

BATTLETECH™

JIHAD TURNING POINTS THARKAD™





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THARKADTM

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WILD THINGS

RUINS OF THE TRIAD, THARKAD CITY
THARKAD, LYRAN ALLIANCE
10 JANUARY, 3072

Wild.
Primal.
Feral.
Hunted.

For years Sergeant Todd Baker felt that way. Not even the simplest of actions—armored feet taking steps in the deep snow, hearing the soft crunch picked up by his external sensors—could claw his mind away from remembering all the animalistic emotions he'd felt for the past five years. He and his ragtag band of armored infantry had long since numbed most of their human instincts and even their sensory inputs. Not even the stench of sweat and filth from staying in their Rottweiler battle suits registered in his reddened, blotchy nose. Always worrying about a Blakist Hunter-Killer team attacking, his men ate, slept, and defecated in their machines, coming out just to swap power packs and put the used ones on the chargers.

This must be how ProtoMech pilots feel. He had heard stories about those Clan soldiers, with a connection and interface so integral to their machine they often would refuse to leave them unless forced. But for Baker's team, the need to stay in was more about survival than addiction. Afraid to light campfires and use space heaters, they stayed inside to gain shelter from the Tharkad cold. Always running, avoiding combat whenever possible, not even stopping to really survey the land to figure out where they would be if Tharkad was still in one piece.

Not that there was much to see on the outside. Contact with people outside his ten armored soldiers was sporadic during the best of times. It had been three weeks since they had last spotted non-Robes, a band of civilians foraging for food, not wanting to get near Baker's men for fear they would bring the Blake's Wrath upon them, and two months since they had picked up any sort of resistance radio traffic. Hell, his men, during one of their rare involved conversations, debated whether or not their former Archon Peter Steiner-Davion was free, or captured, or even if he was alive or dead.

We may be all that's left of the Lyrans military on Tharkad. For all we know may be the only Lyrans military left period.

It was easy to fall into such hyperbole. Baker sometimes pondered giving up and turning himself in to the Blakist hounds that had been on their trail for months. Almost gave in more than once. But the animalistic instinct to survive overwhelmed his mental and emotional fatigue, given strength by fear. Fear of what they might do to him after they had him. Fear of torture, brainwashing, and other unspeakable things.

But now, he felt something else. Something he had not been able to feel until this point. Not until the word came that the heavens were not to be feared anymore. Not until their radio receivers picked up the voice, broadcast on all channels and frequencies yesterday, overpowering even the constant jabber of Blakist propaganda, the voice with a German accent that he would have recognized from holo vid news reports even if it didn't announce its identity.

"This is Adam Steiner, Archon of the Lyrans Alliance. We have come to reclaim our system. You are to stand down and surrender to our authority. Woe to those who do not."

Ragnarok, but this time, not for us. He eyed the two squads of snow-white infantrymen huddled around the decrepit arm of a Zeus destroyed years ago but deliberately left by the Robes as a sign of futile resistance, and he felt an emotion he had been waiting to feel for quite some time. Six unarmored soldiers backed up by six light power armor suits.

His squad may be the only Lyrans military left on Tharkad, but Todd knew the Robes would put up a fight when the Archon landed. Even in his unit's state, it was his duty to take as much pressure off the relief force as possible. And finally, grinning wolfishly, he felt a long-absent clawing, tearing sensation in his chest.

He finally felt *unleashed*.

They treated us like animals all these years. Like wild dogs to be hunted for sport. But be careful what you wish for. Because now the wild dogs are hunting you.

Todd opened up the mic, his voice a deep gravelly growl.

"Take 'em. Make them hurt."

He pushed his speed as fast as he could, bounding toward the Blakists. Almost willing them not to do anything. Eventually they started to rise up out of their positions as they realized their trap was sprung on themselves. Their weapons, hastily aimed, missed most of the Lyrans; those scattered shots from personal weapons that did hit were ineffective against his suit's armor. The support weapons the light suits were manning were his biggest tactical worry—but for now, all he wanted was to make contact.

His last bound was the highest and the longest, forelegs reaching out like arms, slamming into the smaller of the Blakist troops. Having hundreds of kilograms of weight and momentum on his side, his primary target toppled over like an unsteady stack of children's building blocks while the others were brushed away, falling to the wayside for his comrades to deal with. His attempt to stop on the slick ice and snow-covered surface failed; he rode the soldier underneath, sliding back several meters.

The Blakist was screaming something as Todd looked on, probably out of pain as his shoulders were crushed beyond recognition under the weight of the Rottweiler's feet. Todd smiled at the sight of his prey beneath him.

Vicious snarls and joyous whoops over his comm channel took his attention away from the enemy's screams beneath him. A cursory glance at his screen showed him his men. Some had troopers pinned on the ground like him. Others simply rammed their targets into the mangled metal of the cold carcass of the Zeus. His four slower Fenrir were using the distraction of the initial charge to try to cut down the support crews before they had the chance to bring their heavy weapons to bear.

He knew more Blakists were inbound—at least another half-dozen heavier suits—and his men's power packs were almost all depleted. Silencing his prey's screams with a heavy metal claw to the face as he stepped forward, Todd wanted them there, wishing them to witness what they had sown being reaped by their comrades.

To witness that his thirst for revenge had only begun.



JIHAD TURNING POINTS

THARKAD

Welcome to a continuation of the Turning Point 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 Tharkad, 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*, pp. 132-138, and in the *Chaos Campaign Rule Ebook*) as well as standalone 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 provide 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 several official Record Sheets. The first is the FNR-4A *Fafnir Peter*, the custom salvaged command 'Mech of Archon Peter Steiner Davion. The next is a custom-modified DGR-7FC *Dragon Fire Gregory*, the 'Mech of Demi-Precentor (later Precentor) Gregory Kishimoto of the Thirty-seventh Word of Blake Division. Also included are WarShip record sheets for following classes: *Mjolnir*, *Tharkad*, *McKenna*, *Sovetskii Soyuz* and *Essex*, to use for *Orbit-to-Surface Fire* (see p. 103, SO).

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 tackling the capital of the Steiners, despite some real-life hiccups; to Herb for the inspiring story of the Eisenjager; and to Randall and Herb for the continuing opportunity to indulge me with my experiments.

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 that in mind when printing out the document.

THARKAD

Star Type (Recharge Time): G6V (187 hours)
Position in System: 5
Time to Jump Point: 7.01 days
Number of Satellites: 1 (Marsden)
Surface Gravity: 1.10
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 20° C (Arctic)
Surface Water: 80%
Recharging Station: Zenith, Nadir
HPG Class Type: A
Highest Native Life: Mammal
Population (3067): 7,000,000,000
Socio-Industrial Levels: A-A-A-A-C



THARKAD

A cold, bitter world, Tharkad holds few places to hide from winter's grasp. The world was discovered in 2310 by Seth Marsden, who fell in love with its tranquil beauty and personally funded the importation of various cold-weather plants and animals to bring this mineral-rich planet to life. Massive deposits of gemstones and radioactives would make Tharkad far more than a mere arctic getaway for the founder of the Protectorate of Donegal. Because of this, by 2407 the world had grown so prominent that it became then-Archon Alistair Marsden's first choice for the new capital of the Lyrans Commonwealth, bringing sizeable population growth to the four continents.

Tharkad City, located on the northern continent of Bremen, lies at the northern base of Mount Olympia. It includes the Triad, a massive complex of buildings that houses the royal palace, Government House, and the royal court and serves as the political apex of the Lyrans state. Not far away, on the crest of Mount Wotan, is Asgard, the military command center of the Lyrans armed forces. Though a massive subterranean fusion power plant keeps the cold at bay during the warmer months here, even it is insufficient for the colder winter months. Citizens often instead take a vacation to the tropical isles of the Tatyana chain in the planet's equatorial region, the sole island chain that does not see its woodlands and steppes covered in thick snow.

The majority of Tharkad's population lives on the Bremen continent, drawn as much by the capital as by the presence of major companies like TharHes Industries and Lockheed/CBM Corporation. Sprawling Tharkan cities can also be found on the continents of Franz, Grolsch, and Heidelberg, where much of the planet's commercial industries and mining concerns continue to do a thriving business, untouched by the climactic campaign fought at the end of the FedCom Civil War. Only the south polar continent of Sutherland remains uninhabited, too brutal for even staunch natives.

