

BATTLETECH

TM

D O S S I E R S

YOULING ZHANSHI LIAO: LIGHT & MEDIUM LANCE PACK



TO: Talon Zahn, *Sang-jiang-jun*, Capellan Confederation Armed Forces
FROM: *Sang-shao* Lyle Crawford, CO, Third Capellan Reserve Cavalry
SUBJECT: Status Report: The Youling Zhanshi

Like most of the nation, the Third CRC has come under fire in recent years. They were still very much in the process of replacement and reorganization even once they reached their posting on Homestead. Facing a massive incursion of Federated Suns forces, the commanders of the Third CRC found their communications network disrupted, and in many cases neutralized. Much like the darkest days of the Fourth Succession War, they were in the line of fire and had no practical way of receiving orders. However, the wisdom of hard-earned lessons served us well.

In the first hours of the attack, the Third CRC made a decision to abort its structure and splinter down to individual lance-sized elements. The forces were freed up, so to speak, to strike targets of opportunity and to conduct guerilla actions. At the same time, a rag-tag regimental command system was established through informants, dead drops, and passwords. Semi-regular check-ins were required to allow for the dispersal of any new intelligence or orders in the event that regimental commands were issued or interplanetary communications were re-established.

This radical approach allowed the Third CRC to take the fighting to the invaders from the moment they made landfall. Of all these roaming lances, *Sang-wei* Chin's Youling Zhanshi served with the most prominence. He was instrumental in developing the de-centralized strategy and showed remarkable intuition in finding the best times and places to strike at invading forces. Time and again, *Sang-sei* Chin struck at occupying forces. In fact, the lance's moniker, Youling Zhanshi translates as "Ghost Warriors" and was the name given them by the resistance army on Homestead for their infamous ability emerge suddenly, strike with impunity and fade back into the landscape.



HOW TO USE THIS PDF

Dossiers: Youling Zhanshi provides players with the character sheets of a small independent lance of MechWarriors, as well as record sheets for their BattleMechs. Along with the provided background material, players can use the *Youling Zhanshi* in their own campaign, either as the opposition, allies, or as ready-for-use player characters.

The **Unit Profile** section includes a brief background on each of the MechWarriors, as well as Design Quirk suggestions for use with the optional Design Quirk rules as found in *Strategic Operations* pp. 193-199. These Design Quirks are optional, and can affect the difficulty level of the Missions.

The **Missions** section provides Tracks for a mini-campaign using Lamenkov's Liability, using rules found in *Chaos Campaign Rulebook* and *A Time Of War*. The *Chaos Campaign Rulebook* can be found here, while an abbreviated Quick Start version of *A Time of War* can be found here.

The **Record Sheets** section provides character sheets and record sheets for the MechWarriors and their BattleMechs. To convert a character's relevant Gunnery or Piloting Skill in *A Time of War* over to *Total Warfare*, simply subtract the character's Skill Level from the Skill's Base Target Number (TN) as listed in the Skills block of the Character Sheet. For example, Russell "Bulldog" Murphy's Piloting Skill Level of 5 in *A Time of War* would have a *Total Warfare* Piloting Skill Rating of 3; Base TN 8 - 5 = 3.



Players are encouraged to check out the *Dossiers: Jason Zaklan* PDF, as it is designed as a companion product intended to enhance gameplay. Do note that this will affect the difficulty level as well.

If you enjoy using miniatures in your games, be sure to check out Iron Wind Metals' companion products: *Liao Lance Pack Light/Medium* and *Liao Lance Pack Heavy/Assault*.

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Special Thanks: To Russ and the guys for teaching me *BattleTech* all those years ago. To Paul, for helping me improve my skills and lastly to Herb Beas for giving me a chance to contribute to the game and universe I love so much.

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STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA



Troba Pass

Mt. Shalla, near Otter Lake

Homestead, Capellan Confederation

21 September 3068

"Are we going to move or just let them pass us by?"

The voice crackling quietly in his neurohelmet belonged to *Sao-wei* McDade. Arthur could hear the venom in his voice, the bitter adrenaline coursing through McDade's veins and screaming to be unleashed on a foe. He turned his eyes towards the tuft of lofty, ancient pines where the MechWarrior's *Duan Gung* laid in wait. He could see the BattleMech's fully articulated hands clenching and unclenching in preparation.

Beyond him, however, he could see writhing ribbons of armored vehicles snaking their way through the high mountain pass towards the elevated nest at Otter Lake. Winter's chill had come early, already covering the pass in a thick blanket of fresh snow. A lance of mercenary BattleMechs straddled the roads as well, acting as shepherds guarding a flock. If the mercenaries could take the lake area, they would have an excellent base of operations from which to strike down at the Capellan forces. They would also have ample supplies of potable water and a highly defensible position. Arthur was simply not going to allow that to happen.

He flicked his comm channel to tight beam and pointed the array at the *Duan Gung*.

"I know what you want to do Vaughn," he reassured the younger, volatile MechWarrior, "And you will. You have to wait a minute more though, or this is all for nothing. Just breathe."

While no answer sparked back to him through his helmet's speakers, he could see *Sao-wei* McDade crouch the 'Mech down just a touch more. He was a tiger, waiting to spring. Coiled in anticipation and thirsting for the kill. Rotating his *Snake* torso to his right, Arthur next directed his tight beam query to the *Men Shen* that was all-but-invisible tucked into a snow bank and sitting on shunted idle.

"How close are we? I fear our roaring Tiger might not be able to wait much longer to pounce."

"If they keep coming?" *Sao-wei* Hark answered in a low, subdued voice, "Thirty-three seconds. I have fifteen vehicles, five of them combat class in some way and obviously four BattleMechs. There's no sign of reinforcements and no extended communication traffic either."

"Then sit tight," Arthur keyed back, "Wait for my signal."

Once more his eyes turned to his sensors and to the line of vehicles writhing through the pass some two hundred meters down the slope. Painted in an alpine camouflage, they were mostly white, with dark green swatches. Only a handful of the vehicles were actual armor units. Mostly, they were coolant trucks, and supply vehicles. Two flatbed haulers were carrying massive field construction vehicles used to create forward operating areas. Po tanks were stationed at the vanguard and rear-guard of the column. Interspersed within the column's length were three Goblin tanks, although any attending infantry forces weren't in sight. It was a standard deployment, which made Arthur feel a touch more confident that this plan would succeed.

The largest issue would of course be the escorting BattleMechs. A gangly *Garm*, with its massive right shoulder auto cannon was the last machine in the column. A human-looking *Javelin* stood a little further ahead in the column, its helmet-like head turning back and forth warily. The plume-crested *Centurion* led the pack, also traversing its Auto cannon in anticipation of an attack. The fourth mercenary 'Mech, a squat and avian *Raven*, paused in the road in the column's heart. It was turning back and forth at the waist and using its advanced sensors to sweep the slope opposite the one where Arthur's lance was lying in wait.

Time slowed to the point Arthur could feel individual drops of sweat falling down his cheek and over the tip of his nose. The enemy formation crawled along the slush-like mountain road, inching to the point where the trap could be sprung. The *Raven* turned and walked a few strides down the road, and then paused as it began to turn its sensors towards Arthur and his lance mates. The rearguard Po wasn't quite yet in position, but they had run out of time. Arthur tapped a button on his console twice, forcing his BattleMech's night operation lights to flicker on and off.

Seconds later, up ahead of the entire column, a *Sha Yu* exploded from a snow bank. Even as the clusters of tree, rock, and snow tumbled down the slope, the machine was in full stride. Twisted sharply at the waist to the left, its twin arms lanced out brilliant flashes of green-laced laser beams that tore small gashes across the right side tracks of the lead Po tank. The turret whipped towards the *Sha Yu* joined in chorus with the Autocannon on the *Centurion*'s raised right arm. A startled defensive burst of auto cannon shells only found the space where the *Sha Yu* had been. All along the column, the vehicles and BattleMechs were steeling themselves for attack, but it was too late.

