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The Command Lance of Company C, 25th Arcturan Guards RCT, patrols for Jade Falcon activity on Great X.

MEET THE PLAYERS
ORCHESTRAL

Alpha Beak, Binary Bravo, First Falcon Strikers Cluster moves toward a Great X munitions depot.

Albany-8
Great X
Lyran Alliance
14 May 3071

Michael Guillaume didn't realize he was tapping on the *BattleMaster*'s command console. His entire attention was fixed on the rash of green and red icons on the tactical map displayed on a blowout screen in the lower-left corner of his head's-up display. The rest of the HUD was filled with a visual display, a wireframe schematic of his BattleMech's readiness, and a topographical map, but he wasn't looking at those. He was watching the small red icons move around—and counting the green icons that weren't.

There's too many red ones.

The Albany-8 storage yards and warehouses were empty; the caretaker crews who'd remained when the last logistical push moved off Great X two years ago had already reported to their militia companies for frontline assignment, so there was little chance of collateral casualties. Michael had chosen this facility to meet the Jade Falcons on Bastion for the first time because it was close to the maze of the Crackled Crust canyons—and the Arcturans had local guides to get them through. The Jade Falcons did not. They should be able to break contact relatively quickly if all went according to plan. The six green dots on his tac screen didn't move. He counted them silently, lips moving. Six of them. Leutnant Hoffmann and Lorenz from his lance were attached. The kid was way out of his depth.

Michael grinned. *So are you*.

Five red Jade Falcon icons moved among the buildings slowly. Michael could imagine the tension in their cockpits, as the Falcon warriors waited for their sensors to tell them if there was an enemy BattleMech hiding in the darkness or not. Each of the buildings was far too large a concentration of metal girders and sheeting to allow for an accurate magnetic reading, and the sun's hot rays had kept the skin temperature high enough to blur an IR fix, even for something as hot as a 'Mech. Without the sensor grid the militia had laid down—the Arcturan Guards' 'Mechs were hardwired into it while they were inside the buildings—the Falcons didn't know what was where. *I think*…

Michael touched a control on his commo board, sending a prearranged signal. Then he shrunk the tac screen to an eighth-view and took the gunnery controls in hand. His feet were already turning the *BattleMaster* toward the gaping door. According to the sensors there was a Jade Falcon 'Mech just under two hundred meters south of him. On the shrunken screen the green dots shivered with the beginnings of movement before the screen went blank; Michael had pulled the hard line free. His 'Mech was dependent on its own sensors now.

Light lit the *BattleMaster*'s canopy as he stepped it onto the scuffed ferrocrete of the tarmac outside. The HUD immediately put a red caret to his right, where the Jade Falcon 'Mech was now in direct view. Michael brought the 'Mech around, moving the red caret toward the center of his HUD. A *Mad Cat*. It was looking the wrong way.

Albany-8
Great X
Lyran Alliance
14 May 3071

The hairs on Nicola von Jankmon's arms stood briefly on end as the *Gallowglas*' PPC grazed her *Kodiak*'s thick armor. The Lyran 'Mech was leaning around the shell of the burned-out warehouse, with only the muzzle of its arm-mounted PPC and its shoulder exposed. She brought her reticule around but the 'Mech was gone before she could fire. *Of course you run rather than fight. Trash*. From the reports the Lyran 'Mechs she'd surprised here in the depot were all running away. Even sibko cadets on Ironhold would have put up more fight.

"Star Commander," MechWarrior Linders reported, "they are breaking off."

"Press them hard," she snapped. "Do not let them escape."

"They are destroying buildings to block their path."

Nicola slammed the palm of her hand down on the padded armrest of her command couch. "Then move through them. Are you a child, Linders, to be led by the hand?"

"*Neg*, Star Commander," Linders said. There was a click and an instant of dead hum as the other MechWarrior severed the radio connection. Nicola clenched her free hand into a fist for a moment, then turned back to the task at hand. There was an intersection coming up—which meant the cowardly *surat*s would almost certainly be waiting to ambush her. She pressed the *Kodiak*'s throttle forward to the gate and leaned it forward, willing the DI computer to read her frustration and press another erg of speed out of the stressed myomer muscles. The hundred-ton 'Mech was well-armored, but that didn't mean she wanted to waste any of it.

The *Kodiak* broached the intersection—still sprinting, all hundred tons making the ferrocrete crack beneath the 'Mech's feet—and was past. There was no scream of targeting alarms, no shudder of armor being denuded. Nicola throttled back and checked her sensors—there hadn't been any ambushers waiting. *Which means they are cowering ahead of me still*. Nicola smiled. *I shall oblige them*. She dialed her tac screen down to display a half-kilometer in every direction and stalked forward.

Around the next corner her sensors did scream. The Lyran *Barghest* was crouched there, resembling nothing so much as a dog who'd disobeyed its master. The big clustergun on its back barked as soon as she appeared, and the *Kodiak* rocked as the submunitions nicked her armor all over that side. The solitary laser that fired in support of the cannon missed, sending its ruby shaft past the Jade Falcon 'Mech to disappear behind. Nicola's smile grew triumphant. *And like a dog, sometimes you must be paddled*.

Each of the *Kodiak*'s arms was already raised, and each housed four Clan-made ER medium lasers. All eight lit the space between the warehouses as the coherent light struck the *Barghest* and scattered into incoherence. The Lyran 'Mech shuddered, shaking itself like a wet dog as it shed molten and broken armor plates. It leapt to the side and down an alley between warehouses. The powerful foreleg shoulders were a touch too wide and left bright-gleaming gouges in the sheet metal where they scraped away oxidation. Nicola watched it go, gasping through the tremendous pulse of heat that had suffused her cockpit even as the *Kodiak*'s massive heat dissipation system shed it. The Lyran 'Mech wouldn't

The *BattleMaster*'s primary targeting reticule flashed from red to green as the assault 'Mech exited the building. Michael jerked his controls, bringing the crosshairs to rest over the *Mad Cat*'s torso. He breathed in, half a breath, waiting until he felt the shot, then squeezed the trigger. All eighty-five tons of the *BattleMaster* shook with recoil as the Gauss rifle fired. The hiss-crack of the hypersonic round firing blended with the bang as the solid shot struck the *Mad Cat* high on the chest, just beneath the box missile launcher. Michael squeezed his other trigger. Four needle-sharp ER medium lasers flickered, burning away more armor. The *Mad Cat* lurched sideways, half-crushing the sheet-metal wall of the building it'd been examining.

Michael barked a short laugh and reversed his throttle, starting the *BattleMaster* striding backward parallel to the building he'd just left. The *Mad Cat* tore itself out of the building and spun, heavy-weapon arms questing around toward the Lyran 'Mech. Michael squinted at the arms—those weren't the usual over-under laser combos… and they weren't the big bores of PPCs… what the—

—the *Mad Cat* fired, two laser beams more intense than anything Michael had seen. The *BattleMaster* shuddered as armor sublimated beneath their caress. From the damage they were more powerful than a PPC would have been. A connection clicked closed in Michael's mind—*heavy lasers*—and he angled the *BattleMaster* behind a building, breaking the line of sight.

Down the aisle he saw von Seedow's ancient *Dervish* squat and fire a full barrage of long-range missiles south. Exhaust smoke obscured most of the 'Mech but couldn't block the sight of Cannon's fleet-footed *Blitzkrieg* charging past, trying to close the range to get her big cannon into range. Michael risked a glance at his tac screen—Lorenz was over that way, too, but Hoffmann and Ostgaard were both falling back steadily behind him. He touched a control, importing their targeting data.

A *Kodiak*. Christ and all His Saints. No wonder the two heavy 'Mechs were backing up.

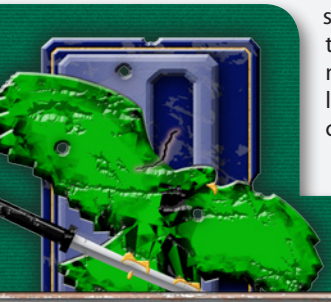
The *Mad Cat* stepped around the corner, torso already rotated to face Michael. He reacted without thinking, squeezing both his secondary triggers. The four ER medium lasers flashed again, scarring the armor over the *Mad Cat*'s chest and arms. The two standard mediums were nearly lost in the ER's glare, but one of them scored a welt across the *Mad Cat*'s blunt nose. The two small pulse lasers wrapped around the *BattleMaster*'s left wrist splattered the seventy-five ton OmniMech with needle-light. Six fat-bodied short-range missiles spurted past, two of them blasting smoking divots in the *Mad Cat*'s armor. The other four spiraled past, blowing red-glowing holes in the warehouses farther down.

The *Mad Cat* fired at the same time, both barrels with those damnable heavy lasers again. The *BattleMaster* shook as one of the beams cut deeply into the armor over its thigh—the other beam drilled into the ferrocrete between the eighty-five ton 'Mech's feet. The concrete

be able to take another barrage like that without suffering tremendous damage. Her computer reported a burst of RF from the 'Mech. *He is calling for help*.

There was still a *Gallowglas* nearby. Nicola dialed her tac screen out to three-quarters of a kilometer, but there were no additional contacts. The *Barghest* had turned the next corner, as if attempting to come around behind her. She turned the *Kodiak* absently to present its side in case the Lyran was unwise enough to present himself for her lasers again. The chatter on the Star channel was full of the hot fire and clashing language of Jade Falcons in combat but none of them sounded like they were in trouble. The Lyrans might be pulling back but that only gave the advantage to the Falcons and their longer-ranged, Clan-made weaponry. If the Spheroids wanted to move themselves beyond the range from which they could fire back, that was no trouble to Nicola.

A red caret appeared on her display, painted on the building next to her. Even as she frowned and looked at the blank wall, then down at the MAD screen and the IR scanner screens, the light sheet metal tore apart. The *Gallowglas* pushed its way through the disintegrating wall. Red light flickered between them as it lit Nicola up with its lasers. The *Kodiak* trembled as armor plates failed and rained onto the ferrocrete, but the damage was minimal to the assault 'Mech's thick armor. She sneered and brought her right arm up even as the targeting sensor for her Streak short-range missiles began beeping as it searched for a lock. The *Gallowglas* moved closer. Her sneer curled her lip back. *Your funeral*, quiaff?



The *Gallowglas*' pilot must have thought *neg*. He stepped in close, drew his 'Mech's left leg back, and drove its armored foot into the *Kodiak*'s shin. The hundred-ton 'Mech stumbled, forcing Nicola to clutch at her controls. Her eyes were wide. *He kicked me*. *He actually* kicked *me*. A spark of her perpetual unease kindled itself into disbelieving rage. *They are like children, kicking their schoolmarm in the shin*. Her lasers flashed but spent themselves melting the scraps of the wall into red-glowing ingots of scrap.

The *Gallowglas* seemed to chuckle, then blasted away and back over the warehouse on flaming jump jets.

Nicola watched it disappear. The Streak sensor stopped beeping before it got a lock.

"Unbelievable," she whispered. Her voice must have been loud enough for her microphone to pick up and transmit.

"These freebirths amuse you, Star Commander?" Quintero asked.

Nicola blinked. Quintero. Of course Quintero. "See to your duty, MechWarrior," she snapped. The last thing she needed with two Lyran heavy 'Mechs prowling around her was Quintero's ambitious verbal sniping. He never failed to grasp an opportunity to belittle her, always probing at the edge of an insult that would prompt a Trial of Grievance. She knew Quintero coveted her rank and position. She also knew he was little threat.

"As I always do, Star Com—" static filled the channel.

"Quintero." Static answered her. "Answer me."

"He's dead, Star Commander," MechWarrior Edward said. "The Lyran *BattleMaster* just put a Gauss round through his cockpit."

exploded, splattering chips of rock-made shrapnel against the assault 'Mech's lower legs.

"Might be time to go," Tricia Cannon said over the Command Lance frequency. She was a veteran of the Wolfhounds and his lance second. He'd learned almost immediately to listen to her when she spoke, which she rarely did. The deep-throated *bam-bam-bam* of her autocannon thudded in the background of her words.

Michael sucked in a breath of cool air, thankful for the neurohelmet's faceshield. The air in his cockpit was steaming, and the way the *Mad Cat* was still upright and moving meant he'd be driving his heat burden even further. He toggled his Gauss rifle online again, eyes watching both the laser recharge indicators—*change, damn you!*—and the tac screen. Past the *Mad Cat* von Seedow's *Dervish* straightened up and then lurched backward as if punched. A moment later the *bam* of a Gauss rifle impact penetrated the *BattleMaster*'s cockpit insulation. Von Seedow collapsed, cursing.

The laser indicators flickered green. Michael angled the *BattleMaster* to turn back around another building, still backpedaling. The *Mad Cat* followed—*of course it's following, it's faster than you, idiot!*—but its own lasers were still cycling. He spared a second to toggle the short-range missiles onto a separate circuit and touched his commo board. *Tricia is right*. Another prearranged signal burst to the Arcturan 'Mechs.

The *Mad Cat*'s lasers flashed again. This time one missed wide, devouring a white-hot dripping-metal hole in the building behind the *BattleMaster*. The other laser cut deeply into the armor over the *BattleMaster*'s heart. Michael waited for the tremble to pass and felt his shot. The shake of the Gauss rifle's recoil was a surprise.

The solid shot cracked across the short distance and slammed into the *Mad Cat*'s chest, crushing armor plates and spattering the nearby building with shrapnel-fast shards of armor. The quartet of ER lasers drew angry welts across the OmniMech's armor. Michael waited a half-heartbeat, letting his computer absorb the damage and repaint the *Mad Cat*'s status on the corner of his HUD. He grinned. Then he fired the SRMs.

Into the building next to him.

"That's it, Wolfhounds," he said on the company channel. "Break contact and head for the navs. Bug-Out Alpha in one minute."

The building he'd shot collapsed into a twenty-meter high pall of smoke and flame. With the corner post destroyed the entire building sagged toward him, obscuring the *Mad Cat* from his eyes and sensors. The rubble would keep the OmniMech off of him for a few precious moments. The other Arcturan 'Mechs would be doing the same. They'd draw back, setting small ambushes and drawing the Clan 'Mechs toward the canyons.

If von Riddenour were here she'd be screaming about letting them go, Michael knew. *Which is why she's* not *here.* The Lyrans had proven they could hurt the Falcons, and dictate the battleground. That was enough for today.

Now they just had to get away.

Nicola pushed the *Kodiak* through the hole the *Gallowglas* had made in the building when it surprised her. The *Kodiak* was larger, which caused more debris to rain down around her cockpit. The noise sounded like ominous applause, as if the von Jankmons who'd come before her were applauding her loss of a warrior. Quintero was a rival and an ass, to boot. She wouldn't mourn his death. But he was a Jade Falcon and a member of her Star. She *would* avenge him.

"Make them pay," she ordered her Star.

A moment later she pushed through the original hole the *Gallowglas* had made to enter the warehouse. Her sensors probed in both directions, but the Lyran 'Mech was out of sight. She looked down the street and saw missiles flash through an intersection, followed by the gangling form of the Lyran *Dervish* at a full run. She turned the *Kodiak* in that direction. More missiles cut through the air, following the *Dervish*. Then she saw MechWarrior Michaela's *Cougar A* strut past, missile exhaust still trailing from the box launchers on the *Cougar*'s shoulders.

"They have reached the edge of the facility," Linders reported. In the background of his transmission Nicola heard heat alarms. "Three Lyran 'Mechs are already headed away. The rest are following."

"You have missiles, *quiaff*? Shoot them!"

"*Aff,* Star Commander."

Nicola urged the *Kodiak* forward. The *Barghest* skidded around a corner several hundred meters in front of her, feet throwing sparks where they slid on the ferrocrete. Although she knew its sensors must have detected her, it didn't slow or turn away, just accelerated toward the gate ahead. Selecting her large laser, Nicola drew a bead on the doglike 'Mech's rear side. The laser drew a glowing scar across its back armor, but failed to breach.

"Freebirth," Nicola muttered. The *Barghest* was faster—

—alarms—

—an impact from behind that threw her against her restraints—

—movement in her HUD from behind her—

"Star Commander!"

A Lyran *Blitzkrieg* had appeared behind her, leaned fully into a run, and had tagged her right arm with the big 'Mech-killing autocannon it carried. At nearly 100 kilometers per hour it was sprinting, trying to angle around her and trusting its speed for defense. Nicola recovered the *Kodiak* from its lurch and spun, reaching out with its left fist and the claws there. Reaching, pressing against her restraints, urging the computer to override her gyros and let the 'Mech *lean*…

She connected. *Two can play that game,* surat. The *Blitzkrieg* spun away, falling, and crushed a warehouse as it fell. The armless 'Mech immediately rolled onto its side, trying to thrust itself upright. Nicola strode forward, weapons ready. She slammed the *Kodiak*'s multi-ton foot into the *Blitzkrieg*'s chest and bent over it. The medium Lyran 'Mech thrashed, trying to get free.

"This is better than you deserve, Quintero," she muttered. The aiming point for the autocannon fell across the *Blitzkrieg*'s chest. Nicola thumbed the selector on the Ultra-class weapon to high-speed and held down the trigger. Shells exploded across the *Blitzkrieg*'s armor. It thrashed again, trying to get free. Its thrashing shook the 'Mech's cockpit into the line of shells, immolating it and the MechWarrior beneath the ferroglass.

Nicola's grin was full and pitiless.

INTRODUCTION

Welcome to *Starter: Fist and Falcon*, the first in a new series of PDF exclusive gameplay aids designed for both *BattleTech* and *A Time of War* players. Because this product is intended for players of either (or both) game systems, it is suggested that the player group have available both *Total Warfare* and *A Time of War*. *Tactical Operations* and *Strategic Operations* are recommended, but not required to play.

BattleTech players will find plenty of information in this PDF for their games, including ready-to-play record sheets and game scenarios. Special unit rules for each lance or Star are available, as are MechWarrior quirks that give each character added value in a *BattleTech* game. For *A Time of War* role-players, ready-to-use record sheets for each character are presented, along with suggested adventure hooks in the *Rules Annex*. In addition, gamemasters will find a wealth of adventure hooks or ideas in the *A Brief History* section that they can use to plan, adapt, or add flavor to their existing role-playing campaigns.

BattleForce Starterboxes

Players can feel free to use miniatures from the *BattleTech Introductory Box Set*—if they own said box set—or other miniatures as proxies for the 'Mechs found in this book. However, Iron Wind Metals produces two *BattleForce Starter Boxes* that may be used with this *Starter: Fist and Falcon*. *Starter Box 1* contains twelve Inner Sphere 'Mechs, while *Starter Box 2* contains ten Clan 'Mechs.

Ask your local retailer about the *BattleForce Starter Boxes*, or visit www.ironwindmetals.com.

HOW TO USE THIS BOOK

The following provides a quick overview of each section of *Starter: Fist and Falcon*.

A Brief History: This section builds off of the information presented in *A Brief History of the Inner Sphere* in the *Inner Sphere at a Glance* book found in the *BattleTech Introductory Box Set* (players without access to this product can download the *Inner Sphere at a Glance* book for free at www.classicbattletech.com/leap), as well as the information found on pages 14–19 of *Total Warfare* and page 21-27 of *A Time of War*.

In particular, the *Brief History* details the historical events that occurred on Great X in July of 3071 when the Jade Falcon's Delta Galaxy attacked the Lyran Alliance defenders. Special emphasis is given to both illustrate the broader conflict of the world as well as detail the specific battles fought by the small units presented in the following sections.

C Company, Third Battalion, Twenty-fifth Arcturan Guards RCT: This section provides the Table of Organization and Equipment for the presented company at the start of the campaign on Great X in 3071, and includes *Company C Personnel*: dossier write-ups (and illustrations) of each MechWarrior—along with a history of their specific 'Mechs—convey the unique aspects of each warrior and what makes them tick.

Binary Bravo, First Falcon Strikers, Delta Galaxy: This section provides the Table of Organization and Equipment for the presented Binary at the start of the campaign on Great X in 3071, including *Binary Bravo Personnel:* dossier write-ups (and illustrations) of each MechWarrior—along with a history of their specific 'Mechs—convey the unique aspects of each warrior and what makes them tick.

Rules Annex: The *Rules Annex* provides a wealth of rules that allow players to take the information presented in the previous sections of *Starter: Fist and Falcon* and apply them to *BattleTech* games and/or *A Time of War* role-playing sessions. This includes unique MechWarrior abilities and lance/Star abilities, a detailed geopolitical breakdown of Great X itself at the time of the attack.

Finally, the *Rules Annex* contains the *Fist and Falcon Gamemaster Section*, a suggested methodology for adapting the information, units, and scenarios found in the PDF for future *A Time of War* role-playing sessions.

Scenarios: Four *BattleTech* scenarios are provided to highlight several of the actions fought on Great X between the Lyran and Jade Falcon forces. Each is presented for players to use to build enjoyable *BattleTech* games or as jumping-off points for gamemasters to create *A Time of War* role-playing sessions.

Record Sheets: The final part of this book includes forty-two pre-generated record sheets for the 'Mechs and characters detailed in *Company C Personnel* and *Binary Bravo Personnel* sections. As a boon to players of either *BattleTech* tabletop games or *A Time of War* role-playing games, both BattleMech and character record sheets are provided.

Note: The illustrations on each record sheet do not necessarily represent the exact variant of the 'Mech detailed. Instead, those illustrations are from various *Technical Readouts* and represent the stock design of the 'Mech in question (i.e., while weapons and equipment may change, the basic look of a given 'Mech always stays the same). Note that this also applies to the photos in the *Company C* and *Binary Bravo Personnel* sections. When available, the miniature that exactly matches the 'Mech stats is used. When a specific variant is not available in miniature form, however, a "stock variant" miniature is used; as with the illustration, the basic look remains the same, even if some weapons may be different.

A BRIEF HISTORY

As the Jihad burned into its third year, the border between the Lyran Alliance and the Jade Falcon Clan was afire with battles. Despite the loss of Tharkad, the Lyran Alliance Armed Forces were concentrating and holding the line wherever they could as both the Falcons and the Word of Blake hammered at their borders. On Deia in 3070 the Falcons were able to push the Thorin Freedom Theater Militia and the mercenary Knights of St. Cameron off-world, forcing them to retreat to Great X, where the Twenty-fifth Arcturan Guards waited for the inevitable onslaught following their defeat on Mkuranga. Leutnant-General Rudolph Geiger, the Twenty-fifth's commanding officer, ordered a frantic preparation while the mercenaries and the FTM tried to reorganize, but in January 3071 the Jade Falcons arrived.

Led by Galaxy Commander Lee Newclay, four Clusters of the Falcons' Delta Galaxy dropped onto Great X and bounced off of the LAAF's strong defensive lines around Spot. Their landing cost them the Gyrfalcon Solahma Cluster, who paid heavily to open a landing zone for the main Falcon force. Immediately the First Falcon Striker, the Eighth Falcon Talon and the Fourth Falcon Dragoons pushed forward, but the defensive lines of the Kewran Wolfhounds and the remnants of Archer's Avengers were too strong. Galaxy Commander Newclay ordered his troops back, and the battle settled into a year-long series of thrust and parry.

Although all four Clusters landed on Eades, both the Jade Falcons and the LAAF sent small detachments to Great X's other two continents, Bastion and Woodholm. The Falcons sent a Binary of the First Falcon Striker to Bastion and the Fourth Dragoons a Trinary to Woodholm, hoping to force the defenders to send enough troops after them to weaken the LAAF lines enough for the Falcons to break through. Leutnant-General Gieger and his staff were too canny to fall for the ploy, however, and sent only enough strength to keep the Falcons on the other continents bottled up while the main force decided things around Spot. When that stratagem failed, the Falcons settled into a slow series of exploratory raids, probing for weaknesses in the lines.

DEFEAT IN DETAIL?

Although many historians are quick to quote the ancient military axiom against dividing one's forces, the history of warfare is filled with instances where such divisions were not only necessary, but decisive in gaining the divider victory. Although the scattered small-unit actions of the Jade Falcon-Lyran Alliance conflict on Great X in 3071 cannot claim to have secured their respective sides victory, they did prove that dividing one's forces can still play a strong part in determining the outcome of a battle.

The Jade Falcons, facing much stronger defenses than they had anticipated, sent small raiding parties to the other continents of Great X in an effort to get the LAAF to send large contingents of troops to destroy them, thereby weakening the defensive line around Spot. Raiding into an enemy's rear is a time-honored tactic, and the presence of large—if abandoned—storage facilities on Bastion and significant mining concerns on Woodholm meant that the Falcons could strike there without any loss of face.

The Lyran response, a company of 'Mechs supported by a mixed regiment of armor and mechanized infantry, was rather less than the Falcons had hoped for. Galaxy Commander Newclay, well aware of the Steiners' predilection for "bigger hammer" solutions, had expected at least a battalion of 'Mechs to be dispatched. The smaller response put a kink into his assault plans.

It also made the smaller-scale fighting on Woodholm and Bastion much more personal for the small units involved.

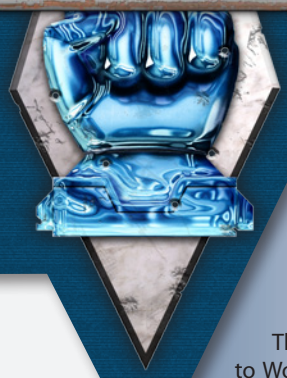
—from *Lessons*, by Leutnant-General Archibald Newsome (Ret.), University of Donegal Press, 3074

PRESSING THE LINES

Numerous engagements since the initial Clan invasion had shown that the common Lyran conceit of simply amassing a "long wall of metal" could not stand up to the ferocity and firepower of a Clan assault, but around Spot the Twenty-fifth Arcturan Guards and the Thorin FTM were able to build a series of fortifications backed by special-built roads and paths to move their troops. Using this system, the Lyrans were able to quickly concentrate their forces in order to blunt any of the Jade Falcon attacks along the defensive line, which quickly frustrated not only Galaxy Commander Lee Newclay, but also his Star Colonels and Star Captains as well. By March the Galaxy Commander had acceded to his Star Colonels' demands to be allowed to probe along the lines for weaknesses in Cluster-strength packets, hoping to find a breach worth exploiting.

On the Lyran side Leutnant-General Geiger and his staff, as well as the surviving officers of the Avengers and Colonel Dewey and his mercenaries, were determined that the Clan advance be halted at Great X. Having been driven back from Morges, from Deia, and from Mkuranga, they were going to give Great X to the Falcons over their dead bodies. Luckily for them, the Exes felt much the same way, which gave them a safe and secure rear area in Spot from which to oppose the Falcon assaults and, occasionally, launch sallies and raids against the Falcon positions.

The first raid on the farthest northern edge of the lines came from a Trinary of the Fourth Falcon Dragoons, who caught a company-scale position while a company of the Knights of St. Cameron were in the process of trading positions with a company from the Twenty-fifth Arcturan Guards. The leading Star crashed into the lines while there was only a lance of the Knights still in place and crushed them quickly, opening a momentary gap in the lines. The rest of the Trinary rushed forward, easily beating back the confused Knights and Wolfhounds while they called for the rest of the Dragoons Cluster to move up. A rallying counterattack by a ready-battalion of the Thorin FTM managed to plug the gap and drive the surviving two Stars of Falcons back off the line. Of the Fourth Dragoons Trinary that attacked, only seven OmniMechs led by Star Commander Enoch returned to the Falcon lines, but they had succeeded in destroying more than thirteen Lyran 'Mechs. More actions like this one followed for the next six months, with both sides managing to sneak small resupply missions in to replace fallen warriors with new 'Mechs and new pilots.



FALCONS AMONGST THE LEAVES

The company of the Knights of St. Cameron sent to Woodholm was one of the few companies of the mercenary regiment to escape Deia without losing a single 'Mech. This cohesion was a strong factor in Colonel Dewey's decision to detach them to Woodholm, but in retrospect a different company may have been a better choice. The company, commanded by Captain Rhonda Edison, had survived Deia by dint of not having faced any opponents; their average 'Mech size was forty-five tons, and they had trained as a striker company not intended to stand in the line of battle. None of the company's MechWarriors had ever fought in concert with conventional militia forces and immediately rubbed Colonel Hammond, commanding the Great X militia supporting the 'Mechs, the wrong way.

The Trinary of the Fourth Falcon Dragoons they were sent to oppose averaged a mass of sixty-five tons, and had none of the massive logistical tail the conventional Great X forces required. Star Captain Sanga had won Star Commander's rank in his Trial of Position and defeated four other warriors to command his Trinary; his campaign on Woodholm was slow, methodical, and devastating. Captain Edison's troops fought to the best of their doctrine but couldn't overwhelm the Falcons' superior armor and firepower, and when Sanga successfully trapped a lance of the Knights in Digger's Canyon and annihilated them, Captain Edison crawled inside a bottle and rarely came out. Her company's replacement by the Avengers allowed her to back off the line in Spot and seek help, but she was separated from the Knights shortly after.

The Avengers offered Sanga none of the Knights' move-and-bite tactics; they simply challenged the young Star Captain to a Trial of Possession for Woodholm, broke their bid, and pounded his forces into the ground.

—from *Wrong Tools for the Job: A Collection of Poor Assignments*, by Colonel Edith Payne (Ret.), University of Donegal Press, 3076

In early August on the continent of Woodholm the Trinary detached from the Fourth Falcon Dragoons managed to mousetrap the company of the Knights of St. Cameron sent to stop them, destroying four of the Knights' 'Mechs and two companies of the medium armor supporting them. Despite Colonel Dewey's protestations, Leutnant-General Geiger recalled the Knights and replaced them with two companies of the Thorin FTM, supported by a full regiment of armor from the Great X militia. The movement, which used large displacement-hull cargo vessels rather than DropShips, was covered by nearly three full wings of aerospace and atmospheric fighters to discourage a Falcon assault.

The battles on Bastion were more a series of short, sharp engagements rather than a drawn-out affair. From May to August the First Falcon Striker Binary moved from abandoned storage depot to abandoned storage depot, looking for supplies to Trial for, or defenders to defeat, but Captain Guillaume's company of the Twenty-fifth Arcturan played a distance-for-time game and used their militia auxiliaries to keep tabs on the Jade Falcons. By September the Binary was reduced to two operational OmniMechs, who quickly withdrew. The Lyran forces had lost eight 'Mechs, nineteen tanks, and more than one hundred infantrymen killed. The remnants were withdrawn by submersible back to Spot to help with the defensive line.

The failure of the Fourth Falcon Dragoons and the Eighth Falcon Talon to break through the lines around Spot soon began to fray Galaxy Commander Newclay's patience. In October he ordered the First Falcon Striker back from the lines and gave them preferential access to the Falcons' meager logistics, hoping to build them back up to strength. The Fourth Dragoons he ordered into a series of running raids against the Spot defenses, all along the line, in an attempt to force the Lyrans into exerting near-continuous effort running their reinforcements along the line. The Lyrans, of course, could not afford to ignore any of the Falcon thrusts even after they discovered most of them were feints. There was no way to know a thrust was a feint until the attack was well underway, and every alert sapped the defenders' strength and readiness. By late November Leutnant-General Geiger had had

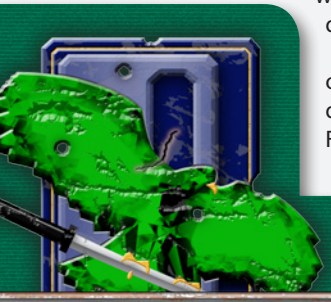
A GENTLEMAN'S GAME

On the Bastion continent of Great X in 3071 the Jade Falcon-Lyran Alliance conflict took a much different tone than the other actions there. The Lyran BattleMech force, Company C of the Twenty-fifth Acrturan Guards' Third Battalion, was a recent acquisition. The company had been assembled just prior to the Jade Falcon's attack from survivors of the company's earlier defeats and a demi-company of MechWarriors assembled on Arcturus from replacement depot troops and sent forward with a new officer to command them. They had very little experience fighting as a team, which the new hauptmann recognized and adapted his tactics to use.

The Binary of the First Falcon Striker opposing them was much the same—a newly-organized Binary built to replace losses in previous battles, but led by a young Falcon *ristar* without a Bloodname. Having won his command in the wake of the battles on Morges, the Star Captain was eager to prove himself and pushed his Binary hard. The Lyrans' unwillingness to commit to open battle only fueled his anger, which drove him to split his force and allow each Star to be pushed away from each other.

The key to the Lyrans' success on Bastion was the calm competence of Hauptmann Guillaume and the excellent scouting provided by the two cavalry battalions attached his command. His refusal to allow the Jade Falcons to force him into a decisive engagement gave him time to train his new command before committing them to full-scale battle. When that decisive series of engagements finally came, however, his MechWarriors performed admirably despite terrible losses.

—from *Tempered Steel: Soldiers Formed by the Jihad*, by Esteban Enriquez, Australia Civic Press, 3077



enough; he released a mixed combat command built around a regiment of armored cavalry and a battalion of the Knights of St. Cameron to move by ship down the coast and attack toward the Falcons' rear. All along the Spot lines Lyran forces demonstrated as if they were preparing to attack out of the defensive works to cover this movement, and by the last week of November 3071 Colonel Dewey's 'Mechs were striking at rearward Falcon defenses and threatening their landing zone at the small town of Berry.

RUSHING

Having been forced to use his rested First Falcon Strikers against the Knights-led combat command in his rear, Galaxy Commander Newclay decided in late December to take the offensive one last time. He arrayed the three remaining Clusters of the Gyrfalcon Galaxy in a long column and issued the order to attack along a very narrow section of the Spot defensive line, without regard for losses. His Clusters took two weeks to rebuild their damaged machines as much as possible before they moved out.

In Spot Leutnant-General Geiger's spies reported the Falcon's movements almost as soon as they began to move. Geiger—whose own staff was feeling much the same sense of frustrated impotence that Newclay was reacting to—ordered his regiments to marshal as coherent units, rather than spread across the backside of the lines in battalion and company size packets. The Twenty-fifth Arcturan Guards RCT would hold the center of the lines, with the Thorin FTM spread on the flanks to keep the Falcons from looping around. The two battalions of the Knights of St. Cameron were kept as a mobile reserve near the city's center, ready to move forward to the line or retreat toward the port and a waiting fleet of cargo ships ready to take them down the coast to repeat their earlier raiding actions.

The Falcon attack began an hour before dawn on 2 January 3072 with the Eighth Falcon Talon in the lead position. Two Trinaries of the Eighth slammed into the Twenty-fifth's lines, their OmniMechs loaded for close-in, high power battles. A third Trinary of Elementals, seconded from all three surviving Falcon Clusters, was sent in with them, hoping to use the cut and thrust of battle to slip through the Lyran lines and stage a headhunter attack toward Geiger's command post. The attack might have succeeded had the Kewran Wolfhounds been spread out as previously deployed, but the Eighth Talon Trinaries sunk their teeth into the relatively fresh 'Mechs of the Arcturan's First 'Mech Battalion, who held the line while the Wolfhounds' Second and Third Battalions, along with a regiment each of conventional armor, pressed forward feeling out the Falcons' flanks. By evening the Eighth was more or less enveloped and Archer's Avengers were skirmishing with the flankers of the Fourth Falcon Dragoons.

During the night both sides attempted to break contact long enough to reorganize but instead settled into nighttime fighting positions. The Knights of St. Cameron made a forced march during the night, moving south along the defensive lines and extending out behind the Thorin FTM's screen to move behind the Falcons. The First Falcon Striker closed up the distance between themselves and the Fourth Dragoons, but little help could be sent to the Eighth Talon.

In the morning the Wolfhounds let the Falcons advance a kilometer or so before stopping them, trying to draw more of the Falcon 'Mechs into the kill zone. By midday the remnants of the Eighth Falcon Talon—barely two Trinaries' worth—were fully engaged and the Fourth Dragoons moving to relieve them. Galaxy Commander Newclay was preparing a sally with the First Strikers when the Knights of St. Cameron erupted into the southern flank of the Falcon advance, striking nearly perfectly at the jointure of the Eighth Talon and the Fourth Dragoons. In moments the Eighth was completely cut off and the Fourth Dragoons fighting for their lives. The beginnings of a general advance from the Twenty-fifth, regardless of losses, and reports from scout Stars to the north that the Avengers' probes were getting heavier convinced Galaxy Commander Newclay that it was time to go; the First Falcon Striker reoriented west and made for their landing zone in Berry, while the Fourth Dragoons held back the advancing Steiner troops.

By nightfall the First Strikers had reached Berry and embarked their DropShips while the Falcons' meager fighter Stars endeavored to hold the airspace open so they could escape. The Knights and the Avengers harried the Fourth Dragoon to destruction on the long retreat to Berry—less than a Star made it into the city limits before the Lyran troops broke off. Of the Eighth Falcon Talon, only twelve MechWarriors and nineteen Elementals survived their defeat to be captured, and more than half of those chose *bondsref* over captivity. When the Falcon DropShips clawed their way into the sky, beating back the Arcturan Guard and Knights of St. Cameron aerospace fighters, the surviving soldiers on the ground knew that they had made up in small part for their defeats on Morges, Deia, and Mkuranga.

VENDETTA

The fighting on Great X was characterized both by its length—more than a year—and by the ferocity of the numerous small-unit actions that led to the climactic final battle outside Spot in 3072. Each of the units involved—on both sides—had fought heavy battles often against one another over the course of 3070. For many Knights of St. Cameron, they encountered OmniMechs belonging to warriors who had killed their friends and comrades on Morges and Deia. Many a Clan warrior found a Lyran BattleMech that had escaped him during one of those engagements now repaired and firing again. This level of personal involvement in the combat often undermined large-scale action and meant that lance-on-Star or smaller engagements were even more vicious.

