



MASON'S MARAUDERS



BATTLETECH

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TABLE OF CONTENTS

Beneath the Surface	1
Mason’s Marauders	3
What is Battletech?	4
What is Hyper RPG?	4
Dramatis Personae	5
Rimward Periphery	6
Garrilac’s Guide to the Galaxy	7
Escape from Oberon VI	15
Campaign Rules	42
Starting the Campaign.....	42
Support Character Abilities.....	43
Battles.....	44
True Grit.....	46
Hiring Personnel.....	47
Travel.....	51
Characters.....	53
Technical Readout: Mason’s Marauders	59
Ninjo Giri	69
Roleplaying in DFA	95
Valravn and the Lost Thane	135
Death From Above Campaign: Module 1	185
After Action Report	263
Record Sheets	Appendix A
Maps	Appendix B
Counters and Standees	Appendix C



BENEATH THE SURFACE

A Diva Story

*Outside Solaris City
Solaris VII (The Game World)
March 17, 3021*

God, she hated the water. Sitting there with nothing to do but stare at the dark, glistening surface of the lake she was reminded of just how much she truly hated the water. Hands on her hips, Diva turned back to the two men standing behind her.

“So, is this it? I mean if you guys wanted to hang out I know a lot of places a lot more fun than this. We could go get drinks or something!”

She gave them her best smile but they didn't respond. Shrugging, she walked over to a nearby rock and sat down, legs tucked up underneath her. After what seemed like an eternity the sound of an engine approaching interrupted the crickets and gently lapping water. After a few moments the noise of feet coming through the underbrush gave way to two more large gentlemen appearing with a tall red headed woman behind them. The four men now took up positions around the two women and then turned their backs. Diva looked around her, confused, as the red headed woman stepped forward.

“Miss Jackson, I presume?” she said in a tight, clipped tone that did not match the conciliatory smile on her face.

Diva smiled brightly and extended her hand. “Hiya! Are you the one who has the drinks?”

“I'm afraid not. My name is Treyalla. I work for someone who is quite interested in you, Miss Jackson. My employer believes that you would be most useful in a certain task they have in mind.”

Diva blinked. “Well, yeah sure. I mean if you want to hire me out for a private fight or something we can talk about it. I mean it would be easier to go through the booking office actually but whatever floats your boat!”

Treyalla gave a tight smile and sighed. Crossing her arms, she walked a few paces closer to Diva and stopped about two feet in front of her.

“My employer is not interested in you as a fighter, Miss Jackson. My employer is interested in you as someone who is able to be discreet and gather information. My employer is looking for someone to be their eyes and ears.”

She looked expectantly at Diva, who looked blankly back at her.

Diva shrugged, “I don't get it. I'm a fighter not a spy or something. I think you have the wrong idea about what my show is like. Oh is that it? Are you looking for someone to role play? Look, that's not my thing. I think you have the wrong person for this.”

“Well that is unfortunate.” Treyalla stepped away and walked to the edge of the water.

It was quiet for a moment and Diva looked around, unsure of what to do next. She took a few steps back from the water and was about to ask for a ride back to the fighting arena when the other woman started speaking again.

“How is your family by the way? Such an unfortunate thing, what happened to your father. Your brothers must be such a comfort to your mother. Do you speak to them often?”

Diva started in spite of herself before forcing a suitably blank smile onto her face. This woman didn't know anything. It was all a bluff, she wouldn't play into it.

“Sorry? I'm not sure what you mean. I don't have any family, they're all dead. So I mean, how could I be in touch with them?”, she tilted her head to the side and smiled.

Treyalla turned then and looked at her with an almost pitying expression.



“Miss Jackson. Do you really suppose that I would be sent here with no information about you at all? My employer is fully aware of the circumstances that lead to your departure from your home, just as they are aware of your Lyran connections. I even know your real name.”

She was starting to sweat slightly and she hated herself for it. She was better than this, better than being out done by idle threats from a woman she barely knew. No one knew what had happened. No one.

In spite of herself she started to hear his voice again, that same stupid voice she had tried so hard to forget. He was right next to her, breathing down her neck and whispering “You are a disgrace. Look at yourself. Weak and easily undone. You will never be a fighter like your brothers so why even try?”

Shaking her head slightly, Diva took a few steps toward the other woman stopping about ten feet away from the water. She smiled again and raised her hands in a gesture of confusion.

“My real name? Well sure, you know it! Jackson! Diva is just a stage name didn’t you know that? Look, don’t feel silly about it. I didn’t know it either until I saw the first fight rankings!” she laughed disarmingly, “So how about we call it a night and we all head back to town. Maybe there’s a bar still open! Are you guys up for a party?”, this directed at the four men behind her who still had their backs facing the women.

Treyalla raised her eyebrows slightly and then turned back to look at the water.

“I hear that there is much land development happening on your home world. So much progress being made. It is so amazing to watch it happen. Forests become fields, mountains become roads, lakes and ponds become empty holes. It is amazing, is it not?” she turned back to Diva, “The things they can find at the bottom of the water.”

A cold electric shock ran through her, like a bucket of icy water being poured over her head or the dark still water of a pond reaching up to pull her down. She found herself staring at the surface of the water before her, unable to look away, and she saw his face all over again. His face with that incredulous smile, the same smile he had when he first saw the blade in her hand. He had laughed then, laughed right in her face and dared her to use it. He didn’t believe that she would, didn’t think she had the nerve to take that knife and do what she wanted so badly to do. He didn’t believe her when she told him that he had done this, he had caused her to be this way with his constant critiques and comparisons. He hadn’t listened when she told him that all she wanted was a chance to prove herself the equal of her brothers and to earn a chance to train like them. And then he had turned to walk away, turned his back on her, so she had to show him how serious she was. When it was over she had taken him out into the middle of the pond, the one she used to swim in every summer with her brothers, and let him go but something had gone wrong. His hand had caught her wrist and before she could recover she had tumbled in after him. The dark waters closed over both of them and for a moment she had been certain that it was his last act of vengeance toward her, to take them both to the bottom. But she had been able to break free and, kicking hard, reach the surface once more.

Her face shifted now, the mask slowly falling away as she realized just what sort of people she was dealing with. If they found him, it would be the end of everything. She would have to go home again and claim her unholy charge, destroying any love that remained between her, her mother, and her brothers. Either that or she would have to stay silent and watch as suspicion fell on the innocent. Watch as her family was destroyed from within by suspicion and grief all the while knowing the truth and her part in all of it.

“Ah. There you are.” Treyalla’s voice was satisfied beside her.

Diva turned and looked the other woman in her eyes, her gaze hard and cold.

“What do you want me to do then? What’s the job?”

“Have you ever heard of a man called Mason Garrilac?”





DEATH FROM ABOVE: MASON'S MARAUDERS

So Lord Commander came to me and said he wanted me to be the official historian of the Marauders. When I asked why, he said "Everyone else is too busy and you have plenty of time.". I have duties aboard this ship I may be a simple cook, but I got things to do too! Not to mention my protection rituals. That Matsuo girl means well, but the only thing her sage is good for is pasta. Diva volunteered to help me write this, promising to give me copies of the briefings , as well as what everyone said and did. Turns out she has a photographic memory. Talon, thought...well...all that guy does is think, just that you can never tell what he's thinking. If I found out he was some kind of Kurita Cyborg that malfunctioned, I would not be surprised. Beta was a mech pilot, and he was close enough to get everything right. But in that way of his, he was the one who convinced me to do it. "It's not just about glory, it's about knowing that we made a difference." "Besides" he added. "People need to know what we know, that someone is bringing more chaos here. The place where we live."

I asked him what if the Marauder's failed.

"If we win, then the bad guys are defeated and we get a ticker tape parade. They still do those right?"

"If we lose, then others know that we made a dent in this "Benefactor". That we made even the tiniest bit of difference."

Boy was foolish enough to think our small group could take on someone who had this much clout. Asked him how could we risk our lives against unknown odds.

"Who says we are going to die. We got the Lord Commander. And Diva. And two Kuritans. And Me."

I asked him what that meant.

"It means that they are the ones outnumbered."

—Excerpt from *Operation L.C.K.E.A: The Mason's Marauders Story* , Zathran Press, 3030





INTRODUCTION

“She records herself painting the mechs?”

“And repairing them.”

“Who would want to watch that?”

“You would be surprised.”

—Conversation between Lord Commander Garrilac and Laurent regarding Viking Lass.

What is Battletech?

Battletech is a science fiction that features two distinctive elements. Imagine a universe where humanity has reached the height of its power and established a united government that covers all of humanity under one protective umbrella. That government, the Star League, fell to internal treachery and plunged humanity into a war that left scars across hundreds of worlds, and positioned five successor houses in a war to claim the vacant throne. That war has eroded the technological base that humanity needed to survive in the galaxy. Noble lords send armies across the void to claim territory and precious resources to continue their campaign to claim the vacant throne of the Star League.

These armies feature the other iconic element of Battletech, the Battlemech. Humanoid robots between 10 and 14 meters in height, the battlemechs are the king of the modern battlefield through a combination of mobility and firepower. These war machines are piloted by Mechwarriors, who in many cases are the feudal knights of old marching to battle where their lord’s command takes them. War is a legitimate way to prosecute business in this age, and there are very few places where war hasn’t touched human lives.

Battletech is the interplay between the great game of the nobility and the war that grips life in the universe. There are a million stories to tell in this universe, and there are many perspectives to look at the universe from. This perspective is near the end of the 3rd Succession War, and features an unlikely cast of Mechwarriors drawn from across the Inner Sphere. Please, we hope you find their story as interesting as we did.

What is Hyper RPG?



Death From Above airs weekly on HYPERRPG on Twitch. HyperRPG is an interactive viewer experience, with many of programs allowing for the audience to influence the outcome through donations.

Also known as DFA, **Death From Above** (not to be confused with the Mech Physical Attack of the same name) features the exploits of a mercenary company in the last days of the Third Succession War. The broadcast is typically divided into two parts: An RPG Session and a Tabletop session. The RPG Session uses a variation of the TriStat Ruleset.

More information about HyperRPG (including crew and programming schedules) can be found at:

<http://www.hyperrabbitpowergo.com/>

and

<https://www.twitch.tv/hyperrpg>



DEATH FROM ABOVE

“Information is Ammunition”

—Lord Commander Mason Garrilac to the Zathran Imperial Military Academy Class of 3019

Dramatis Personae

The cast of *Death from Above* includes the Game Master (GM), Main Characters, and Guest Stars. The brief biographies provided here reflect the most relevant information at the time of this writing.

1) Game Master)

Tyler Carpenter...GM

Tyler Carpenter is a Game Designer at Harebrained Schemes

2) Main Cast

Mitch Gitelman....Mason Garrilac

Mitch Gitelman is the Studio Head of game developer Harebrained Schemes, responsible for titles like

NECROPOLIS, a diabolical dungeon delve (a co-op rogue like), the Shadowrun series with three titles under it's belt (Shadowrun Returns, Dragonfall, Hong Kong) and the upcoming and highly anticipated BATTLETECH. Mitch is the business partner of Jordan Weisman and also worked at Microsoft and FASA interactive on multiple FASA related intellectual property.

Connor Monahan ...Talon

Connor is a game designer at Harebrained Schemes who has worked on NECROPOLIS and BATTLETECH.

Steph Cheung....Valravn

Steph Cheung is a freelance artist

Jell Baca...Diva

Jell is a Seattle Area game designer.

Aljernon “AJ” Bolden...Beta

Aljernon Bolden or "AJ" is a game programmer at Harebrained Schemes who has worked on NECROPOLIS and BATTLETECH.

3) Guest Stars

????...Sheriff Bob

Mike Fehlauer...Captain “Arkansas Dave” Ruddaban

Lane Daughtry...First Mate Jenkins

Malika Lim...Malika

Kevin Maloney...Wraith

Nate Weisman...Hastur II Militia Deputy/Bartholemew “Mistake” Mulligan

Claudia Jacob...Captain Boulevard

Zac Eubank....Baron Mulligan (Sr.)

Dominick Balsamo... Leopold Cavindish

“**Viking Lass**”...Viking Lass

Chris Eck...Lazarus

Chris is a Tools Developer at Harebrained Schemes

“**Strix**”...Kamala Rahman

“Strix” is a Game Designer, Game Academic, and is also a consultant for Diversity and Inclusion.

????...Mother Superior

Byron Miller...Torvald “Fenrir” Okada

Byron is a Game Designer at ArenaNet and a Twitch Streamer.

Erik Fleuter...Geist

Erik does UI/UX at Harebrained Schemes. #



The Rimward Periphery

Known to the Inner Sphere as the region that consists of the Magistracy of Canopus and the Taurian Concordat, the Rimward Periphery is much more than that. In addition to the secretive Aurigan Coalition, the imperialistic Marian Hegemony, nearly self-sufficient worlds like Detroit, and many more lesser known systems. Among the lesser known are those that are partially or wholly owned by various Corporations.

The astrographical classification of the systems that are not members of the Marian Hegemony, Taurian Concordat, or Magistracy of Canopus are as follows:

Canopian Reaches/Zathran Quadrant – Former Canopian worlds that exist as a buffer zone between the Magistracy of Canopus and the Free Worlds League. Named the Zathran Quadrant by Comstar and the Free Worlds League because the Empire of Zathras has developed an impressive zone of influence in region. For various reasons, no effort to reconquer these worlds directly has been successful. (ex: Zathras)

Capellan Reaches – Former Capellan Worlds where what little Liao influence remains is being undermined by pirates, mercenaries, and corporations backed by Liao's rivals. (Ex: Ghorepani)

Taurian Reaches/Aurigan Reaches – Known as the Taurian Reach only in Taurian Concordat history books, the region consists of former Capellan, Canopian, and Taurian worlds.

The major power in this region is the Aurigan Coalition, which has checked Taurian expansion, but has been vulnerable to outsiders exploiting the rivalries between the Noble Families which control the Aurigan Coalition.

Unaligned Worlds – Worlds with a history of independence that goes all the way to their colonization. Never falling to a major power is the only thing they can brag about, since they are too weak to be anything more than pirate bases, domains for local rulers, or colonies on the brink. (ex: Fronc)





GARRILAC'S GUIDE TO THE GALAXY



As Mercenaries, the Marauders have traveled to many different worlds in the so-called 'Human Sphere'. I have gathered all the relevant information for those who wish to take contracts on these worlds in the near future. This information is current as of January 3024.

(I have attached some notes of my own, and added them to what Nan has gathered here. She says that we have to provide some information to remain in compliance with Mercenary Review Board Regulations as protection against future legal actions. It would be something if my plans had to be put on hold because of a lawsuit.

Anyways, here is the information, with my own comments added.

Information is Ammunition, after all. - G)

Bellerophon

World Name: Bellerophon

Star Type: K5III

Position In System: 1

Time to Jump Point: 3 days

Recharging Station: None

Noble Ruler: None

Comstar Facility Class: None

Comstar Representative: None

Population: Approximately 16 million

Percentage and Level of Native Life: 15% mammals

Description: Bellerophon is effectively a hidden world. It is an isolated world that is home to a heavy pirate pres-



ence. Using the natives as slave labor and a disposable pool of resources, the Yellow Mask pirates have absolute autonomy over this world. Basic industrial facilities allow the pirates to produce primitive vehicles, ammunition and equipment to maintain their meager stores.

Bellerophon is an arid world with little in the way of native life. The population that isn't working in slave gangs to produce equipment for the pirates are engaged in a brutal struggle to produce enough food to feed the population of the world. The struggle is often a backbreaking one, and the population has been terrorized and brutalized by their pirate masters. Any resistance is met with brutal reprisals and the population has learned hard lessons in maintaining their way of life.

(The greatest cost of the Succession Wars has been the millions of people who have been bombed, poisoned, displaced, and isolated. If not for sound leadership, Zathras would be just like Bellerophon. - G)

Borgan's Rift

World Name: Borgan's Rift II (locally Borgan's Rift)

Star Type: FiV

Position In System: 2 (of 5)

Time to Jump Point: 20.26 days

Recharging Station: None

Noble Ruler: Ana-Maria Yulia Centrella

Comstar Facility Class: C

Comstar Representative: Precentor White

Population: Approximately 96 million

Percentage and Level of Native Life: 45% mammals

Description: Named after the large "gash" formed by the eruption of a pre-historic volcanic eruption and which bisects the entire eastern hemisphere, Borgan's Rift has been found to have the ideal soil and water conditions for the distillation and distribution of alcohol.

Despite being a warzone during the Reunification War, Borgan's Rift recovered nicely. Star League Defense Force troops guaranteed the planets safety during the Star League Era, and Borgan's Rift escaped the horrors of the Succession Wars. An economic downturn affected the world shortly after the outbreak of the Succession Wars, but Magliss Spirits has played a role in slowly rebuilding the local economy.

Borgan's Rift, like most periphery worlds struggles with pirate raids and has largely struggling to protect itself from the continued pirate attacks. Like many Canopian worlds, it's a haven for the people who are looking for exotic diversions and pleasures. It's an extremely hospitable world and the Magliss Spirits company employs a large portion of the planet's population.

(Not every Pirate is on the payroll of some Government or Corporation. Some are just in it for old fashioned loot and plunder. - G)

Bromhead

World Name: Bromhead

Star Type: F9II

Position In System: 6 (of 8)

Time to Jump Point: 11.19 days

Recharging Station: None (One is eventually added during the waning years of the 31st century)

Noble Ruler: Duke Green

Comstar Facility Class: B

Comstar Representative: Precentor Green (Not a relation to the Duke)

Population: Approximately 125 million

Percentage and Level of Native Life: 55% Birds

Description: Originally colonised by the Taurian Concordat during the first exodus from Terra, Bromhead was settled by colonists seeking a better life. The planet has single satellite (Brom's Reflection) and maintains a higher quality of life than most systems on the edge of a Successor state. Bromhead was taken by the Federated Suns in the wake of the Reunification War. It is one of many worlds that the Taurians lay ancestral claim to.

(The Taurians refer to the Reunification War as the 'The First War of Star League Aggression'. The taking of Bromhead by Davion is, in the Taurian view, one more example of 'Davion imperialism'. No wonder they get along with Kurita. - G)

Ghorepani

World Name: Ghorepani

Star Type: F9III

Position In System: 2 (of 3)

Time to Jump Point: 7.34 days

Recharging Station: None

Noble Ruler: Shonso Winston Gao

Comstar Facility Class: B

Comstar Representative: Precentor Rouk

Population: Approximately 23 million

Percentage and Level of Native Life: 55% Mammals

Description: The tropical world of Ghorepani is at a crossroads. Originally settled by the Capellan Confederation during the Age of War, by the time of the Succession Wars it has become a serious liability. Without the resources to hold the planet from encroachment by the Canopians (and others), the Capellans took the drastic step of destroying the planet's infrastructure and abandoning the world. Soon the world will likely be uninhabitable, because without the Capellan infrastructure, no one else has the resources to take control and re-establish order. The rush of the Capellan withdrawal has left a few scant opportunities, and the world will drop off the interstellar map by the end of the 3rd Succession War.



(The Third Succession War has not been kind to Liao, after losing so many worlds to Davion. Withdrawing from worlds like Ghorepani is part of the goal of consolidating their holdings. Don't make the mistake that the Capellans are pushovers. Their tech base is better than even Davion and their intel agents are very good. They are a Great House for a reason.- G)

Hastur II

World Name: Hastur II

Star Type: F2IV

Position In System: 2 (of 6)

Time to Jump Point: 7.3 days

Recharging Station: None

Noble Ruler: Warden Van (adminstrator of the Prison Complex)

Comstar Facility Class: B

Comstar Representative: Precentor Wray

Population: Approximately 18 million

Percentage and Level of Native Life: 22% Reptiles

Description: Hastur II is a planet barely eking out an existence in the deeper Periphery. Dominated by an industrial prison, the cheap labor provided by its prisoners is the only bankable resource the world has to offer. Hastur II is an inhospitable world with slightly higher than normal gravity. It also is a world dominated by deserts and arid plains. Most foodstuffs are produced at or around the prison. Additional resources are shipped in from offworld. Groups using the cheap labor force have kept the world operational for now, but the future of that relationship is dependent on multiple factors (including labor costs and production quality). A variation in any of these factors could see the world abandoned.

(For all the high rhetoric the Periphery is full of "communities of free people", slavery still exists on certain worlds like Hastur II. Prisoners are 'loaned' for all sorts of work. Yours truly was listed as and 'Indentured Tactician for loan or Sale'. A nice euphemism for a Slave General. A General which can never rebel, and can be killed without consequences if he fails. The "must have" for any would-be tyrant. - G)

Kern

World Name: Kern

Star Type: F7II

Position In System: 4 (of 6)

Time to Jump Point: 7.19 days

Recharging Station: None

Noble Ruler: Count Hedrick

Comstar Facility Class: B



Comstar Representative: Precentor Red

Population: Approximately 65 million

Percentage and Level of Native Life: 35% Mammals

Description: Kern is a quiet world that hosts a bustling mining industry. It's lightly populated, (owing to the fact that the habitable bands are around the planet's equator), but is a very friendly, small world. Originally owned by the Capellan Confederation, (they were driven out by the Federated Suns) and the world fell off of both States radar. It's adjacent to both the Confederation, and the Suns, and is near the Taurian Concordat as well.

The planet is seismically active, and has heavy volcanic activity outside the habitable zones. Deep mining operations drive the planetary economy and rare earth minerals such as Berillium are found in abundance. The mineral wealth of the planet also draws pirates during the planet's busy seasons.

(One of Kern's customers is Earthworks of Tikonov, the Capellan Industrial Conglomerate. While the Capellan Military has left Kern, their corporations have not. - G)

Shaubon

World Name: Shauboun (Liu's Memory)

Star Type: F4IV

Position In System: 2 (of 3)

Time to Jump Point: 5 days

Recharging Station: None

Noble Ruler: Governor Jon Butte

Comstar Facility Class: C

Comstar Representative: None

Population: Approximately 14 million

Percentage and Level of Native Life: 20% Reptile

Description: An ugly world full of tectonic instabilities, Shaboun occupies an interesting space in the near Periphery. It has been fought over by multiple Successor States (during the 3rd Succession War, it's considered a staging ground for the Federated Suns who sent the 9th Syrtis Fusiliers to harass the Free Worlds League troops stationed on world). Its proximity to both the Capellan Confederation and the Free Worlds (and to a lesser extent, the Magistracy of Canopus) make it an interesting strategic resource.

The planet itself is a tectonic instability that has created soaring canyons of jagged rock and deep cracks in the planet's surface. It has a functional mining industry that provides most of the planet's economy. There are rumors of corporate research facilities in the wilder portions of the planet, but those are unsubstantiated.

(Viking told me that she has heard rumors of a network of secret research facilities tied to the Aurigan Coalition. - G)

New Abilene

World Name: New Abilene

Star Type: K2V

Position In System: 5 (of 9)

Time to Jump Point: 4.87 days

Recharging Station: None

Noble Ruler: * (New Abilene is in the midst of a conflict amongst its nobles, ostensibly the world belongs to the Magistracy of Canopus, but they do not have the resources to enforce order quickly. The warring nobles are currently settling up amongst themselves to see who's going to control the world)

Comstar Facility Class: B

Comstar Representative: Precentor Black

Population: Approximately 114 million

Percentage and Level of Native Life: 55% Mammal

Description: New Abilene is a very typical world for the Periphery. Native industry consists of cattle farming, and the nobles of the world control vast swaths of grazing land and vast herds of the animals. Most industry on world consists of supporting industrial processes that work with the herds, including leather working, veterinary medicine, and meat packing and processing. It's a pleasant world that has several land masses.

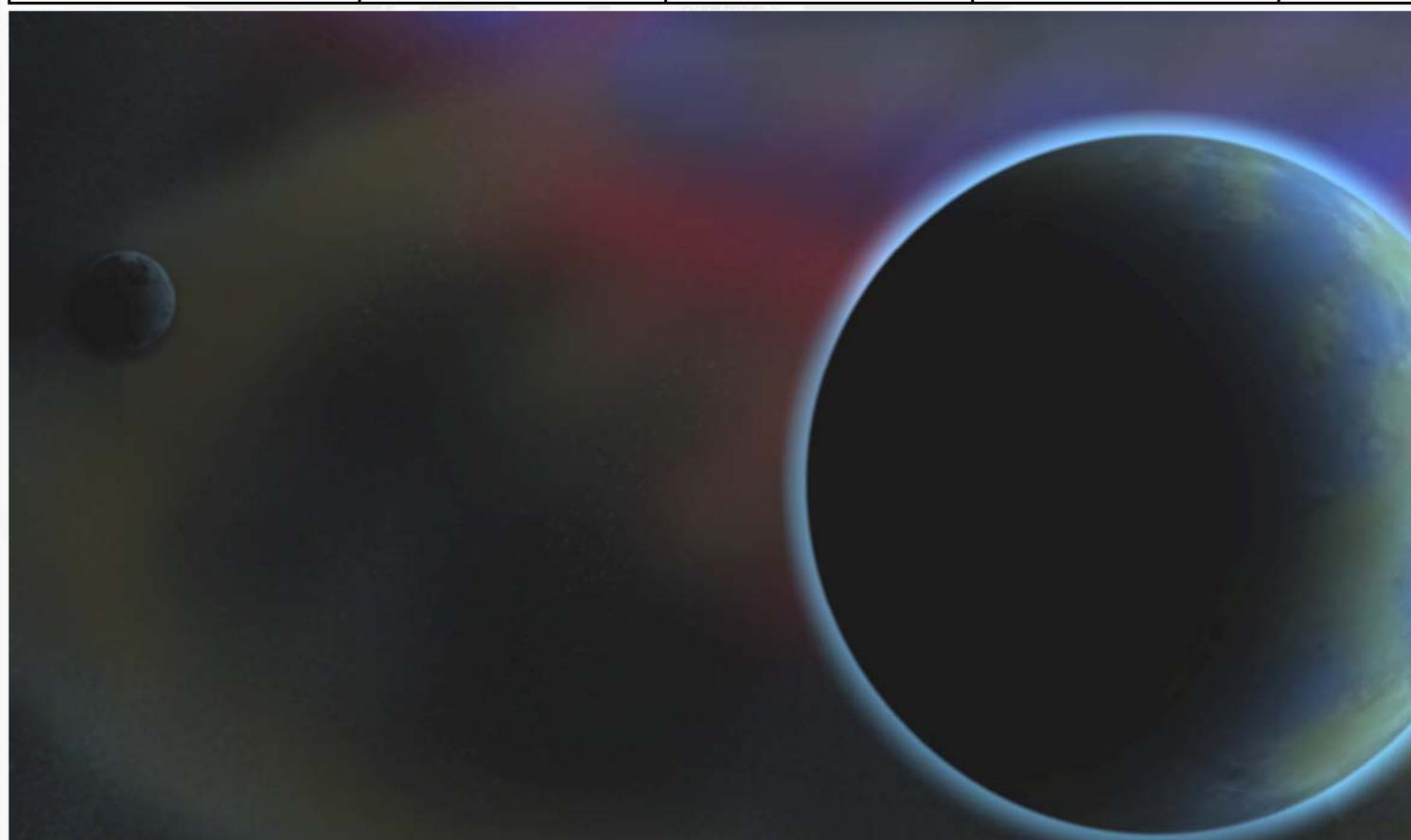
The political situation is currently in flux. The planet's nobles are in the midst of an astonishingly bitter fight over control of the world. With the monetary resources that the cattle provide, the nobles are better armed and equipped than most people would expect, and several small mercenary units are earning paydays rustling cattle and disrupting the territories of rival "Cattle Barons"

(New Abilene is one of breadbasket planets of the Magistracy. The real issue is that each of the Barons has allies within the Canopian Court. According to Ana-Maria, the turf wars have gotten so bad that the last committeewoman for New Abilene was assassinated, and Lord Mulligan has used every legal trick to block new elections. - G)



PLANETARY S

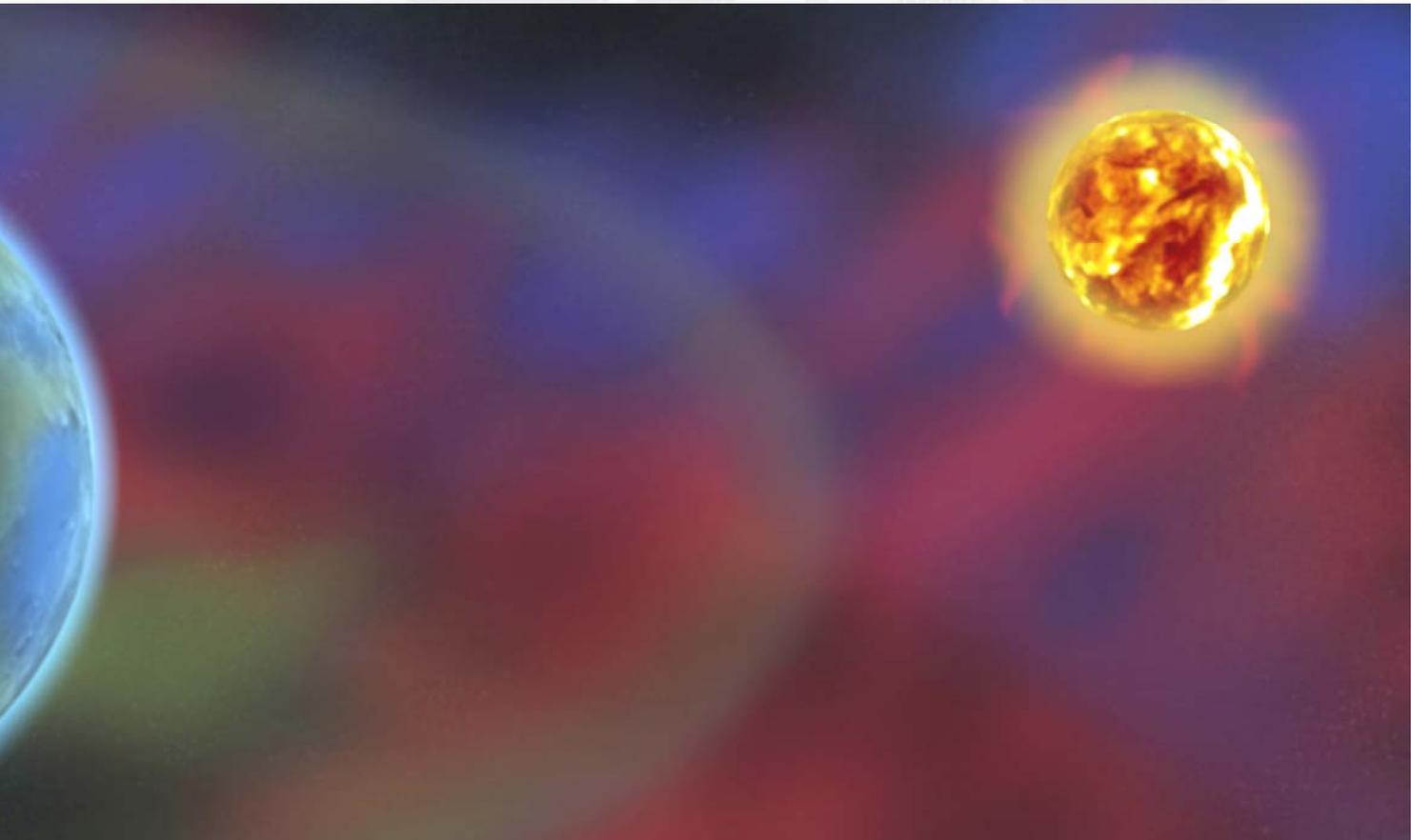
	Bellerphon	Borgan's Rift	Bromhead	Gho
Reference Year	DFA	3049	3067	D
Star Type (Recharge Time)		F1V (172 hrs)	F9II (180 hrs)	
Position in System		2 (of 5)	6 (of 8)	
Time to Jump Point		20.26 Days	11.19 Days	
Number of Satellites		None	1 (Brom's Reflection)	
Surface Gravity		0.91	1	
Atm. Pressure		Standard (Breathable)	Standard (Breathable)	
Equatorial Temp		35c (Warm-Temperate)	40c (Arid-Desert)	
Surface Water		53%	40%	
Recharging Station	None	None	Zenith	
HPG Class	None	B (3049)	B (3067)	
		C (3025)	B (3025)	
Highest Native Life		Mammals	Birds	
Population	17,500,00 (3025)	198,000,000 (3049)	285,750,000 (3067)	
		96,250,000 (3025)	124,750,000 (3025)	
Socio-Ind. Levels	D-D-C-F-D (3025)	D-C-B-C-C (3049)	B-C-C-C-B (3067)	
		D-C-C-C-C (3025)	C-C-C-C-B (3025)	
Landmasses (Capital)		Rhodes (Newport), Steinete	Zanzibar (Zanzibar City), Salazaar	





SYSTEM TABLE

Prepani	Hastur II	Kern	Liu's Memory (Shaobuon)	New Abilene
DFA	DFA	DFA	DFA	3025
	F2IV (?? hrs)			K2V (191 hrs)
	2 (of 6)			5 (of 9)
	?? Days			4.87 Days
	None			None
	1.06			0.98
	Standard (Breathable)			Standard (Breathable)
	45c (Arid-Desert)			26c (Temperate)
	30%			74%
	None			Nadir
	D			None
	Reptiles			Mammal
	18,750,000 (3025)			114,000,000
	D-D-D-C-C (3025)			C-D-C-C-A
	? (?)			Garza (Santa Anna), Bexar, Sabine





ESCAPE FROM OVERON VI

A DFA Story

San Christobal, Zathras
Zathran Empire
Periphery
June 3, 3014

People have to be corrected when they are wrong. My friend Drew and I had gone to see the latest Trivid. The stars had aligned and it would be on the sixteenth anniversary of my birth that I would bask in ultimate glory.

"The Bloodfist series is a timeless masterpiece. How can you place it on the same genre, or even the same PLANET, as-" I began.

"Immortal Warrior." Drew supplied. "I just don't see the difference."

My jaw dropped.

Drew shared my love of tech, but he obsessed over what could be done.

"We both know that if a *Catapult* cannot kick a *Scimitar* into a *Warhammer*." Drew continued with his rebuttal and got out his noteputer and showed me the sketch he had done while we were watching the movie.

Drew and I have been friends since we enrolled in the San Christobal Science Academy when we were 10. We both were winners of the Simms Scholarship, a science scholarship sponsored by Comstar. His parents were farmers, but he had no love for vegetables. His brain was the ticket that might get him into Comstar, away from Zathras, and to see other worlds, maybe Terra itself.

"And then Gordon said 'Tanks Alot', and the Warhammer exploded".

Drew shook his head, and started to say something and began to look around.

Concerned, I began looking around noticing people stopped in their cars and glued to windows and computer screens.

"What's going on?" Drew asked.

"Not sure." I replied. "The Emperor is not due to address the House of Lords until tomorrow."

We went across the street and entered our favorite electronics store, which was displaying the broadcast.

"From this moment, I have no brother." I heard a male voice on the screen say as Drew and I got closer.

"Its Janos Marik!" Drew blurted out, with the crowd demanding he remain quiet so they could continue listening. Even though he did not care about politics, Drew recognized the Captain-General of the Free Worlds League. Captain-General Marik was addressing parliament, and it was clear from his tone, that he meant war.

"The embassy cable?" Drew whispered to me and I slowly nodded. Despite being genius honor students, Drew and I were part of a special community. We sought information that others wished to keep secret. We had avoided politicians, but the chatter about a High Priority transmission to the Marik Embassy had attracted our interest. We had learned about it yesterday and deciphered it before the day was over.

Security for the embassy was to be doubled, and the Ambassador was ordered to meet with the Emperor right away.

We had gone to see Bloodfist V: The Revengeance, fearful that an invasion of Zathras would be announced. There was

"Its Janos Marik!" Drew blurted out, with the crowd demanding he remain quiet so they could continue listening. Even though he did not care about politics, Drew recognized the Captain-General of the Free Worlds League. Captain-General Marik was addressing parliament, and it was clear from his tone, that he meant war.



talk about how much weaker we had become since the Aquagean Wars, and we had so many soldiers who were serving on other planets.

The words **MARIK CIVIL WAR – ANTON MARIK REVOLTS** stood emboldened on the screen as Drew relaxed, along with the rest of the crowd.

“If Marik is fighting Marik, they wont be bothering us.” a woman remarked, and Drew nodded in agreement.

We went to Drew's house to login to ZathNet and see what the hacker-chatter was saying about all this:

Zathras4Evah: It's Civil War! Time to pop bottles.

TacoWednesday: You think the League will finally leave us alone?

LittleLar3: No choice. Anton is going pound Janos into the pavement.

Zathras4Evah: Anton. Janos. Pete. Who cares? Marik fights Marik. Zathras wins baby!

LittleLar3: What about Canopus?

TacoWednesday: Have you heard anything?

MinimumLiao: Forget Canopus. Liao could always use this. I hear they have lost so many worlds that they would LOVE having Zathras back under their boot.

TacoWednesday: Canopus would push them out. Also, they would have to get past Aquagea.

LittleLar3: They can have Aquagea.

Zathras4Evah: No they can't. Its the key to Zathras.

MinimumLiao: Z4E is right guys. If Aquagea falls to the Successor States or Canopus, we are toast.

LittleLar3: And I bet you want to liberate the worlds along the broader.

Zathras4Evah: Bet your sweet mamma I do! Strategic depth man.

MinimumLiao: DO NOT get him started on strategic depth.

TacoWednesday: Isn't that we are already doing?

Zathras4Evah: No. Garrilac won't commit the forces to push Marik back.

MinimumLiao: And leave Zath defenseless?

TacoWednesday: Another troop levy.

LittleLar3: Not ANOTHER troop levy. We just HAD a war. You know what a troop levy means for us common folk. New taxes. Enjoy paying more for everything.

