

CLASSIC

# BATTLETECH



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JIHAD TURNING POINTS

# NEW AVALON

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# NEW AVALON™

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# THE SHOW MUST GO ON

**HAMILTON CITY, BRUNSWICK  
NEW AVALON, FEDERATED SUNS  
12 APRIL 3074**

The battle was over. Everyone said it was, Avitue and her merry band of cybernetic misfits had been beaten out by some tourist trap. "Hooray, the good guys won" stories dominated the newscasts a year ago.

That didn't explain why Lieutenant Natasha Ergen was in a dance of death with a Blakist *Grigori* near the local StarSlab manufacturing center. She had lost sight of it and desperately hoped it had lost sight of her. The warehouses were over twenty meters tall, creating a 'Mech-sized maze. She contemplated igniting her jump jets and soaring on plasma flames a block over, but that would make her an easy target. She urged her *Griffin* to a 55 kph trot to the center of Broadway, the six-lane road cutting through the middle of the warehouse district. Then she slowly walked backwards until her opponent popped out between two giant storehouses nearly 600 meters away.

Thanks to some mechanical correction from her advanced targeting system, her extended range particle cannon scored a long welt into the shoulder of the enemy machine, the super-heated air melting armor like soft butter. The larger 'Mech charged, trying to get into range to use his own particle cannons. Natasha contemplated running but, worried about skidding on the slick ferrocrete, she slammed the pedals to ignite the plasma jets in the back of her 'Mech, soaring 150 meters through the air to an open intersection. Dual particle blasts impacted fifty meters from where she had been standing while her own shot went wide, tearing a gash into one of the warehouses.

Taking a breath, Natasha savored the cool air. When the Corean techs had rebuilt her mother's machine, *Sparky*, they'd been able to keep her cockpit comfortable despite the waste heat generated by jumping and firing one of the hottest weapons in existence. It was bound to get hotter, though, as the *Grigori* jumped in closer, using his better jump range to close the distance. Dual beams cut through the air towards her, the larger one stripping off fifty percent more armor than her return shot did to the enemy. With his heavy PPC, it was either stay away or get in close, and she didn't think he'd stick to Broadway.

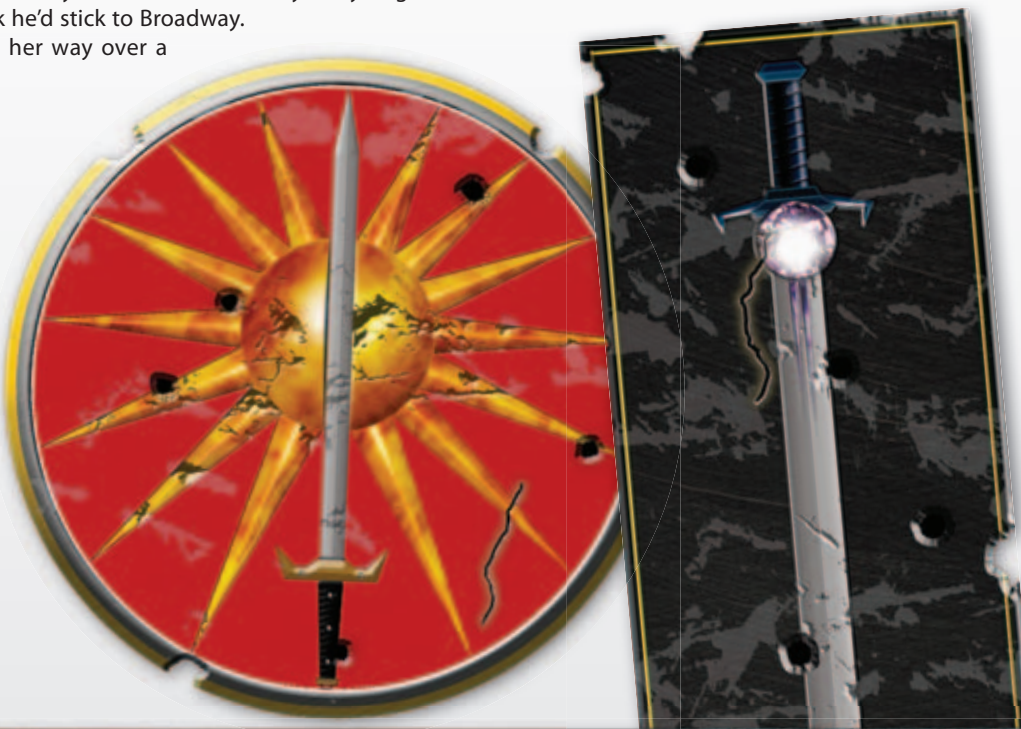
She zigzagged her way over a

few blocks to close on him behind cover, but he predicted her move and again got the better of her in an exchange of PPC fire.

Sweating more from apprehension than temperature, she jumped again and again, but he shadowed her, landing in front of her. This time she unleashed a quintet of laser fire, some extended range, a pair regular. Three connected but scattered over the Celestial while it returned fire with the heavy PPC and lasers. She spotted an alley just under a quarter of a klick between them. Her IR display said the *Grigori* was running hot, so if she could duck into the narrow alley, her greater ground speed would let her get some distance from it. He seemed to sense her plan, though, and came straight toward her, all his lasers firing. She pushed her 'Mech as fast as it would go, enduring the scattering of lasers as her wireframe went from green and yellow to yellow and red. A mere few dozen meters from her enemy, she cut hard to her right.

And slipped. Ferrocrete and aligned-crystal steel plating ground together, sparks spraying everywhere. Like a base runner sliding into second, *Sparky* cut the legs out from under the *Grigori*, bringing it crashing down into her. More plating shattered on both 'Mechs as they landed in a tangled heap. The Robe tried to get away and disengage, but the OmniMech's gun barrels weren't designed for hand to hand combat the way the fully articulated arms of her *Griffin* were. She pulled the trigger for the chest lasers while pounding with both fists on the enemy 'Mech, ignoring the ineffective slaps of the larger machine. Chest plating evaporated and shattered, exposing the guts. Natasha screamed as her wireframe continued to degrade, the *Grigori* firing all its lasers while a particle stream shot out of its head. She used *Sparky's* hands to rip out innards, as if cleaning game after a hunt. All she could hear was her own screams as she gutted the machine that had tried to hunt her down.

Silence. Her throat hurt as she realized that the *Grigori* was still. Dropping crushed remains of gyro and structural support, she stared at the polarized canopy of the enemy machine with its dim, dead eyes. She hoped that were the positions reversed, he would have given her mercy and allowed her to surrender. She hoped, though she didn't offer the same to him.



# JIHAD TURNING POINTS

# NEW AVALON

**W**elcome 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 New Avalon, 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. 132-138, as well as *Blake Ascending*, p. 132-138, and in the *Chaos Campaign* ebook) as well as stand-alone games.

The *Atlas* section presents a global view followed by some quick facts about the world. This section includes 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.

Players may run these tracks as a standalone campaign; if so, players begin with 500 WP.

Unlike previously published Tracks, there is no recommendation of force size for each track. Players have complete control over the size of game they wish to partake in, from lance-on-lance engagements to full-blown *BattleForce*-scale firefights. While forces are recommended to be equal for a standard game, a campaign GM can adjust force sizes as they feel necessary to give a more authentic flavor to each track. All players should agree to force sizes before playing.

The *Annex* contains three official Record Sheets. The first is the GRM-R-PR62A *Grim Reaper Avitue*, the command 'Mech of Precentor Avitue. The next is a custom-modified GRF-1E2 *Griffin*, the 'Mech of Lieutenant Natasha Ergen of the Fifth FedCom RCT. The last is the prototype AS8-D *Atlas*, the command 'Mech of General Marguerite McCaffee, commander of the Third Davion Guards. Finally, the three WarShips discussed under Naval Support (see p. 5) are provided here for ease of use.

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 Ken' for tackling the capital of the Suns; to Steve Mohan, Jr. for his inspiring *Isle of the Blessed* series on BattleCorps.com; and to Randall and Herb for the continuing opportunity to direct major battles of the Jihad.

## 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.

### NEW AVALON

**Star Type (Recharge Time):** G5V (186 hours)  
**Position in System:** 4  
**Time to Jump Point:** 7.47 days  
**Number of Satellites:** 3 (Avatar, Galahad, Valiant)  
**Surface Gravity:** 1.0  
**Atm. Pressure:** Standard (Breathable)  
**Surface Water:** 60%  
**Equatorial Temperature:** 30 C (Temperate)  
**Highest Native Life:** Mammals  
**Recharging Station:** Zenith, Nadir  
**HPG Class Type:** A  
**Population (3067):** 7,212,000,000  
**Socio-Industrial Levels:** A-A-C-A-A



# NEW AVALON

Discovered in 2205 by the aptly named TAS *Camelot*, this lush planet quickly attracted colonists, where the native life was genetically altered to yield more terran-like foodstuffs. New Avalon grew to become the breadbasket for worlds around it. This important role assisted Lucien Davion's rise to power, one that would result in the Davion family ruling the Federated Suns from this agricultural world.

New Avalon boasts five continents. Albion is the largest, with large prairies and forests interspersed between its mountain ranges. Brunswick is next in line, boasting most of the planet's petrochemical production and heavy industry, along with two major spaceports. Rostock is primarily a ranching continent, though some land is lost to the planet's only significant desert. Up north, the smallest continent, New Scotland, covered with snow most of the year, primarily exports raw materials to other parts of the world, mainly hard woods, metals, and rare furs. The New Hebrides island chain is located near the equator, making it a good location for citrus crops and vacation spots.

Shining in the center of three rivers is Avalon City, home of the ruling Davion family. First constructed as a medieval theme park, the Davions continued to use the romantic side of medieval imagery to bolster morale, ruling from atop Mt. Davion to the east of Avalon City. The fighting during the Blakist occupation has left the once proud city in ruins.

Surrounding Avalon City is a mixture of forests, mountains, plains, and population centers. The New Avalon Institute of Science combines a top-of-the-line university, research and development center, and a premier military school. Hidden in the forests are advanced weapon study facilities as well as a command-and-control complex deep in the mountains. Large natural boundaries separate civilian nature preserves from testing areas.

