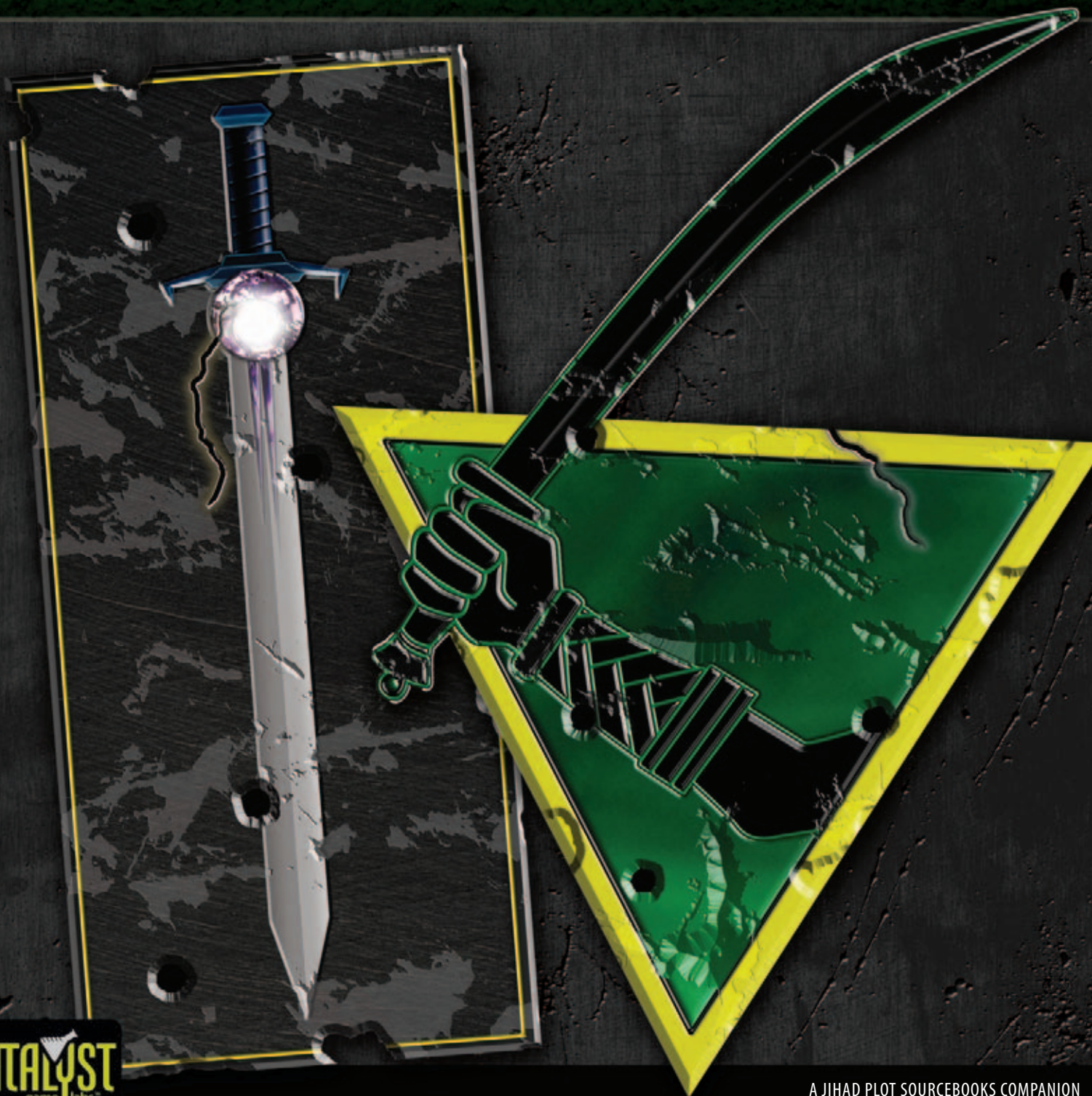


BATTLETECH™



JIHAD TURNING POINTS SIAN™





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SIANTM

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35604



HEAVEN'S DOOR

SIAN CENTER FOR MARTIAL DISCIPLINES
SIAN, CAPELLAN CONFEDERATION
7 JANUARY 3074

The marshlands were especially alive today on Sian. Alive with enemies.

The ambush was raging in full force when *Sang-shao* Jerome Ling and his surviving lancemate struggled to recover from the shock of the sudden attack. Only minutes after the strong lightning storm swept into the area, unseen battle armor had cut loose with a ferocity that quickly downed all but him and his XO. In most fights Ling used speed to evade enemy fire, but here the mud and gunk of the wetlands offered nothing but hindrance. Even at ten times the size of their opponents, they were surrounded and out-gunned.

How did we not know enemies lurked on Sian?

Sensors notified Ling of more damage to his *Hermes*; the faint sounds of metal being torn away told him everything else he needed to know. The pulling away of nearly a ton of armor sounded like the knocking of an unwelcome guest.

A visitor, he suddenly realized. With so many targets coming at him, he couldn't perform emergency maneuvers to get the swarming infantryman off. *Have to take the pressure off first before dealing with him.*

Ling turned his *Hermes* around, giving up on victory and instead concentrating on distracting the enemy to buy time for his XO to get his *Raven* out of the static of the storm and contact Command. His autocannon, already set to fire at maximum speed, screeched in protest, threatening to jam even as the pounding slugs slammed into the armored infantryman directly in front of him, tearing off both metal and flesh appendages while the dark green leaves of the underbrush turned red.

No point in being cautious now.

He lowered his 'Mech's arm at several reptilian-looking soldiers, leaping as their blurred gray and greenish armor made it difficult to gauge their distance. Their trajectory was straight, and slugs from Ling's autocannon

sprayed out true. Following a line of fire right into the mid-air troopers, most of the shells impacted on enemy armor, while the rest vaporized branches and shattered the trunks of marshland trees. Troopers flew in various directions, some spinning downward, others blasted backward into tree trunks. Ironically, the faster speed of the suits crashing made it easier for Ling's recognition software. The long arms, squat appearance and claw-like hands looked all too familiar, and the return fire of their man-portable plasma cannons in response to his barrage revealed their origin.

Ying Longs! Those suits are ours!

Ling let his surprise and anger at the use of their own suits against them seep through his voice as he reopened his mic. "Jet, we're facing Ying Longs. Get out from under the clouds and let Command know ASAP."

Jet paused several seconds before responding.

"Sir, I'm already out of the static zone. No response from Command. None at all."

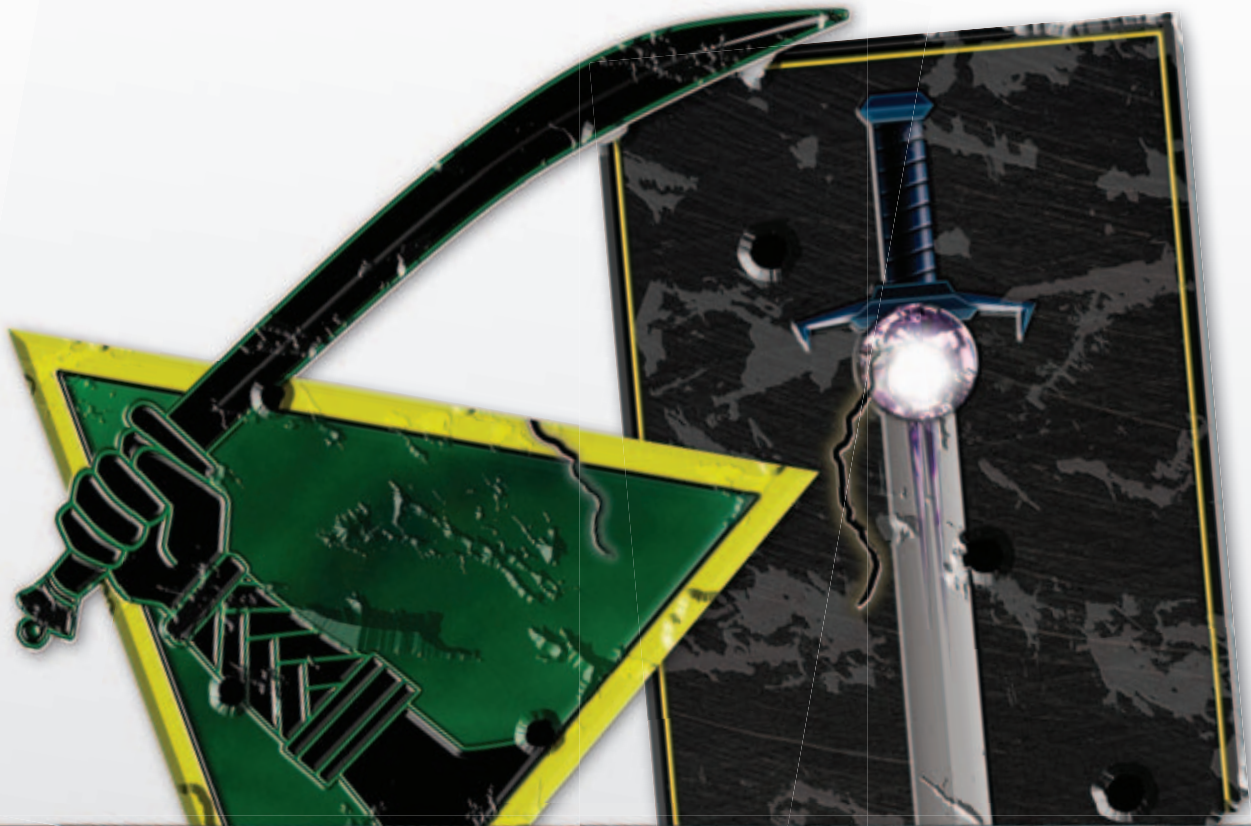
Ling swallowed hard. *If Command was out, this could be something larger. But how did they make planetfall to begin with?*

"Understood. Continue withdrawal. I'll buy you time."

Ling smiled to himself as he depressed the trigger again, letting loose another high-velocity stream of death and destruction into the swarm of smaller enemies who were regrouping under a large banya bush. *Who wanted to live forever anyway?*

The knocking and ripping sounds of his protective metal got louder and closer, threatening to break any moment. *I don't have much time.* Using the seconds between weapon cycles to search for new targets, Ling hoped to find another thick concentration of soldiers to fire into, but the shifting colors of the high-tech camouflage made him unsure of where the closest pack was. Eventually, he gave up and held down the trigger, shells spraying indiscriminately into the brush, hoping that he had a bit more time.

But death was done knocking on the door, and it came for him.