Take as exemplar the story of Star Captain Flora of the Fourth Falcon Dragoons and Sergeant Benito Pritchard of the Knights of St. Cameron. On both Morges and Deia these two had fought each other almost to destruction before being forced apart by the moving battles; when they met on Woodholm on Great X there were no distractions, and when Flora destroyed Pritchard's battered *Clint* the two began a fistfight when Flora exited her *Peregrine* to claim him as a bondsman. Pritchard succeeded in killing Flora during the fight, before a watching Falcon Elemental immolated him with his flamer.

—from *Blood in the Eye: Personal Battles*, by Juanita Rodriguez, University of Donegal Press, 3075

THE KEWRAN WOLFHOUNDS

Unit:
C Company,
Third Battalion,
Twenty-fifth Arcturan Guards RCT

Also Known As:
The Kewran Wolfhounds

Affiliation:
Lyran Alliance

Nominal Strength:
Three BattleMech lances

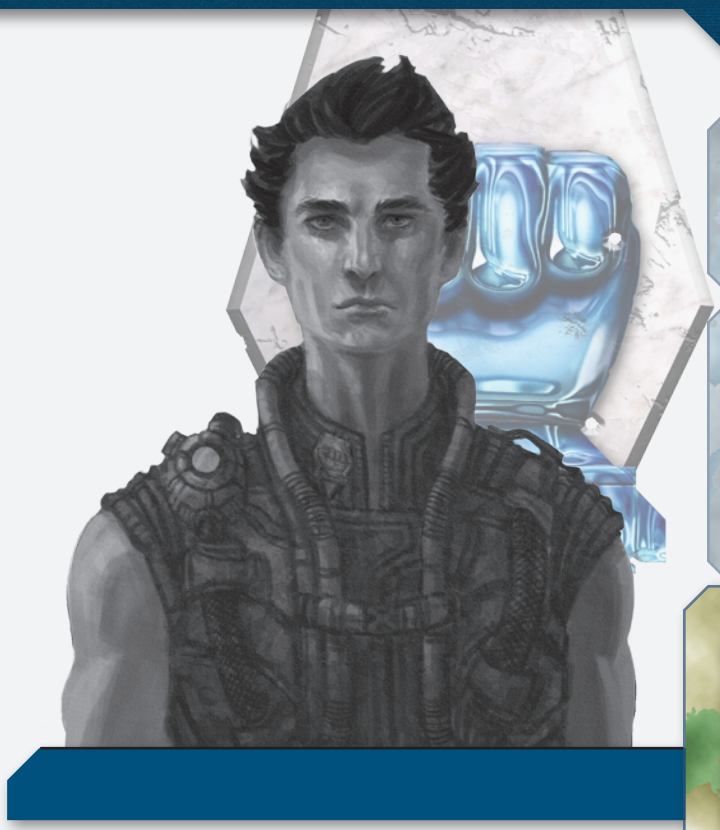
Company C, Third Battalion, Twenty-fifth Arcturan Guards RCT, immediately following the Albany-8 skirmish.

Command Lance
Hauptmann Michael Guillaume (BLR-4S *BattleMaster*)
Tricia Cannon (BTZ-3F *Blitzkrieg*)
Erich von Seedow (DV-1S *Dervish*)
Hans Ostgaard (GAL-1GLS *Gallowglas*)

Anvil Lance
First Leutnant Nadine von Riddenour (*Mad Cat Mk II*)
Barrett Cole (AS7-K *Atlas*)
Christine Watkins (EMP-6A *Emperor*)
Arthur Quibble (RFL-8D *Rifleman*)

Striker Lance
Leutnant Reginald Hoffmann (BGS-1T *Barghest*)
Victoria Earnestine (NXS2-A *Nexus II*)
Jasper Lorenz (WLF-2 *Wolfhound*)
Kristoff Semmes (STY-3C *Starslayer*)

MICHAEL GUILLAUME



Rank/Position: Hauptmann, CO Company C
Born: 3045 (26 in 3071)
Affiliation: Lyran Alliance
Home Planet: Adelaide
'Mech: BLR-4S *BattleMaster*
'Mech Piloting Skill: 4
'Mech Gunnery Skill: 3

Michael Guillaume was promoted from first leutnant to hauptmann barely a month before he arrived on Great X, and is still feeling his way through his first company command. Formerly a lance leader in the Fourteenth Donegal Guards, he is still adapting to the culture of the Arcturan Guard, a task made more difficult by the lingering resentment over the Wolfhounds' defeat at the hands of the Jade Falcons on Mkuranga. Thrust into command of the newly-formed Company C, Third 'Mech Battalion, Hauptmann Guillaume immediately appeared in over his head.

His problems were compounded by his background. Several of his MechWarriors were minor noblemen from the Alliance's interior, and they weren't especially interested in taking orders from a hick from a backwoods world like Adelaide. His accent soon became the butt of quiet jokes among the lances and the company's technical support—jokes the hauptmann ignored, for the most part. It wasn't until two days before the Jade Falcons arrived in orbit over Great X that he took matters into his own hands, accepting a simulator challenge from First Leutnant von Riddenour. In a short, four-minute engagement Hauptmann Guillaume's *BattleMaster* pounded the leutnant's *Mad Cat Mk II* into scrap. The ROMs of the battle—which had supposedly been sealed—quickly made the rounds amongst the rest of the company, and the grumbling soon ceased.

With the Jade Falcons now in orbit, the young hauptmann is a man quietly hiding his fears. The Jade Falcons are familiar opponents of the Fourteenth Donegal Guards, personal unit of General of the Armies Adam Steiner himself, and Michael has fought them before. What has him worried is the responsibility of leading an untested company into combat, with hardly any preparation or time to work up. His superiors appear immune to his pleas for training time, distracted as they are by the incoming Falcons. With the Fourteenth his old hauptmann trained incessantly, until the company was like a family. Guillaume's new company feels like a new orphanage, full of bullies and half-understood bedmates.

As an officer and a commander Guillaume took the example of Adam Steiner to heart; before he was appointed General of the Armies he often led the Fourteenth Donegal Guards from the front in his 'Mech. Although every hauptmann is expected to lead his or her company from the front in combat, Guillaume applies this ideal to every aspect of his command. He is the first to lead his company into any new duty, from patrolling to combat to a trip to the medical tent. He knows that it is essential that his MechWarriors be willing to follow wherever he leads, and Guillaume misses no opportunity to earn his pilots' trust and respect.

The *BattleMaster* Guillaume pilots was one of the last manufactured on Pandora before the Falcons took the world, and it was refitted to the -4S standard in the refit pens on Arcturus. He has piloted it his entire career, claiming three OmniMech kills as a leutnant with the Fourteenth. He is particularly accurate with the massive Gauss rifle, often claiming hits at ranges that many other MechWarriors wouldn't even dream of firing.

TRICIA CANNON

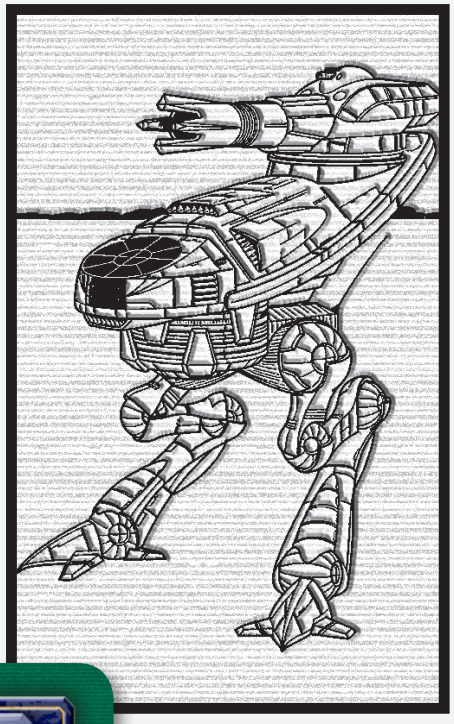
Rank/Position: Sergeant, Command Lance
Born: 3042 (29 in 3071)
Affiliation: Lyran Alliance
Home Planet: Skye
'Mech: BZT-3F *Blitzkrieg*
'Mech Piloting Skill: 4
'Mech Gunnery Skill: 4

Sergeant Tricia Cannon has spent her entire military career in the Twenty-fifth Arcturan Guards RCT, after having run away from home on Skye and joining a second-tier military academy on Arcturus. She is a steady MechWarrior and an excellent lance leader, having had opportunity to prove her command ability during the Kewran Wolfhounds' withdrawal from Mkuranga when her leutnant was killed by the Jade Falcons. The assignment of commissioned officers over her when she was posted to Company C might have been a slight her career never recovered from, except for the small matter that Tricia Cannon has no desire for command. She has spent nine years as a MechWarrior sergeant and is quite happy in that role.

Off-duty Tricia is a quiet woman who is intensely loyal to her friends. She doesn't socialize much outside of her lance, even within the company as a whole. This tendency has given her problems since the formation of Company C, since the hauptmann is too busy, von Seedow too much a snob, and Ostgaard too taciturn too spend too much time with a quiet woman who doesn't go out of her way to be sociable. This has left Tricia accepting the approaches of Striker Lance's Victoria Earnestine, who is also at a loss for companionship in her own lance. The two women are slowly building a friendship, but the hectic tempo of operations in preparation for the Jade Falcons' arrival limits their opportunities.

In combat Sergeant Cannon is a skilled MechWarrior. Her *Blitzkrieg* is a swift machine, even more so when compared to the stumbling assault 'Mechs so popular in the Lyran Alliance Armed Forces, but it packs a significant wallop with its Ultra autocannon. One of Cannon's favored tactics is to let her heavier lancemates draw an opponent's attention and then sprint around behind them, unleashing the devastating cannon into their weaker rear armor before escaping back out of range. She has been working with Hauptmann Guillaume and his *BattleMaster* to refine this tactic—the hauptmann's uncanny accuracy with his Gauss rifle makes it even easier for Cannon to slip behind the lines and sow havoc.

The *Blitzkrieg* Tricia Cannon pilots enjoyed a lackluster career before it was assigned to her. Its first deployment after the factory was the Lyran Guards, but those warriors were all desperate to get into heavier and thicker 'Mechs and didn't even try to understand the *Blitzkreig*'s strengths. Once it was assigned to Tricia, however, the technicians noticed an immediate jump in necessary maintenance on the 'Mech's motive systems; Sergeant Cannon always runs it to (and sometimes a little beyond) its fullest potential.



ERICH VON SEEDOW

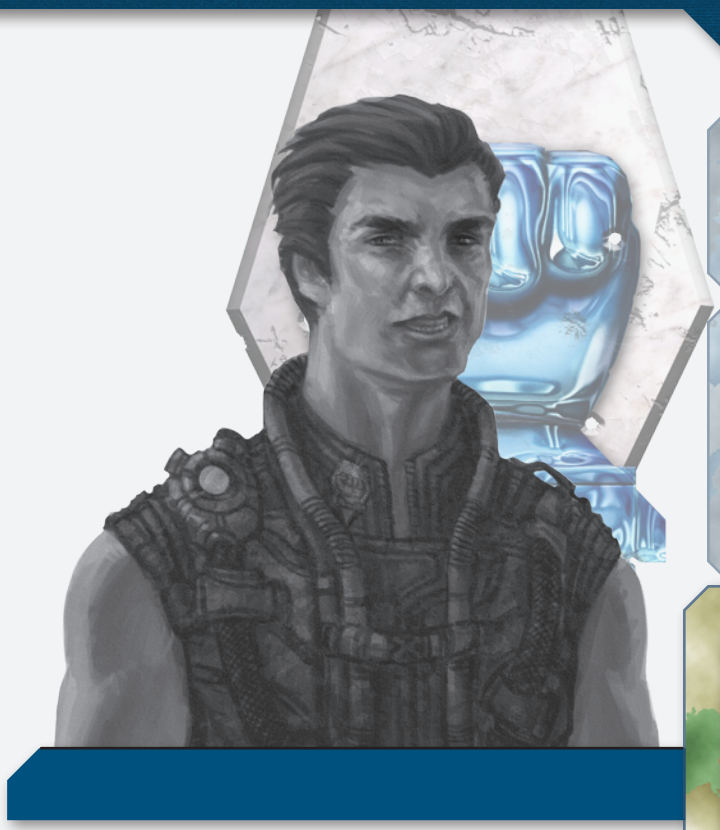
Rank/Position: Sergeant, Command Lance
Born: 3051 (20 in 3071)
Affiliation: Lyran Alliance
Home Planet: Gallery
'Mech: DV-1S *Dervish*
'Mech Piloting Skill: 5
'Mech Gunnery Skill: 4

On Gallery the von Seedows are very close in class and peerage to the Steiners of that world (Nondi Steiner, former General of the Armies and Lyran regent, was Duchess of Gallery) but recent business failures have all but bankrupted them. Erich von Seedow is the youngest scion of the family, freshly graduated from the Coventry Military Academy and posted to the Twenty-fifth for his first field deployment. He is the epitome of the noble scion that has given the Lyran Alliance (and the Commonwealth before it) the reputation for social generalship. Effete, distant, and disdainful, von Seedow acts as if his family's reversals had never happened.

Growing up on Gallery, Erich was taught the glorious military traditions of the Steiners and how the von Seedows fit into their quilt. A von Seedow fought with Katrina Steiner on Hesperus II during the Tenth Battle of Hesperus. A von Seedow died with the Tenth Lyran Guard on Dromini VI during the Fourth Succession War. A von Seedow died heroically on Tamar during the Clan invasion. All of Erich's childhood was geared toward his enrollment as a MechWarrior, and it was only his brother's botching of the family finances that relegated him to the CMA instead of Tharkad's Nagelring. He is happy to regale anyone willing to listen—or whom he catches standing nearby with little chance of escape—at the drop of a pin, something which has not enamored him to his lancemates.

Despite his attitude his lessons at the Coventry Military Academy took. He is a confident and capable MechWarrior with a flair for missile weapons and a good head for judging the likely moves of his opponents. There is a note in his personnel jacket indicating he should be watched for advancement to a battalion operations staff as soon as he gains his commission, although he is not aware of it.

Although he is successfully controlling his temper—for the most part—von Seedow's arrival in Company C very nearly heralded his desertion. With his family's fortunes on the wane he was unable to secure a BattleMech commensurate with his expectations, and was forced to accept whatever the LAAF provided. That provision was a dilapidated antique of a DV-1S *Dervish*, older nearly than the Lyran Commonwealth itself, caused him to fly into a rage. The stories of his childhood were filled with assault 'Mechs like the *Zeus*, *Banshee*, and *Atlas*. To be stuck in a fifty-ton primitive support 'Mech is the height of insult. He can often be found standing in the doorway to the Anvil Lance's 'Mech bays, admiring von Riddenour's *Mad Cat II* or Barrett Cole's *Atlas*.



HANS OSTGAARD

Rank/Position: Sergeant, Command Lance
Born: 3037 (34 in 3071)
Affiliation: Lyran Alliance
Home Planet: Anywhere
'Mech: GAL-1GLS *Gallowglas*
'Mech Piloting Skill: 5
'Mech Gunnery Skill: 4

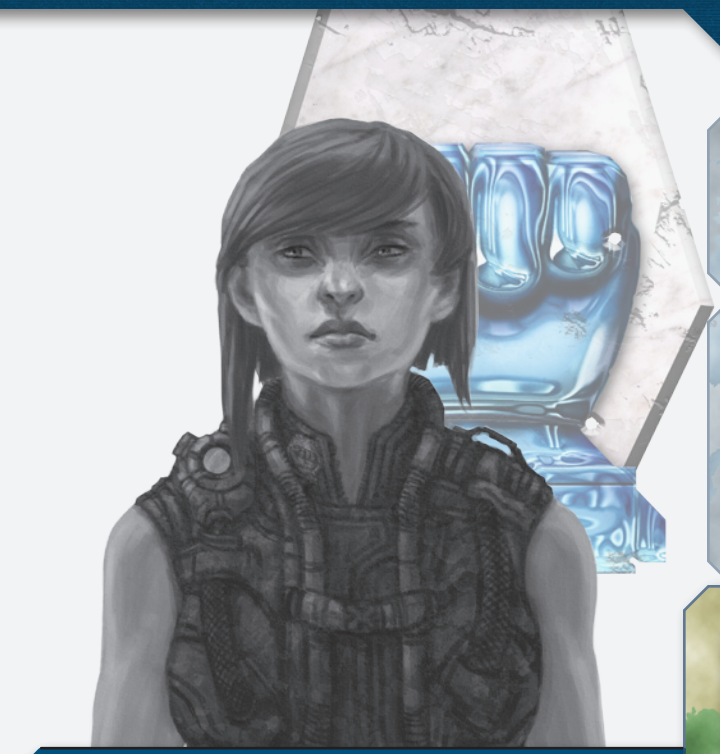
Hans Ostgaard is from the planet Anywhere, which fell to the Jade Falcons during the initial Clan invasion. He was on the planet at the time, and only escaped the world in 3066 when a mercenary company under contract to the Arc-Royal Defense Cordon penetrated the Jade Falcon-held system to stage a raid. Hans was at that time a member of the Anywhere resistance group operating in the city of Right There. When the mercenaries hit the city, defeating the single Star of light Jade Falcon 'Mechs quartered there, they were immediately swarmed by civilians wanting to be evacuated with them. The mercenaries, imagining the largesse that might fall from Grand Duke Morgan Kell's fingers if they returned to Arc-Royal with refugees and new intelligence, agreed to take all that would fit. Hans volunteered to help guard the convoy of trucks that carried the civilians—mostly children and young mothers—to the mercenaries' landing zone.

Along the way the convoy was attacked by a Star of Elementals who'd been sent by VTOL to investigate. Hans, still a trainee inexperienced on the resistance's sole 'Mech simulator, was a gunner on a flatbed truck converted into a gun truck. Although the mercenaries managed to defeat the Elementals and escape, Hans was injured when the ammunition for his door gun exploded. He was evacuated to Arc-Royal and enlisted in the LAAF as soon as he recovered. After a year in one of the tank regiments attached to the Twenty-fifth, Hans tested into 'Mech training and was issued his *Gallowglas* in 3070 during the jump transits from Mkuranga to Great X. Company C is his first 'Mech unit, but he is hardly a newcomer to combat with the Clans. He is careful to listen to Hauptmann Guillaume and the others during the company's infrequent training sessions; his experience with the mercenaries on Anywhere showed him exactly how powerful—and how vulnerable—a BattleMech can be, and he tries to learn all he can.

Hans' *Gallowglas* was seized from a mercenary who defaulted on his contract with the LAAF in 3069, and sent to the Kewran Wolfhounds as a replacement 'Mech. A powerful 'Mech, Hans has taken to it well, learning to pot-shot well with his PPC. He has become adept at the close-in ambush, often training in urban terrain to strike an enemy and then use his 'Mech' jump jets to break contact while his heat sinks get matters under control. Lately he's been ducking his lancemate von Seedow who, unable to procure an assault 'Mech, is eyeing Hans' *Gallowglas* as a step in the right direction.

NADINE VON RIDDENOUR

Rank/Position: First Leutnant, XO Company C, CO Anvil Lance
Born: 3041 (30 in 3071)
Affiliation: Lyran Alliance
Home Planet: Garrison
'Mech: *Mad Cat Mk II*
'Mech Piloting Skill: 4
'Mech Gunnery Skill: 2



First Leutnant Nadine von Riddenour's family has served in the Lyran armed forces for two hundred years. The original Colonel Idris Riddenour, who earned the family landhold on Garrison (and the von in the name) was a tanker who led a charge against a Kurita 'Mech column and died in combat. Succeeding generations of von Riddenours have been raised on the tales of martial glory of Idris and his descendants, and Nadine's performance at the Nagelring and her first tour with the Kewran Wolfhounds was in keeping with her family's traditions. On Mkuranga she was responsible for the destruction of three heavy Jade Falcon OmniMechs on her own, and her lance for more than a Star's worth more despite their losses. When the reorganizational phase began on Great X, she fully expected to be placed in charge of Company C with a promotion to hauptmann. The assignment of Michael Guillaume and her placement as his executive officer kindled a smoldering bone of contention in her chest.

As a lance commander von Riddenour is a harsh leader, accepting no excuses for failure from her subordinates. She is well aware that she leads the heaviest lance in the company and tries to uphold the more "Lyran" traditions of her family. Her method is to attack, always attack, and crush her enemies beneath the weight and ferocity of Lyran steel. This attitude melds well with Sergeant Watkins, who idolizes the first leutnant, but falls on deaf ears when it comes to Sergeant Cole and outright derision by Sergeant Quibble, who likes to tweak von Riddenour for her adherence to "outdated and disproven" tactics and methods. It is only Quibble's skill in his *Rifleman* that keeps von Riddenour from demanding his transfer out of her lance.

Nadine's *Mad Cat Mk II* is one of the few Clan 'Mechs the Lyran Alliance Armed Forces purchased from the Diamond Sharks before the outbreak of the Jihad. She won the right to pilot it in a series of simulator duels fought amongst the various RCTs of the Arcturan Guards in 3067, defeating two hauptmanns and a kommandant to win its possession. The 'Mech suits her well; she often uses her Gauss rifles like hammers to pound on her opponents, then hits them with plunging missile fire to exploit any weaknesses the Gauss rifles may have found. The logistical tail necessary to support the Clan-built machine is an added strain on the Kewran Wolfhounds but they bear that strain willingly; a *Mad Cat Mk II* is too powerful a 'Mech to pass up.

BARRETT COLE

Rank/Position: Sergeant, Anvil Lance
Born: 3031 (40 in 3071)
Affiliation: Lyran Alliance
Home Planet: Tomans
'Mech: AS7-K *Atlas*
'Mech Piloting Skill: 5
'Mech Gunnery Skill: 4

Barrett Cole enlisted in the Armed Forces of the Federated Commonwealth the day after word of Tamar's fall to Clan Wolf reached Tomans. He initially served in a Tomans-based free tank regiment as a Manticore gunner, but aptitude testing in the mid-3050s sent him to the Nagelring on a scholarship for accelerated MechWarrior training and then a stint in the Penobscot theater militia. In 3068 he was transferred from the militia to the Arcturan Guards' replacement pool on Arcturus, and then forwarded to the Twenty-fifth Guards in 3070. He missed the action on Mkuranga and arrived on the same DropShip as Hauptmann Guillaume. His placement in the Anvil Lance was as much because of his skill as his piloting of an upgraded hundred-ton *Atlas*.

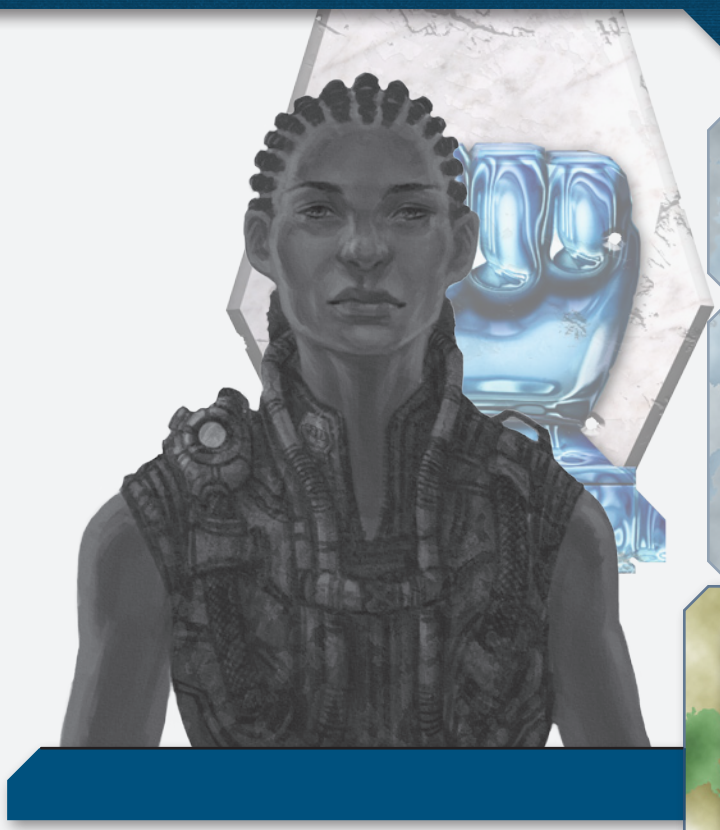
As a soldier Barrett affects the thousand-meter stare of the combat veteran. He will tell anyone who asks him that he's seen it all, done it all, and heard it all before. As the "old man" of Company C, he is a natural choice for the younger MechWarriors to cluster around, and Barrett doesn't mind the attention. His rise to MechWarrior from the armored corps means he understands more than most the necessity of other battlefield units, and tries to pass this knowledge on to the younger warriors around him by using anecdotes of combat against pirates with the Penobscot militia. One of his favorite tales claims that when he was a Manticore gunner, his tank was responsible for killing the hauptmann-general of a frontline RCT three separate times during war games, by putting a PPC round through the general's cockpit. "Rank don't mean nothing to a bullet," he tells them.

Thus far Barrett's performance in Company C has been competent, if uninspiring. He eschews complicated tactics, not so much because he doesn't understand them but because he doesn't figure he can get his club-footed *Atlas* around the battlefield fast enough to make a difference. "It's got armor and guns enough that when they find me, I can deal with them," he says. This has caused a bit of friction with First Leutnant von Riddenour, who routinely rails against what she calls Barrett's "indifference to the attitude needed for combat." Hauptmann Guillaume, however, ignores most of these comments, as all of Barrett's scores in simulator battles (which his records from earlier combat back up) are well within acceptable limits. He may not be fast, or flashy, but he gets the job done.

The *Atlas* is a familiar 'Mech in the Lyran Armed Forces. One of the many BattleMechs built in the massive foundries of Hesperus II, it is perhaps the most commonly-recognized BattleMech on the field (although the Clan *Mad Cat* is challenging that title). Barrett's *Atlas*, an advanced K-model machine, was manufactured in 3051 and fought with the Twenty-fifth Arcturan Guards since that date. It has seen four pilots, including Barrett, and all three previous pilots were killed in combat.

CHRISTINE WATKINS

Rank/Position: Sergeant, Anvil Lance
Born: 3043 (28 in 3071)
Affiliation: Lyran Alliance
Home Planet: Niangol
'Mech: EMP-6A *Emperor*
'Mech Piloting Skill: 5
'Mech Gunnery Skill: 4



A graduate of the Royal New Capetown Military Academy, Christine Watkins is an apparently calm, confident MechWarrior who hides a hot temper and a total inability to excuse discrimination. Her time on notably-discriminatory New Capetown was filled with disciplinary reports and brief bouts in the medical hall recuperating from fights with other students, but her instructors largely refused to discharge her: she had requested the school, after all. After graduation—which she led as honor graduate—she had her choice of postings, and chose to fight with the Sixth Lyran Guards. That posting, and its battles during the Federated Commonwealth Civil War, were her baptism of fire. Injured during the fighting, she was sent to a recuperation facility on Garrison where she remained until 3070, when she was called forward as a replacement for the Twenty-fifth Arcturan Guards.

In Company C Christine is still trying to fit in. She immediately bonded with her commanding officer, First Leutnant von Riddenour. Both women are proud officers, although Christine has a tendency to see sexism where von Riddenour does not. Her closeness with von Riddenour, whom many in the company do not get along with, has made her few friends outside the lance but paid dividends in the infrequent lance exercises. In fact, during the final lance-on-lance battle Hauptmann Guillaume called before the Falcons entered orbit, he specifically praised the way Christine and von Riddenour worked together and told the rest of the company they should all try to be as good lancemates. Christine was flattered by the praise but doesn't quite understand von Riddenour's sneering contempt for the young officer. The only member of the Company Christine actively clashes with is Striker Lance's Kristoff Semmes, who made a romantic advance on her the first day she arrived in the company. She turned him down, which has only made him try harder—something Christine has no patience for.

Christine's BattleMech, a ninety-ton *Emperor*, is one of the newer assault 'Mechs rapidly climbing in popularity in the Lyran Alliance Armed Forces. Christine has taken to it well, favoring her LB-X autocannons over the 'Mech's other weapons. She routinely carries a mixed load of ammunition for each gun, using the standard high-explosive rounds to punch through her opponent's armor and then switching to the more precise submunitions to exploit any weaknesses. This practice often results in salvageable enemy equipment, which makes the Twenty-fifth's technical corps quite happy, but also increases the average engagement time. While her lance commander is quite happy to allow her the time to finish her enemies off, Hauptmann Guillaume's more mobile style of combat is forcing her to rush her shots, which is making her accuracy suffer.

ARTHUR QUIBBLE

Rank/Position: Sergeant, Anvil Lance
Born: 3049 (22 in 3071)
Affiliation: Lyran Alliance
Home Planet: Arcturus
'Mech: RFL-8D *Rifleman*
'Mech Piloting Skill: 5
'Mech Gunnery Skill: 3

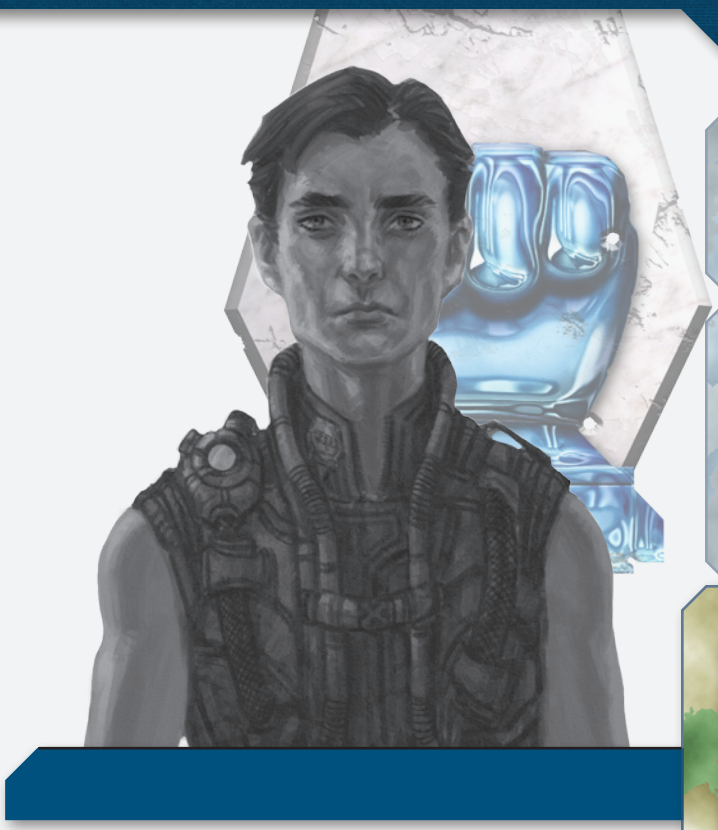
Arthur Quibble was preparing to enter the university on Arcturus when the Word of Blake seized Tharkad. As the news of that action and the soon-to-follow attacks on Skye reached him, he changed his mind and enlisted in the LAAF instead. His aptitude for 'Mech piloting was quickly noted and he was sent to an ad-hoc training battalion to learn BattleMech skills. His first posting was with the Twenty-fifth Arcturan Guards, and he was present at the action on Mkuranga when the Jade Falcons drove the Kewran Wolfhounds off-world. Transferred to the newly-raised Company C, Third Battalion when the unit reorganized on Great X, he was posted to First Leutnant von Riddenour's lance—where he quickly learned that his pragmatic approach to warfare didn't mesh with his aristocratic lance commander's.

Not having been through one of the Alliance's elite MechWarrior academies, Quibble views warfare as just another task. He's a crack shot with his eight-delta *Rifleman*'s paired rotary autocannons and ignores the quiet Steiner criticism of his "lightweight Davion toy." In combat he can be counted on to stand at or just behind the line of battle, burning his barrels and ammunition supply out supporting his lancemates. While his *Rifleman* is far more protected than many of its antecedents, it doesn't have the armor to stand in the line with his assault-class lancemates. Quibble has been chastised several times by First Leutnant von Riddenour for suggesting tactics "unbecoming a Lyran MechWarrior," such as taking cover behind hillocks and allowing the enemy to wander into a lance-scale kill zone. There are several notations in his personnel jackets from the times he's lost his temper with his lance commander and gotten into a shouting match—notations which will certainly hurt his career in the image-conscious LAAF. Not that Quibble cares much for his career—he plans to retire once Tharkad is freed and the Jade Falcons are driven back.

In garrison Quibble doesn't mix much with his lancemates, preferring to spend his time with Lorenz and Semmes of the Striker Lance. The young men have formed a rough clique, despite being in separate lances. Quibble is often the odd-man-out of the group, arguing against one or more of the academy-bred attitudes the other two warriors display for him. With the Jade Falcons arriving on Great X Quibble has retreated somewhat inside himself while his mind replays the long retreat from Mkuranga. For several nights while the Falcons were burning in-system Quibble's sleep was interrupted by nightmares of burning 'Mechs, jammed cannons, and empty ammunition bins, but he hasn't let the lack of sleep affect him. The hauptmann is keeping the company far too busy for that.

REGINALD HOFFMANN

Rank/Position: Leutnant, CO Striker Lance
Born: 3048 (23 in 3071)
Affiliation: Lyran Alliance
Home Planet: New Earth
'Mech: BGS-1T *Barghest*
'Mech Piloting Skill: 5
'Mech Gunnery Skill: 4



Reginald Hoffmann grew up hearing about the superiority of the Federated Commonwealth. His parents, both educators on New Earth, were strongly in favor of the union between the Federated Suns and the Lyran Commonwealth and took every opportunity to remind their child of that favor. The dissolution of the Federated Commonwealth when Reginald was nine was a rather difficult blow for his parents, who soon divorced. His mother, Theresa, was killed in 3059 when a Free Worlds League-sponsored mercenary company raided New Earth, and his father passed soon after while lecturing in the Chaos March. With little other family, Reginald entered Sanglamore on Skye on a scholarship and entered the LAAF.

Although he was a competent cadet and excelled in classroom and staff work, Hoffmann's battlefield skills were only rudimentary. He graduated Sanglamore in time to be pressed into service in the final days of Skye's offensive into the Free Worlds League, where he managed to avoid combat. His *Barghest* has never taken more than armor damage in combat, and Hoffmann's records list no kills. His transfer to the Arcturan Guards was a result of his dissatisfaction with Skye forces—with the Word of Blake holding Tharkad, he feels there are more important battles to fight than ancient feuds.

Appointed lance commander of Company C's Striker Lance by dint of his commission and date of rank, Hoffmann finds himself swimming in waters too deep for him. Although he has had the OCS courses necessary to lead 'Mechs in combat, his self-confidence is far beneath what a line officer requires. Hauptmann Guillaume has been working as much as possible with him, but there hasn't been time to bring the young officer along. Hoffmann suffers from second-guessing and inaction. One of his previous commanders noted "… in combat Hoffmann often makes the worst possible decision: *no* decision." Whether or not the young man can rise into his role now that the Jade Falcons have arrived remains to be seen.

Hoffmann's *Barghest* is a heavier 'Mech than standard doctrine usually assigns to striker lances, but it has sufficient speed to keep up with his lancemates and the stronger firepower has proven decisive in simulations. The 'Mech itself is part of the scholarship that sent him to Sanglamore in the first place; one of his father's early positions was on the staff of Coventry Metal Works, and he was fondly remembered there when the younger Hoffman entered the LAAF.

VICTORIA EARNESTINE

Rank/Position: Sergeant, Striker Lance
Born: 3044 (27 in 3071)
Affiliation: Lyran Alliance
Home Planet: Loric
'Mech: NXS2-A *Nexus II*
'Mech Piloting Skill: 5
'Mech Gunnery Skill: 4

Born on Loric, one would expect Victoria Earnestine's natural enemies to be House Marik's Free Worlds League. Much of Loric's population is (depending on geographic location) either pro or anti-Marik (or Steiner), but Victoria tried to remain above such distinctions when she was a child. Her parents didn't want her to grow up to be one of the many blindly loyal Steiner subjects they saw around them, and tried to teach her to think for herself. For the most part they succeeded, although they were somewhat disappointed by her decision to join the Lyran Alliance Armed Forces. They supported their daughter, however, after she explained her reasoning, and Victoria began a respectable, if not showy, military career.

All that changed in 3068 when a small Word of Blake raid on Loric killed her parents. Victoria, who was then serving with the Lyran Regulars, became a changed woman. Her unit was one of those tasked to responding to outlying Word of Blake raids in 3068 and 3069, and she tore into the Blakists with a ferocity that surprised her superiors and her lancemates. The *Nexus II* she pilots is one of the spoils of those battles, taken from a defeated Blakist in late 3069 after she killed him and two of his Level II mates. After that battle she was tranferrred to the Arcturan Guards and the Clan front "due to the needs of the service." In reality, she was transferred because her battalion commander feared what she was becoming when fighting the Word of Blake. At least one investigation into the death of a captured Blakist tanker was quashed by her CO, and he didn't want to have to do that again.

With the Jade Falcons approaching Great X Victoria is an angry woman. She doesn't want to fight the Jade Falcons, despite their much-longer feud with the Alliance. Her entire being is filled with hate for the Word of Blake, and she sees fighting the Jade Falcons as a waste of her time and the Alliance's time. Her friendship with Tricia Cannon is the only tenuous link she has with her new company-mates, and she's smart enough to realize that she has to hold onto that connection if she's going to survive the coming battles, but in the back of her mind she knows the Jade Falcons are just an obstacle in the way of her true revenge on the Word of Blake.