MAPSHEETS

The following tables represent the categories of terrain that can be found on the battlefields of Tharkad. Players may either select a map from the appropriate table or randomly determine which map to use.

OPTIONAL RULES

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

Base Terrain Types

- Rubble (Ultra) (see p. 39, TO)
- Sheer Cliffs (see p. 39, TO)
- Tundra (see p. 40, TO)

Terrain Modifications

- Black Ice (see p.40, TO)
- Deep Snow (see p. 41, TO)
- Fire (see p. 43, TO)
- Ice (see p. 50, TO)

Weather Conditions

- Light Gale (see p. 51, TO)
- Light Fog (see p. 57, TO)
- Heavy Snowfall/Sleet/Ice Storm (see p. 60, TO)

Naval Support

The following rule can be used by players using Word of Blake forces as the only units capable of naval support are the *McKenna*-class *Blake's Sword*, the *Essex*-class *Blake's Deliverance* (departed January 3068), the *Sovetskii Soyuz*-class *Stalwart Defender* (departed February 3068), and the *Tharkad*-class *Invincible* (captured January 3072), which the Blakists used to supplement their firepower on the ground up until January 3072. Lyrans units receive the *Mjolnir*-class *Fylgia*, and *Yggdrasil* for fire support in January 3072. The *Fox*-class *Ian McQuiston*, though present, guarded Adam Steiner's transports and was destroyed in January 3072.

THARKAD MAPSHEETS TABLE

	2D6 Result	Map
MOUNTAIN	2	Desert Mountain #1 (MS3, MSC1)
	3	Mountain Lake (MS2, MC1)
	4	Wide River (MS6, MC2)
	5	Deep Canyon #2 (MS5, MC2)
	6	Large Mountain #1 (MS5, MC2)
	7	Box Canyon (MS6, MC2)
	8	Large Mountain #2 (MS5, MC2)
	9	Deep Canyon #1 (MS5, MC2)
	10	Woodland (MS6, MSC2)
	11	River Valley (MS2, MC1)
	12	Desert Mountain #2 (MS3, MSC1)

	2D6 Result	Map
LIGHT URBAN	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)

*Place Light and Medium 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.

	2D6 Result	Map
FOREST	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)

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

*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 Tharkad campaign (in chronological order from December of 3067 through its liberation in January of 3072). Each synopsis lists the unit's arrival date on Tharkad; if there is no end date, the unit was present until the end of the campaign (Jan 3072). The *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 shows which Random Access Tables (see p. 267, *TW*) should be used to roll units if randomly determining a force. Abbreviations in italics are suggestions for advanced *RAT* options. To build a unit (if not using a player-defined unit from a campaign), follow the Unit Generation rules in *Total Warfare* (see p. 264, *TW*). To see which faction tables to roll from, see the *RAT* entry for each combatant. 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: Lyrans Alliance* (FMLA), *Field Manual: ComStar* (FMCS) *Field Manual: Warden Clans* (FMWC), *Field Manual: Updates* (FMU), *Jihad Secrets: Blake Documents* (BD), any of the *Field Manual: Mercenary* products (FMM, MS1, MS2, MSU) and the *Classic BattleTech Role-Playing Game* (CBT:RPG).

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 siege and occupation of Tharkad.

Royal Guards [Lyrans Alliance] (December 3067)

CO: Archon Peter Steiner-Davion

Average Experience: 2

RAT: House Steiner, FMLA, FMU

Unit Abilities: At the beginning of the game, the player controlling the Royal Guards must designate a command unit. Units belonging to the Royal Guards automatically use the shielding rules (see p. 19, *TO*) when an enemy unit targets the Command Unit. However, all shielding modifiers applied are doubled, and the shielding unit need not be adjacent to the command unit; the attack must only pass through the hex occupied by the Royal Guards unit.

Notes: In the immediate aftermath of the Blakist bombardment, the Archon merged the two shattered Guard units into one. Despite not having any other living soldiers at several points during the campaign, for morale purposes Peter refused to list the unit as destroyed, constantly cherry-picking men and material from the other units to keep the Royal Guards in existence.



Twenty-fourth Lyrans Guards RCT [Lyrans Alliance] (December 3067)

CO: Lieutenant-General Sabine Steiner

Average Experience: 2

RAT: House Steiner, FMLA, FMU

Unit Abilities: At the beginning of the game, the player controlling the Twenty-fourth must designate a command unit. As long as that command unit remains in play, the Twenty-fourth receives a +2 initiative bonus and may force the initiative.

Notes: With the destruction of the core of the Eleventh Arcturan Guard in the initial bombardment of Tharkad City, it fell to the Twenty-fourth to lead the resistance against the Blakist Invaders while the Royal Guards protected the Archon. The Twenty-fourth Guards, with the exception of a full company hiding out in Mako City, split into lances and ran a rela-



tively unsuccessful (but vicious) resistance campaign against the Word of Blake. After the constant cherry picking by Archon Peter, less than two combined arms companies survived until Adam Steiner's relief force arrived in 3072.

Thirty-seventh Division [Word of Blake] (Dec 3067)

CO: Precentor Roman McKinnsey (KIA, January 3071), Precentor Gregory Kishimoto (January 3071 and onward)

Average Experience: 2

RAT: Word of Blake, ComStar, Periphery, FMCS, FMU, BD

Unit Abilities: Initiated into the world of guerilla warfare on Tharkad, the Thirty-seventh Division receives a +1 Initiative modifier (to a maximum of +3) for each of the following conditions present in a scenario: Extreme Cold, Snow, Blizzard, Tainted atmospheres, Urban or Wooded terrain. If the Thirty-seventh is deployed as the Defender in a scenario, the controlling player may place up to one-third of this force's units (round up) as hidden units and may negate the opposing force's ability to use off-map movement. The Thirty-seventh Division may also ignore Forced Withdrawal rules.

Notes: Flustered by the quick rush of surviving Lyrans units into the ruins to battle them, the Thirty-seventh would go on with a heavy-handed occupation for several years that included orbital bombardment and constant artillery barrages. Their CO, Precentor Roman McKinnsey, was killed in a Lyrans ambush at the turn of 3071, leaving an angry Precentor Kishimoto to escalate the occupation to systematic destruction of civilian neighborhoods. A completely unknown unit prior to the occupation, the Thirty-seventh had only a pair of Level IIIs escape the system intact.



Fortieth Shadow Division [Word of Blake] (Feb 3068-Dec 3071)

CO: Precentor Sariel

Average Experience: 4

RAT: Word of Blake, FMU (WoB and LA), BD, House Steiner, FMLA

Unit Abilities: The controlling player, when rolling for BattleMech weight, may increase the result by 2 once for every three units being selected.

Notes: Only two Level IIIs of the Fortieth were identified as being on Tharkad, part of the initial batch of reinforcements to aid in hunting down of Lyrans resistance units—particularly Archon Peter Steiner-Davion. These would withdraw relatively intact to later assist with other portions of the Division during their raid on Arcturus. Elements of the Fortieth would withdraw a mere two weeks before Adam Steiner's coalition arrived to retake the system.



Lowbräu [Mercenary-Word of Blake] (Feb 3068)

CO: Major James Parker

Average Experience: 1

RAT: FMU, FMM, FMS1, FMS2, FMSU

Unit Abilities: Specializing in false colors, the Lowbräu often traveled unmolested, surprising the enemy by attacking from behind. Up to half of the Lowbräu may enter on any map edge outside its deployment zone (including the enemy's deployment map edge, if any) up to two turns after all the enemy units are deployed on the map.

Notes: Suspected of causing the fighting in the Lyons Thumb, the Lowbräu mysteriously disappeared right after appearing on Galatea. They resurfaced on Tharkad, assisting the Word of Blake by posing as Lyrans resistance units in order to locate and assassinate real resistance members. Supposedly wiped out during the retaking of Tharkad by Adam Steiner's coalition forces, no one is sure if they weren't instead able to slip away in the confusion. While several other minor mercenary lances were present, all fell under the Lowbräu's command due to contract clauses set up by the Word.



Third Lyran Guards RCT [Lyran Alliance] (Jan 3072)**CO:** Leutnant-General Paul Zardetto**Average Experience:** 3**RAT:** House Steiner, FMLA, FMU

Unit Abilities: Since 3068, the Third Lyran Guards trained night and day for four years to reclaim Tharkad. When performing combat drops onto the battlefield, units with the Third Lyran gain a +3 bonus when making their landing rolls. The Third Lyran Guards also gain a +1 Initiative bonus.