JIHAD TURNING POINTS

SIAN

Welcome to a continuation of the *Turning Points* series of campaign books, designed to give players the opportunity to fight in some of the biggest campaigns of the Jihad.

The general information contained in the Atlas and Combatants sections gives players the tools they need to fight an infinite number of engagements on Sian, while the Track information gives details on some of the larger and more pivotal battles of the planetary struggle during the two attempts by the Word of Blake to conquer it. The Track information can be used with the Chaos Unbound rules (originally found in *Dawn of the Jihad*, p. 134, as well as *Blake Ascending*, p. 134, and in the *Chaos Campaign* PDF exclusive) 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 are terrain tables broken into various categories. These tables can be used as a random chart to determine the maps used in the tracks, or simply as a guide to give you ideas of the types of terrain found on the world. This section also contains a list of various additional terrain types, environments, and other rules that can 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 three official Record Sheets. The first is the CTF-5MOC *Cataphract Naomi*, the command 'Mech of Naomi Centrella. The next is C-SRP-OR *Seraph Ravana*, the OmniMech of Precentor Ravana, commanding the Warrior House Rakshasa. The last is a prototype JN-G8BX *Jinggau*, commandeered during the second battle for Sian by Master Ion Rush, Leader of the Warrior House Imarra.

Additionally, WarShip record sheets are included for the *Black Lion*, *Vincent Mk 39*, *Impavido* and upgraded *Feng Huang*; though these ships were present at various times during the battles of Sian, none figured heavily in either campaign.

Please note that the jump points listed on the planetary map are abstractions of pirate points suited for strategic aerospace movement, not geometrically correct inner system pirate points. The modifiers are based on the *Strategic Operations* non-standard Lagrange points (see pp. 86-89, *SO*); other modifiers may apply.

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Special thanks: To Nick for again tackling another House capital in the midst of two other projects, and to everyone who waited with Sun Tzu-like patience for me to get other projects sorted out before returning to Sian. Xin Sheng!

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA

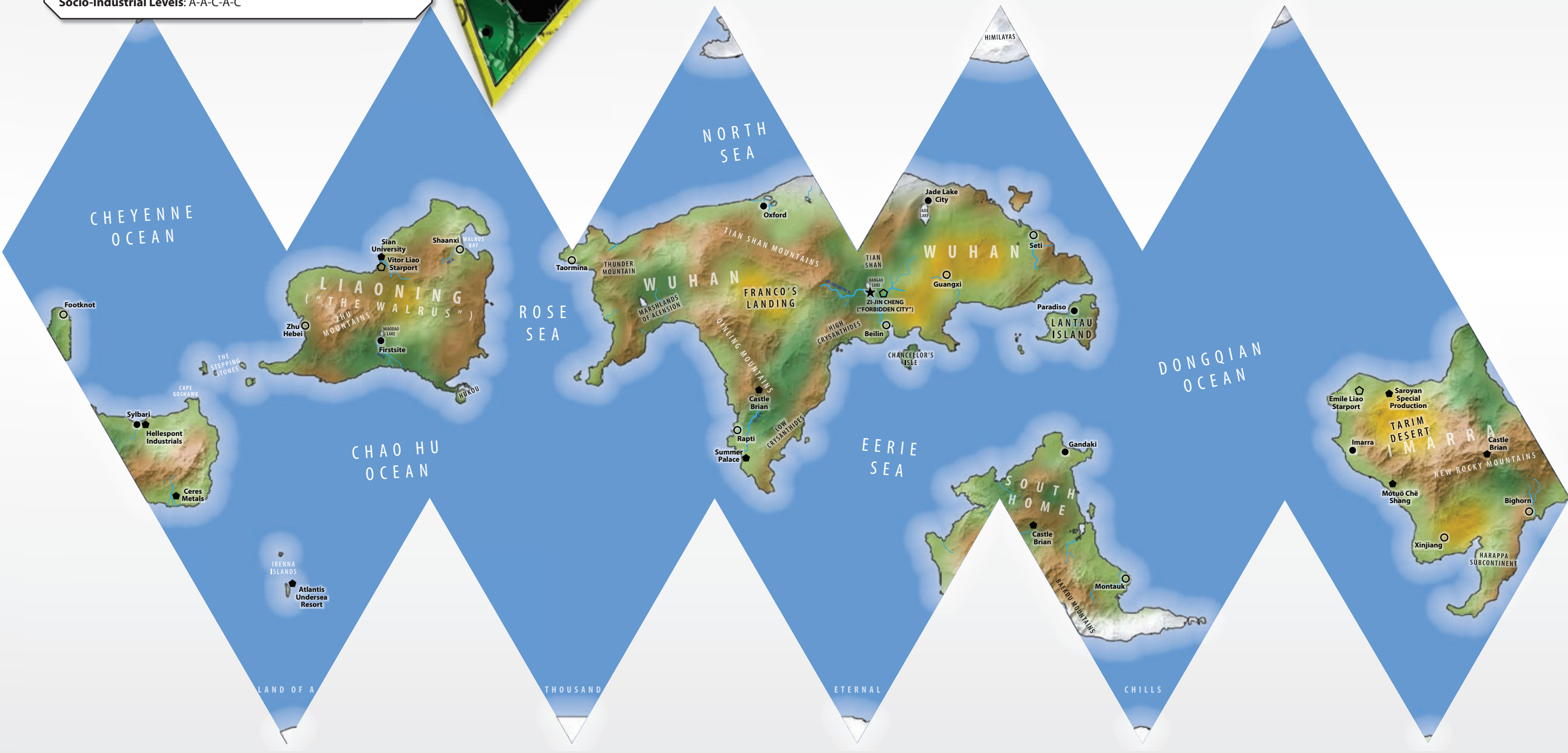
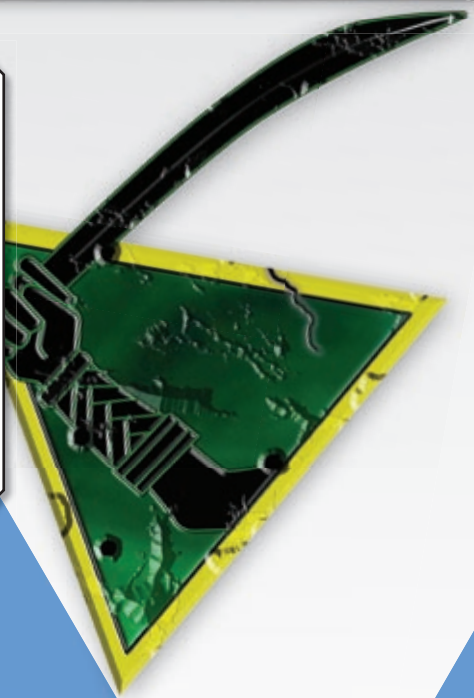


NOTE!

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

SIAN

Star Type (Recharge Time): G0III (181 hours)
Position in System: 2
Time to Jump Point: 10.43 days
Number of Satellites: 3 (Fu Hsi, Nüwa, Shennong)
Surface Gravity: 1.00
Atm. Pressure: Standard (Breathable)
Surface Water: 70%
Equatorial Temperature: 30°C (Warm-Temperate)
Highest Native Life: Plant
Recharging Station: Zenith and Nadir
HPG Class Type: A
Population (3067): 7,200,000,000
Socio-Industrial Levels: A-A-C-A-C



SIAN

Ever since the bombardment of Capella in 2367, Sian has been the capital world of the Capellan Confederation. A naturally lush world, its officials have put many strict laws in place to keep heavy industry and farming in check, preserving the environment to keep the gem of the Confederation shining. The site of the Forbidden City and the Chancellor's Summer Palace, Sian has evolved into the political, social, and military heart of the Confederation.

An economic powerhouse, Sian plays host to several large manufacturers and military facilities. Hellespont Industrials and the Saroyan Special Production's aerospace branch have extensive facilities here, and the Sian Center for Martial Disciplines is considered the best military academy in Capellan space. The high number of massive military complexes makes the civilian industries seem smaller by comparison. This ratio may not last much longer, though, as the recent influx of Canopian citizenry tied to the benefits of the Trinity Alliance has made the entertainment industry surge with new content and employment opportunities.

In an attempt to lead the rest of the Confederation by example, life on Sian is a very regimented affair. The centerpiece is its caste system, which sharply defines one's role and social standing. The Barduc caste are the rulers of Sian (under the Chancellor of course), but during the peaceful years following the start of the Xin Sheng movement and reclamation of the breakaway St. Ives Compact, both the Entitled and Intelligentsia castes have attempted to reign in the Barduc's almost reflexive abuses of its power, most notably of the Servitors.

Due to its vital industries, along with the central government and idealized lifestyle, the planet is constantly garrisoned by the Chancellor's bodyguard regiments. In addition to those defenses, Sian is also the home world of the Maskirovka, the Liao secret police and intelligence apparatus. With the elite Death Commandos, the system boasts defenses that rival many Successor State capitals. Only during Operation Bulldog was Sian lightly defended, as many of its elite assets were sent under the Banner of the Star League defense forces to destroy Clan Smoke Jaguar.

OPTIONAL RULES

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

Base Terrain Types

- Jungle (see p. 31, TO)
- Level 1 Foliage (see p. 36, TO)
- Planted Fields (see p. 38, TO)

Terrain Modifications

- Fire (see p. 43, TO)
- Swamp (see p. 51, TO)
- Mud (see p. 62, TO)

Weather Conditions

- Light Gale (see p. 51, TO)
- Light Fog (see p. 57, TO)
- Light Rainfall (see p. 59, TO)

Naval Support

Despite the presence of the *Ilsa Hyung* and *Aleisha Kris* (upgraded *Feng Huangs*), *Xizang* and *Anhui* (*Impavido*-class) for the Confederation navy, and the *Rays of Enlightenment* (*Black Lion*-class) and *Blade of Divinity* (*Vincent Mk 39*-class) for the Word of Blake, none were ever in position to support various ground units. All ships were damaged in fast-action naval raids between 3068 and 3074.

