

BATTLETECH

TM

D O S S I E R S

LAMENKOV'S LIABILITY

LANCE PACK: 3085





TO: General Belle Lee, CO, Republic Armed Forces
FROM: Supervisor Elaine McCrosby, PhD
SUBJECT: Candidate Lance 5: Lamenkov's Liability

Alright, the fifth batch.

Here's my boilerplate. I know you hate it, but you'll thank me some day.

The base qualifications for all candidate lances require at least five years of active duty experience in the Jihad for all individual members, at least one year of active duty experience of the lance as a unit, and at least two documented instances of the lance engaging in combat without direct support from allied assets of any kind. Sufficient documented technical expertise to support a force in the field with no additional technical personnel is considered a plus. Lamenkov's Liability meets these requirements, and their 'Mechs also meet or exceed the additional operational requirements you set.

This is the fifth candidate lance for your Errant Force concept. All surveys are numbered in descending order of qualification. Further, this is the first lance that I cannot endorse without reservations.

First, this lance barely meets the qualifications you indicated. Second, of all surveyed lances, they have the least amount of time together. Third, all instances where they were engaged without support involved forces against which they were equally matched, or which they outmatched. Other considerations can be found in the detailed brief.

Despite all this, I believe they would perform well, although my judgment may be biased somewhat. They were the only candidate lance that I got to meet in person.

I trust my findings will assist your selection process, and stand by to offer any clarifications or follow-up inquiries as you may require.

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STAR LEAGUE ERA

CLAN INVASION ERA

JIHAD ERA



SUCCESSION WARS ERA

CIVIL WAR ERA

DARK AGE ERA





Water Station 14
Luyten's Pan
Schedar, Republic of the Sphere
12 June 3085

Another batch of missiles peppered Ilyena Lamenkov's *Thunderbolt*, stripping armor off its side. Lamenkov linked with her Lance and cursed loudly, though briefly.

"I've had about enough of that *Trebuchet*," she snarled. "V and S, on my mark, turn about and pound that bitch. L, you and me will turn about and walk backwards. Looks like these poor saps didn't bring ECM to the party. Make it bleed from a new arsehole... *Mark*!"

Suddenly and viciously yanking on her controls, Lamenkov expended some of her rage on the contributions of Earthwerks' ergonomics department. Her sixty-five ton BattleMech spun about, skidding a six-meter trough through the gravel of Luyten's Pan. As her machine turned, she twisted its torso back towards the center, and lined up her weapons with the enemy 'Mech. Previously, she had been twisted right, to allow her Combine-built Heavy PPC to respond to their pursuers. This time, she would hit back with a greater measure of the weaponry she had brought to Schedar.

Her C³ interface informed her that either Veronica or Syngman had closed enough with the *Trebuchet* to provide an optimum firing resolution. As she began to march her *Thunderbolt* backwards, she selected and launched a flight of LRMs from the versatile Doombud MML system mounted in the 'Mech's right shoulder, and followed it up with a triple-blast from her heavy PPC, and a pair of two smaller particle cannons. As almost an afterthought, she added a flash from her Diverse Optics laser. The energy weapons struck home first, followed a heartbeat later by the missiles. Her attack was the last to the party; already ravaged by the combined weaponry of the rest of her lance, the ancient BattleMech—shedding armor in tons—shuddered as its entire right side disintegrated.

The fifty-ton war machine teetered, thoroughly off balance from the combination of a particle cannon-powered crash diet, and the kinetic energy added by waves of missile impacts, yet somehow its MechWarrior kept the *Trebuchet* upright. Ilyena would have been impressed if she didn't want him to die so badly. Instead, he began to turn, as if to withdraw.

Fortunately, Syngman's *Karhu* wasn't just there to provide targeting information through the C³ network. He swiftly closed the few remaining meters that separated him from the devastated hostile, and threw a wide right hook with one metalshod fist. Just before impact, three huge claws shot from their massive sheaths on the *Karhu*'s right wrist. The blades raked straight through the *Treb*'s remaining armor over its heart, and tore through the remnants of its right flank, carrying a hunk of metal out from deep within the machine. Fresh, black smoke immediately poured out of the gaping wound, and the *Trebuchet* finally collapsed like a broken toy. Syngman raised his 'Mech's arm, then retracted the spikes, parts of the *Trebuchet*'s ruined gyroscope raining down his arm.

Lamenkov growled in her neurohelmet. "Stop showing off and get back over here, S! Let's see if these village idiots learned anything!"

"Acknowledged. It appears they have learned to fire artillery. I detect some batches of shells incoming. Less than last time. Maybe their ammunition is dwindling? Good thing they did not bring Arrow IV, no? Did you know that the first documented and successful use of missile artillery is credited to the Hwacha almost fifteen hundred years ago? I—"

"S, one more history lesson, and you'll be doing a holding action solo, understood?"

"Rejoining formation, ma'am."

"Yeah, speaking of which, diamond formation. *Osprey* on point, *Karhu* in the rear, *Prefect* right. My rear's been smacked enough for one day."

Her lancemates chuckled even as a new volley of weapons fire struck. The artillery blasted the surface of the Pan, but was now much more easily avoided, unlike the first encounter...

* * * *

The day had started pleasantly enough. Sent to Schedar to deal with a well-armed batch of insurgents or pirates of some sort, the hostiles had been known to do their business in singles or pairs. On the second day of their arrival at Governor Rander's estate, a lone *Trebuchet* started attacking a nearby mining complex. Perfect opportunity to spread the word that a new sheriff was in town.

Things turned sour when suddenly a brace of assorted combat vehicles emerged from covered train cars, followed by several 'Mechs that burst forth from within the mining compound itself. Even more endearing was the barrage of artillery fire that fell right in line with their path of retreat. The pre-sighted artillery savaged Sawyer's *Osprey*, but since then Lamenkov and her lance had managed to avoid significant artillery damage. Not so of the *Trebuchet*'s companions, who fired as if they had orders to return without any ammunition. Through sheer volume of fire, they delivered far more damage than Lamenkov could tolerate. Her lance nearly outgunned the bandits in the field, but had to flee for fear of some lucky shots from the peasant arty.

No, not lucky, she corrected herself. These guys are well led, and well trained. I'm dealing with an army, not a rabble.

This Schedar Enlightenment and Liberation Force was far more formidable than the briefings implied. Taking out a prepared and well-organized enemy was a far worse prospect for Lamenkov's single lance than dismantling the small insurgent or pirate group they originally expected.

Well, not like anyone else will be doing it. But first, we have to live to fight that other day.

"Alright, looks like they're still with us. Let's keep pounding them if they stick their nose out too far. L, keep moving ahead and check the lay of the land. We'll need to turn pretty frequently; too much of the same direction is asking for another surprise up ahead. V, you're behind in kills. Fix it."

"Yeah, whatever." Most Mechwarriors would've ended transmission before making such remarks, but Veronica thrived on them. "How 'bout I just ditch you losers altogether? Your plan's obviously shot to hell; not sure I want to give your new one a chance."

"Well, two reasons: First, if we split up, they'll just pick us off one at a time. Second, if you break formation now, I'll kill you dead myself."

"You're pretty spry and generous with those death threats, LT. One of these days that's gonna cost you."

Lamenkov hesitated just a moment before replying. She considered herself to be tough and deadly, generally afraid of no one. She never met a Blakist in the Jihad that scared her, but somehow Monteiro-Montoya got under her skin.

"I'd best be seeing some orders obeyed soon, V, or this'll be your last day as a MechWarrior."

Mercifully, her insubordinate subordinate said nothing and maintained formation.

Lamenkov sighed, then cursed as more missiles pelted away her armor. The wire-frame on her secondary display flashed more sections from yellow to red.

One small battle won in my lance, now a big one to win for my lance.