Zathras4Evah: We raise the tariffs.

MinimumLiao: Again?

TacoWednesday: What better time than now?

MinimumLiao: Garrilac will convince the Emperor that we don't need a new levy.

Zathras4Evah: Garrilac has lost his spine.

LittleLar3: Seemed to have plenty of spine when he blew up that station.

TacoWednesday: Maybe we need a new Lord Commander.

MinimumLiao: Who?



LittleLar3: I'll do it. I could use the pay.

Zathras4Evah: We use this time to rest and recover. And to party :)

MinimumLiao: The Marik that wins is going to come for us.

TacoWednesday: Why?

LittleLar3: Because we exist and they hate our faces.

MinimumLiao: BECAUSE we are the gateway to this part of the periphery, and they will need new worlds to help them recover after the war is over.

TacoWednesday: Maybe we should back a side. I have heard a few people are leaving for Janos.

Zathras4Evah: I know a few troopers who are leaving to fight for Anton. Freakin traitors all of them.

LittleLar3: Maybe not.

MinimumLiao: ?

LittleLar3: We back the winner, and we come out on top.

Zathras4Evah: IF we back the winner.

Drew and I went down to the garage to work on his latest project. A miniature solar power generator that also had built-in water filtration, which we called the survival power pack.

It was good to be working on a personal project, instead of the tedious tasks I was doing in the ZDF motor pool. I had joined, and the crew chief had been skeptical because of my age. However, I soon showed what I could do with even a few tools and was on the short list to take over when the Chief retired next year. I knew that maintaining the support vehicles was important, but it was boring, so a chance to theorize, experiment, and explore. Solving problems was the creative side of being an Engineer.

Hours later, I heard my phone buzz on the work bench.

Picking it up, I noticed that there had been two calls and 4 messages since we had gotten home, but I had been too distracted to notice.

I should have known this was coming after the announcement from Marik, I sighed.

I grabbed some tarp and put it over Survival Power Pack, as Drew frowned. "They call you in?" he asked.

"Yep." I said as I went upstairs to pack. "All leaves canceled. Return to Duty Stations."

**Imperial Barracks
San Christobal, Zathras
Zathran Empire
Periphery
January 7, 3018**

I have never been tortured, but I think it must be like the longest meeting ever.

"The transition to the Lyran design will increase costs, but they have better upkeep and are easier to reproduce locally." Markus, the infantry quartermaster began. Kate, the Chief Aero Tech was struggling to remain awake.

I was drawing with my stylus on the digital pad, so I barely heard him. I could feel Sam's gaze sear into my soul. She was the Chief Mech Tech, and was very by-the-book.

"So, what do you think Lord Commander?" Markus asked.



"The shipping costs are going to hurt, but the Emperor can always authorize it in the supplemental budget." the Lord Commander Garrilac said smiling as he got up from his seat.

"Well, if that's all" the Lord Commander said, pulling a cigar from his breast pocket. "I hereby call the Bi-Weekly Tech Staff Briefing to a -"

I raised my hand.

Markus, Kate and Sam groaned.

"Yes Didier" the Lord Commander said as I could sense the impatience in his voice.

"Sir, I have proposal for a new design for a Mech transport and salvage unit."

"We call them dropships" Kate yawned sarcastically.

I paid her no mind and showed the pad to the Lord Commander. "We take a Planetlifter, and modify it as a Mech Carrier."

"And how many Mechs could your modified Planetlifter carry?" Markus asked.

"One" Sam snorted.

The Lord Commander looked back at me. "One?"

"Well even if we gutted the secondary bay and had a larger bay, its not wide enough to carry more than one mech." I said shyly.

"Oh its gets better." Sam said with all the excitement of a vampire at a blood bank.

"Even with the bays merged, it can only carry 70 tons."

"Which will be costly if it does not work" Lord Commander said scratching his chin. "What if we leave the bays as they are?"

I looked over to Sam, but she was going to let me sink.

"50 tons." I said after exhaling a very deep breath.

Lord Commander looked at me with a worried look. "Jarome, I know you think that this is another of your bright ideas, but I don't see how this could work."

I looked away as I heard Sam retort "Your Planetlifter won't replace dropships. Its not a giant circus claw machine."

The other techs laughed.

Then I had an idea. A spark lit. Connections built into the foundation of an idea.

"What if it was?"

This time Lord Commander joined in the laughter. "Jarome, I appreciate you coming up with these ideas, but maybe you should think about this some more before -"

"We gut the belly of the Planetlifter. Leaving only a smaller cargo area for personnel. Then we have four cables rigged to pickup the Mech." I began adjusting the design.

Most of the others looked at me like I was mad.

Except Lord Commander, who turned to Sam. "How much could it carry then?"

Sam stood there stunned.

I smiled.

This time I would win.



"It could carry up to 100 tons." she replied, but could not resist a snide remark. "It would still carry only one mech at a time".

Katie was beginning to see the possibilities "Forward deployment from the Dropship.", she said and did a long whistle.

"Alright Didier" Lord Commander said turning to me. "Have the preliminary design on my desk by next week."

Imperial Zathran Academy
San Christobal, Zathras
Zathran Empire
Periphery
May 15, 3019

Sam, if you had not noticed, was not fond of me. You might wonder why. I am likeable. She just does not like my suggestions about how her team can do their job better. Her team took two months to hack into a captured mech to get the BattleRom.

Took me a week and a half.

I could hear the graduating class of the academy applauding as Lord Commander gave the commencement address. As I heard "Lavelle, Morgan" being called to the stage, I turned on my radio to the music channels.

I put in the headphones and climbed aboard the Mechlifter.

Lord Commander had decided to call her that. If it held up to battlefield tests, mass production would begin next year. We didn't have the resources, so the contract would be outsourced to an offworld factory owned by Majesty Metals.

The music helped me focus whenever I was working. If I got the chance, I would pay my way across the galaxy by doing band gigs.

Thinking about concerts, other planets, and groupies, I grabbed my noteputer to review the engine specs.

I then decided to test the comm system. To make it interesting I would hack the security feed for the Lord Commander's security detail, and play it on the speakers. My program came back and reported the wrong number of receiving devices.

The number of devices was three times as large as it should be, which means someone was listening who should not be.

I decided to gather more information by identifying the devices and tracking any other signals. Maybe some of my friends from my previous hacker life were listening in, and I could say hi.

"As soon as Garrilac crosses the main courtyard by the hangar, take the shot." a deep female voice said.

My heart sank.

This had to be a drill.

"Target has entered courtyard" a smooth male voice replied.

I ran out of the cockpit of the Mechlifter and hopped into a Jeep, tuning my radio to the frequency of the assassins.

The Lord Commander crossed into the courtyard next to the Vehicle hangar, and shots rang out as the four guards closest to him went down. I saw everyone point towards the north

"Prime take the shot when ready." I have listened to Markus drone on enough to know what the assassin meant.

"As soon as Garrilac crosses the main courtyard by the hangar, take the shot." a deep female voice said.

My heart sank.

This had to be a drill.

"Target has entered courtyard" a smooth male voice replied.



The shots were a misdirect, designed to leave open the direction from where another shot would come from and kill the LC.

There was a second shooter.

I barreled the jeep into the crowd.

Two more of the Lord Commander's bodyguards went down as shots hit them from the south. Another was clipped from the east, right in front of me.

There was not a second shooter, there were more.

I made a mental picture of the courtyard in my mind.

It was a box, and LC's bodyguards were moving west.

"Tango sighted" a new female voice with a strong soprano said.

Right into the trap.

Lord Commander looked at me as I stopped right in front of him. "Lord Commander get in". The crowd was running westward in panic.

I turned the Jeep around and made for the hangar.

"He's in the Jeep. Take out the driver" the deep female voice said.

The driver was me. I nearly kicked the gas pedal trying to reach hangar as the Lord Commander knelt down in the passenger side demanding to know what I was doing.

I saw the red dot on the back of the LC's neck as I reached over to push him down.

"AHHHHH" I cried out in pain as the shot meant for the LC impacted with my right arm. Driving with my left arm, I tried to put on the brake as I approached sandbags inside the hangar.

The horn honked and I blacked out.

**Imperial Medical Centre
Zathras
Zathran Empire
Periphery
June 5, 3019**

Star League technology is truly amazing. My physician was a Comstar doctor, on loan to the ZDF at the personal request of the Emperor. Since the assassins had been a group, it is impossible to determine who could be trusted.

Lord Commander was standing in the observation room, listening to the doctor explain how soon I could return to duty, as I stood there in a cold medical gown.

"When he does, he will be my driver and bodyguard." LC told an Imperial aide who entered carrying a file, which he handed to Lord Commander. The Lord Commander's old driver had become Dropship captain. The LC nodded grimly, looked down, and fumbled in his pocket for a cigar. The Doctor said that the LC would have to leave if he planned to light that cigar.

It was about his daughter. I had joined the motor pool after the war, but everyone knew Lord Commander's daughter. In the hospital, Lord Commander would visit me and talk about his daughter. She had left Zathras to become a mercenary, but he had lost track of her. The Lord Commander wondered if she was hiding from him on purpose. He wondered about what he would say when he saw her again. He wondered if she was still alive, or had died on some random world. Now he added what would happen if he had died and she came back.

We talked about our favorites movies. Our favorites books. Our favorite brews. My parents had died in the Aquagean war, and my brother was staying with Drew's family until he finished primary school.



“You know Didier” Garrilac said, reaching into his coat pocket and taking out a cigar “You should be my bodyguard”.

I laughed so hard I almost forgot that I had been shot in the back.

“Wouldn't you rather have a big, strong Samoan?”. I replied.

The Lord Commander shook his head and offered me the cigar. “A bodyguard is someone you can trust.”.

I accepted it as he continued. “What do I need a Samoan for when I know that I can trust you?”.

We smoked cigars and talked some more until an angry came and demanded that we put the cigars out. I was injected with painkillers and moved from my hospital bed into a medical pod, just as one of the Lord Commander's officers entered the room.

“I just don't understand how Alpha Team could have been compromised?” I heard the aide say as I laid down in the medical scanning pod.

“Its okay. I have a Beta Team.” was the last thing I heard before the chemicals carried me off to sleep.

Southern Reaches
Zathras
Zathran Empire
Periphery
March 7, 3020

The last few months have been a blur.

Captain Burke resigning and going civilian.

Hearing that Lord Commander's daughter is in prison.

The Mechlifter being mothballed while the ZDF underwent a financial review.

The House of Lords bringing charges against the Lord Commander.

My sources warned me that a purge was coming. Markus and Katie were replaced. Then even Sam was gone, and I actually missed her.

Here I was, arranging transport with smugglers to get offworld. They will take me as far as Claybrooke.

I don't have enough money to go farther than that, but enough to make sure my brother and I remained safe.

Looks like I may get to start that band after all.

Grimfort
Oberon VI
Oberon Confederation
Periphery
February 22, 3021

“Beta my boy” King Hendrik Grimm III said, looking out the window. “One day you will have to tell me why you are wanted for impersonating a Davion.”.

Grimm was messing with me. He already knew, but he wanted to test my reaction.

“Maybe I will one day, my Lord” I said slowly. “Its actually a funny story”

Grimm put his arm over my shoulder in a fatherly gesture, “Oh I am sure it is”, he replied with a gregarious laugh.

In the last few years, Grimm had decided that unlike his father and grandfather, he would try to become legitimate. Hen-



drik Grimm III would go from pirate to recognized and respectable statesman.

Grimm has hired a host of Public Relations Firms to improve his image. Hendrik Grimm III was already trying to turn Oberon into a regional trading hub. Declaring himself King of the Oberon Confederation, he had brought many planets under his rule. Pirate bands that had been a problem for decades had been brought to heel and now answered to their new King. The PR companies pushed the image of King Grimm as a “tough ruler for a tough region” and “the man who had tamed the pirates of the coreward periphery”.

The Successor States were skeptical. It didn't help that Oberon's “Labor Credit Exchange” was little more than legalized slavery. Or that the Pirate attacks had not stopped, merely that the border regions paid protection to Grimm directly, instead of the various Pirate leaders. Or that the Steiners and Kuritas wasted no time in hiring Grimm to attack the worlds of the other.

Grimm looked at his watch, realizing what time it was and smiled.

“Come Beta” he said jovially “Its time for the morning requests”.

The morning requests was Grimm's favorite part of the day, and one of the few things about being King that he liked that did not involve Battlemechs or Women.

I watched Grimm sit down in the Throne Room. It looked like a dark sanctum more than a palatial estate, and Grimm told me that it has been build by his father.

Sitting to the left and right of the throne were two groups of royal advisers. Grimm sat and directed his gaze towards the group on the right side as the left side, which included me, relaxed. The Left side were his military advisers. The Right side were his non-military advisors, and key servants. Without moving his hand, Grimm pointed his face at a blond haired older guy. It was the Chief servant, assigned to serve Grimm whenever he was in the palace.

“John” Grimm said in a hollow tone. It was tone he used when he rendered judgements. It was low and cold.

John timidly approached the Throne. “Yes, My King”

“Come Beta” he said jovially “Its time for the morning requests”.

The morning requests was Grimm's favorite part of the day, and one of the few things about being King that he liked that did not involve Battlemechs or Women.

“My eggs this morning.” Grimm began slowly. “They were cold.”

“Guards, my servant here needs to be taught how to warm up food.” Grimm ordered, and pointed to the center of the room. “Let us give him a cooking lesson”.

John was grabbed by two guards, tears running down his eyes as he was dragged towards the center of the room. A squad of guards pointed their guns at him, guiding John towards the center of the room.

The guards slowly backed away, with their guns still aimed at John.

Another guard appeared from behind a pillar with a flamethrower pack.

“My King, you returned from your morning practice thirty minutes later than -”

The flame spewed forth like a dragon and burned John alive, his last words drowned out by the flames.

The screams were followed a minute later by four shots as the fiery body collapsed onto the ground. Another pair of guards in fire-resistant suits came out, doused the body with coolant, and then dragged it off the floor.

Another servant took a moment to sweep the debris, bowed, and left.

Grimm smiled and looked to both the left and right side groups.

“So what other business do we have for today?”.



Royal Mechbay
Grimfort, Oberon VI
Oberon Confederation
Periphery
February 23, 3021

Grimm's day began like any King. Rolling out of bed, next to a woman. Then he checked on his mechs in the Royal Mechbay and got in some sim-time before breakfast.

After he left the mechbay, he would head to his office or the Throne Room for business until lunch, and then he would do more business until late into the night. If he had planned a party, then his work day was cut short.

Whenever he came to the Mechbay, he would meet with his Chief Mech Engineer.

That was me.

No I didn't fall for the propaganda. The truth was I needed work.

I needed to get far from Zathras. Liao and Marik were too close to Zathras. I was wanted by Davion. Kurita and Steiner would ask too many questions.

Hendrik Grimm didn't ask questions. He only needed proof that you were loyal and could get the job done. The two regiments of Oberon Guards were key to the forces that kept him in safely in power, and he could not have enemy agents sabotaging his mechs. Two months after getting here, I was Chief Engineer, because everyone else was either too inexperienced or had been killed for disloyalty.

Disloyalty was Grimm's first rule. His second was to do whatever he asked of you.

Beyond that, he did not care.

Grimm was here in the mechbay with a servant at his side, and shoving his breakfast into his mouth.

Grimm never rushed breakfast.

Grimm shoved the plate to the servant and explain the situation, bits of food still around his mouth. "Beta" Grimm said as he chewed what sounded like bacon. "One of my Knights reports that his fief has returned only 50 percent of the monthly tribute."

I was ordered to ready a lance of mechs to escort his personal visit with the Village elders.

Grimtowne, Oberon VI
Oberon Confederation
Periphery
February 24, 3021

I will never forget the expression on the face of the village elders. All five of them had come out to meet with Grim.

They were groveling on their knees, all pleading at once, their words were overlapping with each other.

"You KNOW how much tribute you must provide." Grimm boomed.

Grimm ordered the two Firestarters in the lance I had readied to burn down the village.

"My King, we provided all that we could gather." the Chief Elder tried to protest.

"But only half" Grim responded before turning to me.

"Beta, what is half of five?" he asked.

I hesitated for a moment, and then noticed a vein bulge on Grimm's forehead as he awaited an answer.

"Two and a half" I answered.



Grimm took his revolver and shot two of the elders.

“Cut off the legs of the Chief, and send the other survivors to the work camps” Grimm ordered as his guards dragged all the elders away.

“Send the Chief on a grand tour of the villages, so that they may all have a reminder of their obligations to their King.” Grimm added, pointing to the Chief.

He then grabbed a towel, wiped the blood from his face, and turned to me.

“Now Beta, what was this prototype missile guidance system you were telling me about?”

Grimfort, Oberon VI
Oberon Confederation
Periphery
February 28, 3021

Shiro almost jumped out of his seat when he saw me.

“Beta, what are you doing here?” he demanded as the color returned to his face.

A taller blond woman sitting across the table held Shiro’s hand. “Beta already knows about us”.

“But how-?” Shiro began.

“How did I know that the Palace Chef and a Civilian Tech Team lead were together?” I smiled. “I have eyes everywhere.”

Shiro cocked his head in confusion. Shiro had been raised in the Draconis Combine to a traditional working class family, but was captured in a raid by pirates who had sold him to Grimm as payment for their allegiance. Grimm allowed him to engage in his passion of cooking instead of being a common laborer.

“Oh my God,” Linda replied in mock indignation. “He told you.” Shiro relaxed as the realization hit him.

“Your brother will never get onto the military staff if he cannot learn to keep secrets.” Shiro replied with a smirk.

“Especially not if I kill him first.” Linda added. Linda was from a Lyran world and until three years ago had been working as a civilian technician for Defiance Industries until the ship she was on was taken by Red Horizon, one of Grimm’s pirate bands. Because her skills were more with ground tech than ships, she was assigned to Grimfort as a civilian worker.

“You won’t kill him, because he is one of your best workers.” I countered with a smile.

“He is the only worker I have who is smart enough to do his job and brave enough to admit when he has made a mistake.” Linda had taken my brother on to her team since he was too young to be a Mech Tech.

“He is getting real world training. Much better than the technical school on Zath-”. Shiro was back to his jovial self, but he stopped when he realized what he had said. “Beta, I am sorry.”

I stopped him right there.

“It’s okay Shiro.” I said. “I miss Zathras, but my brother is safe and he is getting the training he needs.”

“Maybe one day he will even be better than you.”. Linda offered.

“Only if you can accomplish miracles, Linda”. I responded.

The three of us laughed as I searched the kitchen for a late night snack.



Grimm Forest, Oberon VI
Oberon Confederation
Periphery
April 8, 3021

Grim had called me to the Mechbay.. It was still early in the morning.

“Beta my boy,” Grim began as he wrapped his arm around me. “I want to begin my own ‘Black Project’.”

Grim pointed out that he had emptied this hangar of a single mech, a Catapult C1. It was one of Grimm’s favorite heavies. A solid fire support platform. Dual LRM 15s backed up by four medium lasers. It had a speed of 64.8 KPH and a Jump Distance of over 120 meters.

Grimm had many mechs, even other *Catapults*. But this one was special. It was the one where he had learned how to pilot a mech. . I guess you never forget your first Mech, and he wanted his first mech to be the first to have the Guidance System that I would design and build for him.

I noticed a machine shop in one corner of the warehouse with a simulator Pod and a large computer console. A few work benches were scattered throughout the warehouse.

I was in Mech Tech paradise.

“Only you, your team, and me will have access to this facility. If this facility is attacked, load everything you can board onto an APC and head to the outpost in the Dao Sing Plain.” Grimm mentioned that my team would have an APC on retainer that would taxi me and my team between the facility and Grimfort when needed to work on this project.

Grimm Forest, Oberon VI
Oberon Confederation
Periphery
April 17, 3021

We have been crazy with work. Movie night had been canceled to work on the “Grimm Missile Guidance System”.

Grimm had granted me one additional concession. One was to have Linda assigned as lead for the Assistant Techs. I needed to know that my brother was safe, so I could be focused on work. A normal case was for 4 assistant Techs, but Linda had only brought two techs to complete the team, my brother and a new trainee she trusted.

The fourth tech was not a tech at all, and was a concession to Linda.

“Alright everyone, its ready”, Shiro said smiling and holding a hot plate of tacos as we gathered around the table, in a section of the warehouse we had declared the “Break Room”. Artificial partitions separated it from the rest of the Warehouse and (at Shiro’s request), the bathroom.

My brother turned to me and chuckled “You gave him mom’s recipe.”

“Well I wanted Zathran Tacos and its not like you can cook them.” I explained.

“That’s just cuz you won’t give me the recipe for the Didier sauce.”.

I took a bottle of a vest pocket and proudly poured it on the three tacos I had picked up.

Shiro put the plate down, while Linda sat down next to him. Shiro was a traditionalist when it came to cooking. ‘Chef tastes first and eats last’ was his rule.

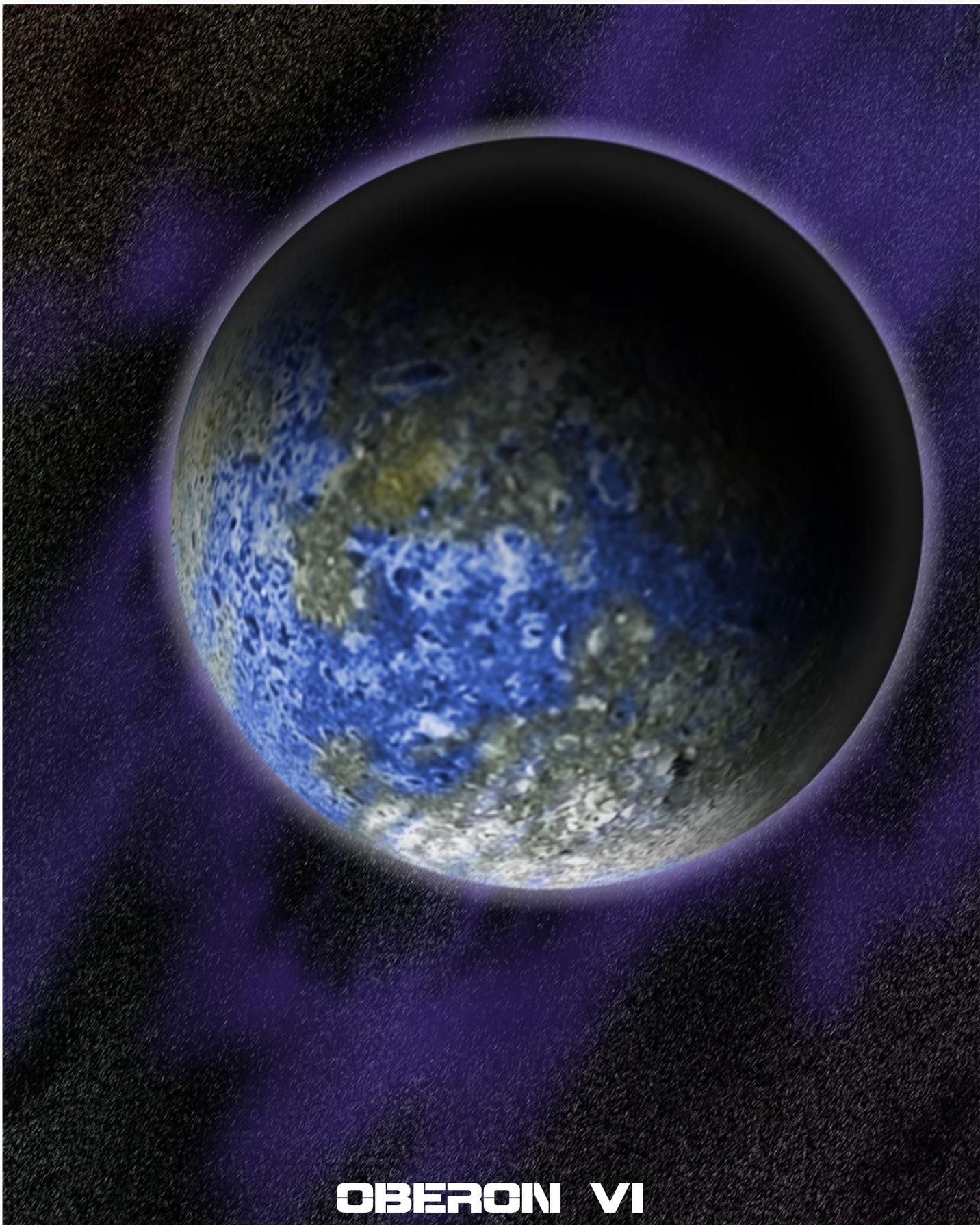
“So Beta,” he said picking a taco. “How does it work?”

“How does what work?” I asked.

“The Grimm Guidance-” before he could finish Linda playfully placed two fingers over Shiro’s lips.

“I hereby declare a moratorium on all things Grimm!” She said defiantly. “So can we please call it something else.”

The other applauded and my brother spoke up, “Well new tech is named after the person who invents it, right?” Linda winced. “The Didier system? Sounds like a new planet rather than tech.”



OBERON VI



Sally, one of my techs and Linda's sister came up with an another option. "What about the Beta System? We call him that anyway."

My brother stood up and raised a taco "To the Beta System!"

"To the Beta System!" The others chorused.

I sat there and froze. "Look guys, I, um..."

Shiro saw my reaction. "How does the *Beta System* work?" enjoying both the positive reaction of the rest of the room and my blush at his embrace of the name.

"Well it is both a hardwiring of hardware that overwrites the standard subroutines of the Targeting and Tracking System of a Battlemech." I said, putting the sauce bottle back into my vest pocket.

Shiro blinked.

"It helps the Mechwarrior shoot missiles better." Linda explained as she leaned over to kiss him, making it Shiro's turn to blush.

"But why only missiles?" Shiro asked. He knew almost nothing about tech, but was always curious to learn new things. I had given him the Taco recipe in exchange for Salsa lessons.

My brother beat me to it. "Missiles are the only weapons that have built-in guidance. Lasers, Autocannons, Machine Guns and PPCs are all targeting and almost no tracking."

"But how does the Beta System help a missile strike do that?"

"When a missile is launched by a mech or a vehicle, it first seeks a lock-on. Then the missiles cluster based on the strength of the lock-on." I explained.

"So that is why you can launch a LRM 15 and only some missiles hit." Shiro nodded slowly in understanding.

"Right. I was doing research into the LosTech Streak Missiles." I said as I grabbed a drink.

"Streaks?" Shiro finished the Taco quickly. Even he knew what LosTech meant. Star League. Not even the Successor States had that.

"They would cancel the launch sequence if they failed to achieve lock-on. Star League Quartermasters loved it because it saved ammunition."

"But hated it because it cost more than standard missiles" Linda added.

"So the Beta System is an attempt to copy Streaks?" Shiro asked.

I shook my head. "Started that way, but I could not figure out how they did it, then it hit me."

"What?" Shiro asked.

"A real-time correction" my brother said smiling as he reached for another taco.

Shiro was still a bit confused. "Huh?"

"A part of how Streaks works seems to be the way they improved the data transmission speed between the missile itself and the Battlemech's targeting and tracking system." Linda added as she picked up a drink.

"Okay but how does that make the missile more accurate?" Shiro asked, still trying to put it all together.

"The Beta System establishes a real-time connection between the Battlemech's Targeting and Tracking System and the missile's onboard Tracking System." I replied.

Shiro was fascinated. "So the Mech guides the missile directly?"

"Yes, but we have to immediately cut the connection, otherwise it interferes with firing the other weapons" another tech added.



“Beta figured out to have the Beta System switch on and off. That way it turns on for each salvo and gives the pilot the option to pick between the two active modes.” Sally supplied.

Shiro continued, like a new tech student. “Two modes?”

At this point, I rejoined the conversation.

“The connection had to be quick so it did not disable the data links to the other weapons. What I decided to do was have two modes: Improved Tracking and Improved Guidance. Improved Tracking would take over during the initial lock-on stage. Improved Guidance would help improve the quality of a lock-on, which allows more missiles to hit.”

“But it can only do one or the other?” Shiro finished, smiling as he realized that he finally made sense of it.

“Doesn’t matter. HE wants us to be able to do both.” my brother said dejectedly, careful to avoid mentioning the Grimm’s name.

“Or to be able to do it for all mech weapons.” Linda matched his reaction.

“The best I can do is put in a ‘scrap’ command that will destroy the Targeting and Tracking System, rendering the Beta System useless if an enemy captures it.” I sighed.

Sally piped up once again. “Even so, once we get the Beta System on all of Gri-uh-um...you-know-who’s mechs; he will be a match for both Kurita and Steiner.”

There was a swell of pride in the room among the techs. We were doing something cool. NewTech. Way out here in the Periphery. The Outworlds Alliance had made a splash when they got the *Merlin* off the assembly lines back in 3010. Soon we would do the same. King Hendrik Grimm would have an army of mechs capable of outperforming even the Inner Sphere.

Shiro got quiet again and rubbed his chin, slowly considering the implications of what we were doing.

“Yes Sally.” he said slowly. “But is that really what we want?”

No one had a reply.

**Royal Palace
Grimfort, Oberon VI
Oberon Confederation
Periphery
May 25, 3021**

There were only a few holidays in the Oberon Confederation. One was the King’s Birthday, another was Christmas, and the last was Founding Day.

Founding Day celebrated May 30, 2012 when Hendrik Grimm had decided to go “straight”. He had invited Ambassadors from all the Successor States and Comstar Precentor Damien Hope, who ran the Hyperpulse Generator for Oberon.

A woman about my age in a Comstar Adept robe approached me as I walked down the hallway towards the kitchen.

It was her.

“Elizabeth”

“Jarome, please call me Adept MacArthur.” the woman said, smiling devilishly. “The Order has taken an interest in your new missile tech.”

“What does Comstar want with my Guidance System?” I responded.

“The Holy Order is interested in brilliant minds like yours that produce such interesting technology.”

“Things happen to people who Comstar takes an interest in. They either join or disappear.” I replied skeptically.



"We would never do any harm to you Jarome, you are too valuable for our purposes for a Holy Shroud.". Elizabeth laughed

"So why come to me now?"

"Because we want you to join the order fully. A grand project is in motion, and we will need minds like yours as we prepare for the Second Transfer." Elizabeth continued.

"You mentioned that...before. What does it mean?" I asked.

"As I said in our past business, the Succession Wars are coming to an end, and then the Second Transfer will occur." Elizabeth replied coldly.

"Maybe the Third Succession War might end, but there will be a Fourth and a Fifth." I countered.

"Are you so sure about that?" She asked.

"And what makes you think it is going to change?"

"So clever Jarome. But surely even you understand that history is more than a merry-go-round. Soon you have to get off and get on the next ride." Elizabeth smiled as she tapped something on her noteputer.

"And this is your Second Transfer? Sorry, I only like Roller Coasters and the Bumper Cars."

Elizabeth's face drained of charm and boiled with rage.

"If you stand against the Second Transfer, you are dead. Your brother. Dead. Your Friends. Dead. Your precious Zathras will burn. BLAKE'S WILL BE DONE!"

At this point I walked right past her and whispered. "You and what army?"

The rage drained from her face like a pot cooling off and suddenly became icy.

She laughed.

She continued laughing as she walked away.

I always knew she was crazy.

Grimfort, Oberon VI
Oberon Confederation
Periphery
May 25, 3021

Grimm was in his office, saddened. He had scheduled a concert to cap off Founding Day and the band had cancelled.

"Oh Beta my boy." Grimm said looking up from his noteputer. "The Zorchers canceled on me, something about not having permission from the Margrave of the Melissia Theatre. They still think I am a pirate, all because the Red Horizon stole their transport five years ago."

"How can I help?" I said nervously, wondering if he would ask me to perform and take me away from my work.

"You performed in many battle of the bands as you traveled around the Inner Sphere, surely you can convince The Zorchers or some other group to perform for Founders Day?"

"Yes I can find someone." I said slowly.

"Excellent" Grimm stood up and clapped his hands excitedly. "I should have summoned you here two hours ago, then I would have not had to kill Weber." He moved over to his shelf and picked up a book.

"Weber? Linda?" I asked slowly.

"Yes." Grimm said without hesitation. "I know she was the lead of your AsTechs, but I have compiled a list of replace-



ments. Just pick one and I will approve them, I trust your judgement.” Grimm then took a seat in his reading chair and looked around for his drink. He placed the book down, got up and went over to his desk and picked it up in satisfaction.

“Was there something you wanted to tell me Beta?” Grimm said as he sat back down in the chair and began to read.

“Nope. Nothing.”

I bowed and left the room.

“I am focusing on the party, so don’t submit the list of replacements until June 3rd.” Grimm said without looking up from his book.

Grimfort, Oberon VI
Oberon Confederation
Periphery
May 25, 3021

The kitchen was quiet and I had come for my late night snack.

Sally and Shiro stood facing each other with knives pointed.

“Out of my way Sally.” Shiro yelled.

“Calm down Shiro.” Sally pleaded.

“Calm down? She was my heart. She was your sister. In the Combine, we would work together to seek vengeance against her murderer.”

“Shiro, you can’t do this?” I said. Shiro looked at the knife and then smiled.

“I will never get close to slit his throat. I just need the right ingredients for a poison.” He grabbed a slip of paper from his pocket and wrote down a list. “Beta, I need these things from your workshop. Sally, we need to figure out how influence his taste tester. If you can-”

“Shiro, stop!” I demanded. “Even if you succeed, you will never do it in a way that cannot be connected back to us.”

Shiro lifted up his right sleeve to reveal a Dragon coiled around a diamond and crossed swords. “Yakuza. I was merely a tapodama, but I know how to poison a man.”

“This will not honor Linda!” Sally said as grabbed Shiro. “She would not want you do something that got you killed. She would want you to be free.”

“And what happens if you succeed?” I added, knowing he knew the answer.

“The Confederation continues under someone else or dissolves into a bunch of pirate Kingdoms.” Shiro answered as he dropped the knife to the floor. “And, even if we kill Grimm, we will never be allowed to continue living.”

“We should just run” Sally said.

“And leave Grimm alive and able to hurt others? NEVER” Shiro said with resolve. “I want to hurt him. He must face justice.”

“A Commander I knew once said the best way to hurt someone is to mess with their head.” I offered.

“And how do we do that?”. Sally asked.

I turned to Sally. “You do it by getting me an inventory of discarded items from the last raids against Steiner and Kurita.”.

Shiro stood up, in a near salute. “And what do you want me to do?”

“Find a simulator and practice driving.” I said. “I have a message to send”.



HPG Compound, Oberon VI
Oberon Confederation
Periphery
May 26, 3021

Elizabeth sat at her desk and tapped her pen.

“So first you barge into my office, demanding I put on a ‘soft’ interdiction on the HPG.”

She continued tapping. “Then you ask me to send a message to a band that broke up last year.”

Tap. Tap. Tap.

“And now you want to know Jumpship Transit schedules.”

Tap. Tap.

“Jarome, if you are planning to escape, all you need to do is join the Order. Not even Grimm can touch you.”

Tap.

“Or your friends.”

I did not have time for this. “Look if you do not want to help me, then I can do this on my own.”
I sat back in the chair and stretched. “I just thought you would enjoy me owing you one for once.”

Elizabeth smiled. “Oh Jarome, you know me so well.”

“Alright have the details sent me through my private data account.” I wrote down the details and slipped the paper across the desk.

She looked down and hesitated. “If I do this, you will owe the Order. Not me.”

“What do you want me to do for you? I am not joining.” I knew I had to add that or else she would demand it later.

“Let us just say that we have a future project.” She said smiling as she picked up the paper. “You picked an odd time to restart your music career”.

I feigned a reaction of shock, and had to endure her smug reaction. I knew I had to let her have something to make her feel like she had the upper hand.

Grimm Forest, Oberon VI
Oberon Confederation
Periphery
May 30, 3021

Ever since Zathras I had learned that having an escape plan was a good idea. If Grimm went after me or my brother, I had a plan for us to sneak away aboard a cargo shuttle.

We would meet up with a Jumpship from an old acquaintance. Bradley had been the manager of my band and was making his living as an information broker for the highest bidder. He had pledged to be no more than a few jumps away from Oberon VI as often as possible.

The Ambassadors were gathered each at a table with their staffs and guards, while I stood with Grimm on the dais facing the theatre, where a landing area had been cleared for the Band’s Dropship.

“So they play as they land, then the Band emerges like troops?” Grimm asked.

“Yeah that is one of the opening shows they do. Played real well on New Syrtis.”

I did not have time for this. “Look if you do not want to help me, then I can do this on my own.”
I sat back in the chair and stretched. “I just thought you would enjoy me owing you one for once.”

Elizabeth smiled. “Oh Jarome, you know me so well.”



"Well if its good enough for Duke Michael, its good enough for me!" Grimm said excitedly.

"If you excuse me, your Kingship, I have work to do." I said.

"Of course you do." Grimm said. "You can watch the feed while you work, I would hate for you to not at least see the show."

"I won't miss one moment of it. You can count on that." I said with a devilish smile that could have gotten executed if Grimm had bothered to notice.

Grimm Forest, Oberon VI
Oberon Confederation
Periphery
May 30, 3021

I took an AirCar across into the forest, and across the bridge to get to the hangar. As I got out, I saw the APC with two squads of guards.

When I came inside Sally came running towards me. "Beta, where is-"

"He is in the car." I said. "I dressed him up as an AsTech. They will think he is Linda's replacement."

Sally turned and saw Shiro holding bags of food.

"We will have to confiscate these items" the squad commander grabbed a sandwich out the bag and began to distribute it among the troopers.

"Please, I was sent to do food delivery for the workers." Shiro pleaded.

"They sent you before. They can send you again.". Another trooper sneered as he grabbed a drink from the tray in the car.

Shiro walked toward Sally and me, with a look of disappointment, the laughter of troopers behind him.

"They are going inside where Sally has set up a screen to watch the show while we work."