SIAN MAPSHEETS TABLE

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

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)

TRAINING GROUNDS	2D6 Result	Map
	2	BattleTech (MS2, MC1)
	3	Open Terrain #2 (MS5, MC2)
	4	Desert Hills (MS2, MC1)
	5	Rolling Hills #1 (MS3, MSC1)
	6	Scattered Woods (MS2, MSC2)
	7	Open Terrain #1 (MS5, MC2)
	8	Open Terrain #2 (MS5, MC2)
	9	Rolling Hills #2 (MS3, MSC1)
	10	BattleTech (MS2, MC1)
	11	Open Terrain #1 (MS5, MC2)
	12	Desert Hills (MS2, MC1)

WETLANDS	2D6 Result	Map
	2	Large Lakes #1 (MS4, MSC1)
	3	Desert Sinkhole #2 (MS3, MSC1)**
	4	Woodland (MS6, MSC2)
	5	River Delta/Drainage Basin #2 (MS4, MSC1)
	6	Scattered Woods (MS2, MSC2)
	7	River Delta/Drainage Basin #1 (MS4, MSC1)
	8	River Delta/Drainage Basin #2 (MS4, MSC1)
	9	Wide River (MS6, MC2)
	10	Desert Sinkhole #1 (MS3, MSC1)**
	11	Rolling Hills #2 (MS3, MSC1)
	12	Large Lakes #2 (MS4, MSC1)

**Treat all hexes with a elevation lower then level 0 as water filled of equal depth, and treat rough and rubble hexes on hexes with a elevation of sublevel 1 or higher as light woods.

COMBATANTS

This section lists all the cohesive commands present or arriving during the two campaigns on Sian during the Jihad, in chronological order from September of 3070 through the conclusion of the second campaign in January of 3074. Each synopsis lists the unit's arrival date on Sian; if there is no end date, the unit was present until the end of the campaign (Jan 3074). Average Experience is the unit's average experience level in terms of how many veteran warriors are present in a Lance/Star/Level II formation. When building a force from the listed combatant, 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" indicates which Random Assignment 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 determine which faction tables to roll from, see 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: Capellan Confederation* (FMCC), *Field Manual: ComStar* (FMCS), *Field Manual: Updates* (FMU), *Jihad Secrets: Blake Documents* (BD), any of the *Field Manual: Mercenary* products (FMM, MS1, MS2, MSU) and *A Time of War: The BattleTech RPG* (ToW).

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. The Notes section gives some in-universe details on the unit to help give players a feel for the command during the bitter struggle on Sian.

17th Division [Word of Blake] (Sept 3070 – Oct 3070)

CO: Precentor George Sanders

Average Experience: 3

RAT: Word of Blake, FMU (WoB), BD

Unit Abilities: Seventeenth Division specializes in brute-force psychological warfare to demoralize their opponents. Once per scenario, before the start of movement, the Seventeenth's controlling player can broadcast a message to the opposing force aimed at shattering their morale, threatening enemy warriors, their families, or even local innocents. The player(s) controlling the threatened units must then roll 2D6 for each unit on the field, adding to the result the number of friendly units destroyed by the Seventeenth during the scenario. On a result of 12+ the warrior controlling that unit breaks and is forced to withdraw (see p. 258, *TW*). For Battleforce-sized battles, add +1 to the result for every two friendly units destroyed.

Notes: Spread out across the Capellan theatre to act as a quick strike raiding force, the Seventeenth (nicknamed the Leviathans) often operated with only a third of their strength. Threatening to use (and occasionally deploying) various weapons of mass destruction to bolster their strength, the Division is probably the most despised unit operating in the Capellan theatre. The one time the Seventeenth did not fight with low numbers was the first battle for Sian, where the majority of their combat troops participated, and their inexperience in large-scale combat contributed to their defeat and heavy casualties. After retreating from Sian, WoB ROM gleaned from the Seventeenth's experiences and reconnaissance to smuggle several divisions of troops and materiel onto Sian in the latter half of 3073.



24th Division [Word of Blake]

(Sept 3070 – Oct 3070; Aug 3073 – Jan 3074)

CO: Precentor Marques Hunt

Average Experience: 3

RAT: Word of Blake, FMU (WoB), BD

Unit Abilities: The Twenty-fourth has mastered small-scale warfare with combined forces. Whenever deployed in a force no greater than six units, composed of at least one unit each of BattleMechs, vehicles, and infantry (any type) or aerospace, the Twenty-fourth receives a +1 Initiative modifier, and a -2 to-hit modifier applies to any LRM indirect fire when the spotter is also from the Twenty-fourth Division. These modifiers do not apply if the Twenty-fourth deploys with more than 6 units and/or the unit deploys with two or fewer different unit types.

Notes: Badly damaged during the first battle of Sian in 3070, the "Heralds of Light" were reduced to light raiding of soft targets while replacement men and materiel slowly trickled in. They were not able to finish rebuilding in time for the second battle of Sian in 3074, where the Twenty-fourth was once again shattered as it failed in its attempt to cover the retreat of surviving Word of Blake forces.



Dragon's Breath [Word of Blake] (Sept-Oct 3070)

CO: Colonel Peter Tate

Average Experience: 2

RAT: Periphery, Word of Blake, FMM, MSU, FMU

Unit Abilities: Dragon's Breath Mercenaries reduce their penalty for Called Shot by 1.

Notes: Leading groups of several minor mercenary units onto Sian in 3070, the coalition under the authority of the Dragon's Breath spearheaded a diversionary attack to draw forces away from the Forbidden City. In addition to the bulk of the Third Canopian Fusiliers who were previously thought to be off-world, several lances of Death Commandos appeared around the Dragon's Breath. In the ensuing fight, the Dragon's Breath and most of its minor mercenary allies would be destroyed as they staged a fighting withdrawal to the Blakist landing zones in an attempt to escape, while others attempted to turn the tide of the campaign by merging with the main push to the Celestial Palace.



Warrior House Imarra [Capellan Confederation] (Sep 3070)

CO: House Master Ion Rush

Average Experience: 3

RAT: House Liao, FMCC, FMU

Unit Abilities: If an opposing force has equal or lesser experience than House Imarra, the opposing force suffers a -1 initiative modifier. House Imarra may use the off-map movement and over-run combat special abilities.

Notes: The Imarra Warrior House would suffer badly in both campaigns due to its refusal to give ground in any exchange with the Blakists, even when outnumbered and in an inferior tactical position. When the surprise assault occurred in 3074, House Imarra was training with those finally allowed to join its warrior ranks. They were taken by surprise and initially believed the Blakist assault was a drill by instructors piloting captured machines. During the Skirmish, House Master Ion Rush would be shot out of his 'Mech, only to reappear hours later in a modified *Jinggau* using experimental technology, once again on the front lines defending his nation's capital. Less than a company of BattleMechs would be operational by the end of the second battle of the campaign.



Red Lancers [Capellan Confederation] (Sep 3070)**CO:** *Sang-shao* An Shennu**Average Experience:** 3**RAT:** House Liao, *FMCC*, *FMU*

Unit Abilities: When rolling for units on the RAT, players who roll a 12 may either use the listed result or choose to roll on the same weight class chart on the Clan Wolf RAT in *Total Warfare*, p. 269.

Notes: The Red Lancers were the linchpin in the defense of Sian in both battles, being the largest and best-equipped force stationed there. During the second battle, the Red Lancers suffered a horrendous setback when a Blakist Headhunter team preformed a suicidal attack that killed *Sang-shao* Shennu and all Lancers Battalion officers except the Blood Brigade CO, who was in combat at the time of the meeting. Despite the strategic and morale implications, the casualties only spurred the Lancers to new heights of fanaticism when fighting the Blakists, with its command structure being taken over by senior Death Commandos during the fighting. The Red Lancers, by the time the second battle of Sian concluded, would be down to fifty percent strength.

**Death Commandos [Capellan Confederation] (Sep 3070)****CO:** *Jiang-jun* Michael Hyung-Tsei**Average Experience:** 4**RAT:** See Unit abilities

Unit Abilities: The Death Commandos choose their entire force from any Inner Sphere force—they do not have to appear on any Random 'Mech Assignment Table. The Death Commandos also ignore all enemy unit special abilities that affect opposing forces. At the start of a game the Death Commandos player chooses and reveals two of the following special abilities for the battle: Forcing the Initiative, Off-map Movement, Overrun Combat or Banking Initiative.

The Death Commandos, no matter the size of the opposing force, cannot be deployed in more than eight units during a battle.

Notes: The Commandos suffered heavy casualties in their fanatical protection of the Chancellor, from their mission to find and neutralize hidden Blakist staging grounds to suicidal attempts to eliminate the Word of Blake's command structure. Though initial reports and sightings made it seem that the entire force was on Sian, only one battalion at a time was stationed there while the rest were off on classified anti-Blakist missions.

**Third Canopian Fusiliers [Capellan Confederation] (Sep 3070)****CO:** Colonel Naomi Centrella**Average Experience:** 4

RAT: House Liao, Periphery, *FMCC*, *FMU* (CC or Magistracy), *FM:P* (Magistracy)

Unit Abilities: During any turn in which the Fusiliers win the initiative, they may move up to half their current forces (rounded down) after all other opposing units have moved.

Notes: After constant delays to get back to their homeland to assist in the resistance, Naomi Centrella's Third Fusiliers would find themselves caught in the middle of both battles of Sian. Though taking the least amount of casualties of any units during the fighting, the Fusiliers avoided any criticism as Sun-Tzu publicly praised them for their efforts in not only dealing with the mercenary forces in the first battle, but also being the first to man the defensive positions during the second battle years later.

**Warrior House White Tiger [Word of Blake] (Jan 3074)****CO:** House Master Casey Czoka**Average Experience:** 4

RAT: Word of Blake, House Liao, *FMU* (WoB and CC), *BD*, *FMCC*

Unit Abilities: The White Tigers' controlling player may use either the Capellan Confederation (House Liao) Random Assignment Table or the Shadow Division Random Assignment Tables to determine this force's composition. In addition, up to half of all White Tiger units (rounded up) may be deployed as Hidden Units, regardless of whether the unit is the Attacker or Defender in the scenario. As a Capellan-based force, the White Tigers use standard Inner Sphere force arrangements (Lances, Companies, and Battalions, as described on p. 34, *TW*) rather than Word of Blake force arrangements.

Notes: The hybrid Thuggee/Manei Domini Warrior House, mostly filled with candidates handpicked by Kali Liao herself, seemed to have no hesitation when Kali ordered the White Tigers to turn on their sister unit at the last minute. The resulting free-for-all between the various forces resulted in a bloodbath, with the Confederation defenders not exerting the effort to discern who was on which side. The handful of White Tigers who survived the final battle was quickly spirited away by the Maskirovka for interrogation and dissection, their ultimate fate unknown by anyone but the highest levels of the Confederation intelligence.

**Warrior House Rakshasa [Word of Blake] (Jan 3074)****CO:** Precentor Ravana**Average Experience:** 4

RAT: Word of Blake, House Liao, *FMU* (WoB and CC), *BD*, *FMCC*

Unit Abilities: The Rakshasa's controlling player may use either the Capellan Confederation (House Liao) Random Assignment Table or the Shadow Division Random Assignment Tables to determine this force's composition. Also, Rakshasa units receive a -1 to-hit modifier for all weapon and physical attacks made as long as the attacking unit did not rotate its torso or turret that turn. As a Capellan-based force, the Rakshasas use standard Inner Sphere force arrangements (Lances, Companies, and Battalions, as described on p. 34, *TW*) rather than Word of Blake force arrangements.