Already, *Hark's Men Shen* was blasting away at the *Raven* with a quartet of lasers. Armor leaked down its thin, back-canted legs and left entire patches of internal structure exposed to the chill air. The light BattleMech launched into a run, trying to get fast enough to make a follow up volley much less accurate. However, a cloud of pinwheeling long-range-missiles slammed into its side before it could reach a full sprint. Explosions rippled across the right side of the *Raven* and at least one of the warheads detonated on the now-exposed leg. The *Raven*'s right leg locked up at the hip and despite the best efforts of the MechWarrior, it spun awkwardly and crashed to the ground.

The *Duan Gung* was already charging into the fray. A pair of bright emerald flashes from its twin lasers streaked down at the *Javelin*. Even though the shots were taken at a long range, they managed to strike true, as did the volley of long-range missiles erupting from the *Duan Gung*'s chest. The *Javelin* was lit up with a flare of laser beams and rippled by small warheads exploding along its upper body. At least one of the weapons found the BattleMech's head. The cockpit glass fractured and the machine stumbled a step and the warrior within was dazed from the impact. The *Javelin* backed up two steps and fired its own short-range missiles from its chest. The shots were in vain however, as the *Duan Gung* was already moving at its impressive top speed. McDade angled slightly to its left and the incoming missiles simply impacted along the hillside behind him. As it closed the final few strides to its target, the *Duan Gung* raised its right arm and cut a gash of laser fire over the *Javelin* to further harry the MechWarrior piloting it. The *Javelin* raised its arms in a reflexively defensive manner, but a second later the coiled fist of the *Guan Dung* smashed squarely into the fractured cockpit glass. What little armor was left gave way instantly and the armor-covered fingers pulverized the cockpit, killing the MechWarrior within. The machine fell utterly lifeless to the ground causing the entire area to shake.

Confident the plan was unfolding as conceived, Arthur eased his own *Snake* to the left just past the trees he had been using as cover. He dropped his targeting reticule on the treads of the Po tank that was last in the line of vehicles. Its turret was tracking, spewing autocannon fire at McDade's streaking *Duan Gung*. Arthur unleashed his extended range particle cannon, and long-range missiles and watched both weapons strike the track wheels on the Po's left side. Springs and fragments burst from the machine, leaving it immobilized and cutting off any chance for the vehicles to retreat. A moment later Murphy's *Sha Yu* raked another laser volley along the lead Po's right tread and then smashed a foot into the tank with such force that it caved in the armored vehicle's entire right side. Now they couldn't advance either. Their only choice was to fight where they stood.

ARTHUR CHIN



Rank/Position: Sang-wei / Youling Zhanshi CO

Born: 3048 (20 in 3068)

Affiliation: Capellan Confederation

Home Planet: Sian

'Mech: SNK-1V Snake Arthur

MechWarrior Profile

The oldest son of a successful Capellan merchant, Arthur aspired to the MechWarrior life from a very early age. His interest was noted by Colonel Peter Horne, a close family friend and retired MechWarrior who had served with honor in several front line Capellan regiments. With their blessing he began to guide Arthur towards a career in the CCAF as early as age four.

Academically and socially, Arthur was at the top of his classes. He displayed a focus and maturity in vast excess of his years. His worst flaw, as noted by several instructors, was his own high standards. Arthur was a perfectionist and any perceived stumble or failure to excel caused him to be critical of himself with a sharpness that bordered on being self-destructive. While he rarely failed in anything, when he did, it resulted in a sharp and sudden period of self-loathing.

He achieved the lofty goal of acceptance to the vaunted Sian Center for Martial Disciplines. On those hallowed grounds he met many of the men he had studied and admired throughout his life. He would become closest to one instructor in particular, Sao-Shao Jusu Park, a retired Death Com-

mando. It was this close relationship that helped Arthur curb his intense need to criticize himself and freed him of such self-destructive behavior. Arthur blossomed into an excellent officer-in-training as well as highly competent MechWarrior. His marksmanship scores at the extreme ranges of the BattleMech firing range set SCMD records during his attendance.

Upon graduation, Arthur was assigned a lance command intended to reinforce battle losses within the Third Capellan Reserve Cavalry. The high number of reinforcements required to bring the Third up to full strength effectively created a pool of young MechWarriors to select from. Arthur eschewed kill totals or commendations and instead stressed the same factors that the SCMD instructors had instilled within him: focus, fitness, and dedication. He wanted warriors who were capable in or out of a BattleMech and who had a mesh of specialties that complimented one another effectively.

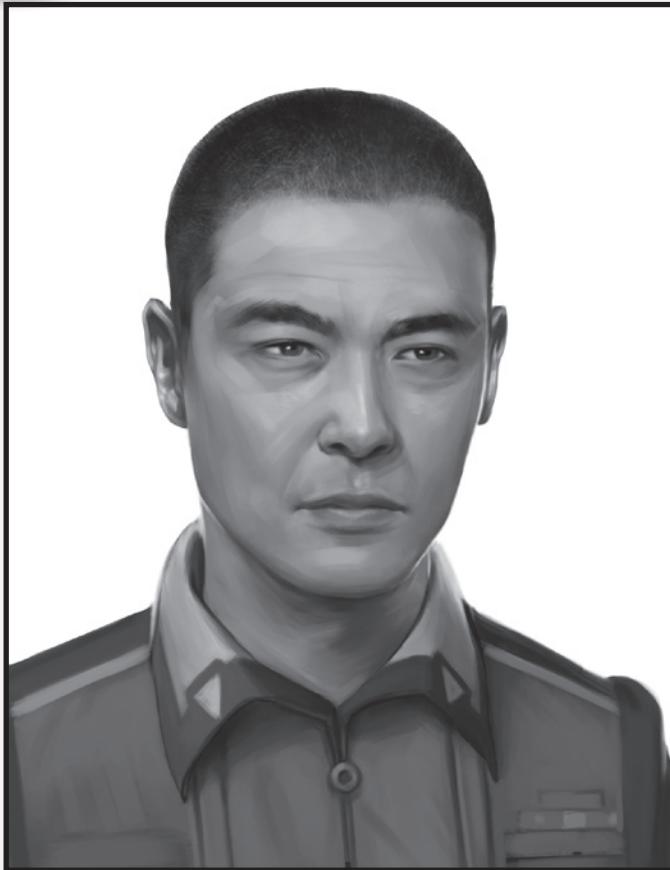
Arthur Chin has proven to be a shining example of the new breed of Capellan officer. He is intelligent, skilled, and possesses both the drive to fulfill his orders and the cunning and initiative to operate independently if necessary.

SNK-1V Snake Arthur

Arthur's *Snake* has the following Vehicle Quirks: It has been modified to function as a Command BattleMech (see p.193, SO) and also is armed with a particularly Accurate Extended Range Particle Projection Cannon (see p.193, SO), but its radical customization has made it Difficult to Maintain (see p. 198, SO) and the weapons load out makes it equivalent to possessing Non-Standard Parts (see p. 198, SO). An untraceable flaw in the heat dissipation from the particle cannon has caused a glitch in the life support system (see Poor Life Support, p.199, SO).



LI HARK



Rank/Position: Sao-wei / Youling Zhanshi Communications Officer

Born: 3042 (26 in 3068)

Affiliation: Capellan Confederation

Home Planet: Corey

'Mech: MS1-O Men Shen Li

MechWarrior Profile

Raised in the shadows of the Hollis Industries plant on Corey, Li Hark was raised to believe deeply in the Capellan cause. He joined the CCAF at the age of majority, and quickly displayed an aptitude for sensor operations that vaulted him to the top of his class during advanced training. He was equally adept at communications and his service during his early career was generally with command posts or working on command staffs.

When his CO offered to recommend him for officer candidacy, he instead asked to be considered for MechWarrior training. He had seen *Huron Warriors* rolling off the assembly lines during his entire childhood and secretly dreamed of one day piloting such a machine himself.

Happily, his CO agreed to nominate him for the MechWarrior candidate school. The graduation rate for the school was notoriously low and he expected to have his communications and sensor ace back within a matter of weeks. Li Hark excelled with sheer perseverance and managed to complete the demanding course. Without the pedigree of academy training to bolster his options, his first MechWarrior assignment was with the Third Capellan Reserve Cavalry as a scout lance pilot.