ILYENA

LAMENKOV



Rank/Position: Lieutenant / Lamenkov's Liability CO

Born: 3042 (43 in 3085)

Affiliation: Republic of the Sphere

Home Planet: Kittery

'Mech: TDR-10M Thunderbolt Ilyena

MechWarrior Profile

While born on Kittery, Ilyena Lamenkov was not on that world when it fell to the Word of Blake. She was a captain in the Twentieth Avalon Hussars RCT, and was stationed on Mira when the Jihad broke out. Lamenkov served House Davion with distinction during the FedCom Civil War, and continued to serve well during the first years of the Jihad. After she learned of Devlin Stone and his growing success, however, she resigned her commission and made her way to join his nascent resistance. It took her almost two years to finally catch up to Stone's Lament, during which time she had to rely largely on her own abilities and scarce resources to get by. These experiences are a key factor in determining the eligibility for this command.

Dispossessed, Lamenkov proved herself by stealing the *Dragon* piloted by Captain Oosterhout, one of Stone's command battalion company commanders, then evading capture for the better part of the day. When finally cornered and ordered to surrender, Lamenkov instead asked her

pursuers "Wouldn't you rather have me on your side?" Though initially presumed a Blakist spy, Lamenkov's story eventually checked out, and she was assigned to Oosterhout's lance, despite his declaration that she was "a major liability". Lamenkov took this epitaph as her callsign, and eventually proved herself enough that Oosterhout accepted her apology shortly before his death at Sydney.

Since then, Lamenkov distinguished herself in several skirmishes against Capellan forces in the liberated Protectorate, where her lance—Lamenkov's Liability—was called upon to operate autonomously on several occasions.

The traits that make Lamenkov a problem for a regular army command should make her an asset in irregular duties. She is unconventional, brash, and crude, but eagerly seeks out any challenges. Given these recent experiences as an independent commander, there is a high degree of confidence that Lamenkov will rise to the kind of challenges that the Errant Force is being specced for.

TDR-10M Thunderbolt Ilyena

Ilyena's *Thunderbolt* has the following Vehicle Quirks: Protected Actuators (see p. 195, SO), comes with a Searchlight (see p. 196, SO), and has been modified to function as a Command BattleMech (see p. 193, SO), but its new Light PPC has No Cooling Jacket (see p. 198, SO) and the new C³ Master is creating Sensor Ghosts (see p. 199, SO)





LAWRENCE SAWYER



Rank/Position: MechWarrior / Lamenkov's Liability Comms Officer

Born: 3040 (45 in 3085)

Affiliation: Republic of the Sphere

Home Planet: Bordon

'Mech: OSP-26 Osprey Lawrence

MechWarrior Profile

Lawrence Sawyer was a MechWarrior rescued from a prison camp on Genoa. He swiftly redeemed himself and piloted a *Jenner* for the resistance during much of the Jihad. While his service record has been unimpressive, it has also lacked any major demerits, marking Sawyer as a reliable asset. Shortly after the formation of the Republic, Sawyer—then serving as a company communications officer—found himself red-flagged by a medical officer who cited numerous “unresolved and unaddressed traumatic stress factors” from the Jihad and recommended intense psychotherapy. As this was a common occurrence at the time, it regrettably took some time to determine that this extreme prognosis actually stemmed from the agenda of a disgruntled medical officer (who

has since been discharged). While Sawyer did benefit from counseling—and arguably needed it—his therapy could have been conducted in conjunction with his duties. Sawyer seems to have taken the matter in stride, even though it kept him off active duty for the better part of a year.

In Lamenkov's Liability, Sawyer's prior experience as a communications officer has been put to good use. He has been deputized by Lamenkov to take on the majority of administrative duties.

OSP-26 Osprey Lawrence

Sawyer's *Osprey* has the following Vehicle Quirks: Easy to Maintain (see p. 193, *SO*) and has a Low Profile (see p. 195, *SO*). It also has Minimal Arms (see p. 198, *SO*) and the barrel of its main gun creates a Difficult Ejection (see p. 196, *SO*).





VERONICA MONTEIRO-MONTOYA



Rank/Position: MechWarrior / Lamenkov's Liability Specialist

Born: 3053 (32 in 3085)

Affiliation: Republic of the Sphere

Home Planet: Severn

'Mech: PRF-1R *Prefect Veronica*

MechWarrior Profile

MechWarrior Veronica Monteiro-Montoya is a major discipline problem—with a record of insubordination that exceeds even that of her current commander. She seems to genuinely dislike all members of any command she works for, and only relates pleasantly with people outside of a military profession. It is rumored that she killed at least two of her prior commanding officers when she was still a mercenary.

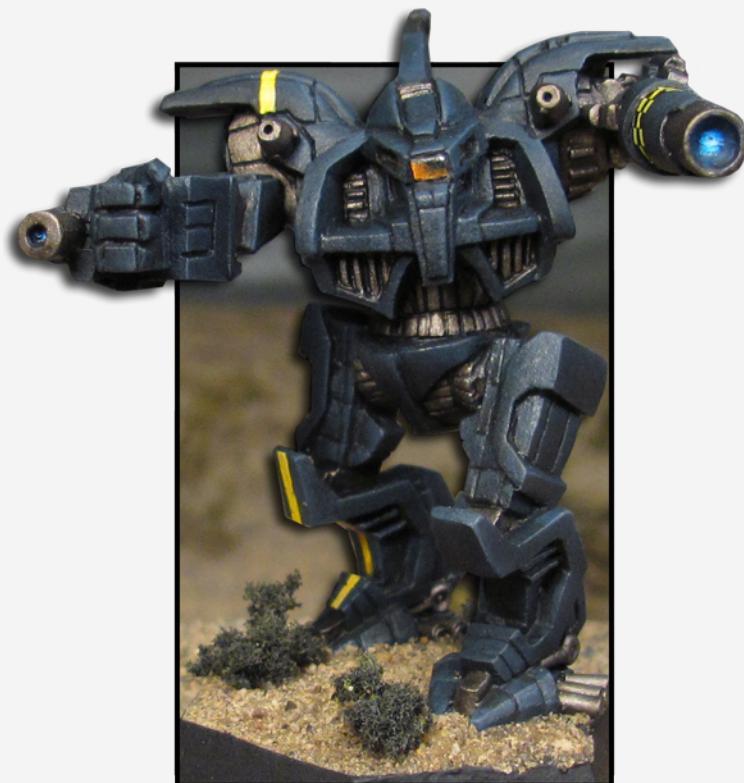
Her military career began at a young age, where Veronica proved herself to be a bit of a loner. Most commands made good use of this quality by sending her out on solo missions with expendable 'Mechs, to disrupt or harass enemy operations. While intrinsically difficult to verify, prior

employers—to the extent they're still alive—generally speak highly of her skills in this regard, and her ability to distract hostile forces and still inflict significant logistical damage. It is then not surprising that she has taken quite a liking to her new *Prefect*.

Monteiro-Montoya came to the Republic in the aftermath of Spica, when the mercenary force she belonged to (Breaker's Dozen) was destroyed. As the only member of her command not killed or permanently disabled, she received an opportunity to join the Lament as a proven warrior. It is clear from her record since that her commanders may have regretted that decision, but she has yet to be assigned a mission she couldn't handle.

PRF-1R *Prefect Veronica*

Veronica's *Prefect* has the following Vehicle Quirks: Hyper-Extending Actuators (see p. 194, SO) and Protected Actuators (see p. 195, SO).





SYNGMAN



Rank/Position: MechWarrior / Lamenkov's Liability Grenadier

Born: 3055 (28 in 3085)

Affiliation: Republic of the Sphere

Home Planet: Solaris VII

'Mech: *Karhu Syngman*

MechWarrior Profile

MechWarrior Syngman Seong-Hwan is known best for his imposing size. Measuring 2.35 meters and weighing 174 kg, the members of his battalion have begun to refer to him as their "mini-Elemental". In tribute to his excellent health and fitness, Seong-Hwan has been designated the "Lance Grenadier" by Lamenkov, a reference to the old military practice of assigning the largest and strongest men to grenadier formations.