Notes: The second unit borne out of Kali Liao and WoB Precentor Martial Cameron St. Jamais' relationship, Warrior House Rakshasa was filled with Blakist Manei Domini as opposed to Thuggee-raised soldiers. Not expecting a betrayal from the White Tigers, the Rakshasas did not even return fire during the first few valuable minutes before they figured out who exactly was attacking them. Most analysts believe that none of the Rakshasas survived, as none was captured and only a handful of the rearguard of the Blakists managed to escape the system while the Warrior House was on the front lines.

**8th Division [Word of Blake] (Jan 3074)****CO:** Precentor Alex Winningham**Average Experience:** 3

RAT: Word of Blake, *FMU* (WoB), *BD*

Unit Abilities: When deployed in forces of 6 units or less, Eighth Division units receive a +1 initiative modifier.

Notes: Originally stationed on Terra tracking down various Com Guard guerillas in Africa, The "Hands of Fate" Division would be sent to Dieron to neutralize the remnants of the SLDF and the Third Dieron Regulars. The Eighth was initially sent to sack many of the Confederation patrols before they could report back to their command centers, keeping the surprise and confusion well underway after the start of the second battle of Sian.



TRACKS

SIGNS OF THINGS TO COME

SITUATION

Outskirts of Forbidden City, Sian
13 September 3070

With the distraction of the campaign for St Ives, the Word of Blake launched a headhunting assault on Sian in an attempt to cripple the Capellan command structure in one fell swoop.

While the Warships and fighters commenced a brutal slugfest over the skies of Sian fighting for aerospace superiority, the Blakist troop transports began dropping soldiers from the skies in an attempt to secure a landing zone, in some instances landing them in the middle of panicking civilians.

GAME SETUP

Recommended Terrain: Forest, Light Urban, Training Grounds

For each building or wooded hex prior to the start of the battle, roll 2d6. On a 9 or better, a building is considered rubble, and a wooded hex is considered a rough hex (on a 9 or 10 result). If Fire and Smoke rules are used from *Tactical Operations* (see pp. 43-48, *TO*), the hex is also considered to be on fire if the roll is an 11 or 12.

If using the Fire rules, the Defender determines if the entire building is on fire, or any particular floor. In either case, reduce the building's current CF by half to begin the game.

Attacker

Recommended Forces: Seventeenth Division, Dragon's Breath

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, the attack may deploy up to another six units in the same fashion until the entirety of its force is deployed. Units that land outside the battlefield map are considered destroyed for the purposes of the scenario.

Defender

Recommended Forces: House Imarra, Third Canopian Fusiliers, Red Lancers.

The defender may enter on any edge of the battlefield at the beginning of the game.

WARCHEST

Track Cost: 600

Optional Bonuses

+200 Evacuations in progress: Groups of civilians are desperately trying to get off the battlefield. Randomly place twelve unarmed foot infantry platoons, at least eight hexes from a map edge. These platoons are considered to be enemy units to both sides for purposes of stacking. Each turn the platoon moves its maximum speed to the closest map edge, avoiding any hexes containing fire and/or smoke (if in use). Casualties to the evacuees reduce this Warchest award by 2 points for each civilian killed by any combatant on the battlefield. If this optional bonus is taken, reduce all water hex depths on the battlefield by 1.

+100 Air support: A medium aerospace fighter is deployed by the opposing side. Roll on the appropriate RAT. May be taken up to six times [+600 point total].

OBJECTIVES

1. Headhunting! The designated opposing commander is Destroyed (not Crippled or Withdrawn). **(Reward: 300)**

2. No Mercy. Destroy or Cripple all of the opposition's forces. **(Reward: 400)**

AFTERMATH

The stalemate between the orbital assets of both sides prevented the Word of Blake's signature unit-shattering blitzkrieg, but it also stymied the Capellans' efforts to prevent the Blakists from securing several landing zones in strategic locations.

FINAL STAND

SITUATION

Ruins of Forbidden City
19 September 3070

Though most of the campaign for Sian had hit a stalemate, the Word of Blake was making progress on one front: the push through the heavily damaged Forbidden City to the remains of the Celestial Palace. Spread out from various diversionary raids, the remaining defenders were outnumbered, forcing several command-level officers to take to the field. Even Sun-Tzu Liao's *Emperor* was sighted alongside Naomi Centrella's *Cataphract* on the defensive line.

GAME SETUP

Recommended Terrain: Forest, Light Urban, Training Grounds

Attacker

Recommended Forces: Seventeenth Division, Twenty-fourth Division, Dragon's Breath.

The Attacker enters from their designated home edge on Turn 1. All units are operating under Forced Withdrawal rules.

Defender

Recommended Forces: Third Canopian Fusiliers, Red Lancers, Death Commandos

The Defender enters from their designated home edge on Turn 1, the farthest edge from the Attacker's home edge.

WARCHEST

Track Cost: 1000

Optional Bonuses

+300 Maximum damage: Cripple/Destroy at least half of the opposing force.

+300 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); the commander has a Piloting of 2 and a Gunnery of 1.

OBJECTIVES

1. Headhunting! The designated opposing commander is Destroyed (not Crippled or Withdrawn). **(Reward: 800)**

2. Forced March: The commander exits off the opposing edge. **(Reward: 400)**

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. If reinforcements have not been successfully rolled or entered before the command unit is killed, then the reinforcements are forfeit.

Relief Forces

In a battle deemed so important, both sides find themselves

being reinforced by various independent forces as commanders desperately try to sway the outcome.

Starting on Turn 3, each side rolls 2d6 before the Initiative Phase. On a 10+, that side receives reinforcements equal to 25 percent of their original force. These reinforcements may be banked for future entrance into the battle. Once reinforcements are rolled as available, no more rolls are made. For every turn after Turn 3, add +1 to the rolled result.

Units may enter one at a time, in small groups or all at once; when a player wishes to use their reinforcements, they must declare it during an End Phase when reinforcements are available. Declared units will then enter the battlefield during the End Phase of the following turn either through the player's home edge or via a combat drop (see p. 22, *SO*).

[Example: Talon's initial total force is 500 tons. At the beginning of Turn 3, he rolls a 10 and receives reinforcements of 25 percent of his original force. Because both players agreed to use tonnage as their base, this means Talon now has 125 tons of reinforcements to deploy. He decides to hold off on calling those units in until later.

At the End Phase of Turn 8, Talon decides he needs those reinforcements to shore up his defensive line. He declares all his reinforcements as available and chooses to have them all enter via his home edge. These units will be placed on his home edge during the End Phase of Turn 9.]

Shielding

Both sides are using the Shielding rules (see p. 19, *SO*) when an enemy unit targets the Command Unit.

AFTERMATH

The sudden appearance of the Blackwind Lancers turned the tide of the campaign, its CO ultimately sacrificing himself and the unit to protect the Chancellor from falling to Blakist guns as his *Yu Huang* blocked much of the weapons fire directed at the ruler of the Confederation. This battle was the peak of the First Battle of Sian; the Word of Blake threw the majority of their assets into one hasty push that failed—and would have been futile even if it succeeded. It was discovered later on that one of Sun-Tzu's bodyguards was piloting his *Emperor* while the Chancellor himself was in a hidden bunker at another location.

BLAKE ATTACKS!

SITUATION

Training Ground Tiger, Sian Center for Martial Disciplines
7 January 3074

Enjoying a normal day like any other since the last Blakist attack nearly four years ago, Capellan defenders had been lulled into a false sense of security. Knowing their deep-space patrols would alert them to any impending arrivals should the Blakists decide to attack again, many of the ground patrols became lax.

What they did not realize was that the Word of Blake was already planetside; Confederation defenders did not comprehend what was happening until patrols started to disappear in rapid succession.

GAME SETUP

Recommended Terrain: Wetlands, Forest, Training Grounds

Attacker

Recommended Forces: Eighth Division, Twenty-fourth Division

The Attacker begins by entering at least half of their force from their designated home edge on Turn 1. The other half deploys as Hidden Units (see p. 259, *TW*) anywhere on the battlefield.

Defender

Recommended Forces: House Imarra, Third Canopian Fusiliers, Red Lancers

The Defender may set up anywhere on the battlefield, but not closer than ten hexes from the Attacker's home edge. All other edges are considered the Defender's home edge.

Randomly place or designate four medium buildings (60 CF) with a turret-mounted large laser on the center on the map within nine hexes and LOS of at least one other turret. Secretly designate one turret as the master control tower. See Live Fire Training, below.

WARCHEST

Track Cost: 900

Optional Bonuses

+400 Faulty Preparation: All of a player's ammunition bays contain half its normal rounds. Roll 2d6 for each weapon not requiring ammunition; on a 9 or better, the weapon is considered nonfunctional until turn 8.

+50 (per strike; 500 Maximum) Artillery Strike: The opposing side has off-board Thumper tubes considered six map sheets away for flight times. Each strike can only be used once and are treated as standard off-board artillery attacks for declaration and resolution consideration. Crews are of Veteran experience.

OBJECTIVES

1. Breakthrough! At least a third of a player's force must exit the map via one of the opposing player's home edge(s). **(Reward: 400)**

2. Annihilation. Cripple/Destroy over 75 percent of the opposition's entire force. **(Reward: 700)**

SPECIAL RULES

The following rules are in effect for this track:

Live Fire Training

The buildings are considered to be part of a C3 network; three turrets have fire control computers that function exactly like a C3 Slave Module; the master control tower functions exactly like a C3 Master Computer. When attacking, each turret is considered to have a Gunnery of 5. The turrets are part of an automated network and automatically attack the closest unit (Attacker or Defender) within range and LOS of each turret. When multiple targets are present, the turret attacks the heaviest target; in the case of ties, roll randomly to determine which unit to attack.

AFTERMATH

It all happened so fast. The small patrols were eliminated so quickly, many did not get off an alert to their command posts, and those that did found their command posts were under attack as well.

In fact it was so swift that when the Word of Blake forces attacked the Sian Center for Martial Discipline, the House Imarra group training there thought it was a surprise quiz held by the Center's instructors—until their comrades started dying.

THE SIXTY BILLION C-BILL QUESTION

SITUATION

Marshlands of Ascension
10 January 3074

The Word of Blake had, over a period of years, smuggled forces onto Sian. Obviously there were places the attackers were based, and both Sun-Tzu and Talon Zahn wanted to know where and how the Blakists had hidden on their capital for so long.