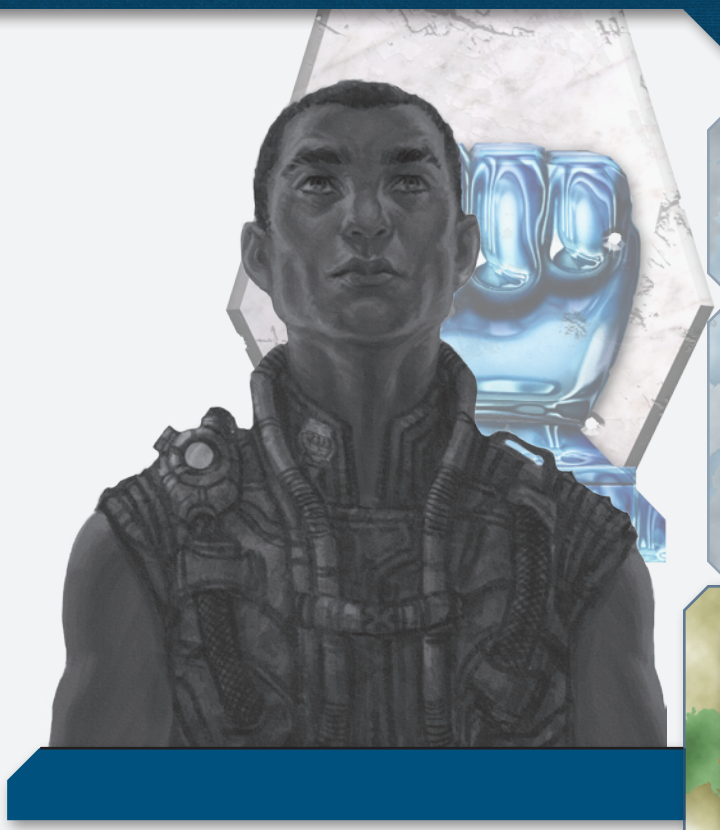
JASPER LORENZ

Rank/Position: Sergeant, Striker Lance
Born: 3051 (20 in 3071)
Affiliation: Lyran Alliance
Home Planet: Khon Kaen
'Mech: WLF-2 *Wolfhound*
'Mech Piloting Skill: 5
'Mech Gunnery Skill: 4

The youngest MechWarrior in Company C, Jasper Lorenz is fresh from the classrooms of the Sanglamore on Skye in his first deployment. A native of Khon Kaen, near the Periphery and the bandit nation known as the Circinus Federation, Jasper attended the prestigious academy as a legacy; his father, Kommandant Peter Lorenz, who died in action in the Clan invasion, was a graduate. Jasper grew up knowing the Jade Falcons had killed his father and fought hard in his academy days to win a posting to a unit stationed on the Clan frontier. His arrival in the Twenty-fifth Arcturan Guards on Great X has made him an anxious wreck. He is desperate to prove himself against the invaders, a fact not lost on his lancemates. Kristoff Semmes, nearly as young as he, never fails to urge Lorenz to prove himself against the Falcons, but Anvil Lance's Barrett Cole is attempting to dissuade him from rushing headstrong into combat with the elite Falcons. Lorenz seems receptive to both points of view—like many young men—but only combat will tell whether or not he will heed the veteran's advice.

His placement in the Striker Lance was necessitated by the weight and speed of his 'Mech—a reconditioned WLF-2 *Wolfhound*—and his inexperience with larger set-piece battles. The warriors of the Striker Lance can expect more independent action than those piloting the heavier, slower machines of the other two lances, and if Lorenz doesn't appear in just the right formation in a skirmish line it won't cost his lance the engagement. Many younger warriors on their first campaign are assigned similar roles, in the hopes that combat will teach them the necessity of teamwork on the battlefield. Hauptmann Guillaume has been pushing Leutnant Hoffmann and his lance hard in the scattered simulator bouts, trying to introduce them to that concept before the Falcons land, but the results are not encouraging.

In combat Lorenz is an aggressive warrior who likes to keep his *Wolfhound* moving at its top speed. He specialized in light 'Mechs at Sanglamore, something many Lyran MechWarriors are loathe to do. The lack of competition allowed him to place highly enough in his graduation class to have some say in his posting, but did little to instill in him the camaraderie many heavier 'Mech pilots learn instinctively. Although he's not a crack shot, the *Wolfhound* has the heat sinks to allow him to snipe pretty much at will with its ER large laser, but Lorenz is proving a surprising gunner with the three forward-facing medium lasers that provide the *Woflhound*'s close-in weaponry.



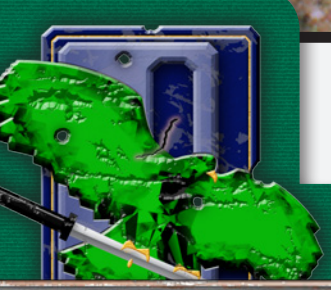
KRISTOFF SEMMES

Rank/Position: Sergeant, Striker Lance
Born: 3050 (21 in 3071)
Affiliation: Lyran Alliance
Home Planet: Kelenfold
'Mech: STY-3C *Starslayer*
'Mech Piloting Skill: 5
'Mech Gunnery Skill: 4

Kristoff Semmes is insane. He is a functioning sociopath, and were the LAAF in any less dire straits he would have certainly been ejected from the MechWarrior corps. He was arrested several times during his childhood on Kelenfold, and again twice more during his time at the Coventry Military Academy, for attacking his fellow students over imagined slights. Semmes is functional in that he recognizes the constraints of society, but he is incapable of applying them to himself. So far as Semmes is concerned, no one else in the universe is real—he suffers from a complete lack of empathy. This attitude is a nightmare in a civilian, but something drill instructors train for—although not to the extreme Semmes exhibits—in boot camp. Were he able to function in society, Semmes might have become a near-perfect soldier.

Of course, with the Word of Blake's Jihad raging around them and the Jade Falcons probing deeply into the Alliance's interior, the LAAF is prepared to look the other way unless Semmes really steps over the line. His skill in the *Starslayer* he pilots, as well as his recognition of his lance as the only way for him to survive in combat, makes him a valuable lancemate. Both Hauptmann Guillaume and the battalion's kommandant are uneasy placing Semmes under so junior—and innocent—an officer as Reginald Hoffmann, but so far Semmes has accepted the young officer's authority. In fact, Semmes seems to be going out of his way to actually try and form bonds with his lancemates in Striker Lance. The Wolfhounds' medical staff is convinced Semmes is up to no good ends with this practice, seeing as they believe he is physically incapable of forming real friendships. One unit psychologist summed up the group's beliefs: "Maybe he thinks the others are his pets."

Semmes' *Starslayer* was a reserve 'Mech requisitioned from a militia on Australia and shipped to the Arcturan Guards. It was assigned to Semmes on the theory that it was a powerful enough 'Mech to let him be effective in a lance but not strong enough that he could get away from his lancemates if he "snapped." Hauptmann Guillaume has given Leutnant Hoffmann strict—and secret—orders to deal with Semmes at the first sign of trouble, but thus far the man has been a model MechWarrior. In simulations he's been seen covering his lancemates and exposing himself to fire to protect them—behavior the psychologists said he was patently incapable of.



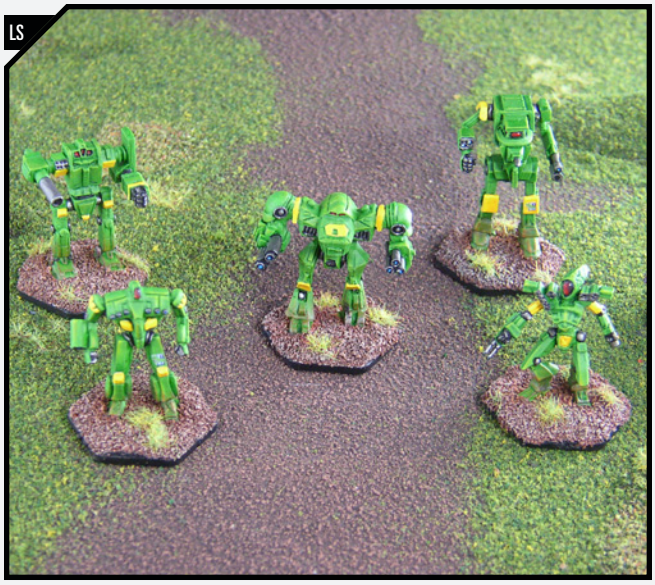
THE PURSUING PEREGRINES

Unit:
Binary Bravo,
First Falcon Striker Cluster,
Delta Galaxy

Affiliation:
Clan Jade Falcon

Nominal Strength:
Two BattleMech stars

Also Known As:
The Pursuing Peregrines



Alpha Beak, Binary Bravo, First Falcon Strikers Cluster

Bravo Beak, Binary Bravo, First Falcon Strikers Cluster

Alpha Beak
Star Captain Ingried (*Nova Cat A*)
MechWarrior Hayes (*Incubus*)
MechWarrior Denise (*Grendel Prime*)
MechWarrior Allen (*Ice Ferret H*)
MechWarrior Callen Malthus (*Hellion Prime*)

Bravo Beak
Star Commander Nicola von Jankmon (*Kodiak*)
MechWarrior Linders (*Timber Wolf H*)
MechWarrior Quintero (*Shadow Cat C*)
MechWarrior Michaela (*Cougar A*)
MechWarrior Edward (*Jenner IIC*)

INGRIED

Rank/Position: Star Captain, CO Binary Bravo
Born: 3049 (22 in 3071)
Affiliation: Jade Falcon
Home Planet: Ironhold
'Mech: *Nova Cat A*
'Mech Piloting Skill: 2
'Mech Gunnery Skill: 2

One of the *ristars* born to a sibko hatched just as the Clans were departing for Operation REVIVAL, Ingried grew up hearing the falconers telling the grand tales of Crusader glory in the Inner Sphere. His every class was built around the Falcon's eventual rise as ilClan and their lordship over the new Star League. Like every impressionable child might, Ingried believed his tutors—which meant his world was turned upside down when the Star League Defense Force arrived in Clan space and demanded their Great Refusal, and the defeat of the Clans shook him to his core. He began to question some of the things his falconers told him and make his own decisions about the right of things.

Whatever his mental proclivities he was also one of the most deadly MechWarriors to emerge from the sibkos. He earned the rank of Star Captain in his Trial of Position, even after his Trialmate forced the Trial into a melee with a stray shot. His posting to Delta Galaxy's Eyrie Cluster put him on the front lines of the Falcons' interregnum between the 3064 incursion and their leap across the border again soon after the Jihad broke out. He distinguished himself in 3066 by capturing the *Nova Cat* he still pilots from a Ghost Bear warrior in a Trial of Possession, which brought him to Galaxy Commander Uvin Buhallin's attention. When Buhallin was injured and thought killed on Morges, new Galaxy Commander Lee Newclay transferred the young warrior to the First Falcon Striker and built a new Binary around him.

As Binary commander Ingried has to deal with considerable dissatisfaction from his MechWarriors. Star Commander Nicola von Jankmon has already challenged him once for the Binary command, and despite her defeat his command of her still rankles the older woman. Several of the younger Falcon warriors who should follow him happily are instead drawn to the older, Bloodnamed warriors like von Jankmon and Callen Malthus, who do nothing but fill their heads with drivel about how "un-Jade Falcon" many of Ingried's attitudes are. So long as the resentment doesn't interfere with discipline Ingried will do nothing; after all, his *is* rather un-Jade Falcon. The performance of his Binary will be the ultimate arbiter of his methods, and he intends the Binary to shine, unruly warriors or not.

Ingried's *Nova Cat* is a rare machine in the Jade Falcons, and a maligned one. He claimed it as *isorla* despite the Jade Falcons' opinions of the Abjured Nova Cats as traitors to the Clans. It is a powerful OmniMech and one well-suited to his style of combat, and he cares little for its provenance. He prefers the Alpha configuration for its unerring accuracy and—surprisingly for such a laser-heavy machine—complete control over its heat burden. He has defended himself in two Trials by disabling his opponent's 'Mechs before they can even enter range to get a shot off.

HAYES

Rank/Position: MechWarrior, Alpha Beak
Born: 3048 (23 in 3071)
Affiliation: Jade Falcon
Home Planet: Ironhold
'Mech: *Incubus*
'Mech Piloting Skill: 4
'Mech Gunnery Skill: 3

Although he stands barely one hundred and eighty centimeters high, MechWarriors Hayes is a talented martial artist who prefers to fight his challenges unaugmented, where he can take advantage of his opponents' near-certain dismissal of his small stature. His falconers indulged him his passion for unarmed combat but also made certain they trained him as a skilled MechWarrior, and Hayes has not disappointed them. His choice of a highly-mobile *Incubus* for a 'Mech is another small joke between Hayes and the world; the *Incubus* is one of the tallest-appearing 'Mechs on the battlefield because of its slender stature and high mobility. Few people expect to see the shape of a man like Hayes emerge from its cockpit.

Hayes was assigned to the First Falcon Striker as part of Binary Bravo after serving with the Fourth Falcon Dragoons on Morges. During that action, his Star was cut off from the rest of the Trinary and had to evade a stronger Lyran force to rejoin. Hayes was the last MechWarrior to return from the Morges wastelands, but he had claimed two heavier Lyran 'Mechs before coming in. He used the *Incubus*' powerful large pulse laser and superior mobility to keep the medium 'Mechs at range, wearing them down. When Star Captain Ingried was reviewing codexes he immediately requested Hayes and his second-line BattleMech for his Binary based on that action. Hayes' placement in the Alpha Beak is a reflection of both Ingried's high regard for the warrior and for Star Commander Nicola von Jankmon's disdain for his light, second-line BattleMech.

For his part Hayes is pleased to be a in a frontline Cluster and serving beneath an officer who recognizes and accepts unorthodox tactics. Although he is Jade Falcon to the core, and prefers the rituals of *zellbrigen* wherever possible, Hayes also believes it is his opponents' responsibility to return the same honorable treatment in kind. On Morges, the way that the two Lyran 'Mechs ganged up on his lighter, solitary 'Mech told him they were warriors without honor, and he treated them that way. Star Captain Ingried, who agrees with this point of view entirely, encourages the MechWarrior to keep his enemies underestimating him—and by extension, the entire Star.

Hayes was offered an OmniMech when he transferred to the First Falcon Striker Cluster, but he retained the *Incubus* he's piloted since his Trial of Position on Ironhold. On Morges this decision served him well in skirmishes with the Twenty-fifth Arcturan Guards' infantry regiments, where he was able to use the *Incubus*' anti-infantry machine guns to keep sappers away from his 'Mech and those of his Starmates. He is a crack shot with the 'Mech's large pulse laser, but his accuracy suffers when he switches to the paired ER medium lasers—Hayes appears unable to switch quickly between the two different firing modes.

DENISE

Rank/Position: MechWarrior, Alpha Beak
Born: 3052 (19 in 3071)
Affiliation: Jade Falcon
Home Planet: Ironhold
'Mech: *Grendel Prime*
'Mech Piloting Skill: 4
'Mech Gunnery Skill: 3

Denise is the only freeborn MechWarrior in the Binary, and few of the trueborn Jade Falcon warriors let her forget it. Although she is only nineteen years old, she has already fought in more Trials of Greivance than any other warrior in the Binary except Callen Malthus. Her victories in all of these Trials except one—a foolish unaugmented challenge against MechWarrior Hayes that put her in the DropShip's sickbay for three days—prove her qualifications to serve in the frontline Binary, but she still resents the unthinking discrimination against freeborns.

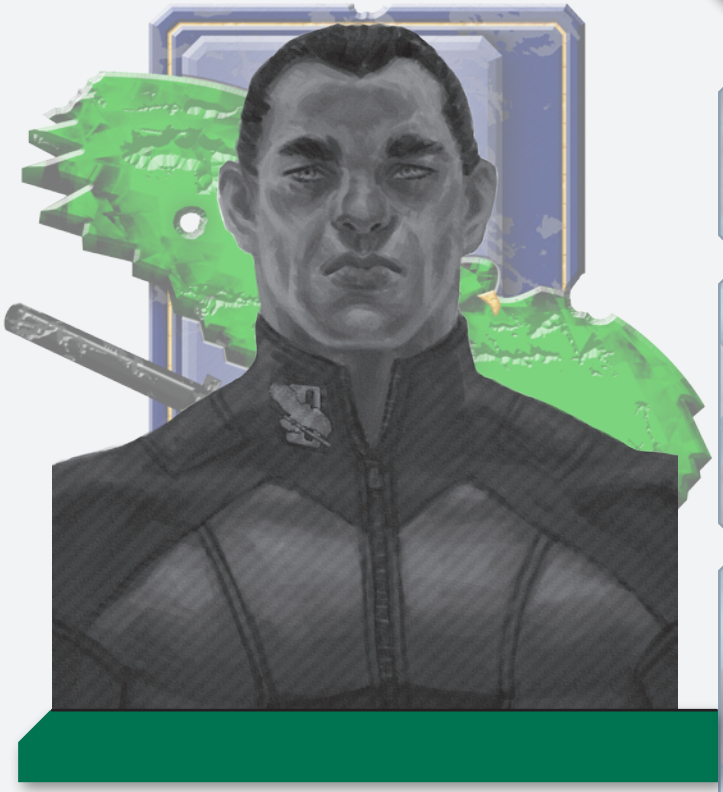
To an outside observer Denise's skills are amazing; she tested into the warrior caste at seventeen, rather than entering a childhood sibko earlier. The fact that she can compete with trueborn Jade Falcon warriors, who've been trained since birth for the warrior's life, reveals incredible innate talent for BattleMech piloting. Her position in the First Falcon Striker is a test of sorts—only the desperate losses on Morges forced the Star Colonel to approve the transfer from the Gyrfalcon Solahma, and Star Captain Ingried was the only officer willing to accept her into his command. Ingried doesn't care about how Denise was born—he only cares about how she fights.

Denise is hot-tempered and rash. Her tactics in combat—unarmed or BattleMech—reveal a woman whose idea of finesse is to not shout before she attacks. Against Inner Sphere opponents this tactic may actually be of some worth, since many Lyran 'Mech jocks are used to seeing Jade Falcons stop and announce their challenges. She has little regard for tactics or teamwork—a trait she shares with many trueborn Jade Falcons—but prefers to prove herself or fail strictly on her own merits. This attitude is not surprising for a freeborn Jade Falcon warrior; an Inner Sphere observer would say she is trying to "...out-trueborn the trueborns..." by being the most individualistic warrior she can. Ingried has already given up trying to reign her in, instead using her as a shock trooper to break up enemy formations.

The *Grendel* OmniMech Denise pilots is a machine captured from the now-defunct Smoke Jaguars. She successfully defeated a trueborn Star Commander for the 'Mech, fighting in a *Locust IIC*. Her opponent attempted to hold her at long range and snipe her to death with his large laser, but Denise used the natural obstacles in the Circle of Equals to close the range and quickly disable the *Grendel* with a flurry of missiles. The Star Commander did not survive the Trial, and Denise arrived in the First Falcon Striker a freeborn warrior with an OmniMech in her control. She eschews the other configurations, preferring to keep the *Grendel* in the primary.

ALLEN

Rank/Position: MechWarrior, Alpha Beak
Born: 3051 (20 in 3071)
Affiliation: Jade Falcon
Home Planet: Ironhold
'Mech: *Ice Ferret H*
'Mech Piloting Skill: 4
'Mech Gunnery Skill: 3



MechWarrior Allen is a solidly competent, if uninspiring, Jade Falcon MechWarrior. Most people mistake him for a simpleton when first they meet, but that is simply because Allen is a very taciturn man. He never speaks when a gesture will do, but his courtesy is beyond reproach inside the Binary and Cluster. The only time Allen appears to show any animus is in combat, when he wields his *Ice Ferret* with a skill and speed that shocks those who haven't seen it before. Few of his falconers expected Allen to even survive his Trial of Position, much less pass it, but he surprised them by defeating one of his opponents and then ending the Trial. When pressed why he didn't keep fighting, Allen replied "to do more would be wasteful; the objective was a warrior's rank." MechWarrior Quintero of Bravo Beak calls Allen "Shrug" behind his back.

When not in combat Allen fills his time with exercise and reading. His physique is distinctive without being outrageous—he prefers toning workouts to bulk muscle, and will spend any free time he has out hiking around his Star's base. He is an accomplished outdoorsman and climber, but his superiors are often loathe to allow him the freedom to wander into the wilderness alone for weeks at a time—Jade Falcon warriors are supposed to be always ready for combat. By some quirk or skill, though, Allen has never failed to return in time for a deployment. On Deia, for example, he walked back into the Star's bivouac literally ten minutes before the alarm was sounded for a raid by the Knights of St. Cameron.

Although he piloted an Alpha-configuration *Ice Ferret* on Deia, for the Great X campaign Allen has reconfigured his machine to the H-configuration, which carries an ER large laser and a pair of powerful (if inaccurate) heavy medium lasers. The heavy mediums offer him serious firepower, and the large laser possesses a farther-reaching range envelope than even an ER PPC. Allen has been testing the configuration in the DropShip's simulators against common Lyran Alliance BattleMech designs. Using the *Ice Ferret*'s speed, he has been racing in to deliver crushing attacks against heavier 'Mechs' flanks and lighter rear armor before using that same speed to escape return fire. He has been having some success, although his lack of accuracy with the attached six-tube short-range missile system is causing him some frustration. In an unorthodox move for him, he has been consulting MechWarrior Hayes, who uses similar tactics with his lighter (and even faster) *Incubus*. Hayes has offered him some pointers, but the missile launcher remains a problem.

CALLEN MALTHUS

Rank/Position: MechWarrior, Alpha Beak
Born: 3032 (39 in 3071)
Affiliation: Jade Falcon
Home Planet: Ironhold
'Mech: *Hellion Prime*
'Mech Piloting Skill: 3
'Mech Gunnery Skill: 2

Callen Malthus is the oldest warrior in Binary Bravo by many years. Nearly forty—and fighting assignment to a solahma Cluster tooth and nail—he is a canny and experienced warrior who doesn't suffer the company of his younger Starmates very well. It took him nearly all the capital and favors he could muster to get assigned to the Inner Sphere even as a MechWarrior, and he doesn't intend to waste the opportunity.

Callen Malthus passed his Trial of Position with the rank of Star Commander, a feat that should have put him on the *ristar* track, but his assignment to the Homeworld garrisons rather than into one of the frontline Clusters during Operation REVIVAL stymied his chances for advancement. He was preparing to challenge a warrior in the 305th Assault Cluster for his Trinary command when the disaster on Twycross stained the entire Malthus Bloodhouse. The demotion of Timur Malthus from saKhan soon after sealed his fate, and his capture of the Malthus Bloodname in 3054 seemed almost anticlimactic. By the time Marthe Pryde assumed the Khanship Callen was resigned to his fate, and it was only the need to provide some experience to the young Clusters being blooded on Coventry that finally brought him forward to the Occupation Zone.

Once in the Inner Sphere Callen's influence remained as wan as previous. Despite his Bloodname he was unable to capture a higher rank than Star Commander, and his transfer to the Eighth Falcon Talon and reduction in rank was a thinly-veiled preview of his eventual assignment to a solahma Cluster. In the Eighth Callen directed all of his energies to proving himself the equal of any younger warrior. Although he was unable to test to a higher rank, he defeated every Trial thrust at him by the younger warriors of his Cluster, eventually earning a transfer to the First Falcon Striker in the aftermath of Morges and Deia as Galaxy Commander Newclay struggled to rebuild his Galaxy's flagship Cluster.

Callen's *Hellion* is a prize taken as *isorla* after defeating an Ice Hellion warrior in a Trial of Grievance in the Homeworlds just prior to his reassignment to Coventry. The Ice Hellion had insulted Callen's age and accepted Callen's Trial. Compounding the insult of his defeat by such an "old man," Callen used a decrepit second-line *Commando IIC* to defeat him and claimed the 'Mech as his prize. It has served him well in the Inner Sphere, where few if any of his enemies have encountered the 'Mech before.

NICOLA VON JANKMON

Rank/Position: Star Commander, Bravo Beak
Born: 3042 (29 in 3071)
Affiliation: Jade Falcon
Home Planet: Ironhold
'Mech: *Kodiak*
'Mech Piloting Skill: 3
'Mech Gunnery Skill: 2

Nicola von Jankmon's first taste of combat in the Inner Sphere was on Coventry against the Tenth Skye Rangers, and she earned her Bloodname the following year. One of the rare von Jankmons who doesn't serve as an aerospace pilot or a WarShip officer, Nicola has proceeded through her career with something of a chip on her shoulder, as if she believes the rest of her Bloodhouse is looking down its noses at her because she fights on the ground. Whether or not they do deride her for her position, her attitude more than ensures they deride her nonetheless.

That attitude has kept Nicola from advancing. She has twice successfully tested to Star Captain's rank but been defeated in Trials of Position for the Trinary command each time, forcing her back to Star Commander's rank. The elevation of Star Captain Ingried—a warrior without even a Bloodname—over her when Binary Bravo was formed infuriated her, but Ingried's handy defeat of her when she challenged him to a Trial of Position made the point plainly to the battle-oriented Falcons. Her command of her Star has become by-the-book and downright bloodthirsty. On Deia her Star defeated more than a company of the Knights of St. Cameron before being driven back by the Second Wolf Legion.

The knowledge that the Knights remain on Great X has filled Nicola with a vengeful fury. Her Star has spent the entire in-system transit in the simulators, acclimating themselves to the various landscapes and prominent terrain features of the terrain around Spot, the capital city. It was the Second Wolf Legion's command of the terrain that allowed them to sneak up on Bravo Beak and push them back on Deia—Nicola will not be manipulated again.

Several of her Starmates are concerned about the coming battles; during the in-system simulations Nicola fought with a fearless abandon that has many of the younger Falcons wondering if she is trying to make sure she dies in combat before she can be assigned to a solahma Cluster. Although she is only twenty-nine, her subordinates are nearly a decade her junior in the age-conscious Clan touman. Although she does fear the arrival of her thirtieth birthday, her drive and near-suicidal tactics are more derived from her burning hatred of the Knights of St. Cameron and the Inner Sphere in general.

The *Kodiak* Nicola pilots was taken as *isorla* from Clan Wolf in a Trial of Possession in 3069. The Wolf warrior, himself an *abtakha* from Clan Ghost Bear, nearly succeeded in defeating Nicola in her *Executioner*, and she claimed his 'Mech as her own when the *Executioner* was scrapped after the battle. Although she occasionally rails against the fixed configuration, the *Kodiak*'s sheer firepower serves her temper well.

LINDERS

Rank/Position: MechWarrior, Bravo Beak
Born: 3049 (22 in 3071)
Affiliation: Jade Falcon
Home Planet: Ironhold
'Mech: *Timber Wolf H*
'Mech Piloting Skill: 3
'Mech Gunnery Skill: 2

MechWarrior Linders is, much like Alpha Beak's MechWarrior Allen, a simple warrior with few aspirations. Unlike Allen, though, Linders is not a quiet man. He is much the opposite, in fact—so much so that his Starmates will leave the room if they hear him getting started on one of his stories. In combat the Star has two frequencies; the Star channel Linders knows about and the other, quieter one he does not. The only reason he hasn't been dismissed from Star Commander von Jankmon's Star is his skill in his *Timber Wolf*. Linders makes a fine courser for Nicola's *Kodiak*, and she uses him in that role. Many enemies who would run from a *Timber Wolf* are surprised to find an assault-class *Kodiak* waiting to challenge them, while Linders turns away to find his own opponents.

The fighting with the Second Wolf Legion on Deia produced a change in Linders, one that he has not entirely sorted out. During those battles he was challenged by a Wolf-in-Exile *Linebacker* pilot, and the two of them fought a running battle that lasted more than twenty hours. Cut off from their respective Stars, the *Linebacker* retreated steadily, using his 'Mech's greater speed to keep out of range of Linders' heavy large lasers. Linders, despite running out of long-range missile ammunition after only three hours, refused to break off. Few of his comrades would have suspected that he could carry a mission that far, but in the end the *Linebacker* mistakenly retreated into an arroyo whose opposite end had been collapsed by earlier fighting. Linders was able to corner the lighter machine and destroy it, but the Wolf-in-Exile warrior was killed in the destruction of his 'Mech rather than taken bondsman. Linders returned to the Star bivouac and didn't speak for two entire days. His Starmates tried to draw him out, even going to so far as to call a medic, before he seemed to emerge from his funk. He has never spoken of that time, nor explained what was so trying. He will not, in fact, speak of Deia at all.

Many younger Falcon warriors deride Linders for piloting an OmniMech that more commonly associated with the Wolf Clan than the Jade Falcons, suggesting he trade the heavy OmniMech for a *Black Lanner* or a *Turkina*. Linders ignores these warriors, or answers them with a Trial of Grievance. He has successfully defended his honor in three Trials since arriving in the Inner Sphere, twice defeating warriors in OmniMechs that mass more than his *Timber Wolf*. He rarely reconfigures his 'Mech out of the H configuration, preferring the heavy lasers to other weapons, even ER PPCs. Through diligent effort he has managed to overcome the worst of the heavy lasers' inherent inaccuracy, though in the stress of battle he does sometimes miss.

QUINTERO

Rank/Position: MechWarrior, Bravo Beak
Born: 3048 (23 in 3071)
Affiliation: Jade Falcon
Home Planet: Ironhold
'Mech: *Shadow Cat C*
'Mech Piloting Skill: 4
'Mech Gunnery Skill: 3

Quintero is an ambitious man. He dreams of one day becoming Khan of the Jade Falcons, if not ilKhan of the ilClan when his forces retake Terra. Fortunately for his superiors, he does not—yet—possess the cunning necessary to match his plans. He was a mediocre student, one whose falconers did not expect him to pass his Trial of Position. His success in that Trial, although only with MechWarrior's rank, proved to himself that he was capable of far more than he'd been told, which set him on the path he now walks. He is an irascible, impatient man who aches for greater rank than he now possesses. He is constantly needling Star Commander Nicola von Jankmon, constantly probing for weaknesses that he can exploit. The two have very nearly come to Trials of Grievance already, and triumphing in such a Trial is only one part of Quintero's plan.

As part of a Star Quintero is an outlier. His personality does not lend itself to making close friends, as he is far too fond of finding faults and exploiting them in others than he is of building camaraderie. Most of his Starmates disdain him, except for his commander, who actively hates him. Quintero acknowledges this but does nothing to change it—to his mind, the others will come around when he proves himself a more capable warrior and commander than anyone else. In the combat-oriented society of the Clans, he may be right—assuming he does, in fact, develop the skills he already believes he has. His only real comrade in Bravo Beak is MechWarrior Edward, who is too newly-assigned to have grasped the realities of Quintero's "friendship." The older warrior doesn't recognize Quintero's advances as the semi-insults they are, but he may soon if Quintero's past habits continue. No doubt Edward will find himself the butt of a humiliating joke or some other insult, but Quintero may overreach, considering Edward's proven skill in Trials of Grievance.

Quintero's *Shadow Cat* is usually configured in the uncommon C configuration, which mounts advanced tactical missile launchers and jump jets rather than the common Gauss rifle. Quintero prefers to fight a more mobile campaign than many Jade Falcon warriors, using his missiles and mobility to harass his opponents into making a mistake. These tactics work well for him in the open field, where he can use his 'Mech's speed to keep away from heavier opponents, but offer less success in heavily forested or urban environments. Quintero uses his jump jets only for obstacle avoidance, and his gunnery suffers more than most MechWarriors when he tries to combine firing with jumping.

MICHAELA

Rank/Position: MechWarrior, Bravo Beak
Born: 3052 (19 in 3071)
Affiliation: Jade Falcon
Home Planet: Ironhold
'Mech: *Cougar A*
'Mech Piloting Skill: 3
'Mech Gunnery Skill: 2

Binary Bravo is MechWarrior Michaela's first posting. She successfully won her Trial of Position in mid-3069 and barely reached the Inner Sphere in time to be assigned to the First Falcon Striker Cluster. Her youth and inexperience placed her in the newly-formed Binary, but Star Captain Ingried was immediately impressed with her skills and is pleased to have her. Her Star Commander is not so enamored, but no one can deny that Michaela is a prodigy on the battlefield. Her talent for 'Mech piloting has already marked her as a likely *ristar* in the Clan.

Were it not for her partner's initiation of a melee in her Trial of Position, most of her Starmates agree she would have achieved at least Star Commander's rank, if not Star Captain. The fact that her Trial opponents were freed from *zellbrigen* made it impossible for her to defeat more than one of them before her 'Mech was disabled, but her one victory was enough to secure her place in the warrior caste. Her first act after her Trial of Position was to challenge her partner in the Trial to a Trial of Grievance for his actions in the battle. She won the challenge, crippling the other warrior and forcing his dismissal into the scientist caste. She has not told this story to her Starmates, but the Jade Falcon rumor mill has no doubt informed them. Michaela is not a woman to cross.

Her short time in the Inner Sphere has already given Michaela something most Clan warriors lack: a sense of vanity. Like most Clansmen she hadn't given a great deal of thought to her physical beauty as a child and adolescent, but she is uncommonly beautiful by Inner Sphere standards and has been noticed by many younger Inner Sphere-born youths. At first she dismissed the attention, but lately has come to embrace it. Her Starmates mock her for the attention she gives to her appearance, but she ignores them. She enjoys the attention of those her Clan has conquered, and the realization that her looks can give her some measure of control over the opposite sex has offered her one more weapon to add to her arsenal.

Her *Cougar* is configured in the Alpha configuration, which is a support 'Mech built around two large long-range missile launchers. This means she is often assigned near MechWarrior Quintero, who also prefers missiles on his OmniMech, but the two warriors do not cooperate. They are both far too ambitious for that. Michaela has been practicing steadily in the simulator to improve her long-range gunnery with her missiles, in anticipation of facing heavier Lyran 'Mechs that far outmass her *Cougar*.

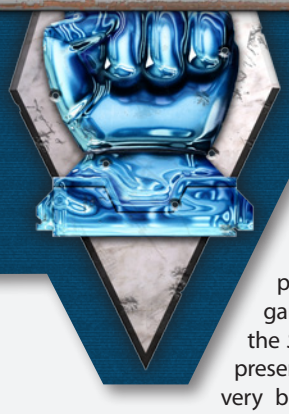
EDWARD

Rank/Position: MechWarrior, Bravo Beak
Born: 3042 (29 in 3071)
Affiliation: Jade Falcon
Home Planet: Ironhold
'Mech: *Jenner IIC*
'Mech Piloting Skill: 4
'Mech Gunnery Skill: 3

Edward has led a solid, if uninspiring, career as a Jade Falcon MechWarrior. He is one of those warriors who does their job without flair, which has kept him from ever rising higher than Star Commander's rank. The pinnacle of his career was the Jade Falcon offensive that reached Coventry, when he served beneath Star Colonel Arimas Malthus. Since that time he's been fighting the inertia of a Clan warrior who's unable to distinguish himself, hoping to find some way to earn back his ascendancy. His assignment to Binary Bravo is the first light he's seen in a long time—both because he believes Star Captain Ingried will bring him opportunities for glory and because he has the living, breathing example of Callen Malthus to see what future to avoid.

Although he would barely be entering early middle age in the Inner Sphere, Edward is already feeling the effects of his age amongst his youthful Clan comrades. He is waging a personal war against entropy with a brutal physical exercise program that's built him so much muscle mass that his friends tease him about trying to become an Elemental. Whenever he is not engaged in Star duties or combat Edward is in the fitness center, building muscle mass or training. Although he excels at none he is trained in several forms of unarmed combat, including working with a Spheroid *savate* master on Morges for a short time. He uses his muscle and his varied skills to good effect in Trials of Grievance; his age means that he is the frequent target of such Trials issued by younger warriors fresh from their Trials of Position. To a nineteen-year-old, nearly-thirty is nearly-dead. Edward may not have succeeded in his path to promotion, but he remains a fit and experienced warrior—he doesn't lose many of those Trials.

Just prior to the lift from Deia Edward was defeated in a Trial of Possession for his 'Mech. Until then he had piloted a sixty-ton *Mad Dog*, but the successful challenge of MechWarrior Lilith of the Fourth Falcon Dragoons left him with her *Jenner IIC*. Edward despises the light, fixed-configuration second-line 'Mech and its entirely-missile armament. In the simulators on the transit to Great X he has been attempting to better his accuracy with the *Jenner*'s paired short-range missile launchers, but he is used to the *Mad Dog*'s pulse lasers. The yelling from his simulator pod could be heard three decks away.



RULES ANNEX

The following information is provided to offer players and gamemasters more opportunity for games based on or around the events depicted in the *Starter: Fist and Falcon*. The first section, *Idea Hooks*, presents a series of role-playing adventure ideas in a very basic form. These hooks present story ideas that gamemasters may use to instigate an *A Time of War* role-playing campaign set around the Jade Falcon invasion of Great X in 3071, as well as world atlas data for Great X itself at that time period.

The second section, BattleTech *Special Unit Abilities*, presents special *BattleTech* game advantages available to each lance, Star, company, or Binary for the forces listed in this PDF. The third section, *Special Pilot Abilities*, presents *BattleTech* gameplay advantages possessed by each pilot listed in the Table of Organization and Equipment earlier. These may be combined with the pre-generated record sheets for each character found at the end of this PDF.