The planet suffered much damage from both the civil war and the buildup prior to it. Under Katherine's rule, people frequently were arrested and then imprisoned, tortured, or executed in a search for insurgents and supporters of her brother. These dark days led to economic troubles which further impacted the world. When the liberation of New Avalon finally came, Victor's forces had to fight for every square inch, resulting in damage to cities, farms, and nature preserves. Rebuilding followed, and it had barely begun in earnest when the Word of Blake invaded.

## MAPSHEETS

The tables at right represent the categories of terrain that can be found on the battlefields of New Avalon. Players may either select a map from the appropriate table or randomly determine which map to use. Alternatively, players may print their own maps from the HeavyMetal Map Program ([www.heavymetalpro.com/](http://www.heavymetalpro.com/)).

## OPTIONAL RULES

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

### Base Terrain Types

- Planted Fields (see p. 38, *TO*)
- Sheer Cliffs (see p. 39, *TO*)
- Ultra Heavy Woods (see p. 40, *TO*)

### Terrain Modifications

- Black Ice (see p. 40, *TO*)
- Fire (see p. 43, *TO*)
- Ice (see p. 50, *TO*)

### Weather Conditions

- Ice Storm (see p. 60, *TO*)
- Light Fog (see p. 57, *TO*)
- Sleet (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 *Eagle-class Mordred*, *Riga-class Red Angel* (destroyed December 3072) and *Essex-class Divine Forgiveness*, which the Blakists used to supplement their firepower on the ground: *Orbit-to-Surface Fire* (see p. 103, *SO*)

While Pocket Warships were present for the WOB, they were not used for orbit-to-surface fire support.

## NEW AVALON MAPSHEETS TABLE

| MOUNTAIN | 2D6 Result | Map                            |
|----------|------------|--------------------------------|
|          | 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) |

| PRAIRIE | 2D6 Result | Map                                   |
|---------|------------|---------------------------------------|
|         | 2          | City Street Grid/Park* #2 (MS4, MSC1) |
|         | 3          | Open Terrain #2 (MS5, MC2)            |
|         | 4          | Scattered Woods (MS2, MSC2)           |
|         | 5          | Rolling Hills #1 (MS3, MSC1)          |
|         | 6          | Open Terrain #1 (MS5, MC2)            |
|         | 7          | BattleTech (MS2, MC1)                 |
|         | 8          | Open Terrain #2 (MS5, MC2)            |
|         | 9          | Rolling Hills #2 (MS3, MSC1)          |
|         | 10         | BattleForce 2 (MS6, MC2)              |
|         | 11         | Open Terrain #1 (MS5, MC2)            |
|         | 12         | Desert Hills (MS2, MC1)               |

| 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)                |

| 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)                     |

\*Place Light and Medium buildings of varying heights in each non-paved hex.

# COMBATANTS

This section lists all the cohesive commands present or arriving during the entire New Avalon campaign (in chronological order from December of 3067 through its liberation in September of 3074), with the exception of the Davion Light Guards, who were destroyed before ever reaching the planet. Each synopsis lists the unit's arrival date on New Avalon; if there is no end date, the unit was present until the end of the campaign (September 3074). 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 Assignment Tables in *Total Warfare* (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*). Keep in mind that RATs are approximate estimates of a force's more common units fielded on the battlefield.

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: Federated Suns (FMFS)*, *Field Manual: ComStar (FMCS)*, *Field Manual: Updates (FMU)*, *Jihad Secrets: Blake Documents (BD)*, any of the *Field Manual: Mercenaries, Revised (FMM)*, *Mercenaries, Supplemental (MS1)*, *Mercenaries, Supplemental II (MS2)*, *Mercenaries, Supplemental Update (MSU)* and the *Classic BattleTech Role-Playing Game (CBT:RPG)*. (Visit your local game store to purchase these additional products, or order them directly from [www.battlecorps.com/catalog](http://www.battlecorps.com/catalog); PDFs for some products are also available at that web address.)

*Force 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. See *MSU*, p. 121-122 for Banking Initiative, Force the Initiative, Off-Board Movement, and Overrun Combat special abilities. 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 New Avalon.

## First Davion Guards: [Federated Suns] (December 3067)

**CO:** Marshal Robert Davion-Zibler

**Average Experience:** 1

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

**Force Abilities:** For each turn the First loses Initiative, they receive a cumulative +1 bonus to Initiative the following turns, +1 for the first turn, +2 for the second turn, etc. They lose the bonus when they win Initiative.

**Notes:** Of all the units garrisoning New Avalon at the start of the invasion, the First Guards were the only unit other than the New Avalon Cavaliers anywhere near combat ready. They initially put up a stiff resistance to the Thirty-first Division, then fell back to more defensible positions and were able to hold out until reinforcements arrived in early 3068. Despite the brutal fighting, they survived the war by absorbing the remnants of other units, starting with the Cavaliers who were heavily damaged during the initial landings and bombardment.



## Second NAIS Cadre: [Federated Suns] (December 3067-February 3068)

**CO:** Lieutenant General Trish Hokum

**Average Experience:** 3

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

**Force Abilities:** The Second Cadre may use the Off-Map Movement special ability.

**Notes:** Already at half-strength due to the Civil War, the Second was hit hard during the initial attacks and survivors quickly rolled in with the First Guards.



## Tenth Lyran Guards: [Federated Suns] (December 3067-February 3068)

**CO:** Marshal James McFarland

**Average Experience:** 2

**RAT:** House Steiner, Clan Jade Falcon (1 in 8), *FMLA*, *FMU*

**Force Abilities:** The Tenth Guards may use the Banking Initiative and Overrun Combat special abilities.

**Notes:** The Tenth Lyran Guard chose to stay on New Avalon after the Civil War rather than return to the Lyran Alliance. They were the first unit to contest the Word of Blake's landing and paid a heavy price for it. By the time reinforcements started trickling in, what was left of the Tenth was merged with the First Davion Guards.



## Fifth Donegal Guards: [Federated Suns] (December 3067-January 3068)

**CO:** Hauptman-General Ursa Potroy

**Average Experience:** 2

**RAT:** House Steiner, House Davion, *FMFS*, *FMLA*, *FMU*

**Force Abilities:** Units facing the Fifth may not use the Overrun Combat or Force the Initiative special abilities.

**Notes:** Shattered before the end of the Civil War, what little of the Fifth remained was still being investigated for war crimes when the Thirty-first Division landed. Unable to function on their own, the unit accompanied the Second NAIS Cadre until both units were reassigned to the First Davion Guards.



## Davion Assault Guards: [Federated Suns] (February 3068)

**CO:** Marshal Dixon Zibler

**Average Experience:** 3

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

**Force Abilities:** The Guards may use the Force the Initiative and Overrun Combat special abilities and may use the Sprinting movement ability (see *TO*, p. 18).

**Notes:** Arriving after the Light Guards, the Assault Guards landed with minimal casualties. The Guards' maneuverability kept them from being pinned by the Blakists for several months. During the Third Battle they suffered heavy casualties and were a focal point in breaking a number of attacks.



## Davion Heavy Guards [Federated Suns] (January 3068)

**CO:** Marshal Jonathan Davion

**Average Experience:** 3

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

**Force Abilities:** The Guards may use the Force the Initiative, Banking Initiative, and Overrun Combat special abilities.

**Notes:** Arriving alongside the Assault Guards, the Heavy Guards made it to the planet unmolested, but their landing was contested immediately on the ground. The Heavy Guards were one of the primary defenders of Avalon City after they fought their way through the Word's line. Jonathan's relationship to his cousin Jackson Davion allowed the Guards to receive the lion's share of replacement equipment and parts prior to Jackson's death in the Third Battle.



## Third Davion Guards [Federated Suns] (February 3068)

**CO:** General Marguerite McCaffee

**Average Experience:** 3

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

**Force Abilities:** As the attacker in the scenario, the Guards may each apply a -1 bonus to-hit with any one weapon as long as they win Initiative that round. However, all shutdown rolls receive a -1 penalty.



**Notes:** Arriving with the Twelfth Vegan Rangers at a pirate point, the Guards were able to avoid a contested landing with the otherwise preoccupied Blakists. Their superior mobility was used by Jackson Davion to keep the Blakists from fully focusing on Avalon City. While not under the constant fire some other units suffered, the Third often felt they were not fully integrated into the defense until the Third Battle. After the end of fighting on New Avalon, the Third was disbanded to reinforce the remaining Federated Suns units. When or if they will be rebuilt is currently unknown.

### Twelfth Vegan Rangers, Beta Regiment [Mercenary—Federated Suns] (February 3068)

**CO:** Colonel Miller al-Nahib

**Average Experience:** 2

**RAT:** Mercenary, *FMM, MSU, FMU*

**Force Abilities:** Beta Regiment receive a -1 to-hit modifier bonus to all weapon attacks made from medium range, may ignore the standard +1 modifier for firing at multiple targets and may torso twist at any time, even during the weapon phase but only once a turn (thus the unit can fire some weapons in one arc, then torso twist and fire the remaining weapons in the other arc). If desired, for additional abilities, see *FMM*, p. 135 and *MSU*, p. 127.

**Notes:** Thinking that luck was with them when they arrived unscathed, the Twelfth was at ground zero when the Thirty-sixth landed just days after them. The majority of the first two battalions were destroyed but the third managed to retreat. They continued coordinating with the Third Guards until early 3073 when half the remaining forces were wiped out defending an ammo depot. The survivors retreated to Rostock where a series of strange occurrences allowed them to come under attack but then escape annihilation.

### Thirty-first Division [Word of Blake] (December 3067-March 3069, November 3072-September 3074)

**CO:** Precentor Terry McQuinn

**Average Experience:** 2

**RAT:** House Davion, Word of Blake, ComStar, *FMFS, FMCS, FMU, BD*

**Force Abilities:** No more than 1 unit for every 12 fielded by the Thirty-first Division may have an Elite experience rating, and no more than half of the same force may be rated as Veteran. One out of every 3 units deployed by this Division may be determined using the Federated Suns (House Davion) Random Assignment Tables, rather than those of the Word of Blake.