With other battles of the latest invasion still raging, small task forces of Death Commandos were sent out to find the answer—and to resolve the issue when they did.

GAME SETUP

Recommended Terrain: Light Urban, Wetlands, Forest

Attacker

Recommended Forces: Death Commandos

The Attacker begins by entering at least half of their force from their designated home edge on Turn 1.

Defender

Recommended Forces: Word of Blake Twenty-fourth Division

The Defender may set up anywhere on the battlefield, but not closer than ten hexes from the Attacker's home edge. All other edges are considered the Defender's home edge.

Secretly designate and place four buildings, wooded or elevated terrain hexes as exit/entrances to the underground supply cache; the locations must be at least 10 hexes apart and be located on at least two maps.

The Defender's force may not exceed a 2-to-1 ratio against the Attacker.

WARCHEST

Track Cost: 800

Optional Bonuses

+400 Static Shock: The weather has turned nasty, with an intense lightning storm playing across the atmosphere. Consider the entire battlefield covered in ECM-like effects.

+300 Muck: All Clear terrain hexes are composed of thick, viscous mud and will Bog Down any unit heavier than 40 tons (see

p. 62, TO). Hovercraft and WiGE units of any weight are unaffected by this terrain.

OBJECTIVES

1. Command and conquer: Destroy/Defend the command posts. (**Reward: Attacker: +100 per destroyed command post/Defender: +100 per surviving command post**)

2. Destruction: Cripple/Destroy at least 75 percent of the opposing force. (**Reward: 700**)

SPECIAL RULES

The following rules are in effect for this track:

Command Posts

Treat the locations of these posts as normal Hidden Units (non-infantry) for purposes of discovery. Once discovered, each location has a CF of 60 for the purposes of destruction, though it is not considered a building. (Buildings placed/designated as such are actually artificial facades and will collapse with any weight on them.)

AFTERMATH

The Death Commandos eventually found the various staging grounds and supply caches for the offensive, scattered across the planet but close to many strategic locations. More worrisome was the quick neutralization of the task forces so soon after their reported discovery of the locations of the bases. Someone, or something, was taking out Sian's elite forces quickly upon discovery.

RELEASING THE HOUNDS

SITUATION

*Celestial Palace, Forbidden City
14 January 3074*

Though they were making substantial progress on all fronts, the Word of Blake was not pleased with the fierce resistance they were encountering. Looking to secure their victory, Precentor Hunt gave the go-ahead for use of their secret weapons, Kali Liao's two secretly constructed Thuggee Domini Warrior Houses, to participate in the last push to secure the capital. Failure was not an option.

However, the Thuggee Domini had other plans.

GAME SETUP

Recommended Terrain: Light Urban, Training Grounds, Wetlands

Attacker

Recommended Forces: Eighth Division, Twenty-fourth Division, Warrior House White Tiger, Warrior House Rakshasa

The Attacker may choose to enter from any map edge except the Defender's home edge on turn 1. The Attacker should contain at least 25 percent more force than the Defender. At least 25 percent of the Attacker's force must be from House White Tiger.

Defender

Recommended Forces: Third Canopian Fusiliers, Red Lancers, Death Commandos, House Imarra

The Defender enters at least half of their force from their designated home edge on turn 1. The remaining forces may enter during any of the Initiative Phases of Turns 3-6.

WARCHEST

Track Cost: 1,000

Optional Bonuses

+400 Fanatical: All units fight to the death; all opponent 'Mechs must be destroyed either through head or center torso destruction.

+300 Firestorm: Roll 2d6 for each wooden, light, or medium building hex. On a 7 or better it is considered to be on fire; determine wind and smoke normally. Use the Fire and Smoke rules in *Tactical Operations* (see p. 43-48, *TO*). Players may choose for each building if the entire building is on fire, or any particular floor. In either case, reduce the building's current CF by half to begin the game.

+400 Elite Commanders: Each force has a Commander in play. Controlling players may select any 'Mech from their unit's appropriate RAT as the Commander's 'Mech or use one of the custom designs in this product; the Commander has a Piloting of 2 and a Gunnery of 1.

OBJECTIVES

1. No quarter asked, none given: Destroy at least 75 percent of the opposing force. (**Reward: 800**)

2. Breakthrough! At least a third of a player's force must leave the map via the opposing player's home edge. (**Reward: 400**)

SPECIAL RULES

The following rules are in effect for this track:

Betrayal

At some point in the battle, House White Tiger betrays its side for their own purposes. To determine when this occurs, beginning in the End Phase of Turn 4 roll 2d6; on a result of 12, all House White Tiger units turn traitor. If the roll is unsuccessful, repeat every turn and reduce the target number by 1. [Turn 5 would need an 11+, Turn 6 would need a 10+, etc.]

All units declared traitor are considered to be a third force on the battlefield. If there is no neutral player to operate them, then players must take turns moving them within the movement phase. The winner of the initiative phase moves the first piece, the initiative loser the second, and so on until all pieces have been moved. For fire declaration, reverse the order; the loser of initiative declares and resolves damage for the first unit and so on.

Note that traitor White Tiger units will attack the closest Rakshasa unit first (and vice versa) before attacking other Blakist and Capellan forces; they will attack whichever target has the lowest to-hit number.

Units turning traitor do not count towards either side for Objective purposes; subtract the traitor units from the Attacker's original force totals and re-calculate the objectives.

AFTERMATH

The defending Confederation forces, overtaxed and still reeling from the surprise assault, arrayed themselves at the gate of the just completed reconstruction of the Celestial Palace for one last stand. As the Thuggee Warrior Houses approached, the unthinkable happened; the White Tigers struck their brethren at the last second and the fight devolved into a free-for-all that ultimately shattered the second Blakist attempt to sack Sian. Even as the Word of Blake desperately tried to commandeer DropShips to escape, the Capellan media was proclaiming that once again Divine Intervention swayed the campaign to the Confederation's favor.

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: CTF-5MOC CATAPHRACT NAOMI

Movement Points: Tonnage: 70
Walking: 4 Tech Base: Inner Sphere
Running: 6 3067
Jumping: 4

WARRIOR DATA

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

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	RA	10	10	—	5	10	15
[DE,H,AI]								
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
2	Rocket Launcher 10 RT	3	1/Msl.	—	5	11	18	
[M,C,OS]								
1	Heavy PPC	RT	15	15 [DE]	3	6	12	18
1	Med. Pulse Laser	LT	4	6 [P]	—	2	4	6
2	Rocket Launcher 10 LT	3	1/Msl.	—	5	11	18	
[M,C,OS]								
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	ER Small Laser	H	2	3 [DE]	—	2	4	5

Cost: 15,736,929 C-bills

BV: 2,062

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Stealth Armor
- Stealth Armor

Left Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- Jump Jet
 - Medium Pulse Laser
 - Rocket Launcher 10 (OS)
 - Rocket Launcher 10 (OS)
 - Stealth Armor
 - Stealth Armor

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth Armor
- Stealth Armor

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Compact Gyro
 - Compact Gyro
 - XL Fusion Engine
- XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Jump Jet
 - Guardain ECM Suite
 - Guardain ECM Suite

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Plasma Rifle

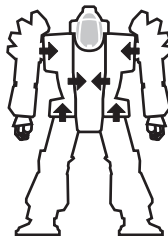
- Plasma Rifle
- ER Medium Laser
- Ammo (Plasma Rifle) 10
- Ammo (Plasma Rifle) 10
- Stealth Armor
- Stealth Armor

Right Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Heavy PPC
 - Heavy PPC
- Heavy PPC
 - Heavy PPC
 - Rocket Launcher 10 (OS)
 - Rocket Launcher 10 (OS)
 - Stealth Armor
 - Stealth Armor

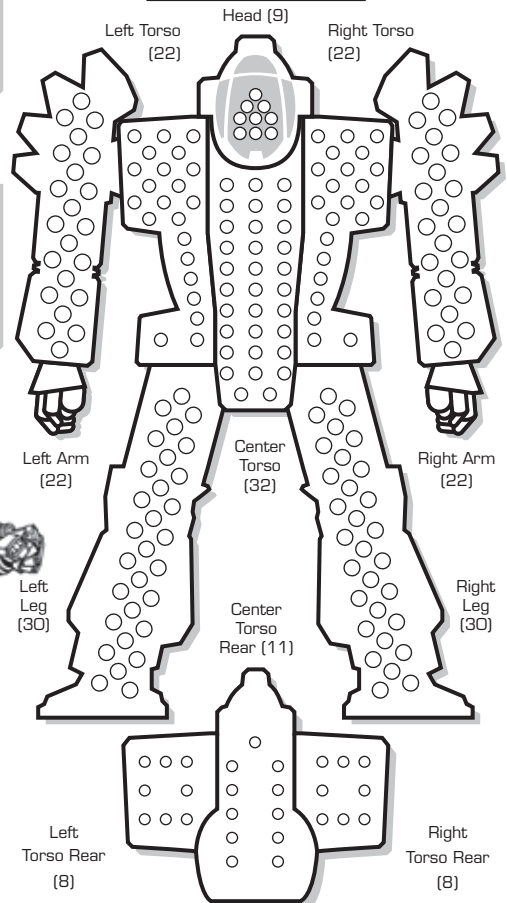
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth Armor
- Stealth Armor

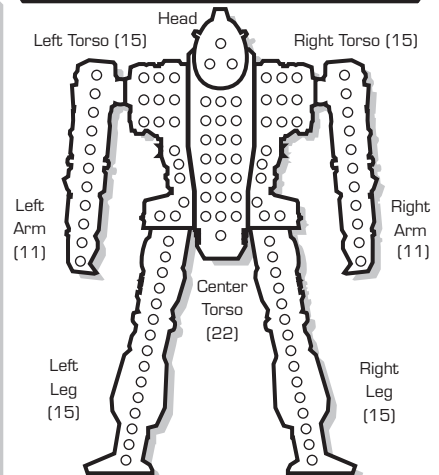


Damage Transfer Diagram

ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: JN-G8BX JINGGAU RUSH

Movement Points: Tonnage: 65
Walking: 5 Tech Base: Inner Sphere
Running: 8 3067
Jumping: 4

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Sniper Cannon	RA	5	5A	3	4	9	14
[AE,S,F]								
3	Med. X-Pulse Las.	LA	6	6 [P]	—	3	6	9
1	C³ Slave Unit	LT	—	[E]	—	—	—	—
1	TAG	LT	—	[E]	—	5	9	15
1	Med. X-Pulse Las.	HD	6	6 [P]	—	3	6	9