Sally looked at the soldiers with disgust as they laughed and joked.

I heard the announcement that the band's Dropship was in orbit.

The soldiers cheered as a message came up on my noteputer.

I was watching a camera feed of the concert, but it centered on Grimm's table as he laughed with his staff. The Steiner and Marik ambassador were arguing about something. The Davion and Kurita Ambassadors were bored. The Liao Ambassador was looking between the stage and Grimm, acting more like a news reporter than a guest, constantly taking notes. I clicked the notification and the view minimized.

"Beta Team this is Alpha. Outpost is ours.". It was Elizabeth, in the command center of the Outpost, wearing infantry gear.

"Got it. Remember our deal, Elizabeth."

"And you remember your debt as well, Jarome." Elizabeth cut the feed.

Sally was shocked. "How do you know someone in Comstar?"

"Long story." I replied quickly. "You and Shiro take the AirCar to the Outpost."

Sally's eyes widened.

"Phase 2? We are doing that? I thought you were joking."

"Grimm needs to be distracted while we load everything up." I said. "Don't forget the stuff."
Sally sighed and went to pick up two briefcases.



Grimm Forest, Oberon VI
Oberon Confederation
Periphery
May 30, 3021

Bradley had provided a recording of a mini-documentary about the band that would help buy the time we needed for Phase 1. The troops began to yawn 35 minutes in, but by the time the credits were rolling, all of them were fast asleep. Elizabeth and her Comstar troops had taken the Outpost without alerting Grimfort or any of the main bases.

My brother kicked the last trooper, and he only mumbled. "Out like a light".

I smiled and rubbed my hands together. "Alright, let's do this."

My brother would organize the others and help load up the APC. Anything that could not be taken would be blown up with charges.

I looked up at the Catapult. It would be destroyed along with the other materials. Grimm would have to start from scratch. The embarrassment of losing a Heavy Mech along with prototype technology would hurt his image both inside the Confederation and outside.

I had gotten to know the mech well, but it had to be sacrificed to ensure our escape. I would save the charges for the mech itself in Phase 3. I felt that only I could destroy it. It was like killing a favorite pet. We had no choice, there were no mechwarriors in our group. Nothing of the Beta System could remain for Grimm to use.

I sat down at console and began the program I had written. I sent it to the Outpost and Elizabeth would upload it to the satellite network which covered part of Oberon VI.

I switched my noteputer back to the view of the concert and waited for the real show to begin.

Grimm Forest, Oberon VI
Oberon Confederation
Periphery
May 30, 3021

"King Grimm, the Federated Suns demand that you extradite Jarome Didier for the crime of impersonating a member of House Davion." the Davion Ambassador protested.

"Why?" King Grimm replied.

"The Federated Suns will impose tougher sanctions."

"And your Lyran friends will join in this?" Grimm asked as if he knew the answer.

"We have come to an accord on this." the Davion Ambassador said, immediately closing his lips, as if he was about to reveal something.

Grimm nodded and smiled. "So I hear". But then raised his hand. "But what will Kurita do? That is the question that concerns me."

The Ambassador froze, as Grimm continued, aware he had the advantage. "Marik would very much welcome anything that weakens Steiners economic position. They might encourage actions that would guarantee such a state of affairs."

The Steiner Ambassador was frustrated, but sighed. "The Lyran Commonwealth will consider sanctions, but only when all other options for negotiation have failed."

The Kurita Ambassador started to say something, but Grimm sent them away, leaving only the Liao Ambassador.

I had no idea what reason the Liao Ambassador could offer Grimm, so I prepared to switch to the camera view of his mobile HQ. Something told me to keep watching the dais.

It is a good thing I did.

"This is all you have, and you are sure the intel is good?" Grimm asked as the Liao Ambassador handed him a flash



drive. Grimm plugged in the flash drive and smiled.

The Ambassador nodded, bowed, and returned to his table.

“What a shame, I was hoping to meet him.” Grimm said with a sigh.

“I wonder if I should wait until after the party or until he finishes my Guidance system to tell him that his precious Lord Commander Garrilac is dead.”

I had been stupid enough to believe if I only kept my head down that me and my brother would be safe. But who was to say he was only keeping my brother alive to keep me working, or that he would kill me to keep the Beta System

**Grimm Forest, Oberon VI
Oberon Confederation
Periphery
May 30, 3021**

I have made plans before, and I knew this one had a slim margin of success. I knew that I could not do anything to mess with that. The plan had to be methodical, not brash, like Shiro had wanted.

But now I had wanted to slit his throat. I wanted to poison him. I wanted him to suffer.

I had been stupid enough to believe if I only kept my head down that me and my brother would be safe. But who was to say he was only keeping my brother alive to keep me working, or that he would kill me to keep the Beta System from falling into the hands of anyone else?

At the end of the day, my plan was a more elaborate version of Sally's plan: run.

What I needed to do was to stand up for all the people that Grimm had crushed. All the people who he had regarded as “little”. If Lord Commander Garrilac ruled Oberon Confederation, he would be a better King than Grimm.

What kind of a universe destroyed the Mason Garrilac's, but let the Hendrik Grimm's be Kings?

I want to hurt him. He must face justice.

I had stopped Shiro before, but now I understood. We could not topple Grimm, but we could hurt him.

I looked over at the Catapult, smirked, and turned back to the view on my screen.

**Grimm Forest, Oberon VI
Oberon Confederation
Periphery
May 30, 3021**

“It has been over an hour, why have we not heard from them yet?” Grim demanded of his aide.

“Your Excellency”, a trooper was screaming as he approached the dais. “The Band's Dropship has been destroyed.”

Grimm stood up from his seat. “What?”. He grabbed the trooper by the cuff, “Who dare would do this over MY HOME PLANET?”

“Sir, we must retire to your mobile HQ.” the trooper continued nervously. Grimm agreed and ordered for the Ambassadors join him.

I switched the view to the inside of the Mobile HQ, where Grimm and the Ambassadors were gathered in the rather cramped command quarters.

“What is the big idea Grimm, did the band cancel on you?” the Steiner Ambassador teased.

“The big idea Ambassador is your Government's attack on my sovereign territory.” Grimm said firmly, and pointed to the image of a leopard dropship being destroyed by another dropship, this one of spheroid design and bearing the Steiner fist.



The Steiner Ambassador looked confused as the Kurita Ambassador smiled.

“That’s an Overlord” the Marik Ambassador whistled. “What is Steiner up to, Clark?”

Before the Steiner Ambassador could answer, “Sir, the Steiner Commander is hailing us.”

The face of a blond haired woman in a Lyran Commonwealth Armed Forces uniform showed on one of the screens “This is Kommandant Hilde Markson of the 12th Lyran Regulars.”

The Ambassadors looked at each other and began discussing with one another, but the Kurita ambassador was still smiling.

“And why would the Lyran Commonwealth send a Battalion against her neighbor?” Grimm asked, feigning politeness.

“Grimm, King of Bandits, the Archon will no longer tolerate your predations on her people.” The transmission was cut.

Grimm sat down and turned to the Kurita Ambassador. “Ambassador, I am triggering clause 5 of our treaty.”

The Ambassador stopped laughing.

“Sir, incoming transmission from the base at Kennedy Beach.”, an aide shouted without looking up.

The transmission could barely be heard through the static. “...landed an hour ago....pushed us back to the base. They have a beachhead.”

Grimm turned to the aide who had notified him of the Steiner Dropship, the screen showed that the Overlord was still descending.

“If this is a live feed of orbit, then who is attacking us?” Grimm demanded.

“Hendrik, my Valkyries are getting wrecked out here. What did you do?” the woman’s voice was coming in more clearly.

“Maria, I have no idea why they chose to attack, but I am activating our treaty with Kurita.” Grimm said, regaining his resolve.

“Kurita? Kurita are the ones attacking us!” Maria replied impatiently.

“No Steiner is attacking us.” Grimm countered.

“Don’t believe me. Fine. Believe your own eyes. Switching to Battlecam.”

A *Commando* was running across the beach but a *Panther* rose up from the surf, unloaded a PPC and ended it. The Commando collapsed in smoke as a pair of *Jenners* were focusing fire on a Hunchback. The battlecam turned with the beach filling up with smoke. A LRM salvo flew from the smoke and rocked Maria’s mech, followed by a flash of fire from autocannons. If there was any remaining question on the attackers identity, it was settled right at that moment. The smoke cleared and a *Dragon* emerged, emblazed not with the blue fist of Steiner, but the Dragon of House Kurita.

“Your Excellency, the Kurita Commander is hailing us.” another aide shouted.

“King Grimm, this is Sho-sa Shiro Ivanov of the 4th Legion of Vega.” the view now showed a man with a neurohelmet inside of what looked like a mech cockpit. “The Dragon is weary of your extortion.”

Grimm gritted his teeth and looked at the Kurita Ambassador. “But we had an arrangement”.

“The Dragon brokers no deals with pirates. Now, Hendrik Grimm, feel the Dragon’s Wrath.”. The transmission cut, and switched back to Maria.

“Grimm, I have to withdraw, the snake chewed up my torso and more of them are on the way. All Valkyries withdraw. All Valkyries-”.
Static.

Grimm exhaled like a bull. Looked over to his people working, and then turned to face the Ambassadors.

“Will someone explain to me what in the seven hells is going on?”



Grimm Forest, Oberon VI
Oberon Confederation
Periphery
May 30, 3021

I opened the Comm channel to the Outpost.

“Bradley, did Elizabeth meet you?”

“Nope. Only Shiro and Sally were there when we showed up.” Bradley replied.

“We are on our way.” I said, relieved that everything was going according to plan.

“Great. I cannot wait to get off this planet. Nice views, but does murder to my sinuses.” Bradley sneezed.

“Beta”. My brother communicated from the APC. “Everyone is packed up.”

Phase Three was ready, and so all we needed to do was-

Missiles screamed across the bridge towards the APC, but missed.

A *Bulldog* rolled onto the bridge and a *Kintaro* came up from behind it.

“This Captain Alfredo Yu of the 1st Oberon Guards. In the name of King Hendrik Grimm, you are to stand down as we secure this facility.”

I thought had more time, but Grimm was getting the word out to his units one by one.

I ordered my brother to set the detonation charges now.

The warehouse went up in flames.

“APC has been taken by enemy forces and considered hostile. All units engage.”

Another *Bulldog* and a *Spider* joined the *Kintaro* on the bridge. The *Spider* came across the bridge and towards the APC.

My brother said exactly what I was thinking.

“There goes our way out”

Grimm Forest, Oberon VI
Oberon Confederation
Periphery
May 30, 3021

“Beta, we just have a machine gun. Eventually that *Spider* is going to -ugh.”

The APC ran. But was rocked by both of the *Spider*'s medium lasers.

The *Spider* was too weak to take out the APC by itself.

My brother realized that he had an opening. “We can make for the North, all you need to do is-”.

I did not hear the rest, the *Spider* went towards the rubble of the warehouse, then turned towards the APC.

But it didn't fire.

Why would it not fire?

Then it hit me.

Actually it hit them.



A rain of missiles came across the bridge from the *Kintaro* and the *Bulldogs*. The APC rocked as it shed armor on its left side, exposing internal structure. The volley had come because the Spider had spotted vehicles and the *Kintaro*.

I hailed the Spider pilot.

“Hey you, leave them alone.”

“Beta, what you doing in the mech? Help us take out these bandits”

“Those are my friends. You are the bandits.” I replied powering up the *Catapult*. I fired two medium lasers at him.

“I was standing still. How did you miss?” The Spider pilot taunted. “Give me a minute to finish off this APC and I will take care of you , little MechTech.”

The Spider pilot was experienced and I was an amateur, no wonder he was confident.

“You will need to do better than that Beta” , Captain Yu shouted as his *Kintaro* fired all 3 of his SRM 6s at the *Catapult*. The *Catapult* rocked and I knew that I needed to move.

A better pilot might have taken her airborne, but I was not a better pilot.

I walked off the ridge and came towards the Spider. I kicked it and it collapsed.

I relaxed as the pilot ejected, but knew I had more to worry about. The *Bulldogs* and the *Kintaro* were slowly coming across the bridge. I fired all four of the *Catapult*'s medium lasers at the *Kintaro*. One hit the right leg, another the right arm, and two missed.

I moved around the ruins to the northern forest right in the path of where the APC needed to go.

“NOW!” I cried.

A patch of earth dropped under the *Bulldogs* and the *Kintaro*. The *Kintaro* struggled , but maneuvered out of it. The *Bulldogs* were stuck.

“That’s it, a simple pit trap” Captain Yu laughed. “My tanks can still fire. I thought a techie like you would be more creative.”

“I was.”

The charges below each pit exploded, creating a fire in each. The *Bulldog* crews were finished, killed by explosives originally designed to kill a Heavy Mech.

That was for the servant.

I came out of the forest to face the *Kintaro* again.

“Big mistake, Beta.” I could practically feel Captain Yu smile as he said it.

“MISSILE LAUNCH DETECTED”

A rain of missiles came across the bridge from the Kintaro and the Bulldogs. The APC rocked as it shed armor on its left side, exposing internal structure. The volley had come because the Spider had spotted vehicles and the Kintaro.

A pair of SRM 6s rocked my mech as both salvos hit with every missile. Left Leg. Right Leg. Center Torso.

No criticals, but another hit like that was not going to be pretty. I was wondering why he was holding back, until I realized what was wrong.

He was still hot from the trap. Too hot to hit me with everything.

But not for long.

The APC sped past me, and I felt relief.

“Beta, we are not leaving without you” my brother cried.



“Traitor!” Captain Yu shouted. “I will gather your remains and serve them to King Grimm myself!”

“Come and get me.” I said.

“You have no more tricks left. You are no mechwarrior.” Captain Yu taunted.

“No.” I said, taking a deep breath. “I am a MechTech.”

“Which means you cannot stand against me in this or any battle.” Yu mocked.

“It means I know this mech better than anyone.” I responded, looking over to a secondary smaller console. I entered a series of commands and the smaller screen came alive.

I took a deep breath, and exhaled.

“Activating Beta System”

Grimm Forest, Oberon VI
Oberon Confederation
Periphery
May 30, 3021

I hit the Jump Jets and hoped that I would land in one piece.

Which I did, facing the *Kintaro*'s rear at medium range.

I switched the Beta System to Guidance Mode because I knew this shot would be harder to make after jumping.

I fired both LRM 15s.

The left pod went wide and hit the bridge.

I could hear Captain Yu laughing.

Then the laughing stopped.

“How in the he-”

All 15 missiles of the right pod hit. Then the *Kintaro* exploded, as Yu ejected.

There was a hit on the left torso. A through-armor critical had struck the SRM ammo.

Bensinger System
Trellshire, Tamar Pact
Lyran Commonwealth
June 2, 3021

Bradley looked around and nodded. “Alright kid,” he began. “How did you do it?”

Before I could open my mouth Sally was already explained. “Shiro and I dressed up like Lyran and Combine soldiers, and then Beta used some recordings he had put together to fool Grimm’s people.”

“And where are you all going to hide?” Bradley asked. “You can’t do it all in one place, Grimm can still send bounty hunters to find you.”

But I had already thought about that.

“You can use the Band tour as a cover for dropping everyone off.”

“But what about you?” Bradley replied. “You were the one who used your own band for this little escape.”



Thinking about the Catapult which sat in the mech bay. We could sell the APC for some money, but I had refused to sell the Catapult. The Beta System was too important.

I had not thought about that.

I needed a high profile protector.

Which was why Elizabeth let me do it, she knew that I would need to run to Comstar or the Successor States. Marik and Liao were too close to Zathras, and would only torture me for information. Davion wanted me in a jail cell. And what Kurita would do to me was frightening. Comstar would mean going to Elizabeth. Steiner would put me in reach of any bounty hunters Grimm would hire.

And they would come.

Thinking about the Catapult which sat in the mech bay. We could sell the APC for some money, but I had refused to sell the Catapult. The Beta System was too important.

Shiro came to my side and put his hand on my shoulder. "We will figure something out."

"At least we hurt Grimm. Its not justice, but its the next best thing." I said in resignation.

"We survived. A samurai once said that the greatest victory over your enemy is to deny him battle." Shiro said.

"Doesn't sound very Kurita to me." I said.

"There were samurai before Kuritas and Battlemechs, Beta." Shiro laughed.

"Well you need to do something" Sally said, stretching her arms out wide in exasperation. "Its not like you can hide in plain sight."

I smiled and looked to Bradley.

Bradley smiled.

**Alstair Marsden Memorial Arena
Donegal City, Donegal
District of Donegal, Lyran Commonwealth
December 24, 3021**

"Are you sure you wanna' do this? Grimm is not going to like it." Bradley said nervously.

"Yes."

The light went down and the curtain came up.

"Ladies and Gentlemen." the announcer shouted. "Are you ready for Didier and the Decaying Orbits?"

The audience cheered.

"Happy Holidays Donegal!" I shouted.

Not everyone gets to live their dream. Here was where my brother and I would part ways. I made him promise to never come for me unless Bradley asked for him.

But tonight he was in the audience somewhere watching the show. "Kuritan Lullabies" was his favorite and we opened with it. But we had a Christmas present for the fans.

But it was also for Grimm.

"Baby Grimm" was the story of how we had beaten Grimm. I was scared of him, no matter what I sang. But sometimes you have to look your fear in the face.



Or sing about it from over 100 lightyears away.

After the show a teenage girl with long red hair was taken back stage.

Bradley's jaw dropped.

"Mr. Didier, can you autograph my poster." the girl unrolled a Didier and the Decaying Orbits poster.

I smiled and asked her name.

"Katie" she said shyly.

I asked her what she wanted to be when she grows up. "Mom wants me to take over the family business."

"And you don't want to?" I asked, as I signed her poster.

Katie sighed. "I do, but I am not sure if I will be as a good a leader."

"Then don't be her. Be different. Be you." I said, handing her back the poster.

As Katie and her guards left, Bradley shut the door.

"Do you know who that was?" Bradley said as he slowly turned towards me, eyes still wide.

"Some Lyran Merchant-Prince's daughter? A noble?" I shrugged.

"Really, Kid? A noble? " Bradley took a seat, still looking at me in shock. "That was Melissa Steiner."

It was my jaw that dropped next.

"The next Archon of the Lyran Commonwealth is your biggest fan."

International District, Solaris City
Solaris VII (The Game World)
Lyran Commonwealth
8 April 3022

Elizabeth sat across the table from me, sipping soup from the spoon.

"Jarome you really must try this this." she said.

"What do you want, Elizabeth?" I said.

"I know you have rehearsal, so I will make this quick." She put her soup to the side and had the man sitting beside her open the noteputer and turned it to face me. It has camera footage of Shiro and Sally entering a jewelry store.

"They are getting married. How sweet. Too bad you can't attend." Elizabeth grinned.

The man tapped a button and it was an image of my brother entering an apartment.

"Always nice to return home after a long day at the factory as a successful engineer."

And then the rest of my friends.

The timestamps were from within the last month.

I was prepared to leave, but Elizabeth reach out and grabbed my arm gently. "Jarome, we only want to help you."

The man tapped some keys again, and the view was the aftermath of a prison fight. An older man was dragged away by the guards, his right eye bleeding. The camera closed in on and brought up a file that told me what I already was thinking.

"Is that..?" I could not even say it.



“Yes, Jarome.” Elizabeth said as slammed the noteputer closed. “Garrilac is alive.”

“We have put together a team that can save Garrilac, but it would work better if it included you.”

I looked around, and thought about how I could best escape.

“What happens if I walk away?”

“To you? Nothing.” I started to get up. “But your brother will not be able to finish his project. Sally and Shiro's wedding be delayed.”

“Because they will be dead.”

“Along with everyone else you care about. Including Garrilac.” Elizabeth finished her soup and then handed it to the waiter as he came to pick up their plates.

Once the waiter had left, she continued. “It is easy enough to pay someone to damage his eye in a way that creates a blood clot in his brain.”. The man began putting her noteputer into a bag and stood up to let her out.

“Their lives are in your hands Jarome.” Elizabeth said. “I represent a Benefactor who only wants to help you.”

Harebrained Studios
Detroit
Periphery
15 January 3024

Andrew Bullock was a Producer of the Bloodfist series, but he hoped to get to telling REAL stories. “There is no way we can slap 'Based on True Story on this'.”

“We reviewed with our Research Division” a dark haired woman spoke up. “And they have determined that there are too many errors for Didier's story to make sense.”

“But there IS a bounty on him placed by King Hendrik Grimm of Oberon Confederation, isn't there?” another man said.

“Yes there is.” the woman responded. “But the Successor States don't have ambassadors on Oberon VI, none of the atrocities of Grimm match anything depicted by Didier.”.

“So what HAPPENED then?” the man protested.

Bullock sighed. “We DON'T know.”. He looked at the tablet again.

At the other end of the table another man finally spoke. “Well Bullock, looks like you have a script for Bloodfist IX.”.





MASON'S MARAUDERS



"Garrilac's lost everything, even an eye. How dangerous can he be?"

- *Warden of Lockdown Prison, Hastur II*

The Mercenary Unit that would come to be known as Mason's Marauders was forged through blackmail. A mysterious benefactor brought together the four mechwarriors and support crew to rescue Mason Garrilac, former Minister of Defense for the Independent Periphery planet of Zathras. Garrilac had been exiled to the prison of Hastur II. For reasons unknown, the Benefactor has an interest in Garrilac as well as the individual members of the new Mercenary Company. The four mechwarriors must free their new commander, build their unit, clear Garrilac's name, and free themselves of the Benefactor's control.

Which they might be able to do if they live long enough.

Campaign Rules

1) Starting the Campaign

The player (s) controlling the Marauders starts the Campaign with the following assets:

- 1 x GRF-1S *Griffin*
- 1 x DRG-1N *Dragon*
- 1 x CLPT-C1 *Catapult*
- 1 x CN9-A *Centurion*
- 1 x *Leopard* Dropship(1 Fighter Bay has been converted into an Infantry Cubicle)
- 1 x *Boomerang* Spotter Plane (Conventional Plane)
- 1 x *Mechlifter* (Conventional Plane)
- 1 x *Elite Mech Tech* *
- 10 X *Regular Mech Tech*
- 1 *Dropship Pilot/Gunner*** (5/3)
- 1 *Aerospace Pilot*(4/5)**
- 2D6x10,000 *C-Bills*
- 6 *Grit Points*

* - Laurent is also Chief Engineer. Use his skill when repairing the *Yojimbo*.

** - Burke or Lavelle can either be Pilot or Gunner of the *Yojimbo* at any time the player chooses.

BT vs DFA EXECUTING YOUR MECHS:

To fully simulate the *Death From Above* experience, you can use the following implements:

Soldering Iron –Energy Damage

Drill —Ballistic, Missile, and Physical damage.

Pliers —to remove limbs.

As always, please exercise safety precautions if you choose this style of play.

Be advised that these work on plastic miniatures like the 3-D printed ones used by HYPERRPG.

For more advise on care and maintenance of your Battletech minis, you can visit camospecs.com



2) Support Character Abilities

Julius Burke

Whistlestop – As long as Burke is alive, the Marauders will never fail to call a Jumpship.

Hyper Discount(2 Grit) – Once per Jumpship, Burke may negotiate the price of transport. Jumpship Travel Cost roll has -2 bonus applied.

Fix My Ship (5 Grit) – Select a Mech Tech. That Mech Tech is considered a Ship Tech for one week.

Morgan Lavelle

The Bridge is Mine – If Burke is killed, Lavelle may obtain the **Hyper Discount** ability.

Survey(3 Grit) – Using her Spotter Plane, Lavelle can survey the Battlefield and provide more intel to the Marauders. Add +1 to the Initiative Roll.

I'll do it myself(5 Grit) – Lavelle is considered a Green AeroTech this week.

Laurent Yeboah

Dual Training – As long as Laurent is alive, his Mech Techs may also be used to repair Vehicles.

Supervise(5 Grit) – One Maintenance check or Acquisition check may be rerolled.

Special Project(25 Grit) – Choose One: a) Select one Mech. Laurent cannot work on any other Mech or use *Supervise* this week. Laurent must make a 2D6 Tech roll with a -2 modifier. If Successful, change one Hardpoint Type in one location on one Mech. If the rolls fails, Laurent is unavailable for 1D6 days. b) Laurent must make a 2D6 Tech roll with a -1 modifier. If Successful, Beta is considered a Regular Mech Tech this week and available for 2D6 hours of work.

Salty Nann

Amateur Field Medic – As long as she is alive, Salty Nann is counted a Green Medic. She may also reroll one medical treatment roll.

What's Cookin'(3 Grit) – If the Marauders dine with Chef Salty Nann, add 1D6 Grit. This can only be used once a week.

Secret Recipe(5 Grit) - Nann serves up something special for the Crew, that has interesting results. Roll 2D6 to determine which character is rendered sick and unable to fulfill their duty this week, due to food poisoning (Characters who are sick cannot use their abilities, go on missions, or perform their assigned job). You earn 15 Grit. This ability may be used only once per month.

2: NONE or Guest (GM assigns up to six Guest slots for personnel not defined already assigned a roll result)

3: NONE or 1 Vehicle Crew or 1 Infantry Squad (roll 1D6;1-3: Vehicle Crew, 4-6: Infantry Squad)

4: 1D6 Mech Techs or 1 Infantry Squad (roll 1D6;1-3: Mech Techs, 4-6: Infantry Squad)

5: 1D6 Mech Techs



6: Lavelle or other Fighter Pilot (If other fighter pilots are onboard, GM will assign all six slots and make a 1D6 roll.)

7: Diva

8: Beta

9: Valravn

10: Talon

11: Burke or Laurent(1D6;1-3:Burke, 4-6: Laurent)

12: Garrilac or roll twice

Note: *If a character is dead or not onboard, then reroll. New Mechwarriors are assigned to any open slot, per the GM's discretion.*

Battles

In *Death From Above*, play is conducted according to standard Battletech Rules, with the following exceptions:

1. The Turn is broken down into phases determined by weight. During each phase, any unit that may act in that phase may move and/or attack (including physical attacks).
2. A unit may hold action to move and/or attack in a later phase.
3. Initiative still determines when the unit(s) on each side declares action within a phase. For Example, Infantry may choose to hold until Assault Mech Phase or even hold in the Assault Phase.
4. Within each phase, action declaration alternates between one unit on each side starting with the unit of the that lost initiative.
5. If a Unit takes damage in a phase, that damage and its effects are resolved in that phase.
6. Choosing to reserve a unit, reserves ALL units controlled by that side that have not yet declared their action.
7. Roleplaying actions other than communication resolve at the end of turn.

Initiative Phase

Initiative is rolled. The side which lost Initiative gains 1D6 Grit.

Infantry Phase

This is the earliest phase infantry may declare their actions.

Light Mech Phase

This is the earliest phase Light Mechs may declare their actions

Medium Mech Phase

This is the earliest phase Light Vehicles and Medium Mechs may declare their actions.

Heavy Mech Phase

This is the earliest phase Heavy Mechs and Medium Vehicles may declare their actions.

Assault Mech Phase

This is the earliest phase Heavy Vehicles and Assault Mechs may declare their actions.



Assault Vehicle Phase

This is the earliest phase Assault Vehicles and Turrets may declare their actions.

End Phase

Heat sinks activate and any other end of turn conditions are applied.

SAMPLE TURN

Mitch controls Mason's Marauders with their Dragon, Centurion, Griffin, and Catapult. Tyler controls the OpFor, which consists of An Awesome, a Cicada, and three Scimitar Medium Tanks.

Tyler wins initiative.

If Mitch had Infantry, they would declare their action, since the Infantry Phase comes first, regardless of who won initiative. But neither he or Tyler have any, so this is skipped. The Light Mech Phase is skipped for the same reason.

Next is the Medium Mech Phase. Since the Centurion and Griffin are mediums, Mitch may move or hold either(or both) of them. Mitch chooses to move the Centurion. Tyler holds his Cicada. Mitch holds his Griffin.

In the Heavy Mech Phase, Mitch holds his Catapult. Tyler moves Scimitar into firing position to hit Mitch's Dragon. Mitch moves his Dragon into position and fires its LRM 10 and PPC. The PPC misses, but the LRMs hit home, striking the Scimitar 1 on the side. Tyler responds by moving Scimitars 2 and 3 and firing on Mitch's Dragon.

The Assault Mech phase is the last battle phase of the round, because there are no Assault Vehicles on the battlefield. Mitch launches both LRM 15s of his Catapult. They both hit the Awesome, causing 20+ damage. Tyler must make a piloting a roll. He fails and the Awesome falls. Tyler replies by not moving, but firing a three PPC strike on Mitch's Dragon, causing a critical on the Left Leg. The crit location is noted as Hip Actuator. Mitch makes a piloting roll and succeeds.

Mitch unholds his Griffin to declare a DFA on the Awesome.

In the End Phase, all Heat Sinks activate and other end of turn effects are applied.



True Grit

Similar to the Warchest system from the Chaos Campaign, DFA uses a currency to allow each side to purchase special abilities to turn the tide of battle. This is called **Grit**. (different than Edge used in the *A Time of War*).

Each ability has a **Grit Cost** to use. The OpFor starts a Scenario with certain amount of Grit, as determined by the scenario. Each turn a side loses initiative, they gain 1D6 Grit [**NOTE: For a more difficult campaign, award only 1 Grit for losing initiative.**] Do not roll for Grit on the first turn. An Additional 1 Grit is given to winning side if they achieve a Decisive Victory as defined by the scenario rules.

Grit is also earned by Unit Kills and Mission Success. Each Scenario has a recommended **Grit Award**, but the GM may adjust that as they wish. This is indicated in the *Objectives* section of the Scenario briefing. Each Ability also has an affiliation. If the ability is associated with a specific character, that ability cannot be used for the rest of the battle if the character's unit is disabled or destroyed. If the character is killed, that character's abilities cannot be used for the rest of the campaign.

Neutral abilities may be purchased by either side, unless they are noted as granting an award (“+x”). If a Neutral ability is an award of Grit, rather than a cost, then either:

- a) The ability is triggered at the discretion of the GM.
- OR
- b) The ability is triggered upon agreement of BOTH Attacker and Defender.

Unless otherwise noted, the OpFor starts with 6 Grit. The GM may opt to “credit” unspent Grit into an OpFor the next scenario if the OpFor is the same commander or the same faction as the previous scenario.

Purchased abilities may be reserved and activated later. The Grit spent on any abilities purchased but unused are refunded at the end of the scenario.

Getting a-Head

Head shots are less rare in DFA than they are in standard Battletech play. If the Head is rolled as the hit location, roll 1D6 to confirm:

Head Confirmation Table:

- 1-3: Reroll location
- 4-6: Confirmed Headshot





Hiring Personnel

1) Unlock Personnel

When the Marauders need to replace personnel, they must be extra careful. Any new hire could be an agent of the Benefactor, or from their growing list of enemies. Use Grit to unlock the ability to hire a certain type of personnel. Once unlocked, personnel of that type may be hired. The Hiring costs is also equal to the cost to convert Infantry platoons from one type to another, which may only be done when on a planet. (For example: It costs 5 Grit to convert a Foot or Jump Platoon to motorized.)

HIRING UNLOCK/ CONVERSION TABLE	
UNIT TYPE	COST TO UNLOCK/ CONVERT
ADMIN PERSONNEL (Logistic, Command, HR, Transport)	1 Grit
INFANTRY (Foot):	-N/A- (always unlocked)
INFANTRY (Motorized)	5 Grit
INFANTRY (Jump)	15 Grit
MECH TECHNICIAN	10 Grit
AEROSPACE TECHNICIAN	2 Grit
VEHICLE CREW	5 Grit
MEDIC	10 Grit
AEROSPACE PILOT	25 Grit
MECHWARRIOR	30 Grit

2) Determine Personnel Types Available

RECRUITMENT TYPE TABLE (1D6)	
1	MEDICAL
2	ADMINISTRATIVE
3	TECHNICIAN
4	INFANTRY
5	VEHICLE/ AEROSPACE
6	MECHWARRIOR

MEDICAL RECRUITMENT TABLE (1D6)	
1	DOCTOR
2	DOCTOR
3	MEDIC
4	MEDIC
5	MEDIC
6	ALL AVAILABLE

ADMIN RECRUITMENT TABLE(1D6)	
1	HR SPECIALIST
2	LOGISTIC SPECIALIST
3	TRANSPORT SPECIALIST
4	COMMAND STAFF
5	ALL AVAILABLE
6	ALL AVAILABLE

TECH RECRUITMENT TABLE (1D6)	
1	MECHANIC
2	AEROSPACE TECH
3	AEROSPACE TECH
4	MECH TECH
5	MECH TECH
6	ALL AVAILABLE



VEHICLE/ AEROSPACE RECRUITMENT TABLE

(2D6)

2	CONVENTIONAL FIGHTER PILOT (NO AIRCRAFT)
3	CONVENTIONAL FIGHTER PILOT (HAS AIRCRAFT)
4	AEROFIGHTER PILOT (NO AEROSPACE FIGHTER)
5	AEROFIGHTER PILOT (HAS AEROSPACE FIGHTER)
6	VEHICLE PILOT OR GUNNER (NO VEHICLE)
7	VEHICLE CREW (NO VEHICLE)
8	VEHICLE CREW (NO VEHICLE)
9	VEHICLE (FULLY CREWED)
10	DROPSHIP GUNNER (NO DROPSHIP)
11	DROPSHIP PILOT (NO DROPSHIP)
12	ANY DROPSHIP, VEHICLE, OR AEROSPACE (CREWED)

INFANTRY RECRUITMENT TABLE

(1D6 X 2)

Roll	MOBILITY TYPE	WEAPON TYPE
1	JUMP	LASER
2	MOTORIZED	SRM
3	MOTORIZED	SRM
4	FOOT	RIFLE
5	FOOT	RIFLE
6	FOOT	RIFLE

VEHICLE/ AEROSPACE RECRUITMENT TABLE

(2D6)

2	DISPOSESSED
3	LIGHT MECH
4	LIGHT MECH
5	LIGHT MECH
6	LIGHT MECH
7	MEDIUM MECH
8	MEDIUM MECH
9	MEDIUM MECH
10	HEAVY MECH
11	HEAVY MECH
12	ANY WEIGHT CLASS INCLUDING ASSAULT MECH

USING THE TABLES

The GM will roll against the RECRUITMENT TYPE table. Any results for a unit type that hasn't been unlocked should be rerolled or treated as a non-availability if it occurs on any table.

Once you determine what units will be available you roll against the corresponding table for specific results.

Mitch knows there are 2 units available for hire so he rolls 1D6 twice and determines that there are infantry and medical personnel available.

He rolls 1D6 against the MEDICAL RECRUITMENT table and now knows there is a Doctor for hire.

He rolls 1D6 twice for the INFANTRY RECRUITMENT table and gets motorized SRM platoon, he hasn't unlocked that unit type so he rerolls and knows that there is standard laser platoon for hire.



3) The Benefactor and Loyalty

The Marauders have an additional concern when it comes to hiring: any potential new hire could be an agent of the Benefactor .

Loyalty Check(1D6):

If your group decides to hire a new npc not identified in the Campaign, then make this roll. The GM will make this roll before the npc is created, and secretly records the result. If the Marauders have an Admin (HR), then one or more rerolls may be forced if the Admin's skill is at a tier which permits any rerolls.

LOYALTY CHECK TABLE (1D6)	
1	AGENT OF THE BENEFACTOR
2-5	LOYAL TO THE MARAUDERS
6	OTHER ENEMY AGENT (NOT BENEFACTOR,

An Enemy Agent will attempt to sabotage the Marauders without being discovered (What actions are taken is at the discretion of the GM). Each month, the GM may deduct 1D6 from the Marauder's Grit Pool each month until they are discovered (per Agent of the Benefactor).

4) Special Salaries

In addition to standard salaries covered in official sources, certain characters have a specific salary that reflects their circumstances.

Salty Nann: 2D6*100 [Reroll if the roll result is "2"] (*Salty Nann won the right to renegotiate her salary each month when she helped Burke and the others steal the ship.*)

Laurent: 5000

Lavelle: 2700

Burke: 3500

Lord Commander's Expense Account: (3D6*100)+2500
(*Lord Commander may elect to not collect for a given month. However, he will be unable to finance any trips away from the Yojimbo to complete his mission.*)

Lord Commander's Getaway

The Lord Commander may need to leave the Yojimbo to meet with a contact or make other arrangements to help him with his mission. For each week the LC is not in the same location as the Marauders (on the Yojimbo with them or in the same Star System), deduct 1D6*1000 CBills from the LC's Expense Account.

5) Gambling:

Many worlds of the periphery offer many opportunities to earn additional money through gambling. Funds spent gambling may only be deducted from the personal expense accounts of the characters. Beta and Burke lose (1D6-1)*100 Cbills

LOYALTY CHECKS

Mitch's character Garrilac decides to hire a new Medic, rather than depend on Salty Nann's limited ability as a healer. First the GM rolls 1D6 for loyalty. The roll is 3, and the GM secretly notes that if this medic is hired they will be loyal.

Connor's character Talon wants to hire at least one Dropship Gunner, so someone qualified can operate the Yojimbo's guns. The GM makes the loyalty roll, with a result of 6. The GM secretly makes a note that if the Dropship Gunner is hired, they will be in an agent of one of the Marauder's enemies.)



per month (each) gambling on various events across the galaxy(On a roll of 6, they earn a bonus 2D6x50 Cbills that month each).

For each gambling event, the GM will determine the *cover charge* (cost to enter the event), the minimum bet (minimum amount to risk), and the relevant rules (including odds). Depending on the rules, the minimum bet may be adjusted.

GAMBLING FOR PROFIT

After determining the code word to get into the secret fight club behind the restaurant, Steph's character Valravn and Connor's character Talon are prepared to enter as combatants, with Jel's character Diva joining as a guest. The Guard informs them that its 500 Cbills each to watch, and 1000 to fight. Valravn and Talon pay the 1000 each to enter as combatants, and Diva pays the 500 cover charge to spectate.