**Notes:** The first Blakist unit to attack New Avalon, they were outnumbered and far less seasoned than their opponents. Forced off-planet after a mere three weeks of fighting, they remained in-system with the Word's superior naval forces. They regrouped and made another push, trying to clear the way for the Thirty-sixth. After trying to take Avalon City for nearly a year, they retreated only to return a third time. By the time they retreated for the last time, there was little left of this division, and it was effectively acting as part of the Thirty-sixth.

### Thirty-sixth Division [Word of Blake] (February 3068-March 3069, November 3072-September 3074)

**CO:** Precentor Adler Geist/ Precentor Carl Tucker/  
Precentor Geoffrey Zucker

**Average Experience:** 3

**RAT:** House Davion, Word of Blake, ComStar, *FMFS, FMCS, FMU, BD*

**Force Abilities:** After February 3073, the Thirty-sixth receives the ability to Bank Initiative and to use Off-Map Movement. The Thirty-sixth also negates any opposing force's ability to use Overrun Combat or Force the Initiative against them.

**Notes:** Reinforcing the Thirty-first's first failed attack, the Thirty-sixth



dropped on the Twelfth Vegan Rangers, hoping to destroy them in a dramatic entrance. They then used more brutal tactics than the Thirty-first, but both failed to take Avalon City and allowed further Davion reinforcements to arrive. After Precentor Avitue's arrival the unit went through a few changes in command until Precentor Zucker was promoted to lead the unit. They managed to capture the Fox's Den and Avalon City but were unable to secure the planet and were forced to retreat with the rest of the Blakist forces, but only after firebombing the city and shattering Mount Davion.

### Fifth FedCom RCT [Federated Suns] (December 3072)

**CO:** Lt. General Annette Leyland

**Average Experience:** 1

**RAT:** House Steiner, House Davion, *FMFS, FMLA, FMU*

**Force Abilities:** In any turn where the Fifth is outnumbered, they receive a -3 Initiative penalty, but each unit gains a -1 to-hit modifier to all weapon attacks. The Fifth also gains a -1 to-hit modifier to all physical attacks against heavier opponents.

**Notes:** The infamous Fifth was known for their use of nuclear weapons in the FedCom Civil War and resorted to the same tactic to break the Word's naval blockade. Despite being depleted and mistrusted by the other Davion units, they helped push the Blakists off the planet. Redeployed to other continents in 3074, they kept the Blakists from fully destroying all of New Avalon's defense industries.



### Forty-fourth Shadow Division [Word of Blake] (December 3072)

**CO:** Specter Precentor Avitue

**Average Experience:** 5

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

**Force Abilities:** When fighting in mountainous or urban terrain, the Forty-fourth Division receives a +1 Initiative bonus, and all of this Division's units apply an additional +1 target movement modifier to any attacks against them. However, due to the Forty-fourth's aversion to inflicting unnecessary noncombatant casualties, its units will not fire upon any civilian structure not occupied by an enemy unit in that turn, nor may any non-infantry unit from this force move into or through a civilian building hex unless an enemy unit is occupying the structure first.

**Notes:** Sent to finish the job that the Thirty-first and Thirty-sixth were unable to do, the Forty-fourth was able to capture Avalon City and the Fox's Den working with the two units. While their arrival reversed previous attempts to use weapons of mass destruction and rack up high numbers of enemy casualties, this did not diminish resistance to the Blakists. Jumping into the middle of the fray, the Forty-fourth and Avitue sustained major injuries, leaving the Division under the command of the Thirty-sixth for much of 3073 and 3074.



### Bronson's Horde [Mercenary-Word of Blake] (June 3071, December 3072-September 3074)

**CO:** Colonel Dwayne Bronson

**Average Experience:** 1

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

**Force Abilities:** If the Horde destroys more than one-sixth of the opposing force's units in a single turn, during the following turn the opposing force suffers a -2 initiative penalty. The Horde may also use the Off-Map Movement special ability. If desired, for additional abilities, see *FMM*, p. 129 and *MSU*, p. 127.

**Notes:** Hired mainly as a reserve and defense unit, the inexperienced Horde raided New Avalon in-between the Second and Third battles, keeping the Federated forces on their toes. They then accompanied the Forty-fourth but were rendered combat ineffective after all the fighting.





# TRACKS: NEW AVALON

## UNWELCOME GUESTS

### SITUATION

*McCarel Farm, Avalon County  
11 December 3067*

In the midst of planetary bombardment, the Thirty-first Division managed to land and move towards Avalon City. The Tenth Lyran Guard moved to cut them off to give the rest of the defenders a chance to organize. The Thirty-first attempted to bypass the Tenth by sending a screening force against them, but the Tenth punched through toward the supply train. A good strike by the Tenth would make the Thirty-first's stay a short one, but if the Thirty-first could push their support vehicles through the Tenth, they could hit an unprepared Avalon City.

### GAME SETUP

*Recommended Terrain:* Prairie

### Attacker

*Recommended Forces:* Tenth Lyran Guards

The Attacker enters the east or west side (either side but not both) of the battlefield on Turn 1.

### Defender

*Recommended Forces:* Thirty-first Division

Set up the Defender anywhere on the southern edge of the battlefield, no farther than five hexes from the map edge, except the Land Schooners which must start on the southern edge.

### WARCHEST

**Track Cost:** 400

#### Optional Bonuses

**+200 Forced Withdrawal:** All units follow rules for Forced Withdrawal (see p. 258, *TW*)

**+100 Mating Season:** McCarel's crops have attracted sourbugs, and leaking 'Mech coolant has sent them into a mating frenzy. Use the rules for Bug Storm in *Tactical Operations* (see p. 40, *TO*)

### OBJECTIVES

- 1. No Quarter:** Destroy all of the opposition. (**Reward: 300**)
- 2. Get the Goods:** The Blakists will try to exit the Schooners to the north edge while the Tenth will try to destroy or capture the Land Schooners. Control of two of the Schooners achieves this objective. (**Reward: 200**)

### SPECIAL RULES

The following rules are in effect for this track:

#### Supply Vehicles

The Thirty-first has three Prairie Schooner Land Trains, each with two modules (see *TRO:VA*, p.8) loaded with supplies. The Schooners attempt to escape or surrender and do not fight.

#### Crops

The Defender selects one map; the chosen map will have modified hexes. All Clear hexes that do not have another terrain feature on the chosen map are considered Planted Fields (*TO*, p. 38).

### AFTERMATH

The Tenth was able to inflict some damage but was eventually repulsed. The delay allowed the Davion forces to fend off the Thirty-first Division and hold Avalon City. Harold McCarel lost half his crops due to the fighting.

## PEAKS OF BLOOD

### SITUATION

*Balright Pass, Cris Mountains  
18 March 3068*

After a month full of combat drops and chaotic fighting, both sides shored up battle lines and prepared for a massive battle. The Blakists made no attempt to hide their advance across the prairie toward Avalon City, their two divisions driving straight through civilians and partisans alike. Jackson Davion had assembled the Heavy, Assault, and First Guards to defend Avalon City when scouts from the Twelfth Vegan Rangers stumbled across Blakist units in the Cris Mountains. The Third Guards and Rangers were dispatched to cut off the flanking force.

### GAME SETUP

*Recommended Terrain:* Mountain, Forest

### Attacker

*Recommended Forces:* Thirty-sixth Division

The Attacker enters the battlefield from the east edge.

### Defender

*Recommended Forces:* Third Davion Guards, Twelfth Vegan Rangers

The Defender enters the battlefield from the west edge.

### WARCHEST

**Track Cost:** 500

#### Optional Bonuses

**+300 Speedy Support:** The Federated Suns add a lance of medium VTOL; the Blakists add a Level II of light VTOLs. These units are of Regular experience and do not enter the battlefield until Turn 4 and do not count for the **Hold** objective.

**+100 Lead from the Front:** Destroy (not Cripple) the opponent's designated commander.

### OBJECTIVES

- 1. Hold:** Retain control of the west edge, with no more than one enemy unit ending its turn within two hexes of the map edge. **(Reward: 300)**
- 2. Extreme Prejudice:** Destroy at least half of the opposing force. **(Reward: 300)**

### SPECIAL RULES

The following rules are in effect for this track:

### Cliffs

The defender may designate up to five hexes per mapsheet to be Sheer Cliffs (*TO*, p. 64); these may only be placed where terrain changes levels. Sheer cliffs are eliminated after receiving 50 points of damage.

### AFTERMATH

The Guards and Rangers managed to push the Thirty-sixth back, allowing the rest of the forces to stop the Blakists short of Avalon City. The battle was evenly matched until General McCaffee's *Atlas* picked up an enemy *Thorn* and threw it into an opposing *Grand Crusader*, knocking it off a cliff. Blakist forces tried to back away from the fearsome assault 'Mech, and the Guards punched through that point, sending the Word forces retreating.

## TOP OF THE WORLD

### SITUATION

*University of North Albion Observatory, Mount Mitre*  
24 June 3071

With New Avalon blockaded, the Davions were busy rebuilding their shattered forces as best they could with the local resources. Cameron St. Jamais ordered Bronson's Horde to raid New Avalon and cripple their ability to respond to further attacks. The Horde split into six smaller groups to hit multiple targets. Their push against the relatively isolated observatory was apparent, and the First Guards were sent to repulse them.

### GAME SETUP

*Recommended Terrain:* Light Urban, Mountain

The Defender chooses one Heavy building to represent the observatory; all other buildings are Medium or Light.

### Attacker

*Recommended Forces:* Bronson's Horde

The Attacker sets up within two hexes of their declared home edge.

### Defender

*Recommended Forces:* First Davion Guards

The Defender sets up all units within eight hexes of the observatory.

### WARCHEST

**Track Cost:** 600

#### Optional Bonus

**+200 Attrition:** The lack of maintenance personnel and equipment has taken its toll on the long hike up the mountain. Any

weapon rolling a 2 jams or malfunctions. Rapid fire weapons add one for determining if they jam. [Example: A rotary AC/5 firing 6 rounds would jam on a 5 or less, rather than the normal jam result of 4 or less.] Rotary ACs may clear jams as normal unless a 2 is rolled, then it can only be unjammed once repaired.