Cost: 15,649,149 C-bills

BV: 1,337

WARRIOR DATA

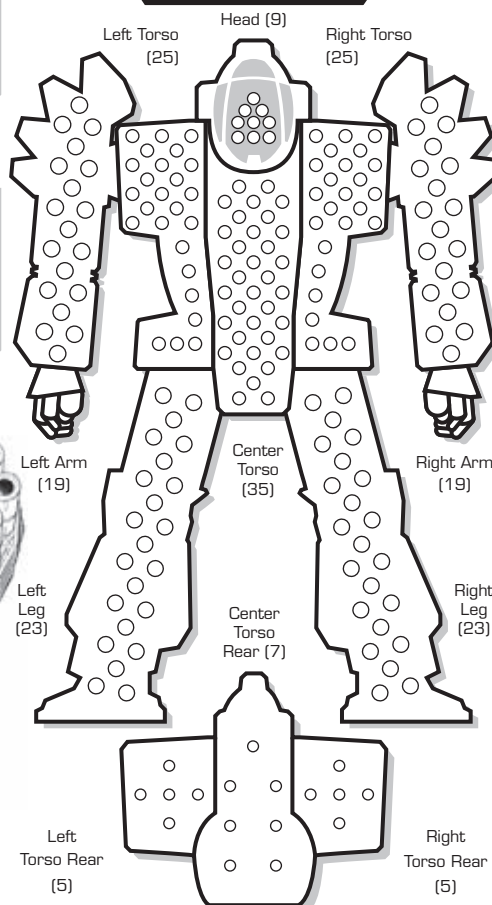
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Med. X-Pulse Laser
- Med. X-Pulse Laser
- Med. X-Pulse Laser
- Light Ferro-Fibrous

- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- 4-6 Light Ferro-Fibrous
- Light Ferro-Fibrous
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 C³ Slave Unit
- TAG
- Endo Steel

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

Left Leg

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

Head

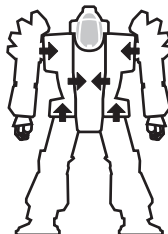
- Life Support
- Sensors
- Small Cockpit
- Sensors
- 5 Med. X-Pulse Laser
- Light Ferro-Fibrous

Center Torso

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

- XL Gyro
- XL Gyro
- XL Gyro
- 4-6 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Sniper Cannon
- Sniper Cannon
- Sniper Cannon
- Sniper Cannon

- Sniper Cannon
- Sniper Cannon
- Sniper Cannon
- 4-6 Sniper Cannon
- Sniper Cannon
- Sniper Cannon

Right Torso

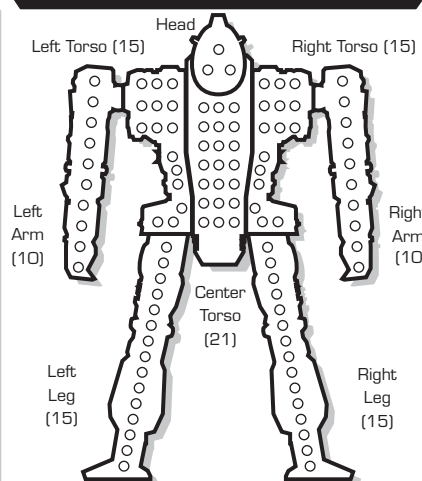
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Ammo (Sniper) 10
- Ammo (Sniper) 10
- Endo Steel

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	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

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: C-SRP-O SERAPH RAVANA

Movement Points: Tonnage: 85
Walking: 3 [4] Tech Base: Inner Sphere
Running: 5 [6] 3068
Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	H	10	10/8/5 [DE,V]	—	9	13	15
1	Thunderbolt 20	RT	8	20 [M]	5	6	12	18
1	Large VSP Laser	LT	10	11/9/7 [V,P]	—	4	8	15
1	Laser AMS	CT	7	[PD]	—	—	—	—
1	Improved C ³ CPU	LT	—	[E]	—	—	—	—
1	Retractable Blade	RA	—	9 [PD]	—	—	—	—

Cost: 22,418,762 C-bills

BV: 1,941

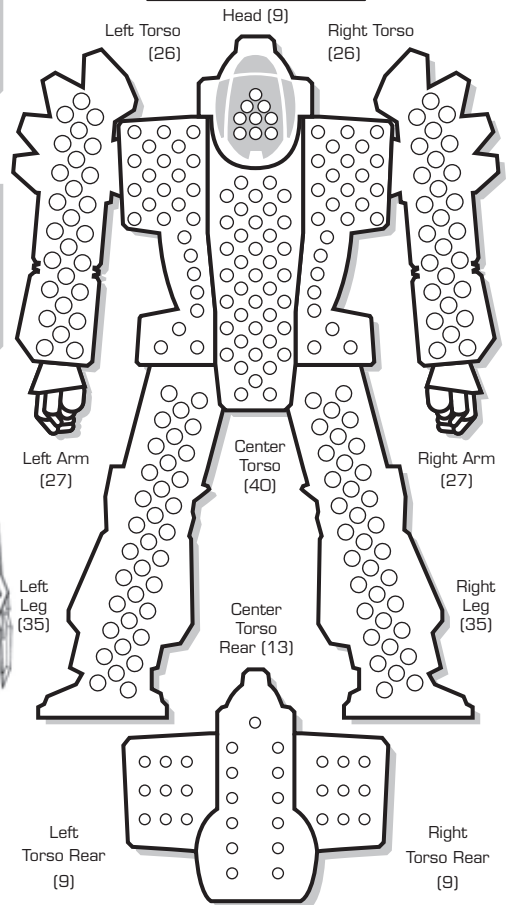
WARRIOR DATA

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
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Triple-Strength Myomer
- Triple-Strength Myomer

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Large VSP Laser
- Large VSP Laser
- Large VSP Laser
- Large VSP Laser

- Improved C³ CPU
- Improved C³ CPU
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

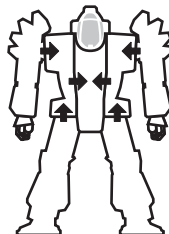
- Life Support
- Sensors
- Small Cockpit
- Sensors
- Snub-Nose PPC
- Snub-Nose PPC

Center Torso

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

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Laser AMS
- Laser AMS

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso

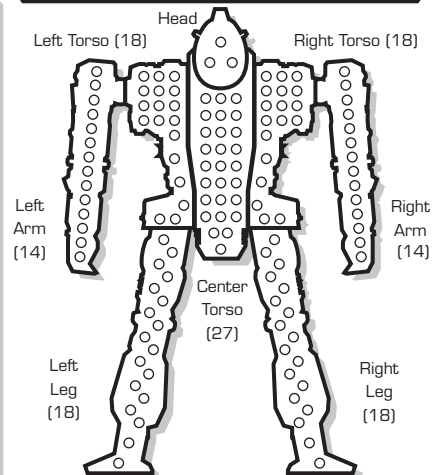
- Light Fusion Engine
- Light Fusion Engine
- Thunderbolt 20
- Thunderbolt 20
- Thunderbolt 20
- Thunderbolt 20

- Thunderbolt 20
- Ammo (Thunderbolt) 3
- Ammo (Thunderbolt) 3
- Ammo (Thunderbolt) 3
- Ammo (Thunderbolt) 3
- CASE

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: 12 (24) 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*
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12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

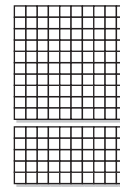
WARSHIP RECORD SHEET

ARMOR DIAGRAM

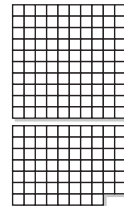
Capital Scale



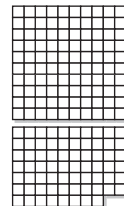
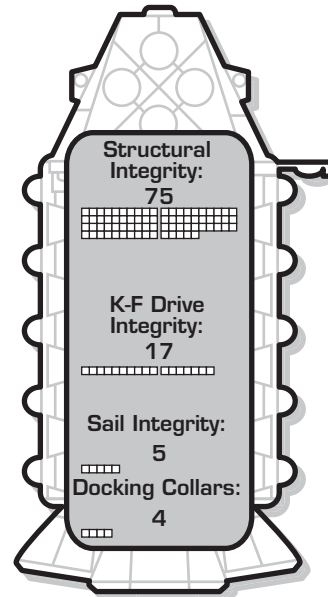
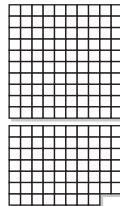
Nose Damage Threshold
(Total Armor)
15 (150)



Fore-Right Damage
Threshold (Total Armor)
17 (168)

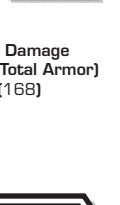


Fore-Left Damage
Threshold (Total Armor)
17 (168)

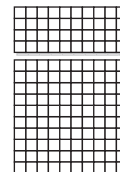


Aft-Right Damage
Threshold (Total Armor)
17 (168)

Aft-Left Damage
Threshold (Total Armor)
17 (168)



Aft Damage Threshold
(Total Armor)
15 (150)



WARSHIP DATA

Type: **BLACK LION (BATTLECRUISER)**

Name: _____ Tonnage: 810,000
Thrust: _____ Tech Base: Inner Sphere 2691
Safe Thrust: 3
Maximum Thrust: 5
DropShip Capacity: 4
Fighters/Small Craft: 18/10 Launch Rate: 12/turn

Weapons & Equipment Inventory

Capital Scale	[1-12] [13-24][25-40](41-50)					
Bay	Loc	Ht	SRV	MRV	LRV	ERV
2 NAC/10 (46 rnds)	N	60	20	20	20	—
2 NAC/30 (46 rnds)	N	200	60	60	60	—
4 White Shark (40 misls)	FL/FR	60	12	12	12	12
1 Barracuda (10 misls)	FL/FR	10	2	2	2	2
2 NAC/30 (44 rnds)	FL/FR	200	60	60	60	—
2 NAC/30 (44 rnds)	FL/FR	200	60	60	60	—
3 NAC/20 (36 rnds)	L/R BS	180	60	60	60	—
3 NAC/20 (36 rnds)	L/R BS	180	60	60	60	—
2 NAC/20 (24 rnds)	L/R BS	120	40	40	40	—
1 Barracuda (10 misls)	L/R BS	10	2	2	2	2
3 NAC/20 (39 rnds)	AL/AR	180	60	60	60	—
3 NAC/20 (39 rnds)	AL/AR	180	60	60	60	—
2 NAC/20 (26 rnds)	AL/AR	120	40	40	40	—
1 Barracuda (10 misls)	AL/AR	10	2	2	2	2
2 NAC/30 (44 rnds)	A	200	60	60	60	—
2 NAC/30 (44 rnds)	A	200	60	60	60	—
2 NAC/30 (44 rnds)	A	200	60	60	60	—