Talon prepares for his fight, placing 1500 Cbills on himself at 2 to 1 odds, while Diva places 1500 against. Talon wins his fight, earning 3000 Cbills for his personal account, while Diva loses 1500 from her personal account.

6) Sending Messages:

There are only two ways of sending messages from one world to another. One is by Courier Jumpship and the other is HyperPulse Generator. Comstar provides a secure Jumpship Courier service throughout most of the Human Sphere, although minor competitors do exist in certain regions.. Comstar's service is managed by Jumpship Crews trained in handling secure messages. This is offered to many worlds as D and C Class service. Comstar's B and A service is for Hyperpulse Generator Facilities. An HPG will transmit regularly to every HPG within a 50 lightyear radius. For B Class facilities, this is done every few days. For A Class facilities, this is done every 12-24 hours.

First determine the service for the world where you are located. If the service is D or C, make a 2D6 roll (One per week for C and once per month for D). The roll result is the base number of days.

If the service is B then your base number of days is 1D6. If the Planet's HPG Class is A, your base number of days is 1.

Next determine the number of "50 LY jumps" between your current location and the target world. For each stop, add 1 day if the intervening world is an A-Class, or 1D6 Days if the intervening world is a B-Class (unless other noted in source material or by declaration of the GM, assume a world has B-Class service). For very long distances, the GM can exercise "the rule of expediency" and determine the number of jumps without consulting a map.

Because data required to transmit a message Comstar charges for each recipient, even if multiple messages are being sent to the same world. Unless otherwise noted, the recipient pays to send a reply.



If a character is going to be on a different world by the time the message reaches the recipient, then the sender can pay the additional charge for a "Mail Drop".

HPG Message Transmission

Standard Encryption: 50 per day

High Encryption: 150 per day

Priority: 300 per day

Bulk Discount: -200 if being sent to more than two recipients on the same world.

"Mail Drop": +1000 per day**

"Dead Drop" (Recipient location unknown): +1500 per day*

*- A Mail Drop is for a sender who will be on world other than the originating world by the time the message reaches its recipient. A message can be sent to notify the original sender to wait at the HPG for message transmission. Comstar will store this message at the original sender's last known location, and then redirect based on confirmation from the original sender on where to send the reply.

**- "Dead Drops" are only authorized if the recipient is known to be within 100 Lightyear radius of originating HPG.

THE COST OF COMMUNICATION

Mitch's character Mason wants to send a message from New Abilene to a contact on Canopus IV. The GM tells him that Canopus IV is over 60 LY away from New Abilene, so transmission will be require at least one "hop" to reach its destination. With no A-Class HPGs between New Abilene and Canopus, the message will take at least 1D6+1D6 days(New Abilene to the nearest HPG in that direction, and then onto Canopus.). Mason knows the identity of the recipient, but wants to send the message with High Encryption and as Priority. He rolls a 5 and a 2, meaning that his message will take seven days to reach its destination. The cost of the message will be 450(High Encryption+Priority) times 7, or 3,150 Cbills.

Jel's character Diva wants to send a message to a contact on Tharkad. Rather than break out the map of the Inner Sphere, the GM does some guesswork and determines the number of the A HPGs between New Abilene and Tharkad, plus any gaps for B-Class locations. Deciding on a route that goes from New Abilene to Zathras, Zathras to Andurien, Andurien to Sian, Sian to Capella, Capella to Sarna, Sarna to New Earth, New Earth to Donegal, and Donegal to Tharkad, the GM has settled on 6 A-Class "jumps", 2 B-Class sites to fill the gap. The GM decides that Diva's message will arrive on Tharkad in 6+1D6+1D6 Days. Jel indicates that the message Diva is sending is High Encryption. Jel rolls a 6 and a 3, the Gm declares that Diva's message will reach Tharkad in 15(6+6+3) days and cost 2250 Cbills.

Nick's character Lazarus has discovered a lost world where the HPG is offline. Until the facility is brought online, Comstar is offering C Class service. He wants to send a message to multiple contacts waiting on Detroit, which is within 30 lightyears, or a single Jump away. However, the development of the system means that a courier ship is not always available. He makes a Jumpship Availability role and determines that a courier Jumpship is available. He is sending an ordinary report, so there is no need for higher encryption. The fee is 2D6 times 50, minus the bulk discount. A roll of 8 puts the cost of transmission at 400 Cbills.

Travel

Travel in the galaxy is done with Jumpships and Dropships. Dropships like the Yojimbo carry the Marauders across space, but it takes Jumpships to bring them one star system to another.

Unfortunately, asking for a Jumpship is more like taking a 19th Century Train then a 22nd century cab. Jumpships are rare, so getting one is not cheap. Unless the GM has provided a Jumpship, then The Marauders will need to "get a ticket".

1) Roll for Jumpship Availability:

Make a 2D6 *Transport* (Administration) roll to determine if a Jumpship is available.



Modifiers:

- Trading Hub (3 or more Jump lanes) +1
- Contested World -1
- Member World: Faction +2
- No Recharge Station(s) -2
- Hostile Battlespace *Automatic Failure*

2) Attempt to board:

Calculate the fee, which is $50,000 \times (\text{number of jumps}) + (2D6 \times 1,000)$. If you accept the price, then the *Yojimbo* docks and you can Jump to your destination. No Jumpship will take you more than 3 Jumps, so plan your route accordingly.

3) Traveling Expenses:

Traveling between planets means that your personnel will want some time away from the Dropship. If you cannot find a contact to pay for your lodgings, then you will need to spend Cbills, looking for places to rest and eat.

Accommodations:

Economy Lodging: 1D6*50 per night (per person)

Luxury Lodging: 1D6*150 per night (per person)

Economy Restaurant: 1D6*25 per meal (Add 50 for each additional guest beyond 4)

Ethnic Dining: 1D6*50 per meal (Add 50 for each additional guest beyond 4)

Fine Dining: 1D6*100 per meal (Add 50 for each additional guest beyond 4)

Popular: +50

Exclusive: +100

Known Underworld Hangout: -100

For each meal you eat Economy, deduct 1 Grit. For each night spent in Economy lodging, deduct Grit equal to the Accommodation roll.

AJ's character Beta has had enough of Salty Nann's cooking, and wants to treat the team to Thai cuisine. The GM confirms that there is a Thai restaurant on the planet in the same city. However, the GM adds that it is also a known hangout for local gang, which runs a secret fight club in the back of the restaurant. Encouraged for the other players, looking for a chance to fight, AJ will roll. AJ rolls a 5, making the restaurant's base price 250 Cbills. Adding the Underworld modifier makes the actual price of eating at the restaurant 150 CBills(250-100).

4) Dressing to impress

Each passenger on the *Yojimbo* has at least one week's worth of casual clothing packed among their things. However, there may be occasions that call for more than casual wear. Clothing may not be rented for longer than 2 weeks.

Special Clothing Inventory:

Italian Style Tuxedo (Mens) - Beta

DCMS Officer Uniform (Rank "Talon Sergeant", Unit Patch removed) – Talon

2x Katana – Talon, Valravn

1xWakasashi – Talon



Special Clothing Table

Suit Rental: 10*2D6 per week

Suit Purchase: 100*1D6

Dress Rental: 100*1D6 per week

Dress Purchase: 100*2D6

Shadow of the Benefactor

The Benefactor brought the Marauders together, and is felt throughout the Campaign. To reflect this, the GM may allocate 2 Unspent OpFor Grit to force a reroll on any Post-Battle, Non-RP action. 5 Grit may be spent to increase the cost of something by (1000x1d6) C-Bills or add +1 to the target number on a Post-Battle, Non-RP roll. 10 Grit may be spent to force an automatic failure (This cannot counter something that causes automatic success like Viking Lass's *Hammer-time* ability.).

Characters

Mason Garrilac

Callsign/Title: Lord Commander

Born: 2977(56 in 3023)

Birthplace: -

Mason Garrilac had everything he could want. He was the Minister of Defense for the planet of Zathras. A Lord Commander and the landhold that came with it. Then it was taken away when his enemies took advantage of an unfortunate situation. Lord Commander Garrilac understood the risks, but even he was not prepared for the fallout. The only favor the Emperor could manage was to exile Garrilac to the infamous Lockdown Prison complex on Hastur II rather than execute him. For two years, he hears that his reputation, and even his family has been taken away. After losing his eye during a prison riot, Garrilac is a broken man when he receives an offer to put his life back together.



Natalya Matsuo

Callsign: Valravn

Born: 3000(23 in 3023)

Birthplace: Rasalhague District, Draconis Combine

Unit: GRF-1S *Griffin*

Born on the minor world of Thule in the Rasalhague District of the Draconis Combine, Natalya grew up with a respect for both parts of her mixed Scandinavian and Japanese heritage. Her childhood was an exposure to the rich oral tradition of Rasalhaugian people and the combine. Her father has served in the Rasalhague Regulars for years. Her mother, Alvida, was a mercenary based out of the family dojo. Alvida's dojo had been in her family for years, ever since her ancestor won the right to it after he defeated 70 SLDF Gunslingers. While most dojos fell into decline as their warriors became mercenaries or joined the DCMS proper, this one remained.



When Coordinator Hohiro's Kurita's "Dragon Renewals" cut the stipend Alvida's



family had received to maintain the dojo, Alvida formed her own mercenary unit. After disbanding the unit for reasons that have not been publicly revealed, Alvida returned to raise her daughter and teach her how to pilot the family-owned mech.

The Griffin-1S "Koschei" was captured by Alvida's father during the Third Succession War in fighting on the Lyran Front. During her mercenary career, Alvida modified the Griffin with Battlefists.

Natalya has trained in the mech since she was a teenager, and began to regularly pilot it once Alvida became sick.

With her father on military assignment, and her other family committed to taking care of Alvida, it fell to Natalya to defend Thule against those who would steal its ice. Natalya took the callsign Valravn, from a story her mother had told her as a child, embracing it as a symbol to her enemies fear.



Jackson

Callsign: Diva

Born: ???

Birthplace: Taurian Concordat

Unit: CN9-A *Centurion*

The youngest of a large of family, Jackson and her brothers grew up on a minor Taurian world. She inherited her father's mech, a Centurion that she modified with a glitter paint scheme that has distracted many an opponent.

Diva made a name for herself in the Solaris Reaches, until a fatal challenge match nearly caused her to drown in her own mech. To this day, she has aquaphobia and is very reluctant to take herself or her mech into bodies of water. Diva's reasons for joining are mysterious, but she appears to be the most enthusiastic member of the Marauders. This enthusiasm is balanced by a reluctance to talk about her own past.

Jarome Didier

Callsign: Beta

Born: 2998(24 in 3023)

Birthplace: Zathras

Unit: CLPT-C1 *Catapult*

Born on Zathras, Jarome showed an incredible technical aptitude at a young age. Jerome enrolled into the best technical school on Zathras on a military scholarship. He demonstrated the ability to get the most out of technology and was an avid tinkerer. His skills landed him a position in the motor pool of the Zathras Military, maintaining their combat vehicles. Passed over for the senior position of due to a lack of political allies, Jerome remained unnoticed by everyone but his coworkers in the motor pool, who gave him the nickname "Beta" for reasons that remain unknown.

When an assassin attempted to take a shot at Lord Commander Garrilac, Jerome accidentally picked up the comm channel of the assassin and got in front of the Lord Commander. Garrilac then named the young mechanic his bodyguard, much to everyone's surprise.



After Garrilac's exile, Jerome left the planet. After an incident involving an attempt to impersonate a Federated Suns citizen, Jerome fled to the Coreward periphery. Hired by King Hendrik Grimm III of the Oberon Confederation as a mech tech, Jerome was content to ignore Grimm's cruelty. A personal loss then caused Jerome to question his actions, and help his fellow techs get away from Oberon Space. To create a distraction, Jerome stole a Catapult from Grimm's



"Royal" mechbay. Rather than give it back, he was convinced to take it with him onboard the dropship.

After securing new identities for his fellow techs, Jarome toured the Inner Sphere with his band, Didier and the Decaying Orbits. Soon Jarome was given an opportunity to save Mason Garrilac, but this offer was an ultimatum: If he failed or turned against the Benefactor, the lives of his friends would be forfeit.



Cameron Coyne

Callsign: Talon

Born: 16 February 2991(31 in 3023), Galedon V, Galedon District, Draconis Combine

Affiliation: Draconis Combine

Unit: DRG-1N *Dragon*

The Coyne family has been loyal to House Kurita since their ancestral world was annexed by the Combine over 200 years ago. For their dedicated service to the Dragon, they were granted a landhold on Galedon V, and became respected soldiers and diplomats.

Cameron grew up on Galedon V, preferring to train alongside the Household staff and noble retainers than attend social gatherings. With the support of his father, Cameron enrolled in Military School instead of Preparatory School to prepare him for service in the DCMS and to pilot the family Battlemech.

His grades allowed him to enroll in the Sun Zhang Mechwarrior Academy, where he met his Torvald Okada, who soon became his rival. After serving in the Sun Zhang Academy Cadre, Coyne was assigned to the 19th Galdeon Regulars in 3013.

In 3017, Coyne returned from a leave of absence that had lasted over a year and was named a Chu-i, much to the frustration of his rival Okada, who did manage to earn a position as Coyne's second in command. Coyne was then reassigned to the disgraceful 2nd

Legion of Vega, a move which he believed had been orchestrated by Okada.

In 3020, Okada joined the 2nd Legion of Vega as a Chu-i and clashed with Coyne, which factored into the failed invasion of Harrow's Sun that spring, and the Kuritan loss in the Fourth Battle of Harrow's Sun. Blamed for the company's failure in the battle, Coyne was demoted to Talon Sergeant, the lowest possible rank for a noble who owns their own mech.

By late 3020, Coyne had adopted the moniker 'Talon' and was pressured into leaving the DCMS. Unwilling to become a Solaris Gladiator, and unable to get a lance command of a militia or corporate security unit as a result of his disgrace, Talon became a mercenary.

Upon learning that Okada had been assigned to the Rimward Periphery, Talon headed there to plot his return and to carry out his vendetta. After two years, Talon was approached by a mysterious benefactor who offered him a way to regain his honor.

Name: Julius Burke

Rank: Captain

Bio: A former Aerospace Fighter Wing Commander in the Zathran Military, with a service record even longer than Mason's, Burke was too popular to be killed after Garrilac's exile. However, Garrilac's enemies did manage to cashier him out of the military, forcing him to take a civilian job. When contacted by the Benefactor, Burke welcomed the opportunity to free Garrilac. Burke worked with one of his former subordinates and a hired engineer to steal the IZS Yojimbo. Burke also hired the initial engineers that Laurent would need. Burke has contacts with many of the Jumpship Captains in the region, which enabled him to secure the Yojimbo's escape from Zathras.

Name: Morgan Lavelle

Rank: Lieutenant

Bio: The children of immigrants to Zathras from another war-torn world, Lavelle rose to prominence as a scout pilot in Julius Burke's Aerospace Fighter Squadron. After Garrilac's exile, she was reassigned to command a conventional air-



craft reconnaissance wing. Lavelle has brought along her conventional spotter plane, as well as the Mechlifter (a conventional aircraft designed for carrying a mech). Despite being a fighter pilot, Lavelle prefers to not be in the middle of a battle, but is able to pilot whatever craft she is flying through even the most difficult terrain.

Name: Laurent Yeboah

Rank: Chief Engineer

Bio: Once a tech thief for one of the Criminal Syndicates that operate in the Zathran Quadrant, Yeboah was serving a life sentence in a Zathran prison. Laurent was freed while in transit to a more secure facility. The thief was surprised when his rescuers, Captain Julius Burke and Morgan Lavelle, revealed that they were hiring him to steal the *IZS Yojimbo*. Laurent is Chief Engineer of the Marauders, responsible for the upkeep of the Marauders Battlemechs, any vehicles, and the Yojimbo itself. Laurent is known for jovial attitude and his penchant for gambling.

Name: Salty Nann

Rank: Cook/Medic

Bio: Born Sefa Rúnfríðr Skjolden, Little Sefa was one of the few children of the mysterious Jarnfolk to have an easy childhood. At the age of 8 her parents were taken away in the middle of the night. She was later sent to the planet Hamar to be raised by distant agrarian cousins. Later it was found her parents were accused of betraying the head Skjolden family instead of being the loyal fulltime bodyguards they were supposed to be it was found they were hiring themselves out as Skaret assassins. It was peculiar how Sefa even at the age of 8 was well versed in several forms of marital arts including the national form of Ponzai Sebia.

On the farm Sefa was later renamed Nannete Valka Bjornsen from her new family the Bjornsens. They meant well and raised her on the farm for 3 years but due to a bad seed crop the farm barely subsisted. Nannete learned to use vehicles at early age to earn her keep on the farm. She also spent a lot of time with the family animals since the family did not have many friends. Nannete loved horses and the family dog. She hated cats and the hair she had to clean up afterwards.

One day at the age of 10, a tractor's brakes failed and while rolling down the hill ran over Nannete. She suffered from massive burns to her back from the hot motor and tore a large gash in her left leg. She recovered but still has scars to remember the incident by. At the age of 11, the Bjornsens were found to be harboring Nannete and since the farm was in poverty anyways, they sold what they had and got smuggled aboard one of the few quarterly deep space trade convoys. From there the Bjornsens set up their own trading company and traded in unusual artifacts and gourmet foodstuffs. The journey took 7 years trading through several planets in Davion and Draconis Combine space. Through the years, Nannete did not have much to do so she learned several languages from the passengers who boarded the vessel at way-points and became friends with the engineers and medics on board. She learned many functions of space going vessels and this time. She also learned how to gamble and barter to take advantage of naïve tourists.

In the last year of the journey, the trading dropship they were on, the cook was poisoned through some bad mushrooms they had picked. Since most everyone on board did not know what to do with food, her family volunteered her to start cooking. She started cooking with what she thought were good techniques but since she had no formal training, everything was self-learned.

At the age of 18, a band of space pirates attacked near Qandahar in the Draconis Combine. The Bjornsens were killed protecting Nannete. The pirates never saw her as her step parents bodies fell on her. A small mercenary band of Azami soldiers that was tasked with hunting down the pirates found Nannete drifting in space as the only survivor on her dropship.

From 18-30 Nannete was a mercenary. She brought her trading and spacefaring knowledge to the group and acted as the "cook". However, they preferred to eat the dehydrated food onboard even though she insisted on making them fresh meals. She was trained to fight with their infantry platoons and later earned her way to fight with their small commando squad while on the ground. She was trained to be an expert two handed shooter with her family's ornate laser pistols along with using throwing knives. As a side hobby and to make sure none of the men messed with her she developed



some strong brawling skills. She also develop excellent skills of scrounging up food items but never really learned how to use them.

At the age of 30 her merc group went on a mission to support the 2nd sword of light as attaches representing the Azami people. They were supposed to protect a drop port at Port Moresby by raiding Steiner forces. Her unit was destroyed and Nannete was captured. Through negotiation and promising not to cook for her captors anymore they released her. In return she was forced to work for 2 years with a Skye Federation Planetary conservation corp and was forced to work on replanting trees that were lost through the Federation due to the “negligent actions” caused by the Draconis Combine. She learned first aid as many of her “fellow volunteers” were injured on the job. In that 2 years Nannete decided 3 things. She hates anything Steiner, learned to love Haggis and hated anything related to land and started to miss the freedom of the stars. She liked the quiet and the lack of people. After her 2 year probation, she joined a trading firm for many years as a bodyguard and regularly traded between Jojoken and other Andurien worlds to the Magistracy of Canopus.

Nannete was hired by a Zathran shipping company, which operated out of the IZS Yojimbo, a decommissioned military transport. She became known as “Salty Nann” for both her personality and the fact that salt was the only spice she used in her cooking. A common punishment among the crew was being drafted to be the taste tester to Salty Nann's latest culinary experiment. It was for this reason that the Yojimbo was without a Doctor when it was taken (he was in the hospital with food poisoning).

Nann is the only member of the original Yojimbo crew remaining. Why she sided with Burke and the rest who came to take the Yojimbo, remains unknown. She remains aboard as the Ship's Cook and Field Medic (but only when adequate medical treatment is unavailable).





Have Spoon will Travel

Salty Nann is a near complete unknown. While I have managed to piece together her background, her motivations remain a mystery. She is both survivor and opportunist. Ordained in at least five religions originally for tax purposes, Nann has begun to take a serious interest in them. She was a member of the influential Skjolden Jarnfolk Great Family.

According to our records, the Jarnfolk are the refugees of the Kuritan War of Conquest against the Rasalhague Consortium in the 26th century. Rather than stay, a few leading families fled beyond the Coreward Periphery. Whether she was born on ship or a periphery planet is unknown.

Her role in seizing the Yojimbo is also more instrumental than a first glance of her might lead you to think. Based on the records I have obtained, Nann is the piece that completes the puzzle of how the Yojimbo was stolen.

With no aerial cover to protect the prison convoy that was carrying Laurent, Lavelle flew overhead forcing the convoy to surrender in an elaborate ruse that convinced them that she was an entire fighter wing. Burke, Laurent and Lavelle then worked with Engineers that were still loyal to Garrilac to steal a Mechlifter.

Lavelle parked her plane and then used the Mechlifter to take the Yojimbo itself. Claiming to be the pilot that was bringing back their sick doctor and a fresh batch of supplies, the Trojan horse was welcomed into the Dropship. Burke, Laurent, and the Engineers overwhelmed the crew, who put up a pitiful fight because they were recovering from the meal Salty Nann had just served. After dropping the old crew off in a clearing, and recovering Lavelle's spotter plane, it was decided to keep her aboard.

Burke used her to maintain the ruse that the Yojimbo had not been taken, since Nann was infamous with the Zathran Port Authority. If she was speaking then the Yojimbo had certainly not been taken. After using Burke's Jumpship contacts to secure transport out of the Zathras system, Lavelle argued for leaving Nann on a nearby world.

Burke then revealed that Nann's years inside the mercenary community have given her the contacts to fast track the creation of a new mercenary unit. It was Nann, not Garrilac, who originated the idea that they form a Mercenary Unit and use that as a means to not only free Garrilac, but to eventually take down the Benefactor who had blackmailed them into this whole thing.

As the Yojimbo went to Solaris VII and Galetia to pick up the MechWarriors they would need, Nann did the legal preparations. As the crew traveled back into the Periphery to free Garrilac, a comment she had made to a friend in the MRBC office on Solaris VII had begun to pick up traction. Following their operation on Borgan's Rift, the mercenary unit went by the name "Porkchop Express" until they officially filed their name with the MRBC office on Detroit weeks later.

For this reason, I believe that "Salty Nann" should be elevated to primary surveillance status.

Lyrans Intelligence Corps Mission Report File 301, Case #12785982 "Operation Benefit". Submitted by Kommandant Maria Gonzalez



TECHNICAL READOUT: MASON'S MARAUDERS

While most of the units and tech used in the DFA Campaign can be found in canon source materials, a few are custom designs and tech unique to this campaign. For that reason, stats for those units have been provided.

The Beta System

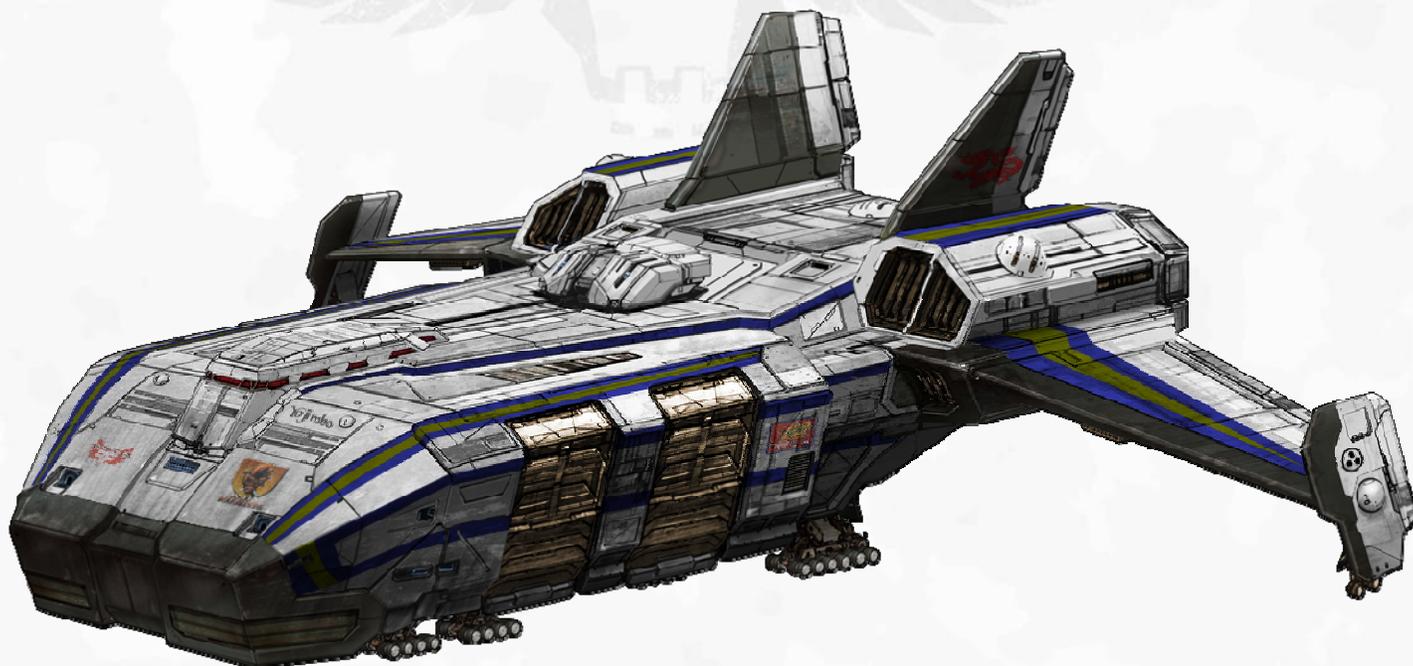
The Beta System is an experimental fire control technology, developed by Jerome "Beta" Didier in his spare time. The system compensates for the lack of focus inherent in lesser skilled pilots by refining the neuro-links between the neuro-helmet and the MechWarrior. Technicians are continually baffled by the mystery of why only average pilots receive any benefit from the system. Techs are also baffled as to why the system only seems to work with Missiles and not other types of weapons. The Beta System integrates itself into the Targeting and Tracking Computer of the Mech and has often been misidentified by MechTechs as a virus.

Construction Rules:

- 1) The Beta System occupies 1 Critical Slot in the Head
- 2) The Beta System takes up no tonnage
- 3) The Beta System is treated as Experimental Tech for the purposes of repair. Failure to repair the Beta system destroys Sensors.

Game Rules:

- 1) The Beta System does not work for Pilots with a Gunnery of 3 or better except for Beta.
- 2) At the beginning of a turn, the Pilot of the Mech equipped with the Beta System must declare whether they are improving the Targeting (To Hit) or Tracking (Clustering) of their missile salvos.
- 3) A Critical Hit to the Beta System has the same effect as a critical hits to Sensors.
- 4) When the Beta System is activated, the Pilot gets either a +1 to hit or a +1 on the Missile Cluster hits table. This is for all Missile Salvos that round and cannot be changed until the next round





The IZS Yojimbo

The IZS Yojimbo is a Leopard Class Dropship. It was configured in the “Raider” Variant favored by the Zathran Defense Force and Aquagean Raiders, in which one of the Aerospace Fighter Bays is converted into an infantry cubicle. In this Infantry Cubicle is where Hamid’s Infantry Platoon rests and trains. Hamid’s infantry platoon is on an 8-hour duty rotation while on the ship. One squad is sleeping, another is off duty, while another patrols the ship.

Instead of sleeping in the Captain’s Quarters, Captain Burke sleeps in the Cockpit, with Garrilac in the spacious Captain’s Quarters. Salty Nann sleeps in a hammock in the Kitchen.

Viking Lass and the Other Techs sleep two to a room in the Tech Quarters.

Whiz Kid and Florian sleep in the Whim of the Wind, only leaving it to shower.

Laurent and Lavelle sleep in each of the two AeroPilot Quarters,

The Medic’s Quarters was planned to be a Guest Quarters, until we get a real Doctor, although Beta likes to use it as a workshop.

- Memo: Billets aboard the IZS Yojimbo, Operation L.C.K.E.A. Archives, Zathras, June 3030

Battlemechs





"Awesome Dragon" DRG-1N

Mass: 60 tons
Tech Base: Inner Sphere
Chassis Config: Biped
Rules Level: Introductory
Era: Age of War/Star League
Tech Rating/Era Availability: D/C-E-D-
Production Year: 2754
Cost: 5,056,000 C-Bills
Battle Value: 1,284
Chassis: Unknown Standard
Power Plant: Unknown 300 Fusion Engine
Walking Speed: 54.0 km/h
Maximum Speed: 86.4 km/h
Jump Jets: None
Jump Capacity: 0 meters
Armor: Unknown Standard Armor
Armament:

- 1 PPC
- 1 LRM-10
- 2 Medium Lasers

Manufacturer: Unknown



EQUIPMENT

EQUIPMENT		MASS
Internal Structure	Standard	6.0
Engine	300	19.0
	Walking MP	5
	Running MP	8
	Jumping MP	0
Heat Sinks (Single)	14	3.0
Gyro		2.0
Cockpit		3.0
Armor Factor	160	10.0
	Internal Structure	Armor Value
	Head	9
	Center Torso	27
	Center Torso (Rear)	12
	R/L Torso	16
	R/L Torso (Rear)	8
	R/L Arm	14
	R/L Leg	18

Weapons and Ammo

Weapons and Ammo	Location	Critical	Tonnage
LRM-10	CT	2	5.0
Medium Laser	LT	1	1.0
PPC	RA	3	7.0
Medium Laser	LA	1	1.0
Ammo (LRM-10) (24)	LT	2	2.0

Primary Factory: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: Dragon "Awesome Dragon" DRG-1N

Movement Points: Tonnage: 60
 Walking: 5 Tech Base: Inner Sphere (Intro)
 Running: 8 Era: TRD 3039 - Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	CT	4	1/Mel [M,C,S]	6	7	14	21
1	Medium Laser(R)	LT	3	5 [DE]	-	3	6	9
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Medium Laser	LA	3	5 [DE]	-	3	6	9

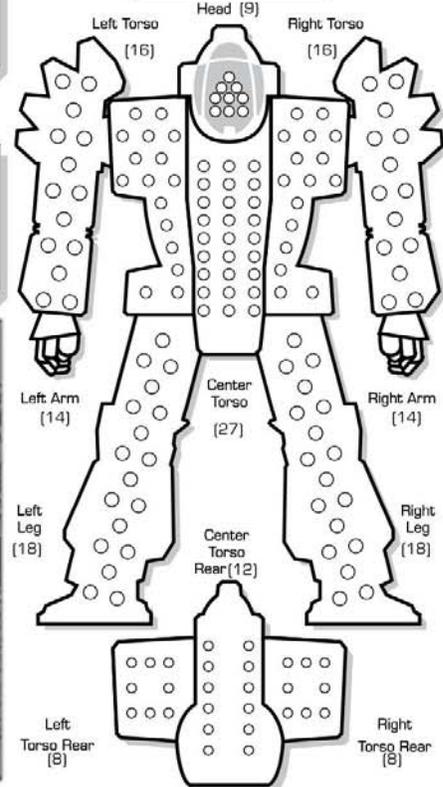
BV: 1,284

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken: 1 2 3 4 5 6
 Consciousness#: 3 5 7 10 11 Dead



ARMOR DIAGRAM



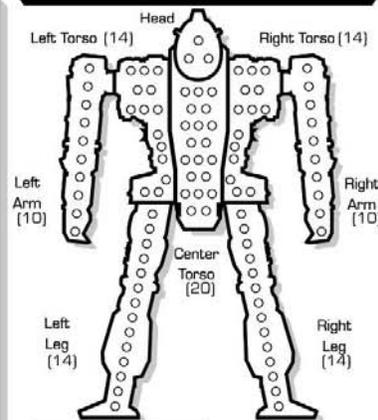
CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Medium Laser Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p>	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support 	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator PPC PPC PPC <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p>	<h4>Center Torso</h4> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p>	<h4>Right Torso</h4> <ol style="list-style-type: none"> Heat Sink Roll Again Roll Again Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p>
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Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

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	14 (14) Single
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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"Koschei" GRF-1S

Mass: 55 tons
Tech Base: Inner Sphere
Chassis Config: Biped
Rules Level: Experimental Tech
Era: Succession Wars
Tech Rating/Era Availability: E/X-F-D-A
Production Year: 2857
Cost: 4,806,757 C-Bills
Battle Value: 1,175
Chassis: Earthwerks GRF Standard
Power Plant: CoreTek 275 Fusion Engine
Walking Speed: 54.0 km/h
Maximum Speed: 86.4 km/h
Jump Jets: Rawlings 55
Jump Capacity: 150 meters
Armor: Starshield A Standard Armor
Armament:

- 1 Large Pulse Laser
- 2 Medium Lasers

Manufacturer: Earthwerks Incorporated, Defiance Industries, Kallon Industries
Primary Factory: Keystone (Earthwerks), Hesperus II (Defiance),



EQUIPMENT

		MASS
Internal Structure	Standard	5.5
Engine	275	15.5
	Walking MP	5
	Running MP	8
	Jumping MP	5
Heat Sinks (Single)	16	6.0
Gyro		3.0
Cockpit		3.0
Armor Factor	152	9.5
	Internal Structure	Armor Value
	Head	9
	Center Torso	20
	Center Torso (Rear)	7
	R/L Torso	20
	R/L Torso (Rear)	6
	R/L Arm	14
	R/L Leg	18

Weapons and Ammo	Location	Critical	Tonnage
Medium Laser (2)	RA	2	2.0
Large Pulse Laser	RA	2	7.0

Talon (Kallon)

Communications System: Neil 6000
Targeting and Tracking System: Octagon Tartrac, System C

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: Griffin "Koschei" GRF-1S
 Movement Points: Tonnage: 55
 Walking: 5 Tech Base: Inner Sphere (Advanced)
 Running: 8 Era: THO 3039 - Succession Wars
 Jumping: 5

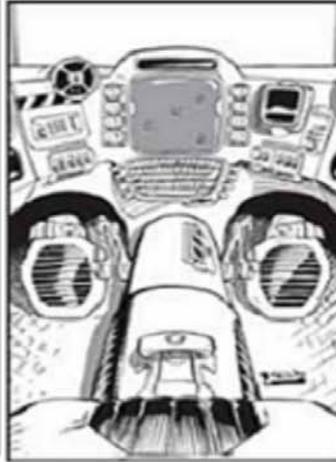
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	3 [P]	-	3	7	10
2	Medium Laser	RA	3	5 [DE]	-	3	6	9

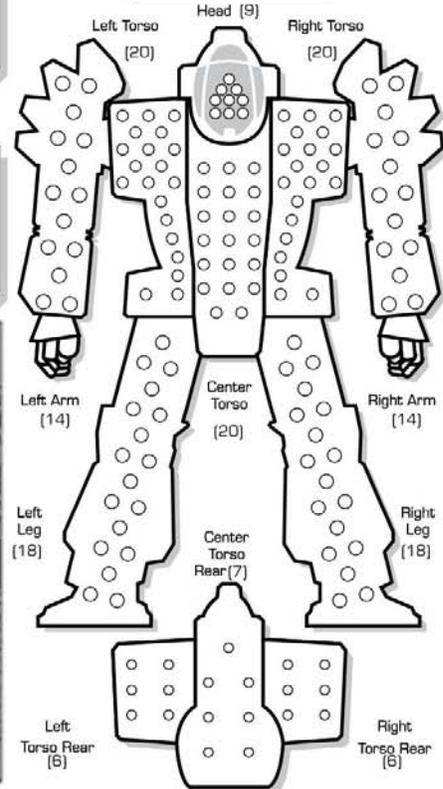
BV: 1,175

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

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Roll Again	6. Roll Again
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Roll Again	6. Roll Again
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Jump Jet	2. Jump Jet	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Right Torso	1. Jump Jet	2. Jump Jet	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Heat Sink
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Heat Sink

Engine Hits ○○○

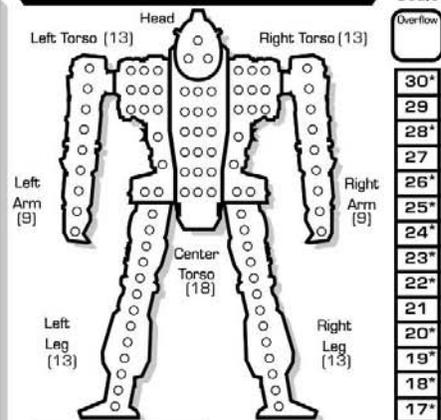
Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	16 (16) Single
30	Shutdown	○○○○○○○○○○○○○○○○○○○○
28	Ammo Exp. avoid on 8+	○○○○○○○○○○○○○○○○○○○○
26	Shutdown, avoid on 10+	○○○○○○○○○○○○○○○○○○○○
25	-5 Movement Points	○○○○○○○○○○○○○○○○○○○○
24	+4 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
23	Ammo Exp. avoid on 6+	○○○○○○○○○○○○○○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○○○○○○○○○○○○○○
20	-4 Movement Points	○○○○○○○○○○○○○○○○○○○○
19	Ammo Exp. avoid on 4+	○○○○○○○○○○○○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○○○○

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

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NOTE: Koschei has a hand actuator from a heavier 'Mech, and is usually seen with a makeshift club. Neither are repre-