Syngman is of Terran Korean descent, a fact he is extremely proud of. He is very well versed in his ancestral nation's history, and has kept up with prominent events from the region well in to the twenty-eighth century. He is fond of sharing anecdotes on the importance and contributions of Koreans throughout the ages, educating the members of his unit even in the heat of battle.

SEONG - HWAN

MechWarrior Seong-Hwan was initially recruited on Gurnet, and has been performing respectably ever since. He has made it clear on numerous occasions that he is not interested in commanding a unit at any size. While this lack of ambition would normally be a strike against Syngman, in this instance it may provide Lamenkov with a measure of stability in her command.

Of note is Seong-Hwan's 'Mech, a *Karhu*. He acquired it when a Dominion MechWarrior who had joined the Republic died from wounds received in combat. It is unclear what the exact circumstances are, especially as the concept of inheritance is thought to be non-existent among the Clans. Regardless, the gift did not provide Seong-Hwan with sufficient Clan equipment to fully repair its damage, and thus his *Karhu*'s configuration makes use of Inner Sphere technology.

Karhu Syngman

Syngman's *Karhu* has the following Vehicle Quirks: Exposed Actuators, (see p. 198, SO) and Sensor Ghosts (see p. 199, SO)





WARM WELCOME

SITUATION

Luyten's Pan
Schedar, Republic of the Sphere
12 June 3085

Matters on Schedar were not proceeding as anticipated. The reportedly "minor" uprising was, in fact, exceptionally well equipped, and the Liability's first engagement with a lone hostile 'Mech turned out to be an ambush. Fortunately Lamenkov's lance managed to keep things together, preventing them being picked off one by one. They outmassed their opponents individually, but were thoroughly outnumbered. Now, they had to shake their pursuers while sustaining minimal damage. Key to this would be preventing the enemy from intercepting their retreat with a delaying force. Even a company of infantry, directly in their path, could be disastrous if the Liability were outflanked or overrun by its pursuers.

GAME SETUP

The Attacker sets up all maps during this mission, using a minimum of two maps (and a maximum of six) placed end to end for a Chase Scenario. Maps with minimal trees and water on them should be chosen. Consider using the Flatlands, Hills, Mountain, and Badlands Tables (see p. 263, *TW*). Hexpacks may be used as well, with maps modified to better match a relatively open field. (If desired, treat all Woods hexes as Rough, and treat all water hexes as Clear instead, maintaining their reduced elevation levels as appropriate.)

The Defender will enter from one side of the map, and travel towards the opposite map side. The Attacker will enter the map from the same side the Defender entered from two turns after the Defender. This is considered Turn 1 for gameplay; the Defender is only supposed to move, and not make attacks of any kind until the Attacker also enters the map.

Attacker

The attacker consists of the Schedar Enlightenment and Liberation Force (SELF), who have deployed a sizable force in this trap. They hope to wipe out or cripple Lamenkov's force quickly, to maintain their hold over the world. The SELF force outnumbers Lamenkov's Liability by at least 3 to 1, but is evenly matched strengthwise. To ensure this, the SELF force should possess at least one vehicle for every two 'Mechs fielded and at most two vehicles for every one 'Mech they field. None of the SELF 'Mechs or vehicles may weigh in excess of 55 tons.

Use the Word of Blake and Periphery Random Assignment tables (see p. 268, *TW*) as a guide when generating the SELF units. The majority of their vehicle crews and MechWarriors are rated Green, but one out of every three may possess Regular-rated skills.

Defender

The Defender consists of all 4 'Mechs of Lamenkov's Liability, each of which has already suffered damage. For each unit, roll for their controlling warrior's Tactics/Land skill and apply a -8 modifier to the roll. Resolve a number of 5-point hits against each 'Mech equal to the resulting MoF for this Skill check. If the Skill Check succeeded, resolve only two 5-point hits.

WARCHEST

Track Cost: 500 WP

Optional Bonuses:

The listed Warchest Points (WPs) are awarded if at least one Objective is completed with the following optional rules (all bonuses cumulative):

+100 Delaying Force: Use the Delaying Force rules as described below.

+100 Dark Horse: Salazar Tsakalotos and his *Thunderbolt* are present on the SELF's side.

OBJECTIVES

1. Retreat. Make it off the opposing map side with at least three 'Mechs active. (**Reward: 600 WP**)

2. Hello Back Atcha. Any units the Liability kills today are some that won't have to be hunted down later. Kill or Cripple at least half the Attacker's starting force. Units that are retreat under Forced Withdrawal count towards this score. (**Reward: 500 WP**)

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Attacker is under Forced Withdrawal (see p. 258, *TW*). Further, if half his starting force has been Killed or Crippled, he must withdraw all remaining forces off his starting map edge as swiftly as possible, no longer pursuing Lamenkov's lance in any way. (This rule even affects Salazar Tsakalotos.)

Delaying Force

Only use if the Delaying Force Optional Bonus is in effect.

The Attacker may place a company's worth of Veteran-rated Foot Infantry on the map using Hidden Units rules (see p. 259, *TW*). The company consists of one Rifle platoon, two Machine Gun platoons, and one SRM platoon. The position of this force must be written down by the Attacker at the start of play by noting the hex and map the infantry platoon occupied. This record must be shared with the Defender at the end of combat, or once all four platoons have been revealed, whichever occurs first.

AFTERMATH

Lamenkov's unit managed to escape doom by beating on their pursuers until they decided to withdraw. They suffered significant damage in the initial ambush and pursuit, forcing a reevaluation of their mission. Upon returning to their base at the Rander Communications Equipment compound, Lamenkov's lance found some respite, but also learned that matters were far more severe than even the ambush indicated: the planetary HPG compound was surrounded by SELF. All access to and communication with the compound was now impossible. The economic effects of the de-facto Interdiction was already wreaking havoc with the planetary economy.



THAT COULD'VE GONE BETTER

Mission Briefing

The Schedar Enlightenment and Liberation Force proved both a more capable and more powerful enemy than intel indicated. Schedar's sparse militia was weak, already eroded by SELF actions prior to Lamenkov's arrival, and Governor Rander was unwilling to include them among the resources he placed at her disposal. In fact, beyond the most mundane supplies and equipment, Rander's "support" was borderline insulting, motivated only by necessity.

To break the status quo, Lamenkov needed to think "outside the box". The first step in creating a trap is to determine what qualifies as bait.

Assets

The Liability's 'Mechs, in the state they were in at the end of the prior Track, along with the lance's inventory of weaponry and consumables, and an operational fund of 100,000 C-Bills, constitute the bulk of the Liability's assets. In addition, a stockpile of replacement parts equal to the remaining Warchest points is available. Rander's support includes access to the planet's governmental facilities, any small arms and equipment up to Tech C and Availability D, and non-military vehicles of Tech Rating C or less. (Technical Readout: Vehicle Annex may be used for examples of these vehicles.)

Opposition

The SELF can apparently deploy at least a full mixed company of 'Mechs and vehicles, some well-trained infantry and artillery. Their resources among the population of Schedar are not well understood, but were clearly adequate enough to set up the ambush that the Liability endured—an ambush likely planned well in advance. Their bases and logistics are likewise unknown.

Tactical Analysis

It is of paramount importance to begin defeating the SELF at its own game. This can be accomplished in a variety of means, but a key prerequisite to pursuing any course of action will require the acquisition of a degree of intelligence on SELF that Lamenkov's Liability does not yet have. Another priority must be the restoration of the Liability's combat performance following the initial battle. Governor Rander does not have any BattleMech technicians on planet.

Objectives

How Do You Like it; Where Do You Want It? Determine a plausible means of engaging and defeating the SELF.

Time is of the Essence. Don't dawdle. Lack of decisive action will empower SELF.

Mission Success Conditions

Successfully engage the SELF in a way that degrades their capability, or set in motion a plan that accomplishes this objective.