### OBJECTIVES

- 1. Smoke:** Destroy/Cripple at least 75 percent of the opposition. **(Reward: 700)**
- 2. Mirrors:** Capture the observatory by either occupying it or having a unit adjacent to the building at the end of the battle. **(Reward: 400)**

### AFTERMATH

The Horde bungled this attack. They shot up other buildings but failed to do much damage to the observatory. When the first 'Mech went down, they pulled out. Luckily for them, their other raids were successful in hampering repair facilities before the unit withdrew from the planet.

## HENS IN THE FOX HOUSE

### SITUATION

*Hamilton City, Brunswick*  
12 April 3074

Looking for supplies to continue the war effort, the Thirty-sixth Division dispatched forces to raid warehouses on Brunswick. Parts of the Fifth FedCom were undergoing refits and responded to defend against the raids.

### GAME SETUP

*Recommended Terrain:* Light Urban, Prairie, Forest

One map is designated by the Attacker as part of the warehouse district. All terrain that is not paved, building or water on that map should be treated as clear terrain.

### Attacker

*Recommended Forces:* Thirty-sixth Division, Bronson's Horde  
The Attacker may enter from any map edge.

**Defender**

*Recommended Forces:* Fifth FedCom

The Defender places all units on the warehouse district map. The Defender also selects one building for every four units fielded as warehouses (with a minimum of six warehouses); these buildings are designated secretly. See *Warehouses* in *Special Rules*, below.

The Fifth fields one *Legionnaire* in every two lances. The Defender may choose the variant.

**WARCHEST**

**Track Cost:** 1,000

**Optional Bonuses**

**+400 Civilians:** For every 2 units present, add a civilian vehicle or a crowd of civilians. Treat a crowd as a platoon of infantry (28 men) with no weapons. The civilians are panicked and move in a random direction each turn. If any civilians are killed, assess a 600 point penalty to the Defender's side.

**+200 Black Ice:** See *Tactical Operations* for Black Ice rules (p. 40, TO).

**OBJECTIVES**

**1. Pick up the groceries:** Capture at least 200 tons of foodstuffs and one salvage pile. **(Reward: 400)**

**2. No quarter:** Cripple or destroy at least half of the enemy forces. **(Reward: 800)**

**SPECIAL RULES**

The following rules are in effect for this track:

**Warehouses**

Each warehouse holds either 50 tons of supplies or a salvage pile. Any unit that ends its turn adjacent to a warehouse can determine what is in it, as all Probe equipment has been attuned to detect the supplies within their range.

To determine what is within the warehouse, roll 2d6 when the warehouse is scanned. On a roll of 2, the warehouse is empty. On a roll of 3-9, the warehouse contains 50 tons of foodstuffs. On a roll of 10-12, the warehouse contains a salvage pile. Ignore a roll of 2 if there are only 6 warehouses and disregard any roll that would make the scenario unwinnable (i.e. if there are six warehouses and the first five contain foodstuffs, the last one must contain a salvage pile).

A building is considered captured after a unit remains adjacent to it for two consecutive turns.

**AFTERMATH**

The Fifth managed to keep the Blakists from thoroughly looting the warehouse district but the Word was able to raid over several hundred tons of armor and parts, including several partially rebuilt 'Mechs for the heavily damaged Horde.

# DAVION FALLING

**SITUATION**

*Checkpoint Alpha, Mount Davion*  
26 September 3074

Despite limited access to supplies and reinforcements, the mangled AFFS forces managed to regroup in order to crush the Blakist forces in one last push. While the Word had finally been recalled from the planet, Avitue planned on leaving behind some things to remember her by.

**GAME SETUP**

*Recommended Terrain:* Light Urban, Mountain, Forest

**Attacker**

*Recommended Forces:* Fifth FedCom RCT, Third Davion Guards, Davion Heavy Guards

The Attacker may enter units from the northern, eastern, or southern edges.

**Defender**

*Recommended Forces:* 44th Division

The Defender may place units anywhere in the middle of the battlefield, facing in any direction. They must be at least five hexes from any edge. The Defender also places two Gun Emplacements (TO, p. 117) at least 6 hexes from any edge. The Gun Emplacements may be built as per the Building Construction rules in *Tactical Operations* (p. 128) or, if preferred, may be Level 2 Hardened buildings (120 CF) mounting paired LB 5-X autocannons with 10 tons of ammunition. The gun crews are of Regular experience.

**WARCHEST**

**Track Cost:** 1,000

**Optional Bonuses**

**+400 Ice Wall:** Use the *Snow Flurries* environmental rules in *Tactical Operations* (see p. 60, TO).

**+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. Desperation:** Destroy/Cripple at least two-thirds of the opposition. **(Reward: 1,000)**

**2. Stall Tactics.** Destroy/Cripple at least a third the opposing force. **(Reward: 600)**

**AFTERMATH**

The Heavy Guards, supported by elements of the rest of the bedraggled allied forces, hit the foot of Mount Davion hard, slowly pushing the rearguard Blakist force back to the point they were broken and abandoned their positions in the pass. Only after the Forty-fourth had begun lifting from the planet did the reason for the rapid retreat become known: Mount Davion's peak slowly folded down and slid off, reshaping the symbol of New Avalon into a shadow of itself. The high-yield explosions that tore through the Fox's Den was the herald of the Word's final act as several departing DropShips then shelled numerous areas around Avalon City with napalm and Fuel-Air Explosive ordnance.

The mountain had fallen and the capital burned, but the smoldering ruins of New Avalon were finally free.

# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: AS8-D ATLAS

Movement Points: **Tonnage:** 100  
 Walking: 3 [4] **Tech Base:** Inner Sphere  
 Running: 5 [6] 3074  
 Jumping: 0

### WARRIOR DATA

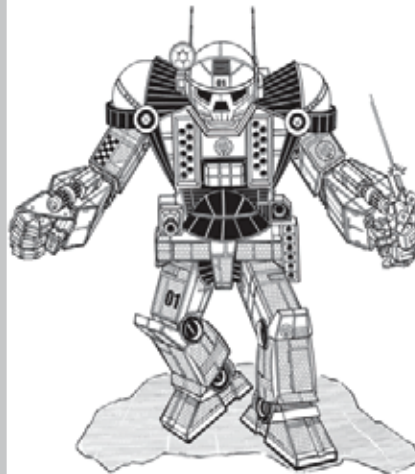
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

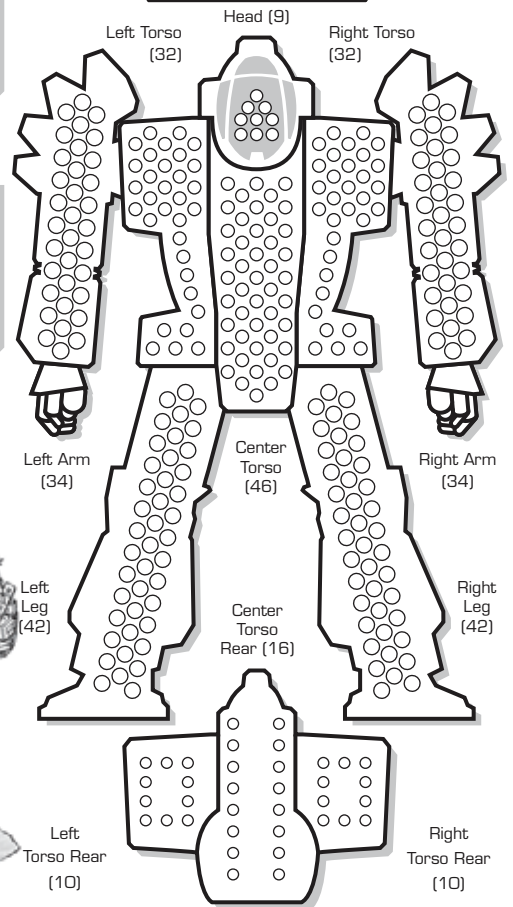
### Weapons & Equipment Inventory (hexes)

| Qty | Type                | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|---------------------|-----|----|---------|-----|-----|-----|-----|
| 1   | Light PPC           | RA  | 5  | 5 [DE]  | 3   | 6   | 12  | 18  |
| 1   | Light PPC           | LA  | 5  | 5 [DE]  | 3   | 6   | 12  | 18  |
| 1   | MML 9               | RT  | 5  | [M,C,S] | —   | —   | —   | —   |
|     | LRM (13 salvos/ton) |     |    | 1/Msl.  | 6   | 7   | 14  | 21  |
|     | SRM (11 salvos/ton) |     |    | 2/Msl.  | —   | 3   | 6   | 9   |
| 1   | ER Small Laser      | RT  | 2  | 3 [DE]  | —   | 2   | 4   | 5   |
| 1   | MML 9               | LT  | 5  | [M,C,S] | —   | —   | —   | —   |
|     | LRM (13 salvos/ton) |     |    | 1/Msl.  | 6   | 7   | 14  | 21  |
|     | SRM (11 salvos/ton) |     |    | 2/Msl.  | —   | 3   | 6   | 9   |
| 1   | Rotary AC/5         | LT  | 1  | 5/rnd.  | —   | 5   | 10  | 15  |
|     |                     |     |    | [DB,RC] |     |     |     |     |
| 1   | ER Small Laser      | LT  | 2  | 3 [DE]  | —   | 2   | 4   | 5   |
| 1   | Snub-Nosed PPC      | CT  | 10 | 10/8/5  | —   | 9   | 13  | 15  |
|     |                     |     |    | [DE,V]  |     |     |     |     |
| 1   | Small Laser         | LL  | 1  | 3 [DE]  | —   | 1   | 2   | 3   |
| 1   | Small Laser         | RL  | 1  | 3 [DE]  | —   | 1   | 2   | 3   |