"Rhythm Nation" CN9-A

Mass: 50 tons
Tech Base: Inner Sphere
Chassis Config: Biped
Rules Level: Introductory
Era: Succession Wars
Tech Rating/Era Availability: C/C-E-D-A
Production Year: 2801
Cost: 3,491,500 C-Bills
Battle Value: 945
Chassis: Corean Model K7
Power Plant: Nissan 200
Walking Speed: 48.5 km/h
Maximum Speed: 64.8 km/h
Jump Jets: None
Jump Capacity: 0 meters
Armor: StarGuard III
Armament:

- 1 Autocannon/ 10
- 1 LRM-10
- 2 Medium Lasers

Manufacturer: Corean Enterprises, Jalastar Aerospace,
 Marian Arms Incorporated,
 Alphard Trading Corporation

Primary Factory: Corean Enterprises (Augusta, New Avalon)

Communications System: Corean Transband-J9

Targeting and Tracking System: Corean B-Tech



EQUIPMENT

EQUIPMENT		Standard	MASS
Internal Structure		Standard	5
Engine		200	8.5
Walking MP		4	
Running MP		6	
Jumping MP		0	
Heat Sinks (Single)		10	0
Gyro			2
Cockpit			3.0
Armor Factor		136	8.5
		Internal Structure	Armor Value
Head		3	9
Center Torso		16	18
Center Torso (Rear)			7
R/L Torso		12	13
R/L Torso (Rear)			6
R/L Arm		8	16
R/L Leg		12	16

Weapons and Ammo

Weapons and Ammo	Location	Critical	Tonnage
Autocannon /10	RA	7	12
LRM-10	LT	2	5
Medium Laser (X2)	CT	2	2
Ammo (LRM-10) (24)	LT	2	2
Ammo (AC/10) (20)	RT	2	2

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: Centurion CN9-A

Movement Points: Tonnage: 50
 Walking: 4 Tech Base: Inner Sphere (Intro)
 Running: 6 Era: TRO 3039 - Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	-	3	8	9
1	Medium Laser (R)	CT	3	5 [DE]	-	3	8	9
1	LRM 10	LT	4	1 [M/S]	6	7	14	21
1	AC/10	RA	3	10 [D&S]	-	5	10	15

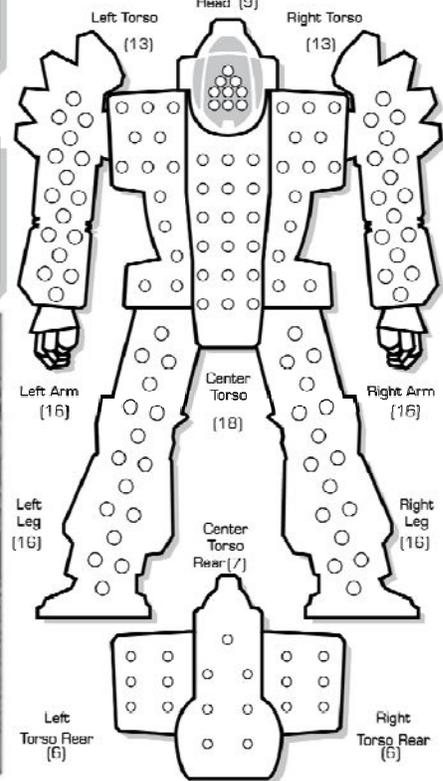
BV: 945

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken: 1 2 3 4 5 6
 Consciousness#: 3 5 7 10 11 Dead



ARMOR DIAGRAM



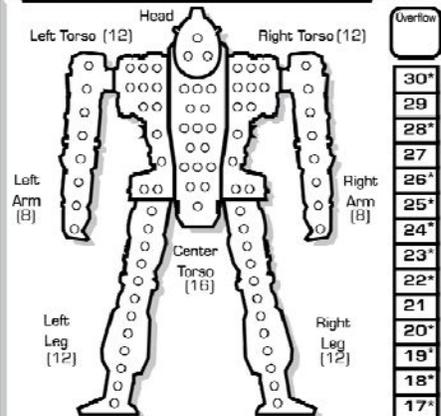
CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Roll Again	6. Roll Again
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. AC/10	5. AC/10	6. AC/10
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Heat Sink	2. LRM 10	3. LRM 10	4. Ammo (LRM 10) 12	5. Ammo (LRM 10) 12	6. Roll Again
Right Torso	1. Heat Sink	2. Ammo (AC/10) 10	3. Ammo (AC/10) 10	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. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

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

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overton
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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Catapult CPLT-C1

Mass: 65 tons
Tech Base: Inner Sphere
Chassis Config: Biped
Rules Level: Introductory
Era: Succession Wars
Tech Rating/Era Availability: C/C-E-D-A
Production Year: 2561
Cost: 5,790,125 C-Bills
Battle Value: 1,399
Chassis: Hollis Mark II
Power Plant: Magna 260
Walking Speed: 48.5 km/h
Maximum Speed: 64.8 km/h
Jump Jets: Anderson Propulsion 21
Jump Capacity: 120 meters
Armor: Durallex Heavy
Armament:

2 LRM-15
 4 Medium Lasers

Manufacturer: Hollis Incorporated, Yori 'Mech Works
Primary Factory: Hollis Inc. (Corey Tsinghai Tsinghai),
 Yori 'Mech Works (Al Na'ir)
Communications System: O/P COM-211
Targeting and Tracking System: O/P 1078



EQUIPMENT

EQUIPMENT		MASS
Internal Structure	Standard	6.5
Engine	260	13.5
	Walking MP	4
	Running MP	6
	Jumping MP	4
Heat Sinks (Single)	15	5.0
Gyro		3.0
Cockpit		3.0
Armor Factor	160	10
	Internal Structure	Armor Value
	Head	9
	Center Torso	24
	Center Torso (Rear)	11
	R/L Torso	19
	R/L Torso (Rear)	8
	R/L Arm	13
	R/L Leg	18

Weapons and Ammo

Weapons and Ammo	Location	Critical	Tonnage
LRM-15	RA	3	7
LRM-15	LA	3	7
Medium Laser (X2)	CT	2	2
Medium Laser	LT	1	1
Medium Laser	RT	1	1
Ammo (LRM-15) (8)	LT	1	1
Ammo (LRM-15) (8)	RT	1	1
BETA SYSTEM	HD	1	0

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: Catapult **CPLT-C1**

Movement Points: **Tonnage:** 65
 Walking: 4 **Tech Base:** Inner Sphere (Intro)
 Running: 6 **Era:** TRQ 3039 - Age of War
 Jumping: 4

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	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	LRM 15	RA	5	1/Mel [M,C,S]	6	7	14	21
1	LRM 15	LA	5	1/Mel [M,C,S]	6	7	14	21

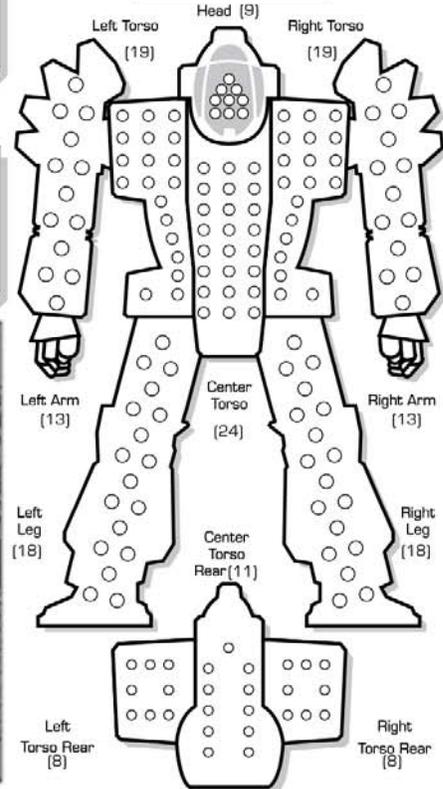
BV: 1,399

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken: 1 2 3 4 5 6
 Consciousness#: 3 5 7 10 11 Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - LRM 15
 - LRM 15
 - LRM 15
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
- 4-6

Left Torso

- Jump Jet
 - Jump Jet
 - Medium Laser
 - Ammo (LRM 15) 8
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- BETA System
- Sensors
- Life Support

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Medium Laser
 - Medium Laser
- 4-6

Right Arm

- Shoulder
 - Upper Arm Actuator
 - LRM 15
 - LRM 15
 - LRM 15
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
- 4-6

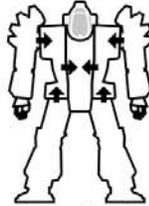
Right Torso

- Jump Jet
 - Jump Jet
 - Medium Laser
 - Ammo (LRM 15) 8
 - Heat Sink
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
- 4-6

Right Leg

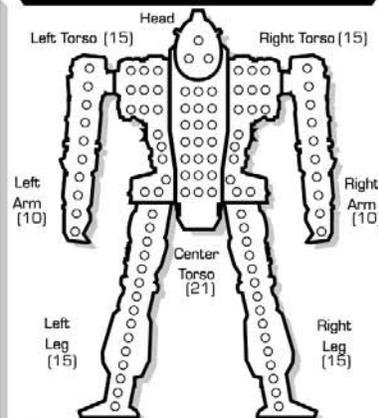
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Heat Level	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	



NINJO-GIRI

A Talon Story

**Detroit
Periphery
2 December 3021**

The lunch crowd at Portia's Waffle House was smaller than usual.

Cameron Coyne, who had taken the callsign Talon as a reminder of the events that had led him to leave the Draconis Combine Mustered Soldiery, noticed that the normally busy diner was unusually quiet. Talon's mind returned to once again to the nearly 200 years of service the Coyne family had given House Kurita as soldiers and diplomats, but Talon had brought that to halt. Talon had been allowed to keep his family mech, a DRG-1N Dragon, because he resigned his commission in somewhat good standing.

Which is a relative term when your last assignment was the Legion of Vega, Talon thought as he and Wraith took their seats in the restaurant booth.

The Legion of Vega, which had the unfortunate nickname "The Armpit of the Dragon", had been created over ten years ago for the dregs of the DCMS. It ranked dead last in requisition requests, behind Militias, Corporate Security, Noble Bodyguard units, and even Mercenaries as a show for the contempt that DCMS High Command had for the Legion. Even the names of the three regiments indicated how lowly they were regarded, Talon had been in the 2nd Legion of Vega, "The Pillagers", which had been the usual assortment of Defectors, former Pirates, former Mercenaries, and out-right criminals common to the Legion of Vega Regiments.

It was that bunch of thugs who made an alliance with his rival, Torvald Okada, to get him removed from the Legion of Vega entirely. Okada had testified at Talon's Court Martial following the disastrous invasion of Harrow's Sun.

The operation began as Coyne's 2nd Legion and the 14th Legion of Vega ("The Boozers") hit the Davion forces hard. Of the two Davion units, the Ceti Hussars were all but broken, but the 7th Crucis Lancers held firm.

Then Okada's lance killed both the Commander and the XO of the 7th Crucis' elite "McKinnon's Raiders" special operations company. Okada gloated, as he had been aware that Talon had been seeking a duel with Captain Ross McKinnon.

But McKinnon's son Ian had more resolve than the Operational Commanders had thought. Ian saw the duel challenges as a ploy to draw him out, and instead chose to wage a Guerilla war. Talon remembered when Okada had went on yet another of his hunting ops to find Ian McKinnon, while Talon was assigned an escort mission. A Noble and other officials were meeting with pro-Kurita civilians, and would need to be escorted to the capital.

But it was an ambush.

*"This **Wolverine** just hit my engine", his executive officer shouted.*

"Hohiro, dump your ammo!" Coyne ordered.

"No can do, Chu-i. My Autocannon is all I have." was the reply.

Then came the sound of laser fire and an explosion. Coyne's sensors confirmed what he had already suspected. Hohiro's ammo bin had been hit, creating an ammo explosion.

But there was still static.

Coyne switched his secondary monitor to rear camera and looked for a chute, but did not see it.

"Hohiro, respond." Coyne said. "Hohiro, RESPOND!"

Static.

"This is Chu-i Coyne, Davion reinforcements have arrived." Coyne knew he could not openly request permission to withdraw, but knew his responsibility was to apprise command of the situation. The situation was that his XO was dead, as



was the noble and many of the civilians that he had been sworn to protect.

“Coyne, this is Okada” the last voice Coyne had wanted to hear came over his comm. “My lance is on route, hold the objective until we arrive.”

Cameron switched to torso mounted external camera view, and saw the battlefield. They had barely breached the city. The infantry were pulling back to makeshift barricades along the road into the city. The few civilians alive were being rushed into VTOLs. The charred remains of what had been the allied armor littered the road.

“Sir,” came a female voice, one of the platoon commanders from one of the two remaining infantry platoons. “Enemy mech lance is coming up the road. I have lost over a quarter of my people. What are your orders?”

Cameron Coyne brought his map, and still could not see any allied blips on his minimap that would indicate Okada’s lance.



Was Okada stalling until the perfect moment, so he would like the savior?

Either way, Talon decided that glory meant nothing if more of his people died to achieve an impossible objective.

“Infantry, get to your transports.” Talon ordered. “All units withdraw.”

“Son” the elderly woman asked impatiently as she tapped her tablet. “I asked you what you wanted to drink.”

Talon relaxed, and looked down at the menu.

“Chocolate Milk. In a glass please.”

“This is not a bar, so I don’t know all the fancy drink nicknames. If you want something alcoholic, just ask.” the waitress demanded.

“He’s not joking” Wraith said. The waitress rolled her eyes. “He’s not?”

“I am not.” Talon finalized the point. “Do you have chocolate milk or not?”

“Um...Sure... I can get that for you.” The Waitress was stunned as she walked to the next table, laughing to herself.

“I got another contract for us” Wraith said smiling as he reached into his bag and pulled out his tablet, then handed it to



Talon.

Talon looked over it slowly.

"No" then handed the tablet back to Wraith.

"Did you even look at the details? Look at the salvage rights!" Wraith protested.

"What I saw is us having to take orders from a spoiled brat noble who does not know any better." Talon asked.

"Its a one year contract with House Arano, the leading family of the Aurigan Coalition." Wraith added.

"First of all, I can name at least seven families in Kurita space who control more territory, and many more who have even more wealth." Talon countered. "Secondly, I have had my fill of babysitting nobles. I want a REAL assignment. No more babysitting."

"The news says that the Aurigans are preparing for a Taurian offensive" Wraith said, pulling up a news article on his tablet. "All the Aurigan Houses are hiring mercs to beef up their forces."

Talon looked outside, as he heard motorcycles pull up outside. "How many Houses do the Aurigans have? Six? Ten?" Talon asked while rubbing his forehead, something he did whenever he was frustrated.

"Eight." Wraith answered. "A miniature Inner Sphere is what MercNet calls it."

"You mean what the PR firms hired to push the Coalition as a popular tourist destination call it." Talon corrected.

"Well it is the best destination for good contracts since the Marik Civil War ended." Wraith offered.

Wraith's family came from a world called Tahuds V, or rather he claimed to come from a world named Tahuds V. However Talon had searched for it and found no record. According to Wraith, his grandfather (or great-grandfather, Talon could never remember which) had left the service of the local potentate to become a mercenary. Wraith had been raised as a mercenary, and enjoyed most aspects of mercenary life. His knowledge of politics was limited to how those politicians interacted with his trade, so he made his job to know where there was political instability.

Because where there was political instability, there was money to be made for an enterprising Merc.

Wraith had been Talon's guide into the mercenary world when he had arrived in the Rimward Periphery last year. It had been over a year, but he and Wraith had been on more than one mission together. Wraith's frustration with Talon was his quest to return the Draconis Combine. As far as Wraith was concerned they were just one part of the Inner Sphere and responsible for what his mother had called the "War of Star League Aggression".

"I thought you would want a job in the Aurigan Coalition, since you told me that you-know-who may be there." Wraith said.

Talon had not told Wraith everything. How could he? Wraith was a good friend, a good tactician, and had been helpful to Talon to navigating the complexities of the Rimward Periphery and teaching him how to be a Mercenary.

However, Wraith was an outsider.

If Talon did return to the DCMS, there was a possibility that Wraith would be in the employ of a Kurita enemy. Talon's refusal to take contracts from Steiner or Davion had made getting contracts an issue. His status as a Ronin meant that Kurita and the Taurians would not hire him either. The Magistracy was suspicious of his Kurita heritage, and did not like his refusal to operate against the Taurians.

This left Liao and Marik.

Liao tended to pay better than Marik. In both cases, the missions tending to be Privateering, Bounty Hunting, and Guerilla Operations. Talon had no interest in becoming a Pirate or a Bounty Hunter or installing a puppet government (or maintaining one).

Finally, there was Talon's issue with nobles. Even though Talon was a noble, Wraith noticed that Talon tolerated nobles at best and despised them at worst. Which mean that Talon had no patience with Garrison or Cadre operations which were Talon regarding as holding the hands of nobles too incompetent to defend their own property.

"Look." Wraith demanded. "Forget whatever hang ups you have about nobles. This is a chance to get Okada. The guy



who ruined your life and ran you out of the DC. Remember him?"

"He didn't 'run me out'". Talon said defiantly.

"Oh?" Wraith said as he swept his arm as if presenting the diner as a present. "So this was just a two year vacation?" he teased. "Tell me, what is the Kurita policy for paid time off?"

"If Okada is in the Aurigan Coalition, then we cannot just drop onto him." Talon said slowly.

"If he is, then I hold a gun to his face, while you come up from behind and 'swish'", Wraith joked, picking up a fork and making a slicing motion across his own neck.

"That is not how you conduct an Iajutsu Duel." Talon said as he pointed to the Waitress, who was bringing their drinks.

"It is if you want to win" Wraith laughed as he gave his order.

Talon then accepted the chocolate milk and provided his order to the waitress.

"Can't you issue him a one-on-one challenge?" Wraith said as he put his fork down. "Isn't that part of the '*Dictionary Hemoglobin*' thing you Kuritians have?". Wraith noted Talon's mild frustration with his constant mispronunciation of Kuritan concepts and the Japanese language. Wraith did not know most of the terms and did not care, but had decided that it might be a good idea to learn to get the edge on competitors seeking contracts with Kurita.

"*Dictum Honorium*" Talon corrected. "And yes, it does include provisions for Vendetta between two Combine officers."

"There you go!" Wraith declared proudly. "We go there, fulfill a contract. You kill Okada. I earn enough to start my own merc unit. We all get paid. Everybody's happy."

Talon smiled and shook his head, this had been the way Wraith had been since they had met over a year earlier when they had been hired by Liao to fulfill a contract against Marik.

"But what if Okada is not there?" Talon wondered.

"Then we still get paid. I don't see the problem" Wraith replied.

"A year is a long time if Okada is not there." Talon mused.

"As opposed to the nearly year and a half you have spent looking for him so far?" Wraith asked.

Talon looked out the window again, and saw that only three of the seven men on motorcycles were coming inside.

"My point exactly." Talon responded. "I have wasted so much time already."

"So I have been meaning to ask you about the Chocolate milk." Wraith began. "Why do you like it?"

Talon pointed to his drink, which he had already drunk halfway. "Well its not the best I have had, but its alright."

"All mechwarriors have a favorite beverage." Wraith said. "But Chocolate milk? There are kids who don't even like it.". Wraith pointed to a young boy who was shaking his head in protest as his parents tried to offer him chocolate milk. The boy protested and was demanding lemonade.

Talon laughed so loud that Wraith was almost startled. "Well, it actually has to do with-

A gunshot rang out, causing some ceiling tile fragments to fall like snow onto the floor in front of the three bikers.

"Ladies and Gentlemen, may I have your attention please.". The leader, who wore a spiked motorcycle helmet which covered his long blond hair. "This is a robbery."



2 December 3021

The waitress who had taken Talon and Wraith's order emerged from behind the counter. "Paul, its not even the 15th yet, what's the big idea?" she protested.

"Now Portia." the leader replied with false concern. "I know its a mite early for collection time, but the boss asked every-one to dig deep into their hearts and give in our time of need."

"You mean his need to move into Wheaton's territory now that the Duchess executed him." Portia remarked.

"Tis' the season, as they say." Paul grinned. "All valuables into the blue bag and all currency into the red bag. Yes that includes cards."

Paul then turned to the waitress. "Portia, I need the access to the register now, and the card codes for your customers. You know the drill."

The waitress was no longer defiant, nodded slowly and crept behind the counter.

Talon took out a small, round object out of his pocket, then turned to Wraith. "Keep the leader distracted." he told Wraith quietly, and then crouched under the booth table.

Suddenly a cloud of smoke built up from the floor starting from the booth, and filled the diner. Wraith felt a rush of air, as a shape flashed by him.

The bikers were coughing. "Won't do you any good to hide Portia." Paul's voice boomed through the smoke. "Cops are busy with the protest at the embassy, so they ain't comin`."

The smoke began to clear and Paul saw Wraith, pistol in hand, aimed at the biker.

Paul laughed. "How many shots you got in that thing?" He turned his left and right, as his two men were composing themselves and were now standing beside their leader with their own weapons pointed. "I guess you can take out one, maybe two of us, before the rest of my guys fly in here and turn you into chili."

Wraith looked around, and noticed among all the crouched guests and staff in the diner, he did not see Talon.

Wraith smiled.

"Before you think you can cook up some clever plan, let's end this." Paul said. "Oh boys!"

The sound of glass cracking, as a body flew through the window. Paul looked down at his fellow biker. "Joe, what are you-".

Each man next to Paul suddenly dropped. Paul turned and saw the other three bikers outside, on the ground, writhing in pain.

"Your compatriots are going to need medical attention" Talon said, Wakizashi pointed at the back of Paul's neck, appeared behind the clearing smoke. "As will you if you don't take them and leave right now."

Paul nodded quickly, and began to drag the two unconscious bikers outside. The bikers then limped onto their bikes, and sped away.

Talon turned to Portia, who was still stunned, as the last of the smoke cleared. "We will pay for the damage."

"We'll take our lunch to go." Wraith said, as he reached into his pocket. "How much do we owe you?"

Portia held up her hand and she shook her head. "Its on the house. Thank you."

As they returned to their seats, the entire restaurant, staff and patrons, applauded.

Talon returned his sword to its scabbard, while Wraith went to get his own bag. "Wraith, I need to go check something. Find us some off-the-books work."

"I think I might know a guy." Wraith rubbed his chin in reply.

"And remember-" Talon started, but Wraith interrupted.



“No pirates, no crime syndicates, and no enemies of Kurita. I know!” Wraith sighed.

Talon grabbed the to-go box and ran off.

Wraith accepted his own to-go meal, but stopped as he heard the boy who had demanded lemonade earlier.

“Mommy, Daddy. I want ALL the chocolate milk!”.

Detroit Periphery 2 December 3021

Shouts of “Free Qalzi now!” and “Hands off Qalzi!” filled the air as Talon entered the office building. He took the elevator to the seventh floor and went to the last door on his right.

It had a view of the street below and the Aurigan Embassy. Police were present and had managed to prevent the protest from getting beyond punches, but the two groups of protesters had formed mock battle lines, were staring each other down, and shouting slogans.

The signage read The White Lotus: Plants and Flower Arrangements upon request. The proprietor was an older woman whose brown hair had already filled with streaks of white and whose small frame belied her past.

This woman was the lead field agent for the Internal Security Force on Detroit. In her prime, she had been a Draconis Elite Strike Team member, assigned to their special mech-centered operations unit. Known as the ‘Sword of the Void’, this unit which few outside the ISF even existed was responsible for countless number of operations. They specialized in what were known as ‘false flags’, or configuring themselves as other units. It was the Sword of the Void which had been with Legion of Vega when they had landed on Harrow’s Sun, tricking the Ceti Hussars into a well-placed trap.

Years before Talon had known of the Shadows of the Void, Isabella Martinez had been Tai-i Martinez and one of the senior commanders of the unit. Of those who knew of the Shadows of the Void’s existence, only the ISF Director, the Coordinator, and the senior officers of the Shadows knew exact the size of the unit. It was said that some in the Shadows of the Void did not even know the exact number of their comrades. Some estimated that it was only a mixed company, while others estimated it could be as large as three combined arms regiments.

“Before you ask” her voice cracked as she emerged from behind a large plant, holding a watering pail. “No messages from Rio-san this week.”

No one knew for sure, and Isabella had never told him. She had been Talon’s only contact since he had arrived in the Rimward Periphery. She had been his contact at the suggestion of Sergeant Rio, Talon’s academy firearms instructor. Years earlier, Sergeant Rio had recruited Talon into the Internal Security Force.

If Rio said Isabella could be trusted, then that was good enough for Talon.

She placed the pail on the counter, then rounded it to get her cane, moving slowly. To any observer, it would look like Isabella was in pain, but other than reduced reflexes, she was in the peak of health.

“My reflexes once threw a Davion commando out of a window. But then, I lost Kami-Chi and it all changed.” she lamented as she took a seat behind the checkout counter.

Kami-Chi.

Isabella had told the story to Talon many times in the year he had gotten to know her. While he wondered why she and Rio continued to help him, he figured listening to her stories was the least he could do for not reporting her in for what many would consider treason.

Kami-chi had been Isabella’s DRG-1N Dragon. Her lance had been sent to capture the daughter of Gerald Marik, who was on her way to negotiate Andurien’s entry into the war on the side of her uncle (and Gerald’s brother) Anton. Gerald had sided with his brother Anton against their brother Janos, Captain-General of the Free Worlds League. Eventually, Wolf’s Dragoons would switch sides (Talon still did not know all the details) and kill Anton, which turned the war in favor of Janos.

But before that sudden turn of events, House Kurita decided that Anton’s Revolt was the perfect opportunity to bait Steiner with a weakened House Marik. If Andurien believed that the envoy had been killed by agents of Janos, then Duchess



Humphries would side with Anton. DCMS High Command believed that the civil war would become even bloodier and Steiner would strike, weakening their border with the Combine.

A DEST team sabotaged the Marik Dropship, and then hired pirates to take the Jumpship. Stranded on a hidden Marik outpost, Isabella's lance struck.

"We hot dropped on them and hit them hard. I challenged the girl to a duel". Isabella said wistfully as she defiantly tapped her cane on the floor. "But it was a trap. The little Marik strumpet sends her armor to wheel behind us to take me out."

Talon smiled, as he knew what was coming next.

"There I was. No choice but to eject." Isabella complained. "Then the girl orders us to retreat as long as we surrender MY mech to her.". She then winks. "Minds you, she still thinks we are pirates."

She coughed then laughed. "Just think. Some Marik brat is strolling around in MY Mech bragging about how she snatched it off some pirate raiders."

Isabella then slowly stood up, and leaned in across to Talon. "You know the lesson here?"

Talon shrugged.

"Do NOT get obsessed with taking down a single warrior, even if it is the commander." Isabella pleaded. "The other Houses. These Periphery types. They don't play by our rules. Never have and they never will."

"So no dueling?" Talon asked.

Isabella laughed. "Did I say that?" She said as she reached under the counter to retrieve a plant. "I said to remember that they don't play by our rules."

"But our way is better." Talon said.

"Not always" She said looking out the window and down into the crowd. "In the Combine we would have arrested all of them and put the leaders' heads on pikes before sundown."

"But that is not will not solve the problem. For House Kurita to be victorious against the other Houses, we must adapt. Have you used your time away from the Dragon's embrace to learn?" Isabella asked.

"I have learned how to be a mercenary. But I have no intention of remaining one." Talon replied.

Isabella nodded and sighed. "I should have a reply from Rio within the next few weeks about the whereabouts of your nemesis."

"And?" Talon asked, hoping for details.

Isabella held up her hand and smiled. "Rio says he may have a plan to return you the Dragon's service, but it depends on where Okada has been sent."

"But he is still in the Periphery?"

"If he had been recalled to the Inner Sphere or sent to another posting outside the Rimward Periphery, I would have been informed first." Isabella said as she pointed to two young women who had come to the window. "Now shoo, I have customers."

Talon smiled and nodded politely to the two women.

"Is that your son? He didn't buy anything" Talon heard one of them ask, as he passed by them and headed toward the door.

Coyne's birth mother was a diplomat, and his father had been a soldier, but neither had been in the ISF.

"No" Isabella said to the two women, smiling as she saw Talon leave. "But I did help raise him."



3 December 3021

Talon was already up and dressed. He was doing his morning meditation when there was a knock at his door.

He blew out the candles and put the ink, brush, and paper back into their compartments in his travel bag. The bag contained his noteputer, a tablet, his swords, and a few other items.

He went over to the door and saw Wraith standing at the door.

“The Duke of Detroit’s son”.

“I thought Detroit was ruled by a Duchess” Talon said as he went over to the closet to grab the only article of clothing that he had hung up. “And I said no nobles.”

“He’s not a noble”. Wraith explained. “Not since his aunt overthrew his dad four years ago.”.

Talon laid out his DCMS dress uniform. It had been pressed the day before, with only one minor problem. The regimental patches on the shoulders were missing, where Talon had removed them.

The patches displayed of the Legion of Vega, a rat smoking a cigarette against a red disk, which he had been told was Luthien. Talon had left the patches behind in two notes. One patch went to his Tai-i, the company commander he had reported to while in the 2nd Legion of Vega.

Another went to the Chu-i Torvald Okada, and contained the following haiku:

The Rat hides below.

Fearing the Dragon’s pursuit

Unshackled Vengeance.

Talon knew that wherever Okada was, he would receive it and get the message: Talon had declared a Vendetta as he had left the DCMS. One that would only be settled in a Trial by Combat.

Talon knew it was only a matter of a time before Okada would come out into the open.

“So the details are classified as usual, until we take the job” Wraith continued. “But the former Duke’s son needs two pilots to fill out a lance for an off-the-books mission that cannot be on MRB records.”

Talon zipped up his bag and turned to Wraith. “Doing what exactly?”

“A VIP needs extraction.” Wraith said. “A VIP who is not willing to come along quietly.”

“So why do they need a lance of mechs?” Talon said, but already knowing the answer.

“Because the VIP’s security detail includes a lance of mechs.”

“And who is the employer?” Talon asked, but also knew the answer to that one.

“Only the Duke’s son knows” Wraith said. “And he is not allowed to reveal that.”

Talon sighed and picked up his bag. “Once more into the breach.”

DropPort 29 Detroit Periphery 3 December 3021

“All I am saying is that this job makes no sense”, the tall wiry man who appeared much younger than Wraith or Talon said as he leaned against the crate.

“And all I’m saying is that we need this job if you want to build the unit into a full lance.” a young woman which Talon identified of being of pacific islander ancestry replied, pointing to the spheroid Dropship behind them.



“The Aurigan Coalition” Talon turned to Wraith in frustration. “This better not be the same job you told me about at the restaurant.”

“No this is a different job and I had no idea that the Coalition was paying for this.” Wraith said confused.

“Don’t think they are, but good eye on figuring out where I am from” the woman held out her hand. “Acacia Garofalis, formerly of the House Espinoza Household Guards.”

“Cameron Coyne, formerly of the Draconis Combine Mustered Soldiery” Talon said accepting the handshake.

“You can call me Wraith and I am not a former anything. Just a mercenary.” Wraith said extending his hand to Acacia. “So what kind mech do you pilot?”

“A medium.”. She began

“What kind of medium?” Wraith and Talon asked. Acacia looked down and pointed to the insectoid mech being walked up the ramp. “I call her Atta.”.

It was a Cicada. But Wraith cocked his head. “Are those weapons mounted on its legs?”

Talon had heard of pilots mounting weapons on the mech’s legs, but the limited space meant that nothing significant could be mounted there. It also narrowed the firing arc for that weapon, because torso twisting would not bring the weapon into line of sight. And, most importantly, it would do no good against an enemy behind partial cover.

“She’s a 3C” the man said as he walked up to join Acacia. “She has a PPC in the Right Torso to go with her leg mounted machine guns, but is a bit slower than your usual Cicada.”

“Where’s the machine gun ammo?” Wraith asked.

“In her Center Torso” she said, which caused Talon and Wraith to widen their eyes.

“So one critical and you go pop?” Wraith said slowly. Talon whistled.

“Boom actually.” She said, trying to laugh. “But I try to dump my ammo in that situation.”
“After this job Acacia” the man said. “I will get you a better mech.”

“Oh you better.” She said half-joking “If you don’t, I will end you. I did not leave the squabbling Aurigan Houses to be stuck in an inferior mech.”.

“My name is Ryan Ryerson, son of the former Duke of Detroit.” He said extending his hand. “But you can call me RyRy.”

Talon and Wraith each accepted the handshake, but Acacia turned to them. “So you guys accepted the job, but never told us what mechs you pilot.”

“Well Talon pilots a Dragon” Wraith said confidently. “And I pilot a Marauder.”

RyRy and Acacia’s were speechless.

“I will take that as a welcome aboard.” Talon said.

Union-Class Dropship Catapult Turtle
Detroit System
Periphery
5 December 3021

RyRy had wanted to wait until they were away from the planet before he opened his sealed orders. Talon had asked RyRy to get everyone in the simulator for some team-training. Wraith and Acacia were interested, but RyRy said he was too busy.

Acacia had said something about a special “morale-building project”, but RyRy always changed the subject whenever Talon or Wraith asked what he was doing.



Today RyRy had called them in for the preliminary briefing. He stood at the end of the table and brought up the profile of a male of European ancestry, with short, reddish hair wearing a beret and a military uniform that reminded Talon of Capellan Uniforms.

“This is Francis Agrama, a copyright lawyer who managed to become Prince-President of Cygnus.

After being deposed in ‘17, he established a base on Spencer. Agrama is being supplied with weapons by the Huxian Syndicate. In exchange he helps them get illegal stuff past customs on Cygnus.”

“And a cut of the profits no doubt.” Wraith added.

“The Prince-President commands a combined arms Battalion, which he plans to use to reclaim his throne on Cygnus and maintain it by declaring Cygnus a protectorate of the Aurigan Coalition. Two infantry companies. One company of armor and mechs.” RyRy continued.

“What’s the breakdown of armor versus mechs?” Talon asked.

“As advertised.” RyRy answered. “A lance of Mechs with the other two lances being armor.”

Wraith raised his hand. “How are we supposed to take on all of that? And why would the Aurigan Coalition back him?”

“Not sure if they have or even will. Not our problem.” RyRy said turning to Talon. “But I did ask Talon to solve the other problem and he had an idea.”

“We drop our mechs far outside the base, then send the Dropship and the Shologars to harass their base and pin down the other units.” Talon said.

“But how do we get them to send out their mechs and separate them from the rest of their forces?” Acacia asked.

Wraith sighed. “Do NOT tell me that we are going to do what I think we are going to do?”

RyRy and Acacia looked at Wraith, then at Talon.

Talon made a wide smile.

“We announce that we are coming.”

**Union-Class Dropship Catapult Turtle
Spencer III
Periphery
14 February 3022**

“I am glad to be back in the cockpit” Talon said as he powered up his mech’s systems.

“Unless someone finds a quicker way to get to Spencer from Detroit, it will be spring by the time we get back.” Wraith responded as his face appeared on one of Talon’s secondary monitors.

“Talon, since you came up with this plan. You should take command.” RyRy offered.

“Thank you.”. Talon had been in de facto command since the initial mission briefing.

He also wants to make it clear to his mysterious employers who to blame if he screws up.

If the Aurigan Coalition was backing the Prince-President, then all Talon had to do was declare that he was here and Okada would come.

But then he thought about the question he had asked back at the diner.

What if Okada is somewhere else?

Wraith might be happy with the solid pay from an off-the-books mission that would not tarnish his record, but Talon did not want to waste yet more of his time getting mired in Periphery politics. But Talon reminded himself the expenses of keeping his Dragon in good condition and securely stored were mounting. He stood a much better chance facing Okada



if he still had his mech.

Talon switched to the private channel to communicate with Wraith.

“Who did you get this job from?”

“I knew you were going to ask, but you are not going to like the answer.” Wraith said.

“Do not tell me you went to Teddy Two Gloves?”. Talon asked.

“I said you wouldn’t like the answer.” Wraith replied.

The incoming transmission from the others on the team channel as each Mech readied.

“RyRy here. Odin and I are ready.”. Odin was RyRy’s VLK-QA Valkyrie, a light mech preferred by House Davion. “And don’t worry about keeping me alive.”

“Acacia here. Keeping him alive is my job.”

“Wraith here. Khagan is online.”

Talon checked his display and saw his sensors report that the other mechs were all tucked away in their pods.

“Weisman here. Mike and I are all set. See you on the other side.”. Russell Weisman and Mike Bullock were the Shologar pilots who would launch from the Union Dropship and join it in a bombing run over the Prince-President’s base.

“Talon here. Dragon is online. Tyler patch me into the Ship comms.” Talon announced as the face of Tyler McCain, Captain of the Catapult Turtle and a former smuggler for the Huxian Syndicate, appeared on another of Talon’s secondary monitors, but with lower resolution.

“Patching you through now.”

The white leisure suit wearing Dropship captain flickered and was replaced by an older male with short reddish-brown hair in a military uniform. He was clearly the same man from the briefing, but many years older, as revealed by the wrinkles on his forehead.

“This is Prince-President Agama of the Cygnus Protectorate-in-Exile” the man declared. “Who are you?”

Talon had been encouraged by Wraith to use the Star League ranks common to most mercenary units. Normally Talon would have followed that protocol, but he needed Okada to know that he was here.

“This is Talon Sergeant Cameron Coyne.” Talon announced.

The Prince-President looked off to his right side, cocked his head, nodded, then shrugged to whoever he was talking to off-screen. “My people say that’s a Kurita rank.”

“What does Kurita want with me? I have done nothing to the Combine. My revolution does not even threaten their Taurian allies.” the Prince-President protested.

“Be that as it may, I must ask your forces to stand down and for you to come with us, or my lance will respond with deadly force.” Talon said nonchalantly.

“Come and get me, little samurai.” the Prince-President taunted.

“This is Talon.” Talon said, switching to the company channel. “We have a go. Tyler, drop us.”