IDEA HOOKS

Starter: Fist and Falcon has been specifically created to provide any number of possible adventure or gameplay hooks for enterprising gamemasters and players. Whether your player group is a Clan-based group or an Inner Sphere-based one, there is plenty of conflict to be found on Great X and the worlds around it to build fun-filled game sessions out of. Four possible ideas are listed below, all which could be used singly or combined into one grand campaign. And, as always, gamemasters and players should feel free to simply mine *Starter: Fist and Falcon* for material for their own games.

Replacements

Several of the characters listed in the introductory section of *Starter: Fist and Falcon* are dead by the end of it, which opens holes in the established lances and Stars that player characters may be used to fill. Players stepping into the slots of dead comrades automatically breeds conflict with existing NPCs and the units will have to be reconstituted, retrained, and recertified. The Great X campaign was the first real campaign for both units. The survivors will have bonded into a cohesive unit. How will the player characters gain their trust?

Pursuit

The Falcon withdrawal from Great X marked the beginning of their withdrawal from Lyran space in the face of the Jihad. Players who wish to play these units forward in time may want to reference *Jihad Hot Spots: 3070* and *Jihad Hot Spots: 3072* to get a feel for the historical actions before and following the action on Great X. As with the rest of the Inner Sphere, an outbreak of peace was the furthest thing from reality. This idea hook may be best for players who are interested in beginning a *BattleTech* extended campaign.

Vendetta

A number of characters on both sides were killed in the battles on Bastion, but those battles were not the last of the fighting on Great X. The survivors of both units returned to the main battles around Spot and finished the Great X campaign there. Player characters may wish to assume the role of any of the NPCs and prosecute a vendetta or feud with the other side. Or, if they wish to use their own characters, perhaps they are relatives or friends of the characters killed in the Bastion fighting?

Finish the Job

The player characters might assume the roles of comrades of one of the groups of NPCs, who are disgusted with the NPCs for not "finishing the job" on Bastion, and hound them throughout the rest of the campaign. This idea hook will require special attention by the gamemaster to ensure that the focus of the experience remains on the player characters' group, rather than the NPC group, but the players may enjoy maneuvering the NPCs into roles or positions that might seem unlikely.

BATTLETECH SPECIAL UNIT ABILITIES

The following *BattleTech* special rules may be used by players using these lances or Stars in their campaigns.

COMPANY C, THIRD BATTALION, TWENTY-FIFTH ARCTURAN GUARDS

In addition to these rules, players may also wish to add the regimental abilities granted in *Field Manual: Lyran Alliance* (see p. 130, *FM:LA*), if they are adding infantry to any of their games.

Command Lance

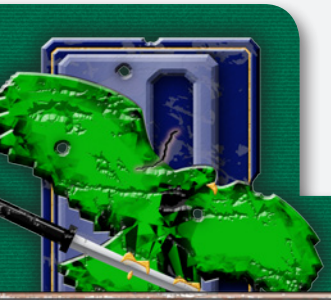
The Command Lance receives a +2 Initiative bonus in any turn where Hauptmann Guillaume's 'Mech is not disabled or destroyed. In addition, the Command Lance may use the *Bank the Initiative* special ability (see p. 192, *TO*).

Anvil Lance

The Anvil Lance may use the *Overrun Combat* special ability (see p. 193, *TO*). Also, in any game where the player controlling the Anvil Lance won the Initiative in Turn 1, the Anvil Lance is immune to *Force the Initiative* attacks during that scenario.

Striker Lance

The Striker Lance player may roll 2D6 before the start of play; on a result of 8 or more, he or she may use the *Off-Map Movement* special ability (see p. 192, *TO*).



BINARY BRAVO, FIRST FALCON STRIKERS CLUSTER, DELTA GALAXY

In addition to these rules, players may also wish to add the Galaxy-level abilities granted in *Field Manual: Crusader Clans* (see p. 178, *FM:CC*), if they are adding Elementals to any of their games.

Alpha Beak

In any turn where Star Captain Ingried's 'Mech is not disabled or destroyed, Alpha Beak is immune to *Forced Initiative* and *Overrun Combat*. If the Star Captain's 'Mech is disabled or destroyed, the player controlling Alpha Beak suffers a –2 Initiative penalty for the remainder of the game.

Bravo Beak

Bravo Beak's MechWarriors may use the Brawler sub-unit special ability (see p. 193, *TO*).

SPECIAL PILOT ABILITIES

These special pilot abilities should be used in *BattleTech* games where the characters' *A Time of War* record sheets are not being used. If the game is being played by *AToW* rules, any special pilot abilities or Traits the character possesses replace these rules in every respect.

Michael Guillaume

Michael Guillaume is an excellent gunner with the Gauss rifle; to reflect this, use the rules for the Marksman special pilot ability (see p. 220, *AToW*).

Tricia Cannon

Tricia Cannon is a master of wringing every bit of speed out of her 'Mech; to reflect this, she may use Sprinting movement (see p. 18, *TO*) with no penalties to her To-hit or Piloting Skill Rolls that would be caused by Sprinting Movement.

Erich von Seedow

A natural missile gunner, Erich von Seedow receives an automatic +2 modifier when rolling on the *Missile Hits Table*. This bonus is in addition to any other bonuses, such as Artemis IV fire control systems.

Hans Ostgaard

Hans Ostgaard's experience with ambushes allows him to spot them before they're sprung; to reflect this, any enemy units that are hidden within six hexes of his 'Mech are automatically detected at the end of the Movement Phase, unless the line of sight to the hex they occupy is blocked.

GREAT X

Noble Ruler: Archon Peter Steiner-Davion
Appointed Ruler: Countess Viola Widmark
Star Type (Recharge Time): M0V (201 hours)
Position in System: 4
Time to Jump Point: 3.14 days
Number of Satellites: 2 (Why and Zee)
Surface Gravity: .98
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 22° C (Cool Temperate)
Surface Water: 64 percent
Recharging Station: Nadir
HPG Class: B
Highest Native Life: Mammal
Population (3071): 263,360,000
Socio-Industrial Levels: C-C-C-D-C

For much of the Lyran Commonwealth's history Great X was little more than a waystation for LCAF units on their way toward the Draconis Combine border. Its greatest claim to fame prior to the Clan invasion was its hosting of the Estates General assembly during the Beta Regulus disaster. The world has always been a hardy one, peopled by citizens who take pride in their insularity and maintain their planet's unique sense of humor. The arrival of the Clans in 3050 and the eventual shifting of the border to just a short two jumps away rapidly changed Great X's sleepy reserve into a fortified depot world. The AFFC and later the LAAF both directed massive building programs on X's smaller Bastion continent, where they built up huge transshipment hubs to support the units holding down the Jade Falcon border.

Bypassed during the Falcons' 3058 attack toward Coventry, the Exes (as they call themselves) girded themselves for an expected attack and looked to the Com Guards' 198th Division for protection. It wasn't until the outbreak of the Jihad that regular LAAF 'Mech forces arrived in the DropShips of the Twenty-fifth Arcturan Guards RCT. The Exes redoubled the frantic buildup they'd begun in 3070, expecting the Jade Falcons or the Word of Blake to attack. On Bastion the huge depots were quickly emptied out, the supplies and logistical personnel sent forward to embattled worlds like Deia and Arc-Royal. The arrival of the battered survivors of the Knights of St. Cameron, the Thorin Freedom Theater Militia, and the Wolf-in-Exile Second Wolf Legion in the last days of 3070 gave them a foretaste of what was to come, and the Twenty-fifth went on invasion alert.

Most of Great X's millions live on the Eades continent, where the capital city of Spot sits astride the estuary of the Galahad River. Treasure Bay, where the estuary meets the Ocean of Storms, is the largest shipping port on Great X and provides a fair percentage of Spot's internal income. The city's starport, as well as its garrison and bivouac facilities, are twenty-five kilometers from the capital, connected by several heavy rail lines and an interstate highway. From the western approaches through the Wicker Mountains Spot is very defensible, and it is here that the Twenty-fifth Arcturan has concentrated its defensive positions, backed up by a number of heavy armor and infantry militia regiments manned by the Exes.

Few of the Exes believe the Falcons will bypass the world, given the presence of so many frontline LAAF units. Rather than hoping the LAAF regiments would depart and spare their world, the Exes have settled into a solid state of stolid defiance, ready to do their duty for the Alliance.

Nadine von Riddenour
In any turn where Nadine fires both of her *Mad Cat Mk II*'s Gauss rifles at the same target, both shots receive a +1 modifier to the To-hit roll result.

Barrett Cole
Barrett Cole is imperturbable. To reflect this, ignore any Piloting Skill Rolls caused by his 'Mech receiving 20 points of damage or more in one turn.

Christine Watkins
Anytime Christine scores a hit with her LB-X cannons firing cluster munitions that causes a Critical Hit Roll, add +2 to the roll result to determine if a critical component has been struck.

Arthur Quibble
Arthur Quibble's temper often gets the best of him. In any turn following his first Consciousness Roll, Quibble must attack the nearest enemy unit with every weapon that will reach, regardless of heat or target number.

Reginald Hoffmann
Reginald Hoffmann is adept at physical attacks; he receives a +2 modifier to all attack rolls when making a physical attack.

Victoria Earnestine
Because she would rather be fighting the Word of Blake, in any turn where her controlling player loses the Initiative, Victoria suffers a –1 modifier to all attack rolls.

Jasper Lorenz
When firing any of the *Wolfhound*'s forward-facing medium lasers, Jasper Lorenz suffers a +2 To-hit modifier for both medium and long ranges, rather than the customary +4 for long range.

Kristoff Semmes
Semmes is a functioning sociopath who trusts no one. If in any turn his 'Mech is the only 'Mech struck by enemy fire, he will immediately retreat off the map as if he were *Forced to Withdraw* (see p. 258, *TW*).

Ingried
Because of his skill with long-range fire, Ingried may fire into the Extreme Range (see p. 85, *TO*) bracket with only a +4 To-hit modifier.

Hayes
Hayes suffers only a +1 Attacker Movement To-hit modifier when using Walking or Running MP, rather than the customary +2 for Run MPs.

Denise
Denise is adept at keeping cover between herself and her opponents; any weapons attacks directed against her 'Mech that suffer any terrain-based modifiers automatically suffer a +1 To-hit modifier.

Allen
Allen suffers both a +2 To-hit modifier when making attacks using missile weapons, as well as a –2 modifier for all rolls on the *Missile Hits Table*.

Callen Malthus
An experienced warrior, Callen Malthus may make Called Shots (see p. 78, *TO*) with one weapon per turn against his enemies.

Nicola von Jankmon
Nicola is implacable; ignore any Piloting Skill rolls caused by suffering 20+ damage per turn, and ignore her first Consciousness roll. (The damage still applies, but she cannot fail the Consciousness Roll.)

Linders
Linders is quite adept at using his heavy large lasers; ignore the +1 To-hit modifier normally imposed by these weapons.

Quintero
Quintero suffers more than most MechWarriors when jumping; apply a +4 To-hit modifier to all attacks made when Quintero uses Jumping movement.

Michaela
Michaela receives a +3 To-hit modifier rather than the customary +4 modifier when firing her LRMs at long range.

Edward
When firing his standard short-range missiles, Edward suffers a –3 modifier when rolling on the *Missile Hits Table*.

The Wolfhounds' Atlas *stands up to Star Captain Ingried and his Star*

FIST AND FALCON SCENARIOS

Four *BattleTech* scenarios are included in this PDF, representing four of the battles fought between Company C, Third Battalion, Twenty-fifth Arcturan Guards RCT, and Binary Bravo, First Falcon Striker Cluster, Delta Galaxy. Although these scenarios depict the historical combat between the two units, players should not feel limited in their gameplay experience by the way the events unfolded historically. As with all *BattleTech* games, what's best for your game trumps the sourcebook every time.

Although these are specific scenarios, and not the more general tracks found in many other *BattleTech* products, players may combine these scenarios with other campaign systems to create a linked gameplay experience. For instance, players may wish to use the *Linked Scenarios* rules found in *Strategic Operations* (see p. 47-50, *SO*) or adapt the units and scenarios for the more loosely controlled *Chaos Campaign rules*. In addition, players are encouraged to mine the generic Mission tracks found in products like *Starterbook: Wolf and Blake* or the various *Operational Turning Points* PDF series for ideas on how to create scenarios to play through a campaign.

When attempting to adapt the scenarios in *Starter: Fist and Falcon* to a *Chaos Campaigns*-style campaign, players should assume they begin the campaign with a Warchest Point total of 1000 points. In addition, each scenario contained in this PDF is assume to have a 300 WP cost to play; the side determined to win by Victory Points in each scenario receives an award of 400 WP, in addition to any bonus rewards determined by the gamemasters or agreed to by the players before the start of play.

SUPPLEMENTAL RULES

Players may, if they agree, wish to add more advanced rules to their games to add realism. Rules for advanced planetary conditions, advanced damage resolution, or campaign play are all available if the players have access to the necessary rulebooks.

Advanced Buildings Rules

Players who wish to use rules for more *Advanced Building Combat* should consult *Tactical Operations* (see pp. 118-126, *TO*).

Advanced Campaign Rules

Players who wish to use rules for more advanced campaign style games have several choices, such as *Chaos Campaigns* and the *Linked Scenarios* rules. To add further realism to these rules, players may wish to use the *Maintenance, Repair, Salvage, and Customization* rules in *Strategic Operations* (see pp. 166-199, *SO*).

Advanced Movement Rules

Players who wish to use rules for more advanced movement modes, such as *Sprinting*, *Shielding*, or *Evading* should consult *Tactical Operations* (see pp. 18-22, *TO*).

Advanced Planetary Conditions

Players who wish to use rules for more advanced weather conditions, such as *Fog*, *Hail*, or *Rain*, should consult *Tactical Operations* (see pp. 57-61, *TO*).

As the fighting on Vicar's Altar heats up, Bravo Beak attempts a flanking maneuver.

SCENARIO: SETTING THE TONE

I can hear the hauptmann tapping on his console. He doesn't know his mike is hot and it's broadcasting his noise. If the first leutnant were here I'm sure she'd say something, but I don't know what I'm supposed to do. How do you tell your CO that his nervousness is being broadcast to the troops? At OCS they told us you never let your troops know you're scared. They also told us you never—ever—*undermine your CO in front of the troops. I'm getting tired of hearing it. The Falcons will be here soon, and we'll see if the Old Man's sim scores translate to the battlefield. He sure put von Riddenour in her place, but these are Jade Falcons.*

God, I hope I don't mess up.

—from the cockpit recorder of Leutnant Reginald Hoffmann, 14 May 3071

There had better be something to shoot up ahead, else I will challenge the fledgling myself and we will get ourselves back to the war at Spot. How this whelp won this command over me I will never understand—Fortune, the fickle bitch, must favor him. She certainly does not favor me. A von Jankmon, stuck in a BattleMech. A von Jankmon, stuck on this backwater continent where the locals send their old people to die. A dust house. Empty.

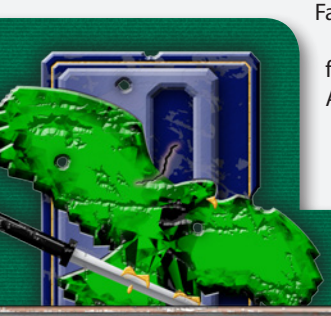
The scanner says there may be BattleMechs in this next depot. It had better not be a ruse. Quintero has been watching me; I can see his ambition growing. If we do not get into combat soon he will challenge for my Star command. And while I will beat him, I will need his aim and his 'Mech when we return to Spot. By the Founder, I hate this duty.

—personal log of Star Commander Nicola von Jankmon, dictated 14 May 3071

SITUATION

Depot Albany-8
Great X
Lyran Alliance
14 May 3071

The fighting on Bastion in 3071 was characterized by maneuver and short, sharp clashes between the Lyran Alliance regulars and the Jade Falcon Clansmen. On the Clan side, Star Captain Ingried's Binary was tasked with disrupting LAAF operations enough to force the garrison in Spot to detach more forces to stop them, thereby opening a weakness in the defenses around the city. On the Lyran side, Hauptmann Guillaume's goal was to stop the Falcons without losing his company or forcing his commander to further weaken Spot's defenders. To this end, Guillaume split his young command into two demi-companies that stayed in constant movement, relying on their Great X militia auxiliaries to keep tabs on the Falcons' movements.



The first meeting between the Lyran 'Mech forces and the Falcons came near depot facility Albany-8, an abandoned storage center on the Interchain Highway, sixty kilometers from Bastion's largest city, Presence. Alerted by the Great X militia that a Star of Falcon 'Mechs was moving in that direction, Hauptmann Guillaume and his demi-company concealed themselves in the empty buildings and waited for their opportunity, hoping to deal the Falcons a significant defeat early in the campaign.

GAME SETUP

Arrange four mapsheets together (clockwise from upper left): *City (Hills/Residential 1)*, *City (Hills/Residential 2)*, *Rolling Hills 2*, *Rolling Hills 1*. Designate the top edge of *City (Hills/Residential 1)* as north.

On the *City* mapsheets *only*, reverse all marked elevations (Level 1 becomes Level –1). In any non-paved hex in Level –1 depth, the Attacker should place 1 Level 2 CF 100 Medium Building. Each building must have one open door suitable for BattleMechs, and the Attacker must designate the facing of that door before gameplay begins or units are placed.

Players should alternate placing units. To determine who places the first unit, roll 2D6; the player with the lower roll result places their unit first.

Attacker

The Attacker must place his or her units inside one of the Medium Buildings placed earlier.

Defender

The Defender must deploy his or her units more than ten hexes from the south edge of the *Rolling Hills* mapsheets.

ATTACKER

The Attackers are a demi-company of Company C, Third 'Mech Battalion, Twenty-fifth Arcturan Guards RCT. Players should reference the special pilot abilities on pp. 35-36 for more diverse gameplay.

Hauptmann Michael Guillaume (Piloting 4, Gunnery 3), BLR-4S *BattleMaster*
Sergeant Tricia Cannon (Piloting 4, Gunnery 4), BTZ-3F *Blitzkrieg*
Sergeant Erich von Seedow (Piloting 5, Gunnery 4), DV-1S *Dervish*
Sergeant Hans Ostgaard (Piloting 5, Gunnery 4), GAL-1GLS *Gallowglas*
Leutnant Reginald Hoffmann (Piloting 5, Gunnery 4), BGS-1T *Barghest*
Sergeant Jasper Lorenz (Piloting 5, Gunnery 4), WLF-2 *Wolfhound*

DEFENDER

The Defender is Bravo Beak of Binary Bravo, First Falcon Strikers Cluster, Delta Galaxy. Players should reference the special pilot abilities on pp. 35-36 for more diverse gameplay.

Bravo Beak

Star Commander Nicola von Jankmon (Piloting 3, Gunnery 2), *Kodiak*
MechWarrior Linders (Piloting 3, Gunnery 2), *Timber Wolf H*
MechWarrior Quintero (Piloting 4, Gunnery 3), *Shadow Cat C*
MechWarrior Michaela (Piloting 3, Gunnery 2), *Cougar A*
MechWarrior Edward (Piloting 4, Gunnery 3), *Jenner IIC*

SPECIAL RULES

The following special rules are in effect for this scenario:

Forced Withdrawal

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

Escape

The Lyran Alliance forces are only trying to hurt the Falcons and escape; all of the Lyran 'Mechs will retreat off the north map edge as soon as *either* 2 Jade Falcon light 'Mechs *or* 1 Jade Falcon medium, heavy, or assault 'Mechs are disabled, destroyed, or forced to withdraw.

Heavy Industrial Zones

If both players agree, the defender may assign up to ten hexes as heavy industrial zones (see p. 31, *TO*).

Linked Scenarios

If the players are attempting to play through the scenarios in *Starter: Fist and Falcon* as linked scenarios using either the linked scenarios rules (see pp. 47-50, *SO*) or the *Chaos Campaigns* campaign rules, they should track the results of this scenario.

Zellbrigen

The Jade Falcon forces are operating under Clan Honor Level 3 (see p. 274, *TW*).

OUTCOME

ATTACKER VICTORY POINTS

Condition	Points
Jade Falcon medium, heavy, or assault 'Mech destroyed	+4
Jade Falcon light 'Mech destroyed	+2
Each Lyran 'Mech that exits the northern map edge	+2

DEFENDER VICTORY POINTS

Condition	Points
Lyran medium, heavy, or assault 'Mech destroyed	-6
Lyran light 'Mech destroyed	-3
Lyran 'Mech forced to withdraw	-1

VICTORY CONDITIONS

Victory Points	Outcome
+16 or more	Decisive Attacker Victory
+10-15	Marginal Attacker Victory
–9 to +9	Draw
–10-15	Marginal Defender Victory
–16 or less	Decisive Defender Victory

AFTERMATH

The action at Albany-8 was a somewhat Pyrrhic victory for the Kewran Wolfhounds. Although they were successful in destroying MechWarrior Quintero's *Shadow Cat* and escaping with most of their forces, Sergeant Tricia Cannon was killed when Star Commander Nicola von Jankmon's *Kodiak* destroyed her *Blitzkrieg*. The loss of one of his warriors so early in the campaign shocked young Hauptmann Guillaume, and it took him several weeks to recover his poise.

For the Jade Falcons Albany-8 was a defeat; despite destroying one of the Lyrans' 'Mechs, Star Commander von Jankmon was furious that the Lyrans were able to retreat from her Star. She pursued them past the abandoned storage facility for two kilometers until they were ambushed by a company of Great X militia heavy armor, where her 'Mechs took more damage. She withdrew her Star, destroying several of the combat vehicles in the process, intent on dealing with the Lyran 'Mechs another day.

SCENARIO: CHANGING THE BEAT

I can hear that old woman complaining already. Von Jankmon will be unimaginably obtuse if I am not able to deal with these Lyran 'Mechs to her satisfaction. As if she were not already more obtuse than could be believed. How that harridan won a Bloodname I shall never understand. She just doesn't understand. Our purpose—the Falcons' purpose—is not served by dying bravely beneath the Lyran guns. Our task is to bleed them.

"Where is your honor?" she will demand. And I will know the answer—my honor comes from fulfilling the goals of my Clan and my superiors. My honor comes in doing my job, whether or not I find it glorious or not. I will sting these Lyrans, hurt them. If we can destroy one or more of them at little cost we will do so. But we will not throw light 'Mechs against assaults. We will not charge blindly to the sound of guns. We will prick them, bleed them.

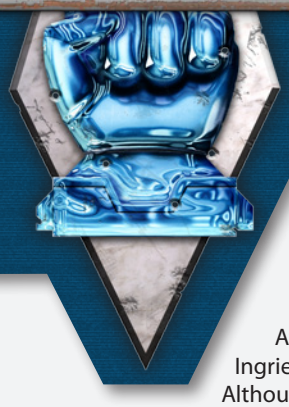
And, when they are weakened... then shall we devour them.

—personal log of Star Captain Ingried, dictated 1 June 3071

The 1-LT is telling us we're going to paint these Falcons across the canyon walls. Of course we are. If they're polite enough to come into range. It's amazing to me that the woman can be driving a Clan-built BattleMech and remain so ignorant of what the damn things can do. Sure, if they get close enough my rotaries will paint the rocks Falcon green. But they're not going to get that close. They're going to skyline three-quarters of a klick out and paint us with those large lasers of theirs. Or they'll distract us and let the Toads sneak in among the rocks.

We can only hope the teenager leading this Star is as dense as the 1-LT. Then they'll get tripped up in the rocks and let von Riddenour's traditional long wall stumble up on top of them and plaster them. God knows I'd like to shoot something painted green, but they didn't act that stupid on Mkuranga. Experience is usually a good teacher—maybe they'll be bad students.

—from the cockpit recorder of Sergeant Arthur Quibble, 1 June 3071



SITUATION

Hidden Valley
Great X
Lyran Alliance
1 June 3071

After the first skirmish at Albany-8 Star Captain Ingried's Binary resolved to move a bit more cautiously. Although they didn't fear the Lyran forces, they also didn't want to get trapped in an ambush that would leave them at an unfair disadvantage. Each of the two Beak Stars took every opportunity to strike at the conventional militia platoons that were shadowing them, destroying Great X hovercraft and swift tanks wherever they could. Star Captain Ingried's bid to Galaxy Commander Newclay for an aerospace fighter Point for aerial reconnaissance was denied, which meant that he had to gather his intelligence the old fashioned away.

In June Alpha Beak succeeded in catching a lance of the Twenty-fifth Arcturan Guards in a cusp valley with only one way out. Although they had called for reinforcements, the Star Captain hoped to destroy—at best—or at least heavily damage the Lyran force before he was forced to retreat to avoid the heavy reinforcements that Bravo Beak warned him about.

GAME SETUP

Arrange two mapsheets in chase configuration (top-down): *Deep Canyon 2, Deep Canyon 1*. Designate the top edge of *Deep Canyon 2* as north.

Players should alternate placing units. To determine who places the first unit, roll 2D6; the player with the lower roll result places their unit first.

Attacker

The Attacker must place his or her units within five hexes of the north edge of the *Deep Canyon 2* mapsheet.

Defender

The Defender must deploy his or her units within ten hexes of the southern edge of the *Deep Canyon 1* mapsheet.

ATTACKER

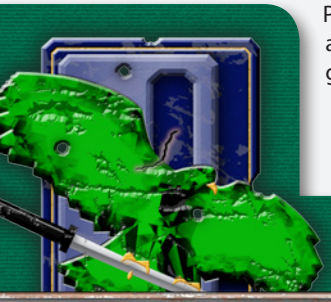
The Attacker is Alpha Beak of Binary Bravo, First Falcon Strikers Cluster, Delta Galaxy. Players should reference the special pilot abilities on pp. 35-36 for more diverse gameplay.

Alpha Beak

Star Captain Ingried (Piloting 2, Gunnery 2), *Nova Cat A*
MechWarrior Hayes (Piloting 4, Gunnery 3), *Incubus*
MechWarrior Denise (Piloting 4, Gunnery 3), *Grendel Prime*
MechWarrior Allen (Piloting 4, Gunnery 3), *Ice Ferret H*
MechWarrior Callen Malthus (Piloting 3, Gunnery 2), *Hellion Prime*

DEFENDER

The Defenders are Anvil Lance of Company C, Third 'Mech Battalion, Twenty-fifth Arcturan Guards RCT. Players should reference the special pilot abilities on pp. 35-36 for more diverse gameplay.



First Leutnant Nadine von Riddenour (Piloting 4, Gunnery 2), *Mad Cat Mk II*
Sergeant Barrett Cole (Piloting 5, Gunner 4), AS7-K *Atlas*
Sergeant Christine Watkins (Piloting 5, Gunnery 4), EMP-6A *Emperor*
Sergeant Arthur Quibble (Piloting 5, Gunnery 3), RFL-8D *Rifleman*

SPECIAL RULES

The following special rules are in effect for this scenario:

Clear Victory

The Jade Falcons are hoping to cause significant damage to the Lyran forces without being caught up by the assault 'Mechs and destroyed. Because of that, any Jade Falcon 'Mech who has more than one armor location with all of its armor destroyed on one facing will immediately retreat to its longest engagement range of the closest Lyran 'Mech. If moving to long range means retreating off the north edge of the map, then that unit is considered to have withdrawn.

Linked Scenarios

If the players are attempting to play through the scenarios in *Starter: Fist and Falcon* as linked scenarios using either the linked scenarios rules (see pp. 47-50, *SO*) or the *Chaos Campaigns* campaign rules, they should track the results of this scenario.

Zellbrigen

The Jade Falcon forces are operating under Clan Honor Level 4 (see p. 274, *TW*).

OUTCOME

ATTACKER VICTORY POINTS

Condition	Points
Lyran assault 'Mech destroyed or disabled	+4
Lyran heavy 'Mech destroyed or disabled	+2
Each Jade Falcon 'Mech that exits the northern map edge	+2

DEFENDER VICTORY POINTS

Condition	Points
Jade Falcon heavy 'Mech destroyed or disabled	-6
Jade Falcon light or medium 'Mech destroyed or disabled	-3
Jade Falcon 'Mech involuntarily forced to withdraw	-1

VICTORY CONDITIONS

Victory Points	Outcome
+16 or more	Decisive Attacker Victory
+10-15	Marginal Attacker Victory
–9 to +9	Draw
–10-15	Marginal Defender Victory
–16 or less	Decisive Defender Victory

AFTERMATH

Despite their superior technology Alpha Beak was only able to lame two of the Lyran 'Mechs and not able to destroy any of them outright before an armored cavalry battalion arrived to force them away. The sheer mass and armor of the Lyrans was too strong for the lighter Jade Falcon 'Mechs to pierce without making themselves vulnerable to the incredible throw weight of the Lyran assault 'Mechs. Although Star Commander von Jankmon immediately derided him for a coward, Star Captain Ingried knew he had succeeded in his task. The two Lyran 'Mechs would be in their hidden repair bays for weeks, if not longer.

For the Lyrans their marginal victory at Hidden Valley was bittersweet; the damage to First Leutnant von Riddenour's *Mad Cat Mk II* was nearly irreparable out of the available stocks. Sergeant Watkins' *Emperor* wasn't nearly as damaged as it appeared—the armor was readily available—but more dangerous was the blow to the lance's morale. They hadn't been able to deal with the nimble Falcons on their own, nor been fast enough to pursue when the Great X militia drove them off. The resentment that caused would color the rest of the campaign.

SCENARIO: RISING TEMPO

So we are to go and beat upon a bunch of plastic toys today. My heart leaps at the glory.

Ingried is a fierce warrior—his Trial of Position proved that, and he is certainly no slouch on the field. Taking that Nova Cat in a Trial is proof enough of that. But he does not fight like a Jade Falcon. It is as if he does not feel the blood of Turkina flowing through his veins. Combat is not the aphrodisiac it is to so many other younger fledglings. He has more a taste for tactical glory than personal. It is strange.

It is seductive. Twenty years in the touman I have spent, trying to get ahead by defeating my foes and taking their place. Twenty years, and I am a MechWarrior again. Perhaps Ingried has the right of it. Perhaps it is better to fight the war instead of the battle.

Perhaps I might rise again.

—from the cockpit recorder of MechWarrior Callen Malthus, 19 July 3071

I hate this relic of a 'Mech!

Guillaume has us out here, running around like rabbits hiding from the fox, when there's only a Binary of the bloody Falcons here! And I'm stuck in this bloody museum piece when there are three perfectly good Salamanders *in the reserves in Spot I could have been using. I saw the manifests myself!*

And this! Running about to save a bunch of weekend warriors who were stupid enough to get themselves trapped behind a Jade Falcon Star? In a Dervish *that was old when Kerensky left the Inner Sphere? He's going to get us all killed. What if that bloody damn* Kodiak *that killed Tricia shows up? Us with only three 'Mechs and some militia blowers with popguns.*

I need a transfer out of this unit. I want back to the long wall, in a 'Mech that's not light enough to be a paperweight.

—from the cockpit recorder of Sergeant Erich von Seedow, 19 July 3071

SITUATION

Albany-47
Great X
Lyran Alliance
19 July 3071

Throughout much of the campaign on Bastion in the summer of 3071 the Jade Falcons' largest nemesis was not the BattleMechs of the Twenty-fifth Arcturan Guards RCT, but rather the dispersed and speedy conventional armored cavalry battalions that succeeded in keeping tabs on them and allowing the Kewran Wolfhound BattleMechs to escape. In late June and July Star Captain Ingried began a campaign to destroy these assets, hoping to either simply deny the Arcturans their eyes and ears in the field or—more profitably—force the BattleMechs out of hiding to face him.

In mid-July a company of Great X militia hovertanks allowed themselves to be trapped inside the walls of an abandoned storage facility by a Star of the Jade Falcons, forcing the Arcturan Guards 'Mechs to stage a breakout for them. Only a single lance of the Guards was nearby, the company's Command Lance, and it was still short one 'Mech from losses in the initial skirmish. Still, Hauptmann Guillaume knew he couldn't allow the militia company to be destroyed without at least trying to free them.

GAME SETUP

Arrange four mapsheets together (clockwise from upper left): *City (Hills/Residential 1)*, *City (Suburbs)*, *City (Residential)*, *City (Hills/Residential 2)*. Designate the top edge of *City (Hills/Residential 1)* as north.

Players should alternate placing units. To determine who places the first unit, roll 2D6; the player with the lower roll result places their unit first.

Attacker

The Attacker must place his or her units within five hexes of the south edge of the *City (Residential)* mapsheet.

Defender

The Defender must deploy his or her conventional units anywhere on the *City (Suburbs)* mapsheet. They may not begin inside buildings. The Defender's BattleMechs begin play within four hexes of the western edge of the *City (Hills/Residential 2)* mapsheet.

ATTACKER

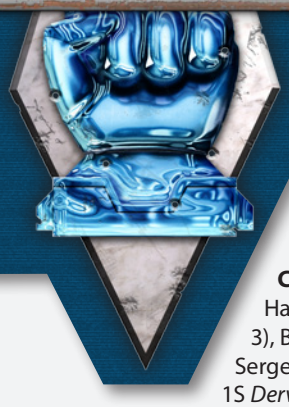
The Attacker is Alpha Beak of Binary Bravo, First Falcon Strikers Cluster, Delta Galaxy. Players should reference the special pilot abilities on pp. 35-36 for more diverse gameplay.

Alpha Beak

Star Captain Ingried (Piloting 2, Gunnery 2), *Nova Cat A*
MechWarrior Hayes (Piloting 4, Gunnery 3), *Incubus*
MechWarrior Denise (Piloting 4, Gunnery 3), *Grendel Prime*
MechWarrior Allen (Piloting 4, Gunnery 3), *Ice Ferret H*
MechWarrior Callen Malthus (Piloting 3, Gunnery 2), *Hellion Prime*

DEFENDER

The Defenders are the Command Lance of Company C, Third 'Mech Battalion, Twenty-fifth Arcturan Guards RCT. Players should



reference the special pilot abilities on pp. 35-36 for more diverse gameplay. Also present are a demi-company of the Great X Militia.

Command Lance

Hauptmann Michael Guillaume (Piloting 4, Gunnery 3), BLR-4S *BattleMaster*

Sergeant Erich von Seedow (Piloting 5, Gunnery 4), DV-1S *Dervish*

Sergeant Hans Ostgaard (Piloting 5, Gunnery 4), GAL-1GLS *Gallowglas*

Task Force Hutchins

Sergeant Major Allison Hutchins (Piloting 5, Gunnery 4), Condor Heavy Hover Tank

Corporal David Ruiz (Piloting 5, Gunnery 4), Condor Heavy Hover Tank

Corporal Ada Valens (Piloting 5, Gunnery 4), J. Edgar Light Hover Tank

Corporal Peter Winston (Piloting 5, Gunnery 4), J. Edgar Light Hover Tank

Corporal Victoria Payne (Piloting 5, Gunnery 4), Savannah Master

Corporal Nicolaus Hansi (Piloting 5, Gunnery 4), Savannah Master

SPECIAL RULES

The following special rules are in effect for this scenario:

Breakout

The Lyran forces must exit the map from the *City (Hills/Residential 2)* mapsheet, through hexes 0111-0117. No Lyran BattleMech may retreat from the map while there are still hovercraft able to move, although they may exit the same turn as the final vehicle.

Linked Scenarios

If the players are attempting to play through the scenarios in *Starter: Fist and Falcon* as linked scenarios using either the linked scenarios rules (see pp. 47-50, *SO*) or the *Chaos Campaigns* campaign rules, they should track the results of this scenario.

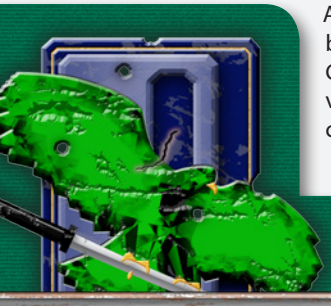
Zellbrigen

The Jade Falcon forces are operating under Clan Honor Level 3 (see p. 274, *TW*).

AFTERMATH

Despite outnumbering the Lyran forces, Star Captain Ingried's Star was unable to destroy more than three of the militia hovertanks and severely damage the Lyran *Dervish* before they escaped behind a screen of medium tracked armor the Star Captain was unwilling to engage. Although he'd hoped to force a more general engagement with the Lyran 'Mechs, he consoled himself with the knowledge that he'd successfully forced the Lyrans to give battle where he wanted them to—which meant the next battle might be the final one where he destroyed the Lyran company and forced the defenses around Spot to be weakened.

The militia battalions assigned to support the Arcturan Guards 'Mechs were both saddened by their losses but impressed that Hauptmann Guillaume didn't share the traditional Lyran view of combat vehicles as disposable. The real cost of the engagement was the loss of tactical flexibility and damage the militia battalions took pushing the Jade Falcon Star back long enough for Hutchins' task force and the Command Lance to escape. Relatively few line battalions could be spared for Bastion, and those there were heavily damaged. Both Guillaume and the senior militia officer knew that if the armored cavalry battalions were hit too hard again, they'd become ineffective and the Falcons would have free reins to do as they liked on Bastion. Time was running out.



OUTCOME

ATTACKER VICTORY POINTS

Condition	Points
Lyran assault 'Mech destroyed or disabled	+4
Lyran medium or heavy 'Mech destroyed or disabled	+2
Lyran conventional vehicle destroyed or disabled	+1

DEFENDER VICTORY POINTS

Condition	Points
Jade Falcon heavy 'Mech destroyed or disabled	–4
Jade Falcon light or medium 'Mech destroyed or disabled	–2
Lyran vehicle that retreats successfully	–1

VICTORY CONDITIONS

Victory Points	Outcome
+10 or more	Decisive Attacker Victory
+6-9	Marginal Attacker Victory
–5 to +5	Draw
–6-9	Marginal Defender Victory
–10 or more	Decisive Defender Victory

SCENARIO: CRASHING SILENCE

It is a trap. Every bone in my body aches to me that it is a trap. But we must go anyway.