Grav Decks:

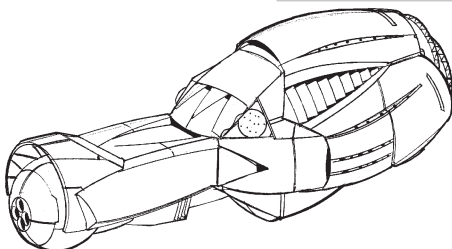
Grav Deck #1: 65-meter
Grav Deck #2: 85-meter

Cargo:

Bay 1: Fighters (18) (4 doors)
Bay 2: Small Craft (10) (2 doors)
Bay 3: Cargo (73,444.5 tons) (1 door)

Ammo: NAC/20 (400) Barracuda (60)
White Shark (80) NAC/30 (354) NAC/10 (46)

Cost: 11,158,637,000 C-bills BV: 227,332



CREW DATA

Gunnery Skill: _____ Piloting Skill: _____
Hits Taken: 1 2 3 4 5 6
Modifier: +1 +2 +3 +4 +5 Incp.
Crew: 272 Marines: 0
Passengers: 0 Elementals: 0
Other: 86 Battle Armor: 0
Life Boats/Escapes Pods: 0/20

CRITICAL DAMAGE

Avionics +1 +2 +5 Life Support +2
CIC +2 +4 D
Sensors +1 +2 +5
Thrusters
Left +1 +2 +3 D
Right +1 +2 +3 D
Engine -1 -2 -3 -4 -5 D

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										

HEAT DATA

Heat Sinks: 1,837 (3,674) Double
Heat Generation Per Arc
Nose: 260
Left/Right Fore: 470 / 470
Left/Right Broadside: 490 / 490
Left/Right Aft: 490 / 490
Aft: 600

BATTLETECH™

ARMOR DIAGRAM

Capital Scale



WARSHIP RECORD SHEET

Nose Damage Threshold
(Total Armor)
31 (310)

WARSHIP DATA

Type: FENG HUANG (CRUISER)

Name: _____ Tonnage: 970,000
Thrust: _____ Tech Base: Tech Base
Safe Thrust: 4
Maximum Thrust: 6
DropShip Capacity: 6
Fighters/Small Craft: 0 /26 Launch Rate: 12/Turn

Weapons & Equipment Inventory

Capital Scale		(1-12) (13-24)(25-40)(41-50)				
Bay	Loc	Ht	SRV	MRV	LRV	ERV
2 NL35	N	104	7	7	7	—
1 NL45	FL/FR	207	14	14	14	10
1 NL55						
1 Light NPPC	FL/FR	240	16	16	16	9
1 Medium NPPC						
1 NL35	L/RBS	227	18	18	18	15
2 NL45						
1 NL55						
2 Light NPPC	L/RBS	795	53	53	53	39
1 Medium NPPC						
2 Heavy NPPC						
1 NL35	AL/AR	207	14	14	14	10
1 NL45						
1 NL55						
1 Light NPPC	AL/AR	240	16	16	16	9
1 Medium NPPC						
2 NL35	A	104	7	7	7	—
Standard Scale		(1-6) (7-12) (13-20)(21-25)				
Bay	Loc	Ht	SRV	MRV	LRV	ERV
4 ER Large Laser	N	48	3(32)	3(32)	3(32)	—
4 Large Pulse Laser	N	40	4(36)	4(36)	—	—
4 ER PPC	N	60	4(40)	4(40)	4(40)	—
2 ER Large Laser	FL/FR	24	2(16)	2(16)	2(16)	—
2 Large Pulse Laser	FL/FR	20	2(18)	2(18)	—	—
2 ER PPC	FL/FR	30	2(20)	2(20)	—	—
2 ER Large Laser	L/RBS	24	2(16)	2(16)	2(16)	—
2 Large Pulse Laser	L/RBS	20	2(18)	2(18)	—	—
2 ER PPC	L/RBS	30	2(20)	2(20)	—	—
2 ER Large Laser	AL/AR	24	2(16)	2(16)	2(16)	—
2 Large Pulse Laser	AL/AR	20	2(18)	2(18)	—	—
2 ER PPC	AL/AR	30	2(20)	2(20)	—	—
4 ER Large Laser	A	48	3(32)	3(32)	3(32)	—
4 Large Pulse Laser	A	40	4(36)	4(36)	—	—
4 ER PPC	A	60	4(40)	4(40)	4(40)	—

1 Lithium Fusion Battery

Grav Decks:

Grav Deck #1 - 2: 90-meter

Cargo:

Bay 1: Small Craft (26) (6 doors)
Bay 2: Cargo (77,778 Tons) (6 doors)
Bay 3: Cargo (39,420 Tons) (1 door)

Cost: 25,656,896,000 C-bills BV: 83,137

Fore-Left Damage
Threshold (Total Armor)
30 (293)

Fore-Right Damage
Threshold (Total Armor)
30 (293)

Aft-Left Damage
Threshold (Total Armor)
29 (285)

Aft-Right Damage
Threshold (Total Armor)
29 (285)

Aft Damage Threshold
(Total Armor)
28 (280)

CREW DATA

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 291 Marines: 0
Passengers: 723 Elementals: 0
Other: 130 Battle Armor: 96
Life Boats/Escape Pods: 24/24

CRITICAL DAMAGE

Avionics	+1	+2	+5	Life Support	+2	
CIC	+2	+4	D			
Sensors	+1	+2	+5			
Thrusters						
Left	+1	+2	+3	D		
Right	+1	+2	+3	D		
Engine	-1	-2	-3	-4	-5	D

HEAT DATA

Heat Sinks:	Heat Generation Per Arc
2,440	Nose: 252
(4,880)	Left/Right Fore: 521/ 521
Double	Left/Right Broadside: 1,146/ 1,146
	Left/Right Aft: 521/ 521
	Aft: 252

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										

BATTLETECH™

ARMOR DIAGRAM

Capital Scale



WARSHIP RECORD SHEET

Nose Damage Threshold
(Total Armor)
31 (310)

WARSHIP DATA

Type: FENG HUANG UPGRADE (CRUISER)

Name: _____ Tonnage: 970,000

Thrust: _____ Tech Base: Tech Base

Safe Thrust: 4

Maximum Thrust: 6

DropShip Capacity: 6

Fighters/Small Craft: 123/26 Launch Rate: 26/Turn

Weapons & Equipment Inventory

Capital Scale (1-12) (13-24) (25-40) (41-50)

Bay	Loc	Ht	SRV	MRV	LRV	ERV
2 NL35	N	104	7	—	—	—
2 NL35	FL/FR	414	28	28	28	20
2 NL45	—	—	—	—	—	—
2 NL55	—	—	—	—	—	—
2 Light NPPC	FL/FR	480	32	32	32	18
2 Medium NPPC	—	—	—	—	—	—
2 NL35	L/RBS	454	36	36	36	30
4 NL45	—	—	—	—	—	—
2 NL55	—	—	—	—	—	—
2 Light NPPC	L/RBS	795	53	53	53	39
1 Medium NPPC	—	—	—	—	—	—
2 Heavy NPPC	—	—	—	—	—	—
2 Light NPPC	L/RBS	795	53	53	53	39
1 Medium NPPC	—	—	—	—	—	—
2 Heavy NPPC	—	—	—	—	—	—
2 NL35	AL/AR	414	28	28	28	20
2 NL45	—	—	—	—	—	—
2 NL55	—	—	—	—	—	—
2 Light NPPC	AL/AR	480	32	32	32	18
2 Medium NPPC	—	—	—	—	—	—
2 NL35	A	104	7	7	7	—

Standard Scale (1-6) (7-12) (13-20) (21-25)

Bay	Loc	Ht	SRV	MRV	LRV	ERV
4 ER Large Laser	N	48	3(32)	3(32)	3(32)	—
4 Large Pulse Laser	N	40	4(36)	4(36)	—	—
4 ER PPC	N	60	4(40)	4(40)	4(40)	—
2 ER Large Laser	FL/FR	24	2(16)	2(16)	2(16)	—
2 Large Pulse Laser	FL/FR	20	2(18)	2(18)	—	—
2 ER PPC	FL/FR	30	2(20)	2(20)	—	—
2 ER Large Laser	L/RBS	24	2(16)	2(16)	2(16)	—
2 Large Pulse Laser	L/RBS	20	2(18)	2(18)	—	—
2 ER PPC	L/RBS	30	2(20)	2(20)	—	—
2 ER Large Laser	AL/AR	24	2(16)	2(16)	2(16)	—
2 Large Pulse Laser	AL/AR	20	2(18)	2(18)	—	—
2 ER PPC	AL/AR	30	2(20)	2(20)	—	—
4 ER Large Laser	A	48	3(32)	3(32)	3(32)	—
4 Large Pulse Laser	A	40	4(36)	4(36)	—	—
4 ER PPC	A	60	4(40)	4(40)	4(40)	—

1 Lithium Fusion Battery

Grav Decks:

Grav Deck #1 - 2: 90-meter

Cargo:

Bay 1: Small Craft (26) (6 doors)

Bay 2: Cargo (19,443Tons) (4 doors)

Bay 3: Fighters (123) (7 door)

Cargo (20,196 Tons) (4 doors)

Cost: 25,859,776,000 C-bills BV: 124,119

Fore-Left Damage
Threshold (Total Armor)
30 (293)

Fore-Right Damage
Threshold (Total Armor)
30 (293)

Aft-Left Damage
Threshold (Total Armor)
29 (285)

Aft-Right Damage
Threshold (Total Armor)
29 (285)

Aft Damage Threshold
(Total Armor)
28 (280)

CREW DATA

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 329 Marines: 0

Passengers: 523 Elementals: 0

Other: 376 Battle Armor: 288

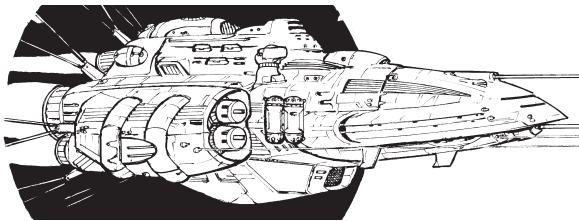
Life Boats/Escape Pods: 110/110

CRITICAL DAMAGE

Avionics	+1	+2	+5	Life Support	+2
CIC	+2	+4	D		
Sensors	+1	+2	+5		
Thrusters					
Left	+1	+2	+3	D	
Right	+1	+2	+3	D	
Engine	-1	-2	-3	-4	-5 D

