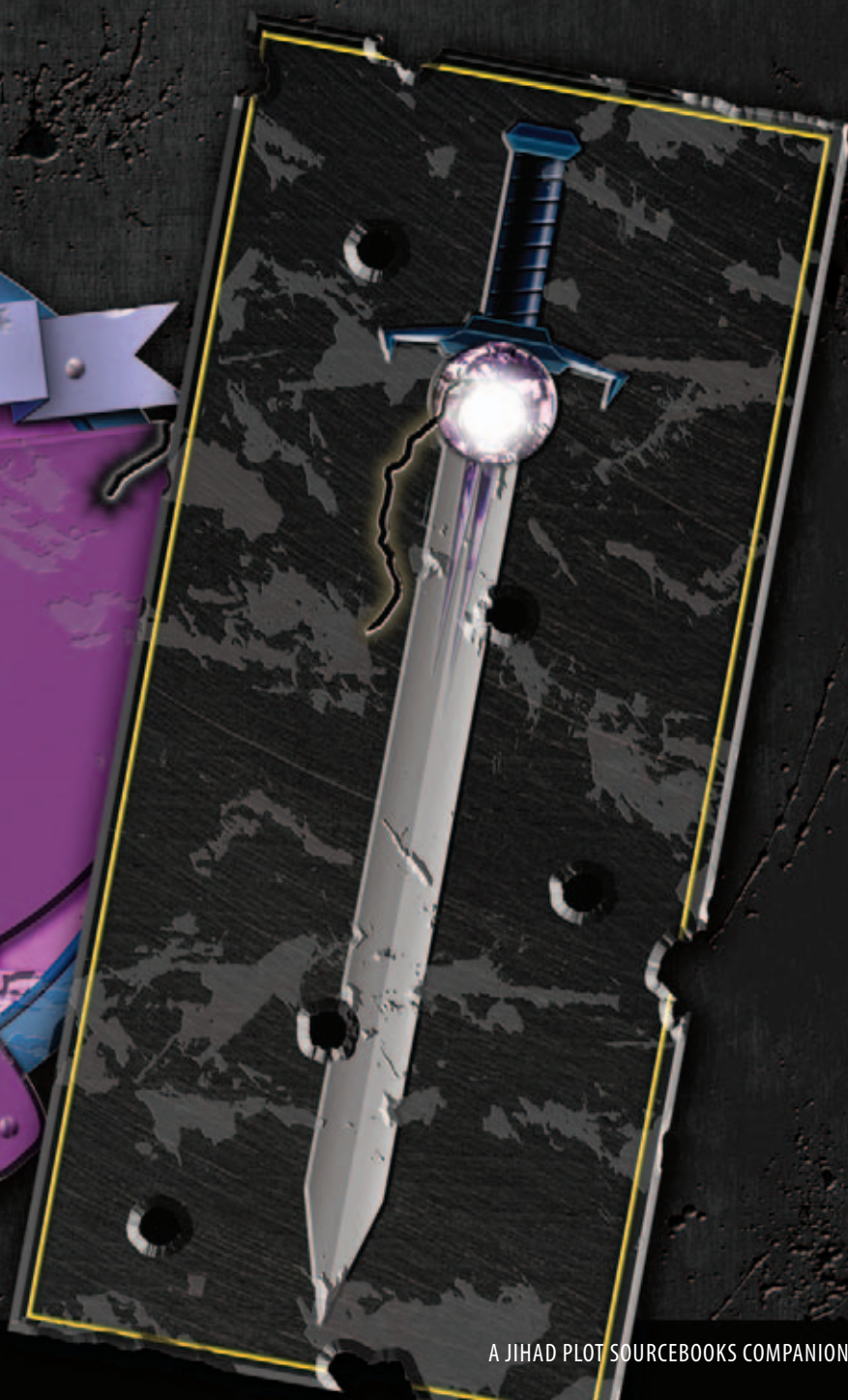


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DIVIDED LOYALTIES

MESTALLA, ATREUS CITY
ATREUS, MARIK COMMONWEALTH
6 APRIL 3076

"All Stygians stand down. I repeat, *stand down*."

Force Commander Nikos Valcjek stared at the comm board in front of him. *Like hell!* The Captain-General herself couldn't stop him from moving out. Childs was just going to have to chew him out later.

Sitting in the cockpit of his newly built *Marauder* 9M2 with the rest of his battalion arrayed behind him, Valcjek took in the faux-chromium and marble façade of the Mestalla tourist district as he made sure to stick to the posted speed limit for the area's roads as shown by the very detailed terrain software Irian had just provided the LCCC. Being the Captain-General's favorites certainly had its perks at times. But it was hard to keep the pace down as the adrenalin in his veins pumped harder. *This was it*. After hiding for so long, the Pretender had finally shown his face. And the Second was moving to meet the sad fools who still trusted him.

"Valcjek—stand down. The Fifteenth is hitting their LZ. Be prepared to offer support, but do not—I repeat, DO NOT—go in there guns blazing."

Valcjek swore under his breath, quietly enough so the voice-activated microphone attached to his neurohelmet didn't pick it up. He hit the transmit button on his control stick.

"Negative, sir—we're closer, and the Fifteenth still has to go around Mestalla." Quickly consulting the hardcopy map he'd taped to the inside of the cockpit, he did some mental gymnastics before continuing. "We can be there in ten, it'll take the Fifteenth at least twenty mikes." General William Child's answer was cut off by a new voice on the command net.

"That's our concern, not yours, Commander Valcjek." Precentor Jennings. *Bitch*. The Blakist officer had made no secret of her self-assumed superiority, treating the Legionnaires like nothing more than poor cousins. The Blakists had been on-world longer than the Second and yet had still failed to complete their assigned mission of eradicating the surviving Knights. *I guess the wannabe Knights are her consolation prize then*. Romanov's Crusaders were the leaders of the motley crew of mercenaries that the Pretender had cobbled together for this mission, with most of the other commands biting it in the big dust-up in orbit. A quick glance skyward still showed glittery lines tracing through the indigo sky, fiery detritus burning up on re-entry marking the fall of hundreds of money soldiers.

General Child spoke again. "The Precentor is correct Valcjek, The Fiftee— What?!"

Valcjek stared quizzically at the comm. display, mentally demanding that it finish the rest of the sentence. The hurried voice of General Childs broke the heavy silence that had fallen. "Knights in the Garden! Valcjek get in there and help the Eighth—the Knights will cut them apart!" Valcjek didn't wait for the General to elaborate. *Knights in the Garden*. The surviving Knights had somehow managed to smuggle themselves—no doubt with the help of some "loyal" Atreans—into the Interstellar Botanic Gardens, the sprawling expanse of greenery in the middle of Atreus City. The only way their emergence could be more surprising is if they had paraded down the empty boulevard of the Parliament as a ghostly reminder of what had happened there.