Notes: Relatively unscathed during the Jihad, the Third Lyran Guards supposedly traveled to the Bolan front early on but did not see any action. In reality, they were training to re-take Tharkad under Adam Steiner's orders. The Third saw the heaviest action among the allied coalition force, making the initial combat drop to hold open various landing zones for the rest of the forces before rotating in for repairs once the LZs were secured. Assisted by a temperamental Jade Falcon Nova sent by Khan Marthe Pryde, the Third broke into smaller units and conducted spoiler attacks on Word of Blake counterattacks.

**Twentieth Arcturan Guards RCT [Lyran Alliance] (Jan 3072)****CO:** Leutnant-General Alden Gray**Average Experience:** 2**RAT:** House Steiner, FMLA, FMU

Unit Abilities: If using any of the ice or snowfall terrain modification or weather conditions, members of the Twentieth Arcturan gain a -2 bonus to their Piloting Skill target numbers.

Notes: Despite being under strength, the "Peter's Pride" RCT fought tooth and nail to be included in the task force to rescue Peter Steiner-Davion and re-take Tharkad. Upon landing, the Twentieth marched en-masse in a massive "Thunder Run" action until they met up with their namesake. At that point, they took over bodyguard duties from the handful of surviving Royal Guard units until the end of the campaign, much to Adam Steiner's dismay. Only after a forced march back to the main staging ground for the allies escorting Peter to safety did half of the Twentieth rejoin their comrades in the campaign to eject the Blakists.

**Kell Hounds First Regiment [Mercenary—Lyran Alliance] (Jan 3072)****CO:** Lt. Colonel Akira Brahe**Average Experience:** 3**RAT:** Clan Wolf, Mercenary, FMU, FMM, FMS1, FMS2, FMSU

Unit Abilities: Beginning in turn 5, any opposing force facing the Kell Hounds First Regiment loses any initiative bonus it might have had, unless it outnumbers the Kell Hound forces by a margin of two-to-one or more at the start of the turn.

Notes: Though demoralized by the loss of Daniel Allard years ago, the Wild Hunters nonetheless determined to prove their worth by attempting to encircle and prevent withdrawing Blake units from escaping. Colonel Brahe held the Grave Walkers and the Wolf's Dragoons in reserve until the end of the campaign, where they were used in stop-gap measures to replace fallen Hounds. Out of the two, only the Grave Walkers would see real combat, handily defeating probing raids by the Thirty-seventh; Adam Steiner lacked the confidence to send the Dragoons into combat due to their continued morale problems.

**Thirteenth Wolf Guard Cluster [Clan—Lyran Alliance] (Jan 3072)****CO:** Star Colonel Darryl Kerensky**Average Experience:** 4**RAT:** Clan Wolf, Wolf (in-exile), FMWC, FMU,

Unit Abilities: The Thirteenth Wolf Guard may force the initiative as long as it is deployed on the map.

Notes: While other units surrounded and pinned the Word of Blake forces in place, the Thirteenth Wolf Guards used their superior weapons to pound the enemy into dust, taking few casualties in the process. The only real difficulty the Thirteenth faced was constant bickering by the token Jade Falcon forces, who felt the Thirteenth was glory-hogging during the campaign, despite the Falcons receiving the honor of landing first.



TRACKS: THARKAD

SIFTING THROUGH THE RUBBLE

SITUATION

*Ruins of Triad, Tharkad City
5 December 3067*

As WarShip-grade weapons struck the unsuspecting Lyran populace, a series of massive explosions ripped up from underneath the capital city, killing millions. While radiation cloud was settling, Word of Blake shock troops performed a combat drop to secure a landing zone around the former spaceport.

With the core of the Eleventh Arcturan Guards destroyed and their crown jewel city shattered, the surviving Twenty-fourth Lyran Guards crawled out of the rubble with one goal; punish the Word of Blake as they landed.

GAME SETUP

Recommended Terrain: Urban Ruins, Light Urban, Mountain

Attacker

Recommended Forces: Word of Blake Thirty-seventh Division

The Attacker is performing a combat drop, deploying up to six units via combat-dropping rules. For every turn after, the Attacker 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: Royal Guards, Twenty-fourth Lyran Guards RCT

The defender may enter on any edge of the battlefield.

WARCHEST

Track Cost: 600

Optional Bonuses

+200 Fallout: Use the Toxic Radiological rules from Tactical Operations (pg 56).

+200 Chain Reaction: The bombardment has sent off a series of mysterious underground explosion. In addition to the Unsteady Ground Special Rules, Falling Damage does an additional 10 points of damage.

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)**

SPECIAL RULES

The following rules are in effect for this track:

Unsteady Ground

The huge explosions have left large pockets of hollow ground and hidden sinkholes. Whenever a unit fails a Piloting/Driving Skill roll while occupying a paved or rubble hex, roll 2d6 for a Sinkhole check. On a result of 8 or more, the pavement weakens and a hole opens up (Sublevel 1) in the hex in which the failed Piloting Skill roll occurs. Because the unit already failed its Piloting Check, the unit automatically falls; roll Falling Damage as normal. If the unit is a ground vehicle skidding or sideslipping, it falls in the hex rather than skidding or sideslipping normally.

AFTERMATH

The shock and awe of the initial bombardment and massive destruction gave the Word of Blake all it needed to land their initial forces in the center of what was left of Tharkad city spaceport. This defeat demoralized the Lyran defense forces and set the stage for several years of Blakist occupation.

TAKING A BULLET

SITUATION

*Ruins of Tharkad Spaceport, Tharkad City
18 March 3069*

After watching their capital lie under siege for so long, several groups of Coventry province DropShip and aerospace fighter formations gathered to attempt to break the Blakist blockade—or at least evacuate as many Lyrans as possible. To assist the makeshift assault, the Archon and his Royal Guards came out in the open to secure a landing zone, hoping they could get past the *Invincible*.

Unfortunately, that gave the Blakist hunter-killer teams the chance they needed to end their little “Archon Problem” once and for all.

GAME SETUP

Recommended Terrain: Mountain, Light Urban, Urban Ruins

Attacker

Recommended Forces: Word of Blake Thirty-seventh Division, Word of Blake Fortieth Shadow Division

The Attacker begins by entering from their designated home edge on Turn 1.

Defender

Recommended Forces: Royal Guards, Twenty-fourth Lyran Guards RCT

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

WARCHEST**Track Cost:** 1,000**Optional Bonuses**

+300 Maximum damage: 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 in this ebook; their 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: 600)**

2. Pushing 'til it gives: A player's designated commander makes its off the opposing edge. **(Reward: 600)**

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 remnants of the Royal Guards lived up to their oath, selling themselves dearly one by one to protect the Archon against overwhelming odds. Though less than a mixed company survived, they bought enough time for Peter Steiner-Davion to slip away to safety before the Blakist orbital assets could be brought to bear after turning back the frustrated Lyran naval task force.

NEW YEAR'S EVE MASSACRE

SITUATION

*Semier Data Tron Compound, Mako City Outskirts
31 December 3070*

The last stronghold the Lyrans had was relatively potent and fortified. A DropShip construction facility in Mako Valley hid more than a battalion of LAAF and corporate hired mercenaries, along with groups of converted WorkMechs to deter any would-be patrol. To keep the Word of Blake out, executives seemingly pledged their loyalties and cooperation to the Blakists "in the interest of the company." However, it was only a matter of time before the Word found out the corporation's true loyalties.

When they finally did, forces marched out to surround the complex, and the Lyran soldiers revealed themselves to buy time until their officers could be whisked away.

GAME SETUP

Recommended Terrain: Forest, Light Urban, Urban Ruins

Attacker

Recommended Forces: Thirty-seventh Division, Fortieth Shadow Division

The Attacker may enter from any map edge, but must have at least one unit entering from each map edge.

Defender

Recommended Forces: Twenty-fourth Lyran Guards RCT, Royal Guards

Before placing units, the Defender must select three hexes and place intact hardened buildings on them to house their officers. The Defender may set up anywhere on the battlefield.

WARCHEST**Track Cost:** 1,000**Optional Bonuses**

+200 Fanatical: All units will 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 New moon knife fight: Use the Moonless Night rules from *Tactical Operations* (pg 58). Only one out of six units on each side may mount a searchlight.