These Lyrans have eluded us for months. They have refused battle. They have hidden behind their screens of armor too thick for me to break through without taking unacceptable losses. And now they are gathered, all together, on the top of a plateau? And von Jankmon and her chicks are angry because I delay? I know that my Clan is not one for studying history—but surely even Nicola must know that an enemy who suddenly appears to give you what you want most in the world is not to be trusted. Still...

I cannot wait forever. The Star Colonel and the Galaxy Commander demand daily reports, and while we haven't yet succeeded in drawing more forces to this continent neither have we been defeated. If the Lyran 'Mechs are there then there I

must go, because their destruction is my mission. No one will sponsor a man labeled overcautious for a Bloodname, and I will need a Bloodname to excel in my Clan.

It is a trap. So be it.

Turkina's talons have broken traps before.

—personal log of Star Captain Ingried, 1 August 3071

They come. We had better be ready.

Three months I've been listening to von Riddenour and her brood whining. Three months I've been running assault 'Mechs across this continent like they were scouts, and using the Exes and their militia like disposable unit counters on a sand table map. The Jade Falcons are coming for the final battle, and I don't know if we're ready.

The company has come together, at least. I overheard Hoffmann and Earnestine talking the other day, and they were referring to the company as Wolfhounds without so much as a smirk. I'm not sure when the cohesion began to gel but I'm glad it has. Now all we have to do is defeat this Binary and we can get back to the war on Eades.

—personal log of Hauptmann Michael Guillaume, 1 August 3071

SITUATION

Vicar's Altar
Great X
Lyran Alliance
1 August 3071

By the time the calendar rolled to August, Hauptmann Guillaume knew he couldn't put the final battle with the Jade Falcon Binary off any longer. He'd managed to wring almost three months out of them, giving him time to school his company in working together. He'd kept them from damaging the still-populated areas of Bastion by letting them trash all the abandoned depots and storage areas they'd liked. And he'd bled them, spending the Great X militia like semi-precious stones to keep them away from his 'Mechs until he was ready. Gathering the company together for the first time since they'd landed on Bastion, he retreated to the Vicar's Altar plateau and pulled his armor screens back. The Jade Falcons were aggressively patrolling and discovered them immediately.

For the Falcons the engagement was the culmination of three months of disappointment and distractions. Finally the Lyrans were coming out to fight like warriors. Of all the Jade Falcons, only Star Captain Ingried was disquieted by the apparent change in strategy. He feared a trap or some other tactical surprise, but knew he couldn't restrain his hotheaded Falcons any longer. The Binary assembled and marched on Vicar's Altar, easily pushing aside the few armored recon screens they encountered along the way.

One way or another, it would end.

GAME SETUP

Arrange four mapsheets together (clockwise from upper left): *BattleTech*, *Scattered Woods*, *Rolling Hills 2*, *Rolling Hills 1*. Designate the top edge of *BattleTech* as north.

Players should alternate placing units. To determine who places the first unit, roll 2D6; the player with the lower roll result places their unit first.

Attacker

The Attacker must place his or her units within five hexes of the south edge of the *Rolling Hills 1* or *Rolling Hills 2* mapsheets.

Defender

The Defender begins play within four hexes of the northern edge of the *BattleTech* or *Scattered Woods* mapsheets.

ATTACKER

The Attacker is Binary Bravo, First Falcon Strikers Cluster, Delta Galaxy. Players should reference the special pilot abilities on pp. 35-36 for more diverse gameplay.

Alpha Beak

Star Captain Ingried (Piloting 2, Gunnery 2), *Nova Cat A*
MechWarrior Hayes (Piloting 4, Gunnery 3), *Incubus*
MechWarrior Denise (Piloting 4, Gunnery 3), *Grendel Prime*
MechWarrior Allen (Piloting 4, Gunnery 3), *Ice Ferret H*
MechWarrior Callen Malthus (Piloting 3, Gunnery 2), *Hellion Prime*

Bravo Beak

Star Commander Nicola von Jankmon (Piloting 3, Gunnery 2), *Kodiak*
MechWarrior Linders (Piloting 3, Gunnery 2), *Timber Wolf H*
MechWarrior Michaela (Piloting 3, Gunnery 2), *Cougar A*
MechWarrior Edward (Piloting 4, Gunnery 3), *Jenner IIC*

DEFENDER

The Defenders are Company C, Third 'Mech Battalion, Twenty-fifth Arcturan Guards RCT. Players should reference the special pilot abilities on pp. 35-36 for more diverse gameplay.

Command Lance

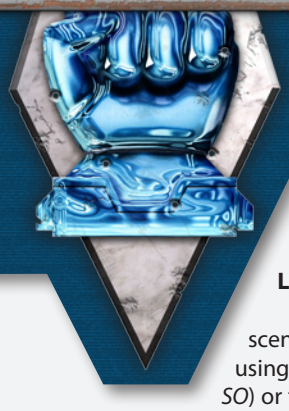
Hauptmann Michael Guillaume (Piloting 4, Gunnery 3), BLR-4S *BattleMaster*
Sergeant Erich von Seedow (Piloting 5, Gunnery 4), DV-1S *Dervish*
Sergeant Hans Ostgaard (Piloting 5, Gunnery 4), GAL-1GLS *Gallowglas*

Anvil Lance

First Leutnant Nadine von Riddenour (Piloting 4, Gunnery 2), *Mad Cat Mk II*
Sergeant Barrett Cole (Piloting 5, Gunner 4), AS7-K *Atlas*
Sergeant Christine Watkins (Piloting 5, Gunnery 4), EMP-6A *Emperor*
Sergeant Arthur Quibble (Piloting 5, Gunnery 3), RFL-8D *Rifleman*

Striker Lance

Leutnant Reginald Hoffmann (Piloting 5, Gunnery 4), BGS-1T *Barghest*
Sergeant Victoria Earnestine (Piloting 5, Gunnery 4), NXS2-A *Nexus II*
Sergeant Jasper Lorenz (Piloting 5, Gunnery 4), WLF-2 *Wolfhound*
Sergeant Kristoff Semmes (Piloting 5, Gunnery 4), STY-3C *Starslayer*



SPECIAL RULES

The following special rules are in effect for this scenario:

Linked Scenarios

If the players are attempting to play through the scenarios in *Starter: Fist and Falcon* as linked scenarios using either the linked scenarios rules (see pp. 47-50, *SO*) or the *Chaos Campaigns* campaign rules, they should track the results of this scenario.

Zellbrigen

The Jade Falcon forces are operating under Clan Honor Level 3 (see p. 274, *TW*).

OUTCOME

ATTACKER VICTORY POINTS

Condition	Points
Lyran assault 'Mech destroyed or disabled	+4
Lyran medium or heavy 'Mech destroyed or disabled	+2

DEFENDER VICTORY POINTS

Condition	Points
Jade Falcon heavy 'Mech destroyed or disabled	–4
Jade Falcon light or medium 'Mech destroyed or disabled	–2

VICTORY CONDITIONS

Victory Points	Outcome
+10 or more	Decisive Attacker Victory
+6-9	Marginal Attacker Victory
–5 to +5	Draw
–6-9	Marginal Defender Victory
–10 or more	Decisive Defender Victory

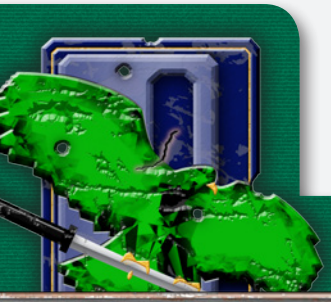
AFTERMATH

The final confrontation between the Kewran Wolfhounds and the Pursuing Peregrines was as violent as might have been expected. Both the commanders were ill at ease, and their command styles reflected this, but each was also counterbalanced by aggressive and impatient sub-unit commanders, who pushed hard. For the Lyrans Hauptmann Guillaume let his Anvil Lance lead the attack, using the depleted Command Lance as a reserve and sending the Striker Lance to probe at the Falcons' flanks. As the battle escalated, of course, every Lyran 'Mech was soon engaged.

The Jade Falcon approach to the battle could be described in one word: impatience. Each of the Falcon warriors was tired of the endless series of pursuits and skirmishes that had filled the preceding months. Each of them was eager to close with the Lyrans and win the victory that might get them noticed and sponsorship—the unBlooded for the chance at a Bloodname, and the Bloodnamed warriors for the chance to elevate their stature within the Clan Council. As the two forces closed, Star Captain Ingried made little effort to restrain them. With the Lyrans' advantage in mass, the natural aggressiveness of the Jade Falcon was their best weapon.

The battle opened with a long-range duel between Alpha Beak and Anvil Lance, with Star Captain Ingried's highly-accurate sniping proving decisive. With Sergeant Watkins' *Emperor* bleeding armor and Sergeant Quibble's *Rifleman* limping on a fused knee actuator, Hauptmann Guillaume quickly ordered the Command Lance forward. The lighter elements of Binary Bravo drifted out to engage the Striker Lance, and soon *Kodiak* was struggling against *Atlas*, *Nova Cat* against *Mad Cat II*. Sixteen minutes later the battle was more or less decided.

Sergeant Victoria Earnestine, Sergeant Christine Watkins, and First Leutnant Nadine von Riddenour were all dead, and four other of the Lyran 'Mechs were disabled or destroyed. On the Jade Falcon side, only Star Captain Ingried and MechWarrior Callen Malthus escaped with their 'Mechs. MechWarriors Linders and Michaela were killed. The battered Lyran 'Mechs let the Jade Falcons withdraw, and soon both forces returned to Eades to see the battle for Great X to its conclusion. In a parley before they departed, both Hauptmann Guillaume and Star Captain Ingried complimented the other on their performance, and both men realized they had discovered a rival worthy of their attention.



BATTLETECH
A TIME OF WAR

CHARACTER RECORD SHEET

CATALYST game labs

PERSONAL DATA

Name: Michael Guillaume
Player:
Height: 188 cm
Weight: 88 kg
Affiliation: Lyran Alliance
Hair: black
Eyes: brown
Extra:

ATTRIBUTES

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

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Combat Sense	+4	see p. 110	
Compulsion/Hatred of Clans	+2	see p. 110	
Equipped	+2	see p. 116	
Patient	+1	see p. 121	
Rank	+6	see p. 123	
Reputation	+2	see p. 124	
Vehicle	+8	see p. 128	
Wealth	+1	see p. 128	

COMBAT DATA

Condition Monitor
Standard Damage: ○○○○○ ○○○○○
Fatigue Damage: ○○○○○ ○○○

Stun: ○ Unconscious: ○

Movement (Meters per Turn)
Walk: 9 Climb: 7
Run/Evade: 19 Crawl: 3
Sprint: 38 Swim: 5

Personal Armor (Loc)		Armor Type	BAR (M/B/E/X)
Main	(Torso):	Cooling Vest	(1/2/0/1)
Neurohelmet	(Head):	Neurohelmet	(4/4/3/2)
Shorts	(Legs):	Shorts	(-/-/-/-)
Plasteel Boots	(Plasteel Boots):	Plasteel Boots	(4/6/4/4)

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	2	0/1	(Melee)	N/A	
Gunther MP-20	3	4B/3B	(4/12/30/50)	30	w/3 reloads
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		/__	(__/__/__/__)		

SKILLS

Skill	Lvl	Links	TN/C	XP
Administration	2	INT+WIL	8/SA	
Appraisal	2	INT	8/CB	
Career/Soldier	3	INT	7/SB	
Climbing	2	DEX	7/SB	
Communications/Conventional	1	INT	7/SB	
Driving/Ground	1	RFL+DEX	8/SA	
Gunnery/'Mech	5	RFL+DEX	8/SA	
Interest/Military History	3	INT	8/CB	
Interrogation	1	WIL+CHA	9/CA	
Investigation	1	INT+WIL	9/CA	
Language/English	2	INT+CHA	8/SA	
Language/German	2	INT+CHA	8/SA	
Leadership	4	WIL+CHA	8/SA	
Martial Arts	2	RFL	7/SB	
Medtech	2	INT	7/SB	

Skill	Lvl	Links	TN/C	XP
Melee Weapons	1	DEX	7/SB	
Navigation/Ground	3	INT	7/SB	
Negotiation	2	CHA	8/SB	
Perception	3	INT	7/SB	
Piloting/'Mech	4	RFL+DEX	8/SA	
Protocol/Lyran	3	WIL+CHA	9/CA	
Protocol/Jade Falcons	1	WIL+CHA	9/CA	
Sensor Operations	2	INT+WIL	8/SA	
Small Arms	3	DEX	7/SB	
Strategy	2	INT+WIL	9/CA	
Tactics/Land	4	INT+WIL	9/CA	
Technician/'Mech	1	DEX+INT	9/CA	
Training	3	INT+CHA	9/CA	
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BATTLETECH
A TIME OF WAR

CHARACTER RECORD SHEET

CATALYST game labs

PERSONAL DATA

Name: Tricia Cannon
Player:
Height: 165 cm
Weight: 67 kg
Affiliation: Lyran Alliance
Hair: platinum
Eyes: blue
Extra:

ATTRIBUTES

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

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Compulsion/Fears Responsibility	-1	see p. 110	
Connections/Skye	+1	see p. 111	
Equipped	+1	see p. 116	
Reputation	-1	see p. 124	
Vehicle	+4	see p. 128	

COMBAT DATA

Condition Monitor
Standard Damage: ○○○○○ ○○○
Fatigue Damage: ○○○○○ ○○○

Stun: ○ Unconscious: ○

Movement (Meters per Turn)
Walk: 8 Climb: 2
Run/Evade: 18 Crawl: 2
Sprint: 36 Swim: 8

Personal Armor (Loc)		Armor Type	BAR (M/B/E/X)
Main	(Torso):	Cooling Vest	(1/2/0/1)
Neurohelmet	(Head):	Neurohelmet	(4/4/3/2)
Shorts	(Legs):	Shorts	(-/-/-/-)
Plasteel Boots	(Feet):	Plasteel Boots	(4/6/4/4)

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	1	0/1	(Melee)	N/A	
TK Enforcer	3	3B/3B	(7/.25/55/140)	20	w/4 reloads
Vibroblade	0	6M/2	(1/-/-/-)	1 pps	w/4 reloads
		/	(/ / /)		

SKILLS

Skill	Lvl	Links	TN/C	XP
Administration	1	INT+WIL	8/SA	
Appraisal	1	INT	8/CB	
Career/Soldier	2	INT	7/SB	
Computers	2	INT	8/CB	
Driving/Ground	1	RFL+DEX	8/SA	
Gunnery/'Mech	4	RFL+DEX	8/SA	
Interest/Skye History	2	INT	8/CB	
Language/English	2	INT+CHA	8/SA	
Language/German	2	INT+CHA	8/SA	
Language/Scots Gaelic	1	INT+CHA	8/SA	
Martial Arts	1	RFL	7/SB	
Medtech	1	INT	7/SB	
Navigation/Ground	2	INT	7/SB	
Negotiation	2	CHA	8/CB	
Piloting/'Mech	4	RFL+DEX	8/SA	

Skill	Lvl	Links	TN/C	XP
Protocol/Lyran	2	WIL+CHA	9/CA	
Protocol/Skye	1	WIL+CHA	9/CA	
Sensor Operations	1	INT+WIL	8/SA	
Small Arms	3	DEX	7/SB	
Tactics/Land	1	INT+WIL	9/CA	
Technician/'Mech	1	DEX+INT	9/CA	
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BATTLETECH
A TIME OF WAR

CHARACTER RECORD SHEET

CATALYST game labs

PERSONAL DATA

Name: Erich von Seedow
Player:
Height: 180 cm
Weight: 88 kg
Affiliation: Lyran Alliance
Hair: brown
Eyes: brown
Extra:

ATTRIBUTES

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

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Compulsion/Hatred of Marik	-1	see p. 110	
Compulsion/Irresponsible	-1	see p. 110	
Equipped	+1	see p. 111	
Glass Jaw	-3	see p. 118	
Title	+3	see p. 126	
Vehicle	+3	see p. 128	

COMBAT DATA

Condition Monitor
Standard Damage: ○○○○○ ○○○○○
Fatigue Damage: ○○○○○ ○○○

Stun: ○ Unconscious: ○

Movement (Meters per Turn)

Walk:	8	Climb:	2
Run/Evade:	18	Crawl:	2
Sprint:	36	Swim:	4

Personal Armor (Loc)		Armor Type	BAR (M/B/E/X)
Main	(Torso):	Cooling Vest	(1/2/0/1)
Neurohelmet	(Head):	Neurohelmet	(4/4/3/2)
Shorts	(Legs):	Shorts	(-/-/-/-)
Plasteel Boots	(Feet):	Plasteel Boots	(4/6/4/4)

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	1	0/1	(Melee)	N/A	
Sunbeam Pistol	3	4E/4	(15/30/65/200)	2 pps	w/4 reloads
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		/__	(__/__/__/__)		

SKILLS

Skill	Lvl	Links	TN/C	XP
Administration	1	INT+WIL	8/SA	
Appraisal	1	INT	8/CB	
Career/Soldier	1	INT	7/SB	
Gunnery/'Mech	4	RFL+DEX	8/SA	
Interest/Family History	2	INT	8/CB	
Language/English	1	INT+CHA	8/SA	
Language/German	3	INT+CHA	8/SA	
Martial Arts	1	RFL	7/SB	
Medtech	1	INT	7/SB	
Navigation/Ground	1	INT	7/SB	
Negotiation	1	CHA	8/CB	
Perception	3	INT	7/SB	
Piloting/'Mech	3	RFL+DEX	8/SA	
Protocol/Lyran	3	WIL+CHA	9/CA	
Sensor Operations	1	INT+WIL	8/SA	

Skill	Lvl	Links	TN/C	XP
Small Arms	3	DEX	7/SB	
Streetwise/Bolan	1	CHA	8/CB	
Tactics/Land	3	INT+WIL	9/CA	
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BATTLETECH
A TIME OF WAR

CHARACTER RECORD SHEET

CATALYST game labs

PERSONAL DATA

Name: Hans Ostgaard
Player:
Height: 183 cm
Weight: 82 kg
Affiliation: Lyran Alliance
Hair: none
Eyes: blue
Extra:

ATTRIBUTES

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

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Compulsion/Hatred of Clans	-3	see p. 110	
Connections/Tamar	+1	see p. 111	
Glass Jaw	-3	see p. 118	
Vehicle	+6	see p. 128	

COMBAT DATA

Condition Monitor
Standard Damage: ○○○○○ ○○○○○
Fatigue Damage: ○○○○○ ○○○

Stun: ○ Unconscious: ○

Movement (Meters per Turn)

Walk:	11	Climb:	3
Run/Evade:	22	Crawl:	3
Sprint:	44	Swim:	6

Personal Armor (Loc)		Armor Type	BAR (M/B/E/X)
Main	(Torso):	Cooling Vest	(1/2/0/1)
Neurohelmet	(Head):	Neurohelmet	(4/4/3/2)
Shorts	(Legs):	Shorts	(-/-/-/-)
Plasteel Boots	(Feet):	Plasteel Boots	(4/6/4/4)

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	1	0/1	(Melee)	N/A	
Gyrojet Pistol	4	3B/4	(8/25/70/165)	2	w/4 reloads
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		/__	(__/__/__/__)		

SKILLS

Skill	Lvl	Links	TN/C	XP
Administration	1	INT+WIL	8/SA	
Appraisal	2	INT	8/CB	
Career/Soldier	1	INT	7/SB	
Demolitions	1	DEX+INT	9/CA	
Driving/Ground	1	RFL+DEX	8/SA	
Escape Artist	1	STR+DEX	9/CA	
Gunnery/'Mech	5	RFL+DEX	8/SA	
Interest/Resistance Movements	2	INT	8/CB	
Language/English	2	INT+CHA	8/SA	
Martial Arts	1	RFL	7/SB	
Medtech	1	INT	7/SB	
Melee Weapons	2	DEX	7/SB	
Navigation/Ground	2	INT	7/SB	
Negotiation	1	CHA	8/SB	
Perception	2	INT	7/SB	

Skill	Lvl	Links	TN/C	XP
Piloting/'Mech	3	RFL+DEX	8/SA	
Protocol/Jade Falcons	2	WIL+CHA	9/CA	
Protocol/Lyran	2	WIL+CHA	9/CA	
Running	1	RFL	7/SB	
Sensor Operations	2	INT+WIL	8/SA	
Small Arms	4	DEX	7/SB	
Tactics/Land	2	INT+WIL	9/CA	
Tracking	1	INT+WIL	8/SA	
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BATTLETECH
A TIME OF WAR

CHARACTER RECORD SHEET

CATALYST game labs

PERSONAL DATA

Name: Nadine von Riddenour
Player:
Height: 174 cm
Weight: 72 kg
Affiliation: Lyran Alliance
Hair: brown
Eyes: black
Extra:

ATTRIBUTES

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

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Compulsion/Ambitious	-2	see p. 110	
Compulsion/Greedy	-1	see p. 110	
Connections/Donegal	+2	see p. 111	
Extra Income	+2	see p. 116	
Impatient	-1	see p. 119	
Rank	+5	see p. 123	
Vehicle	+9	see p. 128	
Wealth	+3	see p. 128	

COMBAT DATA

Condition Monitor
Standard Damage: ○○○○○ ○○○
Fatigue Damage: ○○○○○ ○○○○○
Stun: ○ Unconscious: ○

Movement (Meters per Turn)
Walk: 10 Climb: 6
Run/Evade: 21 Crawl: 3
Sprint: 42 Swim: 5

Personal Armor (Loc)		Armor Type	BAR (M/B/E/X)
Main	(Torso):	Cooling Vest	(1/2/0/1)
Neurohelmet	(Head):	Neurohelmet	(4/4/3/2)
Shorts	(Legs):	Shorts	(-/-/-/-)
Plasteel Boots	(Feet):	Plasteel Boots	(4/6/4/4)

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	1	0/1	(Melee)	N/A	
Blazer Pistol	2	5E/3	(15/40/90/240)	8pps	w/1 reload
		/	(/ / /)		
		/	(/ / /)		

SKILLS

Skill	Lvl	Links	TN/C	XP
Administration	2	INT+WIL	8/SA	
Appraisal	2	INT	8/CB	
Career/Soldier	3	INT	7/SB	
Climbing	1	DEX	7/SB	
Computers	1	INT	8/CB	
Gunnery/'Mech	6	RFL+DEX	8/SA	
Language/English	1	INT+CHA	8/SA	
Language/German	3	INT+CHA	8/SA	
Leadership	2	WIL+CHA	8/SA	
Martial Arts	1	RFL	7/SB	
Medtech	1	INT	7/SB	
Melee Weapons	1	DEX	7/SB	
Navigation/Ground	3	INT	7/SB	
Negotiation	2	CHA	8/CB	
Piloting/'Mech	4	RFL+DEX	8/SA	

Skill	Lvl	Links	TN/C	XP
Protocol/Lyran	2	WIL+CHA	9/CA	
Sensor Operations	2	INT+WIL	8/SA	
Small Arms	2	DEX	7/SB	
Strategy	1	INT+WIL	9/CA	
Streetwise/Donegal	1	CHA	8/CB	
Tactics/Land	2	INT+WIL	9/CA	
Technician/'Mech	1	DEX+INT	9/CA	
Training	2	INT+CHA	9/CA	
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BATTLETECH
A TIME OF WAR

CHARACTER RECORD SHEET

CATALYST game labs

PERSONAL DATA

Name: Barrett Cole
Player:
Height: 179 cm
Weight: 98 kg
Affiliation: Lyran Alliance
Hair: gray
Eyes: blue
Extra:

ATTRIBUTES

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

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Compulsion/Greedy	-1	see p. 110	
Connections/Donegal	+2	see p. 111	
Extra Income	+1	see p. 116	
In for Life (LAAF)	-3	see p. 120	
Vehicle	+8	see p. 128	
Wealth	+1	see p. 128	

COMBAT DATA

Condition Monitor
Standard Damage: ○○○○○ ○○○
Fatigue Damage: ○○○○○ ○○○

Stun: ○ Unconscious: ○

Movement (Meters per Turn)
Walk: 9 Climb: 6
Run/Evade: 19 Crawl: 3
Sprint: 38 Swim: 9

Personal Armor (Loc)		Armor Type	BAR (M/B/E/X)
Main	(Torso):	Cooling Vest	(1/2/0/1)
Neurohelmet	(Head):	Neurohelmet	(4/4/3/2)
Shorts	(Legs):	Shorts	(-/-/-/-)
Plasteel 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	4	3B/4	(5/20/45/105)	10	w/2 reloads
		/__	(__/__/__/__)		
		/__	(__/__/__/__)		

SKILLS

Skill	Lvl	Links	TN/C	XP
Acting/Stoic	1	CHA	8/CB	
Appraisal	3	INT	8/CB	
Artillery	1	INT+WIL	8/SA	
Career/Soldier	5	INT	7/SB	
Climbing	1	DEX	7/SB	
Driving/Ground	4	RFL+DEX	8/SA	
Forgery	2	DEX+INT	8/SA	
Gunnery/Ground	4	RFL+DEX	8/SA	
Gunnery/'Mech	4	RFL+DEX	8/SA	
Language/English	2	INT+CHA	8/SA	
Language/German	1	INT+CHA	8/SA	
Martial Arts	2	RFL	7/SB	
Medtech	1	INT	7/SB	
Melee Weapons	1	DEX	7/SB	
Navigation/Ground	4	INT	7/SB	

Skill	Lvl	Links	TN/C	XP
Negotiation	5	CHA	8/CB	
Perception	2	INT	7/SB	
Piloting/'Mech	3	RFL+DEX	8/SA	
Protocol/Lyran	4	WIL+CHA	9/CA	
Security Systems	3	DEX+INT	9/CA	
Sensor Operations	3	INT+WIL	8/SA	
Small Arms	4	DEX	7/SB	
Streetwise/Donegal	2	CHA	8/CB	
Support Weapons	1	DEX	7/SB	
Tactics/Land	2	INT+WIL	9/CA	
Technician/'Mech	2	DEX+INT	9/CA	
Training	1	INT+CHA	9/CA	
			/__	
			/__	
			/__	

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BATTLETECH
A TIME OF WAR

CHARACTER RECORD SHEET

CATALYST game labs

PERSONAL DATA

Name: Christine Watkins
Player:
Height: 165 cm
Weight: 82 kg
Affiliation: Lyran Alliance
Hair: black
Eyes: brown
Extra:

ATTRIBUTES

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

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Attractive	+2	see p. 108	
Compulsion/Hatred of Clans	-2	see p. 110	
Fast Learner	+3	see p. 117	
Vehicle	+8	see p. 128	

COMBAT DATA

Condition Monitor
Standard Damage: ○○○○○ ○○○
Fatigue Damage: ○○○○○ ○○○

Stun: ○ Unconscious: ○

Movement (Meters per Turn)
Walk: 10 Climb: 6
Run/Evade: 21 Crawl: 3
Sprint: 42 Swim: 11

Personal Armor (Loc)		Armor Type	BAR (M/B/E/X)
Main	(Torso):	Cooling Vest	(1/2/0/1)
Neurohelmet	(Head):	Neurohelmet	(4/4/3/2)
Shorts	(Legs):	Shorts	(-/-/-/-)
Plasteel Boots	(Feet):	Plasteel Boots	(4/6/4/4)

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	3	0/1	(Melee)	N/A	
Revolver	4	4B/4	(8/18/40/90)	6	w/2 reloads
		/__	(__/__/__/__)		
		/__	(__/__/__/__)		

SKILLS

Skill	Lvl	Links	TN/C	XP
Administration	1	INT+WIL	8/SA	
Appraisal	1	INT	8/CB	
Career/Soldier	2	INT	7/SB	
Climbing	1	DEX	7/SB	
Driving/Ground	2	REF+DEX	8/SA	
Gunnery/'Mech	4	REF+DEX	8/SA	
Interest/Feminism	1	INT	8/CB	
Language/English	3	INT+CHA	8/SA	
Language/German	1	INT+CHA	8/SA	
Martial Arts	3	RFL	7/SB	
Medtech	1	INT	7/SB	
Melee Weapons	1	DEX	7/SB	
Navigation/Ground	2	INT	7/SB	
Negotiation	1	CHA	8/CB	
Perception	3	INT	7/SB	

Skill	Lvl	Links	TN/C	XP
Piloting/'Mech	3	RFL+DEX	8/SA	
Protocol/Lyran	2	WIL+CHA	9/CA	
Running	1	RFL	7/SB	
Sensor Operations	2	INT+WIL	8/SA	
Small Arms	4	DEX	7/SB	
Streetwise/Coventry	1	CHA	8/CB	
Swimming	1	SRT	7/SB	
Tactics/Land	2	INT+WIL	9/CA	
Technician/'Mech	1	DEX+INT	9/CA	
			/__	
			/__	
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			/__	
			/__	

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BATTLETECH
A TIME OF WAR

CHARACTER RECORD SHEET

CATALYST game labs

PERSONAL DATA

Name: Arthur Quibble
Player:
Height: 169 cm
Weight: 72 kg
Affiliation: Lyran Alliance
Hair: brown
Eyes: brown
Extra:

ATTRIBUTES

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

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Compulsion/PTSD	-1	see p. 110	
Connections/Donegal	+1	see p. 111	
Equipped	+2	see p. 116	
Vehicle	+6	see p. 128	

COMBAT DATA

Condition Monitor
Standard Damage: ○○○○○ ○○○
Fatigue Damage: ○○○○○ ○○○

Stun: ○ Unconscious: ○

Movement (Meters per Turn)
Walk: 9 Climb: 6
Run/Evade: 19 Crawl: 3
Sprint: 38 Swim: 5

Personal Armor (Loc)		Armor Type	BAR (M/B/E/X)
Main	(Torso):	Cooling Vest	(1/2/0/1)
Neurohelmet	(Head):	Neurohelmet	(4/4/3/2)
Shorts	(Legs):	Shorts	(-/-/-/-)
Plasteel 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	2	3B/4	(5/20/45/105)	10	w/2 reloads
		/__	(__/__/__/__)		
		/__	(__/__/__/__)		

SKILLS

Skill	Lvl	Links	TN/C	XP
Appraisal	2	INT	8/CB	
Climbing	1	DEX	7/SB	
Gunnery/'Mech	5	RFL+DEX	8/SA	
Martial Arts	2	RFL	7/SB	
Medtech	1	INT	7/SB	
Navigation/Ground	1	INT	7/SB	
Negotiation	2	CHA	8/CB	
Piloting/'Mech	3	RFL+DEX	8/SA	
Protocol/Lyran	1	RFL	7/SB	
Sensor Operations	1	INT+WIL	8/SA	
Small Arms	2	DEX	7/SB	
Tactics/Land	1	INT+WIL	9/CA	
Technician/'Mech	1	DEX+INT	9/CA	
			/__	
			/__	

Skill	Lvl	Links	TN/C	XP
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BATTLETECH
A TIME OF WAR

CHARACTER RECORD SHEET

CATALYST game labs

PERSONAL DATA

Name: Reginald Hoffmann
Player:
Height: 172 cm
Weight: 79 kg
Affiliation: Lyran Alliance
Hair: black
Eyes: brown
Extra:

ATTRIBUTES

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

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Connections/Coventry	+1	see p. 110	
Equipped	+3	see p. 116	
Glass Jaw	-3	see p. 118	
Introvert	-1	see p. 121	
Rank	+4	see p. 123	
Vehicle	+6	see p. 128	

COMBAT DATA

Condition Monitor
Standard Damage: ○○○○○ ○○○
Fatigue Damage: ○○○○○ ○○○

Stun: ○ Unconscious: ○

Movement (Meters per Turn)

Walk:	7	Climb:	5
Run/Evade:	18	Crawl:	2
Sprint:	36	Swim:	8

Personal Armor (Loc)		Armor Type	BAR (M/B/E/X)
Main	(Torso):	Cooling Vest	(1/2/0/1)
Neurohelmet	(Head):	Neurohelmet	(4/4/3/2)
Shorts	(Legs):	Shorts	(-/-/-/-)
Plasteel Boots	(Feet):	Plasteel Boots	(4/6/4/4)

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts		0/1	(Melee)	N/A	
Gyrojet Pistol	2	3B/4	(8/25/70/165)	2	w/6 reloads
		/__	(__/__/__/__)		
		/__	(__/__/__/__)		

SKILLS

Skill	Lvl	Links	TN/C	XP
Administration	1	INT+WIL	8/SA	
Appraisal	1	INT	8/CB	
Career/Soldier	1	INT	7/SB	
Climbing	1	DEX	7/SB	
Demolitions	1	DEX+INT	9/CA	
Driving/Ground	2	RLF+DEX	8/SA	
Gunnery/'Mech	4	RFL+DEX	8/SA	
Language/English	2	INT+CHA	8/SA	
Language/German	2	INT+CHA	8/SA	
Leadership	2	WIL+CHA	8/SA	
Martial Arts	1	RFL	7/SB	
Medtech	1	INT	7/SB	
Melee Weapons	2	DEX	7/SB	
Navigation/Ground	3	INT	7/SB	
Negotiation	1	CHA	8/CB	

Skill	Lvl	Links	TN/C	XP
Piloting/'Mech	3	RFL+DEX	8/SA	
Protocol/Lyran	2	WIL+CHA	9/CA	
Running	1	RFL	7/SB	
Sensor Operations	1	INT+WIL	8/SA	
Small Arms	2	DEX	7/SB	
Tactics/Land	2	INT+WIL	9/CA	
Technician/'Mech	1	DEX+INT	9/CA	
Training	1	INT+CHA	9/CA	
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BATTLETECH
A TIME OF WAR

CHARACTER RECORD SHEET

CATALYST game labs

PERSONAL DATA

Name: Victoria Earnestine
Player:
Height: 170 cm
Weight: 78 kg
Affiliation: Lyran Alliance
Hair: red
Eyes: green
Extra:

ATTRIBUTES

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

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Compulsion/Hatred of Blakists	-3	see p. 110	
Connections/Bolan	+1	see p. 111	
Equipped	+1	see p. 116	
Glass Jaw	-3	see p. 118	
Vehicle	+3	see p. 128	

COMBAT DATA

Condition Monitor
Standard Damage: ○○○○○ ○○○
Fatigue Damage: ○○○○○ ○
Stun: ○ Unconscious: ○

Movement (Meters per Turn)
Walk: 9 Climb: 3
Run/Evade: 20 Crawl: 3
Sprint: 40 Swim: 10

Personal Armor (Loc)		Armor Type	BAR (M/B/E/X)
Main	(Torso):	Cooling Vest	(1/2/0/1)
Neurohelmet	(Head):	Neurohelmet	(4/4/3/2)
Shorts	(Legs):	Shorts	(-/-/-/-)
Plasteel Boots	(Feet):	Plasteel Boots	(4/6/4/4)

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	2	0/1	(Melee)	N/A	
Rugan SMG	3	3B/2B	(4/15/30/70)	80	w/2 reloads
		/__	(__/__/__/__)		
		/__	(__/__/__/__)		

SKILLS

Skill	Lvl	Links	TN/C	XP
Administration	1	INT+WIL	8/SA	
Appraisal	1	INT	8/CB	
Career/Soldier	2	INT	7/SB	
Climbing	1	DEX	7/SB	
Cryptography	2	INT+WIL	9/CA	
Driving/Ground	1	RFL+DEX	8/SA	
Gunnery/'Mech	4	RFL+DEX	8/SA	
Interest/Word of Blake	2	INT	8/CB	
Investigation	1	INT+WIL	9/CA	
Language/English	2	INT+CHA	8/SA	
Language/German	1	INT+CHA	8/SA	
Martial Arts	2	RFL	7/SB	
Medtech	1	INT	7/SB	
Navigation/Ground	2	INT	7/SB	
Negotiation	3	CHA	8/CB	

Skill	Lvl	Links	TN/C	XP
Piloting/'Mech	3	RFL+DEX	8/SA	
Prestidigitation	1	DEX	7/SB	
Protocol/Lyran	2	WIL+CHA	9/CA	
Running	1	RFL	7/SB	
Security Systems	2	DEX+INT	9/CA	
Sensor Operations	2	INT+WIL	8/SA	
Small Arms	3	DEX	7/SB	
Streetwise/Bolan	2	CHA	8/CB	
Swimming	1	STR	7/SB	
Tactics/Land	2	INT+WIL	9/CA	
Technician/'Mech	1	DEX+INT	9/CA	

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BATTLETECH
A TIME OF WAR

CHARACTER RECORD SHEET

CATALYST game labs

PERSONAL DATA

Name: Jasper Lorenz
Player:
Height: 175 cm
Weight: 79 kg
Affiliation: Lyran Alliance
Hair: brown
Eyes: black
Extra:

ATTRIBUTES

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

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Compulsion/Anxious	-3	see p. 110	
Extra Income	+1	see p. 116	
Gremlins	-3	see p. 118	
Impatient	-1	see p. 119	
Vehicle	+2	see p. 128	
Wealth	+2	see p. 128	

COMBAT DATA

Condition Monitor
Standard Damage: ○○○○○ ○○○
Fatigue Damage: ○○○○○ ○○○

Stun: ○ Unconscious: ○

Movement (Meters per Turn)

Walk:	11	Climb:	3
Run/Evade:	21	Crawl:	3
Sprint:	42	Swim:	6

Personal Armor (Loc)		Armor Type	BAR (M/B/E/X)
Main	(Torso):	Cooling Vest	(1/2/0/1)
Neurohelmet	(Head):	Neurohelmet	(4/4/3/2)
Shorts	(Legs):	Shorts	(-/-/-/-)
Plasteel Boots	(Feet):	Plasteel Boots	(4/6/4/4)