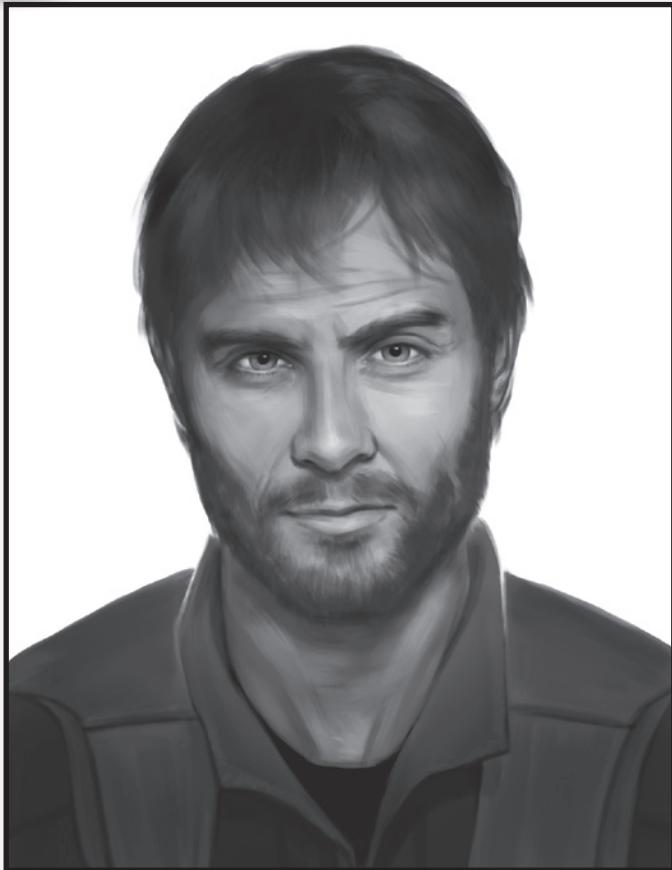
Sang-wei Arthur Chin did not believe service academy MechWarriors were inherently superior. Noting Hark's considerable skills with sensors and communications suites, he was more than happy to accept Sao-wei Hark within his newly formed lance. Beyond the gratitude Hark feels for his commander, the two have a genuine friendship. They are both very intense, studious, and dedicated to the Celestial Throne. During the darkest days on Homestead, Li Hark helped to keep Arthur Chin focused and optimistic. His endless analysis of enemy transmissions and intelligence data helped identify most of the targets the lance attacked during their infamous guerilla campaign.

MS1-O Men Shen Li

Li's *Men Shen* has the following Vehicle Quirks: Improved Communications (see p. 195, SO) and Improved Sensors (see p.195, SO). It also has Exposed Actuators (see p. 198, SO), and irreparable flaws in its motive and stabilization systems make it Hard to Pilot (see p. 198, SO).



VAUGHN MCDADE



Rank/Position: Sao-wei / Youling Zhanshi Recon Specialist

Born: 3044 (24 in 3068)

Affiliation: Capellan Confederation

Home Planet: Sian

'Mech: D9-G9 Duan Gung Vaughn

MechWarrior Profile

Vaughn McDade was not a classically trained academy graduate. His family was poor and he lacked the athletic or academic achievements to warrant a scholarship. In fact, his enlistment in the CCAF was as much an effort to improve his station in life as it was to fulfill his mandatory legal service requirements.

Once in the military however, he found a climate where his natural curiosity and observational skills would serve him well. He was quickly identified for scout training, and proved to be a natural in the role. He preferred to operate independently and found the cat-and-mouse challenge of gathering battlefield intelligence to be an exhilarating experience.

His skill as a scout brought him to the attention of his regimental commander. Noting McDade's natural athletic ability and coordination, the CO pushed to have McDade trained as a MechWarrior. It was hoped that his natural scouting abilities would mesh with MechWarrior training to create an excellent reconnaissance pilot. Many young MechWarriors disdained light scouting 'Mechs, making such a combination of abilities rare. McDade, while initially reluctant, found the role to his liking. He completed the MechWarrior training program and returned to duty within the Third Capellan Reserve Cavalry's recon lances. McDade is the only member of Chin's lance that was assigned to Third Reserve Cavalry as a MechWarrior before Chin arrived.

D9-G9 Duan Gung Vaughn

Vaughn's *Guan Dung* has the following Vehicle Quirks: Protected Actuators (see p. 195, SO) and Non-Standard Parts (see p. 198, SO).



RUSSELL “BULLDOG” MURPHY



Rank/Position: Sao-wei / Youling Zhanshi Master-at-Arms

Born: 3036 (32 in 3068)

Affiliation: Capellan Confederation

Home Planet: Old Kentucky

'Mech: SYU-2B Sha Yu Russell

MechWarrior Profile

Sao-wei Murphy is the oldest and most experienced of the Youling Zhanshi. Most of that experience came as an infantryman. Raised as a gang fighter on Old Kentucky, he took part in numerous street wars until circumstances pushed him to enlist in order to escape the wrath of rival gangs. Years of urban warfare made him an excellent close quarters fighter. He was even aggressive enough to learn and attempt anti-BattleMech tactics.

Assigned to the rebuilt Third Capellan Reserve Cavalry, he rose quickly to the position of squad leader. When civil uprisings supported by mercenary BattleMechs threatened Denbar in 3059, his squad assisted in two BattleMech kills. His actions in that conflict earned him a commen-

dation for valor, which Murphy utilized to gain acceptance in the MechWarrior Training Program.

The decision to become a MechWarrior paid off. When the Third Reserve Cavalry shed their infantry support to create a Home Guard Regiment for Denbar, Murphy was elevated to a MechWarrior position and given a place within the Third Company's Reconnaissance lance. In his first taste of combat, he earned the callsign "Bulldog". Piloting a thirty-five ton *Raven*, he encountered a fifty-ton *Enforcer*. Despite being severely outgunned, Murphy doggedly pursued and circled the enemy 'Mech until he eventually scored a destructive shot against its weaker back armor.

Murphy serves as the weapons master for the lance, as well as the voice of experience. These duties include working with technicians to ensure the various weapon systems of the lance work at peak efficiency, establishing and maintaining the lance's training schedule, ensuring proper ammunition types are utilized to satisfy mission objectives and maintaining any small arms or support weapons the lance requires. Bulldog's knowledge of infantry and anti-BattleMech tactics offer a valuable perspective that Arthur Chin can call upon when developing his battle plans.

SYU-2B Sha Yu Russell

"Bulldog" Russell's *Sha Yu* has been retro-fitted with older laser weapons. While unique, the conversion has yet to exhibit any Vehicle Quirks.



THIEVES IN THE NIGHT

SITUATION

Firebase Delta

Homestead, Occupied Capellan Confederation

14 July 3068

The suddenness of the Federated Suns incursion into Capellan space caught many of the border worlds completely off guard. But the Fourth Succession War had taught the CCAF painful lessons and certain forces had been trained for just such an event. While the local militia was quickly overwhelmed, the Third Capellan Reserve Cavalry adopted a highly unconventional tactic. The regiment broke down into individual lance-sized cells and melted into the landscape to begin harassing their attackers.

As one of the plan's leading proponents, *Sang-wei* Arthur Chin's first priority was to secure enough supplies. Fortunately, the Rangers were completely unaware that enemy forces were lurking in their midst.

GAME SETUP

The Defender sets up all maps during this mission, using a minimum of two maps (and a maximum of four). Two of the maps *must* contain pavement of some kind, to serve as the firebase (Such as Military Base 1 and Military Base 2 from Classic BattleTech Maps Set 7). These maps should be placed side by side (see method 1, p.263, *TW*). The other two maps (if used) should be selected from the flatlands table and placed beneath the firebase maps. Hexpacks may be used as well, with maps modified to better match a firebase in an arable plains setting.

The Defender will begin within the firebase perimeter. The Attacker will enter the map from the bottom edge of the playing area.

Attacker

The Attacker consists of all 4 'Mechs of the *Youling Zhanshi*.