"All Stygians, on me and bear west and up Allison! Command, get some fast movers there ASAP!" Valcjek knew the ferrocrete of Allison Avenue could handle his heavy machines opening up the throttle, the reinforced surface able to take his multi-ton leviathans running pell-mell down the street. He noted with grim satisfaction that the rest of the `Mechs arrayed behind him hadn't faltered a step as they calmly wheeled to the right. General Childs was the new commander of the Stygians, but he was an infantryman by trade and knew to leave the `Mech contingent in Valcjek's capable hands. *Now, if only the LCCC would sort out this promotion ...*

"Force Commander! The Wobblers ... they're ... they're—" The comm fell silent. Valcjek felt the rumble through the armor and myomer cocoon he sat in, and a long glance at the aft quarter of his three-sixty display confirmed his fears. Jennings had decided it was faster to go *through* the suburbs than around them, her heavy `Mech units simply knocking the lightly constructed buildings out of the way in their haste to hit the Crusader's landing zone. Never mind the civilian casualties of such a move. *Damn them*. Valcjek ground his teeth hard, making sure his voice was emotionless before opening a channel to rest of his command.

"Our job is to support the Eighth and stop the Knights once and for all." The open channel immediately filled with a score of voices of dissent. Valcjek continued on, his hands trembling with rage as they gripped the control sticks. "But we won't forget this boys and girls. The Wobblers *will* get what's coming to them. I promise you that."



JIHAD TURNING POINTS ATREUS

The general information contained in the **Atlas** and **Combatants** sections gives players the tools they need to fight an infinite number of engagements on Atreus, while the **Track** information gives details on some of the larger and more pivotal battles of the planetary struggle. The Track information can be used with the Chaos Campaign rules (originally found in *Dawn of the Jihad*, p. 134, as well as *Blake Ascending*, p. 134, and in the *Chaos Campaign Rule Ebook*) as well as stand-alone games.

The **Atlas** section presents a global view followed by some quick facts about the world. 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 that participated in the conflict and can be used by players who wish to have an authentic feel during their game.

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 Jihad 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** contains four official Record Sheets. The first is the ALB-5W *Albatross Dantalion*, the command 'Mech of Precentor Dantalion. Next is a custom-modified EMP-6ME *Emperor Mercury Elite*, the 'Mech of Lt. Col. Anne-Marie McCormack. Following that is the Tokugawa SD2 variant used by Emperor Weaponry's Atreus-based SecDet2 and pressed into service by the Eighth Legionnaires. Then there is the PeaceMaker PoliceMech, heavily utilized by the ACPD.

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Special thanks: This product is dedicated to the memory of Dan "Albatross" Schulz, a beloved member of the *BattleTech* community who was taken from us too soon in November 2009. Dan was a strident fan of the Free Worlds League; many hold great memories of crossing paths and battlefields with him online and in life. Seyla, Dan. You will be missed.

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.

ATREUS

Noble Ruler: Duchess Corinne Marik
Star Type (Recharge Time): F4V (175 hours)
Position in System: 3
Time to Jump Point: 16.1 days
Number of Satellites: 1 (Wendigo)
Surface Gravity: 1.0
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 45° C (Jungle)
Surface Water: 70 percent
Recharging Station: Zenith and Nadir
HPG Class Type: A
Highest Native Life: Mammal
Population: 8,365,000,000
Socio-Industrial Levels: A-A-B-A-D



ATREUS

The idyllic image of Atreus City was irrevocably shattered when pro-Blakist forces carried out a devastating biochemical attack on the capital in 3068. The picturesque city set on the island continent of Ionia itself was relatively unaffected, but the chemical attacks had a horrendous effect on the populace of the city. The chromium and marble façade of the government sector became synonymous with the attack, the death of the vaunted Knights of the Inner Sphere, and the decimation of the Parliament. As a result, the vast majority of the Atrean public has shunned the area, preferring to remain in the commercial sectors set in the myriad of hills on which the city is built.

When Paul Marik launched his coup and installed his daughter Corinne as Captain-General in 3069, the planet saw an influx of Word of Blake members and troops, with the Word's Fifteenth Division eventually taking up residence on the mountainous continent of Paltos, though not without several influential Atreans complaining loudly to the Captain-General about the imposition on their secluded retreats. The Fifteenth regularly hosted various Marik Commonwealth forces in training exercises, and even the reticent Second Free Worlds Legionnaires made use of the training area the Blakists built in the rugged area. The symbol of Blakist might on-world has since been converted to a detention center, housing those that once oversaw its training and indoctrination programs.

When Thomas Halas launched his ill-advised rescue attempt in 3076, Atreus City was the main stage of the fighting, with most of the collateral damage caused when the Fifteenth Division moved through the southern suburbs in order to cut off the Second Knights of the Inner Sphere's retreat. Several million Atreans were left homeless, and tens of thousands died in the fighting as the Second and Eighth Legions engaged the Second Knights in the grounds of the Interstellar Botanic Gardens, with the Museum of Technology another casualty of the fighting.

Additionally, rumors continue to circulate that SAFE's facility on Wendigo (Atreus' moon) has been compromised. While ostensibly a secret, the Eagle Corps "Eyrie" facility has been seen by many of the Free Worlds public as the LCCCs last line of defense, but the expected response to Thomas Halas' mercenary assault on the capital never eventuated. Whether that is a result of LCCC instruction or symbolic of a deeper rift remains unknown. What is known is that a Blakist Shadow Division carried out a series of maneuvers on the moon in early 3075, at the time thought to be in conjunction with the forces of Eyrie.

OPTIONAL RULES

If all players agree, the following particular effects from *Tactical Operations* (TO) and *Strategic Operations* (SO) may be used to add "Atrean flavor" to this campaign.

Base Terrain Types

- Gravel Piles (see p. 30, TO)
- Planted Fields (see p. 38, TO)
- Rough (Ultra) (see p. 39, TO)

Terrain Modifications

- Rapids (see p. 50, TO)
- Mud (see p. 50, TO)
- Fire (see p. 43, TO)

Weather Conditions

- Light Gale (see p. 60, TO)
- Light Fog (see p. 57, TO)
- Lightning Storm (see p. 59, TO)

ATREUS MAPSHEETS TABLE

MOUNTAIN	2D6 Result	Map
	2	Deep Canyon #1 (MS5, MC2)
	3	Mountain Lake (MS2, MC1)
	4	Wide River (MS6, MC2)
	5	Large Mountain #1 (MS5, MC2)
	6	Desert Mountain #2 (MS3, MC1)
	7	Woodland (MS6, MC2)
	8	Large Mountain #2 (MS5, MC2)
	9	Desert Mountain #1 (MS3, MC1)
	10	Box Canyon (MS6, MC2)
	11	River Valley (MS2, MC1)
	12	Deep Canyon #2 (MS5, MC2)

LIGHT 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.