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	1	0/1	(Melee)	N/A	
Hold-Out Needler	2	2B/5S	(2/4/6/12)	5	cannot reload
		/__	(__/__/__/__)		
		/__	(__/__/__/__)		

SKILLS

Skill	Lvl	Links	TN/C	XP
Administration	1	INT+WIL	8/SA	
Appraisal	1	INT	8/CB	
Career/Soldier	1	INT	7/SB	
Gunnery/'Mech	4	RFL+DEX	8/SA	
Interest/Arcturan Guards	1	INT	8/CB	
Language/English	2	INT+CHA	8/SA	
Language/German	1	INT+CHA	8/SA	
Martial Arts	1	RFL	7/SB	
Medtech	1	INT	7/SB	
Navigation/Ground	1	INT	7/SB	
Negotiation	1	INT	7/SB	
Piloting/'Mech	3	RLF+DEX	8/SA	
Protocol/Lyran	3	WIL+CHA	9/CA	
Sensor Operations	1	INT+WIL	8/SA	
Small Arms	2	DEX	7/SB	

Skill	Lvl	Links	TN/C	XP
Tactics/Land	1	INT+WIL	9/CA	
Technician/'Mech	1	DEX+INT	9/CA	
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BATTLETECH
A TIME OF WAR

CHARACTER RECORD SHEET

CATALYST game labs

PERSONAL DATA

Name: Kristoff Semmes
Player:
Height: 180 cm
Weight: 92 kg
Affiliation: Lyran Alliance
Hair: none
Eyes: brown
Extra:

ATTRIBUTES

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

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Compulsion/Hatred of Clans	-1	see p. 110	
Compulsion/Sociopath	-5	see p. 110	
Equipped	+2	see p. 116	
Vehicle	+4	see p. 128	

COMBAT DATA

Condition Monitor

Standard Damage: ○○○○○ ○○○○○

Fatigue Damage: ○○○○○ ○

Stun: ○ Unconscious: ○

Movement (Meters per Turn)

Walk: 8 Climb: 2
Run/Evade: 18 Crawl: 2
Sprint: 36 Swim: 4

Personal Armor (Loc)		Armor Type	BAR (M/B/E/X)
Main	(Torso):	Cooling Vest	(1/2/0/1)
Neurohelmet	(Head):	Neurohelmet	(4/4/3/2)
Shorts	(Legs):	Shorts	(-/-/-/-)
Plasteel Boots	(Feet):	Plasteel Boots	(4/6/4/4)

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	3	0/1	(Melee)	N/A	
Monowire	3	4M/5	(0/-/-/-)	N/A	see p. 264
Auto-Pistol	3	3B/4	(5/20/45/105)	10	w/3 reloads
		/	(/ / /)		

SKILLS

Skill	Lvl	Links	TN/C	XP
Acting/Sociable	4	CHA	8/CB	
Administration	1	INT+WIL	8/SA	
Appraisal	1	INT	8/CB	
Computers	2	INT	8/CB	
Disguise	1	CHA	7/SB	
Escape Artist	2	STR+DEX	9/CA	
Forgery	2	DEX+INT	8/SA	
Gunnery/'Mech	4	RFL+DEX	4/SA	
Language/English	2	INT+CHA	8/SA	
Language/German	2	INT+CHA	8/SA	
Martial Arts	3	RFL	7/SB	
Medtech	3	INT	7/SB	
Melee Weapons	3	DEX	7/SB	
Navigation	1	INT	7/SB	
Negotiation	3	CHA	8/CB	

Skill	Lvl	Links	TN/C	XP
Perception	2	INT	7/SB	
Piloting/'Mech	3	RFL+DEX	8/SA	
Protocol/Lyran	2	WIL+CHA	9/CA	
Security Systems	2	DEX+INT	9/CA	
Sensor Operations	1	INT+WIL	8/SA	
Small Arms	3	DEX	7/SB	
Tactics/Land	1	INT+WIL	9/CA	
Thrown Weapons	2	DEX	7/CB	
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BATTLETECH
A TIME OF WAR

CHARACTER RECORD SHEET

CATALYST game labs

PERSONAL DATA

Name: Ingried
Player:
Height: 180 cm
Weight: 91 kg
Affiliation: Clan Jade Falcon
Hair: blond
Eyes: blue
Extra:

ATTRIBUTES

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

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Compulsion/Clan Honor	-2	see p. 110	
Compulsion/Falcon Pride	-2	see p. 110	
Patient	+2	see p. 121	
Phenotype: Clan MechWarrior	0	see p. 121	
Rank	+5	see p. 123	
Reputation	+3	see p. 124	
Trueborn	+2	see p. 109	
Vehicle	+5	see p. 128	

COMBAT DATA

Condition Monitor
Standard Damage: ○○○○○ ○○○○○
Fatigue Damage: ○○○○○ ○○○○○

Stun: ○ Unconscious: ○

Movement (Meters per Turn)
Walk: 12 Climb: 8
Run/Evade: 22 Crawl: 3
Sprint: 44 Swim: 14

Personal Armor (Loc)		Armor Type	BAR (M/B/E/X)
Main	(Torso):	Cooling Suit	(2/2/1/1)
Neurohelmet	(Head):	Neurohelmet	(2/3/2/1)
Boots	(Feet):	Boots	(3/5/5/3)
Cooling Suit	(Arms/Legs):	Cooling Suit	(1/1/1/1)

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	2	0/1	(Melee)	N/A	
Laser Pistol	3	4E/3	(15/35/80/225)	2 pps	w/4 reloads
		/	(/ / / /)		
		/	(/ / / /)		

SKILLS

Skill	Lvl	Links	TN/C	XP
Acting/Intimidation	3	CHA	8/CB	
Administration	1	INT+WIL	8/SA	
Appraisal	2	INT	7/CB	
Career/Soldier	3	INT	7/SB	
Climbing	2	DEX	7/SB	
Communications	1	INT	7/SB	
Gunnery/'Mech	6	RFL+DEX	8/SA	
Interest/Clan Remembrance	2	INT	8/CB	
Interest/Military History	2	INT	8/CB	
Interrogation	1	WIL+CHA	9/CA	
Language/English	2	INT+CHA	8/SA	
Language/German	1	INT+CHA	8/SA	
Leadership	5	WIL+CHA	8/SA	
Martial Arts	2	RFL	7/SB	
Medtech	2	INT	7/SB	

Skill	Lvl	Links	TN/C	XP
Melee Weapons	1	DEX	7/SB	
Navigation/Ground	3	INT	7/SB	
Negotiation	2	CHA	8/CB	
Perception	4	INT	7/SB	
Piloting/'Mech	5	RFL+DEX	8/SA	
Protocol/Jade Falcons	4	WIL+CHA	9/CA	
Security Systems	1	DEX+INT	9/CA	
Sensor Operations	2	INT+WIL	8/SA	
Small Arms	3	DEX	7/SB	
Strategy	2	INT+WIL	9/CA	
Survival/Forests	2	BOD+INT	9/CA	
Swimming	2	STR	7/SB	
Tactics/Land	4	INT+WIL	9/CA	
Technician/'Mech	1	DEX+INT	9/CA	
Training	1	INT+CHA	9/CA	

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BATTLETECH
A TIME OF WAR

CHARACTER RECORD SHEET

CATALYST game labs

PERSONAL DATA

Name: Hayes
Player:
Height: 181 cm
Weight: 81 kg
Affiliation: Clan Jade Falcon
Hair: brown
Eyes: blue
Extra:

ATTRIBUTES

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

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Compulsion/Arrogance	+3	see p. 110	
Compulsion/Falcon Pride	+2	see p. 110	
Compulsion/Hates Inner Sphere	+3	see p. 110	
Fit	+2	see p. 117	
Phenotype: Clan MechWarrior	0	see p. 121	
Rank	+3	see p. 123	
Trueborn	+2	see p. 109	
Vehicle	+2	see p.128	

COMBAT DATA

Condition Monitor
Standard Damage: ○○○○○ ○○○○○ ○○
Fatigue Damage: ○○○○○ ○○○

Stun: ○ Unconscious: ○

Movement (Meters per Turn)
Walk: 12 Climb: 3
Run/Evade: 22 Crawl: 3
Sprint: 44 Swim: 13

Personal Armor (Loc)		Armor Type	BAR (M/B/E/X)
Main	(Torso):	Cooling Suit	(2/2/1/1)
Neurohelmet	(Head):	Neurohelmet	(2/3/2/1)
Boots	(Feet):	Boots	(3/5/5/3)
Cooling Suit	(Arms/Legs):	Cooling Suit	(1/1/1/1)

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	7	0/1	(Melee)	N/A	
Laser Pistol	4	4E/3	(15/35/80/225)	2 pps	w/5 reloads
		/__	(__/__/__/__)		
		/__	(__/__/__/__)		

SKILLS

Skill	Lvl	Links	TN/C	XP
Acrobatics	2	RFL	7/SB	
Acting/Intimidation	1	CHA	8/CB	
Appraisal	1	INT	8/CB	
Career/Soldier	2	INT	7/SB	
Gunnery/'Mech	5	RFL+DEX	8/SA	
Interest/Clan Remembrance	2	INT	8/CB	
Language/English	2	INT+CHA	8/SA	
Leadership	2	WIL+CHA	8/SA	
Martial Arts	7	RFL+DEX	8/SA	
Medtech	1	INT	7/SB	
Melee Weapons	3	DEX	7/SB	
Navigation/Ground	2	INT	7/SB	
Negotiation	1	CHA	8/CB	
Perception	3	INT	7/SB	
Piloting/'Mech	4	RFL+DEX	8/SA	

Skill	Lvl	Links	TN/C	XP
Protocol/Jade Falcons	4	WL+CHA	9/CA	
Sensor Operations	2	INT+WIL	8/SA	
Small Arms	4	DEX	7/SB	
Strategy	2	INT+WIL	9/CA	
Survival/Forests	2	BOD+INT	9/CA	
Swimming	1	STR	7/SB	
Tactics/Land	3	INT+WIL	9/CA	
Thrown Weapons	2	DEX	7/SB	
Tracking	1	INT+WIL	8/SA	
			/__	
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			/__	
			/__	
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			/__	

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BATTLETECH
A TIME OF WAR

CHARACTER RECORD SHEET

CATALYST game labs

PERSONAL DATA

Name: Denise
Player:
Height: 169 cm
Weight: 71 kg
Affiliation: Clan Jade Falcon
Hair: blond
Eyes: brown
Extra:

ATTRIBUTES

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

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Compulsion/Hates Trueborns	-4	see p. 110	
Compulsion/Falcon Pride	-3	see p. 110	
Fast Learner	+3	see p. 117	
Impatient	-1	see p. 119	
Rank	+2	see p.124	
Reputation	-2	see p.124	
Toughness	+3	see p. 127	
Vehicle	+3	see p.128	

COMBAT DATA

Condition Monitor

Standard Damage: ○○○○○ ○○○○○

Fatigue Damage: ○○○○○ ○○○○○ ○○

Stun: ○ Unconscious: ○

Movement (Meters per Turn)

Walk: 10 Climb: 6
Run/Evade: 22 Crawl: 3
Sprint: 40 Swim: 11

Personal Armor (Loc)		Armor Type	BAR (M/B/E/X)
Main	(Torso):	Cooling Suit	(2/2/1/1)
Neurohelmet	(Head):	Neurohelmet	(2/3/2/1)
Boots	(Feet):	Boots	(3/5/5/3)
Cooling Suit	(Arms/Legs):	Cooling Suit	(1/1/1/1)

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	4	0/1	(Melee)	N/A	
Laser Pistol	3	4E/3	(15/35/80/225)	2 pps	w/6 reloads
		/	(/ / /)		
		/	(/ / /)		

SKILLS

Skill	Lvl	Links	TN/C	XP
Acting/Intimidation	2	CHA	8/CB	
Appraisal	1	INT	8/CB	
Career/Soldier	2	INT	7/SB	
Climbing	1	DEX	7/SB	
Computers	2	INT	8/CB	
Escape Artist	1	STR+DEX	9/CA	
Gunnery/'Mech	5	RFL+DEX	8/SA	
Language/English	2	INT+CHA	8/SA	
Leadership	1	WIL+CHA	8/SA	
Martial Arts	4	RFL+DEX	7/SB	
Medtech	1	INT	7/SB	
Melee Weapons	1	DEX	7/SB	
Navigation/Ground	2	INT	7/SB	
Negotiation	2	CHA	8/CB	
Perception	1	INT	7/SB	

Skill	Lvl	Links	TN/C	XP
Piloting/'Mech	4	RFL+DEX	8/SA	
Protocol/Jade Falcons	3	WIL+CHA	9/CA	
Running	2	RFL	7/SB	
Security Systems	1	DEX+INT	9/CA	
Sensor Operations	1	INT+WIL	8/SA	
Small Arms	3	DEX	7/SB	
Streetwise	1	CHA	8/CB	
Survival/Forests	2	BOD+INT	9/CA	
Swimming	1	STR	7/SB	
Tactics/Land	2	INT+WIL	9/CA	
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BATTLETECH
A TIME OF WAR

CHARACTER RECORD SHEET

CATALYST game labs

PERSONAL DATA

Name: Allen
Player:
Height: 172 cm
Weight: 79 kg
Affiliation: Clan Jade Falcon
Hair: black
Eyes: blue
Extra:

ATTRIBUTES

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

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Compulsion/Arrogance	-2	see p. 110	
Compulsion/Falcon Pride	-2	see p. 110	
Fit	+2	see p. 117	
Phenotype: Clan MechWarrior	0	see p. 121	
Rank	+3	see p. 123	
Slow Learner	-3	see p. 125	
Trueborn	+2	see p. 109	
Vehicle	+4	see p. 128	

COMBAT DATA

Condition Monitor
Standard Damage: ○○○○○ ○○○○○ ○○
Fatigue Damage: ○○○○○ ○○○
Stun: ○ Unconscious: ○

Movement (Meters per Turn)
Walk: 11 Climb: 8
Run/Evade: 22 Crawl: 3
Sprint: 40 Swim: 12

Personal Armor (Loc)		Armor Type	BAR (M/B/E/X)
Main	(Torso):	Cooling Suit	(2/2/1/1)
Helmet	(Head):	Neurohelmet	(2/3/2/1)
Boots	(Feet):	Boots	(3/5/5/3)
Arms/Legs	(Arms/Legs):	Cooling Suit	(1/1/1/1)

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	3	0/1	(Melee)	N/A	
Laser Pistol	3	4E/3	(15/35/80/225)	2 pps	w/4 reloads
Knife	2	1M/3	(1/-/-/-)	N/A	belt knife
		/	(/ / /)		

SKILLS

Skill	Lvl	Links	TN/C	XP
Acting/Intimidation	1	CHA	8/CB	
Career/Soldier	2	INT	7/SB	
Climbing	2	DEX	7/SB	
Gunnery/'Mech	5	RFL+DEX	8/SA	
Interest/Clan Remembrance	2	INT	8/CB	
Language/English	2	INT+CHA	8/SA	
Leadership	2	WIL+CHA	8/SA	
Martial Arts	3	RFL	7/SB	
Medtech	2	INT	7/SB	
Melee Weapons	2	DEX	7/SB	
Navigation/Ground	4	INT	7/SB	
Negotiation	2	CHA	8/SB	
Perception	3	INT	7/SB	
Piloting/'Mech	4	RFL+DEX	8/SA	
Protocol/Jade Falcon	2	WIL+CHA	9/CA	

Skill	Lvl	Links	TN/C	XP
Sensor Operations	1	INT+WIL	8/SA	
Small Arms	3	DEX	7/SB	
Stealth	2	RFL+INT	8/SA	
Survival/Forests	4	BOD+INT	9/CA	
Swimming	1	STR	7/SB	
Tactics/Land	2	INT+WIL	9/CA	
Tracking	2	INT+WIL	8/SA	
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BATTLETECH
A TIME OF WAR

CHARACTER RECORD SHEET

CATALYST game labs

PERSONAL DATA

Name: Callen Malthus
Player:
Height: 181 cm
Weight: 82 kg
Affiliation: Clan Jade Falcon
Hair: none
Eyes: brown
Extra:

ATTRIBUTES

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

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Bloodname	+9	see p.126	
Compulsion/Arrogance	-4	see p. 110	
Compulsion/Falcon Pride	-4	see p. 110	
Patient	+2	see p. 121	
Phenotype: Clan MechWarrior	0	see p. 121	
Trueborn	+2	see p. 109	
Unlucky	-2	see p. 128	
Vehicle	+3	see p. 128	

COMBAT DATA

Condition Monitor
Standard Damage: ○○○○○ ○○○○○
Fatigue Damage: ○○○○○ ○○○

Stun: ○ Unconscious: ○

Movement (Meters per Turn)

Walk:	10	Climb:	6
Run/Evade:	20	Crawl:	3
Sprint:	40	Swim:	13

Personal Armor (Loc)		Armor Type	BAR (M/B/E/X)
Main	(Torso):	Cooling Suit	(2/2/1/1)
Helmet	(Head):	Neurohelment	(2/3/2/1)
Boots	(Feet):	Boots	(3/5/5/3)
Arms/Legs	(Arms/Legs):	Cooling Suit	(1/1/1/1)

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	6	0/1	(Melee)	N/A	
Laser Pistol	5	4E/3	(15/35/80/225)	2 pps	w/4 reloads
2 knives	3	1M/3	(1/-/-/-)	N/A	boot knives
		/	(/ / /)		

SKILLS

Skill	Lvl	Links	TN/C	XP
Acting/Intimidation	4	CHA	8/SB	
Administration	2	INT+WIL	8/SA	
Appraisal	2	INT	8/SB	
Career/Soldier	6	INT	7/SB	
Climbing	1	DEX	7/SB	
Driving/Ground	3	RFL+DEX	8/SA	
Gunnery/'Mech	6	RFL+DEX	8/SA	
Interest/Clan Rembrance	5	INT+WIL	9/CA	
Interrogation	3	WIL+CHA	9/CA	
Investigation	3	INT+WIL	9/CA	
Language/English	4	INT+CHA	8/SA	
Leadership	4	WIL+CHA	8/SA	
Martial Arts	6	RFL+DEX	8/SA	
Medtech	2	INT	7/SB	
Melee Weapons	3	DEX	7/SB	

Skill	Lvl	Links	TN/C	XP
Navigation/Ground	5	INT	7/SB	
Negotiation	4	CHA	8/CB	
Perception	4	INT	7/SB	
Piloting/'Mech	5	RFL+DEX	8/SA	
Protocol/Jade Falcon	5	WIL+CHA	9/CA	
Sensor Operations	3	INT+WIL	8/SA	
Small Arms	5	DEX	7/SB	
Strategy	3	INT+WIL	9/CA	
Streetwise	2	CHA	8/CB	
Survival/Forests	2	BOD+INT	9/CA	
Swimming	3	STR	7/CB	
Tactics/Land	4	INT+WIL	9/CA	
Thrown Weapons	2	DEX	7/SB	
Training	1	INT+CHA	9/CA	
			/	

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BATTLETECH
A TIME OF WAR

CHARACTER RECORD SHEET

CATALYST game labs

PERSONAL DATA

Name: Nicola von Jankmon
Player:
Height: 171 cm
Weight: 69 kg
Affiliation: Clan Jade Falcon
Hair: black
Eyes: brown
Extra:

ATTRIBUTES

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

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Bloodname	+9	see p.126	
Compulsion/Arrogance	-4	see p. 110	
Compulsion/Falcon Pride	-4	see p. 110	
Phenotype: Clan MechWarrior	0	see p. 121	
Rank	+4	see p. 123	
Trueborn	+2	see p. 109	
Unattractive	-1	see p. 128	
Vehicle	+6	see p. 128	

COMBAT DATA

Condition Monitor
Standard Damage: ○○○○○ ○○○○○
Fatigue Damage: ○○○○○ ○○○○○

Stun: ○ Unconscious: ○

Movement (Meters per Turn)
Walk: 11 Climb: 7
Run/Evade: 21 Crawl: 3
Sprint: 42 Swim: 12

Personal Armor (Loc)		Armor Type	BAR (M/B/E/X)
Main	(Torso):	Cooling Suit	(2/2/1/1)
Helmet	(Head):	Neurohelment	(2/3/2/1)
Boots	(Feet):	Boots	(3/5/5/3)
Arms/Legs	(Arms/Legs):	Cooling Suit	(1/1/1/1)

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	2	0/1	(Melee)	N/A	
Laser Pistol	3	4E/3	(15/35/80/225)	2 pps	w/4 reloads
1 knife	1	1M/3	(1/-/-/-)	N/A	belt knives
		/	(/ / /)		

SKILLS

Skill	Lvl	Links	TN/C	XP
Acting/Intimidation	3	CHA	8/SB	
Administration	1	INT+WIL	8/SA	
Appraisal	1	INT	8/SB	
Career/Soldier	4	INT	7/SB	
Climbing	1	DEX	7/SB	
Communications	1	INT	7/SB	
Gunnery/'Mech	6	RFL+DEX	8/SA	
Interest/Clan Rembrance	3	INT+WIL	9/CA	
Interest/Lyran Alliance	1	WIL+CHA	9/CA	
Interrogation	2	WIL+CHA	9/CA	
Language/English	4	INT+CHA	8/SA	
Leadership	3	WIL+CHA	8/SA	
Martial Arts	2	RFL+DEX	8/SA	
Medtech	1	INT	7/SB	
Melee Weapons	1	DEX	7/SB	

Skill	Lvl	Links	TN/C	XP
Navigation/Ground	3	INT	7/SB	
Negotiation	1	CHA	8/CB	
Perception	2	INT	7/SB	
Piloting/'Mech	5	RFL+DEX	8/SA	
Protocol/Jade Falcon	4	WIL+CHA	9/CA	
Sensor Operations	2	INT+WIL	8/SA	
Small Arms	3	DEX	7/SB	
Strategy	1	INT+WIL	9/CA	
Survival/Arctic	1	BOD+INT	9/CA	
Survival/Forests	2	BOD+INT	9/CA	
Swimming	1	STR	7/CB	
Tactics/Land	3	INT+WIL	9/CA	
Technician/'Mech	1	DEX+INT	9/CA	
Training	1	INT+CHA	9/CA	
			/	

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BATTLETECH
A TIME OF WAR

CHARACTER RECORD SHEET

CATALYST game labs

PERSONAL DATA

Name: Linders
Player:
Height: 170 cm
Weight: 89 kg
Affiliation: Clan Jade Falcon
Hair: brown
Eyes: brown
Extra:

ATTRIBUTES

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

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Compulsion/Arrogance	-1	see p. 110	
Compulsion/Falcon Pride	-2	see p. 110	
Compulsion/Hates Inner Sphere	-2	see p. 110	
Phenotype: Clan MechWarrior	0	see p. 121	
Rank	+3	see p. 123	
Slow Learner	-3	see p. 125	
Trueborn	+2	see p. 109	
Vehicle	+5	see p. 128	

COMBAT DATA

Condition Monitor
Standard Damage: ○○○○○ ○○○
Fatigue Damage: ○○○○○ ○
Stun: ○ Unconscious: ○

Movement (Meters per Turn)
Walk: 10 Climb: 3
Run/Evade: 21 Crawl: 3
Sprint: 42 Swim: 11

Personal Armor (Loc)		Armor Type	BAR (M/B/E/X)
Main	(Torso):	Cooling Suit	(2/2/1/1)
Neurohelmet	(Head):	Neurohelmet	(2/3/2/1)
Boots	(Boots):	Boots	(3/5/5/3)
Cooling Suit	(Arms/Legs):	Cooling Suit	(1/1/1/1)

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	2	0/1	(Melee)	N/A	
Laser Pistol	2	4E/3	(15/35/80/225)	2 pps	w/3 reloads
		/	(/ / / /)		
		/	(/ / / /)		

SKILLS

Skill	Lvl	Links	TN/C	XP
Acting/Intimidation	1	CHA	8/CB	
Career/Soldier	1	INT	7/SB	
Gunnery/'Mech	6	RFL+DEX	8/SA	
Interest/Clan Remembrance	2	INT	8/CB	
Language/English	4	INT+CHA	8/SA	
Leadership	1	WIL+CHA	8/SA	
Martial Arts	2	RFL	7/SB	
Medtech	2	INT	7/SB	
Melee Weapons	1	DEX	7/SB	
Navigation/Ground	1	INT	7/SB	
Negotiation	1	CHA	8/CB	
Piloting/'Mech	5	RLF+DEX	8/SA	
Protocol/Jade Falcons	2	WIL+CHA	9/CA	
Sensor Operations	1	INT+WIL	8/SA	
Small Arms	2	DEX	7/SB	
Survival/Forests	1	BOD+INT	9/CA	
Swimming	1	STR	7/SB	
Tactics/Land	2	INT+WIL	9/CA	

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BATTLETECH
A TIME OF WAR

CHARACTER RECORD SHEET

CATALYST game labs

PERSONAL DATA

Name: Quintero
Player:
Height: 170 cm
Weight: 79 kg
Affiliation: Clan Jade Falcon
Hair: black
Eyes: brown
Extra:

ATTRIBUTES

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

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Compulsion/Ambition	-2	see p. 110	
Compulsion/Arrogance	-1	see p. 110	
Fit	+2	see p. 117	
Phenotype: Clan MechWarrior	0	see p. 121	
Rank	+3	see p. 123	
Sixth Sense	+4	see p. 125	
Trueborn	+2	see p. 109	
Vehicle	+4	see p. 128	

COMBAT DATA

Condition Monitor
Standard Damage: ○○○○○ ○○○○○
Fatigue Damage: ○○○○○ ○
Stun: ○ Unconscious: ○

Movement (Meters per Turn)
Walk: 11 Climb: 3
Run/Evade: 22 Crawl: 3
Sprint: 44 Swim: 12

Personal Armor (Loc)		Armor Type	BAR (M/B/E/X)
Main	(Torso):	Cooling Suit	(2/2/1/1)
Neurohelmet	(Head):	Neurohelmet	(2/3/2/1)
Boots	(Feet):	Boots	(3/5/5/3)
Cooling Suit	(Arms/Legs):	Cooling Suit	(1/1/1/1)

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	2	0/2	(Melee)	N/A	
Laser Pistol	3	4E/3	(15/35/80/225)	2 pps	w/2 reloads
Submachine Gun	3	3B/3B	(5/16/35/80)	50	w.2 reloads
		/	(/ / /)		

SKILLS

Skill	Lvl	Links	TN/C	XP
Acting/Intimidation	3	CHA	8/CB	
Career/Soldier	2	INT	7/SB	
Cyrptography	2	INT+WIL	9/CA	
Escape Artist	1	STR+DEX	9/CA	
Gunnery/'Mech	5	RFL+DEX	8/SA	
Interest/Clan Remembrance	2	INT	8/CB	
Interest/Dark Caste	1	INT	8/CB	
Investigation	1	INT+WIL	9/CA	
Language/English	2	INT+CHA	8/SA	
Leadership	1	WIL+CHA	8/SA	
Martial Arts	2	RFL	7/SB	
Medtech	1	INT	7/SB	
Melee Weapons	1	DEX	7/SB	
Navigation/Ground	2	INT	7/SB	
Negotiation	1	CHA	8/CB	

Skill	Lvl	Links	TN/C	XP
Piloting/'Mech	4	RFL+DEX	8/SA	
Protocol/Jade Falcons	2	WIL+CHA	9/CA	
Running	1	RFL	7/SB	
Sensor Operations	1	INT+WIL	8/SA	
Small Arms	3	DEX	7/SB	
Survival/Forests	1	BOD+INT	9/CA	
Swimming	1	STR	7/SB	
Tactics/Land	2	INT+WIL	9/CA	
			/	
			/	
			/	
			/	
			/	
			/	
			/	

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BATTLETECH
A TIME OF WAR

CHARACTER RECORD SHEET

CATALYST game labs

PERSONAL DATA

Name: Michaela
Player:
Height: 169 cm
Weight: 59 kg
Affiliation: Clan Jade Falcon
Hair: blond
Eyes: blue
Extra:

ATTRIBUTES

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

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Attractive	+2	see p. 108	
Compulsion/Arrogant	-2	see p. 110	
Compulsion/Vain	-3	see p. 110	
Fit	+2	see p. 117	
Phenotype: Clan MechWarrior	0	see p. 121	
Rank	+3	see p. 123	
Trueborn	+2	see p. 109	
Vehicle	+3	see p. 128	

COMBAT DATA

Condition Monitor
Standard Damage: ○○○○○ ○○○○
Fatigue Damage: ○○○○○ ○○○

Stun: ○ Unconscious: ○

Movement (Meters per Turn)
Walk: 9 Climb: 3
Run/Evade: 20 Crawl: 3
Sprint: 40 Swim: 10

Personal Armor (Loc)		Armor Type	BAR (M/B/E/X)
Main	(Torso):	Cooling Suit	(2/2/1/1)
Neurohelmet	(Head):	Neurohelmet	(2/3/2/1)
Boots	(Feet):	Boots	(3/5/5/3)
Cooling Suit	(Arms/Legs):	Cooling Suit	(1/1/1/1)

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	2	0/1	(Melee)	N/A	
Laser Pistol	2	4E/3	(15/35/80/225)	2 pps	w/2 reloads
		/	(/ / / /)		
		/	(/ / / /)		

SKILLS

Skill	Lvl	Links	TN/C	XP
Acrobatics	3	RFL	7/SB	
Acting/Seduction	1	CHA	8/CB	
Acting/Intimidation	1	CHA	8/CB	
Appraisal	1	INT	8/CB	
Career/Soldier	1	INT	7/SB	
Disguise	1	CHA	7/SB	
Gunnery/'Mech	6	RFL+DEX	8/SA	
Interest/Clan Remembrance	2	INT	8/CB	
Interest/Fashion	1	INT	8/CB	
Language/English	2	INT+CHA	8/SA	
Leadership	1	INT+CHA	8/SA	
Martial Arts	2	RFL	7/SB	
Medtech	1	INT	7/SB	
Melee Weapons	1	DEX	7/SB	
Navigation/Ground	1	INT	7/SB	
Negotiation	2	CHA	8/SB	
Perception	2	INT	7/SB	
Piloting/'Mech	5	RFL+DEX	8/SA	
Protocol/Jade Falcons	2	WIL+CHA	9/CA	
Running	1	RFL	7/SB	
Sensor Operations	1	INT+WIL	8/SA	
Small Arms	2	DEX	7/SB	
Survival/Forests	1	BOD+INT	9/CA	
Swimming	1	STR	7/SB	
Tactics/Land	2	INT+WIL	9/CA	
Zero-G Operations	1	RFL	7/SB	

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BATTLETECH
A TIME OF WAR

CHARACTER RECORD SHEET

CATALYST game labs

PERSONAL DATA

Name: Edward
Player:
Height: 173 cm
Weight: 92 kg
Affiliation: Clan Jade Falcon
Hair: blond
Eyes: brown
Extra:

ATTRIBUTES

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

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Compulsion/Arrogance	-1	see p. 110	
Compulsion/Falcon Pride	-2	see p. 110	
Fit	+2	see p. 117	
Impatient	-2	see p. 119	
Phenotype: Clan MechWarrior	0	see p. 121	
Rank	+3	see p. 123	
Trueborn	+2	see p. 109	
Vehicle	+3	see p. 128	

COMBAT DATA

Condition Monitor
Standard Damage: ○○○○○ ○○○○○
Fatigue Damage: ○○○○○ ○
Stun: ○ Unconscious: ○

Movement (Meters per Turn)
Walk: 11 Climb: 6
Run/Evade: 22 Crawl: 3
Sprint: 44 Swim: 11

Personal Armor (Loc)		Armor Type	BAR (M/B/E/X)
Main	(Torso):	Cooling Suit	(2/2/1/1)
Neurohelmet	(Head):	Neurohelmet	(2/3/2/1)
Boots	(Feet):	Boots	(3/5/5/3)
Cooling Suit	(Arms/Legs):	Cooling Suit	(1/1/1/1)

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	6	0/1	(Melee)	N/A	
Laser Pistol	3	4E/3	(15/35/80/225)	2 pps	w/ 4 reloads
		/	(/ / /)		
		/	(/ / /)		

SKILLS

Skill	Lvl	Links	TN/C	XP
Acrobatics	1	RFL	7/SB	
Acting/Intimidation	2	CHA	8/CB	
Career/Soldier	3	INT	7/SB	
Climbing	1	DEX	7/SB	
Gunnery/'Mech	5	RFL+DEX	8/SA	
Interest/Clan Rembrance	3	INT	8/CB	
Language/English	3	INT+CHA	8/SA	
Leadership	1	WIL+CHA	8/SA	
Martial Arts	6	RFL+DEX	8/SA	
Medtech	2	INT	7/SB	
Melee Weapons	2	DEX	7/SB	
Navigation/Ground	2	INT	7/SB	
Negotiation	1	CHA	8/CB	
Piloting/'Mech	4	RFL+DEX	8/SA	
Protocol/Jade Falcons	2	WIL+CHA	9/CA	

Skill	Lvl	Links	TN/C	XP
Sensor Operations	1	INT+WIL	8/SA	
Small Arms	3	DEX	7/SB	
Survival/Forests	1	BOD+INT	9/CA	
Swimming	1	STR	7/SB	
Tactics/Land	2	INT+WIL	9/CA	
			/	
			/	
			/	
			/	
			/	
			/	
			/	
			/	
			/	
			/	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Nexus II NXS2-A

Movement Points:
Walking: 8
Running: 12
Jumping: 6

Tonnage: 25
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C³CPU	CT	—	[E]	—	—	—	—
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Small Laser	RA	2	3 [DE]	—	2	4	5
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	ER Small Laser	LA	2	3 [DE]	—	2	4	5

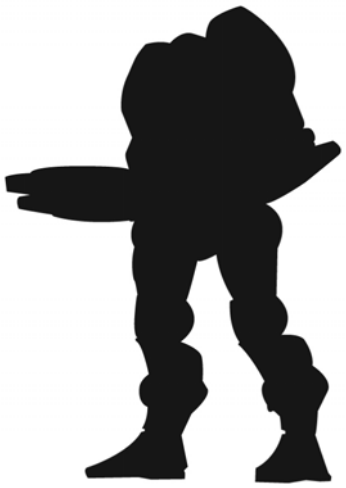
Cost: BV: 702

WARRIOR DATA

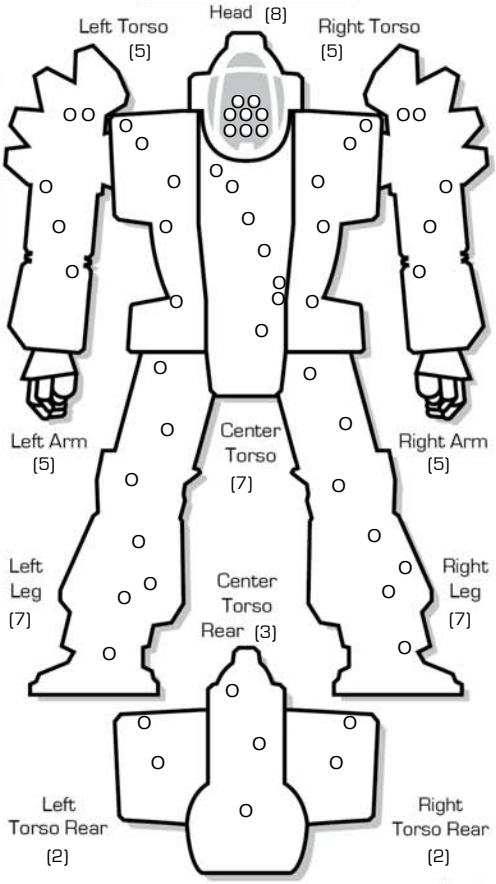
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Medium Laser
5. ER Small Laser
6. Endo Steel

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

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. Jump Jet

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
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. Jump Jet
6. Jump Jet

Head

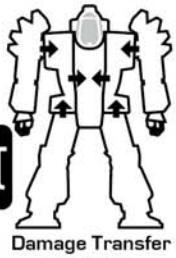
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Improved C³CPU
6. Improved C³CPU

Engine Hits OOO
Gyro Hits OO
Sensor Hits OO
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Medium Laser
5. ER Small Laser
6. Endo Steel

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

Right Torso

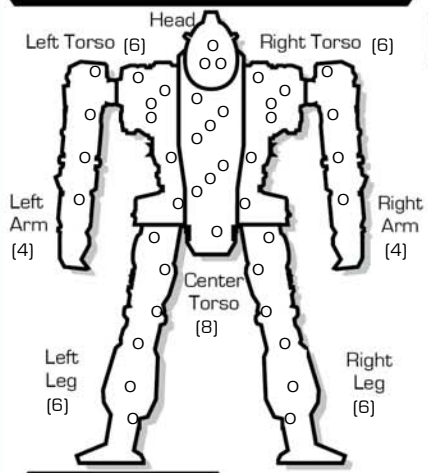
1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Jump Jet

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
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. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
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	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Hellion Prime

Movement Points:
Walking: 7
Running: 11 [14]
Jumping: 0

Tonnage: 30
Tech Base: Clan
Year: 3059

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	7 [DE]	—	5	10	15
1	LRM 10	RT	4	1/Msl [M,C,S]	—	7	14	21
1	Streak SRM 2	RT	2	2/Msl [M,C]	—	4	8	12
2	Streak SRM 2	LT	2	2/Msl [M,C]	—	4	8	12
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