“Deploying pods. Your drop zone will put you at least 900 kilometers south of their base. I had no time to scan, so no idea what the terrain will be. However, when they send their mech patrol after you, they will be too far from their base for a quick response. Good luck.” the Captain’s voice came out as a small prayer.



Periphery

15 February 3022

It had been tough, but they had landed early in the morning so that the Prince-President's patrol would not intercept until midday.

Once their lance defeated the Prince-President's mech forces, that was the signal for Tyler to begin the bombing run. The combination of their mechs being disabled or destroyed, along with the bombardment, and the fact that the Talon's lance was closing in would cause them to capitulate.

But it would by no means be easy.

The Prince-President knew they were coming and so would have the initiative. Furthermore, they had lived on this planet for years and knew the terrain.

As their drop chutes deployed the sun was coming up, which Talon and the lance to see the terrain. It was a desert oasis with a lake in the center and small concentrations of wooded areas.

The information begin pouring into his sensors, shared from the data gathered by Acacia, who had a better sensor suite.

"Looks like they got a Centurion, Jenner, Quickdraw, and a Jaegermech." Wraith said.

"We need to take out the Jenner so it cannot spot for the others." Talon ordered. "Wraith and Acacia, whenever either of you have a shot on that Quickdraw you take it."

"What about us?" RyRy asked.

"Our priority will be the Jaegermech" Talon said.

The Quickdraw's alpha strike was mostly a miss, but hit Wraith's Marauder in the Left Torso. The Marauder also took an AC/2 shell to its Right Torso, followed by missile impact on the Right Torso and on his Left Leg.

Wraith managed to strip some armor off the Quickdraw's left side.

RyRy's LRM had inflicted some damage on the Centurion.

A medium laser managed to strip all the armor from Acacia's right arm. "Good thing I don't have any weapons in there."

Talon's AC/5 and LRM 10 struck the Jaegermech. "Yes!" He cheered as monitor displayed that the Jaegermech had taken two critical hits to the center torso.

And both were on its Gyro.

The mech whined as it lurched, and fell its on its face.

"That Jaeger was like me on graduation night" RyRy declared.

"Jaegermech is down." Talon said as he surveyed the battlefield.

"Three more to go." Wraith sighed.

Envoy's End Oasis

Spencer III

Periphery

15 February 3022

The Jenner's kick missed.

"Oh no you don't!" Acacia shouted. "A kick is too risky, but I can punch you."

"Acacia, hold on!" Talon said as he pulled up his minimap to see if he was correct.



Could work?, he thought.

“Acacia, PUSH the Jenner.” Talon said sternly.

“What?” Acacia was puzzled.

“Three Dominoes....” Wraith added, figuring out what Talon had planned.

“Oh I get it.” Acacia said. Acacia pushed the Jenner right into the Quickdraw, which fell down onto its back.

The Quickdraw then pushed back into the Centurion, which also fell, but on its left side. The sound of metal being torn apart as the impact peeled away layers of armor from the falling mechs.

An explosive pop came from the Jaegermech as the pilot ejected from its charred remnants, then the Centurion got up on its feet and moved into the area where a Heavy mech had once been.

The Quickdraw attempted to get up, but only made it up after the second try, recovering from the impact of its first failed effort to get back up. Talon moved along the lake to face the now arisen mech.

Wraith brought his Marauder up to face the Centurion, but was intercepted by the Jenner. RyRy flew across the lake to get in close to the Jenner.

Acacia backed up and away from the lake.

“RyRy, Acacia, focus fire on the Jenner” Talon commanded. “Wraith, we need to bring down that Quickdraw.”

Two medium lasers struck Wraith’s Left Leg and Center Torso. “False alarm” Wraith said nervously. “He almost got a critical hit on me.”. Two medium lasers also hit Wraith’s Right Arm and Left Leg.

RyRy cursed as his medium laser missed, Acacia’s PPC found its target and hit the Jenner in the Center Torso.

“ALPHA STRIKE!” Wraith screamed as he unleashed every weapon he had. His One PPC hit the Quickdraw in the Center Torso. One of his medium lasers and the AC/5 hit the Left Torso, stripping away the armor, exposing the internal structure of its Left Torso.

“Getting right to the gooey part!” Wraith declared.

Only Talon’s medium laser hit, but it struck the Quickdraw in the head.

RyRy and the Jenner exchanged kicks, and the armor peeled away. RyRy got the better of the exchange as the Jenner fell onto its right side.

“Okay I need to back off, I am a bit toasty.” Wraith said, the perspiration apparent on his face, and the Mech remained in place.

“The Jenner is trying to flank you guys, I’m coming for him” RyRy announced as he took off after the Jenner and got right into its rear arc.

Then the Prince-President’s forces focused fired on Wraith again. “You’re scratching the paint!” Wraith weathered the storm of weapons and remained standing, and hit the Centurion with an AC/5 shell.

Talon’s alpha strike stripped nearly all of the armor from the left side of the Quickdraw. Then switched his secondary monitor to rear camera and fired his medium laser. The rear-facing laser struck the Jenner in the Left Arm.

I keep telling people that Luthien Armor Works knew what they were doing, Talon thought confidently.

The Jenner swung for a kick against Acacia, but missed, then Acacia and RyRy each attempted a kick from the front and back. Only Acacia’s kick landed , peeling some armor from the Jenner’s left leg.

Acacia cursed as the mech continued to stand.

Acacia came up alongside Wraith, then the Jenner jumped and was right behind them. RyRy remained in place. “I am tracking him.”

The Centurion stood still, but the Quickdraw jumped until it was right next to Acacia.



RyRy's medium laser melted more of the internal structure of the Jenner's left arm. But the Jenner joined with the others in focusing fire on Wraith, and its medium laser hit the Left Torso of the Marauder.

Scoring a critical hit on the AC/5 ammunition.

"I'm out!" Wraith shouted as the Marauder turned into an ashen heap and toppled over, with a small vertical streak flying into the sky. Talon breathed a sigh of relief as he saw a chute deploy and Wraith fall gently towards the ground.

Talon unleashed an alpha strike, and all of his forward-facing weapons hit the Centurion. Most importantly, missiles from his LRM 10 hit the Centurion's LRM 10 ammunition bin.

An explosion blossomed from the Centurion and it toppled over, as the pilot ejected.

The Quickdraw kicked Acacia and she fell over onto her right side. "Someone kill that Quickdraw, now please!"

"Wraith, get to cover until this is over." Talon said on the lance channel.

It is time for the endgame.

Envoy's End Oasis

Spencer III

Periphery

15 February 3022

Wraith took off running as soon as he unhooked himself from his ejection seat.

The Jenner jumped behind RyRy, who had decided to be the bait. Acacia stood up and walked forward, which is the opening the Quickdraw was looking for.

And then Talon backed up, because the Quickdraw did exactly what he had wanted him to do.

Acacia got a hit on the Jenner, but the Quickdraw hit her with everything, and the mech could not withstand the barrage. The Cicada fell on its right side. "I think I am out of the fight. I feel like ice in a mixed drink." she groaned

"That's okay. We are almost there." Talon said as his AC/5 removed the last of the Quickdraw's Center Torso armor.

Envoy's End Oasis

Spencer III

Periphery

15 February 3022

"I told you this mech was terrible RyRy." Acacia yelled, and her Cicada remained planted on its right side, too damaged to attempt getting back up.

The Jenner ran and turned to face the downed Cicada.

"I'm on him like butter on toast." RyRy laughed as he jumped and landed right behind the Jenner.

"Guys, the Quickdraw is getting away." Wraith said as he continued to run.

"Not on my watch" Talon said as he maneuvered his mech into position of the retreating Quickdraw. Every Mech the Prince-President had needed to be disabled or destroyed.

The Jenner fired two medium lasers, and one hit Talon's Right Arm. RyRy replied by firing his own medium laser, which hit the Jenner's right arm. Then he followed up with a kick, which stripped away more armor from the Jenner's left leg.

Talon's AC/5 struck the Quickdraw's Right Torso.

"Don't forget about me" Acacia snickered as she fired her PPC at the Jenner, which landed in the Jenner's center torso.



The Jenner sped away to get into Acacia's rear arc, then RyRy jumped onto a hill.

"RyRy help me finish off the Quickdraw before it leaves." Talon shouted as he moved forward to pursue the retreating mech.

"This is Captain Marie Saltzman, please allow me to withdraw." the Quickdraw pilot pleaded, and then fired an alpha strike at Acacia.

"What kind of surrender is that?" Acacia demanded, as the Jenner joined in with a kick.

"We cannot allow that" Talon said firmly. "Power down your mech and we promise no further harm will come to you or your people. We only want the Prince-President."

The Quickdraw jumped away.

"Does anyone have any tracking on her?" Talon demanded.

"No" RyRy sighed. "She's gone".

"And we can't go after her until we deal with the Jenner." Wraith added.

Envoy's End Oasis
Spencer III
Periphery
15 February 3022

Wraith took out his binoculars and watched as the Jenner soared into the air and intercepted RyRy, who had jumped onto the same hill to find a good perch.

Talon turned the Dragon around to face the Jenner on the hilltop, and fired all of his forward-facing weapons.

"I can't hit him" Acacia lamented.

"That's okay" Talon said as he lined up his targeting reticle. "You aren't the target this time."

Every single weapon fired went wide.

RyRy and the Jenner exchanged kicks again, but RyRy's kick stripped away all of the Jenner's left leg armor. Both mechs rocked, but RyRy managed to keep his Valkyrie upright.

The Jenner pilot did not.

The Jenner toppled over and fell onto its left side, the impact turning its left leg into a mangled mess.

"Jenner pilot" Talon announced over his mech's speakers. "Power down your mech and turn yourself over to our custody."

The Jenner replied by standing up and firing both medium lasers at the Dragon.

Envoy's End Oasis
Spencer III
Periphery
15 February 3022

Only one of the medium lasers struck and hit Talon's center torso. RyRy's medium laser did the same to the Jenner's center torso, and RyRy followed up with a swift kick against the Jenner's right leg. Talon's alpha strike reply ripped away what remained of the Jenner's left torso armor, and scored a critical hit on a jump jet.

The Jenner then rose into the air and landed right in front of Talon.

What is this pilot doing?, Talon thought and wondered if it was a poor attempt at a DFA.



The Jenner crash landed onto its left side and exploded.

“Does anyone see a chute?” Wraith asked.

“No, they failed to eject.” Talon said slowly. “RyRy send the signal to Tyler to pick us up.”

“What about the bombing run?” Wraith said. “What about the other forces?”

**Carpenter Hills, Spencer III
Periphery
15 February 3022**

Captain Marie Saltzman stoked the fire in the shadow of her mech as she laid out the sleeping mat.

She heard a rustling in the bushes behind her mech. She picked up her pistol and went to inspect.

Nothing.

“Guess it was an animal.” she said.

Then she heard a click. “Not an animal” the voice said. She had known that voice, and froze. It was the Dragon pilot.

She turned around.

“Is this REALLY about the Prince-President?” she asked.

“Yes” Talon said. “If you surrender him to us, we will leave the rest of you alone. We don’t even care about your little revolution”.

Marie blinked.

“What revolution?”

**Carpenter
Spencer III
Periphery
16 February 3022**

Prince-President Francis Agrama had awoken to the sound of fighters flying overhead, and then the loud roar as the clouds parted.

Then the attacks on his life had begun.

A group of servants had tried to grab him as he headed to city hall. His squad of “Presidential Guards”, former Huxian Syndicate muscle, escorted him out of the city with an angry mob in pursuit.

As the Prince-President and his severely reduced bodyguard detail ran out of the city, they noticed the fighters had been dropping leaflets. The Prince-President had neglected to tell the people of Spencer III that they were going to be part of the revolution. The people had no interest in joining the Aurigan Coalition, or anyone else, without their consent.

Marie had radioed that her lance was overrun and she was the only survivor.

Standing at the foot of the Quickdraw, the Prince-President turned to his troopers. “Find someone who looks like me and head towards the capital, to deceive the mob. Marie and I will head towards my private landing strip.”.

The loyal troopers saluted and marched off, as the Prince-President climbed into the mech.

“Attention Prince-President Agrama, remain where you are.”, declared a voice that the Prince-President recognized as belonging to the “little samurai”. A Valkyrie jumped out from the tree line and landed on the left side of a Dragon that had walked out of the forest.



“Marie” the Prince-President said as he entered the cockpit of the Quickdraw. “Take out the Valkyrie and make a run for it.” He realized that the “little samurai” was piloting the Dragon, but had seen that the mech was in no shape to fight another heavy mech, and decided that it would instead be better to humiliate this kuritan mercenary.

“Oh I’m sorry. Marie called in sick today” a male voice that was definitely not Marie said, turning around and pointing a pistol at the Prince-President “My name is Wraith. How can I help you?”.

Union Dropship Catapult Turtle
Spencer III Orbit
Periphery
16 February 3022

RyRy negotiated an agreement with Marie and the others. In return for allowing Marie to keep her Quickdraw, the other surviving mechwarriors would be also be returned.

They would also take the body of “Liz” Salo, the crazy Jenner pilot. Salo was only genuine loyalist among the mechwarriors, while the rest were all former mercenaries. But Sergeant Ngo would not be allowed to keep his Jaegermech, as Ryerson’s Thumpers gained all salvage rights in the deal.

Along with their true prize.

“Let me out!” the former Prince-President whined over the intercom, as Talon, Wraith, and RyRy assembled in the Dropship Mess Hall. “I have lots of money. Named your price.”

“Sorry, your Excellency. ”Wraith said as he reached over the table and tapped the button. “Acacia, tell our guest that food delivery is not for another hour.”

“I have never seen you turn down C-Bills.” Talon laughed.

“Well not when it comes from a guy this dirty.” Wraith explained. “In addition to the Drug running and weapons trafficking, he was also into lawsuits.”

“Lawsuits? You mean from before he became ‘Prince-President’?” Talon asked.

“No he means currently” RyRy added. “I was hired for this job by Irian. They want to know who is using lawsuits to disrupt the galactic economy.”

Talon blinked. “If lawsuits could disrupt the galactic economy, the Great Houses would have banned lawyers centuries ago.”

“Not by themselves” RyRy said as he picked up a tablet and handed it to Talon. “Its what I have been working on and why I could not tell you. Someone is using the legal structure of the galaxy to their own advantage.”

Talon handed the tablet the Wraith and shook his head dismissively. “Yes, they’re called everyone.”

“I don’t think so, buddy.” Wraith said. “Have you really taken a look at what RyRy has here?”

“I am not a lawyer, so explain it to me.”

“A shadowy conglomerate is funding their operations by suing various major companies and even planetary governments over centuries-old ideas.” RyRy explained. “And the Prince-President was at the heart of it.”

“Like this one here. Says someone is suing Luthien Armor Works, claiming their ancestor came up with the idea of the Land Air Mech.” Wraith said.

“These lawsuits cannot be serious.” Talon said.

“They don’t have to be”. RyRy said. “The point was to force the opposition to spend time and money on research, only to ultimately settle out of court.”

“Don’t big companies like LAW and Irian have lawyers for just this kind of thing?” Talon asked.



"They do. Which is why we were hired for this job." RyRy continued. "The group behind the lawsuits were able to blackmail whoever they are suing into settlement."

"So they all settle out of court?" Talon said, amazed.

"All but a periphery world where they were sued because their Ministry of Defense had a saying which they claimed. It was 'Info is Ammo' or something like that." RyRy said, trying to remember.

"I am pretty sure that 'Ammo is ammo'." Wraith replied. "My Marauder did not suffer an 'info explosion'."

"The planet got the lawsuit withdrawn when they threatened to join the Magistracy." RyRy said at last.

"But why would that cause this mysterious group to back off? Did they have something this cabal wanted?" Talon asked, confused by the legal discussion.

"Do you remember the name of the planet?" Wraith asked, handing the table to Talon again.

"Yes!" RyRy said triumphantly. "It was Zath-"

The intercom buzzed.

"This is Acacia" the female voice said in a panic. "Get Dr. Monahan up here, now. "

"Acacia are you alright? Did the Prince-President try to escape?" RyRy asked.

"The Prince-President has gone into shock."

**Union-Class Dropship Catapult Turtle
Spencer III Orbit
Periphery
16 February 3022**

A few minutes earlier

"Once you get me to Detroit, my lawyers will have me out before sunset." the Prince-President spat at Acacia. She pressed the ice pack to her face, and glowered at the prisoner.

The Prince-President smiled. "I have allies that will do more than sue you. They will END you."

"If you mean the Aurigans, then I KNOW you are lying." Acacia said as she put down the ice pack on the table and walked up the cell. "I know because if you had their backing, they would not have sent ME!"

"I will save his life and then he will owe me!" the Prince-President gloated.

"Who?" Acacia smiled. "You mean High Lord Arano?"

"Yes" the Prince-President said at last. "Tell him that there is a plot against his House, and I know all the details. Your master does not need to kill me. I can be his ally. My Benefactor is prepared to support High Lord Arano in the liberation of the Rimward Periphery."

"Give me your hand, sir" Acacia said firmly, as she grabbed the Prince-President's arm. She pulled a small air-syringe out of her vest pocket and injected the Prince-President's right arm.

The Prince-President stumbled back.

"My master does not support your revolution. A revolution which will bring war with the Taurians. A war we cannot win." Acacia said softly.

The Prince-President collapsed and clutched his heart. "What did you do me?"

"It will trigger a mild heart attack, then send you into a coma." Acacia replied.

"But why? High...Lord...Arano... said...AHHHH!" the Prince-President clutched his heart and cried out in pain, writhing



on the cell floor.

“Exactly. House Arano” Acacia as she pressed the command to open the cell and knelt down to face the man. “Because you backed the wrong horse.”

“AHHH!...Who?” the Prince-President gasped, his voice croaked and he strained to hold onto to consciousness.

“Sweet dreams, Prince-President.” Acacia said playfully, and nudged closely to his ear. “Lord Santiago sends his regards.”

The Prince-President then collapsed into a seizure, and Acacia took out a radio from her pocket. “Tyler, get to work.”. That was the signal for Tyler to run the program that would edit the security footage. He never asked where she had gotten it or why the equipment had reported as being of Taurian manufacture, as long as he got an extra bribe. A man who had flown for the Huxian Syndicate for fifteen years knew when and how to keep his mouth shut.

Acacia smiled as she walked towards the intercom, and prepared her performance.

“This is Acacia” she said looking at the seizing prisoner. “Get Doctor Monahan up here now.”

Detroit Periphery 4 April 3022

“Still no idea why the Prince-President has not woken up from his coma.” Wraith said as they sat down in Portia’s Waffle House, and ate their complimentary lunch. Portia had decreed that the two would eat free from now until the day Kerensky’s children came back.

“She does know that Kerensky didn’t have any children, right?” Talon said as he drank a glass of chocolate milk.

“That we know of. A legend like that? He must have had tons of illegitimate kids at least.” Wraith joked.

“If he did, we would have heard about them by now, and not just conspiracy theories.” Talon said, looking at his tablet. The Duke of Detroit had been restored while they were away, and now it was the former Duchess of Detroit who was under house arrest. RyRy no longer needed to run, so he now would be a Count and command the Ryerson Household Guard.

Acacia had only asked to be given the Catapult Turtle, a new mech, and enough C-Bills to start her own unit.

Then on the 2nd of April, the day she was due to say goodbye to everyone, she disappeared. Her and the Catapult Turtle. No record of them ever leaving the planet.

Totally scrubbed.

RyRy then added another piece to the mystery. He said it was Acacia who had approached him with the offer to investigate the source of the lawsuits, but that she had told him to keep that bit from everyone else, and make it look like she was the one with misgivings.

“Maybe there were no lawsuits at all?” Talon offered. “And it was a smoke screen to take out the Prince-President.”

“The Prince-President said he had Aurigan backing, so who benefits?” Wraith asked.

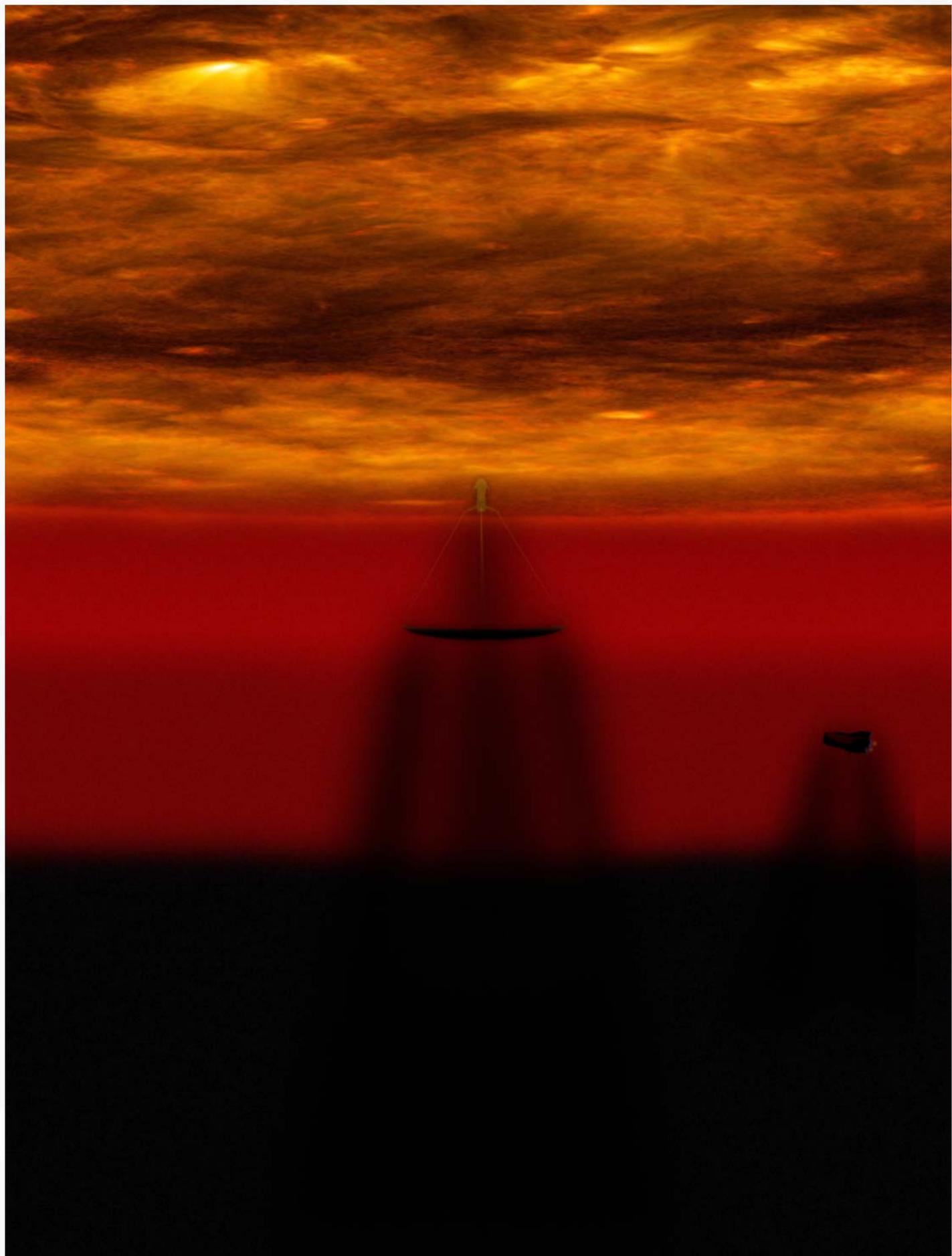
“Did he?” Talon asked. “Everything we know about the job came from RyRy, who got his information from Acacia. Who’s to say that the Aurigans are involved at all?”

“So if not the Aurigans, then who?” Wraith asked. “The Taurians?”

“Too soft for their style” Talon said shaking his head and cutting up a waffle.

Suddenly a message came up on Wraith’s tablet.

“That was RyRy.” Wraith said. “The Prince-President is dead.”





**Leopard-Class Dropship <name unknown>
Nadir Jump Point, Spencer
Periphery
5 April 3022**

"Now if your boss can send me the funds to properly defend this world, I would be more than happy to continue where the Prince-President left off." newly crowned Diadem Marie I of House Saltzman told the well dressed man.

"Let me see if I get this right" the man said, as his assistant removed his coat, revealed that he was shirtless with a vest underneath. "You and your Prince-President fail to do what we asked you to do, get your entire unit destroyed, and you want us to give you another shot?"

"We have the funds sir." his assistant said slowly.

"And I can provide everything else you need once I get into the Prince-President's accounts." Marie added.

"We already have access to the Prince-President's accounts" the assistant said typing something on his tablet without looking up, his boss's coat resting on his arm, which he handed to another woman who was following behind them.

"But what we don't have is time for reshoots." the man in mock sadness. "We are definitely going to do have to do a cattle call, since you clearly are not suited for the role of lance commander."

"I was outnumbered!" Marie whined.

"You think the Lord Commander is going to be impressed with a lance leader who abandons their comrades?" the man asked. "Let alone one who abandons a fellow pilot."

"Garrilac is Eridani Light Horse, the 'no one gets left behind' military tradition is ingrained into his tactical ethos.". The assistant added, still looking down at the tablet.

"Then maybe you should get that psycho kuritan who shattered my lance, if you want someone with that kind of 'tactical ethos'. I fight to survive!" Marie complained.

"His profile sir", the assistant said, handing the table to his superior. Marie tapped her foot in impatience.

"I was joking, you little drone" Marie yelled at the assistant. "Once I get my Quickdraw repaired, I can-".

"Fail us again" the man said, as he read what was displayed on the tablet. "Ronin. A Rival. Vendetta. A Quest?...hmm..interesting."

"Quite a character arc sir" the assistant said, accepting the tablet back.

"Have my people call his people, and we can set up an audition. But we will have to do something about this potential 'Happy ending'. It just won't do for a good anti-hero." the man said accepting the coat from the female aide. "Always so cold aboard these ships. Why is that?"

"I'll have engineering look into it sir." the assistant said, and the woman who had been holding the coat ran down the corridor behind them.

"What about me? I was supposed to be in Garrilac's lance. How you are going explain my presence to the Kuritan?"

"We have the surveillance sir. She betrayed the Prince-President and almost exposed us." the assistant added as if reading from an address book.

"I DID NOT expose anything you little-" Marie was interrupted, when the man snapped his fingers, and a pair of guard appeared, rifles pointed at Maria.

"If you kick me off this ship, I will expose all I know about your 'Benefactor'. Including Garrilac. Zathras. Even Boomerang." she said as she was marched down the corridor.

"You were going to reveal Boomerang in Act One? Guards, she clearly needs a lesson in story structure." the man said as the guards grabbed her and brought her to a tube.

"Get in". The guards ordered.



“What is that smell?” Marie said as she opened the hatch.

“Waste disposal” the assistant said, still not looking up.

“And my punishment is the clean this? I am not a grunt” Marie said, getting into the hole.

“Darling, you aren’t cleaning the garbage” the man said smiling, as he closed the hatch “You ARE the garbage.”

The guards pressed a button and Marie’s screams could be heard, but were slowly drowned out by the depressurization of the waste disposal tube. Her body would be dumped with the daily garbage, and then the ship, which did not officially exist, would continue onward.

“Destroy her shuttle.” the man ordered. “Make it look like a pirate attack.”

“Yes Daddy,” the Guards chorused.

**Detroit
Periphery
16 April 3022**

Talon stood on the rooftop. He had asked Teddy Two-Gloves to look into what RyRy had found, now the new Count was too busy to continue the investigation. Talon hoped to compare it with whatever Isabella found out. She had been offworld and had come back yesterday, but said she had some things to do before could meet with him. So she said that they could meet at their usual time after lunch tomorrow, where she said she had a big surprise for him.

Then he got a text message telling him to come to this rooftop. Teddy was accusing Talon of double-crossing him. He showed footage of Talon entering the office building containing Isabella’s flower shop. Normally, he could not stand Teddy, but Wraith had taken a job in the Aurigan Coalition so he could continue rebuilding his Marauder beyond what he had salvaged from the Jargermech (or bought by selling the remaining parts.). However, the mech was nowhere near functional, so Wraith was taking on more contracts to solve that problem.

Which meant Talon had to be on this rooftop by himself to meet with Teddy.

The idiot thought I was meeting with one of his competitors.

“Mister Coyne thank you for joining me” a man who was not Teddy said. He was much taller than Teddy. Taller than Talon. The man spoke like a school headmaster, slow and practiced, and wore a long coat.“ I know I was not who you were expecting, but I can assure you ‘Teddy Two-Gloves’ did send you that message. We simply intercepted it.”

The man walked over to the center of the rooftop where there was a small table with a noteputer on it. Talon walked up to the table as the man swiveled it around.

It showed Isabella, in her flower shop, on her own noteputer.

“If you plan to kill her, you better bring a lot of men.” Talon said.

“We would never approach an Internal Security Force agent.” the man replied confidently. “We know she is in the best possible condition for someone of her years.”

The man said nothing, only taking a small remote out of his coat pocket.

Talon’s pistol was out and pointed.

Then Talon noticed a red dot on his chest.

“There are two other dots on your forehead and back in case you are wondering” the man said. “My superiors were wondering how we were going to get you to work for us, until Teddy gave us the answer.”.

“She could detect poison before anyone could get close enough.” Talon smiled, as he looked up at the man. “There is no quiet way for you to get rid of her.”

“Who said we were going to do it quietly.”. the man said, pressing the largest button on the remote.



Talon froze and watched the noteputer, fixed on Isabella at her counter. Talon's eyes darted between the man and the screen.

Talon watched the screen and for a moment nothing happened.

Then there was a rumble, like a small earthquake, and the man only pointed to the office building.

A cloud of smoke built up from the bottom and the building collapsed into an inferno.

Talon saw Isabella look around and attempt to get up as the room shook around her.

Then, static.

And Chu-i Isabella Martinez, undercover agent of the Internal Security Force, along with two thousand and seventeen civilians, were gone forever.

Detroit

Periphery

16 April 3022

****A few minutes earlier****

Isabella hated staying up late, as she grabbed a cup of coffee, she looked at the noteputer and waited for the decryption program to finish.

We can invent incredible war machines and traverse the stars, but decryption of secure documents can still take hours, she grumbled to herself.

The reason for the lengthy encryption was because the special coded encryption program that she and a few other agents had that was keyed to be unlocked only by her and the other top ISF agents on planet.

The Combine, like all Governments, had secrets that they did not even trust with Comstar. The encryption was presumed to be tough enough that it would difficult for even Comstar to break. No one was ever truly sure, but the precautions were always taken.

She placed the coffee down, then flipped her store sign to 'Closed' as she sat down to read the message.

Rio-san had said he would get her some answers.

Remind me to never doubt you again, she reminded herself as she saw the name on the address line.

Subhash Indrahara. Director of the Internal Force.

Rio-san has summoned the Smiling One himself, Isabella mused as she sipped the coffee and began to read:

To: Chu-i Isabella Martinez, ISF
From: Subhash Indrahara, Director, ISF

Martinez-San,

I have been informed of your concern regarding Project Hyohaku-sha (Wanderer). Rio-san tells me that you question the wisdom of assigning Coyne to a unit as disgraced as the Legion of Vega. Surely you understand that the lowest unit in the service to the Dragon is a greater honor than any other Great House (not even considering the wretched Periphery).

The way the Dragon makes war must change if we are to survive. Rio-san and I have discussed this on occasion, and your name has been mentioned. Not all who fight for the Dragon feel this way, and many on Luthien are reluctant to see that this failure to adapt is the cause for our defeats.

For this reason, some must be 'set apart' until such time as the rot can be expunged.

Stage Two begun long before Coyne was placed with the Legion. Instructors have been placed at the Sun Tzu School of Combat to begin the required academic reforms, as they are most receptive to the changes we must make.



I understand your fear that Coyne will become distant and too distracted by his vendetta to return to us. However, the Project cannot be successful if he ever learns what has been done.

Coyne MUST believe that his circumstances were the result of is rival Okada. I have read the reports you have sent his time has tempered him like fine steel. Should Coyne defeat Okada and seek to return to us, he will not face the Grand Inquisitor or another Court Martial.

A dark hand moves in the Rimward Periphery. A Benefactor who is nothing more than a Jinn, a trickster who seeks only destruction for an unknown end. His mask must be ripped away and his hidden hands exposed.

I have not yet informed Rio-san, as I have sent him to join you after he has investigated the stirrings coming from the Aurigan Coalition.

When he arrives inform Rio-san that at a time of his choosing, Coyne may be welcomed back to the Dragon's banner. At such time, Coyne-sama is to be welcomed into the Musukosan No Ryu.

Isabella did everything she could to hold back the tears that were building. This is what she and Rio were working towards for years. When she told Rio about the Project, he had mixed feelings, but had no question that Coyne should be added to the list. In the year that she had gotten to know him, Isabella realized that her protégé Rio, now had a protégé of her own.

She had not told Talon, but she knew of the mysterious Benefactor, as she was the one who had initially reported this to ISF Command. The Director was correct in describing the Benefactor as a Jinn. The agents of this Benefactor would come with “honeyed poison”, a mixture of promises and threats. Far too many had fallen, including Kurita agents and allies.

Isabella turned to look over a plant that grew in the corner behind the counter, which had come from her home garden. Weeds had grown and killed what she had initially planted, and she had given the plant the name “Benefactor” and placed it in a dark corner of the shop, only taking it out when she needed an object for mental focus. This time, she put the plant on the window sill facing the interior of the building, rather than out towards the street-facing window.

Isabella reached into her purse and took out a small toy. It was a scale model of the Dragon mech that she had lost, but Coyne still piloted. She put the toy on the sill, beside the “Benefactor plant”, facing her.

She leaned down and whispered to the weed. “I don’t know who you are ‘Benefactor’, but soon your Karma will extract its payment, and you will face my son.”

She then turned the toy mech to face the plant. “And he will destroy you.”

Isabella went back to the noteputer to check the other messages and finish her coffee.

Then the building began to shake and buckle.

Detroit Periphery 16 April 3022

Talon kept his pistol trained on the man who had destroyed the entire twenty floor office building.

“You have just given me a reason to kill you now.” Talon moving his arms so the shot would hit the man in head. “I hope your friends are not so far away that they fire before I execute you right now.”

“I can give you a way home.” the man said, slowly walking over the noteputer and typing some commands, before swiveling it around again. “You take this job, and we can provide you with evidence that Okada was behind it all.”

“And if I don’t, you’ll drop a building on me? Because you will need to drop one me too to stop me from hunting you and friends to the edge of the galaxy.” Talon said.

“Not exactly”, the man swiveled the noteputer around, entered some commands, and turned it back around. “We have enough evidence to have you hunted down and brought before the Grand Inquisitor.”



So this was not an offer, it was entrapment.

The man handed Talon a flash drive.

“Check that out and come back here tomorrow night with your answer. The password is Ronin.” he said.

Detroit
Periphery
17 April 3022

Theodore “Teddy Two-Gloves” Gates was the best information broker and bookmaker on Detroit. He stayed that way because he kept an eye on the competition. So when Teddy saw one of his clients make weekly trips to an office building, he had his people watch.

“Talon’s meeting a lady who runs a flower shop on the seventh floor”, his guy had said.

Coyne was a Kurita, so no way she was his mother or his aunt.

“Coyne is cheatin’ on me” he fumed. “Well let’s see what this lady knows.”

After a few more weeks of figuring out her routine, Teddy’s men planned to grab her last night.

Then something happened.

The office building collapsed. The news said that some rebels had been stockpiling weapons there, and someone made a mistake and lit the ammo.

Now Teddy had a different building to thing about.

“I didn’t know she was a friend of yours.” he pleaded, as he looked face down at the pavement below and wondered if the ‘W’ or the ‘a’ of the Portia’s Waffle House sign would be what broke his spine on his way down or would it be the pavement itself.

“She was the best” Talon shouted. “But your guys were sloppy. That’s how they found her.”

“Who found her?” Teddy screamed. “I don’t know who you’re talking about.”

“You’ll have plenty of time to contemplate it before your body reaches the street.” Talon said coldly.

“I don’t know who they are, okay? Ya’ gotta’ believe me.” Teddy wailed, as he dangled against the ‘W’. “I will do anything to help you out. Just pull me up, please.”

Teddy took a deep breath, as he braced for the inevitable.

Then he felt his entire body being pulled up back onto the roof.

“Thank you!” Teddy said reaching to hug Talon, but Talon was already walking towards the roof door.

“I knew all you Kuritans weren’t bloodthirsty” Teddy shouted across the rooftop, as Talon opened the door.

“Never call me again” Talon said, and slammed the rooftop door closed.

Detroit
Periphery
17 April 3022

“So you want me to rescue this VIP from a prison, but you have not given me his name, an image, or the planet he is even on?” Talon said to the man he had met the night before. “How do you expect me to do this job?”

“The information you have on the flash drive is information about your allies and your resources.” the man began as he closed the noteputer. “Everything else will be provided you when you get to Solaris and meet the others.”

He had reviewed the information. A Solaris Gladiator. A Mech Engineer who had somehow come into possession of a mech. And another Kuritan who had not served in a militia, mercenary, or regular DCMS unit. Combined with his own



profile, this seemed to boil down to one word.

Expendable.

“One more thing” the man said, as he packed up and boarded a VTOL. “You are not allowed to tell the others why you have joined. If you do we will know.”

We will know? Did that mean one of people he would be soon be commanding was a spy?

Were they all? Would he be asked to report on them? Why couldn't the Benefactor send his own people to get this person?

Maybe the Benefactor is an enemy, and the VIP would be opposed to taking their aid?

Another potentate that would have be dragged kicking and screaming to come along?

A thought popped into his head.

Did this have anything to do with all that had happened with the Prince-President?

Its a big galaxy. Not everything is connected, Talon reminded himself as he watched the VTOL fly away.

He looked over the ruins of the office building. Isabella's murderers had offered Talon what she could not:, a way back into the DCMS.