GM-ONLY SECTION

Enemies

The SELF is equipped with at least eight BattleMechs, and no more than were present at the ambush (whichever number is greater). Their stock of vehicles is identical in numbers to their 'Mechs. Their ability to repair damage is minimal. Resolve all repair attempts as if they make use of Extra Time (see p. 182, SO) and a Green skill level (see p. 168, SO). They have no replacement weapons or equipment beyond armor and actuators, but have ample access to LRM, SRM and Autocannon ammunition (although they cannot make use of specialty munitions beyond Smoke, Flechette, and Fragmentation rounds). They have two Sniper artillery pieces, but expended all their ammunition for these during the first ambush. They have only two companies worth of highly skilled and trained troops such as appeared in the ambush, supplemented by scores of unskilled "security troops". They have no aerospace assets.

SELF's key objective is to depose the Rander family and establish Schedar as an independent world or—with some suitable concessions—return to Federated Suns' rule.

A major part of their strategy and propaganda focuses on the spirituality that is common on Schedar, in particular Buddhism and various offshoots of that religion. They argue that Rander's rule is corrupt and immoral, leading the people of Schedar further away from their roots and their spiritual accomplishments. The leadership for the most part genuinely believes in their message, but as their hands are getting dirtier they find themselves increasingly using it as justification rather than empowerment.

There is some truth to their claims; Rander and his family have been living it up after talking their way into planetary rule post-Jihad, and they have been actively opposing a variety of organizations and religious movements that have been publicly criticizing Governor Hamilton Rander for his obvious nepotism, outright corruption and apparent lack of moral fiber.

SELF's lack of military defeats has bolstered their ranks. The ambush, which will be successfully spun as a total victory regardless of outcome, has massively improved the public support the organization has, and recruitment is high. Militia morale is low, and defections are happening. Giving SELF a significant setback in combat will be a pre-requisite for any military victory.

The blockade around the planet's HPG consists largely of a large number of civilians led by SELF lieutenants. They could be dispersed by force, but Rander would be extremely reluctant to authorize open action lest Schedar's population turns on him even more.

Local Conditions

Schedar has minimal industry, largely focused on Rander Communications, a planet-wide telecommunications industry. Its climate is extremely dry, with only 20 percent surface water. It is also cool, with an equatorial temperature average of 27° C. While largely a desert world, some green areas do exist on planet, including several small but prominent forests near the mountains, where most cities lie.

Large quantities of mineral-based dust blows across the planet's more barren landscape in almost hourly storms, and the more severe storms can even cause lung scarring from the fibrous particles. These dust storms are also thought to have a carcinogenic effects, so most of Schedar's populace makes use of filter masks when outside.)

Most of Rander Communication Equipment's factories were built in large underground caverns, and a major portion of the planet's population sought refuge in similar caverns during the Blakist Jihad. Many still live there, though many more have returned to their old lives.

Objectives

Lamenkov Liability actually has superior Technical Support compared to the SELF, and if they can swiftly bring their force back to optimum condition, they might benefit from provoking a set piece battle. The SELF would be unwilling to commit to such a battle unless they were convinced somehow that they could win, either because Lamenkov manages to use their own ambush style against them, or because they otherwise find reason to believe they have an overwhelming advantage.

Smaller engagements in which only small components of the SELF are engaged and destroyed are probably more plausible. Ultimately, Lamenkov and Rander need a military victory sooner rather than later lest the SELF is seen as being unstoppable.

Another opportunity may be to work on their basis for resistance, specifically Rander's excesses and corrupt behavior. Rander's very concerned that he might be arrested by Lamenkov or otherwise brought to justice, and will be extremely cautious around the unit, insisting he is constantly informed about their activities, and attempting to saddle them with "assistants", "liaisons" and "support personnel" whenever possible. Lamenkov actually lacks the legal authority to arrest Rander, but certainly can threaten to do so. If handled properly, Rander will begin to mend his ways, if handled improperly, he may pay lip service to the concept of improving and will begin to seek ways to dispose of the Liability, ideally while they smash themselves to pieces against the SELF. He is not above ambushing Lamenkov after a hard fought battle, or taking her and her lance while they are outside their 'Mechs if he suspects they represent a threat to him. His reluctance to use his militia will end once he sees the Liability as an actual enemy, rather than a potential one.

Finally, it may be possible to determine the SELF's main base of operations provided the Liability does an analysis of the SELF's operational behavior, travel times, and response times to threats (such as elements of the Liability). Other opportunities may exist by trying to break in to their communications network, but successfully following them undetected, or by following people or supplies to their base. On dry Schedar, water and food are often difficult to come by. Their base is in a cave system that was previously used as one of many underground refuges.

Additional Difficulty

Add Salazar Tsakalotos to SELF's roster. Beyond bringing a powerful BattleMech and a skilled MechWarrior to SELF's arsenal, Tsakalotos also brings additional skills and insights to the table, seeing things his employers might miss, and closing security holes they might let linger.

Another way to complicate matters is to use Rander to push the Liability hard to begin acting before they're ready. Ultimately every hour they spend repairing and investigating is more time for SELF to degrade Rander's hold over the planet and its industry. A sudden increase in SELF offensive missions may increase opportunities to track them, but it will also swiftly reduce Rander's patience. He could become tempted to capture their 'Mechs and hire on Dispossessed MechWarriors to finish the job for him, even if Lamenkov's Liability makes no efforts to pursue him for his transgressions.

Aftermath

Ultimately, the Liability's efforts will either result in an opportunity to strike a decisive blow against SELF, or they may prompt the SELF to launch a direct assault when they're unprepared to deal with it.



NOWHERE TO RUN...

SITUATION

Sino Forest
Schedar, Republic of the Sphere

After nearly a month's work, Lamenkov's Liability was about to cash in on its efforts...or prove that its abilities were thoroughly overestimated.

The SELF's main base of operations was finally located in a cave system just outside Sino Forest. As the largest concentration of woodlands on Schedar, the Sino foliage provided ample coverage to shake pursuit—or to make a last stand.

With the majority of its resources and followers concentrated around the hidden complex, SELF found itself unable to simply retreat from Lamenkov. For one, many of its combat assets could not outrun them; for another, if they lost the Sino base, their campaign would be over. With nowhere left to run, SELF prepared for its last stand...

GAME SETUP

The Defender sets up all maps during this mission, using a minimum of two maps. Use maps with significant amount of trees. Consider using the Hill, Mountain, and Wooded Terrain Tables (see p. 263, *TW*). Alternatively, use a Hexpack to modify maps to better match this guideline, treating all Rough hexes as Light Woods.

The Defender select his starting edge. The Attacker will enter the map from the opposite side of the Defender.

Attacker

The attacking force consists of Lamenkov's Liability. Any efforts they have taken to create this decisive battle (through role-playing actions in *That Could've Gone Better*) should dictate the degree to which repairs are made on either side, and what supporting forces may join them, if any.

If the players skipped *That Could've Gone Better*, allot an equal amount of time for both sides to effect repairs using the guidelines and information present in that Track and the Repair, Salvage, and Maintenance rules in *Strategic Operations*. In such an event, presume a maximum of only 10 days for repairs.

Defender

The Defender consists of all of SELF's remaining 'Mechs, combat vehicles, and infantry. (See *That Could've Gone Better*, GM's section, for a guideline.) Additionally, a large contingent of volunteer infantry will take the field to support them, although the majority will be of very poor training and capability (treat as 2D6 Foot Rifle platoons, with Green skill ratings). The SELF will fight as if their backs are to the wall, but will retreat once they have been reduced to less 'Mechs than the Liability has active.

WARCHEST

Track Cost: 500

Optional Bonuses:

The listed Warchest Points (WPs) are awarded if at least one Objective is completed with the following optional rules (all bonuses cumulative):

+100 Dark Horse: Salazar Tsakalotos and his *Thunderbolt* are present on the SELF's side.

OBJECTIVES

1. Hurt Them Plenty. Destroy at least half the SELF's 'Mechs and vehicles to force their surrender. (**Reward: 500 WP**)

2. End of the Line. Destroy all of SELF's 'Mechs and vehicles. (**Reward: 500 WP**)

SPECIAL RULES

The following rules are in effect for this track:

Off-Map Movement

One, some, or all of the SELF's force can make use of Off-Map Movement rules (p. 192, *TO*) provided they begin the turn with at least one lance of 'Mechs in play.