HEAT DATA

Heat Sinks:	Heat Generation Per Arc
2,440	Nose: 252
(4,880)	Left/Right Fore: 968/ 968
Double	Left/Right Broadside: 2,218/2,218
	Left/Right Aft: 968/ 968
	Aft: 252



VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										

BATTLETECH™

ARMOR DIAGRAM

Capital Scale



WARSHIP RECORD SHEET

WARSHIP DATA

Type: **IMPAVIDO (DESTROYER)**

Name: _____ Tonnage: 490,000
 Thrust: _____ Tech Base: Inner Sphere
 Safe Thrust: 5
 Maximum Thrust: 8
 DropShip Capacity: 2
 Fighters/Small Craft: 18/0 Launch Rate: 8/Turn

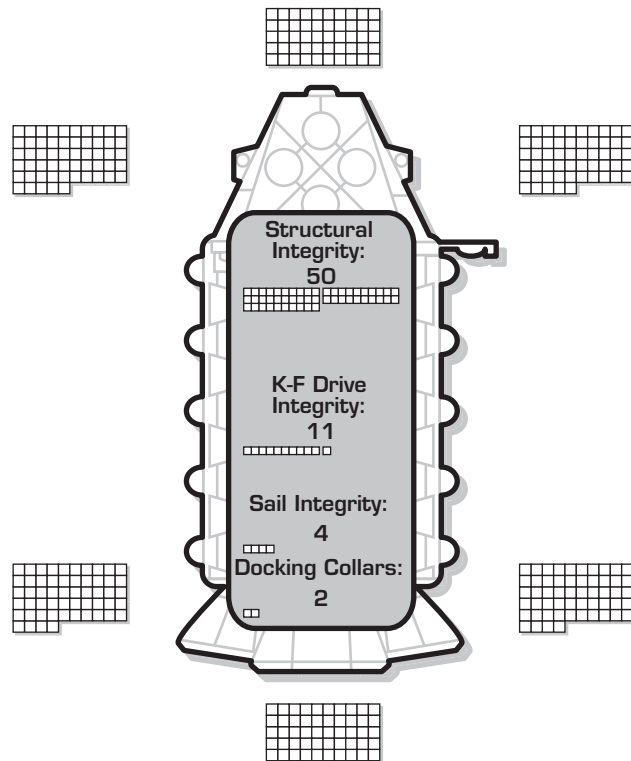
Weapons & Equipment Inventory

Capital Scale	Loc	Ht	SRV	MRV	LRV	ERV
Bay						
2 NAC/20 (68 rnds)	N	150	50	50	50	—
1 NAC/10 (10 rnds)						
1 NL45	N	70	5	5	5	5
1 Light NPPC	N	105	7	7	7	—
2 NAC/20 (66 rnds)	FL/FR	150	50	50	50	—
1 NAC/10 (33 rnds)						
1 NL45	FL/FR	70	5	5	5	5
1 NL45	L/RBS	70	5	5	5	5
1 Light NPPC	L/RBS	105	7	7	7	—
2 NAC/20 (66 rnds)	AL/AR	150	50	50	50	—
1 NAC/10 (33 rnds)						
1 NL45	AL/AR	70	5	5	5	5
2 NAC/20 (68 rnds)	A	150	50	50	50	—
1 NAC/10 (34 rnds)						
1 NL45	A	70	5	5	5	5
Standard Scale						
Bay						
2 Gauss Rifle (88 rnds)	N	2	3(30)	3(30)	3(30)	—
1 ER Large Laser	N	20	2(16)	2(16)	1(8)	—
1 Large Laser						
2 LRM 20+Artemis IV (24 rnds)	N	12	3(32)	3(32)	3(32)	—
2 AMS (120 rnds)	N	2	—	Point Defense	—	—
2 LRM 20+Artemis IV (24 rnds)	FL/FR	12	3(32)	3(32)	3(32)	—
1 ER Large Laser	FL/FR	20	2(16)	2(16)	1(8)	—
1 Large Laser						
1 ER Large Laser	L/RBS	20	2(16)	2(16)	1(8)	—
1 Large Laser						
2 LRM 20+Artemis IV (24 rnds)	L/RBS	12	3(32)	3(32)	3(32)	—
1 Large Pulse Laser	L/RBS	10	1(9)	1(9)	—	—
1 ER Large Laser	FL/FR	20	2(16)	2(16)	1(8)	—
1 Large Laser						
2 LRM 20+Artemis IV (24 rnds)	FL/FR	12	3(32)	3(32)	3(32)	—
1 ER Large Laser	A	20	2(16)	2(16)	1(8)	—
1 Large Laser						
2 LRM 20+Artemis IV (24 rnds)	A	12	3(32)	3(32)	3(32)	—
2 AMS (120 rnds)	A	2	—	Point Defense	—	—
1 Lithium Fusion Battery						
Grav Decks:						
Grav Deck #1: 96-meter						
Cargo:						
Bay 1: Fighters (18) (4 doors)						
Bay 2: Cargo (27,390 Tons) (2 door)						
Ammo:						
AMS (240)	NAC/10 (176)		NAC/20 (400)			
	LRM 20 (192)		Gauss (88)			
Cost: 13,555,495,200 C-bills BV: 83,436						

Fore-Left Damage
Threshold (Total Armor)
6 (55)

Nose Damage Threshold
(Total Armor)
5 (50)

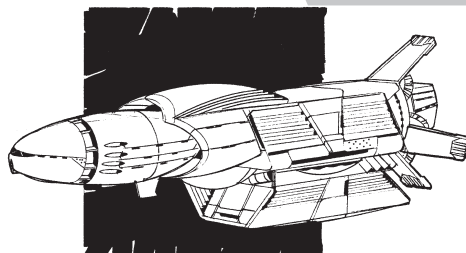
Fore-Right Damage
Threshold (Total Armor)
6 (55)



Aft-Left Damage
Threshold (Total Armor)
6 (54)

Aft Damage Threshold
(Total Armor)
5 (50)

Aft-Right Damage
Threshold (Total Armor)
6 (54)



CREW DATA

Gunnery Skill: _____	Piloting Skill: _____
Hits Taken	1 2 3 4 5 6
Modifier	+1 +2 +3 +4 +5 Incp.
Crew: 230	Marines: 54
Passengers: 0	Elementals: 0
Other: 36	Battle Armor: 0
Life Boats/Escapes Pods: 0 /40	

CRITICAL DAMAGE

Avionics	+1	+2	+5	Life Support	+2
CIC	+2	+4	D		
Sensors	+1	+2	+5		
Thrusters					
Left	+1	+2	+3	D	
Right	+1	+2	+3	D	
Engine	-1	-2	-3	-4	-5 D

VELOCITY RECORD

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

HEAT DATA

Heat Sinks:	Heat Generation Per Arc
587	Nose: 361
Single	Left/Right Fore: 252 / 252
	Left/Right Broadside: 217 / 217
	Left/Right Aft: 252 / 252
	Aft: 254

BATTLETECH™

ARMOR DIAGRAM

Capital Scale



WARSHIP RECORD SHEET

Nose Damage Threshold
(Total Armor)
2 (16)

WARSHIP DATA

Type: VINCENT MK. 39 (CORVETTE)

Name: _____ Tonnage: 420,000
 Thrust: _____ Tech Base: Inner Sphere
 Safe Thrust: 4
 Maximum Thrust: 6
 DropShip Capacity: 0
 Fighters/Small Craft: 6 / 4 Launch Rate: 6/turn

Weapons & Equipment Inventory

Capital Scale (1-12) (13-24) (25-40) (41-50)
 Bay Loc Ht SRV MRV LRV ERV
 2 Barracuda (20 mls) N 20 4 4 4 4
 1 NAC/10 (50 rnds) FL/FR 30 10 10 10 —
 1 NAC/10 (50 rnds) L/R BS 30 10 10 10 —

Standard Scale (1-6) (7-12) (13-20) (21-25)
 Bay Loc Ht SRV MRV LRV ERV
 2 Large Laser FL/FR 16 2(16) 2(16) — —
 2 Large Laser L/R BS 16 2(16) 2(16) — —

Grav Decks: Grav Deck #1: 60-meter

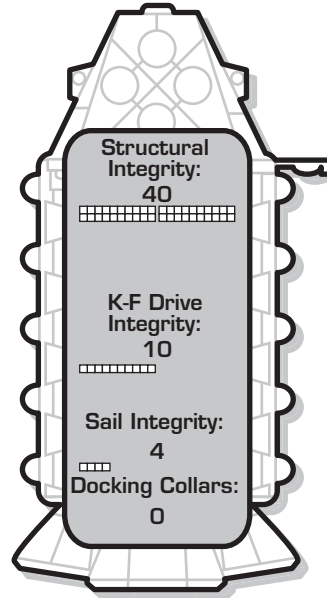
Cargo:
 Bay 1: Fighters (6) (2 doors)
 Bay 2: Small Craft (4) (1 door)
 Bay 3: Cargo (97,284 tons) (1 door)

Ammo: NAC/10 (200) Barracuda (20)

Cost: 5,353,312,000 C-bills BV: 14,691

Fore-Left Damage
Threshold (Total Armor)
2 (19)

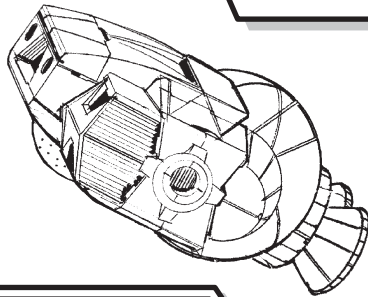
Fore-Right Damage
Threshold (Total Armor)
2 (19)



Aft-Left Damage
Threshold (Total Armor)
2 (19)

Aft-Right Damage
Threshold (Total Armor)
2 (19)

Aft Damage Threshold
(Total Armor)
2 (16)



CREW DATA

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 153 Marines: 0
 Passengers: 0 Elementals: 0
 Other: 32 Battle Armor: 0
 Life Boats/Escapes Pods: 0 / 8

CRITICAL DAMAGE

Avionics	+1	+2	+5	Life Support	+2
CIC	+2	+4	D		
Sensors	+1	+2	+5		
Thrusters					
Left	+1	+2	+3	D	
Right	+1	+2	+3	D	
Engine	-1	-2	-3	-4	-5 D

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										

HEAT DATA

Heat Sinks: 493 Single
 Heat Generation Per Arc
 Nose: 20
 Left/Right Fore: 46 / 46
 Left/Right Broadside: 46 / 46
 Left/Right Aft: 0 / 0
 Aft: 0