Cost: BV: 1,873

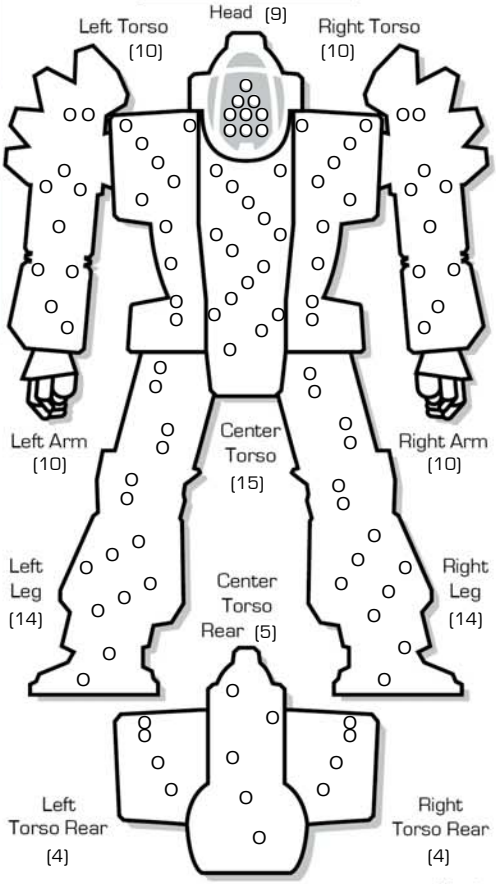
WARRIOR DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

ARMOR DIAGRAM



CRITICAL HIT TABLE

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

1-3

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Streak SRM 2
4. Streak SRM 2
5. Ammo (Streak SRM 2) 50
6. Endo Steel

1-3

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

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. [Double Heat Sink
6. L Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

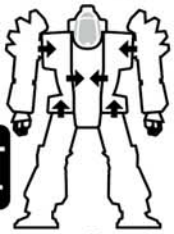
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

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

1-3

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

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. MASC
4. LRM 10
5. Streak SRM 2
6. Ammo (LRM 10) 12

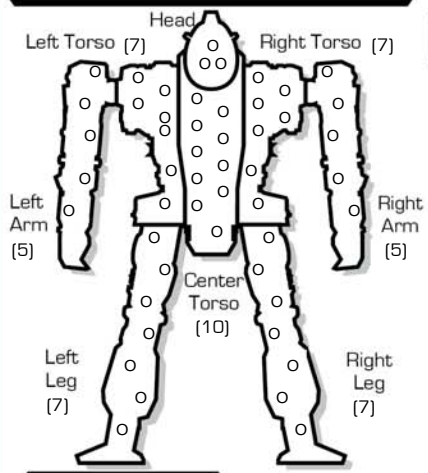
1-3

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

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. [Double Heat Sink
6. L Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
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	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Incubus

Movement Points:
Walking: 9
Running: 14
Jumping: 0

Tonnage: 30
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
2	Machine Gun	RT	0	2 [DB,AI]	—	1	2	3
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
2	Machine Gun	LT	0	2 [DB,AI]	—	1	2	3
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20

Cost:

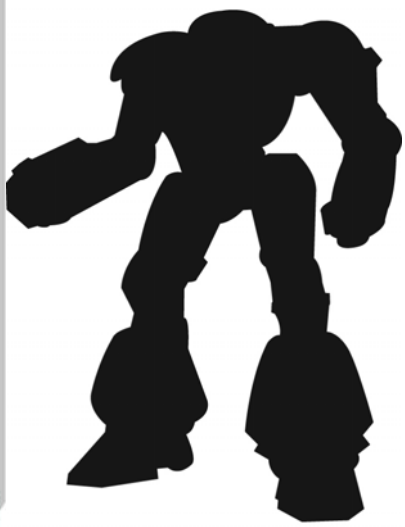
BV: 1,596

WARRIOR DATA

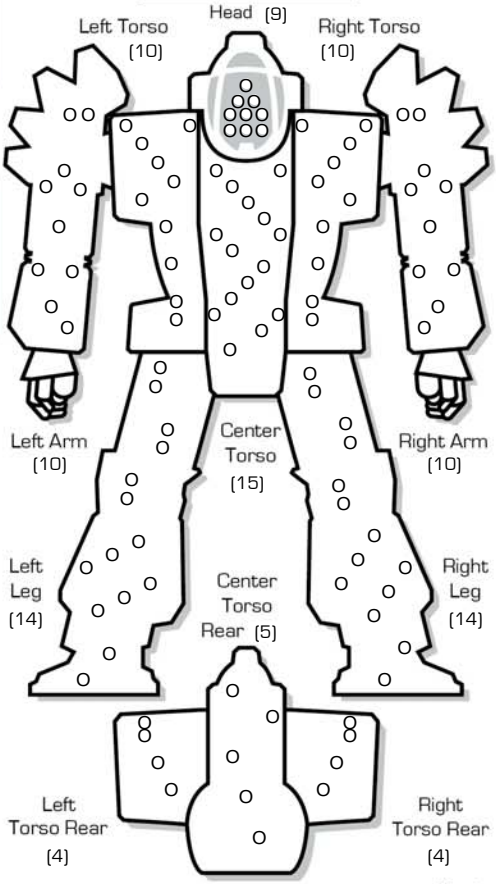
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser
4. Machine Gun
5. Machine Gun
6. Endo Steel

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

Head

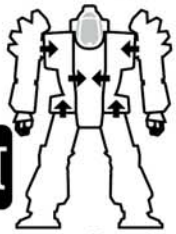
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso (CASE)

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ammo (Machine Gun) 100
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Pulse Laser
6. Large Pulse Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

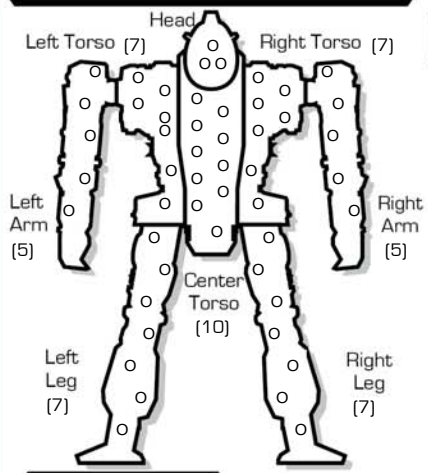
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser
4. Machine Gun
5. Machine Gun
6. Endo Steel

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
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	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Cougar A

Movement Points:
Walking: 5
Running: 8
Jumping: 0

Tonnage: 35
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	HD	2	3 [P]	—	2	4	6
1	LRM 20 w/Artemis IV FCS	RT	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20 w/Artemis IV FCS	LT	6	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

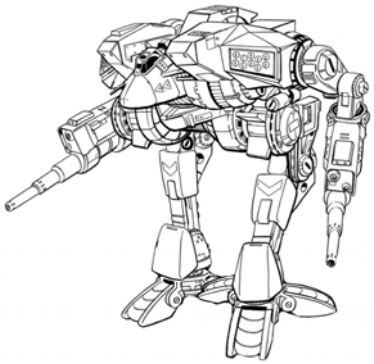
Cost: BV: 1,697

WARRIOR DATA

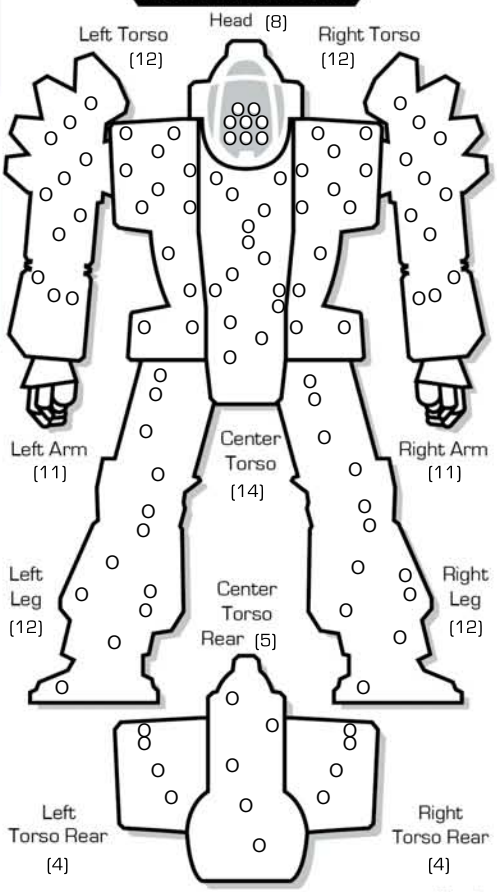
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Double Heat Sink
5. Double Heat Sink
6. ER Medium Laser

1. Ammo (LRM 20 Artemis) 6
2. Ammo (LRM 20 Artemis) 6
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

1. Artemis IV FCS
2. Endo Steel
4-6 3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

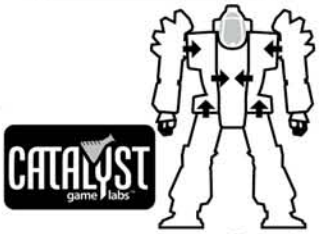
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Pulse Laser
5. Sensors
6. Life Support

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Double Heat Sink
5. Double Heat Sink
6. ER Medium Laser

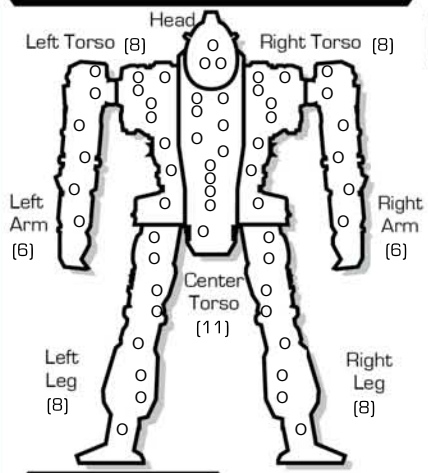
1. Ammo (LRM 20 Artemis) 6
2. Ammo (LRM 20 Artemis) 6
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. Double Heat Sink
4. Double Heat Sink
5. LRM 20
6. LRM 20

1. LRM 20
2. LRM 20
4-6 3. Artemis IV FCS
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
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	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Jenner IIC

Movement Points:
- Walking: 9
- Running: 14
- Jumping: 7

Tonnage: 35
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 4	CT	3	2/Msl [M,C]	—	4	8	12
1	SRM 6	RA	4	2/Msl [M,C]	—	3	6	9
1	SRM 6	LA	4	2/Msl [M,C]	—	3	6	9

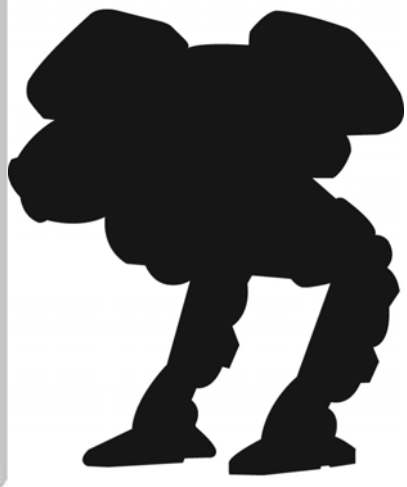
Cost: **BV:** 1,047

WARRIOR DATA

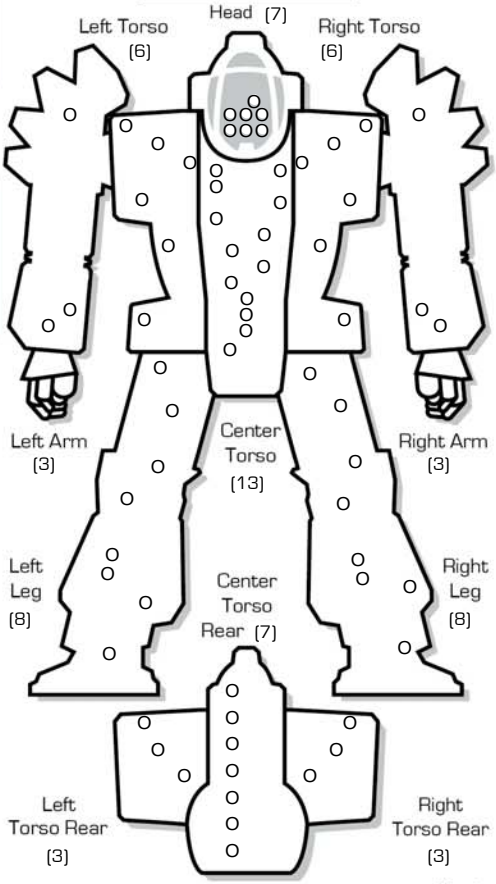
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. SRM 6
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Ammo (SRM 6) 15
5. Endo Steel
6. Endo Steel

1-3

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

4-6

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

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

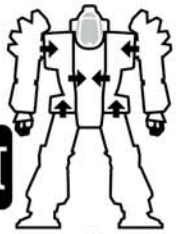
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Streak SRM 4

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. SRM 6
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Ammo (Streak SRM 4) 25
5. Ammo (SRM 6) 15
6. Endo Steel

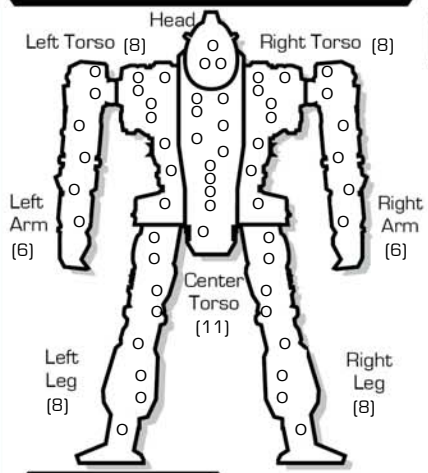
1-3

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

4-6

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
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	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Wolfhound WLF-2

Movement Points:
Walking: 6
Running: 9
Jumping: 0

Tonnage: 35
Tech Base: Inner Sphere
Year: 3050

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Medium Laser(R)	CT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19

Cost:

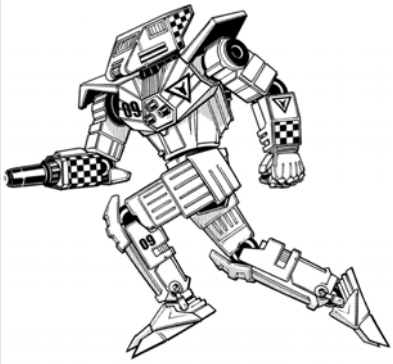
BV: 1,061

WARRIOR DATA

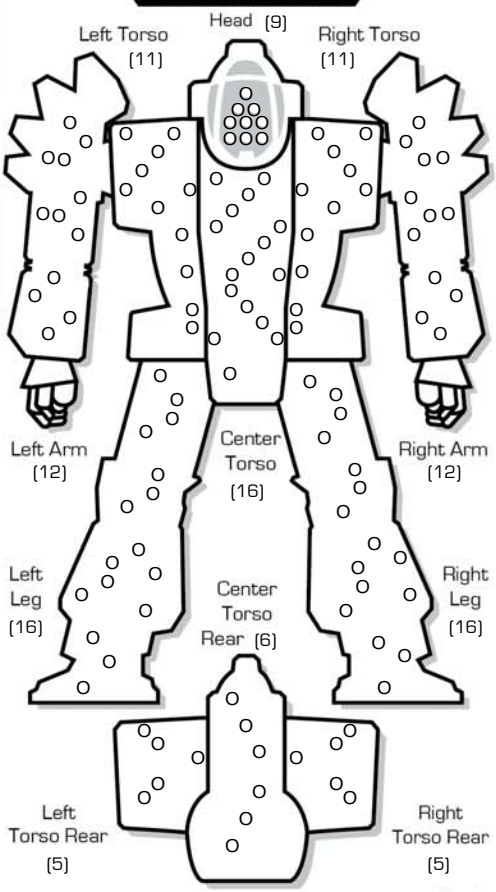
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Medium Laser
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

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

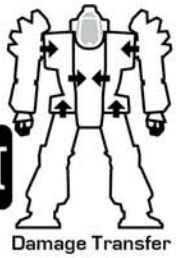
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser (R)
6. Medium Laser

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Large Laser
5. ER Large Laser
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Medium Laser
5. Roll Again
6. Roll Again

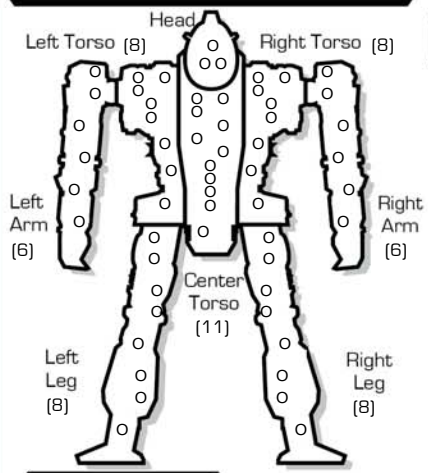
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
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	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Grendel Prime

Movement Points:
Walking: 7
Running: 11
Jumping: 7

Tonnage: 45
Tech Base: Clan
Year: 3058

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	7 [DE]	—	5	10	15
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Small Laser	RA	2	5 [DE]	—	2	4	6
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

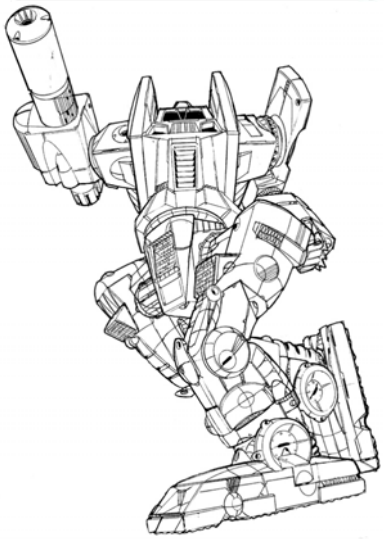
Cost: **BV:** 2,290

WARRIOR DATA

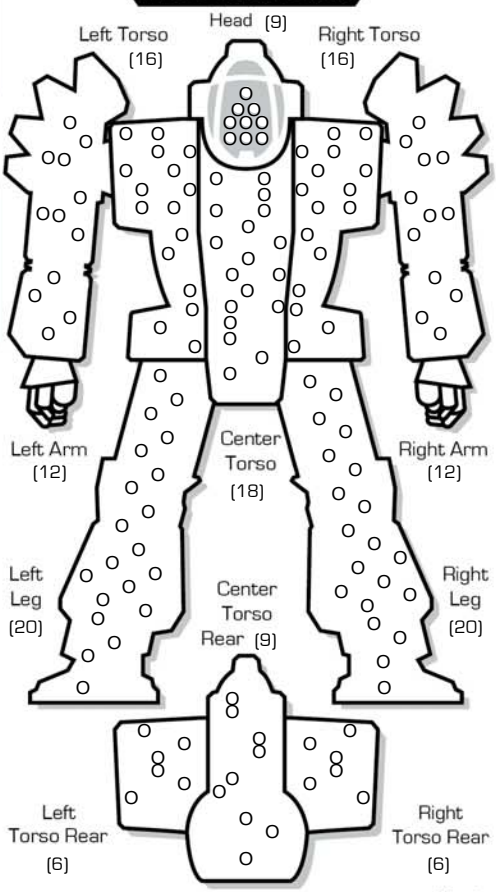
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

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

1-3
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Endo Steel

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

4-6

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

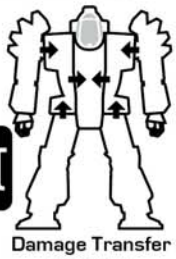
Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER Large Laser
4. ER Small Laser
5. Endo Steel
6. Ferro-Fibrous

1-3
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

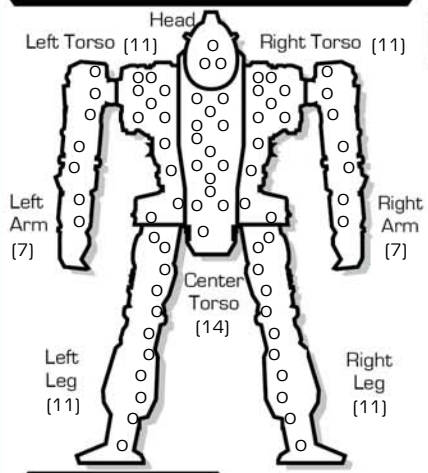
Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Streak SRM 6
4. Streak SRM 6
5. Ammo (Streak SRM 6) 15
6. Double Heat Sink

1-3
1. Double Heat Sink
2. Jump Jet
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

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

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	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Ice Ferret H

Movement Points:
Walking: 8
Running: 12
Jumping: 0

Tonnage: 45
Tech Base: Clan
Year: 3061

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Heavy Medium Laser	RA	7	10 [DE]	—	3	6	9
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	SRM 6	LA	4	2/Msl [M,C]	—	3	6	9

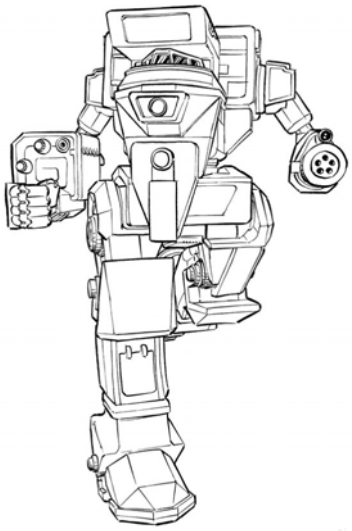
Cost: **BV:** 1,619

WARRIOR DATA

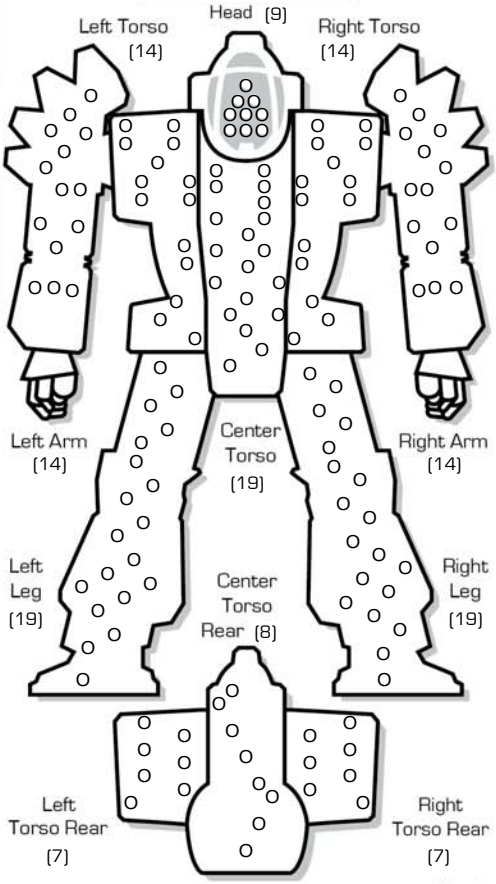
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. SRM 6

1-3

1. Ammo (SRM 6) 15
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

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

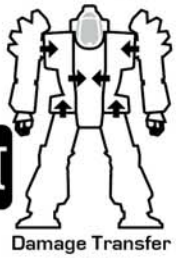
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heavy Medium Laser
6. Heavy Medium Laser

1-3

1. Heavy Medium Laser
2. Heavy Medium Laser
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Endo Steel
6. Ferro-Fibrous

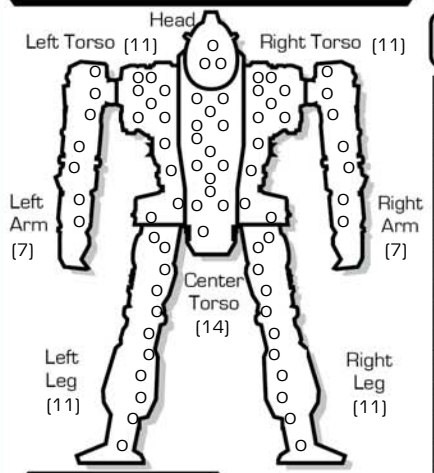
1-3

1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

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 Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 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
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+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Shadow Cat C

Movement Points:
- Walking: 6
- Running: 9 [12]
- Jumping: 6

Tonnage: 45
Tech Base: Clan
Year: 3054

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Narc	RT	0	[M]	—	4	8	12
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	ATM 6	RA	4	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ATM 6	LA	4	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

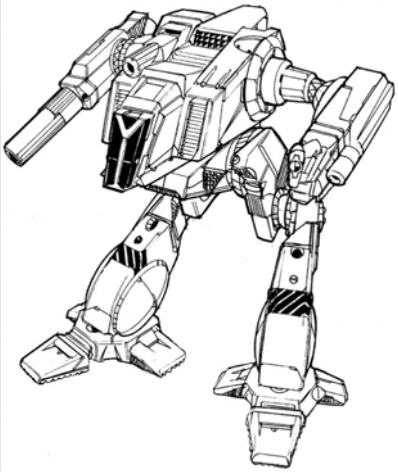
Cost: **BV:** 2,199

WARRIOR DATA

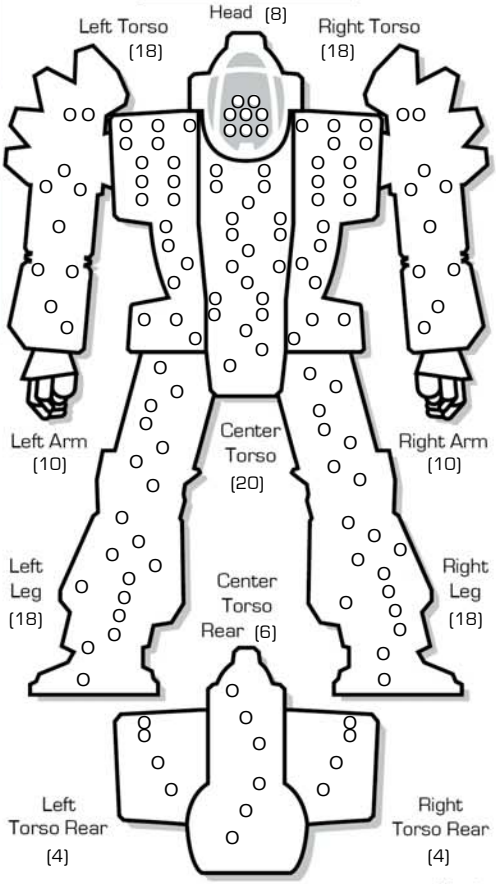
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. ATM 6 (1-3)
4. ATM 6 (1-3)
5. ATM 6 (1-3)
6. ER Medium Laser

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

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet (1-3)
4. ER Medium Laser (1-3)
5. Ammo (ATM 6) 10 (1-3)
6. Ammo (ATM 6 ER) 10 (1-3)

1. Ammo (ATM 6 HE) 10 (4-6)
2. Endo Steel (4-6)
3. Ferro-Fibrous (4-6)
4. Ferro-Fibrous (4-6)
5. Ferro-Fibrous (4-6)
6. Roll Again (4-6)

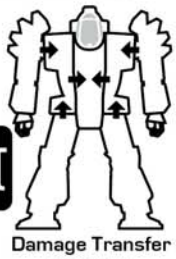
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

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

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)

1. Gyro (4-6)
2. XL Fusion Engine (4-6)
3. XL Fusion Engine (4-6)
4. XL Fusion Engine (4-6)
5. MASC (4-6)
6. MASC (4-6)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ATM 6 (1-3)
4. ATM 6 (1-3)
5. ATM 6 (1-3)
6. ER Medium Laser

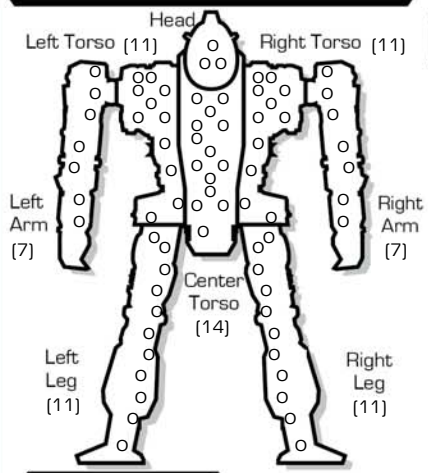
1. Endo Steel
2. Endo Steel
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet (1-3)
4. Narc (1-3)
5. Ammo (Narc) 6 (1-3)
6. Ammo (Narc) 6 (1-3)

1. Endo Steel (4-6)
2. Ferro-Fibrous (4-6)
3. Ferro-Fibrous (4-6)
4. Ferro-Fibrous (4-6)
5. Ferro-Fibrous (4-6)
6. Roll Again (4-6)

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
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	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Starslayer STY-3C

Movement Points:			
Walking:	5	Tonnage:	50
Running:	8	Tech Base:	Inner Sphere
Jumping:	5	Year:	3058

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser(R)	HD	1	3 [DE]	—	1	2	3
1	Large Laser	RT	8	8 [DE]	—	5	10	15
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	SRM 4	LT	3	2/Msl [M,C]	—	3	6	9
1	Large Laser	RA	8	8 [DE]	—	5	10	15

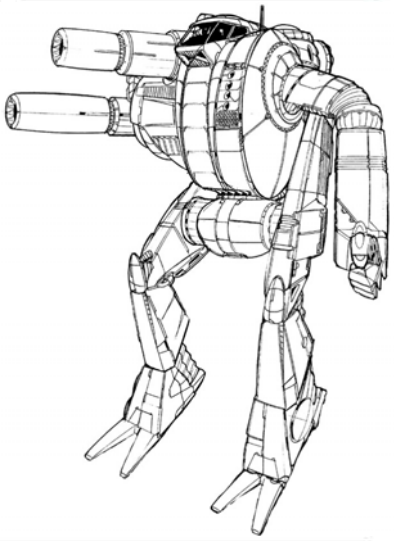
Cost: **BV:** 1,508

WARRIOR DATA

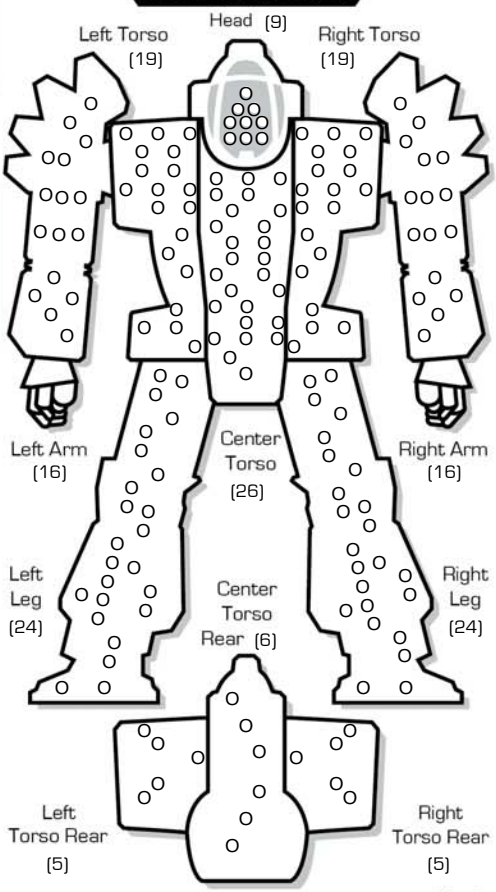
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1-3

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

4-6

Left Torso
1. Jump Jet
2. Jump Jet
3. SRM 4
4. Medium Laser
5. Medium Laser
6. Ammo (SRM 4) 25

1-3

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

4-6

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser (R)
5. Sensors
6. Life Support

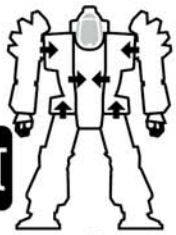
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Large Laser
4. Large Laser
5. Endo Steel
6. Endo Steel

1-3

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

4-6

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Jump Jet
5. Jump Jet
6. Large Laser

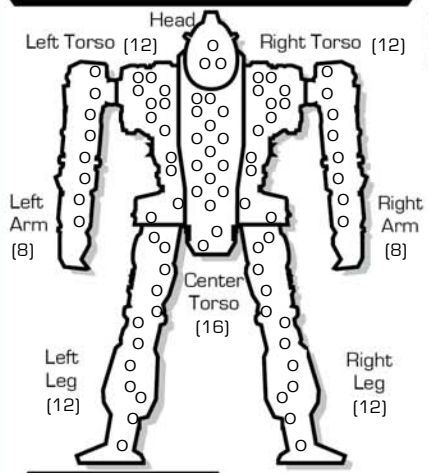
1-3

1. Large Laser
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
30	Shutdown	O O
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	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

(Primitive)

'MECH DATA

Type: Dervish DV-1S

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 3

Tonnage: 55
Tech Base: Inner Sphere (Intro)
Year: 3025

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	RT	4	1/Msl [M,C,S]	6	7	14	21
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	RA	2	2/Msl [M,C]	—	3	6	9
1	SRM 2	LA	2	2/Msl [M,C]	—	3	6	9

Cost:

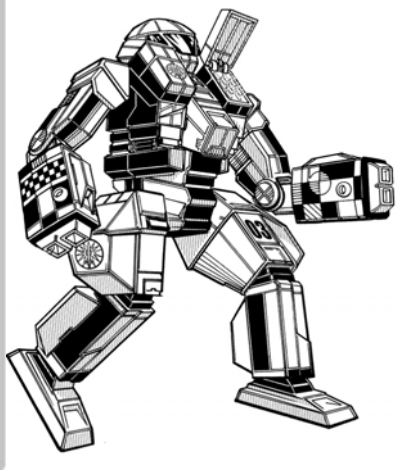
BV: 858

WARRIOR DATA

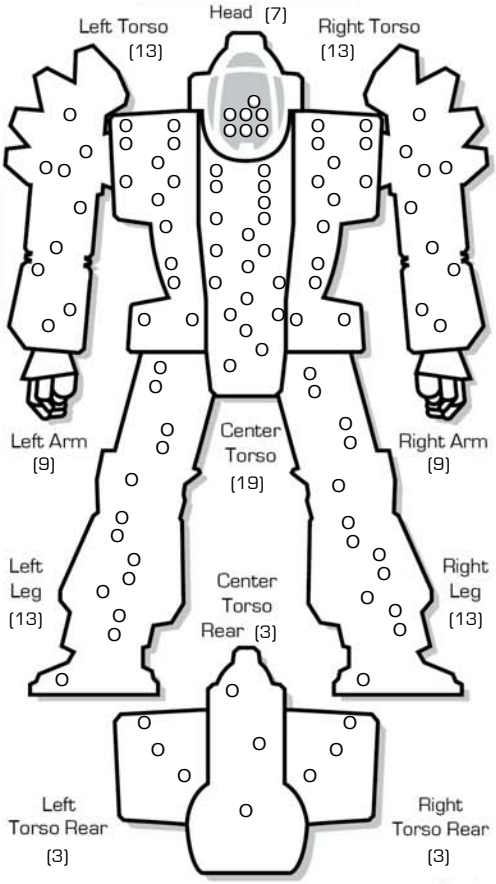
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. SRM 2
5. Ammo (SRM 2) 50
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. LRM 10
2. LRM 10
3. Ammo (LRM 10) 12
4. Roll Again
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

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

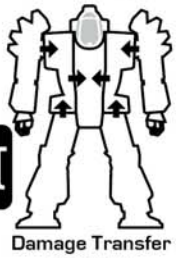
Center Torso
1. Primitive Fusion Engine
2. Primitive Fusion Engine
3. Primitive Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Primitive Fusion Engine
3. Primitive Fusion Engine
4. Primitive Fusion Engine
5. Jump Jet
6. Roll Again

4-6

Engine Hits OOO
Gyro Hits OO
Sensor Hits OO
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. SRM 2
5. Ammo (SRM 2) 50
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso
1. LRM 10
2. LRM 10
3. Ammo (LRM 10) 12
4. Roll Again
5. Roll Again
6. Roll Again

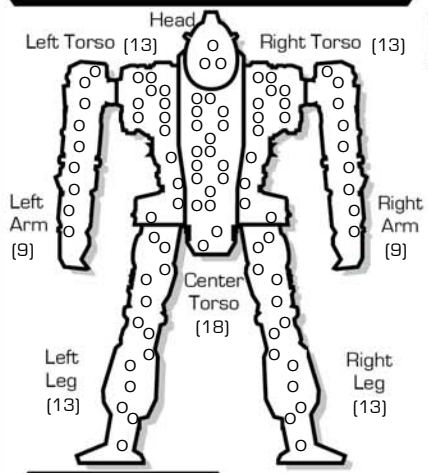
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	O
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	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Rifleman RFL-8D

Movement Points:
Walking: 4
Running: 6
Jumping: 4

Tonnage: 60
Tech Base: Inner Sphere
Year: 3067

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Rotary AC/5	RA	1	5/Sht [DB,R,C]	—	5	10	15
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Rotary AC/5	LA	1	5/Sht [DB,R,C]	—	5	10	15

Cost:

BV: 1,777

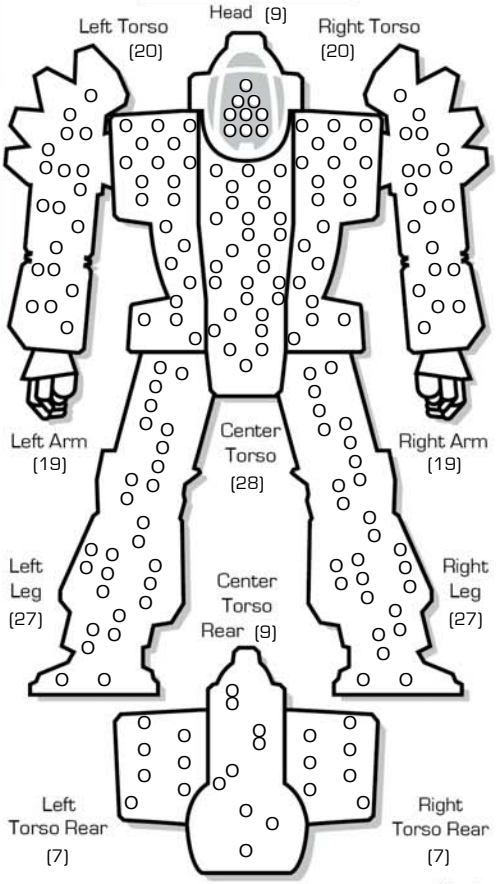
WARRIOR DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Rotary AC/5
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

(1-3)

1. Rotary AC/5
2. Rotary AC/5
3. ER Medium Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

(4-6)

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

(1-3)

1. Ammo (RAC/5) 20
2. Ammo (RAC/5) 20
3. Ammo (RAC/5) 20
4. Endo Steel
5. Endo Steel
6. Endo Steel

(4-6)

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

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

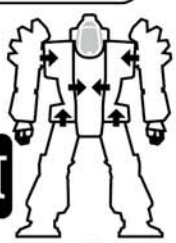
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

(1-3)

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

(4-6)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Rotary AC/5
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

(1-3)

1. Rotary AC/5
2. Rotary AC/5
3. ER Medium Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

(4-6)

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

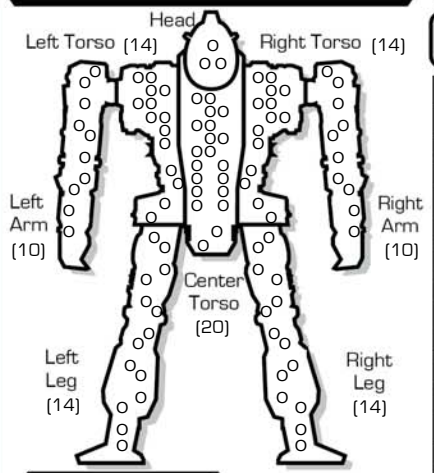
(1-3)

1. Ammo (RAC/5) 20
2. Ammo (RAC/5) 20
3. Ammo (RAC/5) 20
4. Endo Steel
5. Endo Steel
6. Endo Steel

(4-6)

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	
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	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Barghest BGS-1T

Movement Points:
Walking: 5
Running: 8
Jumping: 0

Tonnage: 70
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 20-X AC	CT/RT	6	20 [DB,C/F/S]	—	4	8	12
2	ER Large Laser	LT	12	8 [DE]	—	7	14	19

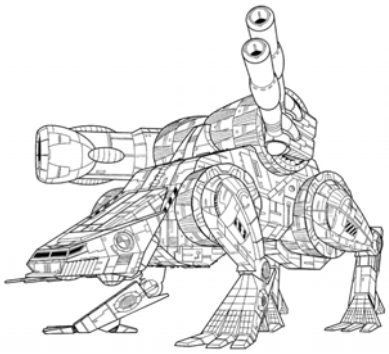
Cost: **BV:** 1,787

WARRIOR DATA

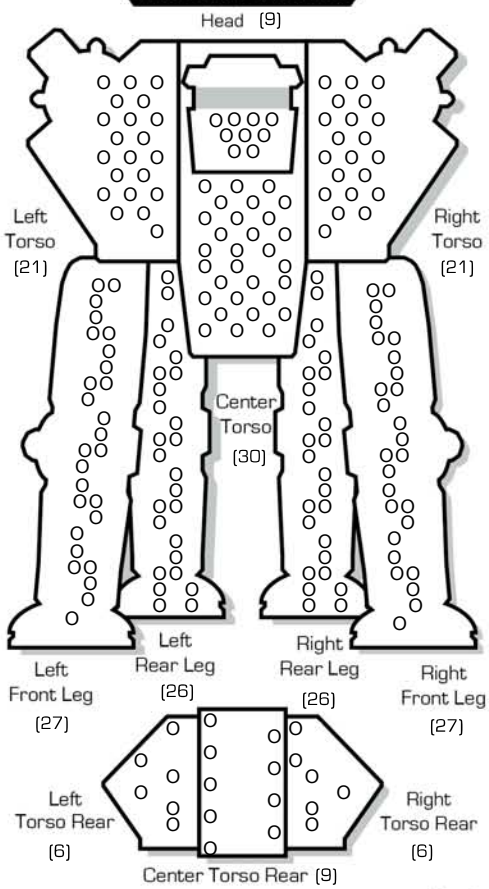
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

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

Left Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Roll Again
6. Roll Again

Center Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. LB 20-X AC
6. LB 20-X AC

Right Front Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Roll Again
6. Roll Again

Left Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER Large Laser
5. ER Large Laser
6. ER Large Laser

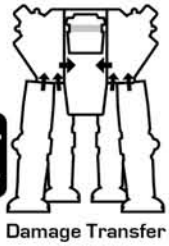
4-6:
1. ER Large Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Right Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

4-6:
1. LB 20-X AC
2. LB 20-X AC
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

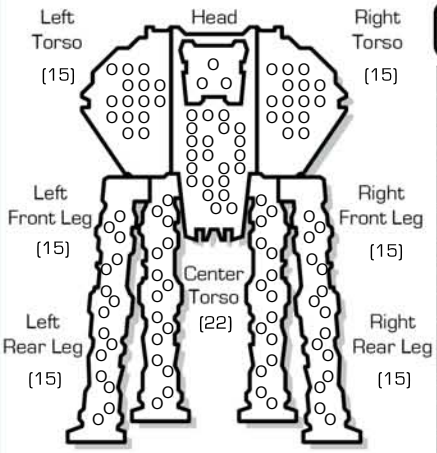
Left Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Ammo (LB 20-X) 5
6. Ammo (LB 20-X Cluster) 5



Damage Transfer Diagram

Right Rear Leg
1. Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Ammo (LB 20-X) 5
6. Ammo (LB 20-X Cluster) 5

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
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	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Gallowglas GAL-1GLS

Movement Points:
Walking: 4
Running: 6
Jumping: 3

Tonnage: 70
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	—	1	2	3
2	Large Laser	RT	8	8 [DE]	—	5	10	15
1	ER PPC	RA	15	10 [DE]	—	7	14	23
2	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

Cost:

BV: 1,695

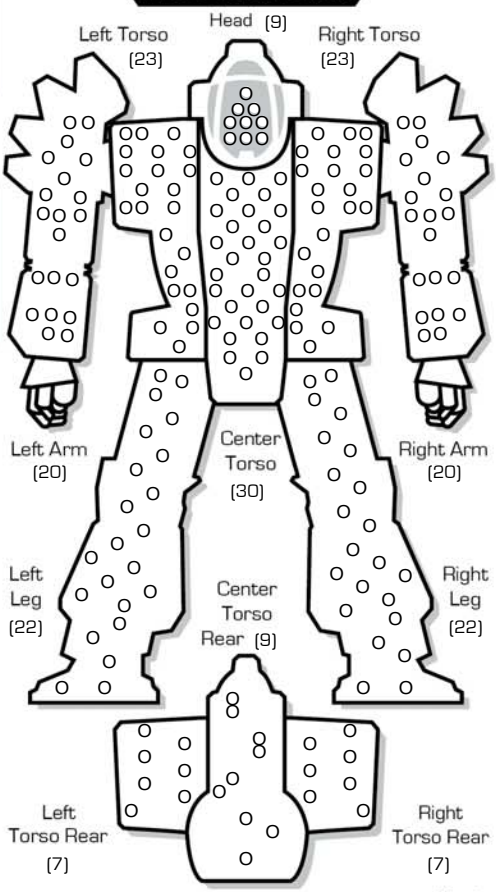
WARRIOR DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

ARMOR DIAGRAM



CRITICAL HIT TABLE

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

1. Double Heat Sink
2. Medium Pulse Laser
3. Medium Pulse Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

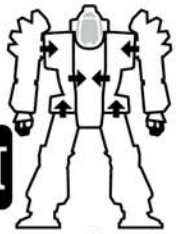
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

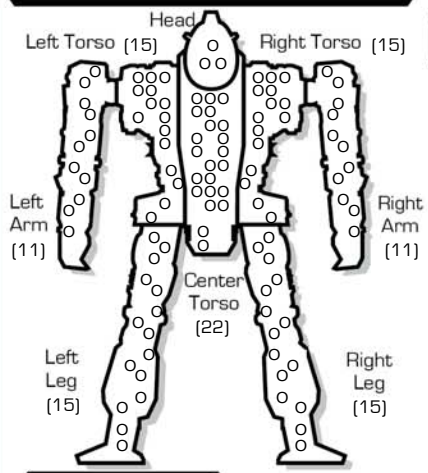
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER PPC
5. ER PPC
6. ER PPC

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Large Laser
2. Large Laser
3. Large Laser
4. Large Laser
5. Endo Steel
6. Endo Steel

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 18 (36) 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 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 O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Nova Cat A

Movement Points:		**Tonnage:**	70
Walking:	4	**Tech Base:**	Clan
Running:	6	**Era:**	Clan Invasion
Jumping:	4		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	RT	—	[E]	—	—	—	—
2	ER Large Laser	RA	12	10 [DE]	—	8	15	25
2	ER Large Laser	LA	12	10 [DE]	—	8	15	25

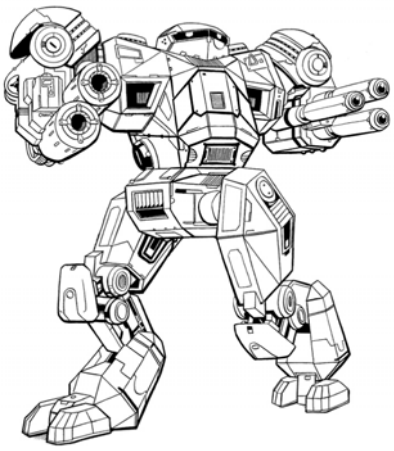
Cost: **BV:** 2,629

WARRIOR DATA

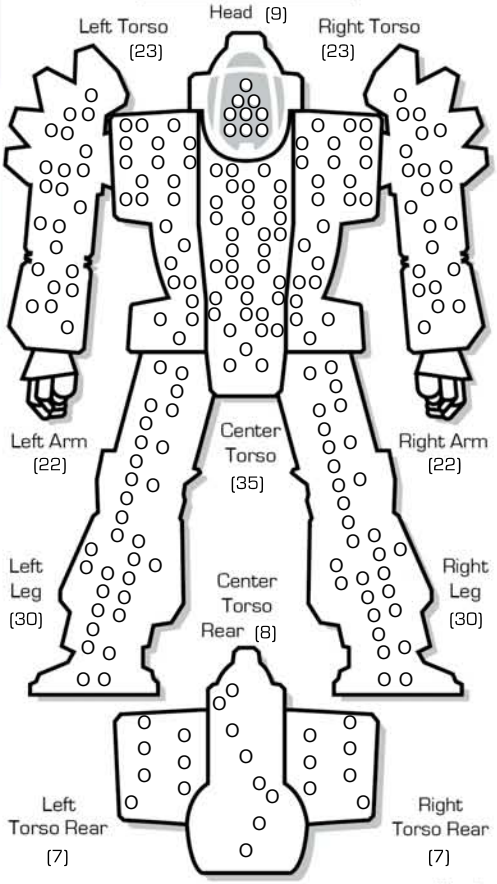
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. ER Large Laser
6. ER Large Laser

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
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

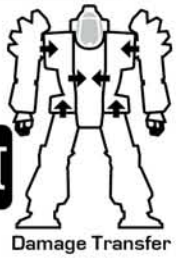
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. ER Large Laser
6. ER Large Laser

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine

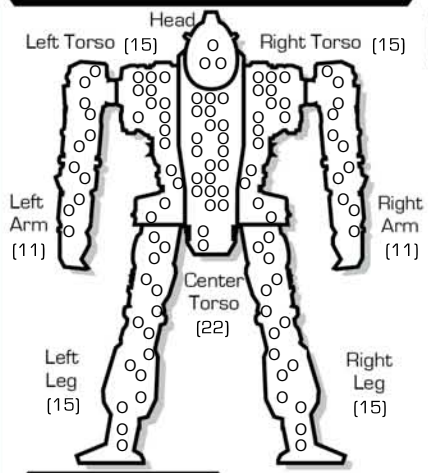
1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Jump Jet
2. Jump Jet
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

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 Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 25 (50) Double
30	Shutdown	O O O
28	Ammo Exp. avoid on 8+	O O O
26	Shutdown, avoid on 10+	O O O
25	-5 Movement Points	O O O
24	+4 Modifier to Fire	O O O
23	Ammo Exp. avoid on 6+	O O O
22	Shutdown, avoid on 8+	O O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	-3 Movement Points	O O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Timber Wolf H

Movement Points:		Tonnage:	75
Walking:	5	Tech Base:	Clan
Running:	8	Year:	3059
Jumping:	0		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6
1	LRM 20 w/Artemis IV FCS	RT	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20 w/Artemis IV FCS	LT	6	1/Msl [M,C,S]	—	7	14	21
1	Heavy Large Laser	RA	18	16 [DE]	—	5	10	15
1	Heavy Large Laser	LA	18	16 [DE]	—	5	10	15

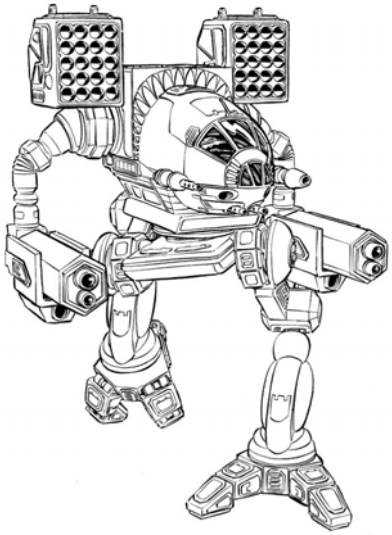
Cost: **BV:** 2,627

WARRIOR DATA

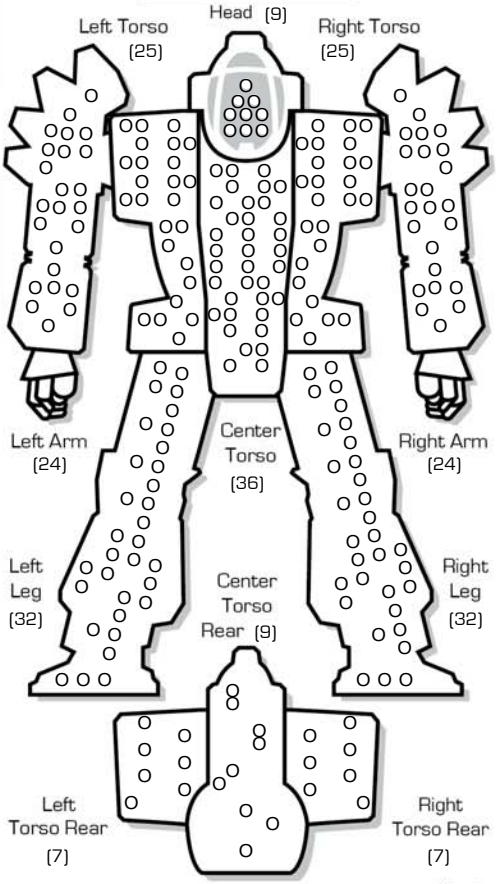
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3 4. Double Heat Sink
5. Double Heat Sink
6. Heavy Large Laser

1. Heavy Large Laser
2. Heavy Large Laser

4-6 3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine

1-3 3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

1. Artemis IV FCS
2. Ammo (LRM 20 Artemis) 6

4-6 3. Ammo (LRM 20 Artemis) 6
4. Endo Steel
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. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

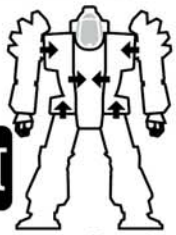
1. XL Fusion Engine
2. XL Fusion Engine

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

1. Gyro
2. XL Fusion Engine

4-6 3. XL Fusion Engine
4. XL Fusion Engine
5. ER Small Laser
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



CATALYST game labs

Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Heavy Large Laser

4-6 3. Heavy Large Laser
4. Heavy Large Laser
5. Ferro-Fibrous
6. Roll Again

Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine

1-3 3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

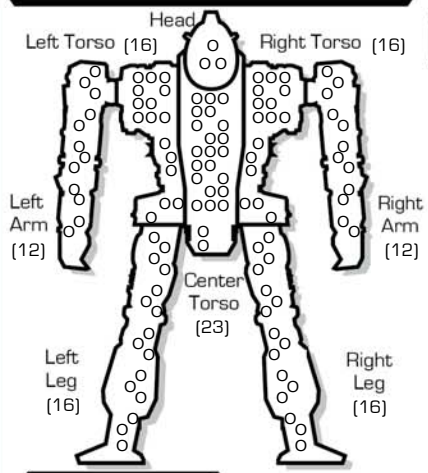
1. Artemis IV FCS
2. Ammo (LRM 20 Artemis) 6

4-6 3. Ammo (LRM 20 Artemis) 6
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 Scale

Overflow

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 18 (36) 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 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 O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: BattleMaster BLR-4S

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 0

Tonnage: 85
Tech Base: Inner Sphere
Year: 3067

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	SRM 6 w/Artemis IV FCS	LT	4	2/Msl [M,C]	—	3	6	9
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
2	Small Pulse Laser	LA	2	3 [P]	—	1	2	3

Cost:

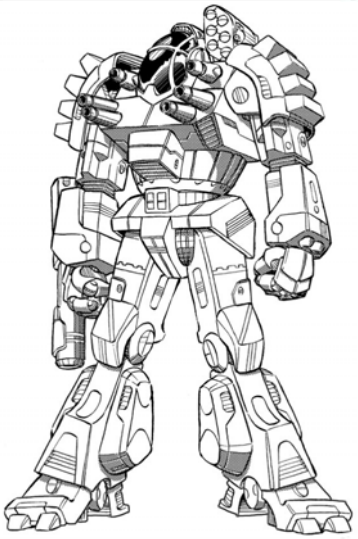
BV: 2,018

WARRIOR DATA

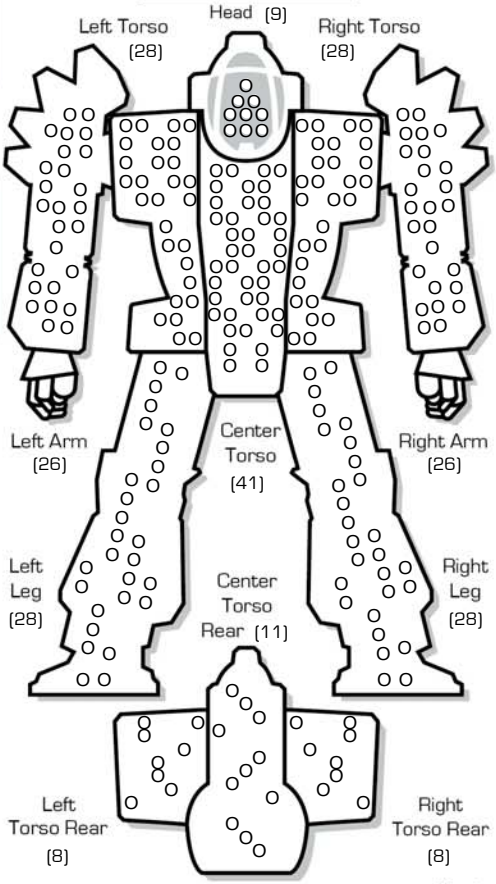
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Small Pulse Laser
6. Small Pulse Laser

1-3
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. SRM 6
4. SRM 6
5. Artemis IV FCS
6. ER Medium Laser

4-6
1. ER Medium Laser
2. Medium Laser
3. Ammo (SRM 6 Artemis) 15
4. Ammo (SRM 6 Artemis) 15
5. CASE
6. Ferro-Fibrous

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

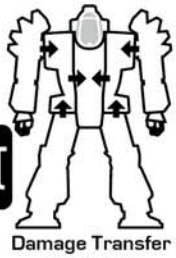
Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Gauss Rifle
6. Gauss Rifle

1-3
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Ferro-Fibrous

4-6

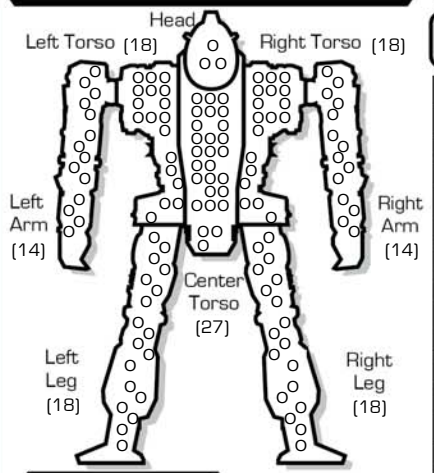
Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. ER Medium Laser
4. ER Medium Laser
5. Medium Laser
6. Ammo (Gauss) 8

1-3
1. Ammo (Gauss) 8
2. Ammo (Gauss) 8
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 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	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Emperor EMP-6A

Movement Points:
Walking: 3
Running: 5
Jumping: 3

Tonnage: 90
Tech Base: Inner Sphere
Year: 2612

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	LB 10-X AC	LA	2	10 [DB,C/F/S]	—	6	12	18

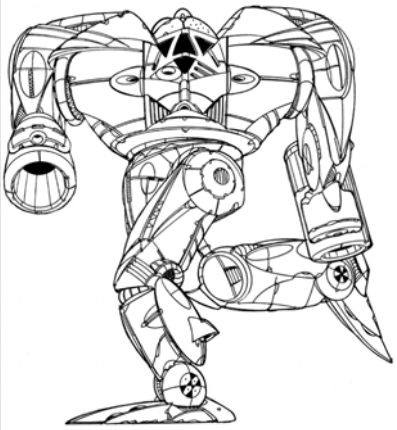
Cost: **BV:** 1,969

WARRIOR DATA

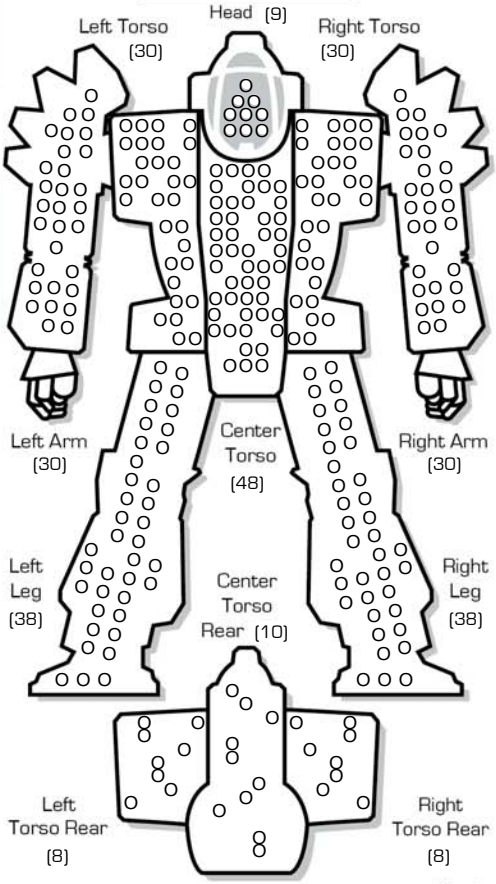
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3: 4. LB 10-X AC, 5. LB 10-X AC, 6. LB 10-X AC

1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC

4-6: 4. Large Laser, 5. Large Laser
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. Medium Pulse Laser
2. Ammo (LB 10-X Cluster) 10
3. Ammo (LB 10-X) 10

4-6: 4. CASE
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
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. Jump Jet
6. Roll Again

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

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3: 4. LB 10-X AC, 5. LB 10-X AC, 6. LB 10-X AC

1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC

4-6: 4. Large Laser, 5. Large Laser
6. Roll Again

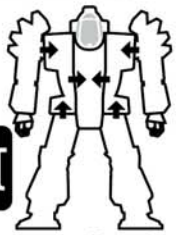
Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3: 4. Double Heat Sink, 5. Double Heat Sink, 6. Double Heat Sink

1. Medium Pulse Laser
2. Ammo (LB 10-X Cluster) 10
3. Ammo (LB 10-X) 10

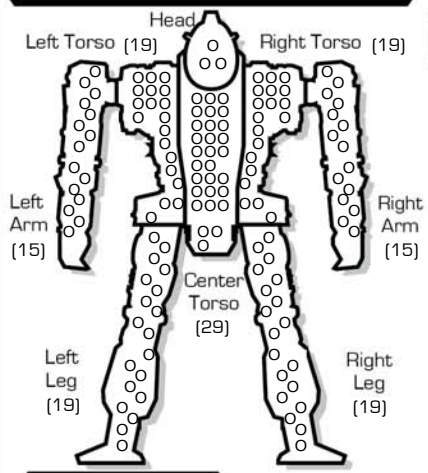
4-6: 4. CASE
5. Roll Again
6. Roll Again

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Mad Cat Mk II MC Mk II

Movement Points:
Walking: 4
Running: 6
Jumping: 3

Tonnage: 90
Tech Base: Clan
Year: 3062

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	LRM 10	RT	4	1/Msl [M,C,S]	—	7	14	21
2	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	LRM 10	LT	4	1/Msl [M,C,S]	—	7	14	21
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

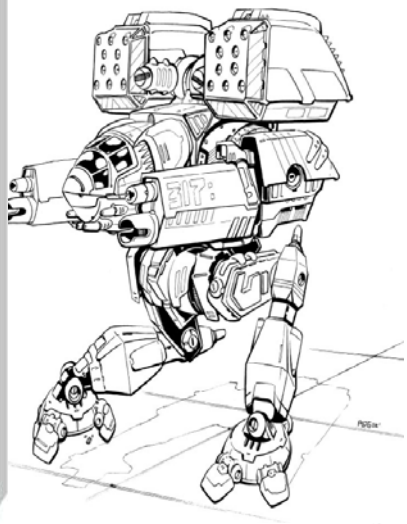
Cost: BV: 3,138

WARRIOR DATA

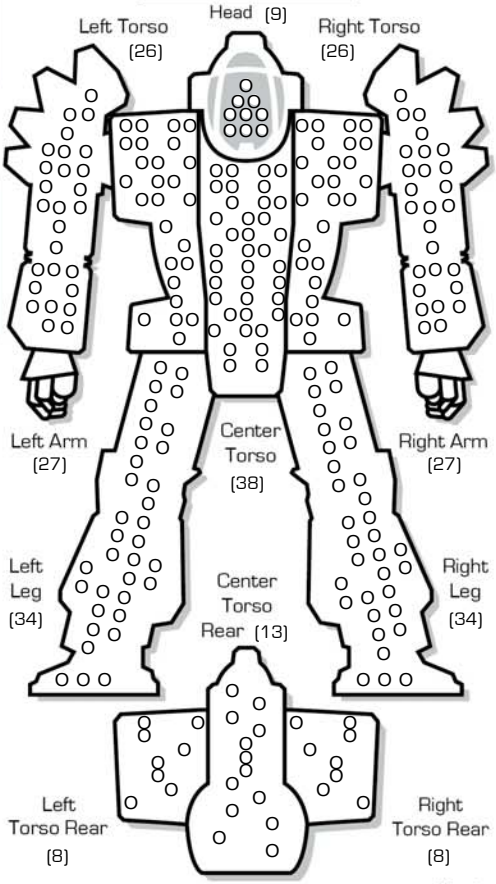
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
1-3: 3. Gauss Rifle, 4. Gauss Rifle, 5. Gauss Rifle, 6. Gauss Rifle
4-6: 1. Gauss Rifle, 2. Gauss Rifle, 3. Endo Steel, 4. Roll Again, 5. Roll Again, 6. Roll Again

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
1-3: 3. ER Medium Laser, 4. ER Medium Laser, 5. Jump Jet, 6. LRM 10
4-6: 1. Ammo (LRM 10) 12, 2. Ammo (Gauss) 8, 3. Ammo (Gauss) 8, 4. Endo Steel, 5. Endo Steel, 6. Endo Steel

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
1-3: 1. XL Fusion Engine, 2. XL Fusion Engine, 3. XL Fusion Engine, 4. Gyro, 5. Gyro, 6. Gyro
4-6: 1. Gyro, 2. XL Fusion Engine, 3. XL Fusion Engine, 4. XL Fusion Engine, 5. Jump Jet, 6. Endo Steel

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

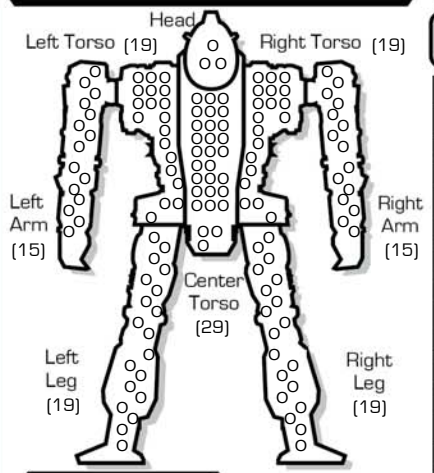
Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
1-3: 3. Gauss Rifle, 4. Gauss Rifle, 5. Gauss Rifle, 6. Gauss Rifle
4-6: 1. Gauss Rifle, 2. Gauss Rifle, 3. Ferro-Fibrous, 4. Roll Again, 5. Roll Again, 6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
1-3: 3. ER Medium Laser, 4. ER Medium Laser, 5. Jump Jet, 6. LRM 10
4-6: 1. Ammo (LRM 10) 12, 2. Ammo (Gauss) 8, 3. Ammo (Gauss) 8, 4. Ferro-Fibrous, 5. Ferro-Fibrous, 6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Atlas AS7-K

Movement Points:
Walking: 3
Running: 5
Jumping: 0

Tonnage: 100
Tech Base: Inner Sphere
Year: 3039

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser(R)	CT	4	6 [P]	—	2	4	6
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	AMS	LA	1	1 [DB,PD]	—	0	0	—
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19

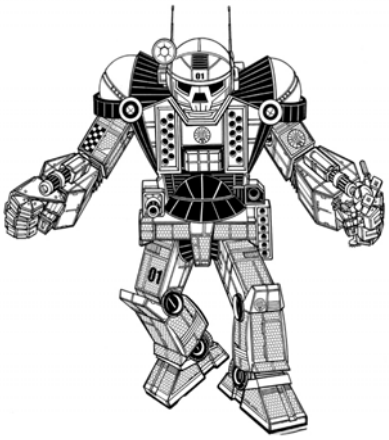
Cost: **BV:** 2,175

WARRIOR DATA

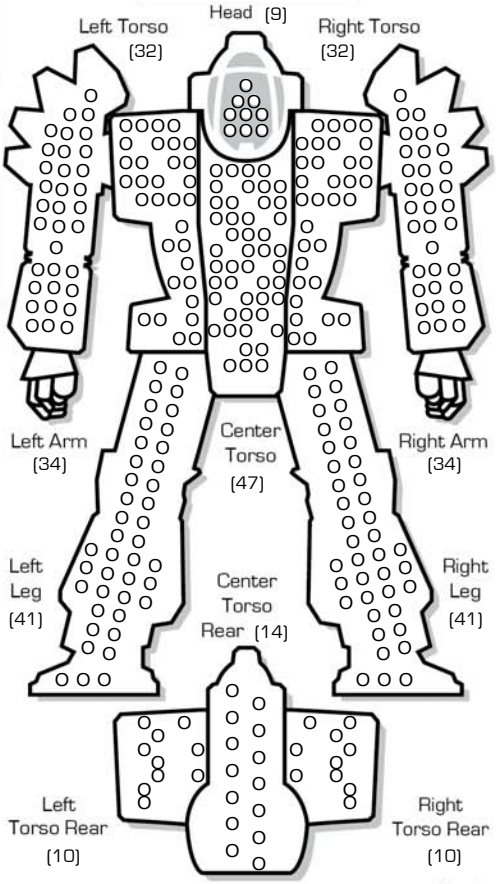
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. Heat Sink

1-3

1. ER Large Laser
2. ER Large Laser
3. AMS
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LRM 20
5. LRM 20
6. LRM 20

1-3

1. LRM 20
2. LRM 20
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Ammo (AMS) 12
6. CASE

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

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

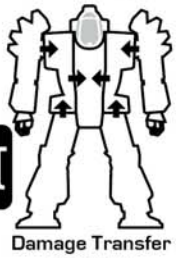
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Medium Pulse Laser (R)
6. Medium Pulse Laser (R)

4-6

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



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. Heat Sink

1-3

1. ER Large Laser
2. ER Large Laser
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Roll Again
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

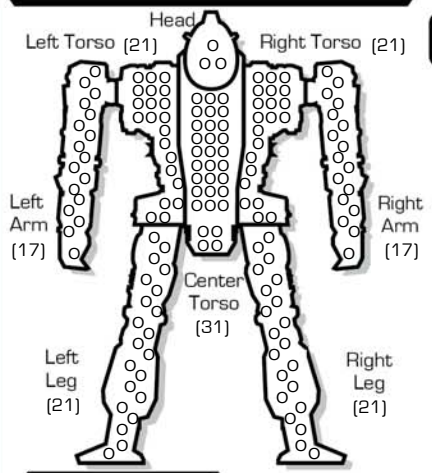
1-3

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. CASE
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 20 (20) Single
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 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 O
17	+3 Modifier to Fire	O O
15	-3 Movement Points	O O
14	Shutdown, avoid on 4+	O O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Kodiak

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tonnage: 100
Tech Base: Clan
Year: 3058

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	CT	12	10 [DE]	—	8	15	25
1	Ultra AC/20	RT	7	20/Sht [DB,R,C]	—	4	8	12
2	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
4	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
4	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

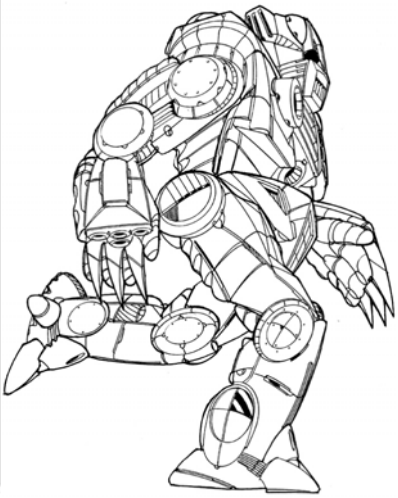
Cost: BV: 2,927

WARRIOR DATA

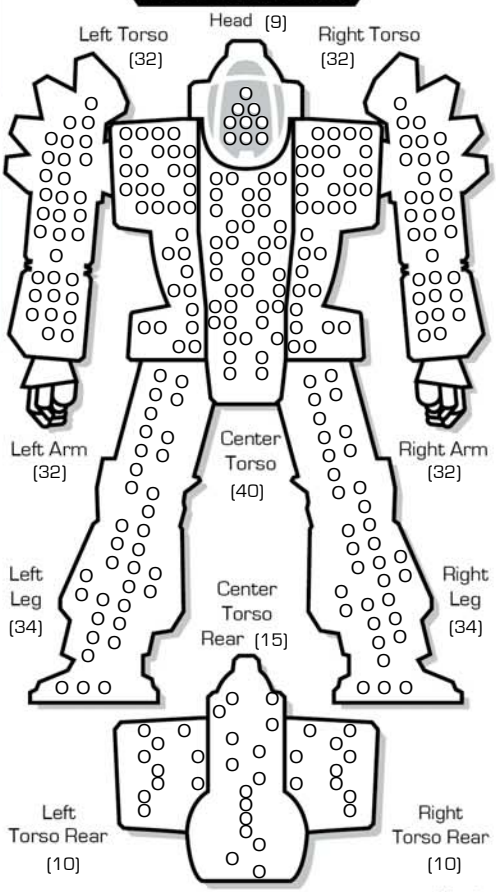
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

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

1-3

1. ER Medium Laser
2. ER Medium Laser
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Streak SRM 6
2. Streak SRM 6
3. Streak SRM 6
4. Streak SRM 6
5. Ammo (Streak SRM 6) 15
6. Ammo (Streak SRM 6) 15

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

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

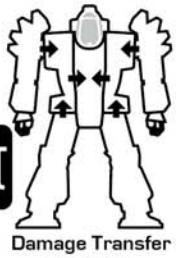
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Large Laser
6. Endo Steel

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

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

1-3

1. ER Medium Laser
2. ER Medium Laser
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

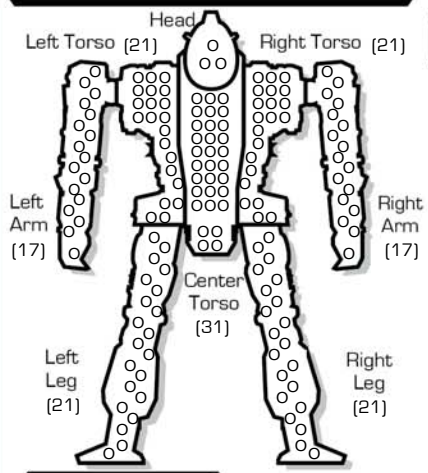
1-3

1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20
4. Ultra AC/20
5. Ammo (Ultra AC/20) 5
6. Ammo (Ultra AC/20) 5

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 20 (40) 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 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 O
17	+3 Modifier to Fire	O O
15	-3 Movement Points	O O
14	Shutdown, avoid on 4+	O O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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