AFTERMATH

Lamenkov had put their time to good use, utilizing her 'Mechs and her team's expertise to weaken the SELF's vital lines of support. When her lance engaged SELF near their Sino Forest stronghold, her enemy's degraded capabilities were apparent, ensuring a decisive battle from which SELF would not likely recover, even if some of the rebels managed to escape. With their "military" in shambles, the movement leaders quickly sued for peace.

Rander, whose activities were exposed during the crisis, soon found himself "encouraged" to improve by Devlin Stone himself, under the threat of invasion should SELF make a resurgence.



PERSONAL DATA

Name: Illyena Lamenkov

Player: _____

Height: 168 cm

Weight: 65 kg

Affiliation: Republic of the Sphere

Hair: Brown

Eyes: Brown

Extra: _____

ATTRIBUTES

Attribute	Score	Link	XP
STR	4	0	
BOD	5	0	
RFL	6	0	
DEX	6	0	
INT	5	0	
WIL	5	0	
CHA	5	0	
EDG	4	0	

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Connections	5	p. 111	
Patient	1	p. 121	
Poison Resistance	2	p. 122	
Animal Antipathy	-1	p. 108	

SKILLS

Skill	Lvl	Links	TN/C	XP
Appraisal	+3	INT	8 /CB	
Career/Soldier	+5	INT	7 /SB	
Career/Spacer	+3	INT	7 /SB	
Communications	+1	INT	7 /SB	
Computers	+1	INT	8 /CB	
Disguise	+4	CHA	7 /SB	
Driving/Ground Vehicle	+1	RFL+DEX	8 /SA	
Forgery	+4	DEX+INT	8 /SA	
Gunnery/'Mech	+4	RFL+DEX	8 /SA	
Interrogation	+4	WIL+CHA	9 /CA	
Investigation	+4	INT+WIL	9 /CA	
Language/English	+4	CHA	8 /SA	
Language/Russian	+4	CHA	8 /SA	
Leadership	+1	WIL+CHA	8 /SA	
Martial Arts	+3	RFL	7 /SB	

COMBAT DATA

Condition Monitor

Standard Damage: O O O O O O O O

Fatigue Damage: O O O O O O O O

Stun: O Unconscious: O

Movement (Meters per Turn)

Walk: 10 Climb: 5

Run/Evade: 20 Crawl: 3

Sprint: 40 Swim: 10

Personal Armor (Loc)

Main (Torso): Cooling Vest (1/2/0/1)

Helmet (Head): Neurohelmet, Standard (4/4/3/2)

Boots (Feet): Plasteel Boots (4/6/4/4)

(): () () () () () () ()

Weapon Skill AP/BD Range Ammo Notes

Martial Arts +3 0 / 1 (Melee) N/A

Rifle [Imperator AX-22] +3 4B / 4B (30 / 80 / 185 / 435) 15 Burst: 15; Recoil: -1

Auto-Pistol +3 3B / 4 (5 / 20 / 45 / 105) 10 Jam on Fumble

Knife UT 1M / 1 (Melee) N/A

Skill	Lvl	Links	TN/C	XP
MedTech	+2	INT	7 /SB	
Navigation/Ground	+3	INT	7 /SB	
Negotiation	+4	CHA	8 /CB	
Perception	+5	INT	7 /SB	
Piloting/'Mech	+4	RFL+DEX	8 /SA	
Protocol/Republic	+2	WIL+CHA	9 /CA	
Security Systems/Mech.	+3	DEX+INT	9 /CA	
Sensor Operations	+1	INT+WIL	8 /SA	
Small Arms	+3	DEX	7 /SB	
Stealth	+3	RFL+INT	8 /SA	
Streetwise/Federated Suns	+3	CHA	8 /CB	
Survival/Woods	+2	BOD+INT	9 /CA	
Tactics/Land	+4	INT+WIL	9 /CA	
Training	+3	INT+WIL	9 /CA	
Tracking/Wilds	+2	INT+WIL	8 /SA	



PERSONAL DATA

Name: Lawrence Sawyer

Player: _____

Height: 179 cm

Weight: 81 kg

Affiliation: Republic of the Sphere

Hair: Brown

Eyes: Brown

Extra: _____

ATTRIBUTES

Attribute	Score	Link	XP
STR	5	0	
BOD	5	0	
RFL	6	0	
DEX	5	0	
INT	7	+1	
WIL	3	-1	
CHA	4	0	
EDG	2	-2	

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Animal Empathy	1	p. 108	
Connections	4	p. 111	
Good Vision	1	p. 118	
Gregarious	1	p. 118	
Combat Paralysis	-4	p. 110	
Compulsion	-2	p. 110	
Glass Jaw	-3	p. 118	

SKILLS

Skill	Lvl	Links	TN/C	XP
Administration	+4	INT+WIL	8 /SA	
Animal Handling/Riding	+2	WIL	7 /SB	
Career/Soldier	+3	INT	7 /SB	
Career/Technician	+2	INT	7 /SB	
Comms/Conventional EM	+6	INT	7 /SB	
Computers	+4	DEX/INT	9 /CA	
Driving/Ground Vehicle	+1	RFL+DEX	8 /SA	
Gunnery/'Mech	+2	RFL+DEX	8 /SA	
Language/English	+6	CHA	8 /SA	
Martial Arts	+2	RFL	7 /SB	
MedTech	+3	INT	7 /SB	
Navigation/Ground	+3	INT	7 /SB	
Negotiation	+1	CHA	8 /CB	
Perception	+6	INT	7 /SB	

COMBAT DATA

Condition Monitor

Standard Damage: O O O O O O O O

Fatigue Damage: O O O O O O O

Stun: O Unconscious: O

Movement (Meters per Turn)

Walk: 11 Climb: 8

Run/Evade: 21 Crawl: 3

Sprint: 41 Swim: 11

Personal Armor (Loc)

Main (Torso): Cooling Vest (1/2/0/1)

Helmet (Head): Neurohelmet, Standard (4/4/3/2)

Boots (Feet): Plasteel Boots (4/6/4/4)

(): () () () () () ()

Weapon Skill AP/BD Range Ammo Notes

Martial Arts +2 0 / 1 (Melee) N/A

Auto-Pistol +3 3B / 4 (5/20/45/105) 10 Jam on Fumble

Knife UT 1M / 1 (Melee) N/A

() () () () () () ()

Skill	Lvl	Links	TN/C	XP
Piloting/'Mech	+4	RFL+DEX	8 /SA	
Protocol/Republic	+4	WIL+CHA	9 /CA	
Security Systems/Electronic	+1	DEX+INT	9 /CA	
Sensor Operations	+5	INT+WIL	8 /SA	
Small Arms	+1	DEX	7 /SB	
Stealth	+1	RFL+INT	8 /SA	
Tactics/Land	+1	INT+WIL	9 /CA	
Technician/Electronic	+3	INT+DEX	9 /CA	
Technician/Jets	+1	INT+DEX	9 /CA	
Technician/Mechanical	+3	INT+DEX	9 /CA	
Technician/Myomer	+4	INT+DEX	9 /CA	
Technician/Nuclear	+1	INT+DEX	9 /CA	
Technician/Weapons	+3	INT+DEX	9 /CA	



PERSONAL DATA

Name: Veronica Monteiro-Montoya

Height: 162 cm

Weight: 70 kg

Hair: Black

Eyes: Brown

Player: _____

Affiliation: Republic of the Sphere

Extra: _____

ATTRIBUTES

Attribute	Score	Link	XP
STR	6	0	
BOD	6	0	
RFL	7	+1	
DEX	7	+1	
INT	4	0	
WIL	7	0	
CHA	4	0	
EDG	2	-2	