Cost: 12,582,000 C-bills BV: 2,059



### ARMOR DIAGRAM



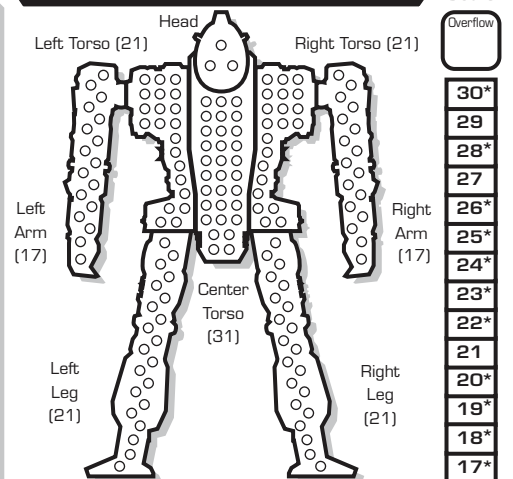
### CRITICAL HIT TABLE

| Part         | Hit Location          | Effects |
|--------------|-----------------------|---------|
| Left Arm     | 1. Shoulder           |         |
|              | 2. Upper Arm Actuator |         |
|              | 3. Lower Arm Actuator |         |
|              | 4. Hand Actuator      |         |
|              | 5. Double Heat Sink   |         |
|              | 6. Double Heat Sink   |         |
| Right Arm    | 1. Shoulder           |         |
|              | 2. Upper Arm Actuator |         |
|              | 3. Lower Arm Actuator |         |
|              | 4. Hand Actuator      |         |
|              | 5. Double Heat Sink   |         |
|              | 6. Double Heat Sink   |         |
| Center Torso | 1. Fusion Engine      |         |
|              | 2. Fusion Engine      |         |
|              | 3. Fusion Engine      |         |
|              | 4. Gyro               |         |
|              | 5. Gyro               |         |
|              | 6. Gyro               |         |
| Left Torso   | 1. Rotary AC/5        |         |
|              | 2. Rotary AC/5        |         |
|              | 3. Rotary AC/5        |         |
|              | 4. Rotary AC/5        |         |
|              | 5. Rotary AC/5        |         |
|              | 6. Rotary AC/5        |         |
| Right Torso  | 1. MML 9              |         |
|              | 2. MML 9              |         |
|              | 3. MML 9              |         |
|              | 4. MML 9              |         |
|              | 5. MML 9              |         |
|              | 6. ER Medium Laser    |         |
| Left Leg     | 1. Hip                |         |
|              | 2. Upper Leg Actuator |         |
|              | 3. Lower Leg Actuator |         |
|              | 4. Foot Actuator      |         |
|              | 5. Small Laser        |         |
|              | 6. TSM                |         |
| Right Leg    | 1. Hip                |         |
|              | 2. Upper Leg Actuator |         |
|              | 3. Lower Leg Actuator |         |
|              | 4. Foot Actuator      |         |
|              | 5. Small Laser        |         |
|              | 6. TSM                |         |

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

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

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

# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: GRF-1E2 GRIFFIN SPARKY 2.0

Movement Points: **Tonnage:** 55  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 3074  
 Jumping: 5

### Weapons & Equipment Inventory (hexes)

| Qty | Type            | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|-----------------|-----|----|---------|-----|-----|-----|-----|
| 1   | ER PPC          | RA  | 15 | 10 [DE] | —   | 7   | 14  | 23  |
| 1   | Medium Laser    | RT  | 3  | 5 [DE]  | —   | 3   | 6   | 9   |
| 1   | ER Medium Laser | RT  | 5  | 5 [DE]  | —   | 4   | 8   | 12  |
| 1   | Medium Laser    | LT  | 3  | 5 [DE]  | —   | 3   | 6   | 9   |
| 1   | ER Medium Laser | LT  | 5  | 5 [DE]  | —   | 4   | 8   | 12  |
| 1   | ER Medium Laser | CT  | 5  | 5 [DE]  | —   | 4   | 8   | 12  |
| 1   | Targeting Comp. | LT  | —  | [E]     | —   | —   | —   | —   |

Cost: 12,112,061 C-bills BV: 1,862

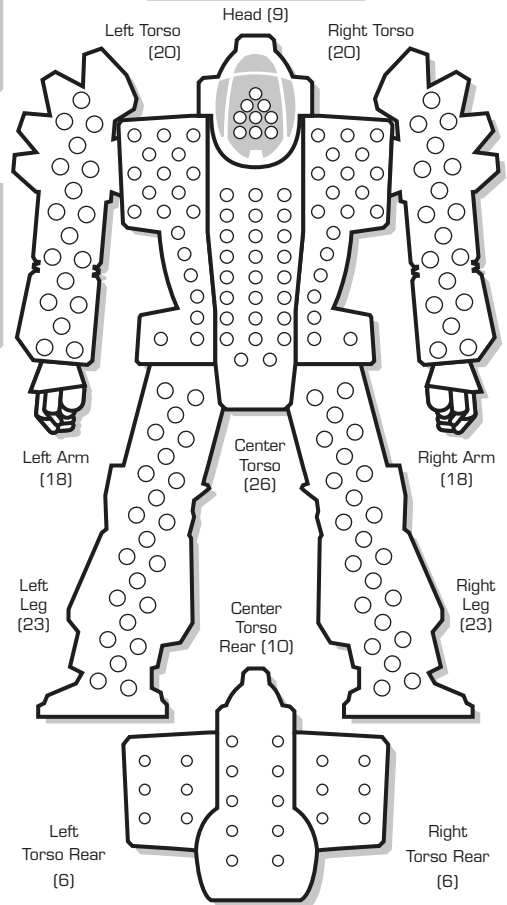
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

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

#### Left Torso

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

- Jump Jet
- ER Medium Laser
- Medium Laser
- Targeting Computer
- Targeting Computer
- Targeting Computer

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

#### Head

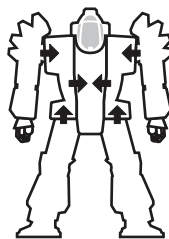
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- ER Medium Laser
- Jump Jet

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



Damage Transfer Diagram

#### Right Arm

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

- ER PPC
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

#### Right Torso

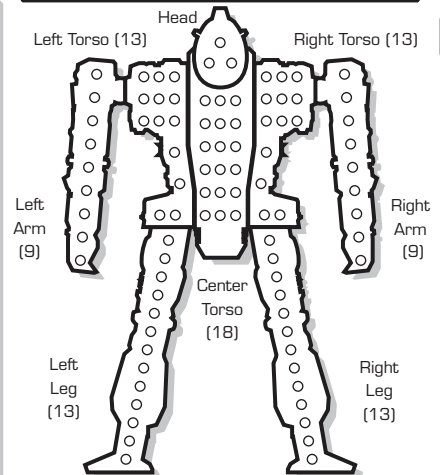
- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- ER Medium Laser
- Medium Laser

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

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

# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: GRM-R-PR62A GRIM REAPER

Movement Points: **Tonnage:** 55  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 3072  
 Jumping: 7

### Weapons & Equipment Inventory (hexes)

| Qty | Type                   | Loc | Ht | Dmg      | Min | Sht | Med | Lng |
|-----|------------------------|-----|----|----------|-----|-----|-----|-----|
| 1   | ER Medium Laser        | RA  | 5  | 5 [DE]   | —   | 4   | 8   | 12  |
| 1   | MML 9                  | LA  | 5  | [M,C,S]  | —   | —   | —   | —   |
|     | LRM (13 salvos/ton)    |     |    | 1/Msl.   | 6   | 7   | 14  | 21  |
|     | SRM (11 salvos/ton)    |     |    | 2/Msl.   | —   | 3   | 6   | 9   |
| 1   | Snub-Nosed PPC         | LT  | 10 | 10/8/5   | —   | 9   | 13  | 15  |
|     |                        |     |    | [DE,V]   |     |     |     |     |
| 1   | Anti-Missile System HD |     | 1  | 1D6 [PD] | —   | —   | —   | —   |
| 1   | Targeting Comp.        | LT  | —  | [E]      | —   | —   | —   | —   |

Cost: 8,819,190 C-bills

BV: 1,542

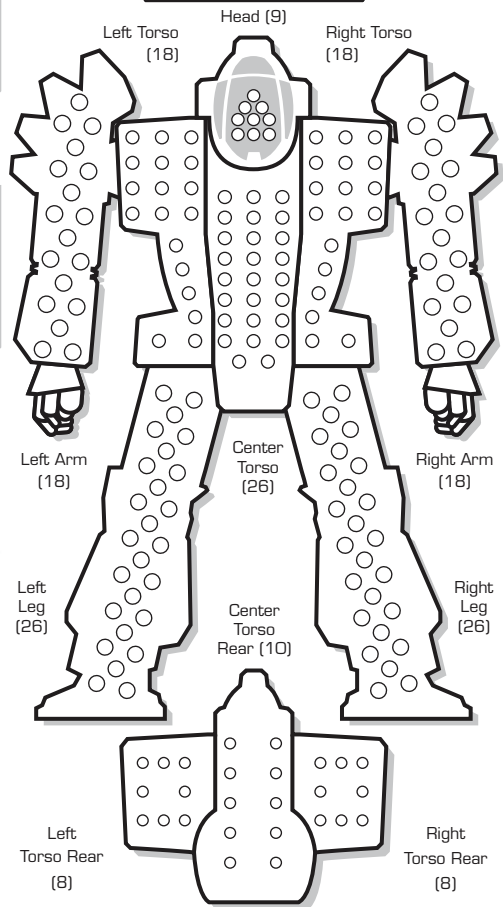
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. MML 9
- 5. MML 9
- 6. MML 9
- 1. MML 9
- 2. MML 9
- 4-6 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

#### Head

- 1. Life Support
- 2. Sensors
- 3. Small Cockpit
- 4. Sensors
- 5. Anti-Missile System
- 6. Ferro-Fibrous

#### Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. ER Medium Laser
- 6. Ferro-Fibrous
- 1. Ferro-Fibrous
- 2. Ferro-Fibrous
- 4-6 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

#### Center Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 1-3 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. XL Fusion Engine
- 5. Improved Jump Jet
- 6. Improved Jump Jet

#### Right Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 1-3 4. Improved Jump Jet
- 5. Improved Jump Jet
- 6. Improved Jump Jet
- 1. Improved Jump Jet
- 2. Ammo (MML) 11/13
- 3. Ammo (MML) 11/13
- 4. Ammo (AMS) 12
- 5. CASE
- 6. Ferro-Fibrous

#### Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 1-3 4. Improved Jump Jet
- 5. Improved Jump Jet
- 6. Improved Jump Jet
- 1. Improved Jump Jet
- 2. Snub-Nosed PPC
- 3. Snub-Nosed PPC
- 4. Targeting Computer
- 5. Targeting Computer
- 6. Ferro-Fibrous