Defender

The Defender consists of forces from the Ninth Illician Rangers mercenary regiment. The security forces for the firebase consist of one platoon of mechanized infantry, one lance of armor, and one squad of Battle Armor. None of the armored units may weigh more than sixty tons.

Use the Federated Suns Assignment Tables (see p. 267, *TW*) as a guide when generating the Rangers' units. Their vehicle crews and MechWarriors are rated regular, but one out of every four has Veteran-rated skills. The Battle Armor and Mechanized infantry are Veteran status.

WARCHEST

Track Cost: 150 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 Daylight Raid: For conducting the raid in full daylight visibility.

+150 Unexpected Foe: A Random medium BattleMech with a regular pilot is present at the firebase.

OBJECTIVES

1. Gather Supplies. Each ton of crated supplies successfully extracted off the same edge that the Attacker deployed on earns 5 WP for the Attackers. **(Reward: up to 55 WP)**

2. Hit and Run. Make it into the firebase and back off the deployment edge of the map with all four 'Mechs active. **(Reward: 150 WP)**

SPECIAL RULES

The following rules are in effect for this track:

Night Combat

Unless specified as a daytime attack using the bonus option above, a random level of darkness fighting rules are in effect (Specific rules for varying levels of darkness can be found on p. 58, *TO*). The level of darkness is determined by a 1d6 roll made by the attacker and consulting the Random Darkness Table.

RANDOM DARKNESS TABLE

D6 Roll	Darkness Level
2-5	Full Moon Night/Glare
6	Moonless Night/Solar Flare

Cargo Snatching

The Defending player must select 3 pavement hexes to be marked as cargo stockpiles. Large crates are considered to weigh five tons and regular crates are considered to weigh three tons. The *Snake* may only carry one Large or Small Crate, while the *Duan Gung* can carry up to two Small Crates. The full effects and rules for carrying cargo are in effect during the scenario (see *Cargo Carriers*, p.261, *TW*).

When determining what supplies have been liberated, the Game Master may designate the available components, let the players request certain items, or utilize the Random Cargo Table.

RANDOM CARGO TABLE

D6 Roll	Cargo
1-2	Armor
3	Ammunition
5	Actuators and Electronics (Cockpit & Controls)

AFTERMATH

With a series of lightning night raids executed all across the rear area of the Rangers' landing zone, the *Youling Zhanshi* quickly built up a stockpile of consumables, ammunition and repair parts that would be needed for the long road that laid ahead. Other lances from the Third CRC were rarely as successful in their own attempts to secure supplies. Security around all Illician Rangers' facilities would increase, and an active campaign to hunt down the Guerilla fighters would ensue.



THE LAST BEST HOPE

Mission Briefing

Once the Rangers seized Westfall, the Third CRC chose to break up the regiment and launch into a lance-by-lance guerilla campaign. The command and support staffs formed a network of partisans and informants by infiltrating population centers and identifying citizens who were willing and able to assist in this effort.

The Illician Rangers thought they had scored a rapid victory. Rangers' command began to focus on preparing for the next phase of the invasion plan. They expected civil unrest, and even took steps to fortify key positions but their focus was on preparing for the next jump into Capellan space. The sudden wave of hit-and-run attacks caught them completely off guard. As they attempted to locate and identify their attackers several scouting elements simply never returned. Their easy victory was turning into a bloody occupation.

It was during these weeks and months that the Third CRC's strategy yielded results. The regiment's officers experienced varying levels of success conducting the rogue and unconventional operations the strategy required. Arthur Chin, in particular, excelled in this new role. Through this campaign of organized resistance, Chin and his infamous "*Youling Zhanshi*" would become local legends. Time and again, they were able to discover and neutralize important Illician operations. They became folk heroes to many of the local citizens, and stood in defiance of another Federated Suns invasion. Soon the Rangers' CO was committed to trapping these "terrorists" and destroying them in a very public way.

Assets

The *Youling Zhanshi* are poorly supplied, having only what they stole in their initial raids. They can attempt to make contact with the resistance in order to acquire more support. When repairs are needed, the members of the *Youling Zhanshi* may either attempt them with their own rudimentary technical skills or make contact with the Third CRC resistance command and request a team of technicians. Contacting the resistance exposes the lance to discovery by Rangers' forces or sympathizers.

Additionally, the members of the *Youling Zhanshi* have the hearts and minds of nearly the entire civilian population. A handful of lackeys have sworn fealty to the invaders, but most bitterly resent the occupation of the mercenary troops. Arthur Chin and his troops can often find shelter, medical aid, support or just news and information in a city or town. However, to reach this support they must slip past guarding Rangers forces.

Opposition

The Ninth Illician Rangers possess a full BattleMech regiment with full armor, aerospace and infantry support. They possess many cutting edge designs gifted to them by contacts with the AFFS. They are a veteran unit well versed in combined operations and they have brought enough supplies for a lengthy campaign. The Rangers also have the support of a puppet government of unpopular locals who see a chance to get in good with the Federated Suns. While these local officials can only offer green infantry, they can also utilize the police and pressure average citizens in the effort to locate the rogue MechWarriors of the Third CRC.

Tactical Analysis

The *Youling Zhanshi* must find ways to keep the Illician Rangers off-balance and disrupt their activities until reinforcements arrive. The Third CRC is forced into mobile, hit-and-run tactics while the Rangers enjoy ample supplies and control of Homestead's infrastructure. Furthermore, in order for the Third CRC's organized resistance to be effective, it must demonstrate the ability to achieve meaningful results. The citizens need to be able to see tangible results if they are expected to take hazardous risks that aid the Resistance cause. Word of *Youling Zhanshi* victories would be distributed through underground channels to further embolden and reassure the populace.

Objectives

Erode the invaders: The Rangers may have ample supplies, but they are not endless. Any time the *Zhanshi* can steal supplies, or utterly destroy a combat unit, they are affecting the Rangers' ability to conduct future combat operations within the Confederation.

Become the Legend. The symbolic nature of the *Zhanshi*'s actions cannot be understated. At all times, the *Youling Zhanshi* must strive to avoid losing their BattleMechs, or an engagement. Any significant defeat will force a substantial portion of the resistance to go into hiding, further isolating the Capellan Guerilla effort.

Mission Success Conditions

By October of 3068, a Warrior House will arrive to help counter-attack the Federated Suns Invasion forces. If the *Youling Zhanshi* can keep operating and making raids until that time, they can join the ref-formed Third CRC and partake in the counter-attack effort.



GM-ONLY SECTION

Campaign Approach

For a streamlined approach, the War Tracks system can be utilized to select scenarios and utilize a simplified support system (see *Chaos Campaign*). For a more role-playing oriented approach, a system of support or intel requests can be made to reflect the *Youling Zhanshi*'s efforts during their guerilla war. For example, when the *Youling Zhanshi* ask for technical repair assistance, the gamemaster could utilize the Battlefield Tech archetype (see p.101, *A Time of War*) and the detailed rules for repairs and rearming (see p.181-187, *Strategic Operations*). The GM should also feel free to alter the sample character as needed or create entirely original characters of his own.

Enemies

While the Rangers were surprised by the emergence of the Third Capellan Reserve Cavalry, they were certainly capable of adjusting to the conditions and engaging in an aggressive campaign. Their aversion to harming civilians allowed the scouts and sympathizers of the Third CRC to freely roam the cities and highways, tracking the movements and locations of many Ranger units. The Rangers would try again and again to lure the Third CRC out of hiding to engage in a single decisive battle, to no avail. They were left to rely on superior numbers and pressure applied through local political partnerships.

Local Conditions

Homestead was aptly named. The largest two continents, Westland and Greenrange are rich, river-latticed expanses of arable land. While both have significant mountain ranges and sterling coastlines, the vast and fertile soil is what drew settlers to the planet. The weather is noticeably seasonal, with cold winters and hot summer and temperatures that vary between zero and forty. Nearly sixty-five percent of the planet's surface is water. While the planet lacks a notable industrial base, it does serve as a major food grower within the Confederation.