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Attractive	2	p. 108	
Fit	2	p. 117	
Pain Resistance	3	p. 121	
Bloodmark	-3	p. 109	
Compulsion	-2	p. 110	
Impatient	-1	p. 119	

SKILLS

Skill	Lvl	Links	TN/C	XP
Career/Soldier	+3	INT	7 /SB	
Climbing	+4	DEX	7 /SB	
Comms/Conventional EM	+0	INT	7 /SB	
Computers	+2	INT	8 /CB	
Cryptography	+3	INT+WIL	9 /CA	
Demolitions	+5	DEX+INT	9 /CA	
Disguise	+2	CHA	7 /SB	
Forgery	+2	DEX+INT	8 /SA	
Gunnery/'Mech	+3	RFL+DEX	8 /SA	
Interrogation	+3	WIL+CHA	9 /CA	
Language/English	+4	CHA	8 /SA	
Language/Spanish	+5	CHA	8 /SA	
Martial Arts	+4	RFL+DEX	8 /SA	
MedTech	+1	INT	7 /SB	
Melee Weapon	+5	DEX	7 /SB	

COMBAT DATA

Condition Monitor

Standard Damage: 00000 00000 00

Fatigue Damage: 00000 00000

Stun: O Unconscious: O

Movement (Meters per Turn)

Walk: 11 Climb: 8

Run/Evade: 21 Crawl: 3

Sprint: 41 Swim: 11

Personal Armor (Loc)

Main (Torso): Cooling Vest (1/2/0/1)

Helmet (Head): Neurohelmet, Standard (4/4/3/2)

Boots (Feet): Plasteel Boots (4/6/4/4)

(): () () () ()

Weapon Skill AP/BD Range Ammo Notes

Martial Arts +3 0 / 1 (Melee) N/A

Sniper Rifle +6 5B / 4 (45/150/340/700) 5 p. 266

Laser Pistol +6 4E / 3 (15/35/80/225) 2 PPS

Knife +5 1M / 1 (Melee) N/A

Skill	Lvl	Links	TN/C	XP
Navigation/Ground	+2	INT	7 /SB	
Perception	+4	INT	7 /SB	
Piloting/'Mech	+3	RFL+DEX	8 /SA	
Security Systems/Mech.	+4	DEX+INT	9 /CA	
Sensor Operations	+2	INT+WIL	8 /SA	
Small Arms	+6	DEX	7 /SB	
Stealth	+4	RFL+INT	8 /SA	
Survival/Woods	+3	BOD+INT	9 /CA	
Tactics/Infantry	+4	INT+WIL	9 /CA	
Tactics/Land	+1	INT+WIL	9 /CA	
Technician/Mechanical	+1	INT+DEX	9 /CA	
Technician/Myomer	+1	INT+DEX	9 /CA	
Technician/Weapons	+1	INT+DEX	9 /CA	
Thrown Weapons	+4	DEX	7 /SB	
Tracking/Wilds	+3	INT+WIL	8 /SA	



PERSONAL DATA

Name: Syngman Seong-Hwan

Height: 235 cm

Weight: 174 kg

Hair: Brown

Eyes: Brown

Player: _____

Affiliation: Republic of the Sphere

Extra: _____

ATTRIBUTES

Attribute	Score	Link	XP
STR	7	+1	
BOD	8	+1	
RFL	5	0	
DEX	6	0	
INT	5	0	
WIL	7	+1	
CHA	5	0	
EDG	3	-1	

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Fit	2	p. 117	
Patient	1	p. 121	
Thick Skinned	1	p. 125	
Toughness	3	p. 127	
Unlucky	-4	p. 128	

SKILLS

Skill	Lvl	Links	TN/C	XP
Archery	+4	DEX	7 /SB	
Art/Painting	+3	DEX	8 /CB	
Career/Soldier	+1	INT	7 /SB	
Comms/Conventional EM	+0	INT	7 /SB	
Computers	+1	INT	8 /CB	
Gunnery/'Mech	+3	RFL+DEX	8 /SA	
Interest/Korean History	+6	INT+WIL	9 /CA	
Investigation	+1	INT+WIL	9 /CA	
Language/English	+4	CHA	8 /SA	
Language/Korean	+6	CHA	8 /SA	
Leadership	+1	WIL+CHA	8 /SA	
Martial Arts	+8	RFL+DEX	8 /SA	
MedTech	+4	INT	7 /SB	
Melee Weapon	+7	RFL+DEX	8 /SA	
Navigation/Ground	+2	INT	7 /SB	

COMBAT DATA

Condition Monitor

Standard Damage: 00000 00000 00000 0

Fatigue Damage: 00000 00000 0000

Stun: 0 Unconscious: 0

Movement (Meters per Turn)

Walk: 11 Climb: 5

Run/Evade: 21 Crawl: 3

Sprint: 41 Swim: 11

Personal Armor (Loc)

Main (Torso): Cooling Vest (1/2/0/1)

Helmet (Head): Neurohelmet, Standard (4/4/3/2)

Boots (Feet): Plasteel Boots (4/6/4/4)

(): (/ / /) (/ / /)

Weapon Skill AP/BD Range Ammo Notes

Martial Arts +8 0 / 2 (Melee) N/A

Compound Bow (Hwal) +4 2B / 2 (10/25/70/160) 1 p.261

Auto-Pistol +2 3B / 4 (5/20/45/105) 10 Jam on Fumble

Knife +7 1M / 1 (Melee) N/A

Skill

Skill	Lvl	Links	TN/C	XP
Perception	+4	INT	7 /SB	
Piloting/'Mech	+4	RFL+DEX	8 /SA	
Protocol/Republic	+2	WIL+CHA	9 /CA	
Running	+5	RFL	7 /SB	
Sensor Operations	+4	INT+WIL	8 /SA	
Small Arms	+2	DEX	7 /SB	
Stealth	+1	RFL+INT	8 /SA	
Survival/Jungle	+5	BOD+INT	9 /CA	
Swimming	+4	STR	7 /SB	
Tactics/Land	+1	INT+WIL	9 /CA	
Technician/Mechanical	+2	INT+DEX	9 /CA	
Technician/Myomer	+2	INT+DEX	9 /CA	
Technician/Weapons	+2	INT+DEX	9 /CA	
Training	+3	INT+WIL	9 /CA	
Thrown Weapons	+4	DEX	7 /SB	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Osprey OSP-26 Lawrence

Movement Points: Tonnage: 55
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 Era: Jihad
 Jumping: 5

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Shd	Med	Lng
1	C ³ Slave	CT	—	[E]	—	—	—	—
1	Heavy PPC	RT	15	15	3	6	12	18
1	MML 7	LT	4	[M,S,C] 1/Msl 2/Msl	6	7	14	21
1	LRM	RA	—	[E]	—	—	—	4
1	SRM	RA	4	6 [P]	—	2	4	6
1	Beagle Active Probe	RA	—	[E]	—	—	—	—
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

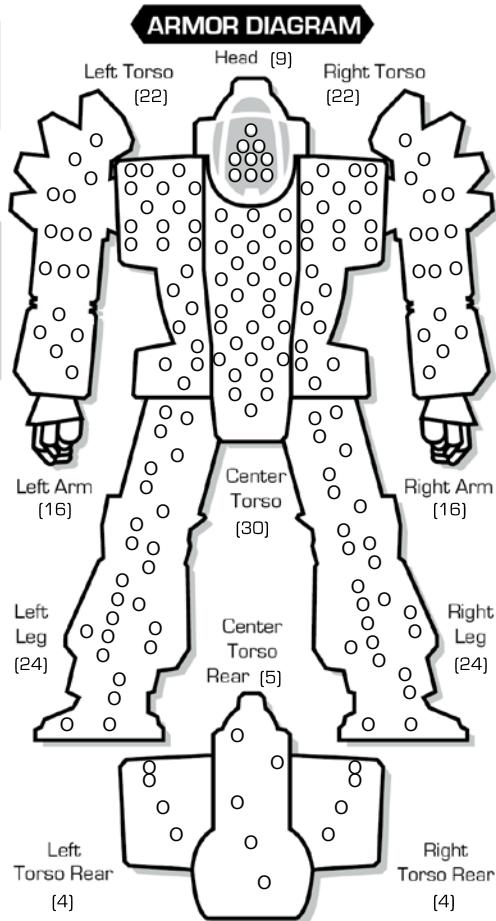
Cost: BV: 1,461

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



CRITICAL HIT TABLE

Left Arm	
1-3	1. Shoulder 2. Upper Arm Actuator 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Medium Pulse Laser
4-6	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Endo Steel