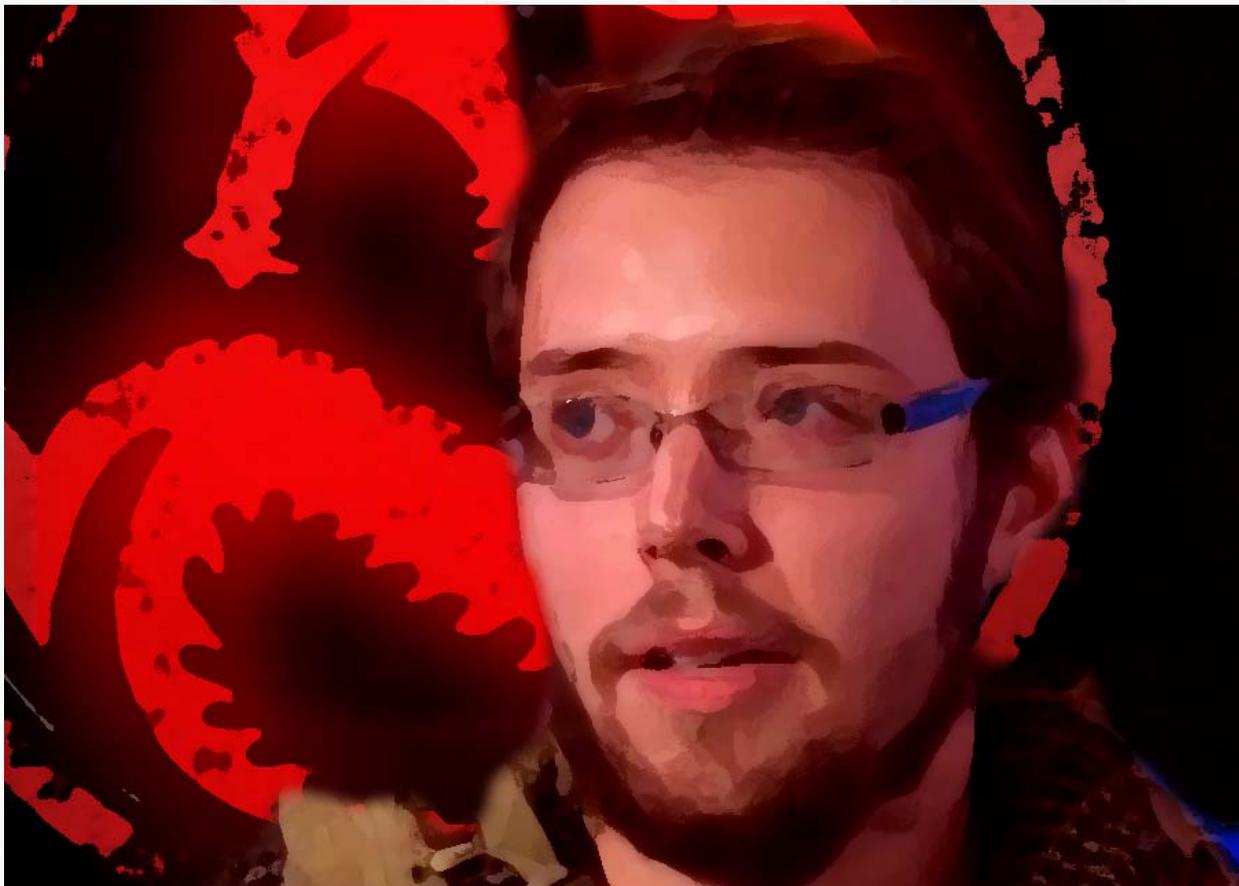
He resolved to honor her memory.

He would do his job, get back into the DCMS, and use what he learned to take down this 'Benefactor'.

Talon smiled, and thought he might even get the chance to face Okada.

Talon took out his Katana, and pointed it at the ruins, then at the path the VTOL had taken.

He now had a second vendetta.





ROLE PLAYING IN DFA

"No, it doesn't sound like this makes a whole lot of sense."

-Talon

BT vs DFA: Roleplaying

Death from Above Roleplaying is done using TriStat DX ruleset. You can also roleplay Death From Above characters using the rules found in A Time of War, the official Battletech RPG. Rules for the Rasalhague District Sub-Affiliation (for Valraven) can be found in ***Era Report:2750*** *

Characters

It's March 1st, 2016, and BattleTech and roleplaying fans alike are introduced to Hyper RPG's new custom BattleTech roleplaying show Death from Above! And, a new role playing system? Gone are the many times confusing conventions of Catalyst Game Labs' A Time of War BattleTech role playing game. Gone even, is the six-stat platform of Strength, Constitution, Dexterity, Intelligence, Wisdom, and Charisma that RPG legends such as Dungeons and Dragons are built on. Instead viewers are greeted by a "generic 'TriStat' system." Rather than D&D's more rigid system of using a myriad of different dice for stat checks, initiative, THAC0, and damage, this new TriStat system, genius in its simplicity, revolves around just two 6-sided dice and its three stats Body, Mind, and Soul. This simple and open format allowed for the show's story to continue largely uninterrupted during the role-playing segments and granted the players a sizeable amount of latitude to operate with.

This system's name is TriStat dX. (Who would have thought?) In the words of its creators, TriStat dX is a "rules-light, point-based, effects-based, three stat, multi-genre, roll-low, modular, bell-curved, independent-rolling, role-playing intensive game system that uses any sized dice." TriStat, while not required to play out the scenarios of Death from Above, is important in maintaining the feel and flow that is accomplished in the show itself. So as such, this section will teach you, the GM and players, how to play with TriStat rules, however, the rules displayed here are not exactly as the TriStat dX prescribes, so from here on out the game will be referred to as TriStat DFA. (Bet you can't guess what that stands for.) TriStat DFA uses 2D6 for its rolls.



The Basics

So, before you can even begin to play TriStat DFA you must be able to understand the basics of all of the crazy things going on those character sheets, right? That's what this section's goal is, to provide a brief overview of all the components of the character sheet that you will find after the character creation section.

Character Information

Pretty self-explanatory. Its where you put your character's name among other things. Don't think we need to spend much time here.

The Stats

As the name TriStat suggests, there are three main stats that most of the game is based off of. Those stats are Body, Mind, and Soul. The GM of the game will often during role playing ask you to make a check on one of these stats. For the most part Body will be used to represent physical actions taken. Mind will generally be used for feats of intelligence, wisdom, or perception. Finally, Soul is most often used as the character's charisma or ability to sway a conversation with words alone.

HP

If you don't know what HP is you probably haven't played many RPGs. HP is the character's "Hit Points" or "Health Points" or whatever you want it to stand for. All you need to know is it represents how tough your character is to kill.

EP

EP stands for Energy Points. Energy Points are an optional rule from TriStat dX that TriStat DFA doesn't use. So just ignore it. Pretend it isn't there. As far as I'm concerned it doesn't exist.

SHOCK

Shock is an optional rule the TriStat DFA does use. Shock represents the amount of damage the character can take before they become stunned, or fall unconscious. Or if the attack penetrates the skin, Shock can also be used to represent the amount of damage that can be taken before a major wound is caused.

ACV

ACV stands for Attack Combat Value, and is the base number used when making attack rolls.

DCV

DCV is the Defense Combat Value, and is the base number used when making defense rolls. (Shocking I know.)



Character, Skill, and Advancement Points

These will all be explained in the character creation section. Move along, Move along.

Attributes, Skills, Weapons, and Equipment

These are the areas where you will document all of the various non-statistical information about your character.

These will all be discussed individually in more detail in the character creation section.

Notes

This is really just a catch all section. Write a detailed character background here. Or maybe campaign notes.

Maybe you want to plot out a hit list to kill your fellow player characters. It's a free country, I don't really care what you do with this section.

How to Play

This is the important stuff, and probably why you're here in the first place, so I'll just get on with it. Gameplay in TriStat DFA roughly boils down to three types of interactions Stat Checks, Non-Combat Actions, and Combat Actions. First, we will begin with Non-Combat Actions, as this is the most nuanced and open ended part of game play.

Non-Combat Actions

As the name suggests a Non-Combat Action is any action taken that is not directly involved in attacking or defending. These can be anything from seeing if your character saw something shady going on in the background to trying to hack a computer terminal. A Non-Combat Action can be initiated by either the player or the GM, in other words the players do not need to be prompted by the GM to have their character take action. The player can simply declare that they are going to try and do something, it is then up to the GM to decide if that action needs a role or if it is even possible.

Most Non-Combat actions are going to have a die roll to see if they succeed. It is up to the GM to set the target number for the roll to reach and what stats and skills apply to the roll. For instance, your character may be trying to break into a computer console, and the GM says that you need to make a roll to see if they are successful. The GM would then set a target number depending on how hard they think the action should be (the higher the number the more difficult the roll). The GM would also declare which of the three stats applies to the roll, in this case hacking would probably be Mind. It is then that it can be decided what skills (NOTE: More than one skill can be applied at a time if the GM so chooses) can be applied to help the roll succeed. This isn't a concrete thing that the rule will tell you exactly what skills apply to what, so it's up to the GM to use their judgement.

In this example the player character "Billy" is attempting to hack into a computer console in a military garrison.

The GM decides that Billy needs to make a roll with a target of 13 to be able to successfully hack the computer.



In this case the GM says that hacking uses the Mind stat. Billy only has a mind of 4 but he may have some skills that will tip the scales in his favor. Unfortunately, Billy has no Hacking skill, but the GM decides the Billy's 2 points in Security can apply here. Billy rolls an 8 on his 2d6 roll. So with 8 on his roll plus 4 from his Mind stat, and 2 from Security Billy succeeds with a 14. $(8[\text{Roll}] + 4[\text{Stat}] + 2[\text{Skills}] = 14)$

Stat Checks

A Stat check is used when the GM believes that innate ability is more important than any learned expertise or combat capability. During a Stat check, the GM decides which Stat (Body, Mind, or Soul) would be most relevant to the action in question. If two or three Stats are closely related to the action, an average Stat Value should be calculated instead, rounding up to the closest whole number.

A successful Stat check involves the player rolling less than or equal to the Check Value on two dice. The base Check Value is equal to the appropriate Stat or Stat average, as determined by the GM. The Stat check is unsuccessful if the dice roll generates a value greater than the Check Value. The greater the difference between the Check Value and the dice roll, the greater the degree of success or failure.

Modified Check Values

The GM has the option of modifying the Check Value should the action the character is undertaking be particularly easy or difficult. Difficult actions gain a negative modifier to the attempt, while easier actions receive a positive modifier. See the table below for reference.

+8 Why Roll Dice?

+6 Practically Guaranteed

+4 Extremely Easy

+2 Easy

+1 Below Average Difficulty

0 Average Difficulty

-1 Above Average difficulty

-2 Difficult

-4 Extremely Difficult

-6 Practically Impossible

-8 WTF?!

Combat



This section will encompass all the functions of combat. Which will include attacking, defending, taking/dealing damage, and Shock. Unlike Non-Combat Actions, combat does not use the three Stats. It relies instead on the Attack Combat Value (ACV) and Defense Combat Value (DCV).

Initiative

Before combat begins, the order of engagement must be determined. To do this, at the beginning of every round every character will roll 2d6 and add that value to their ACV. The GM will also do this for every Non-Player Character involved in the combat. The GM may also grant bonuses or penalties if he or she believes the situations calls for it. Alternatively, the players and Game Master can roll once at the beginning of combat to determine their characters' Initiatives for the entire battle (i.e. their Initiatives will remain the same every round).

The character with the highest total has "gained Initiative" and acts first, followed by others in descending order. Should two or more characters or NPCs have the same Initiative, their actions are simultaneous. This means both characters attack and deliver damage at the same time; if one character drops below zero Health Points as a result, he or she still acts before falling unconscious.

A character may delay his or her action until any time later in the round to see what the other characters intend to do. If all his or her opponents also delay their actions waiting for something to happen, the round ends in a dramatic stand-off and a new one begins.

If a character holds one or more actions until the end of a round and does not act, he or she acts on the first Initiative in the next round. The character does not gain an additional action — he or she simply acts first regardless of Initiative rolls. All held actions occur during the first Initiative. If two (or more) characters hold their actions until the following round, then both characters act simultaneously (assuming neither continues to hold their action) and then everyone else involved in the combat acts based on Initiative rolls.

Attacking/Defending

Why are both Attacking and Defending in the same section? Simple, it's because they both happen at the same time. Unlike in game like Dungeons and Dragon where you roll against a static Armor Class to see if you hit the attacker and defender roll at the same time. The attacker will roll 2d6 plus their ACV to determine what their attack roll is while the defender rolls 2d6 plus DCV to see what their defense roll was. The highest roll determines who won the roll. If the attacker won the roll then their attack hit the enemy and then moves onto damage. If the defender won, then the attacker misses from being dodged, or perhaps their attack was deflected by body armor, no damage is dealt if the defender wins.

Example: Billy is attempting to attack a random thug. Billy rolls a 7 on his attack roll and has an ACV of 5 which makes his total attack 12. The random thug rolls an 8 on their defense roll but they only have a DCV of 2, making



their total defense 10. 12 being higher than 10 Billy successfully damages the random thug.

Damage

Several factors determine damage. Those being the weapon you are using, your ACV, and a separate die roll. To calculate how much damage is done after a successful attack simply take the weapon's damage value and add it the character's ACV. After you have done that roll 2d6. This is for determining how much of the damage is applied. Refer to the chart here and on the character sheet for what percentage of damage is dealt, rolling low is best. After calculating this round the result of to the nearest whole number.

2-3: 100% Damage

4-6: 75% Damage

7-10: 50% Damage

11-12: 25% Damage

Example: After Billy hit the random thug with a burst of fire from his machine pistol his player had to determine how much damage was dealt from the strike. A machine pistol does 10 points of damage, that added to Billy's ACV of 5 creates a total of 15 damage. But after rolling a 7 on his damage percentage roll Billy only ends up doing half damage a value of 7.5, which is rounded up to 8 damage.

Critical Hits (Optional)

If the attacker rolls a natural roll of 12 on their attack roll the attack automatically hits, circumventing the defender's defense roll. The attack also will deal double the maximum damage of the attack.

Total Loss of HP

Total loss of Health Points can cause a character to pass out or die. Should a character or NPC's Health Points ever to zero, he or she suffered a severe wound and is rendered unconscious. If a character is reduced an extremely negative value of HP, he or she has suffered a mortal wound and will die unless medical attention arrives immediately. The GM may allow the character to linger long enough to say a few last words or perform some other final, heroic action.

Shock (Optional)

If a character receives damage from a single attack that exceeds their Shock Value they must make a Soul Stat check. If they fail, they character will be rendered incapacitated and will collapse. The number of rounds the character is incapacitated is equal to the margin of failure of the roll. A character that is rendered incapacitated will drop whatever it is



they are holding, and are considered out of the action, and cannot take any offensive, defensive, or non-combat actions.

Critical Injury (Optional)

A character that suffers more damage than his or her Shock Value from an attack that breaks the skin (such as from a bullet, knife, arrow, grenade fragment, etc.) has taken a critical injury. A character who suffers a critical injury loses one additional Health Point every round (every minute, if out of combat) until given successful first aid. Just stopping the bleeding through first aid is not enough, however — it only slows the loss of Health Points. A critically injured character that has undergone successful first aid will lose one Health Point every 10 minutes until he or she undergoes successful surgery (best performed in a hospital). Thus, a character who is badly hurt might die because of shock and internal injuries before he or she can be stabilized. A character can suffer multiple critical injuries. If so, each must be treated separately, and Health Point losses are cumulative.

While the stats for the main characters of DFA are provided to play with, you may not wish to play with the same

Character Creation

characters portrayed on the show. Or it is possible that one of the characters may die before they would have during the show. Or still yet it is important for Game Masters to be able to create new NPCs as their campaign necessitates. To accommodate for these and other events, the rules of character creation are provided below.

Step 1: Develop Character Outline

A character outline is a broad concept that provides you with a frame on which to build your character. It is not fully detailed; there is no need for you to concern yourself with the character's specific skills yet. What should be addressed here are questions like: *What are my character's strengths? What are their weaknesses? What helps to define the character?* One would probably notice while watching DFA that all of the characters are distinct from one and other by their particular strengths and weakness, predispositions, and sometimes vices. These broad strokes of the character should be discussed here.

Step 2: Assign Stats

Assigning Stats and Attributes (next step) require spending Character Points. Talon, Valraven, and the other characters already provided were created in this source book using 60 Character Points. It is up to the GM however to decide how many Character Points can be used for character creation, although they are encouraged to keep the value between 50-75 Character Points. It should also be noted that Player Characters should always use the same amount of Character Points as each other, to keep it fair for the players. After Stat assignment is complete, the left-over Character



Points are used to assign attributes.

The Stats

To recap, the stats represent your character's most basic abilities, and are as follows.

Body

This Stat measures the physical aspects of your character. This includes overall health, strength, endurance, quickness, rate of healing, manual dexterity, and ability to withstand trauma. A character with a high Body is in good physical shape.

Mind

The Mind Stat represents a character's mental abilities. High values indicate intelligent, witty, and quick-learning characters.

Soul

The Soul Stat represents luck, willpower, determination, and spirit and can sometimes represent psychic ability, empathy, and unity with nature. A high rating in the Soul Stat helps a character charm others to their way of thinking, or to focus their willpower to go beyond their normal limits.

Stat Values

Raising a Stat costs 2 character points, and the stat can be increase up to what is called the talent threshold. The talent threshold in TriStat DFA is a value of 8 in a stat. A stat can be increased to a maximum of 12, however, GMs are encouraged since values exceeding 8 represent values beyond normal human capacity. Beyond that is it is up to the player to assign Character Points to the three Stats. Any leftover will be used to gain Attributes in the next step. GMs may set a floor or ceiling on the amount of Character Points spent on Stats to ensure a balance between Stats and Attributes.

Step 3: Assign Attributes

The three Stats represent your character's basic abilities, but his or her more specific acquired or innate talents and abilities are known as Attributes. Any Character Points remaining after you have purchased Stats are available to acquire Attributes.

This is one of the most important steps in the character creation process as, this is where your character's unique abilities contrast them from other characters. Consider carefully if you want a few more expensive attributes or many lesser attributes.

Modifying Attributes



One may find that an Attribute does not fit how they imagine it functioning. The GM (or the players with the GM's permission) may redefine how a attribute works so that it better fits the character concept. If the GM deems that the attribute has become more powerful or less powerful as a result they may adjust how many Character Points it costs.

LIST OF ATTRIBUTES

Attack Combat Mastery

Cost: 3 Points/Level

Effect: +1 ACV/Level

Attack Combat Mastery denotes either an innate “killer instinct” or the character’s intimate knowledge of a wide range of offensive combat techniques covering all aspects of armed and unarmed encounters (including Special Attacks and ranged weapons). Individual Combat Skills let a character specialize with particular weapons or specific styles, but Attack Combat Mastery allows a character to pick up any weapon (or use none at all) and be dangerously proficient.

Extra Attacks

Cost: 8 Points/Level

Effect: +1 Attack per round/ Level

This Attribute reflects the character’s ability to use every offensive combat situation to his or her benefit. Each round, the character may make one or more additional offensive or non-combat actions. In addition, unless two or more opponents are very close together, armed or unarmed hand-to-hand attacks must target the same person.

Lighting Reflexes

Cost: 3 Points/Level

Effect: +5 to Initiative/Level

The character reacts quickly in combat and frequently outmaneuvers opponents. Each time this technique is selected, the character gains +5 to all his or her Initiative rolls.

Defense Combat Mastery

Cost: 2 Points/Level

Effect: +1 DCV/Level

Defense Combat Mastery denotes either an innate “danger instinct,” or the character’s intimate knowledge of a wide range of defensive combat techniques covering all aspects of armed and unarmed encounters. Defense Combat Mastery allows a character to pick up any weapon (or use none at all) and still proficiently defend.

Dumb Luck

Cost: 1 Point/Level

Effect: 1 Re-Roll per Role Playing session/Level

A character with Dumb Luck denotes a character that can somehow can themselves inexplicably out of an impossi-



ble situation. This is represented through the re-rolling of undesirable dice rolls (this includes undesirable re-rolls as well). The player may choose to use the original roll, or any of the re-rolls, when determining the success of the action. The Level dictates the number of times dice can be re-rolled in a single role-playing session, though the GM can alter this time frame as desired.

Gadgeteer

Cost: 2 Points/Level

Effect: +2/Level to rolls to determine the creation of a Gadget, or making a repair

The character has an innate knack for creating, modifying, and working with complex machines. Unlike someone who is merely well trained in a particular technical skill, a Gadgeteer is a natural and is able to flip through a tech manual for an advanced technology in 30 seconds and figure out a way to repair the machine in an hour or so. Most Gadgeteers have high Levels in Electronics and Mechanical Skills as well.

Heightened Awareness

Cost: 1 Point/Level

Effect: +2 Check Bonus per Level

The character possesses a high degree of situational awareness. He or she is usually very alert and receives a check bonus to notice nearby hidden things, such as concealed objects, ambushes, or anything else related to sensory awareness. The bonuses of Heightened Awareness are cumulative with those of Heightened Senses (below).

Heightened Senses

Cost: 1 Point/Level

Effect: +1 Sense/Level

One of the character's five senses — hearing, smell, vision, taste, or touch — is enhanced, and can operate over an area of several city blocks. The character may take the same sense twice, which doubles the effect and extends the area of detection. A character using a Heightened Sense has a +4 bonus (+8 if the sense was heightened twice) on Stat checks that relate to using that sense to perceive things that someone with human-level senses might conceivably notice.

Highly Skilled

Cost: 2 Points/Level

Effect: + 10 Skill Points/Level

A character with this Attribute is more experienced or better trained than an ordinary person, and as a result has more Skill Points (page 41) than an average adult. Acquiring several Levels of the Highly Skilled Attribute is the ideal method for creating a versatile character.

Massive Damage

Cost: 2 or 5 Points/Level



Effect: +10 Damage/Level

A character with the Massive Damage Attribute knows precisely how and where to hit any opponent in order to inflict incredible amounts of damage.

For 2 Points/Level, additional damage is only inflicted when the character uses one specific weapon type, or method of attack; this attack is defined during character creation. For example, it might represent a special talent with a weapon (such as guns, blades, blunt weapons), or a knowledge of a particular martial arts technique.

For 5 Points/Level, this knowledge can be applied to all forms of physical combat including armed, unarmed, martial arts, and ranged weapons.

Naturally, the character's attack must be successful to inflict any damage. Physical strength is not the key to delivering massive damage in an attack; the ability to sense a weakness is far more important. The capacity of Massive Damage to augment any kind of attack makes it a very useful Attribute for a combat-oriented character.

Tough

Cost: 2 Points/Level

Effect: 20 HP/Level

Possessing this Attribute increases the Health Points of the character, allowing him or her to withstand more damage in combat. The Tough Attribute, along with the Body Stat, also reflects a character's resistance to sickness, disease, and other physical ailments. Note that characters with high Body or Soul Attributes may be very healthy even without this Attribute.

Unique Attribute

Cost: ???

Effect: ???

This Attribute covers all powers and special abilities not detailed in the rules. Often one single Point in a Unique Attribute is sufficient to give the character "flavor," but more Points can be allocated to enhance the effects on game play and must be added if the Attribute would be of considerable benefit. Discuss the Attribute with the GM to determine what specific game effects the Unique Attribute possesses.

The GM should assign a Point cost per Level based on how the Attribute compares to other Attributes and how useful it is. An Attribute that is somewhat useful in the game should cost 1 Point/Level; one that is very useful should cost 2-3 Points/Level; one that is extremely useful should cost 4-6 Points/Level; and one that is exceptionally powerful and useful should cost 7-10 (or more) Points/Level.

Step 4: Select Skills



Your character's Skills represent his or her extensive training and experience in a field. Skill Points, rather than Character Points, are used to acquire them. A player character should start with 20 skill points. This value is increased by an additional 10 Skill Points for each Level of the Highly Skilled Attribute. Non-player characters created by the GM may have any number of Skill Points. Minor characters will usually have only 5-15 Skill Points, for example, while a major, recurring opponent may have 100 or more.

The different Skills are divided into Levels 1 through 10. Increasing the value of a Skill by one Level requires 1-12 Skill Points, depending on the Skill. The higher the Skill Level, the better your character is and the broader his or her knowledge within the field. Characters with high Stats (or Combat Values) can be exceptionally proficient within a field even without high Skill Levels; they are considered "naturals."

Skills and Specialties

General and Combat Skills have several associated Specializations, which describe the different ways that the Skill may be used. For example, Gun Combat is divided into Auto-fire, Pistol, and Rifle. When you assign a Skill to your character, choose one of the listed Specialization or create a new Specialization with GM approval. Your character will be significantly better in the chosen Specialization than he or she will be in the other aspects of the Skill. A Specialization is usually recorded in parentheses after the Skill, for example, "Gun Combat (Pistol) Level 3."

Instead of improving a Skill by one Level, it is possible to take an extra Specialization. Each extra Specialization costs only one Skill Point regardless of the Point cost of the Skill. If your character has Skill Points to spare, however, you may find it more advantageous to add an extra Skill Level rather than take many extra Specializations.

Using Skills

Each Skill has its own description, which indicates game effects and the Stat which is usually most relevant to the Skill's use, should a Skill check be needed. Game mechanics for using Skills in play are described under Skill checks (page 60), but there is no need to worry about them while designing a character. Simply choose those Skills that most closely fit your concept.

A player should not assign a particular Skill to his or her character to justify some familiarity within the field. Even a Level 1 Skill assignment reflects a substantial amount of training, and will demonstrate that your character is quite knowledgeable or capable in their chosen area. If a character has only limited capabilities within a specific area, he or she should not possess the relevant Skill. For example, anyone can throw a punch or fire a gun without necessarily having any real talent. A character that knows how to drive a car safely on city streets does not automatically need the Driving (Car) Skill nor does someone with a first year university course in physics necessarily have Physical Sciences (Physics). Conversely, a character may have high Skill Levels without any formal training, because he or she has used the Skill in daily life for many years (such as a brawny farm worker having the Powerlifting Skill). Characters should rare-



ly possess Skill Levels at their maximum allowed Level, since this achievement reflects an incredibly high degree of proficiency.

SKILL LIST: GENERAL SKILLS

Acrobatics

Relevant Stat: Body

Specializations: Balance, Flexibility, Jumps, Tumbling

Skill Point Cost per Level: 4

The ability to perform feats of agility with minimal chance for injury. Includes jumping, flipping, contorting, and reacting quickly.

Animal Training

Relevant Stat: Soul

Specializations: Any Single Animal

Skill Point Cost per Level: 2

The ability to teach and train animals with an intellect above that of instinctive insects. An animal usually has a Mind Stat of 1-2.

Architecture

Relevant Stat: Mind

Specializations: Aquatic, Bridges, Fortifications, Small Buildings, Skyscrapers

Skill Point Cost per Level: 1

Knowledge of construction methods, architectural drafting, etc. A successful use of this Skill can also find weak points in constructions or help in locating old structural plans.

Area Knowledge

Relevant Stat: Mind

Specializations: Any one area or locale

Skill Point Cost per Level: 3

Knowledge of the geography and people of a single area (choose one area) and a specific locale within it. The smaller the area, the more detailed and extensive the character's knowledge. This Skill may be assigned multiple times to indicate knowledge of several areas.

Artisan

Relevant Stat: Average of Body and Soul

Specializations: Carpentry, Leatherworking, Metalworking, Plumbing, Tailoring, Woodworking

Skill Point Cost per Level: 1



This Skill represents a character's ability to work with a variety of materials to repair or produce useful or aesthetically pleasing objects not electronic or mechanical in nature.

Biological Sciences

Relevant Stat: Mind

Specializations: Bacteria/Viruses, Botany, Ecology, Genetics, Physiology, Zoology

Skill Point Cost per Level: 2

This field covers scientific knowledge of how living things function.

Boating

Relevant Stat: Average of Body and Mind

Specializations: Hovercraft, Large Ships, Small Boats, Submarines

Skill Point Cost per Level: 2

The ability to safely operate a watercraft.

Burglary

Relevant Stat: Body or Mind

Specializations: Breaking-and-Entering, Hot-Wiring, Safe Cracking

Skill Point Cost per Level: 2

The ability to open locks, quietly cut glass, hot-wire car ignitions, etc. The ability does not cover disarming electronic security systems, which is handled by Electronics (Security) Skill.

Climbing

Relevant Stat: Body

Specializations: Natural Surfaces, Poles, Walls, Vegetation

Skill Point Cost per Level: 3

The ability to scale vertical surfaces with or without the use of specialized climbing equipment.

Computers

Relevant Stat: Mind

Specializations: Databases, Intrusion/Security, Networks, Programming

Skill Point Cost per Level: 2

Practical knowledge of computer use. Computer engineering (hardware) is covered by Electronics.

Controlled Breathing

Relevant Stat: Body or Soul

Specializations: Cyclic Breathing, Holding Breath, Slow Heart Rate

Skill Point Cost per Level: 1

The ability to control respiratory functions to maximize breathing efficiency or to perform tricks such as "playing



head.”

Cultural Arts

Relevant Stat: Mind

Specializations: Archaeology, Art Appraisal, History, Literature, Urban Legends

Skill Point Cost per Level: 1

Knowledge of aspects of human culture.

Demolitions

Relevant Stat: Body or Mind

Specializations: Artificial Structures, Bomb Disposal, Natural Structures, Safe Cracking, Underwater

Skill Point Cost per Level: 3

The ability to set explosive charges without getting hurt in the process or inflicting undesired collateral damage. It is also used for deactivating explosives set by someone else.

Disguise

Relevant Stat: Body, Mind, or Soul

Specializations: Costume, Make-up, Prosthetics

Skill Point Cost per Level: 4

The ability to change one’s personal appearance to deceive others.

Domestic Arts

Relevant Stat: Mind or Soul

Specializations: Cleaning, Cooking, Decorating, Home Budgeting

Skill Point Cost per Level: 1

The ability to efficiently organize and run a domestic household. A Skill that Salty Nan does not have.

Driving

Relevant Stat: Body or Mind

Specializations: Big Rig (large tractor/trailer trucks), Car, Motorcycle, Small

Truck (vans, pick-ups), Tank

Skill Point Cost per Level: 3

The ability to operate a powered ground vehicle. Skill checks are only necessary in difficult situations such as performing vehicular stunts, avoiding hazards, etc.

Electronics

Relevant Stat: Mind

Specializations: Communications, Computers, Consumer Electronics, Robotics, Security, Sensors

Skill Point Cost per Level: 2



The ability to maintain, repair, build, modify (and at high Levels, design) electronic equipment.

Etiquette

Relevant Stat: Mind

Specializations: Lower Class, Middle Class, Upper Class

Skill Point Cost per Level: 3

The knowledge of polite, proper, and inoffensive behavior in social settings.

Foreign Culture

Relevant Stat: Mind

Specializations: One Specific Culture

Skill Point Cost per Level: 3

Reflects knowledge of the history, religion, ethics, and lifestyle of one or more foreign countries or cultures: one foreign culture at Level 1, two at Level 2, three or four at Level 3, five to eight at Level 4, and more than nine at Level 5. Naturally, less than the maximum number of cultures can be assigned. Thus, multiple Specializations may be listed for Foreign Culture.

Forgery

Relevant Stat: Mind

Specializations: Electronic Documents, Handwriting, Paper Documents

Skill Point Cost per Level: 3

The ability to counterfeit documents and papers. This Skill can be used in conjunction with the Computers Skill.

Gaming

Relevant Stat: Mind or Soul

Specializations: Board Games, Computer Games, Gambling/Card Games, Military Simulations, Role-Playing Games

Skill Point Cost per Level: 2

The ability to play various games and simulations well.

Interrogation

Relevant Stat: Mind or Soul

Specializations: Drugs, Psychological, Physical

Skill Point Cost per Level: 3

The ability to convince someone to provide information against their will. Can also be used to help withhold information when being Interrogated by an enemy.

Intimidation

Relevant Stat: Body, Mind, or Soul



Specializations: Business, Political, Street

Skill Point Cost per Level: 3

The ability to convincingly project a “tough guy” image. A successful check means someone witnessing your performance is convinced you mean any threats you make. How they react after that will depend on how tough they are themselves in relation to the kind of threat you present — they may respond with respect, fear, hatred, or amusement.

Languages

Relevant Stat: Mind

Specializations: Any one language, Braille, Code Language, Lip Reading, Sign Language

Skill Point Cost per Level: 2

Reflects an aptitude for languages and their historical usage. Additionally, a character will be able to speak and write one foreign language at Level 1, two at Level 2, three or four at Level 3, five to eight at Level 4, and more than nine at Level 5. Thus, multiple Specializations will be listed for Languages — the first is the character’s native language (a free Specialization), while the others are foreign languages.

Law

Relevant Stat: Mind

Specializations: Civil, Criminal, Customs, Family, International, Political

Skill Point Cost per Level: 1

Knowledge of legal procedure and practice. GMs may assume that anyone with Level 3 or more has a license to practice law. In addition to lawyers, many police officers, and politicians have the Law Skill at Level 1 or 2. All Specializations, except International, are specific to one state or region only (for example, “Zathran Criminal Law”).

Management and Administration

Relevant Stat: Mind

Specializations: Accounting, Banking, Executive, Fraud, Government, Marketing, Small Business

Skill Point Cost per Level: 1

The ability to organize, run, and understand part or all of an organization (such as a business, government, or association). This Skill is also useful for locating new employees.

Mechanics

Relevant Stat: Mind (Sometimes Body)

Specializations: Aeronautical, Armorer, Automotive, Gunsmith, Locksmith,

Micro, ‘Mech, Traps

Skill Point Cost per Level: 3

The ability to maintain, repair, or build mechanical and electro-mechanical devices. This also includes knowledge of tool use, welding, etc. Armorer applies to heavy vehicle-mounted weapons while Gunsmith covers personal weaponry.



Use Artisan for archaic weapons.

Medical

Relevant Stat: Mind (Sometimes Body)

Specializations: Acupuncture, Dentistry, Diagnosis, Emergency Response, Homeopathy, Pathology, Pharmacy, Surgery, Veterinary

Skill Point Cost per Level: 3

Knowledge of how to heal the body. GMs may assume that anyone with Level 3 or more has a license to practice medicine. A typical general practitioner would Specialize in Diagnosis, while most police officers or paramedics Specialize in Emergency Response.

Military Sciences

Relevant Stat: Mind

Specializations: Hardware Recognition, Intelligence Analysis, Logistics, Strategy, Tactics, Teamwork

Skill Point Cost per Level: 2

The character has military-style tactical, staff, or leadership training. In addition, SWAT (or other tactical police units) often include individuals who pick up similar Skills (and often recruit ex-military personnel).

Navigation

Relevant Stat: Mind

Specializations: Air, Highway, Sea, Space, Urban, Wilderness

Skill Point Cost per Level: 3

The ability to read maps or use specialized navigation equipment. The Navigation Skill will help a character find the fastest/safest route to a destination.

Performing Arts

Relevant Stat: Average of Body, Mind, and Soul

Specializations: Comedy, Dance, Drama, Music, Public Speaking, Singing, Fast Talking

Skill Point Cost per Level: 2

The ability to perform well before an audience, and to evoke an emotional response through the art form.

Physical Sciences

Relevant Stat: Mind

Specializations: Astronomy, Biochemistry, Chemistry, Engineering, Geology, Mathematics, Physics

Skill Point Cost per Level: 2

Scientific training in the way the universe works, including the necessary background knowledge.

Poisons

Relevant Stat: Mind



Specializations: Natural, Synthetic

Skill Point Cost per Level: 2

The ability to recognize, concoct, apply, and neutralize a variety of poisons and toxins.

Police Sciences

Relevant Stat: Mind

Specializations: Ballistics, Criminology, Forensics

Skill Point Cost per Level: 2

This is the science behind detective work. Ballistics is the study of the wounds inflicted by projectiles; criminology focuses on studies of criminal behavior and strategies; forensics covers evidence gathering (including hair-and-fiber, fingerprint and DNA-based identification techniques).

Powerlifting

Relevant Stat: Body

Specializations: Bulky Objects, Free Weights, Humans, Moving Objects, Small Objects (Hand-Held)

Skill Point Cost per Level: 3

The ability to perform feats of strength with minimal chance for injury. Includes lifting or pushing heavy objects, stopping objects in motion, and supporting large masses.

Riding

Relevant Stat: Body, Mid, or Soul

Specializations: By species (Camel, Horse, Tiger, etc.)

Skill Point Cost per Level: 2

This is the knowledge of how to care for a riding beast, how to saddle, mount, and dismount the animal, how to get it to perform difficult or dangerous maneuvers safely and without balking, and how to best pace it for long distance rides.

Seduction

Relevant Stat: Body or Soul

Specializations: Male, Female

Skill Point Cost per Level: 3

A character with this Skill is adept at exploiting their sex appeal. A successful Skill check will convince another person that the character is genuinely interested in them. Whether the subject actually responds will depend on his or her own romantic inclinations and sexual preferences.

Sleight of Hand

Relevant Stat: Body

Specializations: Card Sharking, Lock Picking, Pick Pocketing, Stage Magic



Skill Point Cost per Level: 3

A character with this Skill (also known as prestidigitation) has superior manual dexterity, greater than that suggested by his or her Body Stat. This includes the ability to perform “magic” tricks, palm small objects, cheat at cards, plant an item on someone, etc.

Social Sciences

Relevant Stat: Mind

Specializations: Anthropology, Geography, Politics, Psychology, Social Work, Sociology, Theology

Skill Point Cost per Level: 2

Understanding of the way people function in society as well as societal behavioral patterns.

Sports

Relevant Stat: Body (Sometimes Mind or Soul)

Specializations: Baseball, Basketball, Cricket, Football, Hockey, Volleyball, etc.