FOREST	2D6 Result	Map
	2	Heavy Forest #1 (MS4, MC1)
	3	Large Lakes #1 (MS4, MSC1)
	4	Woodland (MS6, MSC2)
	5	Open Terrain #1 (MS5, MSC1)
	6	Scattered Woods (MS2, MSC2)
	7	Wide River (MS6, MSC2)
	8	Open Terrain #2 (MS5, MSC1)
	9	River Delta/Drainage Basin #1 (MS4, MSC1)
	10	Wide River (MS6, MC2)
	11	Large Lakes #2 (MS4, MSC1)
	12	Heavy Forest #2 (MS4, MC1)

URBAN RUINS TERRAIN	2D6 Result	Map
	2	City, Residential (MS6, MSC2)
	3	City Street Grid/Park* #1 (MS4, MSC1)
	4	City, Downtown (MS6, MSC2)
	5	Military Base #1 (MS7)
	6	City (Hills/Residential)* #1 (MS3, MSC1)
	7	CityTech Map* (MS2, MSC1)
	8	City (Hills/Residential)* #2 (MS3, MSC1)
	9	Military Base #2 (MS7)
	10	City, Skyscraper (MS6, MSC2)
	11	City Street Grid/Park* #2 (MS4, MSC1)
	12	City, Suburbs (MS6, MSC2)

*Place Medium and Heavy buildings of varying heights in each non-paved hex. Roll 2d6 for every hex containing a building. On a 6 or better, consider that building reduced to rubble.

COMBATANTS

This section lists all the cohesive commands present or arriving during the entire Atrean campaign (in chronological order from October 3068 through its expulsion of the Blakist forces in June 3077). Each synopsis lists the unit's arrival date on Atreus; if there is no end date, the unit was present until the end of the campaign (June 3077). The *Average Experience* is the unit's average experience level in terms of how many veteran warriors are present in a Lance/Level II formation. When building a force from the listed combatants, each lance can have no more than that number of veteran pilots/crews; fill the rest of the remaining unit slots by rolling randomly on the Random Experience Rating Table in *Total Warfare* (see p. 273, *TW*) for each unit's skills unless otherwise noted.

RAT shows which Random Access Tables (see p. 267, *TW*) 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, look at the RAT entry for each combatant. For a more advanced game utilizing a broader range of 'Mechs, vehicles, and battle armor, players should feel free to also utilize the RATs in *Field Manual: Free Worlds League* (FMFWL), *Field Manual: ComStar* (FMCS), *Field Manual: Updates* (FMU), *Field Manual: Periphery* (FMP), *Jihad Secrets: Blake Documents* (BD), any of the *Field Manual: Mercenary* products (FMM, MS1, MS2, MSU) and *A Time Of War* (AToW).

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 game play begins. The *Notes* section provides some universe details on the unit to help give players a feel for the command during the counter-insurgency campaign on Atreus.

First Knights of the Inner Sphere: [Free Worlds League—Duchy of Oriente] (Oct 3068)

CO: Colonel Dame Clarisse Boyer

Average Experience: 4

RAT: House Marik, FMFWL, FMU, AToW

Unit Abilities: The Gold Knights favor extremely flexible tactics and thus gain a +2 Initiative bonus in all terrain. The unit may also Force the Initiative and Overrun opponents. Despite the Knights' precarious situation, they still hold true to their chivalric code and will not initiate an attack against the enemy's rear arc. Due to their tremendous losses, there is only one Assault-class unit for every six units fielded.

Notes: While suffering tremendous losses from the chemical weapon assault that accompanied the ascension of Corrine Marik, the First Knights who survived were able to enact contingency plans that saw them go to ground in the outer suburbs of Atreus City. Divided into lance-sized groupings, the surviving Knights were hunted ruthlessly by the Word of Blake Militia forces that came to reinforce the capital. Even so, a company of Knights managed to stay at large until the False Thomas Marik's rescue attempt in 3076.

Second Knights of the Inner Sphere: [Free Worlds League—Duchy of Oriente] (Oct 3068)

CO: Colonel Sir Andrei de Souza

Average Experience: 3

RAT: House Marik, FMFWL, FMU

Unit Abilities: The Silver Knights are well versed in tactics against multiple opponents and do not suffer the standard penalties for firing at multiple opponents. The unit does not perform well in large units, however, and receives a -2 penalty to Initiative if more than twelve units are deployed.



Notes: Faring better than their senior brethren, the Second Knights' preference for small unit actions allowed the survivors to disperse into the countryside surrounding the southern suburbs of Atreus City in fairly good order. Led by Sir de Souza, the Second Knights went to ground, feigning their destruction (or disbandment), ultimately allowing them to avoid the attention the First Knights received.

8th Free Worlds Legionnaires [Free Worlds League—Marik Commonwealth] (Oct 3068)

CO: General Evan Hradcany

Average Experience: 2

RAT: House Marik, FMFWL, FMU

Unit Abilities: Ironically the longest serving unit currently on Atreus, the Eighth has trained extensively with the Fifteenth Division at their Paltos encampment. As a result, the Eighth has become quite experienced in alpine warfare. Whenever the Eighth fights on mountain terrain, it gains a +2 bonus to initiative and can Force the Initiative.

Notes: Almost suffering the same fate as that of the Knights of the Inner Sphere, the Eighth lost half of its stated roster. The majority of the Eighth decided to side with the "legitimate" Captain-General in Corinne Marik once she accepted the position, rather than continuing to support the disgraced Thomas Marik. Their loyalty was further demonstrated in 3076 when they assisted the Second Legionnaires in defeating the Second Knights of the Inner Sphere.



Dark Shadows [Free Worlds League—Duchy of Oriente] (Oct 3068)

CO: Lt. Colonel Anne-Marie McCormack

Average Experience: 3

RAT: House Marik, FMFWL, FMU

Unit Abilities: Comprising the elite of the LCCC, the Shadows specialize in hit-and-run operations, and as such favor Light and Medium units. When randomly rolling forces, any unit of Light class receives a -2 bonus to its Gunnery Skill, and any Medium Class unit receives a -1 bonus. This is cumulative with the skills generated using the Average Experience. Heavy and Assault class units remain unchanged.

Notes: Forced into an awkward position with the revelation of the identity of the False Thomas Marik and stranded on the Eagle Corps' moon base, the Dark Shadows initially aligned themselves with Captain-General Corinne Marik. As the Jihad dragged on, however, elements within the Shadows started airing their grievances through the medium of the fictional persona of Captain Bernard Ryan. It was after this that the Forty-ninth Shadow Division was ordered to the Eyrie on Wendigo for "familiarization" exercises.



Atreus City Police Department Mounted Response Unit (MRU) [Free Worlds League—Marik Commonwealth] (Oct 3068)

CO: Inspector Edwin Tymrak

Average Experience: 1

RAT: House Marik, FMFWL*

Unit Abilities: As a Law Enforcement agency the ACPD is bound by interstellar law regarding its equipment level. As such, when randomly rolling forces the MRU can only use the Light Column of the RATs, as well as make extensive use of the PeaceMaker PoliceMech included in the Annex of this book. Additionally, given their experience with crowd dispersal through chemical means, all MRU units (including non-battle armor infantry) are considered to be Sealed when determining Chemical Warfare damage.