Head	
1-3	1. Life Support 2. Sensors 3. Cockpit 4. Endo Steel 5. Sensors 6. Life Support
4-6	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Compact Gyro 5. Compact Gyro 6. XL Fusion Engine
1-3	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Compact Gyro 5. Compact Gyro 6. XL Fusion Engine
4-6	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Improved Jump Jet 5. C ³ Slave 6. Roll Again

Engine Hits Gyro Hits Sensor Hits Life Support



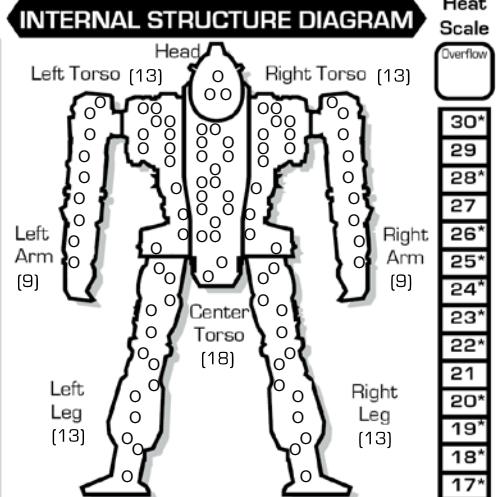
Right Arm	
1-3	1. Shoulder 2. Upper Arm Actuator 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Medium Pulse Laser
4-6	1. Beagle Active Probe 2. Beagle Active Probe 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Endo Steel

Right Torso	
1-3	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Improved Jump Jet 5. Improved Jump Jet 6. Heavy PPC
4-6	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Improved Jump Jet 5. Improved Jump Jet 6. Heavy PPC

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

CATALYST
game labs

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Karhu Syngman

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 65

Tech Base: Mixed Tech (Clan)
(Experimental)

Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite (IS)	RT	—	[E]	—	—	—	6
1	Beagle Active Probe (IS)	LT	—	[E]	—	—	—	4
1	C ³ Slave	LT	—	[E]	—	—	—	—
1	Plasma Rifle (IS)	RA	10	10	—	5	10	15
1	Retractable Blade	RA	—	7	—	—	—	—
1	ER Medium Laser (IS)	LA	5	5 [DE]	—	4	8	12
1	Heavy PPC (IS)	LA	15	15	3	6	12	18
				[DEX]				

Cost:

BV: 1,924

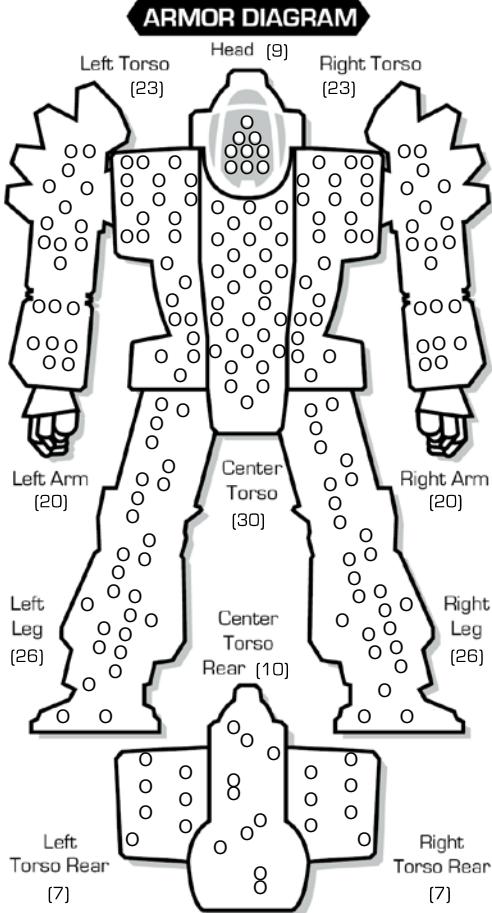
WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken: 1 2 3 4 5 6

Consciousness#: 3 5 7 10 11 Dead



CRITICAL HIT TABLE

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Heavy PPC (IS)
6. Heavy PPC (IS)
1. Heavy PPC (IS)
2. Heavy PPC (IS)
3. ER Medium Laser (IS)
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Beagle Active Probe (IS)
4. Beagle Active Probe (IS)
5. C³ Slave
6. Ferro-Fibrous
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

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

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

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
- 4-6 4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

Engine Hits Gyro Hits Sensor Hits Life Support



CATALYST
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Damage Transfer
Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Hand Actuator
5. Plasma Rifle (IS)
6. Plasma Rifle (IS)
1. Retractable Blade
2. Retractable Blade
3. Retractable Blade
4. Retractable Blade
5. Retractable Blade
6. Endo Steel

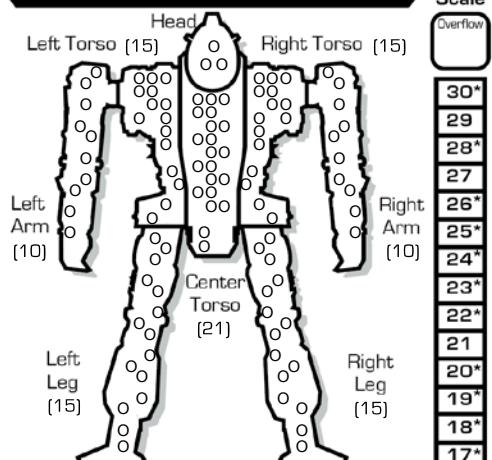
Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
- 1-3 4. Double Heat Sink
5. Ammo (Plasma Rifle) 10
6. Ammo (Plasma Rifle) 10
1. Guardian ECM Suite (IS)
2. Guardian ECM Suite (IS)
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Thunderbolt TDR-10M Ilyena

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 65

Tech Base: Inner Sphere

Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Shd	Med	Lng
1	C ³ Master	RT	0	[E]	—	5	10	15
1	MML 5	RT	3	[M,S,C]	1/Msl	6	7	21
	LRM				2/Msl	—	3	9
	SRM					5	6	
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
2	Light PPC	LT	5	5	3	6	12	18
1	Heavy PPC	RA	15	15 [DEX]	3	6	12	18

Cost:

BV: 1,616

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Endo Steel
- 6. Endo Steel
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Roll Again

Left Torso

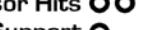
- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Light PPC
- 1. Light PPC
- 2. Light PPC
- 3. Light PPC
- 4. ER Medium Laser
- 5. Roll Again
- 6. Roll Again

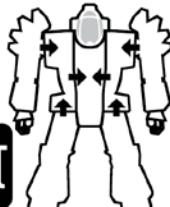
Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Endo Steel
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4. Light Fusion Engine
- 5. Endo Steel
- 6. Endo Steel