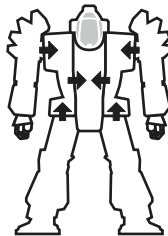
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Improved Jump Jet
- 6. Improved Jump Jet

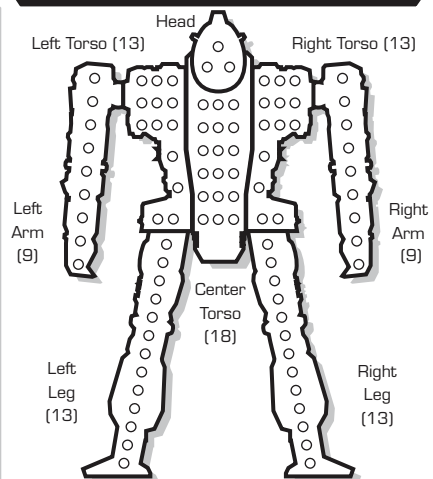
#### Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Improved Jump Jet
- 6. Improved Jump Jet



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### Heat Scale

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

### HEAT DATA

| Heat Level* | Effects                | Heat Sinks:<br>10 (20)<br>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     | ○                                |

Capital Scale



### WARSHIP RECORD SHEET

#### WARSHIP DATA

Type: **EAGLE (FRIGATE)**

Name: \_\_\_\_\_ Tonnage: 620,000  
 Thrust: \_\_\_\_\_ Tech Base: Inner Sphere  
 Safe Thrust: 4  
 Maximum Thrust: 6  
 DropShip Capacity: 4  
 Fighters/Small Craft: 6 / 0 Launch Rate: 4/turn

---

#### Weapons & Equipment Inventory

Capital Scale

| Bay                       | Loc    | Ht  | SRV | MRV | LRV | ERV |
|---------------------------|--------|-----|-----|-----|-----|-----|
| 2 NL45                    | N      | 140 | 9   | 9   | 9   | 9   |
| 2 NAC/20 (25 rnds)        | N      | 120 | 40  | 40  | 40  | —   |
| 1 Heavy N-Gauss (75 rnds) | N      | 18  | 30  | 30  | 30  | 30  |
| 2 NL55                    | FL/FR  | 170 | 11  | 11  | 11  | 11  |
| 1 NAC/20 (13 rnds)        | FL/FR  | 60  | 20  | 20  | 20  | —   |
| 2 NL45                    | L/R BS | 140 | 9   | 9   | 9   | 9   |
| 2 NAC/35 (20 rnds)        | L/R BS | 240 | 70  | 70  | —   | —   |
| 2 NAC/35 (20 rnds)        | L/R BS | 240 | 70  | 70  | —   | —   |
| 2 NL35                    | AL/AR  | 107 | 7   | 7   | —   | —   |
| 1 NAC/20 (12 rnds)        | AL/AR  | 60  | 20  | 20  | 20  | —   |
| 2 NAC/20 (25 rnds)        | A      | 120 | 40  | 40  | 40  | —   |

Standard Scale

| Bay                  | Loc    | Ht | SRV   | MRV           | LRV   | ERV |
|----------------------|--------|----|-------|---------------|-------|-----|
| 2 ER Large Laser     | N      | 24 | 2(16) | 2(16)         | 2(16) | —   |
| 4 AMS (300 rnds)     | N      | 4  | —     | Point Defense | —     | —   |
| 4 Large Pulse Laser  | N      | 56 | 6(6)  | 4(36)         | —     | —   |
| 4 Medium Pulse Laser | N      | 8  | 1(12) | Point Defense | —     | —   |
| 4 Small Pulse Laser  | FL/FR  | 24 | 2(16) | 2(16)         | 2(16) | —   |
| 2 ER Large Laser     | FL/FR  | 4  | —     | Point Defense | —     | —   |
| 4 AMS (300 rnds)     | FL/FR  | 56 | 6(6)  | 4(36)         | —     | —   |
| 4 Large Pulse Laser  | FL/FR  | 56 | 6(6)  | 4(36)         | —     | —   |
| 4 Medium Pulse Laser | FL/FR  | 8  | 1(12) | Point Defense | —     | —   |
| 2 ER Large Laser     | L/R BS | 24 | 2(16) | 2(16)         | 2(16) | —   |
| 4 AMS (300 rnds)     | L/R BS | 4  | —     | Point Defense | —     | —   |
| 4 Large Pulse Laser  | L/R BS | 56 | 6(6)  | 4(36)         | —     | —   |
| 4 Medium Pulse Laser | L/R BS | 8  | 1(12) | Point Defense | —     | —   |
| 2 ER Large Laser     | AL/AR  | 24 | 2(16) | 2(16)         | 2(16) | —   |
| 4 AMS (300 rnds)     | AL/AR  | 4  | —     | Point Defense | —     | —   |
| 4 Large Pulse Laser  | AL/AR  | 56 | 6(6)  | 4(36)         | —     | —   |
| 4 Medium Pulse Laser | AL/AR  | 8  | 1(12) | Point Defense | —     | —   |
| 2 ER Large Laser     | A      | 24 | 2(16) | 2(16)         | 2(16) | —   |
| 4 AMS (300 rnds)     | A      | 4  | —     | Point Defense | —     | —   |
| 4 Large Pulse Laser  | A      | 56 | 6(6)  | 4(36)         | —     | —   |
| 4 Medium Pulse Laser | A      | 8  | 1(12) | Point Defense | —     | —   |
| 4 Small Pulse Laser  | A      | 8  | 1(12) | Point Defense | —     | —   |

Lithium Fusion Battery

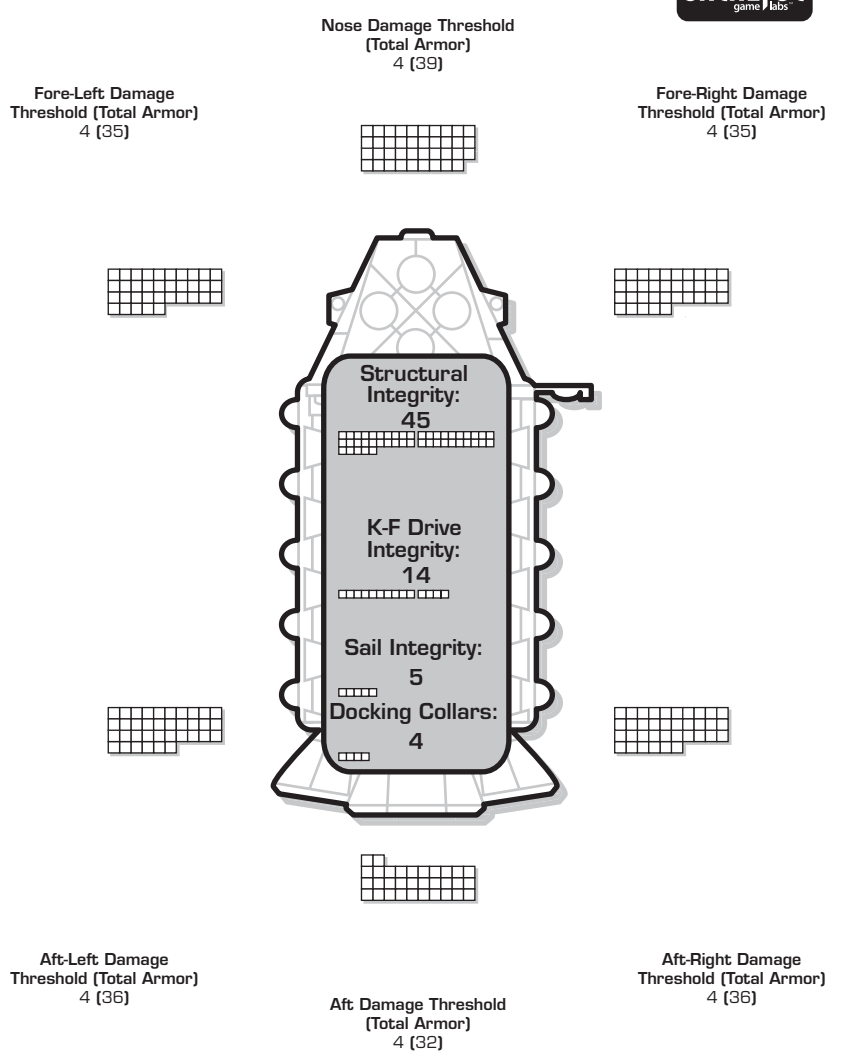
Grav Decks: Grav Deck #1 - #2: 110-meter

Cargo: Bay 1: Fighters (6) (2 doors) Bay 2: Cargo (34,945.5 Tons, 10 doors)  
 Bay 3: Cargo (27,877 Tons, 5 doors)

Ammo: NAC/35 (80) NAC/20 (100) AMS (2,400) Hvy N-Gauss (75)

---

Cost: 19,239,384,000 C-bills BV: 99,672



#### CREW DATA

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

Crew: 540 Marines: 0  
 Passengers: 0 Elementals: 0  
 Other: 12 Battle Armor: 0  
 Life Boats/Escape 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: 2,592 (5,162) Double

Heat Generation Per Arc

|                       |           |
|-----------------------|-----------|
| Nose:                 | 370       |
| Left/Right Fore:      | 322 / 322 |
| Left/Right Broadside: | 712 / 712 |
| Left/Right Aft:       | 256 / 256 |
| Aft:                  | 212       |

# CLASSIC BATTLETECH™

## ARMOR DIAGRAM

Capital Scale



## WARSHIP RECORD SHEET

### WARSHIP DATA

Type: **ESSEX (DESTROYER)**  
 Name: \_\_\_\_\_ Tonnage: 620,000  
 Thrust: \_\_\_\_\_ Tech Base: Inner Sphere  
 Safe Thrust: 3 2711  
 Maximum Thrust: 5  
 DropShip Capacity: 0  
 Fighters/Small Craft: 6 / 4 Launch Rate: 8/turn