Notes: Primarily assigned to provide local security and crowd control against protesters during the Knights' parade, the ACPD MRU found itself

given the unenviable task of preventing the Knights from breaching a rapidly constructed quarantine cordon, by force if necessary. Primarily equipped for law enforcement, the PoliceMechs and vehicles of the MRU were ultimately brushed aside, but their actions prevented a sizable portion of the Knights from escaping, something that would haunt the MRU survivors for years to come.

15th Division "Divine Inspiration IV-delta"

[Word of Blake] (Feb 3070)

CO: Precursor V-epsilon Evelyn Jennings

Average Experience: 3

RAT: Word of Blake, ComStar, House Marik
FMFWL, FMCS, FMU, BD

Unit Abilities: The Fifteenth has specialized in battling the supporters of the False Marik. This singular focus applies a +1 modifier to this division's Initiative roll if the opposing force is from the Duchy of Oriente. Against forces from any other affiliation (including other Free Worlds League sub-states), a -2 Initiative modifier applies to the Fifteenth instead.

Notes: The symbol of Blakist might in the League, the Fifteenth was specifically brought to Atreus to hunt down the remnants of the Knights regiments, but during its tenure the unit carried out several "peacekeeping operations" on Marik Commonwealth worlds. With only two Level IIIs on planet during the False Marik's rescue attempt, the Fifteenth was forced to leave much of the fighting to the Marik Commonwealth forces, further exacerbating the tension between the two sides.



2nd Free Worlds Legionnaires

[Free Worlds League—Marik Commonwealth] (Jan 3072)

CO: General William Childs

Average Experience: 3

RAT: House Marik, *FMFWL, FMU*

Unit Abilities: Promoted to the position formerly held by the Knights of the Sphere, the Second Legionnaires have been lavished upon; as a result, when randomly rolling forces, the Second may choose to replace up to four Light units with Assault-class units instead. The Second also gains a +1 bonus to Initiative when fighting on flatland terrain and can Overrun opponents.

Notes: When Corinne Marik assumed the role of Captain-General, she honored the Stygians she had served with by assigning them the honor guard role formerly occupied by the now-defunct Knights of the Inner Sphere. In that role, the Second received significant upgrades and the latest equipment rolling off League lines, as well as the best warriors of the LCCC, further binding their loyalty to the new Captain-General. Only their barely civil rivalry with the Word of Blake forces on planet has marred the Second's time on Atreus, a situation exacerbated during the abortive rescue attempt that saw the Second arrayed against the surviving Knights.



49th Shadow Division [Word of Blake] (Apr 3075-May 3075)

CO: Precursor Dantalion

Average Experience: 5

RAT: Word of Blake, *FMCS, FMU, BD*

Unit Abilities: Any time this force consists of at least one battle armor unit for every four units deployed, the controlling player receives a +1 bonus to initiative and all deployed Forty-ninth battle armor units receive a -1 modifier to their Gunnery and Anti-Mech skills.

Notes: Usually arrayed against the forces of the Principality of Regulus, the Forty-ninth was called briefly to Atreus in early 3075. Officially, the whistle-stop tour was for a joint training exercise with the League's mysterious Dark Shadows Special Forces unit, but the actual events that took place have been a closely guarded LCCC secret. What is known is that Captain-General Marik herself ordered them to leave Atrean space in May 3075.



Romanov's Crusaders

[Mercenary—Free Worlds League—Duchy of Oriente] (Apr 3076)

CO: Sir Krispin Romanov

Average Experience: 2

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

Unit Abilities: The realities of the Jihad forced the Crusaders to overcome their distaste for multi-unit combat, but larger formations still make them edgy. For each lance of units, the Crusaders receive a -1 penalty to their initiative. Also, any unit that mounts a physical weapon gains a -2 bonus to the Piloting Skill when using that weapon.

Notes: Always known as the unofficial "Third Knights" the Crusaders bided their time during the Jihad until they had an opportunity to rescue their trapped brethren. Placed in command of the task force sent by Thomas Marik to rescue his trapped family, the Crusaders suffered heavy losses getting through the aerospace defenses protecting Atreus. Even so, enough units landed in the southern suburbs of Atreus that they were able to support the on-world Knights as they tried to retreat off world.



30th Division "Acts of Salvation IV-gamma"

[Word of Blake] (Feb 3077)

CO: Precursor III-epsilon Brock Brandis

Average Experience: 1

RAT: Word of Blake, ComStar, Periphery, House Marik
FMFWL, FMCS, FMU, BD

Unit Abilities: The losses they suffered at the hand of the Tamarind forces did little to curb the Thirtieth's well-known bloodlust. Any time a Thirtieth Division unit begins a turn adjacent to an enemy unit, the Thirtieth unit receives a -1 modifier to all Piloting skill rolls (including to-hit rolls for physical attacks) in that turn, but the same unit also suffers a +1 modifier to all Gunnery skills at the same time.

Notes: Originally serving in the Blakist assault on the Lyran world of Coventry, the Thirtieth was eventually deployed to the Free Worlds Theater to supplement the Marik Commonwealth's forces. After suffering severe losses against forces from the Duchy of Tamarind in mid-3074, the newly reinforced Thirtieth was called to Atreus in early 3077 to undergo familiarization exercises with the Fifteenth Division at their Paltos Mountain training area.



TO PROTECT AND SERVE

SITUATION

*Parliament Square, Atreus City
25 October 3068*

As most of Parliament and their comrades lay dying around them, a group of First Knights of the Inner Sphere sprang into action, trying to break out of the death cloud that threatened to envelope them. With confusion the order of the day, survival was first and foremost on the minds of the Knights.

Perversely, it was the sworn men and women of the Atreus City Police Department who were ordered to stop them—the officers torn between their sense of duty and their desire to help the civilians in need. Ultimately, the law enforcement professionals would play a more important role than anyone had expected.

GAME SETUP

Recommended Terrain: Light Urban

Attacker

Recommended Forces: First Knights of the Inner Sphere

The Attacker begins set up in the centre of the map, with no unit closer than 8 hex rows from any edge.

Defender

Recommended Forces: Atreus City Police Department MRU, Marik Commonwealth 8th Free Worlds Legionnaires.

The Defender enters the map from all edges at the beginning of the first turn. Additionally the Defender may choose to only use ACPD MRU units and deploy up to 200 percent of the Attacker's total force.

WARCHEST

Track Cost: 500

Optional Bonuses

+500 I Smell Almonds ... Player may choose to use the Chemical Warfare special rules as detailed below.

+200 Watch Your Step: Player may choose to simulate concern for the myriad of civilians on the field, adding a +2 modifier to any PSR required.