Engine Hits  Gyro Hits  Sensor Hits  Life Support 



Left Leg

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



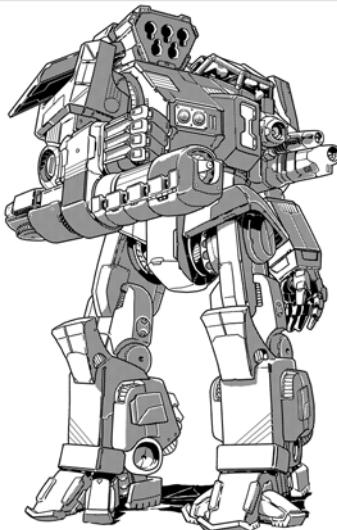
Damage Transfer Diagram

WARRIOR DATA

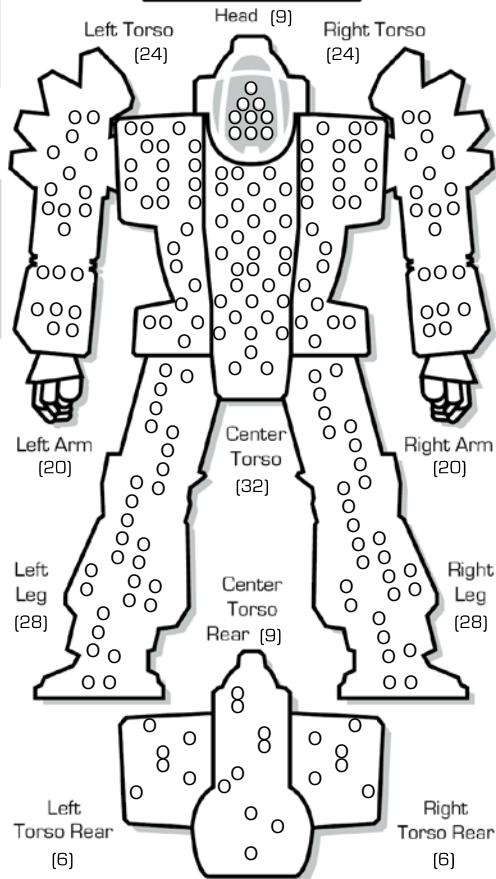
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

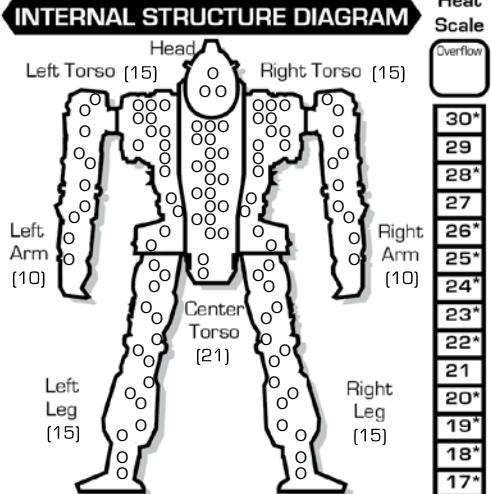
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	11 (22) Double
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	-2 Movement Points	O
8	+1 Modifier to Fire	O
5	-1 Movement Points	O

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Prefect PRF-1R Veronica

Movement Points: Tonnage: 75
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 Era: Dark Age
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Shd	Med	Lng
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	C ³ Slave	LT	—	[E]	—	—	—	—
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Snub-Nose PPC	RA	10	10/8/5 [DEV]	—	9	13	15
1	ER PPC	LA	15	10 [DE]	—	7	14	23

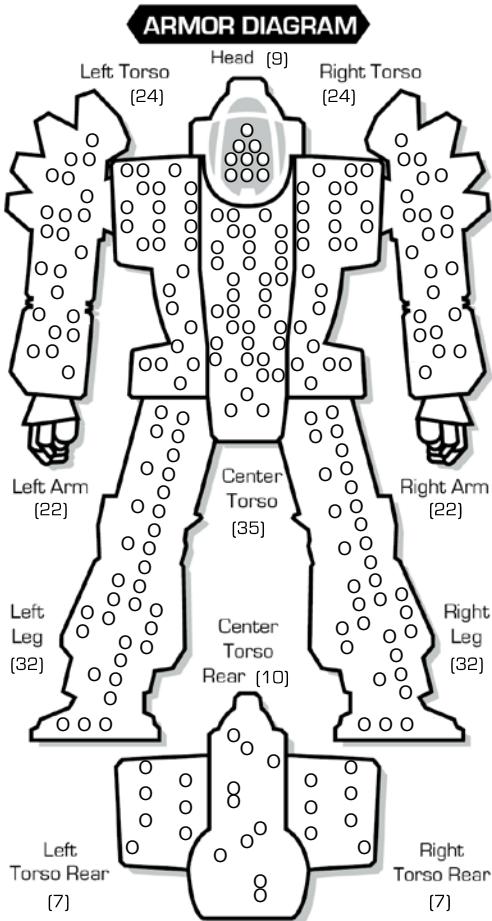
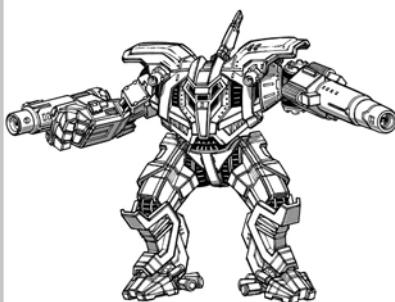
Cost: BV: 1,835

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



CRITICAL HIT TABLE

Left Arm
 1. Shoulder
 2. Upper Arm Actuator
 3. ER PPC
 4. ER PPC
 5. ER PPC
 6. Endo Steel

1-3
 1. Endo Steel
 2. Endo Steel
 3. Ferro-Fibrous
 4. Ferro-Fibrous
 5. Ferro-Fibrous
 6. Ferro-Fibrous

Left Torso

1-3
 1. Light Fusion Engine
 2. Light Fusion Engine
 3. Double Heat Sink
 4. Double Heat Sink
 5. Double Heat Sink
 6. ER Medium Laser

4-6
 1. C³ Slave
 2. Endo Steel
 3. Endo Steel
 4. Ferro-Fibrous
 5. Ferro-Fibrous
 6. Ferro-Fibrous

Left Leg

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

Head

1. Life Support
 2. Sensors
 3. Cockpit
 4. Endo Steel
 5. Sensors
 6. Life Support

Center Torso

1-3
 1. Light Fusion Engine
 2. Light Fusion Engine
 3. Light Fusion Engine
 4. XL Gyro
 5. XL Gyro
 6. XL Gyro

4-6
 1. XL Gyro
 2. Ferro-Fibrous
 3. Ferro-Fibrous
 4. Ferro-Fibrous
 5. Ferro-Fibrous
 6. Ferro-Fibrous

Engine Hits

○○○

Gyro Hits

○○

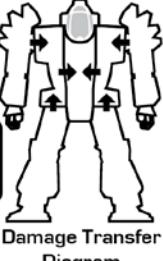
Sensor Hits

○○

Life Support

○

CATALYST
game labs



Right Arm

1-3
 1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Snub-Nose PPC
 5. Snub-Nose PPC
 6. Endo Steel

4-6
 1. Endo Steel
 2. Ferro-Fibrous
 3. Ferro-Fibrous
 4. Ferro-Fibrous
 5. Ferro-Fibrous
 6. Ferro-Fibrous

Right Torso

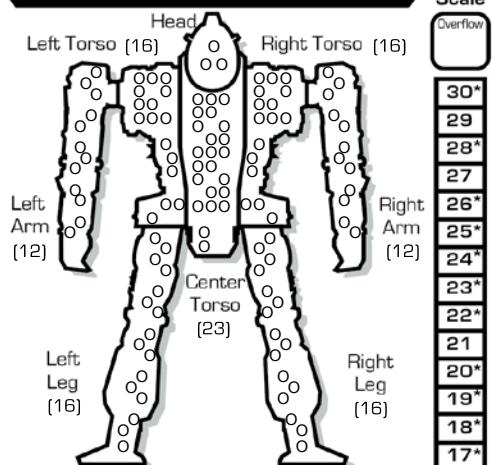
1-3
 1. Light Fusion Engine
 2. Light Fusion Engine
 3. Double Heat Sink
 4. Double Heat Sink
 5. Double Heat Sink
 6. ER Medium Laser

4-6
 1. Guardian ECM Suite
 2. Guardian ECM Suite
 3. Endo Steel
 4. Endo Steel
 5. Ferro-Fibrous
 6. Ferro-Fibrous

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	17 (34) Double
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	-2 Movement Points	O
8	+1 Modifier to Fire	O
5	-1 Movement Points	O