OBJECTIVES

1. Maximum damage: Destroy at least half of the opposing force. **(Reward: 500)**

2. Capture the leaders: Seize control of the buildings that houses the defending officers. **(Reward: 200 per building)**

SPECIAL RULES

The following rules are in effect for this track:

Seizing Buildings

In order to take control of a building, an operational unit (including units that are Crippled but not Destroyed) must remain in an adjacent hex for at least 5 turns. If any enemy units are adjacent to the same building during the End Phase of a turn, that turn will not count toward the total. Units do not need to be in contact the entire time, but the player's force *must* remain in uncontested contact for 5 full turns.

Destroying a building has no effect on seizing the location for Objective purposes.

AFTERMATH

Precentor McKinnsey easily surrounded the complex and both sides traded brutal blows until the *Invincible* came into range. The subsequent orbital strikes shattered the defenders, killed hundreds of civilians and breaking the back of organized LAAF resistance, providing the Word with hours of propaganda vids.

REASSERTING AUTHORITY

SITUATION

*Outskirts of Tropicana, Tatyana Island Chain
16 June 3071*

Brought in by the Word of Blake to assist in the counter-insurgency operation, the Lowbräu proved to be more helpful than expected, as they often masqueraded as resistance units themselves to get close to their targets.

The surviving Lyran resistance units eventually caught on and showed their pursuers they could play the same game.

GAME SETUP

Recommended Terrain: Mountain, Light Urban, Forest

Attacker

Recommended Forces: Lowbräu, Fortieth Shadow Division

The Attacker may choose to enter from any map edge, making it their home edge.

Defender

Recommended Forces: Twenty-fourth Lyran Guards RCT, Royal Guards

The Defender may set up anywhere on the battlefield but at least halfway across the battlefield from the attacker home edge, with the opposite edge considered their home edge.

WARCHEST

Track Cost: 600

Optional Bonuses

+200 Hidden Support: Up to a third of a player's force may be deployed hidden on the battlefield at the start of the game.

+200 Monsoon Season: Use the Torrential Downpour rules from *Tactical Operations* (pg. 59).

OBJECTIVES

1. Maximum damage: Destroy at least half of the opposing force. **(Reward: 300)**

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

SPECIAL RULES

The following rules are in effect for this track:

Free Fire Zone

Up to half the units on each side may turn traitor at some point in the battle. Beginning on Turn 2, roll 2d6 for each functional unit; on a result of 10+, that unit switches sides. Once a unit has switched sides, that unit makes no more rolls. Continue this search during each Initiative phase until half of a player's units have switched sides, or Turn 5 is reached. This effect lasts through the end of the battle.

AFTERMATH

A standard hunter-killer operation quickly devolved into a free-for-all, as neither side could differentiate between friend or foe after the first couple volleys. Though both sides claimed victory, both withdrew to lick their (often self-inflicted) wounds.

Homecoming

SITUATION

*Sassafras Valley, Franz
11 January 3072*

After years of preparation and planning, Adam Steiner led a coalition of various Lyran, mercenary, and even Clan units supported by Lyran Battlecruisers to retake Tharkad. After a brutal several hours of combat, the battered Lyran forces crippled and retook the ancient *Invincible* and scattered the fleet of Pocket WarShips.

But control of deep space was just one step in the campaign. The Allied coalition needed to secure landing zones on the devastated areas of Tharkad, something the Word of Blake would not allow without a fight as they fired at the BattleMechs streaking to the ground.

GAME SETUP

Recommended Terrain: Light Urban, Forest, Urban Ruins

Attacker

Recommended Forces: Third Lyran Guards, Twentieth Arcturan Guards, First Kell Hounds, Thirteenth Wolf Guards

The Attacker enters via Combat Drop (see *Dropping Troops*, p. 22, 50) and may attempt to land on any hex. Any attacking unit who failed a landing attempt that resulted in a landing off the board is considered destroyed for the purposes of the track. The Attacker's home edge is considered opposite of the Defender's chosen edge.

Defender

Recommended Forces: Thirty-seventh Division, Lowbräu

The Defender may enter from any one map edge at the beginning of Turn 2. That edge is considered their home edge and does not need to be declared until the start of Turn 2.

WARCHEST

Track Cost: 800

Optional Bonuses

+400 Air support: Up to three medium aerospace fighters will be deployed by the opposing side, chosen by rolling on the appropriate RAT.

+200 Harsh weather: Use the Strong Gale rules from *Tactical Operations* (p. 61).

OBJECTIVES

1. No quarter asked, none given: Destroy at least 75 percent of the opposing force. **(Reward: 400)**

2. Make it to the rally point: At least half of a player's force must leave the map via the opposing side's home edge. **(Reward: 400)**

SPECIAL RULES

The following rules are in effect for this track:

Prior Damage

Prior to the start of the battle, each unit on both sides receives

3d6 damage, distributed normally in 5 point groups. Reroll any damage that would result in a Crippled or Destroyed unit.

AFTERMATH

The loss of the *Invincible* cost the Word of Blake their trump card and their orbital advantage over the Lyrans. Using overwhelming numbers, the allied coalition handily beat back the desperate attempts by the Blakists to keep them from establishing their landing zones on the various continents. Bad weather scattered many of the initial drops away from their designated rendezvous points.

WILL OF STEEL

SITUATION

Tharkad Spaceport, Tharkad City
26 January 3072

After the Lyrans secured several vital strongpoints, the Thirty-seventh Division knew their position was untenable and began withdrawing into the spaceport to lift off. Several units volunteered to stay behind to hold the line at all costs to allow the bulk of the survivors to withdraw.

But the Allied Lyran coalition did not care; after witnessing the carnage inflicted on their capital world, they wanted payback. And they wanted that payment in blood.

GAME SETUP

Recommended Terrain: Light Urban, Urban Ruins, Mountain
Select a minimum of three maps to be used.

Attacker

Recommended Forces: Twentieth Arcturan Guards, First Kell Hounds, Thirteenth Wolf Guards

The Attacker may choose to enter from either the eastern or western edge of the battlefield. Designate one unit as the overall force commander.

Defender

Recommended Forces: Thirty-seventh Division, Lowbräu

The Defender may be deployed anywhere on the map but must be at least ten hexes away from the Attacker's entry edge. Designate one unit as the overall force commander.

WARCHEST

Track Cost: 1,000

Optional Bonuses

+400 Booby Traps: The Defender secretly chooses up to four buildings prior to the start of the game to be rigged for explosions. These building traps are command-detonated and explode as a 30-point minefield. Damage is resolved as an artillery attack on that hex. Once detonated, the building is reduced to rubble.

+200 Fanatical: When a unit on either side reaches Crippled status, it receives a +1 bonus to all Piloting and Gunnery skills. These units must still follow the *Forced Withdrawal* special rule, below.

OBJECTIVES

1. Revenge: Destroy at least 75 percent of the opposing force. **(Reward: 800)**

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

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

Both sides are operating under the *Forced Withdrawal* rules (see p. 258, *TW*).

No Holds Barred

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

AFTERMATH

Only about a third of the Thirty-seventh made it off-world, the rest holding the line and bluffing to use nuclear weapons to prevent their destruction as they lifted off. When Adam called on all the survivors to gather at the shattered capital, only a combined arms battalion of various line troops, corporate soldiers, mercenaries, and homegrown resistance fighters remained to answer the call. The showing was a testament to the thoroughness of the Word of Blake. After five long years and over ten million dead, a devastated Tharkad and Peter Steiner-Davion were finally free.