OBJECTIVES

1. Restrain those Suspects! The Attacker manages to break the cordon [**Reward Attacker: +100 per unit that leaves Battlefield/ Reward Defender: +100 per unit captured or destroyed**]

2. Remember Your Oath: Destroy at least 50 percent of the opposing force. [**Reward: 300**]

SPECIAL RULES

The following rules are in effect for this track:

Chemical Warfare

Due to the complete surprise of the attack on the gathered Parliament, few units were prepared for the possibility of a chemical assault. To simulate the initial and immediate after-effects of the attack for this track, use the following rules:

For the initial attack, apply the rules for a toxic atmosphere (see p. 56, *TO*); for this track, all BattleMechs are to be treated as battle armor, reflecting the fact that their NBC filters were deactivated at the time.

Clouds of toxic gas still linger over the area. Randomly place 3D6 Light Smoke tokens on the battlefield—these tokens do not block LOS but otherwise follow standard smoke rules (see p. 47, *TO*). Any unit that starts a turn in the same hex as a token follows the tainted atmosphere rules (see p. 56-57, *TO*). Sealed BattleMechs and battle armor are not affected by the poison; it is assumed BattleMechs and battle armor units are automatically sealed at the end of turn 2.

AFTERMATH

Years of preparing for riots and protests enabled the ACPD units to adapt faster than anyone had expected, allowing them to head off the Knights as they prepared to break the cordon. Training borne of the use of chemical irritants allowed them to operate more effectively in an environment that the chivalrous Knights had forgotten existed.

But lack of training and surprise would only hold the Knights back for so long, and the ACPD's vaunted MRU felt the full brunt of the Knights' fury as they broke the encirclement and scrambled to make sense of the tragedy that had just occurred.

DUSTING FOR SCRAPS

SITUATION

*Atreus City Foothills, Ionia
27 May 3069*

Six months of foraging for food and living on the kindness of strangers had taken its toll on the surviving Knights of the Inner Sphere. Their lofty titles and landholds meant little in the face of the dogged pursuit by those that had once looked up to them, now viewing them as threats to the security of the League.

So when one of the civilians that had provided them shelter was taken by a SAFE snatch squad, the Knights sprang into action, determined to show Paul Marik and his Blakist overlords that they had not forgotten the people of Atreus, just as the people had not forgotten them.

GAME SETUP

Recommended Terrain: Forest

Attacker

Recommended Forces: First Knights of the Inner Sphere, Second Knights of the Inner Sphere

The Attacker enters the map from their home edge on turn one.

Defender

Recommended Forces: 8th Free Worlds Legionnaires

The Defender enters the map from their home edge on turn one.

WARCHEST

Track Cost: 400

Optional Bonuses

+200 Mutual Respect: Player refrains from attacking immobile or fallen `Mechs.

+300 This is Taking Longer Than Expected: Player halves all ammo loads.

OBJECTIVES

1. We Must Move Quickly. Points are earned for each unit that exits opponent's Home Edge before Turn 12 **[Reward: 25]**

2. Show Them What Honor is About: Destroy at least 50 percent of the opposing force. **[Reward: 400]**

SPECIAL RULES

The following rules are in effect for this track:

Prior Damage

The Knights has been surviving by scrounging supplies and food as they can find them, and haven't had much chance to repair the damage they've taken over the preceding months. Assign 3D6 damage to each Knight unit, breaking damage into 5-point groups and randomly rolling for location. Re-roll any disabling damage.

AFTERMATH

It was small victories like this that allowed the Knights to continue to evade their pursuers. It also had the unfortunate side effect of further alienating those units that were loyal to Captain-General Marik and hastening the arrival of yet more units determined to end the Knights' nascent guerrilla campaign.

RATTLING THE BUSHES

SITUATION

Urquhart Rapids, Ionia
18 March 3070

With the newly arrived Fifteenth Division accompanying them, the Eighth Free World Legionnaires were sent to put down the remnants of the Knights once and for all. Despite weeks of searching, the Eighth found little trace of the Knights they were sent to hunt.

So when an aerial patrol saw a group of Knights trying to ford the treacherous Urquhart rapids, both units undertook a risky combat drop to cut them off rather than let their prey get away.

GAME SETUP

Recommended Terrain: Forest; all clear terrain is treated as a Depth 1 Water hex.

Attacker

Recommended Forces: Word of Blake 15th Division, Marik Commonwealth 8th Free Worlds Legionnaires

The Attacker is performing a combat drop with up to six units per turn. Use the Dropping Units rules (see p. 22, *SO*). For every subsequent turn up to turn four, the Attacker may deploy an additional six units in this manner. On turn four all remaining units enter the map from the Attacker's home edge. Units that land outside the map are considered destroyed for the purpose of this track. Designate one unit as Commander—this unit must be deployed within the first two turns.

Defender

Recommended Forces: First Knights of the Inner Sphere, Second Knights of the Inner Sphere

The Defender begins set up on the map, deploying units no further than 10 hex rows from his home edge. Additionally, up to 25 percent of the Defender's force may begin play hidden. Designate one unit as the Force Commander. This unit may not begin play hidden.

WARCHEST

Track Cost: 600

Optional Bonuses

+300 Make 'Em Bleed: Destroy at least half of the opposing force.

+300 Splish! Splash! Player may choose to use the Torrent and Water Flow rules from *Tactical Operations* (see p. 52, *SO*).

OBJECTIVES

1. That Was a Shiny 'Mech: The designated opposing commander is destroyed (not crippled or withdrawn). **[Reward: 200]**

2. Smack Them Down Hard: Destroy at least 75 percent of the opposing force. **[Reward: 500]**

SPECIAL RULES

The following rules are in effect for this track:

Air Assault

The Knights are not expecting company, and as such suffer a -2 penalty to the initiative rolls for the first three turns.

Prior Damage

The Knights still haven't been able to repair the damage they've taken over the preceding months. As such assign 3D6 damage to each Knight unit, breaking into 5-point groups and randomly rolling for location. Re-roll any disabling damage.

No Holds Barred

As long as the designated command unit is present, no friendly unit may be forced to withdraw.

AFTERMATH

The skill of the Knights, even with the unit's low levels of supplies and repairs, proved too much for the combined Blakist and Commonwealth forces. After successfully fording the rapids, the Knights pushed through the disorganized mass of opposing units, but not without taking casualties along the way. Blakist propaganda claimed it as a victory, with trophies to prove it, but the Legionnaires who fought there knew how lucky they had been.

SILENCING THE SHADOWS

SITUATION

Perimeter of the Eyrrie, Wendigo
23 April 3075

The famed Dark Shadows had been largely left to their own devices during the Jihad. While they were nominally loyal to Captain-General Marik, it had become increasingly apparent through the fictional escapades of "Captain Bernard Ryan," long suspected to be the *nom de plume* of Colonel McCormack, where the Shadows' true loyalties lie.

So when the "Captain" posted a particularly virulent monologue, a furious Paul Marik turned to outside support to silence the dissent within the Shadows. When the Word's Forty-ninth Shadow Division deployed to the surface of Wendigo, Lieutenant Colonel McCormack knew it wasn't for joint exercises.