Objectives

Arthur Chin is painfully aware of the precarious situation the Third CRC is facing. His lifelong study of the painful losses of the Fourth Succession War make him a dangerous and dedicated foe. While he lacks the army to throw the intruders off world, he does have capable and skilled warriors with whom to serve as a thorn in the Ninth Illician Rangers' paw. The key, in his eyes, is to seem both invisible and invincible.

Since a direct attack would likely result in another Capellan defeat, the *Youling Zhanshi* look for military targets that are left with minimal security. They accomplish this through a wide variety of means. Li hark constantly monitors communications traffic looking for breakable codes or snippets of unprotected transmission that hint at the Rangers' movements and strategies. They also rely on tips from the resistance, and occasional intel provided by the scattered command staff.

The targets attacked are chosen carefully by *Sang-wei Chin*. While supplies are always a boon the real value of a successful raid is to create chaos and insurrection. If the citizens can see important mercenary assets being destroyed, they will continue to believe in the eventual freedom of Homestead. Targets near cities, supply depots, or command and control elements are the highest priority while they avoid heavily defended areas.

Aftermath

If the *Youling Zhanshi* is still operating when October rolls around, the Warrior House Lu Sann arrives in full force and takes the war to the occupying mercenary forces. The rest of the Third CRC emerges from hiding as well, and the guerilla war ends. If the *Youling Zhanshi* is neutralized, the counter attack will face fortified and prepared resistance.

The Rangers are not willing to simply take the abuse. They monitor suspected resistance members and question others. While they won't harm civilians they are willing to threaten them. They will even resort to baiting traps with poor security and apparently valuable targets while reinforcements hide nearby waiting to pounce.

Additional Complications

Also present on Homestead is Jason Zaklan, a Death Commando NOC (Non-Official Cover operative). On extended assignment, he was stranded on Homestead when the Rangers invasion force landed and seized the planet. While Zaklan is a skilled MechWarrior, he is trained in a very different style of warfare with radically different objectives. He has knowledge of House Lu Sann's impending arrival and works towards aiding their counter attack. He occasionally uses the *Youling Zhanshi* to assist him with hazardous combat missions against important military targets. When Zaklan is involved in a mission, double the Rangers' forces involved in the scenario.

THE HEAD OF THE SERPENT

SITUATION

Rangers Command Post Westfall
Occupied Homestead, Capellan Confederation

As usual, *Sang-wei* Zaklan seemed certain that his information was accurate. Arthur couldn't help but think that the firebase looked small given that it was the main Command Post for the region around Homestead's planetary capital. And yet, with only a handful of BattleMechs and a smattering of light armor in view, it certainly seemed as if the Command Post lacked any substantial security.

"What's your plan, *Sang-wei*?" he asked the Death Commando with a wary edge to his voice.

"Simple," the man answered as he pushed to his feet, "We hit 'em hard, and we hit 'em fast, and we do it right now."

Standing as well, Arthur fired a stern look at the man, "I hope it's more detailed than that."

"You think too much," Zaklan replied, "My information tells me that one of their battalion commanders and a *Cyclops* are down there. We destroy them and cripple their ability to hunt you all down. We're moving in five, mount up and tell your people to mount up as well."

"They'll cut us off before we ever reach the base," Chin countered.

"Let them," Zaklan laughed, breaking into a jog as he called back over a shoulder, "I want to go *through* them, *Sang-wei*, not around them!"

GAME SETUP

The Defender sets up all maps during this mission, using a minimum of two maps, and a maximum of four. Use maps with significant amounts of grasslands and trees. Consider using the Flatland, Hill, 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 selects his starting edge. The Attacker will enter the map from the opposite side of the Defender.

Attacker

The attacking force consists of the *Youling Zhanshi* and Jason Zaklan. Any efforts they have taken to create this decisive battle (through role-playing actions in *The Last Best Hope*) should dictate the Rangers' level of readiness. If the players skipped *The Last Best Hope*, then have the Capellan 'Mechs roll 2d6 for every ton of ammunition carried in each BattleMech. On a 4 or less, the entire ton of ammunition is empty. On a result of 5 or 6, half of the rounds are missing due to supply issues. A result of 7 or higher indicates the ton of ammunition is full.

Defender

The Defender consists of one BattleMech lance and one light armor lance of Illician Rangers. One of the BattleMechs *must* be a CP-11A *Cyclops* which serves as the communications center for this Rangers' Battalion. Two of the three remaining Illician BattleMechs must be Light and none can be Assault class. All armor vehicles must weigh 45 tons or less. The Defenders must identify one BattleMech on the board as the force commander. The armor forces are regular (*Gunnery 4, Drive 5*) while the MechWarriors are veterans (*Gunnery 3, Piloting 4*).

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):

+300 It's a Trap: The Rangers expect the attack and have a second lance of light and medium BattleMechs en route to reinforce their position starting on turn 4.

OBJECTIVES

1. Blind them. Cripple or destroy the enemy *Cyclops* BattleMech. (**Reward: 200**)

2. Cutting off the head. Cripple or destroy the enemy commander's BattleMech. (**Reward: 150**)

3. Hammer. Cripple/destroy over half of the opposing force. (**Reward: 300**)

SPECIAL RULES

The following rules are in effect for this track:

Commander

One of the units in the Defender's force is a Battalion commander. The Defender chooses a BattleMech and reduces by 1 all of its Gunnery and Piloting skill roll target numbers.

AFTERMATH

The strike on the Command Post proved to be a lethal blow to the Illician Rangers. It robbed them of one of their three primary communications and control centers and created a hole in their defenses. This hole was exploited by the subsequent landing of Warrior House Lu Sann. The warriors of House Lu Sann quickly forced the Rangers around Westfall to retreat and then turned their attention on the rest of Homestead. While House Lu Sann marched into battle, the Third Capellan Reserve Cavalry re-formed and charged in to serve as reinforcements. The combined might of a reconstituted Third CRC and a zealous Warrior House proved to be an overwhelming foe.



PERSONAL DATA

Name: Arthur Chin

Height: 168 cm

Hair: Brown

Weight: 71 kg

Eyes: Brown

Player: _____

Affiliation: Capellan Confederation

Extra: _____

ATTRIBUTES

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

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Citizen/Capellan	2	p. 109	
Combat Sense	4	p. 110	
Connections	2	p. 111	
Good Vision	1	p. 118	
Patient	1	p. 121	
Rank	5	p. 123	
Pilot Special Ability: Sniper		p. 221	

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: 6

Run/Evade: 21 Crawl: 3

Sprint: 42 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)

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Weapon Skill AP/BD Range Ammo Notes

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

SKILLS

Skill	Lvl	Links	TN/C	XP
Administration	+2	INT+WIL	8/SA	
Career/Soldier	+3	INT	7/SB	
Climbing	+2	DEX	7/SB	
Comms/Conventional	+2	INT	7/SB	
Computers	+2	INT	8/CB	
Gunnery/'Mech	+5	RFL+DEX	8/SA	
Interest/Famous Battles	+4	INT	8/CB	
Interest/Fourth Succession War	+5	INT	8/CB	
Interest/AFFS History	+4	INT	8/CB	
Language/Chinese	+2	CHA	8/SA	
Language/English	+2	CHA	8/SA	
Leadership	+2	WIL+CHA	8/SA	
Martial Arts	+2	RFL	7/SB	
MedTech/General	+2	INT	7/SB	
Melee Weapons	+2	DEX	7/SB	
Navigation/Ground	+2	INT	7/SB	

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



PERSONAL DATA

Name: Li Hark

Height: 180 cm

Hair: Brown

Weight: 84 kg

Eyes: Brown

Player: _____

Affiliation: Capellan Confederation

Extra: _____

ATTRIBUTES

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

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Citizen/Capellan	2	p. 109	
Connections	1	p. 111	
Rank	5	p. 123	

SKILLS

Skill	Lvl	Links	TN/C	XP
Career/Soldier	+3	INT	7 / SB	
Climbing	+1	DEX	7 / SB	
Comms/Conventional	+5	INT	7 / SB	
Computers/Advanced	+4	INT+DEX	8 / CB	
Cryptography	+5	INT+WIL	9 / CA	
Gunnery/'Mech	+4	RFL+DEX	8 / SA	
Language/Chinese	+3	CHA	8 / SA	
Language/English	+2	CHA	8 / SA	
Language/Farsi	+1	CHA	8 / SA	
Language/Russian	+1	CHA	8 / SA	
Martial Arts	+3	RFL	7 / SB	
MedTech/General	+2	INT	7 / SB	
Melee Weapons	+2	DEX	7 / SB	
Navigation/Ground	+3	INT	7 / SB	