'MECH DATA

Movement Points:	Tonnage: 75
Walking: 4 [5]	Tech Base: Inner Sphere
Running: 6 [8]	3067
Jumping: 0	

Name: _____

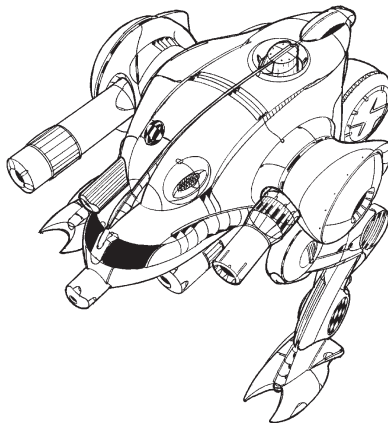
Gunnery Skill: ____ Piloting Skill: ____

Hits Taken

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

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	RA	10	10	—	5	10	15
				[DE,H,A,I]				
1	Light PPC	LA	5	5 [DE]	3	6	12	18
1	Heavy Gauss Rifle	LT/CT	2	25/20/10	4	6	13	20
				[DB,X,V]				
2	ER Medium Laser	H	5	5 [DE]	—	4	8	12
1	Improved C³ CPU	RT	—	[E]	—	—	—	—

BV: 2,230



Head (9)

Left Torso (26)

Right Torso (26)

Left Arm (24)

Right Arm (24)

Left Leg (32)

Right Leg (32)

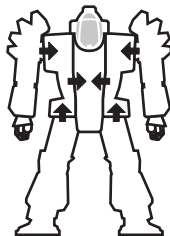
Center Torso (38)

Center Torso Rear (8)

Left Torso Rear (6)

Right Torso Rear (6)

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel



Damage Transfer Diagram

Heat
Scale

Diagram of a humanoid robot with the following labeled parts and counts:

- Head
- Left Torso (16)
- Right Torso (16)
- Left Arm (12)
- Right Arm (12)
- Center Torso (23)
- Left Leg (16)
- Right Leg (16)

Heat Level*	Effects	Heat Sinks: 11 (22) 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	



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: FNR-4A FAFNIR PETER

Movement Points: Tonnage: 100
Walking: 3 Tech Base: Inner Sphere
Running: 5 3063
Jumping: 0

WARRIOR DATA

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

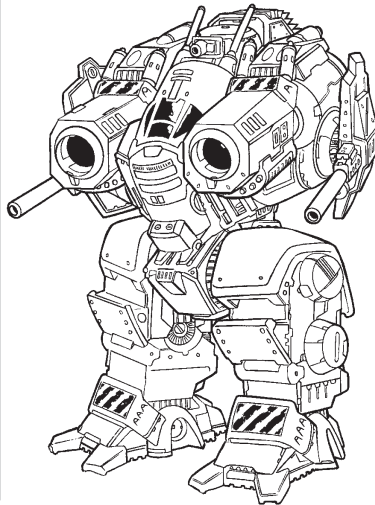
1	2	3	4	5	6
3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

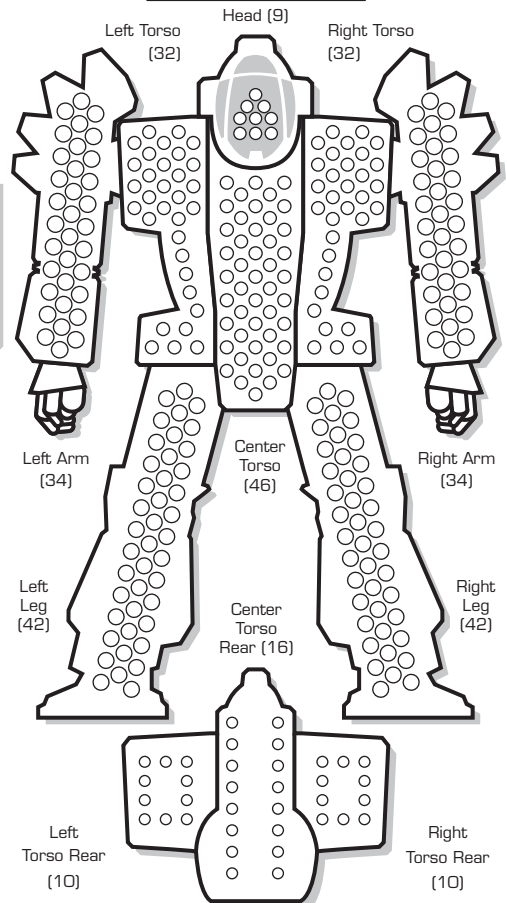
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Med. Pulse Laser	RA	4	6 [P]	—	2	4	6
3	Rocket Launcher 10	RA	3	1/Msl.	—	5	11	18
[M,C,OS]								
1	Med. Pulse Laser	LA	4	6 [P]	—	2	4	6
3	Rocket Launcher 10	LA	3	1/Msl.	—	5	11	18
[M,C,OS]								
1	Heavy Gauss Rifle	RT	2	25/20/10	4	6	13	20
[DB,X,V]								
2	ER Large Laser	LT	12	10 [DE]	—	7	14	19
3	Rocket Launcher 10	LT	3	1/Msl.	—	5	11	18
[M,C,OS]								
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	C³ Slave Unit	CT	—	[E]	—	—	—	—
1	Rocket Launcher 10	CT	3	1/Msl.	—	5	11	18
[M,C,OS]								
1	Med. Pulse Laser	H	4	6 [P]	—	2	4	6

Cost: 13,566,000 C-bills

BV: 2,458



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Medium Pulse Laser
- Hand Actuator
- Rocket Launcher 10
- Rocket Launcher 10

- Rocket Launcher 10
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 ER Large Laser
- ER Large Laser
- ER Large Laser

- ER Large Laser
- Rocket Launcher 10
- Rocket Launcher 10
- 4-6 Rocket Launcher 10
- Endo Steel
- Endo Steel

Left Leg

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

Head

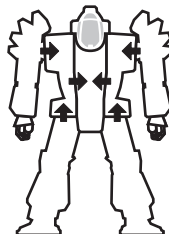
- Life Support
- Sensors
- Cockpit
4. Medium Pulse Laser
- Sensors
- Life Support

Center Torso

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

- Fusion Engine
- Fusion Engine
- 4-6 Guardian ECM Suite
- Guardian ECM Suite
- C³ Slave Unit
- Rocket Launcher 10

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Medium Pulse Laser
- Rocket Launcher 10
- Rocket Launcher 10
- Rocket Launcher 10

- Ammo (Hvy Gauss) 4
- Ammo (Hvy Gauss) 4
- 4-6 Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Torso

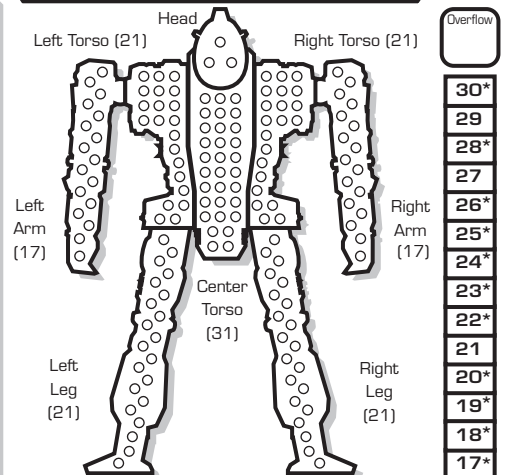
- Heavy Gauss Rifle
- Heavy Gauss Rifle
3. Heavy Gauss Rifle
- 1-3 Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle

- Heavy Gauss Rifle
- Heavy Gauss Rifle
3. Heavy Gauss Rifle
- 4-6 Heavy Gauss Rifle
- Heavy Gauss Rifle
- CASE

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
5. Ammo (Hvy Gauss) 4
6. Ammo (Hvy Gauss) 4

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

BATTLETECH

ARMOR DIAGRAM

Capital Scale



WARSHIP RECORD SHEET

WARSHIP DATA

Type: **ESSEX (DESTROYER)**

Name: _____ Tonnage: 620,000
 Thrust: _____ Tech Base: Inner Sphere 2711
 Safe Thrust: 3
 Maximum Thrust: 5
 DropShip Capacity: 0
 Fighters/Small Craft: 6 / 4 Launch Rate: 8/turn

Weapons & Equipment Inventory

Capital Scale		(1-12)	(13-24)	(25-40)	(41-50)	
Bay	Loc	Ht	SRV	MRV	LRV	ERV
2 NAC/20 (32 rnds)	N	120	40	40	40	—
3 NAC/20 (51 rnds)	FL/FR	180	60	60	60	—
1 Barracuda (10 misls)	FL/FR	10	2	2	2	2
2 NL35	L/R BS	104	7	7	7	—
2 Medium NPPC	L/R BS	270	18	18	18	18
2 NL35	AL/AR	104	7	7	7	—
2 Medium NPPC	AL/AR	270	18	18	18	18
2 NAC/20 (32 rnds)	Aft	120	40	40	40	—
2 NAC/20 (34 rnds)	Aft	120	40	40	40	—
1 Barracuda (10 misls)	Aft	10	2	2	2	2

Grav Decks:

Grav Deck #1: 55-meter

Cargo:

Bay 1: Fighters (6) (2 doors)
 Bay 2: Small Craft (4) (2 doors)
 Bay 3: Cargo (132,631 Tons) (1 door)