GAME SETUP

Recommended Terrain: Mountain

All Water hexes are assumed to be Clear terrain for the purposes of this track. All Woods hexes are to be treated as rough terrain, with no impact on LOS.

Attacker

Recommended Forces: Word of Blake 49th Shadow Division

The Attacker may enter from their home edge on the first turn. Designate one unit as Force Commander. This unit is considered Veteran when randomly rolling forces.

Defender

Recommended Forces: Dark Shadows

The Defender enters the map from their home edge on the first turn. Designate one unit as Force Commander. This unit is considered Veteran when randomly rolling forces.

WARCHEST

Track Cost: 1,000

Optional Bonuses

+300 Fanatical: All units fight to the death; all opponents must be destroyed either through head or center torso destruction. A 'Mech is not considered destroyed unless it is finished in this fashion.

+300 Ultra-Elite Commander: Player may select any 'Mech from their unit's appropriate RAT as the commander's 'Mech (or use one of the custom designs in this book); their commander has a Piloting of 2 and a Gunnery of 1.

OBJECTIVES

1. We're Much Better Than You: Destroy at least half of the opposing force. **[Reward: 500]**

2. Boss in the Crosshairs: The designated opposing commander is destroyed (not crippled or withdrawn). **[Reward: 600]**

SPECIAL RULES

The following rules are in effect for this track:

Vacuum

The surface of Wendigo effectively has no atmosphere, and as such use the Atmospheric Density rules for Vacuum (see p. 54, *TO*) for the duration of this track.

Low Gravity

As a lunar body, Wendigo has a smaller gravity than Atreus itself. As such, use the Low Gravity rules (see p. 55, *TO*) with a multiplier of 0.5 for the duration of the track.

AFTERMATH

The Shadows had heard of the Manei Domini but had never seen them in combat. Thinking their enemy to be a typical Blakist force, the Dark Shadows were cut down to a man as the Blakist cyborgs willingly gave their lives in order to wipe out their foe. Even with his *Albatross* breached, Precentor Dantalion was able to take down McCormack's *Emperor*. In a final act of spite, the surviving Forty-ninth Division warriors gathered their slain, leaving the remains of the Dark Shadows lying on the barren surface of Atreus' moon.

RESCUE GONE WRONG

SITUATION

Mestalla, Atreus City
6 April 3076

When the False Thomas Marik launched his assault on Atreus, the primary goal was getting his wife away. For participants like Romanov's Crusaders, it was a chance to rescue those Knights of the Inner Sphere who had managed to survive their long guerrilla campaign against the forces of the Commonwealth and the Blakists.

But when they suffered heavy losses breaking through the aerospace screen above the world, the Crusaders' lofty plans were put on hold as they struggled to hold off the advancing forces of the Word's Fifteenth Division.

GAME SETUP

Recommended Terrain: Light Urban, Forest, Urban Ruins

Place at least 20 Light and Medium buildings per mapsheet on the playing surface.

Attacker

Recommended Forces: Word of Blake 15th Division

The Attacker may choose to enter from any map edge. This is their home edge.

Defender

Recommended Forces: Romanov's Crusaders

The Defender may set up anywhere on the battlefield within fifteen hex rows of the Attacker's home edge.

WARCHEST

Track Cost: 600

Optional Bonuses

+200 My HUD's gone all wonky: Use the EMI rules from *Tactical Operations* (p. 55, TO).

+400 Make 'Em Count: All units start Track with half ammo loads.

OBJECTIVES

1. Coming Through! At least a third of the player's force leaves the map via the opposing player's home edge. **[Reward: 400]**

2. You Didn't Think It'd Be that Easy, Did You? Destroy at least 50 percent of the opposing force. **[Reward: 500]**

SPECIAL RULES

The following rules are in effect for this track:

Homeowner Hassles

The Defender has a higher moral code than the Attacker, and as such will try to minimize civilian casualties as much as possible. To this end, no Defending unit can willfully target a civilian structure. Furthermore, for every building destroyed by the Attacker, the Defender gains a +1 bonus to initiative for the next turn. This bonus applies only once per building, but does stack (i.e., if the Attacker destroys three buildings in one turn, the next turn the Defender receives a +3 bonus to his Initiative).

Prior Damage

Both sides have taken previous damage; the Fifteenth in their drive through the suburbs and the Crusaders during their opposed landing. As such, assign 4D6 damage to each unit, breaking the damage into 5-point groupings and randomly assigning location. Re-roll any disabling damage.

AFTERMATH

Ignoring the collateral damage her unit was causing, Precen-tor Jennings simply crashed her Division through the southern suburb of Mestalla as she pursued the Crusaders. Her disregard for civilian casualties allowed Jennings to run down and wipe out or capture the surviving Crusaders that had made planetfall, but it earned her and her Division the undying enmity of the Second Free Worlds Legionnaires, who were shocked at the lack of concern the Word showed.

WE FIRE YOUR FRIENDS

SITUATION

Interstellar Botanic Gardens, Atreus City
6 April 3076

While the Word forces went after the Crusaders, the two Marik Commonwealth units on-world were left with the task of stopping the resurgent Knights from escaping. It was unknown how the Knights had managed to smuggle themselves into the grounds of the Botanic Gardens, but the possibility of them linking up with the Crusaders' main force spurred the Legionnaires on.

As the Knights moved from beneath the foliage of the Botanic Gardens, the Legionnaires caught up with them on the steps of the historic Museum of Technology.

GAME SETUP

Recommended Terrain: Light Urban, Forest, Urban ruins
Use a minimum of three maps.

Attacker

Recommended Forces: Second Free Worlds Legionnaires, Eighth Free Worlds Legionnaires

The Attacker may enter from opposite the Defender's home edge on turn two.

Defender

Recommended Forces: First Knights of the Inner Sphere, Second Knights of the Inner Sphere, Romanov's Crusaders

The Defender enters the map from their home edge on turn one.

WARCHEST

Track Cost: 1,000

Optional Bonuses

+300 They've Got the Big Guns: The opposing side gains 3 off-board Long Tom artillery pieces and 6 pre-designated hexes to be noted in secret at the beginning of the game. The guns are six maps away for purposes of flight times, with Regular crews

+300 Heavy Industrialized Zone: Designate up to 12 hexes as Heavy Industrialized prior to play. Use the rules from *Tactical Operations* (see p. 31, *TO*)

OBJECTIVES

1. They're Not Getting Through: Destroy at least two-thirds of the enemy force. **[Reward: 500]**

2. Make Them Pay: Earn points for each enemy unit Crippled or Destroyed. **[Reward: 50 per unit]**

SPECIAL RULES

The following rules are in effect for this track:

Final Stand

The Knights know that their days are numbered and are prepared to sell themselves to buy enough time for Sherryl Halas to escape. For this track, no attacking unit can be forced to withdraw.

AFTERMATH

In the end, the numbers arrayed against the surviving Knights proved too much. Having spent nearly a decade waging a guerrilla war against the forces of the Commonwealth and their allies, the Knights sold themselves dearly in an ultimately futile attempt to give Sherryl Halas time to escape.