COMBAT DATA

Condition Monitor

Standard Damage: O O O O O O O O O O

Fatigue Damage: O O 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

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

Knife +2 1M / 1 (Melee) N/A

(/ / /) (/ / /)

Skill	Lvl	Links	TN/C	XP
Perception	+4	INT	7 / SB	
Piloting/'Mech	+4	RFL+DEX	8 / SA	
Protocol/Capellan	+1	WIL+CHA	9 / CA	
Running	+2	RFL	7 / SB	
Sensor Operations	+4	INT+WIL	8 / SA	
Small Arms	+3	DEX	7 / SB	
Stealth	+1	RFL+INT	8 / SA	
Strategy	+1	INT+WIL	9 / CA	
Support Weapons	+2	DEX	7 / SB	
Survival/Forest	+2	BOD+INT	9 / CA	
Survival/Mountain	+2	BOD+INT	9 / CA	
Swimming	+1	STR	7 / SB	
Tactics/Land	+2	INT+WIL	9 / CA	
Technician/Mechanical	+1	DEX+INT	9 / CA	

BATTLETECH

ATIME OF WAR



VAUGHN MCDADE

CATALYST
game labs

PERSONAL DATA

Name: Vaughn McDade

Height: 182 cm

Weight: 86 kg

Hair: Black

Eyes: Brown

Player: _____

Affiliation: Capellan Confederation

Extra: _____

ATTRIBUTES

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

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Citizen/Capellan	2	p. 109	
Compulsion/Paranoid	-1	p. 110	
Fit	2	p. 117	
Rank	5	p. 123	

SKILLS

Skill	Lvl	Links	TN/C	XP
Career/Soldier	+3	INT	7 /SB	
Climbing	+3	DEX	7 /SB	
Comms/Conventional	+2	INT	7 /SB	
Cryptography	+2	INT+WIL	9 /CA	
Disguise	+3	CHA	7 /SB	
Gunnery/'Mech	+5	RFL+DEX	8 /SA	
Interest/Extreme Sports	+3	INT	8 /CB	
Language/Chinese	+3	CHA	8 /SA	
Language/English	+2	CHA	8 /SA	
Martial Arts	+3	RFL	8 /SA	
MedTech/General	+2	INT	7 /SB	
Melee Weapons	+3	DEX	8 /SA	
Navigation/Ground	+2	INT	7 /SB	
Negotiation	+1	CHA	8 /CB	
Perception	+4	INT	7 /SB	

COMBAT DATA

Condition Monitor

Standard Damage: OOOOO OOO

Fatigue Damage: OOOOO OOOOO

Stun: O Unconscious: O

Movement (Meters per Turn)

Walk:	8	Climb:	5
Run/Evade:	17	Crawl:	2
Sprint:	34	Swim:	9

Personal Armor (Loc)

Main	(Torso)	Armor Type	BAR (M/B/E/X)
		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	+4	5B / 4	(45/150/340/700)	5	p. 266
Auto-Pistol	+4	3B / 4	(5/20/45/105)	10	Jam on Fumble
Knife	+3	1M / 1	(Melee)	N/A	

Skill

Skill	Lvl	Links	TN/C	XP
Piloting/'Mech	+4	RFL+DEX	8 /SA	
Running	+3	RFL	7 /SB	
Security Systems/Electronic	+3	DEX+INT	9 /CA	
Sensor Operations	+2	INT+WIL	8 /SA	
Small Arms	+4	DEX	7 /SB	
Stealth	+3	RFL+INT	8 /SA	
Streetwise/Capellan	+2	CHA	8 /SB	
Support Weapons	+3	DEX	7 /SB	
Survival/Arctic	+1	BOD+INT	9 /CA	
Survival/Desert	+2	BOD+INT	9 /CA	
Survival/Jungle	+2	BOD+INT	9 /CA	
Swimming	+3	STR	7 /SB	
Tactics/Land	+2	INT+WIL	9 /CA	
Thrown Weapons	+2	DEX	7 /SB	
Tracking/Wilds	+3	INT+WIL	8 /SA	



PERSONAL DATA

Name: Russell "Bulldog" Murphy

Height: 235 cm

Weight: 107 kg

Hair: Black/Shaved

Eyes: Blue

Player: _____

Affiliation: Capellan Confederation

Extra: _____

ATTRIBUTES

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

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Citizen/Capellan	2	p. 109	
Compulsion/Hates FedSuns	-1	p. 110	
Fit	2	p. 117	
Rank	5	p. 123	

SKILLS

Skill	Lvl	Links	TN/C	XP
Acrobatics/Free Fall	+2	REF	7/SB	
Artillery	+1	INT+WIL	8/SA	
Career/Soldier	+5	INT	7/SB	
Climbing	+2	DEX	7/SB	
Comms/Conventional	+2	INT	7/SB	
Demolitions	+3	DEX+INT	9/CA	
Driving	+3	RFL+DEX	8/SA	
Gunnery/Ground Vehicles	+4	RFL+DEX	8/SA	
Gunnery/Mech	+5	RFL+DEX	8/SA	
Gunnery/Turret	+2	RFL+DEX	8/SA	
Interest/Combat Sports	+3	INT	8/CB	
Language/Chinese	+1	CHA	8/SA	
Language/English	+1	CHA	8/SA	
Martial Arts	+4	RFL+DEX	8/SA	
MedTech/General	+3	INT	7/SB	
Melee Weapons	+4	DEX+RFL	8/SA	
Navigation/Ground	+2	INT	7/SB	
Perception	+3	INT	7/SB	

COMBAT DATA

Condition Monitor

Standard Damage: 00000 00000 00

Fatigue Damage: 00000 000

Stun: O Unconscious: O

Movement (Meters per Turn)

Walk: 11 Climb: 8

Run/Evade: 24 Crawl: 3

Sprint: 48 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)

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Weapon Skill AP/BD Range Ammo Notes

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	+4	0 / 2	(Melee)	N/A	
Rifle (Imperator AX-22)	+4	4B/4B	(30/80/185/435)	15	Burst: 15; Recoil: -1
Auto-Pistol	+4	3B/4	(5/20/45/105)	10	—
Automatic Grenade-Launcher	+3	(B)	(20/45/110/180)	10	Burst: 5; Recoil: -2
Knife	+4	1M/1	(Melee)	N/A	

Skill	Lvl	Links	TN/C	XP
Piloting/Mech	+4	RFL+DEX	8/SA	
Running	+2	RFL	7/SB	
Sensor Operations	+1	INT+WIL	8/SA	
Small Arms	+4	DEX	7/SB	
Stealth	+1	RFL+INT	8/SA	
Streetwise/Capellan	+1	CHA	8/SB	
Support Weapons	+3	DEX	7/SB	
Survival/Jungle	+3	BOD+INT	9/CA	
Swimming	+2	STR	7/SB	
Tactics/Infantry	+4	INT+WIL	9/CA	
Tactics/Land	+1	INT+WIL	9/CA	
Technician/Electronics	+2	DEX+INT	9/CA	
Technician/Mechanical	+2	DEX+INT	9/CA	
Technician/Myomers	+2	DEX+INT	9/CA	
Technician/Weapons	+3	DEX+INT	9/CA	
Thrown Weapons	+3	DEX	7/SB	
Tracking/Wilds	+2	INT+WIL	8/SA	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Duan Gung Vaughn

Movement Points:

Walking: 7

Running: 11

Jumping: 6

Tonnage: 25

Tech Base: Inner Sphere

Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	LRM 5	CT	2	1/Msl [M.C.S]	6	7	14	21
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

Cost:

BV: 851

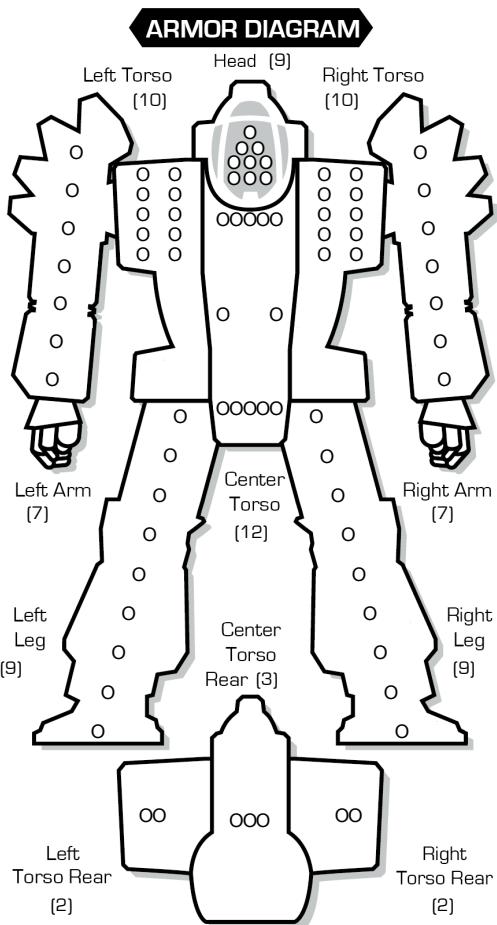
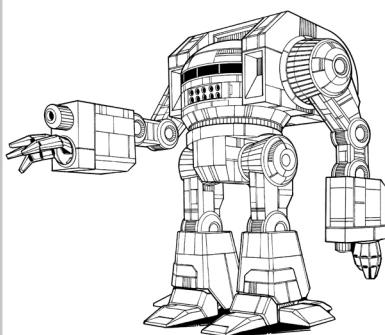
WARRIOR DATA

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. Lower Arm Actuator
- 1-3** 4. Hand Actuator
- 5. ER Medium Laser
- 6. Endo Steel

- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4-6** 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 1-3** 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4-6** 4. Jump Jet
- 5. Jump Jet
- 6. Jump Jet

Left Leg

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

Head

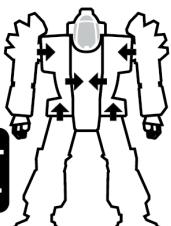
- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

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. LRM 5
- 6. LRM 5

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. ER Medium Laser
- 6. Endo Steel

- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4-6** 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Torso

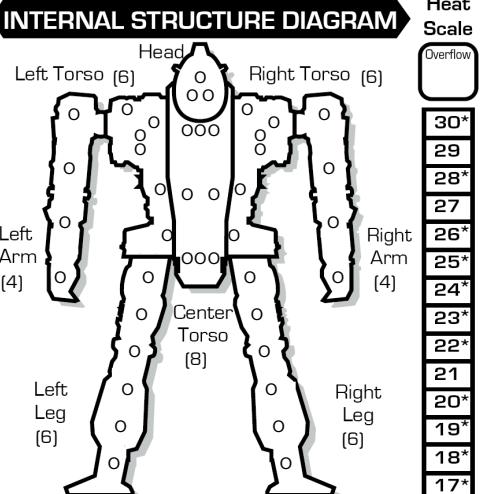
- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 1-3** 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Double Heat Sink

- 1. Jump Jet
- 2. Jump Jet
- 3. Jump Jet
- 4-6** 4. Ammo (LRM 5) 24
- 5. Endo Steel
- 6. Endo Steel

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: 10 (20) Double
30	Shutdown	13*
28	Ammo Exp. avoid on 8+	12
26	Shutdown, avoid on 10+	11
25	-5 Movement Points	10*
24	+4 Modifier to Fire	9
23	Ammo Exp. avoid on 6+	8*
22	Shutdown, avoid on 8+	7
20	-4 Movement Points	6
19	Ammo Exp. avoid on 4+	5*
18	Shutdown, avoid on 6+	4
17	+3 Modifier to Fire	3
15	-3 Movement Points	2
14	Shutdown, avoid on 4+	1
13	+2 Modifier to Fire	0
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Sha Yu Bulldog

Movement Points:

Walking: 7

Running: 11

Jumping: 0

Tonnage: 40

Tech Base: Inner Sphere

Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Large Laser	LA	8	8 [DE]	—	5	10	15

Cost:

BV: 1,419

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
6. Endo Steel
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Stealth
5. Stealth
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

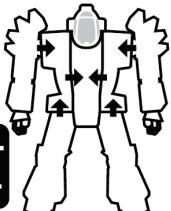
Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Guardian ECM Suite
6. Guardian ECM Suite

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Medium Laser
5. Endo Steel
6. Endo Steel
1. Endo Steel
2. Stealth
3. Stealth
4. Roll Again
5. Roll Again
6. Roll Again

Engine Hits Gyro Hits Sensor Hits Life Support



Left Leg

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



Damage Transfer Diagram

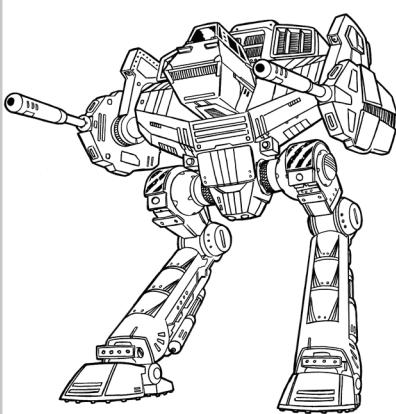
WARRIOR DATA

Name: _____

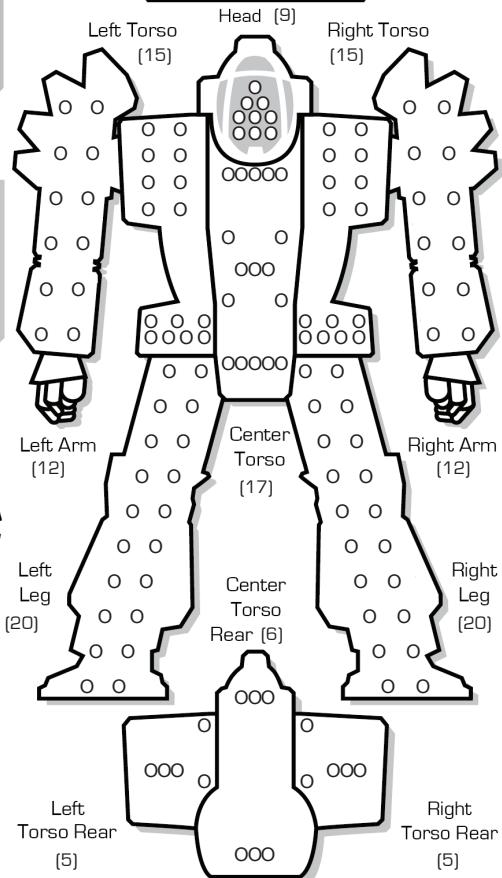
Gunnery Skill: _____ Piloting Skill: _____

Hits Taken 1 2 3 4 5 6

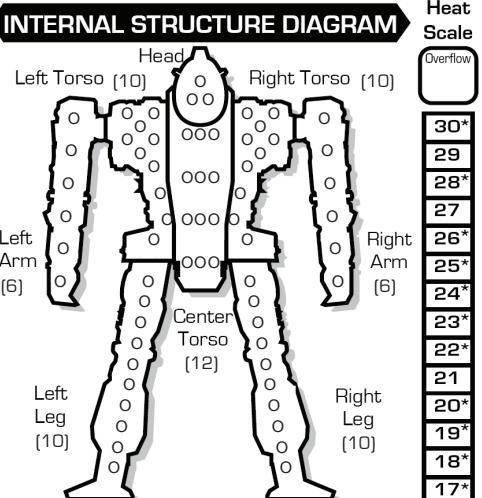
Consciousness# 3 5 7 10 11 Dead



ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	O O
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: Snake Arthur

Movement Points:

Walking: 5

Running: 8 [10]