### Weapons & Equipment Inventory

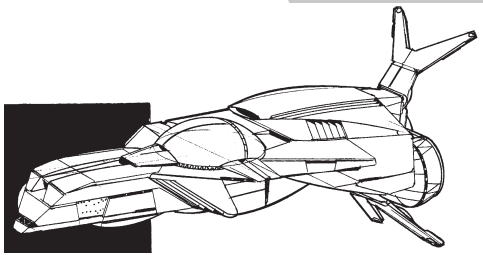
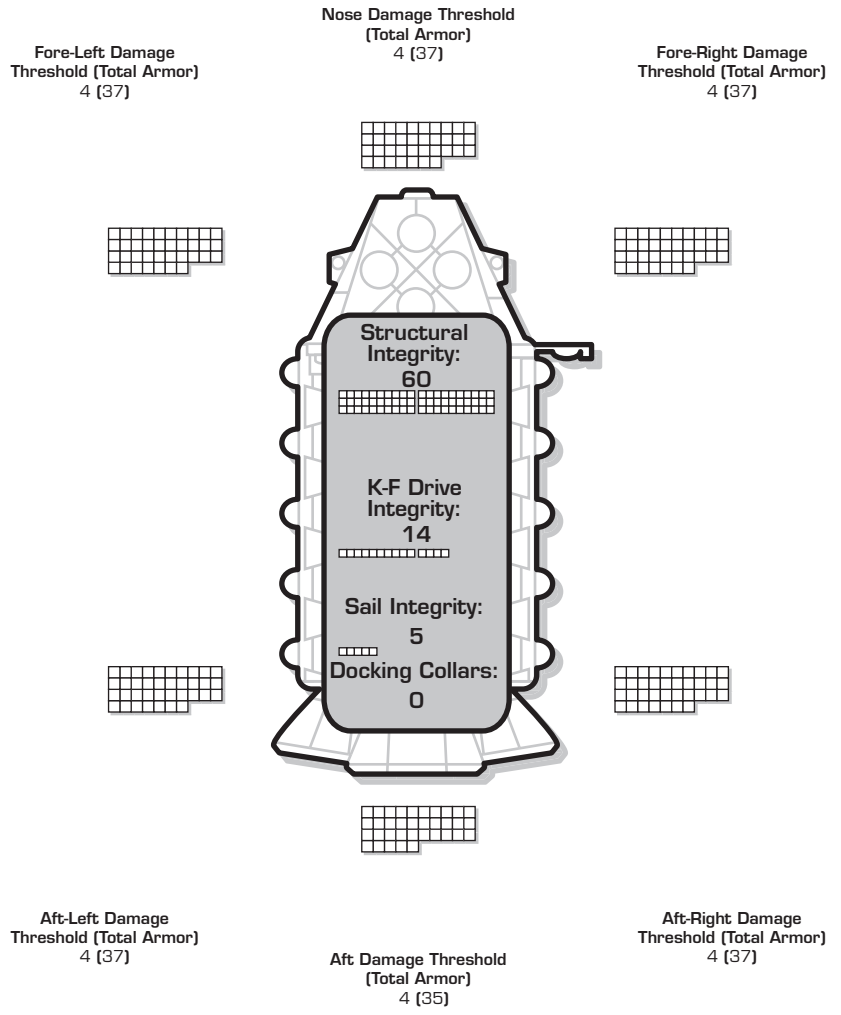
| Capital Scale | (1-12)      | (13-24) | (25-40) | (41-50) |     |     |
|---------------|-------------|---------|---------|---------|-----|-----|
| Bay           | Loc         | Ht      | SRV     | MRV     | LRV | ERV |
| 2             | NAC/20      | N       | 120     | 40      | 40  | 40  |
| 3             | NAC/20      | FL/FR   | 180     | 60      | 60  | 60  |
| 1             | Barracuda   | FL/FR   | 10      | 2       | 2   | 2   |
| 2             | NL35        | L/R BS  | 104     | 7       | 7   | 7   |
| 2             | Medium NPPC | L/R BS  | 270     | 18      | 18  | 18  |
| 2             | NL35        | AL/AR   | 104     | 7       | 7   | 7   |
| 2             | Medium NPPC | AL/AR   | 270     | 18      | 18  | 18  |
| 2             | NAC/20      | Aft     | 120     | 40      | 40  | 40  |
| 2             | NAC/20      | Aft     | 120     | 40      | 40  | 40  |
| 1             | Barracuda   | Aft     | 10      | 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: 6,382,317,610 C-bills BV: 60,935



### 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/Escape 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



# CLASSIC BATTLETECH™

## ARMOR DIAGRAM

Capital Scale



## WARSHIP RECORD SHEET

### WARSHIP DATA

Type: RIGA (FRIGATE)

Name: \_\_\_\_\_ Tonnage: 750,000  
 Thrust: \_\_\_\_\_ Tech Base: Inner Sphere 2440  
 Safe Thrust: 3  
 Maximum Thrust: 5  
 DropShip Capacity: 2  
 Fighters/Small Craft: 12/4 Launch Rate: 8/turn

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### Weapons & Equipment Inventory

Capital Scale

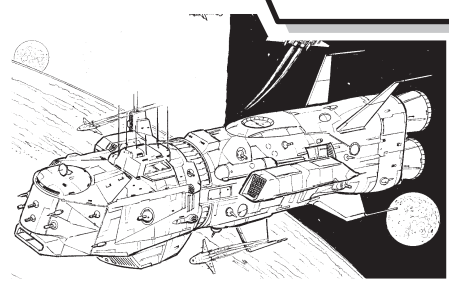
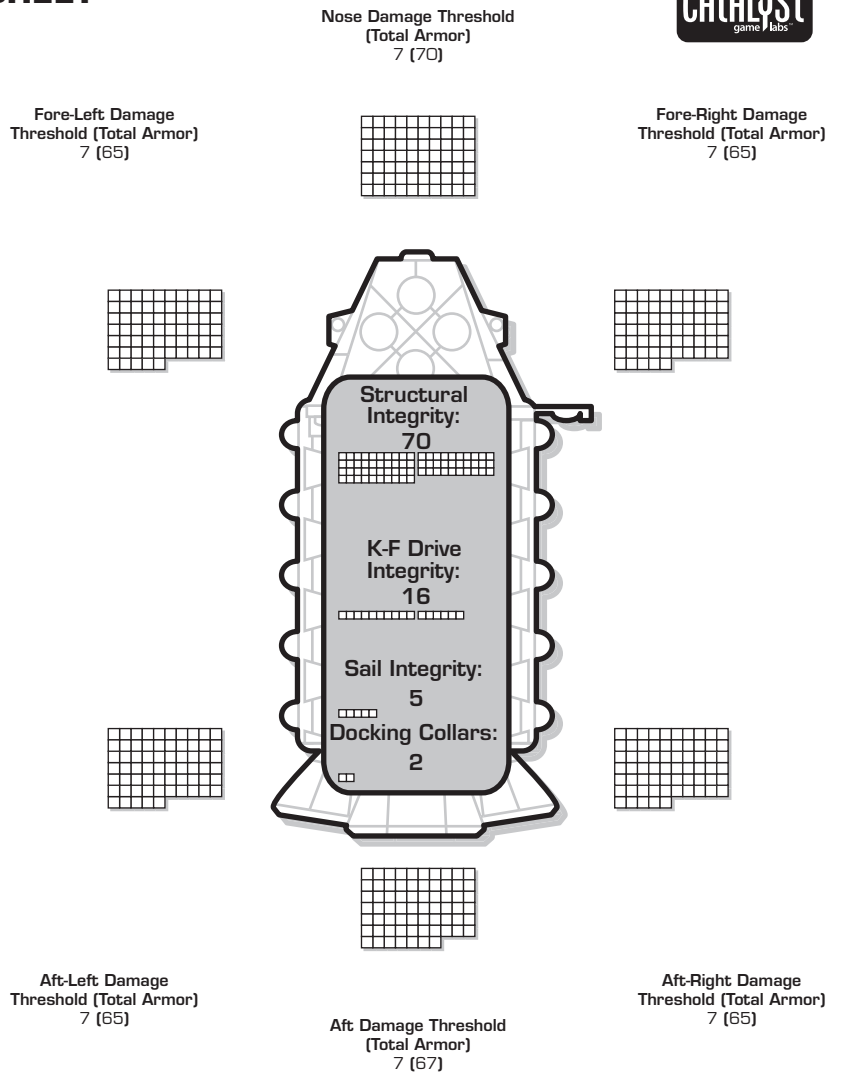
| Bay                | Loc    | Ht  | SRV | MRV | LRV | ERV |
|--------------------|--------|-----|-----|-----|-----|-----|
| 1 Heavy NPPC       | N      | 225 | 15  | 15  | 15  | 15  |
| 2 NL55             | N      | 170 | 11  | 11  | 11  | 11  |
| 2 NAC/30 (100 mds) | N      | 200 | 60  | 60  | 60  | —   |
| 1 Light NPPC       | FL/FR  | 105 | 7   | 7   | 7   | —   |
| 2 NL45             | FL/FR  | 140 | 9   | 9   | 9   | 9   |
| 2 NAC/25 (100 mds) | FL/FR  | 170 | 50  | 50  | 50  | —   |
| 1 Heavy NPPC       | L/R BS | 225 | 15  | 15  | 15  | 15  |
| 2 NL55             | L/R BS | 170 | 11  | 11  | 11  | 11  |
| 2 NAC/30 (100 mds) | L/R BS | 200 | 60  | 60  | 60  | —   |
| 1 Light NPPC       | AL/AR  | 105 | 7   | 7   | 7   | —   |
| 2 NL45             | AL/AR  | 140 | 9   | 9   | 9   | 9   |
| 2 NAC/25 (100 mds) | AL/AR  | 170 | 50  | 50  | 50  | —   |
| 1 Light NPPC       | Aft    | 105 | 7   | 7   | 7   | —   |
| 2 NL45             | Aft    | 140 | 9   | 9   | 9   | 9   |

**Grav Decks:**  
 Grav Deck #1: 145-meter  
 Grav Deck #2: 65-meter

**Cargo:**  
 Bay 1: Fighters (12) (2 doors)  
 Bay 2: Small Craft (4) (2 doors)  
 Bay 3: Cargo (124,491.5 Tons) (2 doors)

**Ammo:** NAC/25 (400) NAC/30 (300)

**Cost:** 8,869,087,800 C-bills **BV:** 99,772



### CREW DATA

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

Crew: 233 Marines: 0  
 Passengers: 0 Elementals: 0  
 Other: 44 Battle Armor: 0  
 Life Boats/Escape Pods: 20/31