Fighting hard, the Knights retreated back into the façade of the Museum. General Childs, adamant that they not escape, committed one of the most controversial acts of his career when he ordered his artillery to take down the historic structure with the Knights still in it. As infantry sifted through the rubble, single gunshots rang out as the Knights of the Inner Sphere, the former Captain-General's grand social experiment, were finally laid to rest.

ALLIES OF CONVENIENCE ONLY

SITUATION

Karpov Training Range, Paltos Mountains
26 November 3077

With the writing on the wall for the Word of Blake Protectorate, their former allies began to cast them aside as the Coalition forces drove deep into Protectorate space and towards Terra itself. The Marik Commonwealth was no different.

Releasing half a decade's worth of frustration, the Second and Eighth Legionnaires assaulted the last bastion of Blakist power on Atreus—the Karpov Training Range in the Paltos Mountains. Facing them was the rebuilding Thirtieth Division and the source of so much tension—the Fifteenth Division.

GAME SETUP

Recommended Terrain: Mountain, Forest

Select a minimum of four maps. Place up to ten heavy buildings to serve as the administration buildings for the training range

Attacker

Recommended Forces: 2nd Free Worlds Legionnaires, 8th Free Worlds Legionnaires

The Attacker enters from the South edge. Designate one unit as Force Commander.

Defender

Recommended Forces: 15th Division, 30th Division

The Defender may be deployed anywhere within ten hexes of the northern edge. Designate one unit as Force Commander.

WARCHEST

Track Cost: 1,000

Optional Bonuses

+200 Sheer Cliffs: Use the Base Terrain rules from *Tactical Operations* (see p. 39, *TO*).

+400 Pea Soup's Got Nothing On This! Use the Heavy Fog rules from *Tactical Operations* (see p. 57, *TO*) Note: this includes the Careful Movement rules (see p. 62, *TO*) as well.

OBJECTIVES

1. We're Gonna Make You Pay: Destroy at least 75 percent of the opposing force. **[Reward: 800]**

2. Who's Your Daddy? The designated opposing commander is destroyed (not crippled or withdrawn). **[Reward: 500]**

SPECIAL RULES

The following rules are in effect for this track:

No Holds Barred

As long as the designated command unit is present, no friendly unit may be forced to withdraw.

AFTERMATH

The Legionnaires released years of pent up anger, smashing through the Thirtieth Division with ease and nearly reaching the Fifteenth before they could escape.

While Alys' forces engaged the remnants of the Fifteenth and Thirtieth Divisions, a veritable mass of Pocket WarShips super-jumped in under Paul Marik's command, with the intention of escorting the survivors out of the system—and getting some payback. Seeing their forces under heavy attack by Alys' units and having only received a garbled SOS call before FWLM infantry storm the HPG compound, the Blakist relief forces immediately open up with nuclear weapons on any and all orbital traffic and major surface targets as they attempted to draw fire away from the retreat of the decimated divisions. Only a few Blakists are able to escape the planet under the cover of the suicidal operation.

As the Legionnaires and newly arrived Resistance forces oversaw the modification of the Karpov Range into a major detention facility, Atreus was once more the master of its own destiny.

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: ALB-5W ALBATROSS DANTALION

Movement Points: Tonnage: 95
 Walking: 4 [5] Tech Base: Inner Sphere
 Running: 6 [8] (Experimental)
 Jumping: 0 Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Laser AMS	H	7	2 [PD]	—	—	—	—
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Small Laser	RT	2	3 [DE]	—	2	4	5
1	Med. Pulse Laser	RT	4	6 [P]	—	2	4	6
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	Med. Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Large VSP	RA	10	11/9/7 [V,P]	—	4	8	15
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	PPC Capacitor	LA	5	+5 [DE,E]	—	—	—	—

Cost: 29,975,889 C-bills

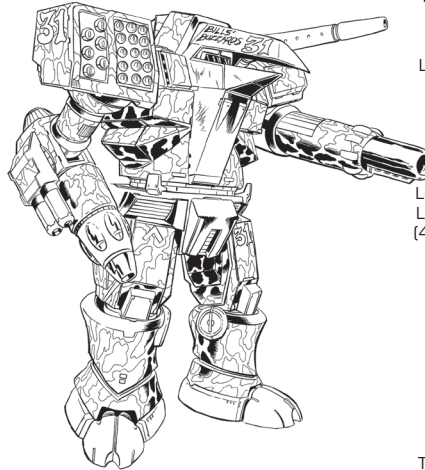
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WARRIOR DATA

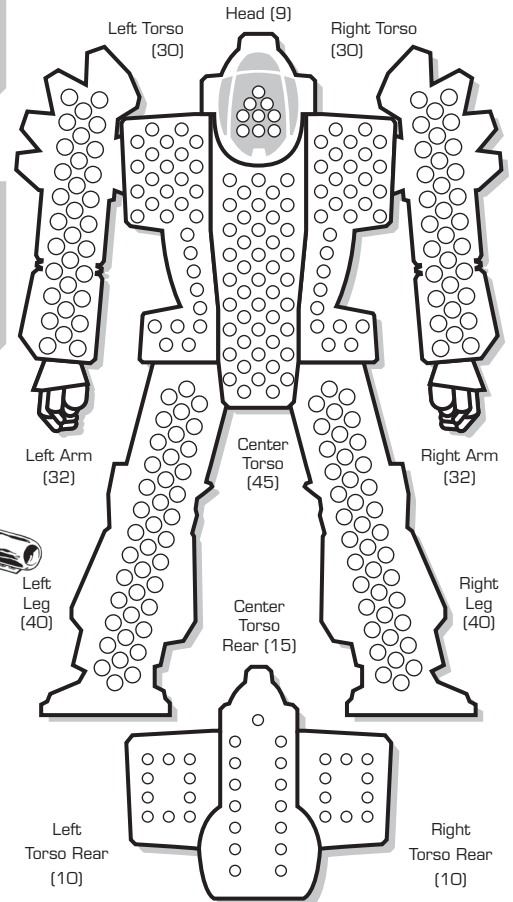
Name: _____

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
- ER PPC
- ER PPC
- ER PPC

- PPC Capacitor
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Medium Pulse Laser
- ER Medium Laser
- Guardian ECM Suite
- Guardian ECM Suite

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple-Strength Myomer
- Triple-Strength Myomer

Head

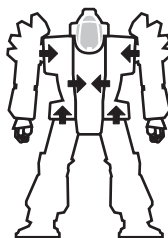
- Life Support
- Sensors
- Small Cockpit
- Sensors
- Laser AMS
- Laser AMS

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Heavy Duty Gyro
- Heavy Duty Gyro
- Heavy Duty Gyro

- Heavy Duty Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Triple-Strength Myomer
- Triple-Strength Myomer

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large VSP
- Large VSP
- Large VSP