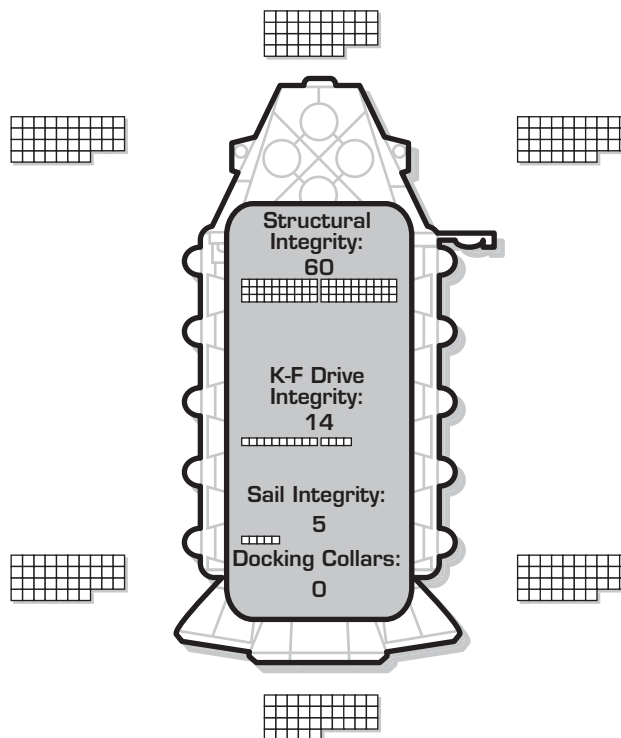
Ammo: NAC/20 (200) Barracuda (30)

Cost: 6,382,317,600 C-bills BV: 60,935

Fore-Left Damage
Threshold (Total Armor)
4 (37)

Nose Damage Threshold
(Total Armor)
4 (37)

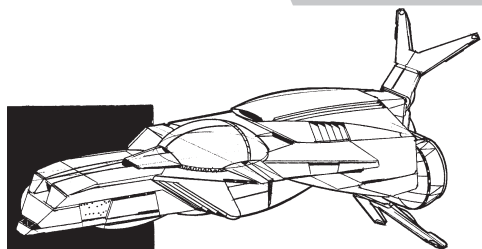
Fore-Right Damage
Threshold (Total Armor)
4 (37)



Aft-Left Damage
Threshold (Total Armor)
4 (37)

Aft Damage Threshold
(Total Armor)
4 (35)

Aft-Right Damage
Threshold (Total Armor)
4 (37)



CREW DATA

Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken: 1 2 3 4 5 6
 Modifier: +1 +2 +3 +4 +5 Incp.
 Crew: 120 Marines: 0
 Passengers: 0 Elementals: 0
 Other: 32 Battle Armor: 0
 Life Boats/Escapes Pods: 6 / 6

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: 746
 (1,492) Double
 Heat Generation Per Arc
 Nose: 120
 Left/Right Fore: 190 / 190
 Left/Right Broadside: 374 / 374
 Left/Right Aft: 374 / 374
 Aft: 250

BATTLETECH™

ARMOR DIAGRAM

Capital Scale



WARSHIP RECORD SHEET

Nose Damage Threshold
(Total Armor)
7 (70)

WARSHIP DATA

Type: FOX (CORVETTE)

Name: _____ Tonnage: 240,000
Thrust: _____ Tech Base: Inner Sphere
Safe Thrust: 3 3057
Maximum Thrust: 5
DropShip Capacity: 5
Fighters/Small Craft: 12/2 Launch Rate: 14

Weapons & Equipment Inventory

Capital Scale			(1-12)	(13-24)	(25-40)	(41-50)
Bay	Loc	Ht	SRV	MRV	LRV	ERV
2 NAC/10 (40 rnds)	N	60	20	20	20	—
1 Barracuda (10 misls)	N	10	2	2	2	2
1 NAC/10 (20 rnds)	FL/FR	30	10	10	10	—
1 NL45	FL/FR	155	10	10	10	10
1 NL55						
1 Barracuda (10 misls)	L/R BS	10	2	2	2	2
1 NAC/10 (20 rnds)	L/R BS	30	10	10	10	—
1 Barracuda (10 misls)	L/R BS	10	2	2	2	2
1 NAC/10 (20 rnds)	AL/AR	30	10	10	10	—
1 NL45	AL/AR	155	10	10	10	10
1 NL55						
1 Barracuda (10 misls)	AL/AR	10	2	2	2	2
2 NAC/10 (40 rnds)	A	60	20	20	20	—
1 Barracuda (10 misls)	A	10	2	2	2	2

Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)
Bay	Loc	Ht	SRV	MRV	LRV	ERV
1 AMS (24 rnds)	N	1	—	—	—	Point Defense
1 Machine Gun (200 rnds)	N	0	0(2)	—	—	Point Defense
4 Large Pulse Laser	N	40	4(36)	4(36)	—	—
1 AMS (24 rnds)	FL/FR	1	—	—	—	Point Defense
1 Machine Gun (200 rnds)	FL/FR	0	0(2)	—	—	Point Defense
1 Large Pulse Laser	FL/FR	10	1(9)	1(9)	—	—
2 Large Pulse Laser	L/FR BS	20	2(18)	2(18)	—	—
1 AMS (24 rnds)	AL/AR	1	—	—	—	Point Defense
1 Machine Gun (200 rnds)	AL/AR	0	0(2)	—	—	Point Defense
1 Large Pulse Laser	AL/AR	10	1(9)	1(9)	—	—
1 AMS (24 rnds)	A	1	—	—	—	Point Defense
1 Machine Gun (200 rnds)	A	0	0(2)	—	—	Point Defense
4 Large Pulse Laser	A	40	4(36)	4(36)	—	—

Lithium Fusion Battery

Grav Decks:

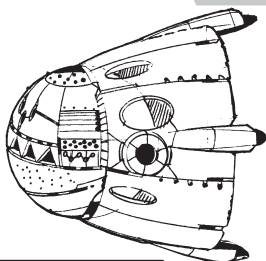
Grav Deck #1: 122-meter

Cargo:

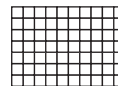
Bay 1: Fighters (12) (6 doors)
Bay 2: Small Craft (2) (1 door)
Bay 3: Cargo (15,109 Tons) (1 door)

Ammo: NAC/10 (80) Barracuda (80)
MG (1,200) AMS (144)

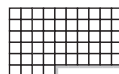
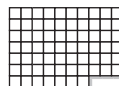
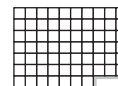
Cost: 19,386,453,600 C-bills BV: 33,526



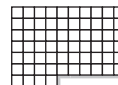
Fore-Left Damage
Threshold (Total Armor)
7 (67)



Fore-Right Damage
Threshold (Total Armor)
7 (67)



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



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

Aft Damage Threshold
(Total Armor)
7 (64)

CREW DATA

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.
Crew:	124	Marines:	0			
Passengers:	0	Elementals:	0			
Other:	34	Battle Armor:	0			
Life Boats/Escapes Pods: 12/0						

CRITICAL DAMAGE

Avionics	+1	+2	+5	Life Support	+2
CIC	+2	+4	0		
Sensors	+1	+2	+5		
Thrusters					
Left	+1	+2	+3	0	
Right	+1	+2	+3	0	
Engine	-1	-2	-3	-4	-5 0

HEAT DATA

Heat Sinks:	Heat Generation Per Arc
338	Nose: 111
(676)	Left/Right Fore: 206 / 206
Double	Left/Right Broadside: 60 / 60
	Left/Right Aft: 206 / 206
	Aft: 111

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™

WARSHIP RECORD SHEET

ARMOR DIAGRAM

Capital Scale



Nose Damage Threshold
(Total Armor)
20 (200)

Fore-Right Damage
Threshold (Total Armor)
25 (250)

Fore-Left Damage
Threshold (Total Armor)
25 (250)

WARSHIP DATA

Type: MCKENNA (BATTLESHIP)

Name: _____ Tonnage: 1,930,000
Thrust: _____ Tech Base: Inner Sphere
Safe Thrust: 3 2652
Maximum Thrust: 5
DropShip Capacity: 6
Fighters/Small Craft: 50/16 Launch Rate: 16