Jumping: 5

Tonnage: 45

Tech Base: Inner Sphere

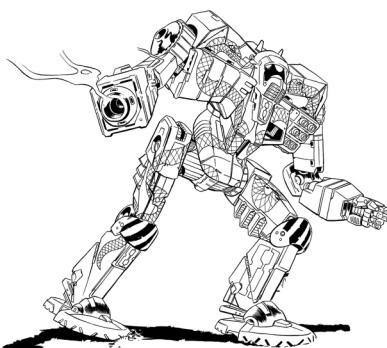
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	AMS	LT	1	—	—	—	—	—
1	LRM 5	LT	2	1/Msl [M.C.S.]	6	7	14	21
1	ER PPC	RA	15	10 [DEX]	—	7	14	23

Cost:

BV: 1,477



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 4-3. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Stealth
6. Stealth

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
- 4-3. Double Heat Sink
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Stealth
6. Stealth

1-3

4-6

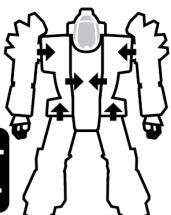
Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
- 4-3. Jump Jet
4. Jump Jet
5. Jump Jet
6. LRM 5
1. AMS
2. Ammo (LRM 5 Artemis) 24

4-6

4-6

Engine Hits Gyro Hits Sensor Hits Life Support



Left Leg

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



Damage Transfer Diagram

WARRIOR DATA

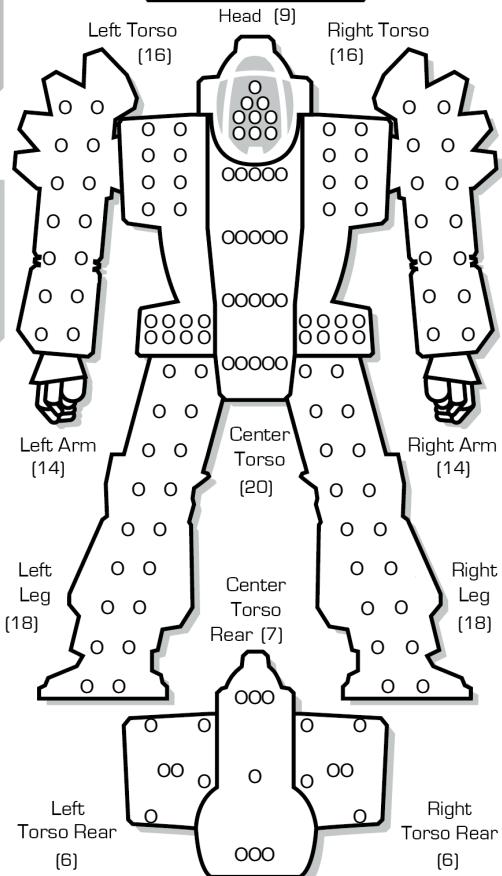
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken: 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead

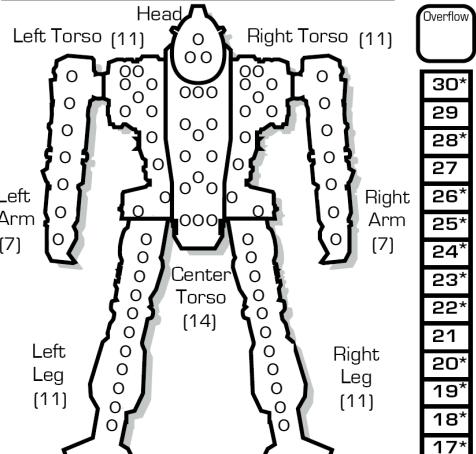
ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM

Heat Scale

Overflow



HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
30	Shutdown	O O
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
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: Men Shen Li

Movement Points:

Walking: 6

Running: 9 [12]

Jumping: 0

Tonnage: 55

Tech Base: Inner Sphere

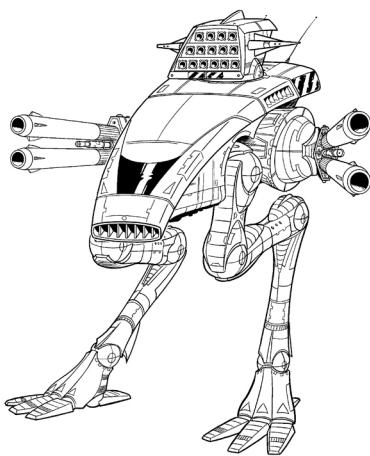
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	CT	—	[E]	—	—	—	4
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	—	21
2	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
2	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

Cost:

BV: 1,550



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Medium Pulse Laser
4. Medium Pulse Laser
5. Endo Steel
6. Endo Steel
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. MASC
5. MASC
6. MASC
1. Roll Again
2. Roll Again
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. Roll Again
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. XL Fusion Engine
5. Beagle Active Probe
6. Beagle Active Probe

Engine Hits

○○○

Gyro Hits

○○

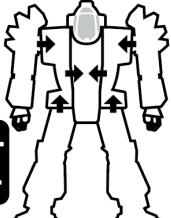
Sensor Hits

○○

Life Support

○

CATALYST
game labs



Damage Transfer
Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Medium Pulse Laser
- 4-6
5. Endo Steel
6. Endo Steel
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
- 1-3
4. LRM 15
5. LRM 15
6. LRM 15
1. Artemis IV FCS
2. Ammo (LRM 15 Artemis) 8
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

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

WARRIOR DATA

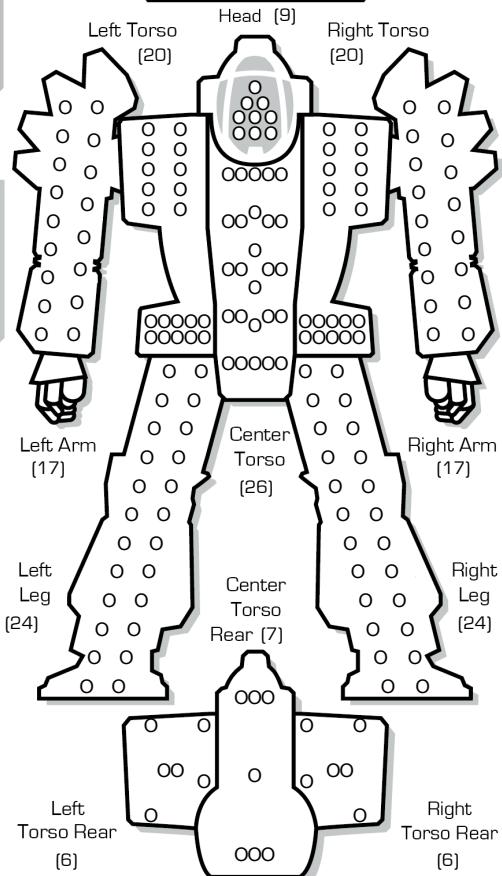
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken 1 2 3 4 5 6

Consciousness# 3 5 7 10 11 Dead

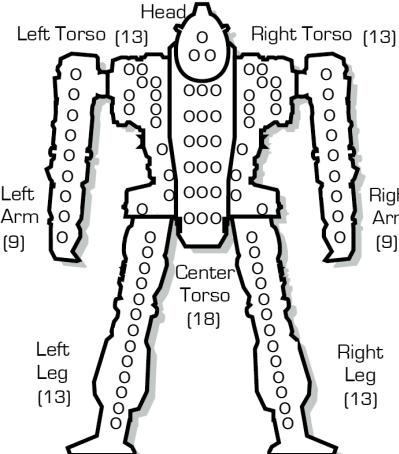
ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM

Heat Scale

Overflow



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	13*
28	Ammo Exp. avoid on 8+	12
26	Shutdown, avoid on 10+	11
25	-5 Movement Points	10*
24	+4 Modifier to Fire	9
23	Ammo Exp. avoid on 6+	8*
22	Shutdown, avoid on 8+	7
20	-4 Movement Points	6
19	Ammo Exp. avoid on 4+	5*
18	Shutdown, avoid on 6+	4
17	+3 Modifier to Fire	3
15	-3 Movement Points	2
14	Shutdown, avoid on 4+	1
13	+2 Modifier to Fire	0
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	