- Large VSP
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Roll Again

Right Torso

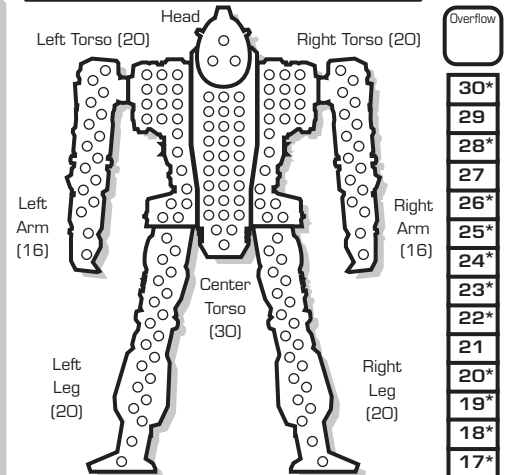
- Light Fusion Engine
- Light Fusion Engine
- Medium Pulse Laser
- ER Medium Laser
- ER Small Laser
- Heavy Ferro-Fibrous

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple-Strength Myomer
- Triple-Strength Myomer

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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



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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: PM6 PEACEMAKER

Movement Points: Tonnage: 35
Walking: 4 Tech Base: Inner Sphere
Running: 6 (Experimental)
Jumping: 0 Jihad

Weapons & Equipment Inventory (hexes)

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

Cost: 2,050,335 C-bills

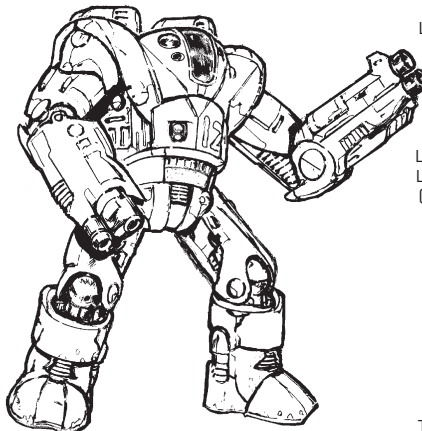
BV: 366

WARRIOR DATA

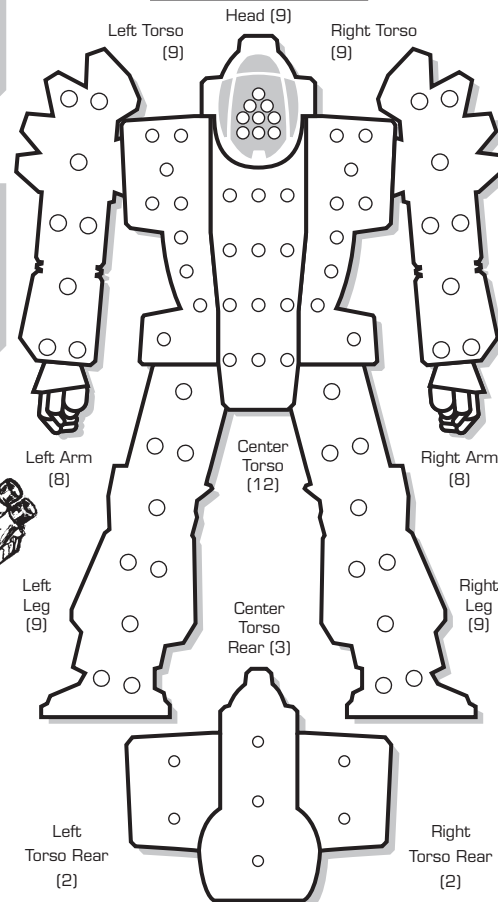
Name: _____

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
- Machine Gun
- Ammo (MG) 100

- Environmental Sealing
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Searchlight
- Environmental Sealing
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Left Leg

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

Head

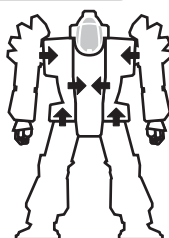
- Life Support
- Sensors
- Cockpit
- Environmental Sealing
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso

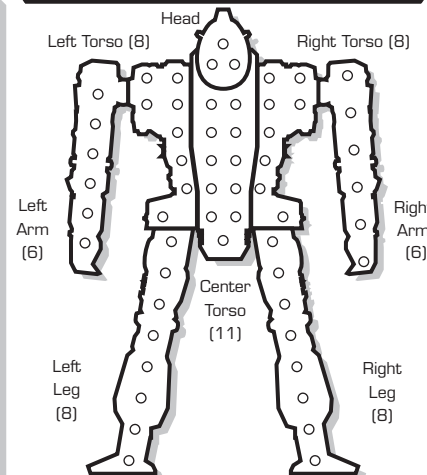
- SRM 2
- Ammo (SRM) 50
- Environmental Sealing
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 1 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

ARMOR DIAGRAM

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: TOKUGAWA SD2

Movement Points:

Cruising: 4

Flank: 6

Movement Type: Wheeled

Engine Type: Fusion

Tonnage: 60

Tech Base: Inner Sphere
Jihad

CREW DATA

Crew: 4

Gunnery Skill: _____ Driving Skill: _____

Commander Hit ☐ +1
Modifier to all Skill rolls

Driver Hit ☐ +2
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 ☐

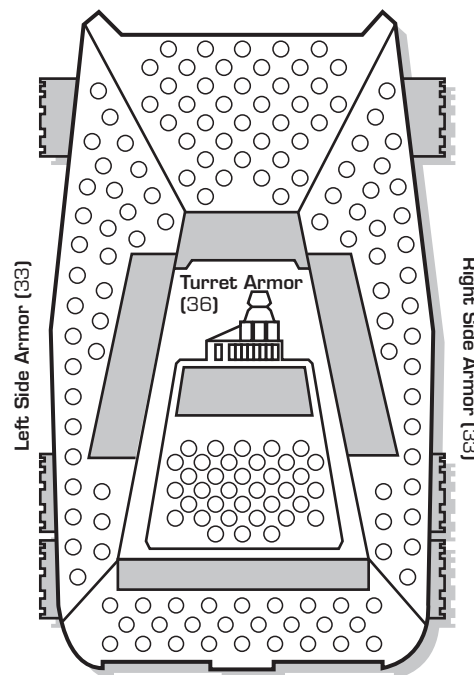
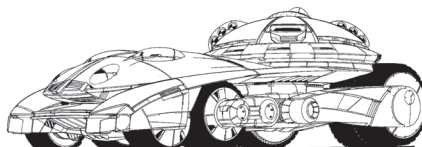
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	AMS	F	1 [DB,PD]	—	0	0	0
1	Flamer	F	2 [DE,H,AI]	—	1	2	3
2	Streak SRM 4	T	2/Msl [M,C]	—	3	6	9
1	Ultra AC/10	T	10/Sht [DB,R,C]	—	6	12	18

Ammo: [AMS] 12, [Ultra] 30, [Streak] 25

Cost: 2,200,250 C-bills

BV: 991



Rear Armor
(26)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	FRONT	REAR	SIDE§
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 right (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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