Weapons & Equipment Inventory

Capital Scale			(1-12)	(13-24)	(25-40)	(41-50)
Bay	Loc	Ht	SRV	MRV	LRV	ERV
2 NL55	N	170	11	11	11	11
1 NAC/40 (41 rnds)	N	135	40	40	—	—
1 NAC/40 (41 rnds)	N	135	40	40	—	—
3 NL55	FL/FR	255	17	17	17	17
1 NAC/40 (41 rnds)	FL/FR	135	40	40	—	—
1 NAC/40 (42 rnds)	FL/FR	135	40	40	—	—
1 NAC/40 (42 rnds)	FL/FR	135	40	40	—	—
1 AR10 (4KW, 4VWS, 5B)	FL/FR	20	*	*	*	*
1 AR10 (3KW, 3VWS, 5B)	FL/FR	20	*	*	*	*
4 Heavy NPPC	L/R BS	900	60	60	60	60
4 Heavy NPPC	L/R BS	900	60	60	60	60
4 Heavy NPPC	L/R BS	900	60	60	60	60
4 Heavy NPPC	AL/AR	900	60	60	60	60
4 Heavy NPPC	AL/AR	900	60	60	60	60
4 Heavy NPPC	AL/AR	900	60	60	60	60
4 NL55	A	340	22	22	22	22
1 NAC/40 (42 rnds)	A	135	40	40	—	—
1 NAC/40 (42 rnds)	A	135	40	40	—	—
1 NAC/40 (42 rnds)	A	135	40	40	—	—
1 NAC/40 (42 rnds)	A	135	40	40	—	—
1 AR10 (4KW, 3VWS, 5B)	A	20	*	*	*	*
1 AR10 (4KW, 3VWS, 5B)	A	20	*	*	*	*

Lithium Fusion Battery

Grav Decks:

Grav Deck #1-2: 45-meter

Grav Deck #3: 75-meter

Cargo:

Bay 1: Fighters (25) (4 doors)

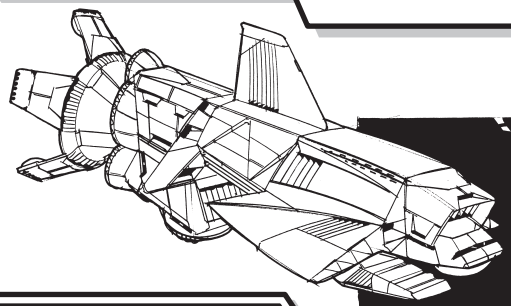
Bay 2: Small Craft (25) (4 doors)

Bay 3: Cargo (265,010 Tons) (2 door)

Small Craft (16)

Ammo: NAC/40 (500) Killer Whale (20), *AV=4
White Shark (20), *AV=3 Barracuda (30), *AV=2

Cost: 30,969,744,800 C-bills BV: 193,164



CREW DATA

Gunnery Skill: _____ Piloting Skill: _____

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

Crew: 579 Marines: 0

Passengers: 0 Elementals: 0

Other: 180 Battle Armor: 0

Life Boats/Escapes Pods: 30/30

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
6,325	Nose: 440
(12,650)	Left/Right Fore: 700 / 700
Double	Left/Right Broadside: 2,700 / 2,700
	Left/Right Aft: 2,700 / 2,700
	Aft: 920

BATTLETECH™

WARSHIP RECORD SHEET

ARMOR DIAGRAM

Capital Scale



Nose Damage Threshold
(Total Armor)
51 (504)

WARSHIP DATA

Type: MJOLNIR (BATTLECRUISER)

Name: _____ Tonnage: 1,250,000
Thrust: _____ Tech Base: Inner Sphere
Safe Thrust: 4 3061
Maximum Thrust: 6
DropShip Capacity: 4
Fighters/Small Craft: 36/0 Launch Rate: 16

Weapons & Equipment Inventory

Capital Scale		[1-12] [13-24][25-40][41-50]				
Bay	Loc	Ht	SRV	MRV	LRV	ERV
2 NAC/30 (50 rnds)	N	200	60	60	60	—
1 NAC/40 (12 rnds)	N	135	40	40	—	—
1 NAC/40 (12 rnds)	N	135	40	40	—	—
Heavy NPCC	N	450	30	30	30	30
Heavy N-Gauss (50 rnds)	N	36	60	60	60	60
AR10 (9KW,9WS,9B)	N	40	*	*	*	*
NAC/35 (50 rnds)	FL/FR	240	70	70	—	—
Medium NPCC	FL/FR	270	18	18	18	18
AR10 (8KW,8WS,8B)	FL/FR	40	*	*	*	*
NAC/30 (50 rnds)	L/R BS	200	60	60	60	—
1 NAC/40 (13 rnds)	L/R BS	135	40	40	—	—
1 NAC/40 (13 rnds)	L/R BS	135	40	40	—	—
NAC/40 (12 rnds)	L/R BS	135	40	40	—	—
Heavy NPCC	L/R BS	450	30	30	30	30
NAC/35 (50 rnds)	AL/AR	240	70	70	—	—
Medium NPCC	AL/AR	270	18	18	18	18
AR10 (8KW,8WS,8B)	AL/AR	40	*	*	*	*
NAC/30 (50 rnds)	A	200	60	60	60	—
Heavy NPCC	A	450	30	30	30	30
Heavy N-Gauss (50 rnds)	A	36	60	60	60	60
AR10 (9KW,9WS,9B)	N	40	*	*	*	*

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)	—
2 LRM 20+Artemis IV (24 salvos)	N	12	3(32)	3(32)	3(32)	—
2 SRM 6+Artemis IV (30 salvos)	N	8	2(20)	—	—	—
4 ER Large Laser	FL/FR	48	3(32)	3(32)	3(32)	—
2 LRM 20+Artemis IV (24 salvos)	FL/FR	12	3(32)	3(32)	3(32)	—
2 SRM 6+Artemis IV (30 salvos)	FL/FR	8	2(20)	—	—	—
4 ER Large Laser	L/R BS	48	3(32)	3(32)	3(32)	—
2 LRM 20+Artemis IV (24 salvos)	L/R BS	12	3(32)	3(32)	3(32)	—
2 SRM 6+Artemis IV (30 salvos)	L/R BS	8	2(20)	—	—	—
4 ER Large Laser	AL/AR	48	3(32)	3(32)	3(32)	—
2 LRM 20+Artemis IV (24 salvos)	AL/AR	12	3(32)	3(32)	3(32)	—
2 SRM 6+Artemis IV (30 salvos)	AL/AR	8	2(20)	—	—	—
4 ER Large Laser	A	48	3(32)	3(32)	3(32)	—
2 LRM 20+Artemis IV (24 rnds)	A	12	3(32)	3(32)	3(32)	—
2 SRM 6+Artemis IV (30 rnds)	A	8	2(20)	—	—	—

Grav Decks:

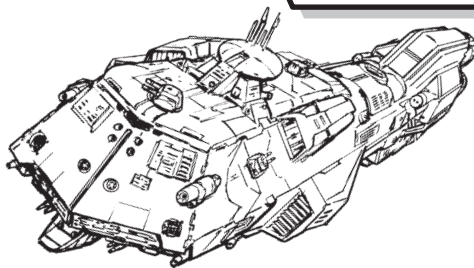
Grav Deck #1: 135-meter

Cargo:

Bay 1: Fighters (18) (4 doors)
Bay 2: Fighters (18) (4 doors)
Bay 3: Cargo (15, 152 Tons) (0 doors)

Ammo: NAC/35 (200) NAC/30 (200) LRM 20 (192) Killer Whale (50), *AV=4 White Shark (50), *AV=3 Barracuda (50), *AV=2

Cost: 14,362,063,600 C-bills BV: 271,638



CREW DATA

Gunnery Skill: _____ Piloting Skill: _____
Hits Taken: 1 2 3 4 5 6
Modifier: +1 +2 +3 +4 +5 Incp.
Crew: 374 Marines: 0
Passengers: 0 Elementals: 0
Other: 72 Battle Armor: 40
Life Boats/Escape Pods: 10/35

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: 1,319 (2,638) Double
Heat Generation Per Arc
Nose: 1,064
Left/Right Fore: 618/618
Left/Right Broadside: 1,123/1,123
Left/Right Aft: 618/618
Aft: 794

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: SOVETSKII SOYUZ (HEAVY CRUISER)

Name: _____ Tonnage: 830,000
 Thrust: _____ Tech Base: Inner Sphere 2742
 Safe Thrust: 2
 Maximum Thrust: 3
 DropShip Capacity: 4
 Fighters/Small Craft: 18/8 Launch Rate: 12