### 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

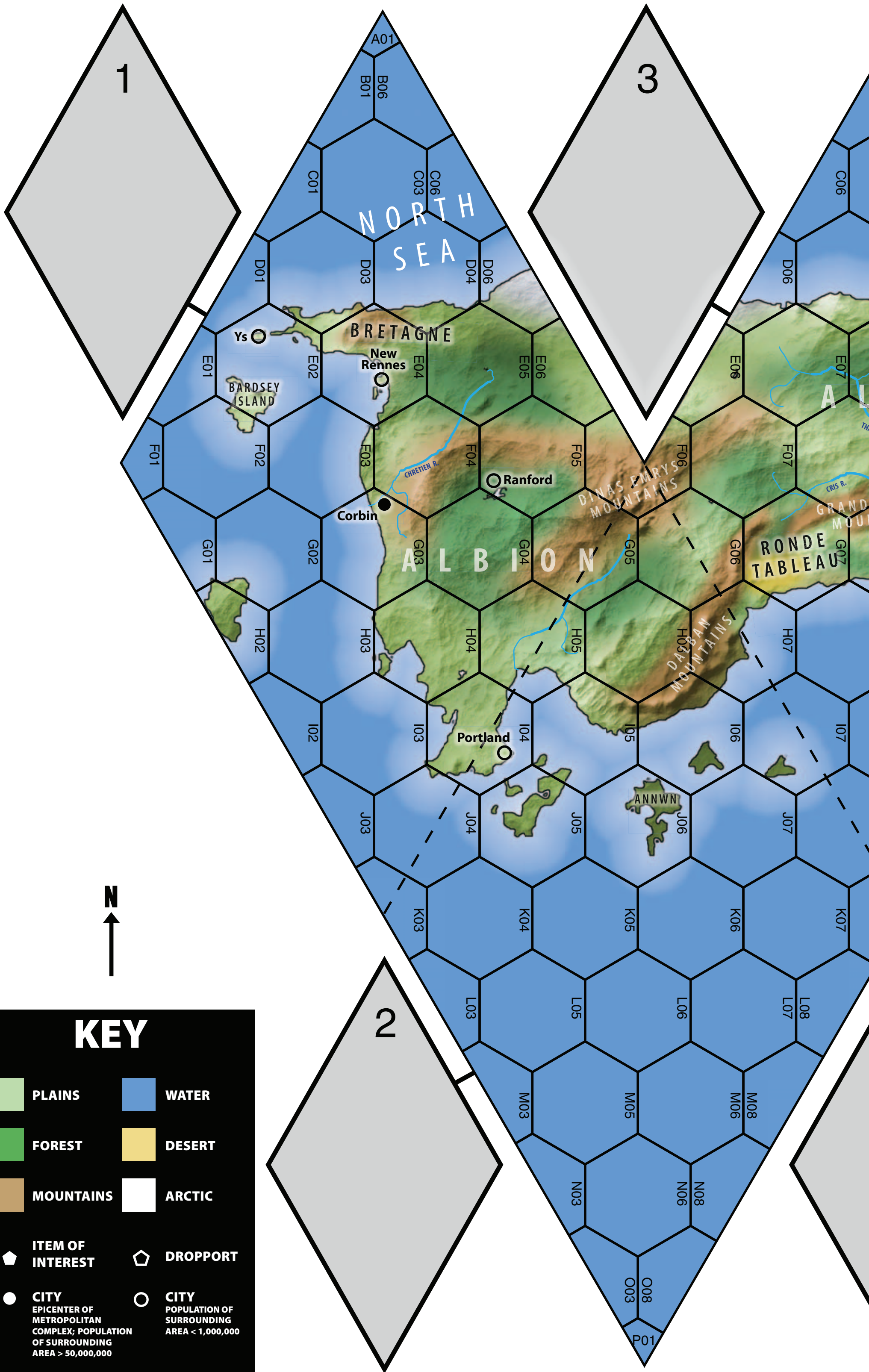
|                    |   |   |   |   |   |   |   |   |   |    |
|--------------------|---|---|---|---|---|---|---|---|---|----|
| Turn #             | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Thrust             |   |   |   |   |   |   |   |   |   |    |
| Velocity           |   |   |   |   |   |  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

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

### HEAT DATA

Heat Sinks: 2,100 Single

Heat Generation Per Arc  
 Nose: 595  
 Left/Right Fore: 415 / 415  
 Left/Right Broadside: 595 / 595  
 Left/Right Aft: 415 / 415  
 Aft: 245



1

3

NORTH  
SEA

BRETAGNE

Ys

BARDSEY  
ISLAND

New  
Rennes

Corbin

ALBION

Ranford

DINAS EMRYS  
MOUNTAINS

RONDE  
TABLEAU

Portland

ANNWN



# KEY

- |  |  |   |  |
|--|--|---|--|
|  | PLAINS   |  | WATER  |
|  | FOREST   |  | DESERT   |
|  | MOUNTAINS  |  | ARCTIC   |
|  | ITEM OF<br>INTEREST  |  | DROPPORT   |
|  | CITY<br>EPICENTER OF<br>METROPOLITAN<br>COMPLEX; POPULATION<br>OF SURROUNDING<br>AREA > 50,000,000 |  | CITY<br>POPULATION OF<br>SURROUNDING<br>AREA < 1,000,000 |

2

AL

CRIS R.

GRAND  
MOUNTAINS

SNIBAN  
MOUNTAINS

ANNWN

K07

L08

M08

N08

O08

P01

A01

B06

B01

C01

C03

C06

D01

D03

D04

D06

E01

E02

E04

E05

E06

F01

F02

F03

F04

F05

F06

F07

G01

G02

G03

G04

G05

G06

G07

H02

H03

H04

H05

H06

H07

I02

I03

I04

I05

I06

I07

J03

J04

J05

J06

J07

K03

K04

K05

K06

K07

L03

L05

L06

L07

M03

M05

M06

M08

N03

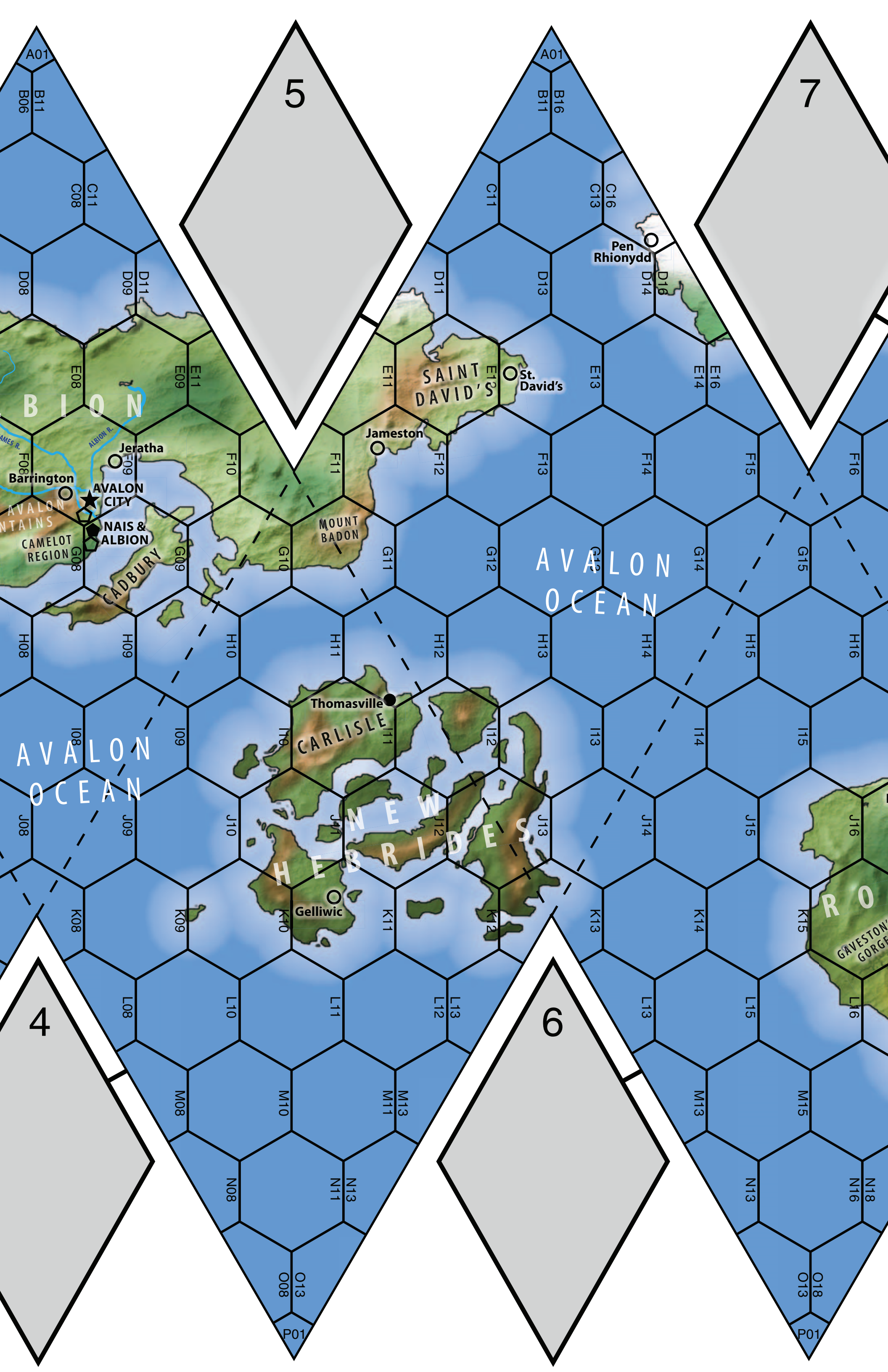
N06

N08

O03

O08

P01





6

8

10

NEW SCOTLAND

BRUNSWICK

EAST SEA

VIVA OCEA

Dundee

Ith  
Achnar BattleMechs

Novais  
Lycomb-Davion IntroTech

Tintagel

Lycomb-Davion IntroTech  
Ultron

Brunswick City

Winchester

Flensburg

STOCK  
DARING FLOOD PLAINS

DRILANDS

0110

023  
018  
P01