Weapons & Equipment Inventory

Capital Scale		[1-12] [13-24][25-40][41-50]				
Bay	Loc	Ht	SRV	MRV	LRV	ERV
2 Killer Whale (20 misls)	N	40	8	8	8	8
3 NL45	FL/FR	210	14	14	14	14
1 Barracuda (10 misls)	FL/FR	10	2	2	2	2
3 NAC/20 (300 rnds)	L/R BS	180	60	60	60	—
2 Medium NPPC	L/R BS	270	18	18	18	18
3 NAC/20 (300 rnds)	AL/AR	180	60	60	60	—
2 Medium NPPC	AL/AR	270	18	18	18	18
1 Barracuda (10 misls)	AL/AR	10	2	2	2	2

Grav Decks:

Grav Deck #1: 55-meter
 Grav Deck #2: 90-meters

Cargo:

Bay 1: Fighters (18) (4 doors)
 Bay 2: Small Craft (8) (2 doors)
 Bay 3: Cargo (219,994.5 Tons) (1 door)

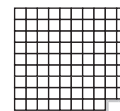
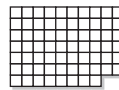
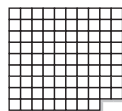
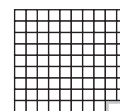
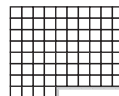
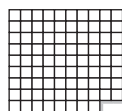
Ammo: NAC/20 (1,200) Barracuda (40) Killer Whale (20)

Cost: 10,332,765,200 C-bills BV: 67,854

Nose Damage Threshold
 (Total Armor)
 8 (74)

Fore-Left Damage
 Threshold (Total Armor)
 9 (88)

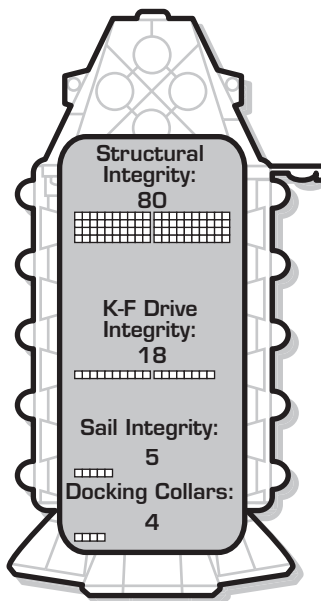
Fore-Right Damage
 Threshold (Total Armor)
 9 (88)



Aft-Left Damage
 Threshold (Total Armor)
 8 (88)

Aft Damage Threshold
 (Total Armor)
 7 (68)

Aft-Right Damage
 Threshold (Total Armor)
 9 (88)



CREW DATA

Gunnery Skill: _____ Piloting Skill: _____

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

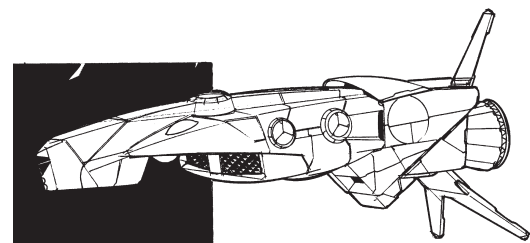
Crew: 243 Marines: 0
 Passengers: 0 Elementals: 0
 Other: 76 Battle Armor: 0
 Life Boats/Escapes Pods: 0/20

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

HEAT DATA

Heat Sinks:	Heat Generation Per Arc
1,075	Nose: 40
{2,150}	Left/Right Fore: 220 / 220
Double	Left/Right Broadside: 450 / 450
	Left/Right Aft: 460 / 460
	Aft: 0



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: THARKAD (BATTLECRUISER)

Name: _____ Tonnage: 900,000
 Thrust: _____ Tech Base: Inner Sphere
 Safe Thrust: 3 3067
 Maximum Thrust: 5
 DropShip Capacity: 6
 Fighters/Small Craft: 36/8 Launch Rate: 16

Weapons & Equipment Inventory

Capital Scale			(1-12)	(13-24)	(25-40)	(41-50)
Bay	Loc	Ht	SRV	MRV	LRV	ERV
3 NL55	N	255	17	17	17	17
3 Medium NPPC	N	405	27	27	27	27
2 NAC/25 (46 rnds)	N	170	50	50	50	—
6 Killer Whale (60 misls)	N	120	24	24	24	24
3 Medium NPPC	FL/FR	405	27	27	27	27
2 NAC/25 (46 rnds)	FL/FR	170	50	50	50	—
2 Heavy N-Gauss (40 rnds)	FL/FR	36	60	60	60	60
4 NL55	L/R BS	340	22	22	22	22
3 Heavy NPPC	L/R BS	675	45	45	45	45
2 NAC/35 (40 rnds)	L/R BS	240	70	70	—	—
2 NAC/30 (46 rnds)	L/R BS	200	60	60	60	—
2 NL35	AL/AR	104	7	7	7	—
3 Medium NPPC	AL/AR	405	27	27	27	27
2 NAC/20 (30 rnds)	AL/AR	120	40	40	40	—
4 NL35	A	280	18	18	18	18
2 Heavy NPPC	A	450	30	30	30	30
2 NAC/20 (30 rnds)	A	120	40	40	40	—

Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)
Bay	Loc	Ht	SRV	MRV	LRV	ERV
3 Large Laser	N	42	5(54)	2(24)	—	—
6 Medium Laser						
4 LRM 20 (60 salvos)	L/R BS	48	8(84)	8(84)	8(84)	—
6 LRM 10 (120 salvos)						
4 Large Laser	L/R BS	56	7(72)	3(32)	—	—
8 Medium Laser						
5 LRM 20 (120 salvos)	AL/AR	42	8(78)	8(78)	8(78)	—
3 LRM 10 (60 salvos)						
3 Large Laser	AL/AR	42	5(54)	2(24)	—	—
6 Medium Laser						

Grav Decks:

Grav Deck #1-2: 95-meter

Cargo:

Bay 1: Fighters (36) (6 doors)
 Bay 2: Small Craft (8) (2 doors)
 Bay 3: Cargo (44,914.5 Tons) (1 door)

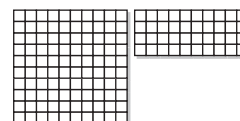
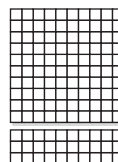
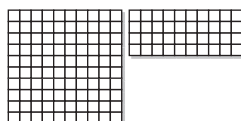
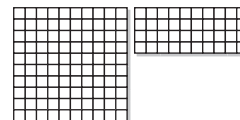
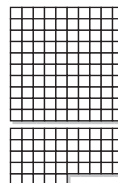
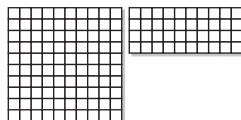
Ammo: NAC/20 (90) NAC/25 (138) NAC/30 (92)
 NAC/35 (80) Hvy N-Gauss (80) Killer Whale (60)
 LRM 20 (360) LRM 10 (360)

Cost: 25,943,317,800 C-bills BV: 192,174

Fore-Left Damage
Threshold (Total Armor)
14 (140)

Nose Damage Threshold
(Total Armor)
15 (145)

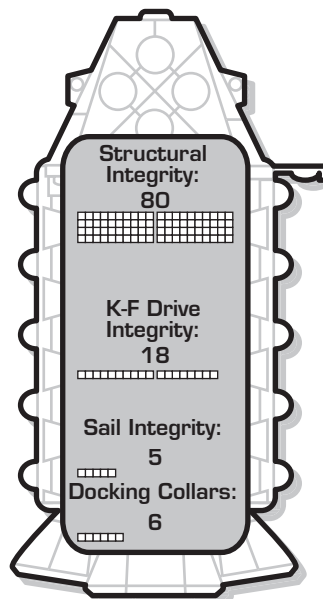
Fore-Right Damage
Threshold (Total Armor)
14 (140)



Aft-Left Damage
Threshold (Total Armor)
14 (140)

Aft Damage Threshold
(Total Armor)
13 (130)

Aft-Right Damage
Threshold (Total Armor)
14 (140)



CREW DATA

Gunnery Skill: _____ Piloting Skill: _____

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

Crew: 362 Marines: 0

Passengers: 0 Elementals: 0

Other: 112 Battle Armor: 0

Life Boats/Escape Pods: 35/30

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
7,000	Nose: 992
Single	Left/Right Fore: 611/611
	Left/Right Broadside: 1,559/1,559
	Left/Right Aft: 713/713
	Aft: 850