Skill Point Cost per Level: 2

The ability to play well with others in a team or individual sporting event with specialized rules.

Stealth

Relevant Stat: Body

Specializations: Camouflage, Concealment, Silent Movement

Skill Point Cost per Level: 3

The ability to disguise objects or people so that they blend into their surroundings. This also includes the ability to conceal small objects on one’s person and the ability to move silently.

Swimming

Relevant Stat: Body

Specializations: Competition, Deep-Sea Diving, Free Diving, Scuba, Snorkeling

Skill Point Cost per Level: 1

The character is skilled at swimming or diving. The GM may assume that any character in a modern setting can swim even without this Skill. A swimmer can usually move at a speed equal to his or her Body in kilometers per hour for short distances.

Urban Tracking

Relevant Stat: Mind

Specializations: Academic, Corporate, Residential, Underworld

Skill Point Cost per Level: 3

Urban Tracking is the ability to “shadow” someone (or follow a vehicle in another vehicle) through an industrialized, populated area or to find certain people in a particular sub-culture or environment by asking the right questions.



Visual Arts

Relevant Stat: Body, Mind, or Soul (Often an Average)

Specializations: Animation, Drawing, Flower Arranging, Painting, Photography, Sculpting, Video

Skill Point Cost per Level: 1

The ability to produce a work of fine or commercial art in a particular visual field.

Wilderness Survival

Relevant Stat: Mind (Sometimes Body)

Specializations: Aquatic, Arctic, Desert, Forest, Jungle, Mountain, Plains

Skill Point Cost per Level: 3

The ability to find food and shelter in the outdoors, to avoid natural hazards, and to identify wild plants and animals.

Wilderness Tracking

Relevant Stat: Mind (Sometimes Soul)

Specializations: Aquatic, Arctic, Desert, Forest, Jungle, Mountain, Plains

Skill Point Cost per Level: 3

The ability to successfully trail or track someone or something while outdoors in a rural or wilderness setting.

Writing

Relevant Stat: Mind

Specializations: Academic, Fiction, Journalistic, Poetic, Technical

Skill Point Cost per Level: 1

The ability to communicate ideas or emotions in a written work.

Skill List: Combat Skills

Archery

Relevant Stat: ACV

Specializations: Bow, Crossbow

Skill Point Cost per Level: 2

The ability to accurately shoot with a bow or crossbow. This is an Attack Combat Skill.

Gun Combat

Relevant Stat: ACV

Specializations: Auto-fire, Pistol, Rifle

Skill Point Cost per Level: 8

The ability to accurately shoot with a hand-held firearm and to keep it properly maintained. Auto-fire applies to firing bursts of fully automatic fire from any gun, whether it is a small submachine gun, a big assault rifle, or a heavy machine gun. Pistol applies to firing single shots from a handgun. Rifle covers firing single shots from guns with a shoulder stock



including rifles and shotguns. This is an Attack Combat Skill.

Heavy Weapons

Relevant Stat: ACV

Specializations: Artillery (indirect fire weapons such as Howitzers), Gunnery (heavy machine guns, tank guns and other vehicle-mounted direct-fire weapons), Launchers (rocket and missile launchers)

Skill Point Cost per Level: 8

The ability to accurately fire vehicle-, shoulder-, or tripod-mounted weapons such as a tank cannon or heavy machine gun, and to perform routine maintenance. This is an Attack Combat Skill.

Melee Attack

Relevant Stat: ACV

Specializations: Axe, Baton/Club, Knife, Improvised Weapons (chairs, lamps, ladders, etc.), Polearms (spears, naginata, etc.), Shield, Sword, Whips/Chains

Skill Point Cost per Level: 7

The ability to attack effectively with a hand-to-hand melee weapon. This is an Attack Combat Skill.

Melee Defense

Relevant Stat: DCV

Specializations: Axe, Baton/Club, Knife, Improvised Weapons, Polearms (spears, naginata, etc.), Shield, Sword, Whips/Chains

Skill Point Cost per Level: 7

The ability to defend well with a hand-to-hand melee weapon. This is a Defense Combat Skill.

Ranged Defense

Relevant Stat: DCV

Specializations: Personal, Air Vehicle, Ground Vehicle, Water Vehicle

Skill Point Cost per Level: 8

The ability to avoid ranged attacks, but this does not enable a character to dodge bullets. Rather, it is a combination of situational awareness and tactical movement as well as knowing when to keep moving (to present a more difficult target) and when to drop for cover. This is a Defense Combat Skill.

Thrown Weapons

Relevant Stat: ACV

Specializations: Blades, Cards, Grenades, Rocks, Shields

Skill Point Cost per Level: 3

The ability to accurately throw weapons or objects at a target. This is an Attack Combat Skill.

Unarmed Attack



Relevant Stat: ACV

Specializations: Strikes, Holds, Throws, Grappling

Skill Point Cost per Level: 6

The ability to attack without weapons. This is an Attack Combat Skill

Unarmed Defense

Relevant Skill: DCV

Specializations: Strikes, Holds, Throws, Grappling

Skill Point Cost per Level: 6

The ability to block armed or unarmed melee attacks without using a weapon. This is a Defense Combat Skill.

Step 5: Calculate Derived Values

The second to last step involves determining the character's statistics beyond the main three. These are based directly off of Body, Mind, and Soul so no point assignment will happen here.

Combat Value

As touched on before the combat values govern all physical combat during the role-playing section of DFA. A higher combat value not only represents a character's physical ability, but also their fighting spirit, and the knowledge they have of various techniques and weapons. As such the Combat Values are derived from all three of the main stat, as they are all equally important to master combat. Body Stat for a forceful attack and defense, Mind Stat for quick wit, knowledge of combat techniques and anticipation of an opponent's actions, and Soul Stat for the winning spirit and good fortune.

To calculate the base Attack Combat Value, add together all the Stat Values and divide by three, rounding down $([Body + Mind + Soul] \div 3)$.

The base Defense Combat Value is two less than the Attack Combat Value $([Body + Mind + Soul] \div 3 - 2)$.

Health Points

This Derived Value dictates the amount of physical damage your character's body can sustain before it ceases to function (for example, your character is knocked unconscious or even dies). Damage delivered in combat are subtracted from your character's current Health Point total. If the total ever falls below zero, the character is rendered unconscious and may die if he or she does not receive medical attention. Attributes or Defects may further modify Health Points.

The base number of Health Points is equal to the sum of the Body Stat and Soul Stat multiplied by 5 $([Body + Soul] \times 5)$.

Henchmen

To reflect the ease in which unimportant NPCs are dispatched GMs are encouraged to weaken such characters by reducing their HP value by about 20-30 points. It is up to the GM which NPCs are considered unimportant.

Shock Value (Optional)



For games in which damage should have more realistic effects, characters should also calculate their Shock Value. If a character suffers an amount of damage equal to his or her Shock Value, there is a danger that the character will be stunned. If the attack penetrates the skin (such as from a bullet or knife), the Shock Value also represents the damage necessary to inflict a major wound, which, if untreated, can result in the character bleeding to death.

The Shock Value is equal to the character's maximum Health Points divided by 5. $([Health\ Points] \div 5)$.

Step 6: Fill Out the Character Sheet

That's it, the character is now complete. All that is left to do is to fill out the character sheet. All of the areas that values should be put into should be easily found on the blank character sheet, which can be reprinted as many times as you need, please do note that the character sheet is just a TriStat dX sheet with a DFA logo on it so there will be a handful of things that will not be used (EP, Defects, etc.)

3) Equipping the Character

Now that your character is completed it is time to outfit them with the personal equipment they will need to survive when they are out of the cockpits of their 'Mechs in the BattleTech universe. In regards to player characters, their equipment can change from between roleplaying sessions given that they usually return to the Yojimbo after every battle session. As such it is up to the GM what pieces of equipment are appropriate for their player to have access to or not. For instance, certain laser weapons like the Sunbeam will most likely be very difficult for a character to get a hold of, and so probably shouldn't be given out lightly. Also, up to the GM is how, or if even, ammo expenditure is kept track of. Some weapons have a greater power consumption, or less ammo. Examples of low ammo weapons would be Revolvers, or high energy consumption the Blazer.

NOTE: The list of Equipment detailed here does not include all possible things a character can carry.

LIST OF EQUIPMENT



Category	Item	Damage/ Armor Value
Bladed Weapons		
	Axe	10
	Sword/ Katana	12
	Knife/ Dagger	6
	Short Sword	8
	Spear	10
Blunt Weapons		
	Bo/Staff/Pipe	6
	Club/Bat	6
	Nunchaku/Chain	6
	Whip/Rope/Belt	4
Bows		
	Crossbow	12
	Long Bow	10
Pistols		
	Light Pistol	8
	Heavy Pistol	12
	Laser Pistol	14
	Machine Pistol	10
	Magnum Revolver	14
	Medium Pistol	10
	Revolver	8
	Sunbeam Laser Pistol	16
Rifles		
	Assault Rifle	14
	Blazer Laser Rifle	22
	Heavy Assault Rifle	18
	Hunting Rifle	14
	Laser Rifle	18
	Light Rifle	8
	Sniper Rifle	20



Category	Item	Damage/ Armor Value
Shotguns		
	Shotgun	18
	Magna Laser Rifle	22
Assault Weapons		
	Light Mini-Gun	12
	Heavy Mini-Gun	22
	Machine Gun	20
	Submachine Gun	10
Heavy Weapons		
	66mm LAW	40
Thrown Weapons		
	Frag Grenade	30
	Throwing Knife	4
Armor		
	Leather Jacket	2
	Soft Body Armor/Cooling Vest	4
	Hardened Body Armor	8
	Tactical Armor	16



3) Character Advancement

Character advancement is unnecessary in a short adventure, but as *Death from Above* is a lengthy campaign, players may wish to improve the Stats, Skills, and Attributes of their characters. Advancement is not a requirement, but it can reflect the characters' learned knowledge through conflicts with the environment, with other characters or NPCs, or even with themselves.



The GM is encouraged to award all characters at least 2 Advancement Character Points and Advancement Skill Points every game session (both role-playing and battle). Each player can assign these Character Points to Stats or Attributes immediately (GM's discretion) or accumulate them for future use.

GMs can award Points more frequently for faster character advancement as they desire. The GM also has the option of rewarding exceptionally talented or active players with an extra Advancement Point. Examples of what may warrant extra Advancement Points are extreme feats performed by the character, such as in the last episode of Season 1 of DFA when Talon climbs his own *Dragon* to steal it back. Or instead of amazing character feats, extra points can be given to players who exhibit very good or active role-playing, what constitutes this is left up to the GM.

Advancing BattleTech's Gunnery and Piloting Skills

Although Gunnery and Piloting during the battle session of an episode are largely separate from the Tri Stat DFA rules, a GM may decide that the skills are tied to the Advancement Points gained there. If the GM decides this they should make the cost to reduce the Gunnery or Piloting values by 1 around 8-12 advancement points depending on how difficult they deem becoming a better MechWarrior is.

DEATH FROM ABOVE *TriStat dX*

This entire rules section for TriStat DFA was either adapted or taken directly from the TriStat dX rules set. As such thanks and acknowledgement need to be given where it is due. Without TriStat dX these rules would not have been possible, and, Death from Above as we know it may have never existed. If you are interested in using TriStat rules outside of just DFA, I encourage you to look up the rules on Drive Thru RPG, it a free download and provides all the rules to run TriStat in any universe.

Source Citation:

Mackinnon, Mark C. TriStat DX: Core System Role-Playing Game. Ed. Jeff Mackintosh and Jesse Scoble. Ontario: Guardians of Order, 2003. Print.



VALRAVN AND THE LOST THANE

A Valravn Story

Matsuo Estate

Thule

3005

It was one of the darkest of the year on Thule. Night had actually begun around 2 in the afternoon, but it was now true night. Three men approached the outer doors of the Matsuo estate, with its Neo-Tokugawan architecture. The large doors were emblazoned with two Dragons. One was an oriental dragon and the other was a thinner Norse dragon. One of the group knocked on the door, and it creaked open, a servant slowly emerged.

“Lord and Lady Matsuo are retiring for the evening and are not accepting visitors. Please return in the –“

The servant froze as he recognized the guests at the gate.

Two were from the Civilian Guidance Corps, and the third was a DCMS officer in dress uniform. The Civilian Guidance Corps were the law enforcement arm of the Combine Government.

And they were all armed.

The Servant bowed as he guided the three men into the main house. A tall, broad man was kneeling before a shrine sipping tea.

“Master, you have guests. They are - ”. The servant was cut off as the man raised his left hand and put the tea down.

“I know who they are John”

The man raised up, revealing his silk robe. He turned to the men and narrowed his eyes.

“And why they are here.”

The Servant bowed to all present and left the room.

“My loyalty is not in question? Is it?” Lord Matsuo began.

“If your loyalty were in question Chu-I Matsuo, we would not have knocked.” The DCMS officer smiled.

“The loyalty of your woman on the other hand -” the younger looking Friendly Persuader began, before a quick countermand by the DCMS officer.

“My wife is with the children in the Mead Hall”. Lord Matsuo began firmly, emphasizing the word wife.

The DCMS officer nodded, then suddenly leaned in to Lord Matsuo. “Mead Hall?”

The two Civilian Persuaders pulled him aside and briefly whispered to him, and the officer’s face lightened up with understanding. Lord Matsuo could always tell when visitors were from outside the district, because of concepts that were foreign to them. His face remained stern, but already his thoughts began to race.

An officer coming here from outside the district? He must be from High Command.

“Forgive me for not introducing myself”. The DCMS Officer continued. “I am Tai-I Sanchez, and these are Officers Tanaka and Phillips”.

“We are here to conduct interviews only, as part of a broader ISF investigation.” Tai-I Sanchez continued. Sanchez did not need to explain any further about the nature of the investigation. Coordinator Hohiro had been assassinated and the assassin had shouted “Free Rasalhague”. Anti-Rasalhague sentiment was tense. Some said it was the highest it had been since the days of Urizen II.

Lord Matsuo was not sure if that was true, but hate-based crime was on the rise, especially outside of the Rasalhague District. He had heard stories from friends and his wife’s relatives regarding abuse in markets, on bases, and even at private homes.

The second friendly persuader produced a noteputer and spoke for the first time. “According to our Records, your wife is kin to the assassin. She is the second cousin of the first wife of the uncle of the Assassin.” He explained succinctly.

Lord Matsuo nodded. Alvida Matsuo was descended from one of the founding families of the Rasalhague Consortium, so Lord Matsuo had known that the assassination would bring attention to their family. If this were a broad purge, there would be no pleasantries, only the sound of assault team breaking down the estate’s doors.



Lord Matsuo steadied himself as he remembered his nightmares.

A firefight on the Estate Courtyard. The Matsuo Dojo consumed by a Dragon's fire. The cries of his wife and children as he stood helpless to watch.

Today was not to be the day, he thought as he breathed a sigh of relief within himself.

"The Mead Hall is this way" he said calmly, motioning for his guests to follow him.





Matsuo Estate

Thule

3005

“Then Daniel of House Sorensen lifted the blade from the defeated Jason Kurita as the spirit declared: ‘His body belongs to me and my kin. The House of the Dragon has promised us their dead, we serve them.’” Alvida’s voice echoed throughout the Mead Hall as her own children and the children of the household staff sat close. The table had been removed, as the children huddled around the seats for the Lord and Lady. The Lord’s seat sat empty, but Alvida sat in her seat motioning in a grandiose physicality.

For the children, it was their favorite part of the day “Storytime with Lady Alvida”. Soon their parents would return from their various assignments to recover their children. One child did not have to wait for their parent, because young Natalya Matsuo was already in her mother’s presence.

Natalya also knew the next part, because she had heard the story before, as had nearly half the children gathered at her mother’s feet.

Alvida stood and raised a pen, but she was no longer Lady Alvida, she was Daniel Sorensen, slayer of the monster-tyrant Jason Kurita.

“Then you Valravine serve me! I am of the House of the Dragon.”

All the children, even the ones who had heard the story before, cheered.

Natalya mouthed the words of the rest of the story.

“You shall hunt the Children of Rasalhague no more. You shall serve me as you have always served the House of the Dragon. Our warriors will give you the dead of the enemy to fill your bellies. You shall stalk those who once stalked us.”

“And so those Valravine became the first Knights of Rasalhague!” Natalya blurted out excitedly.

The children groaned and the murmur of complaints filled the room, the atmosphere shattered by the outburst.

“I told you she would do it”

“Why can’t we have story time without her?”

“She ALWAYS does this.”

Alvida restored order.

“Time to gather your things, your parents will be here soon.”

A chorus of “Aww” was the reply.

“They are here. John just let all your parents into the Hall Secondary Entrance.” A new masculine voice responded.

“Lord Matsuo” the children exclaimed in shock, and bowed in respect.

“My Lord” Natalya bowed, and then in an instant, was a young girl again, a daughter hugging her father. “Where have you been all day? When can I begin my training? Who are these men?”

Lord Matsuo stopped his daughter, before she could ask any more questions.

“We will escort our guests out” Lord Matsuo.

“Come on mom, let’s go. I wonder if Jeff will show me his scar and Amanda -” Natalya began.

Lord Matsuo interrupted. “Your mother has business with these men. We will escort our guests out.” Lord Matsuo said firmly, and Natalya knew that was that.

A crowd of adults embraced their children.

“Hey Jeff” as Natalya waved as the Matsuo family vehicle mechanic appeared from the crowd, covered in grease. His gruff exterior was shed as he found his quarry, a young girl whose skin was as dark as his. He picked up the young girl, who waved at Natalya.

“So Katie, did Lady Matsuo tell a good story?”

“She sure did daddy.” The girl interrupted. “And then Jason took his sword and...”. Jeff nodded, only pretending to understand.

“When are you going to tell me how you got that scar?” Natalya asked.

“When you are old enough to hear of such things” Lord Matsuo materialized behind Jeff. Natalya hated it when her father



did that her, but loved it when he did it to others.

“Sir” Jeff attempted a salute with his free arm.

“You are not my soldier anymore Jeff, you don’t need to do that.”

“But you are my Lord. Protector of me and my family, and I wouldn’t have it any other way.”

Matsuo smiled and nodded.

“Bye Jeff, Bye Katie” Natalya waved to the pair as they got into their ground car.

The other parents had gathered their children and were returning to their vehicles. As a couple took their twin boys an aircar, they placed them in car seats, and turned to face Lord Matsuo.

“We saw them” the man began. “Are they...coming for her? Because she is...?”

Lord Matsuo shook his head. “Questioning only. Investigating any relations to the assassin.”

“Really? Any relative of someone who killed the Parasite Coordinator should be declared a hero of the Combine.” The man declared as he rounded the car into the driver’s seat.

“You are just angry about the budget cuts.” The woman replied.

“I am angry that lots of hurting people are unable to get care. Our soldiers...” the man shot back, continuing to ramble as he entered the car.

The woman placed a hand on Lord Matsuo’s shoulder. “If they want her, they’ll have to get through us. You know that right? ”.

Lord Matsuo had heard statements like this all week from friends and relatives. They served the Dragon, but they loved Lady Alvida. To her soldiers, she was just “The Tai-”, but they loved her just the same.

“Yes. Yes I do Amanda.” He stuttered a reply. Amanda bowed and entered the aircar.



Thule Children’s Academy

Thule, Rasalhague District, Draconis Combine

4 March 3010

“I have to leave tonight, I should be packing” Lord Matsuo said in appeal to his wife.

“The Regiment can wait. The Dropship can wait.” Alvida declared.

“And the Warlord?”. Lord Matsuo added.

“He can wait too. This is OUR daughter.”. Alvida responded triumphantly as the two entered the Headmaster’s office.

Awaiting there, with her legs swinging in the chair, Natalya sat with one hand holding a small ice pack over her right eye.

When she saw then, Natalya began to explain herself. “Father! Mother! Jan hit me first after -”

Lord Matsuo stopped her and turned to the headmaster.

“She punched a fellow student. George Dubovic.” The Headmaster explained.

“Why?” her mother asked, turning to face Natalya.

“George said he said that nobody in the school could beat him and I had to prove him wrong.” Natalya protested.

“I see.” Lord Matsuo replied. “Headmaster, as your Lord, I briefly require your office.” The Headmaster got up, bowed to the Matsuo couple, and left the room.

“So you started a fight to prove you were the better warrior?” Lord Matsuo asked sharply.

“I am the better warrior, and one day I will be the best!” Natalya declared.

“Not with that attitude.” Alvida retorted.

“But all warriors must be brave.” Natalya countered.

“And they must be smart. Otherwise they end up dead.” Lord Matsuo replied succinctly.

Lord Matsuo handed down the punishment. Grounded for two months.



But he added one additional condition, and turned to his wife to explain.

"If you want to be a warrior, then you will undergo a warrior's training." Alvida stated.

Matsuo Dojo Mechbay

Thule, Rasalhague District, Draconis Combine

10 April 3017

It's all mine, Natalya thought. All her hard work, years of training in single combat and now it was time. Alvida would become Head instructor of what would become the Matsuo proving grounds

At 55 Tons, the humanoid Griffin was mixture of elegance and ferocity. The Griffin was not the standard 1N, but the 1S Steiner model, which dropped the LRM 10 and PPC for a more range-balanced loadout. The missile rack was an LRM 5, which was supported by a large laser and two medium lasers, all cooled by four more heat sinks than the 1N. But this Griffin was special. As a reward from the Warlord of Rasalhague for being one of few Dojos to survive into the Succession Wars, a special investment was made to modify the Griffin. The modification Alvida's ancestor had requested was Battlefists to surprise enemies who expected even a 1S Griffin to stay at medium to long range.

Koschei the Deathless.

That which cannot be killed. While the original Koschei's soul was well hidden, the soul of this Koschei was hidden in its pilot.

Starting today I will be your soul, Natalya told the mech quietly.

"Warrior" her mother began from the catwalk above. "Are you ready to begin your final exam."

"Yes I am!" Natalya declared proudly, grabbing her neurohelmet off the table.

"Wait" Alvida stopped her daughter. "There is one more matter."

Natalya stood there. *I hope this isn't another of her stupid 'tests'*

"You and Koschei will become one. Pilot and Machine. Warrior and Weapon. A new identity."

The name, of course! Natalya almost slapped herself. Last week, her mother had given her one final assignment. A Battlefield name to represent the union between the Griffin and its new pilot. Koschei would be brought to life by a new soul.

"I have chosen." Natalya responded.

"Warrior what shall we call you when you march into battle?" Alvida voice dropped an octave and echoed across the bay.

"You may call me Valravn."

"Then Valravn, meet me on the field of battle. Amanda has loaned me her *Wolverine*. Best me if you can. Show me what you have learned." Alvida replied as she marched down the catwalk to awaiting mech.

Valravn looked up as her mech tech wheeled a ladder that linked Koschei with is new pilot, and gave a thumbs up.

Natalya, now Valravn, stepped up the ladder into the cockpit. As the canopy closed, and she secured her Neurohelmet in place. The mech began to power up as she flipped switches.

"Authorization Required for further access. Provide Voiceprint Identification."

It was a common security method for mechwarriors. No one knew the code Val had chosen, not even her mother.

She gathered herself and in Swedeneese said her voice password "Alone is Strong".

"Access Granted. Know that you are a true warrior this day. Know that you honor your family."

Valravn was surprised. She had not programmed it for that. Must have been a last minute addition by her parents.

This is it.



Thule

Rasalhague District, Draconis Combine

31 October 3019

There were two days that were Valravn's favorite. One was her birthday, in which she wrote her resolutions. Instead of using New Years or some other festival to set goals for the year, Valravn declared every year "a victory over death" and issued herself personal challenges for the next year of her life.

Today was the other.

Every year since her fifth birthday, Valravn had dressed up as someone from Rasalhague history. On her fifteenth birthday, with the help of a friend who worked in a theater troupe, she was a very bloody Vladimir Kurita. On her eighteenth, the same friend had made a DCMS uniform made for her and she was Amanda Katzuyo, a DCMS Ronin who had bested a Star League warrior. Valravn smiled and remembered how proud her father had been to see her in that uniform.

Then I remembered how he felt after he asked if I ever wanted to wear the real version, Valravn lamented said as she adjusted her belt. Valravn had told her father plainly that she was looking for something for else.

She wanted to be the best Mechwarrior to ever live.

She was not going to get that experience fighting in some line unit in the DCMS or in the Thule Militia. As mercenary she could be forced to fight her neighbors, unless she stuck with units that only fought for Kurita. And she had no reason to defect. Thule was Valravn's home and she wanted her victories to represent not just herself, but her family and her people.

But some of her people had resorted to hate. Obsessed with killing their neighbors to achieve freedom for Rasalhague. Valravn remembered when her parents had taken her to visit family on Rasalhague, and she went to buy cookies from the pastry. Valravn's hands had gotten covered in chocolate, icing and sugar because the store owner was a friend of her mother's and had let 4 year old Natalya be his "deputy taste tester".

That night, a bomb destroyed "the cookie store" as she had called it, and she remembered her parents explaining why the bombers had done this.

She also remembered the Civilian Persuaders coming to each merchant on that street and taking them in for questioning. The terrorism of the group who she would learn would be called the SPA were because the shop had dared to serve pastries to Kuritans, and had been targeted because it was the Prefect's favorite place to satisfy his sweet tooth, but the bomb had gone off a day early.

It was more than a ruined vacation, it was a frightening experience as Valravn saw hate and violence for the first time.

"People without honor" her father had called them.

Normally, there would be people filling the streets for trick-or-treating and parties. Tonight, there was feeling that everyone on the planet that everyone was keeping a great secret. Except that Valravn knew the secret everyone did, and was reminded of it on every street corner and vid screen.

The old District Governor had plotted to have Coordinator Takashi killed, and now the Dragon's wrath was coming down upon the Rasalhague people again. Valravn had been there when the Persuaders had shown up to arrest her friend Eric for being the son of the former Governor's cousin. Valravn had seen the tears in his girlfriend Janae's eyes as they took him away. It was at that moment that Valravn had been talking about her quest to be the greatest warrior. Eric joked that Valravn was going to find Natasha Kerensky and challenge her to personal combat.

It was a week later and Eric's arrest had made her change her mind. Her costume was not going to be Siriwan Kurita, but she was going to be her grandmother, who had captured Koeschei in a raid against Steiner.

Grandmother knew her duty, and she had clear purpose, so why can't I think so clearly about what I want to do next.

Valravn looked down at her noteputer before reaching down to grab the toy neurohelmet (she had made a special order to match her size). It was more reports of arrests and executions, she saw Eric's name, and closed it.

Valravn knew she needed a purpose, but also knew that she could never wear the Kurita uniform. Not the same uniform of people who did that.

Solaris 7 was a chance to fight warriors from across the galaxy, but were they the best? She also heard that games were rigged and that there was rampant cheating.

"Gladiators who fight for fame and C-Bills are nothing compared those who fight for honor and to protect" her mother had admonished.

But Valravn had rejected a slot in the militia because she had no intention of remaining on Thule, and hope to challenge warriors on other worlds.



All I want is an opportunity to prove myself as a warrior, Valravn thought.

Mount Grendel

Thule

Rasalhague District, Draconis Combine

2 March 3020

Another Thule winter, Valravn thought sardonically. Another chance to be heroic.

Valravn had gotten the call two hours ago. A family cookout had gone horribly when two children went exploring and triggered a shaft collapse. With the militia AgroMechs busy with other assignments, a call was made to the dojo. They needed the Griffin's lasers to cut through the rock without triggering a new collapse.

With precision, Valravn has edged the reticle where she wanted to strike.

There's the sweet spot, she thought.

"Fire in the hole", Valravn shouted over her speaker, and the rescue workers shouted for everyone to get back.

The beam from the medium laser cut through the rock like a hot knife through butter. The rock hissed as it briefly turned molten and then cooled against the snowfall. The cries of the four trapped children echoed from the cave the laser had reformed. The quartet emerged choking from near asphyxiation when the voice of the rescue team commander came over her comm.

"Thank you Lady Alvida."

Valravn sighed. She had to put up with this a lot over the past few years.

"This is Natalya Matsuo. I will give my mother the message". Valravn responded humbly for once.

"Koschei to Lair. Returning to Base."

Matsuo Dojo

Thule

Rasalhague District, Draconis Combine

3 January 3021

"Look mom, all I am saying is if you open up the Dojo as a proving ground, we can make enough money to keep the Dojo open without asking the Warlord."

THWACK!

The kendo stick hit her right arm.

"Stay guarded, Natalya." Alvida Matsuo said as she withdrew back to start position. "And we do not need the money, we are not merchants. We are warriors."

In the last few months, Alvida had suddenly changed her mind about turning the Dojo into providing grounds. Valravn figured that the political fallout from the attempted assassination of the Coordinator was now impacting the future of the Dojo.

She had seen the financial statements. Donations were grinding to a slow halt, as was direct support from the Warlord. As Warlord Marcus Kurita had been outright hostile towards the Matsuo Dojo, for reasons that remained unknown to Valravn. When he became acting District Governor, there was a rumor that he had planned to shut the Dojo down. However, the Coordinator announced that Malcolm Kurita would become District Governor and that Marcus would be reassigned to Luthien for a post at High Command. The new Warlord, Ivan Sorenson, had made an offer to turn the Dojo into a full DCMS supply depot. Despite the offer for the family to be guaranteed a percentage of the revenue, the thought of Kurita troops pouring through the estate and trampling all over the sacred places of her family was enough to make Valravn vomit.

Fortunately, her mother had objected and said that the Dojo would make money providing specialized training to the mili-



tia. It was a compromise that placated the DCMS High Command and kept the Dojo independent, but it was only a temporary solution.

"We could always go back to being mercs" Sven said from the bleachers. Alvida looked at him intensely and Natalya struck. "Point, Valravn."

"I want to fight for a cause. To protect people and fight for honor. Not C-Bills."

"Can't buy mech parts with honor" Sven added smiling. Alvida hit Valravn on left side. "Point Alvida."

"You can write a House loyalty clause into your contract. Make yourself available to any unit that fights for the Combine or you can leave the merc unit if they leave Kurita service."

"Oh great. Just be an ISF snitch" Valravn replied defiantly.

"Your father has been making some calls and he say he can get you a Chu-i slot in the Legion of Vega.". Alvida moved forward, but Valravn dodged.

"The Armpit of the Dragon? Gee, thanks Dad." Valravn struck her mother on the head.

"You simply do not have enough experience to lead the Dojo, even if we opened it up a proving ground. And no other Non-Militia unit will take you even as a Talon Sergeant without attending a Mechwarrior Academy."

"What about the Tyr movement?" Sven chimed in again. "Point Valravn"

"Our family are not rebels. We have been loyal for centuries." Alvida said as she struck Valravn again.

"They are always looking for Kuritans on Solaris" Sven said sipping a drink as he noticed Valravn withdraw. "Point Alvida"

"A true warrior is not some mindless gladiator. Even when we were mercenaries, we still fought for Honor and for the Dragon." Alvida continued. "Best of five. I win."

Valravn and Alvida bowed to each other, then to Sven, and began removing their gear.

Valravn left to change clothes and Alvida stumbled over to Sven.

"My lady, you cannot keep pushing yourself like this." Sven helping Alvida down onto the bleachers.

"Do not tell Natalya anything" Alvida coughed. "I want her to be ready without having to worry about me."

"What about leading the Dojo?" Sven pleaded. "I can't do it."

"Natalya knows the sacred rites and how to pilot Koschei." Alvida coughed.

"I will send for one of your attendants to help you change." Sven said, as he pressed a panel on the Gym wall and a hidden doorway opened. He stepped inside and then returned a few seconds later. "Miyoko is on her way"

Alvida coughed as she moved towards the hidden passage. Alvida looked at her hand and sighed.

She was coughing up blood.

"My daughter will represent our House at the Althing. You will go as her second."

Thule

Rasalhague District, Draconis Combine

11 January 3021

"Under great secrecy the Clan Chieftains go a remote world and begin the great festival: The AlThing.". Valravn listened to her mother as she explained the ancient rites and traditions of her people.

It was like Valravn was a child again, listening to family folklore or her stories about being a mercenary.

"You must pass the Trial of Saga, the Trial of Blood, and the Trial of Rhetoric." Sven added as he refilled their teacups.

"Each demonstrates the skill that all great Vikings must possess." Alvida said as she sipped her tea.

"Wait a minute." Valravn held up her hands. "Blood is fighting. Saga is telling stories. But what is rhetoric?"

"Making a speech to convince people to do or not do something" Sven offered as he walked back into the kitchen.



"A speech. Like a politician?" Valravn was stunned. "Mom, I am not a saleswoman"

"That is exactly what I said the first time she mentioned it." Sven shouted from the kitchen.

"You will represent our family at the Althing. I can't do it, I have duties here." Alvida got up, hugged Valravn and left the room. Valravn could hear her coughs and decided to ask her how she was feeling later, but now she had to study for this Althing.

Matsuo Estate

Thule, Rasalhague District, Draconis Combine

14 January 3021

Valravn's room was filled with books and objects.

"It smells like a Neonorse Shrine in here", David said, poking his head into the room.

"Hey David, over here." Valravn called from behind a pile of books.

"I found the system where the Althing is being held." David handed Valravn a tablet and projected a holographic display of Thule and the nearby systems. "Its closer than we thought. Less than 30 lightyears, but its not in the Inner Sphere."

"Where is it?" Valravn had called David as he was the Dropship Captain for the Matsuo family and knew many Jumpship Crews, including how to calculate pirate points for certain systems.

David exhaled deeply. "The Elysian Fields"

"Crazy town?" Valravn said dejectedly. "My people are gathering on a planet that belongs to Hendrik Grimm's fishbowl of doomsayers."

David laughed. "The Elysian Fields have a protection agreement with the Oberon Confederation, but Porthos has no direct dealings with Hendrik Grimm."

The Elysian Fields were settled by refugees fleeing the Rim Worlds Republic. Calling themselves The Inheritors, they set up little survivalist communities on the four systems of Elissa, Mangringaine, Nyserta, and Porthos.

The Porthos system was known to be a popular rest stop for smugglers and pirates. Alvida's Vikyr had been sent to root them out on more than one occasion. They were going to an icy moon of the Gas Giant Porthos II. There was an abandoned Germanium Mine there that would be converted into a camp for the Althing.

North of the camp was a mountain range, where the Germanium had been mined. South was a small forest planted by the miners, with a village in the center where the descendants of the miners had created an Inheritor community.

David ended the presentation, picked up the pad and began to walk out. "So how many are going to be at this what is again?"

"Althing" Valravn explained. "Twelve families" She closed her eyes as she began to recite it from memory. "Nine from the founding worlds of the Rasalhague Consortium. One outside the Rasalhague District. One from Steiner space. One from the Lost Ones."

"You just call them the lost ones?" David asked. "They never had a name?"

"My mother told me that some families did not stay when Kurita came. Some fled to the Periphery to far away worlds."

David stopped "So if they are lost, how will they know that you are all having this Althing and that they will be expected to show up?"

"My mother says the Chieftains got confirmation that they trade with Grimm." Valravn said nervously.

"Grimm?" David scratched his chin. "Could be pirates pulling your leg."

Valravn shrugged. "Pirates who know our traditions? And know about the Althing?"

David was about to leave and stopped himself one more time. "I just know that the Dropship Captains won't be allowed to leave our ships, and that makes me nervous."



Porthos II- Delta, Porthos System

Elysian Fields

Periphery

4 February 3021

“Alright campers, we are here.” David’s voice cracked over the speaker. “Welcome to a worthless ball of ice called Porthos II-Delta. Home of the Althing, the Ice Pancake, and absolutely nothing else.”

Sven was wearing cold weather gear as the bay doors of the Leopard Class Dropship *Berserker Spirit* opened and he walked down the ramp.

An older woman was waiting and handed him a headset.

Sven counted ten other Dropships on the Tarmac as he looked around.

“Announcing Lady Natalya Matsuo, battle name Valravn, and her mount Koschei the Deathless”.

Her mother had taught the importance of making an entrance, so Valravn had David adjust the temperature as they approached orbit and prepared land.

The temperature difference between the warmth inside the Dropship and the freezing outside created an additional mist.

Sven stood at attention, as the footfalls of a mech were heard coming the rap and onto the snow.

The Griffin came into view. Valravn had her techs paint it a deep black. Sven thought if the stars ever died the sky would look the color of the Griffin.

The Griffin marched off the tarmac and into a spot where it faced out west towards the tundra.

The High Priestess mounted a podium and a makeshift altar. “The Clans have gathered. The Althing has begun.” she said in swedenese.

Valravn remembered that all parts of the Althing would be conducted in swedenese, except the Trial of Rhetoric.

The High Priestess would read the runes to determine which four mechs would be on patrol first. Valravn guided her Griffin into the MechBay. It was originally a Shuttle hangar, but it had been converted. Valravn was amazed at how the storage worked. It was arrayed like a parking garage, with each level containing gantries for four mechs. On the other side of the base was a similar arrangement for vehicles.

The Camp Workers Housing was made into an infantry barracks, with the command quarters and mess hall converted into guest quarters.

Sven met Valravn as she got off the elevator from the Mech Bay and entered the main base. She was at the top level. Sven and the other retainers has entered through the front. Each Clan leader was allow up to two retainers, with at least one guarding their room while they slept. Sven handed the headset to a servant and carried Valravn’s luggage to her room. Sven knew Valravn slept during the day, so he knew that he could sleep at night and keep watch over her during the day.

Valravn noticed the security for certain areas were wearing uniforms that she had never seen before. Two guards stood outside an office at the end of the hall and into the mess hall. Valravn was hungry and decided to enter as servants were placing food on each table.

On each side of the room were six banners. As they arrived, they were flapped down from the ceiling prominently. A mechanical system guided the banners so they were deployed in the order of each representative’s arrival.

At the other end of the Mead Hall was a Throne and the tables were all arrayed around a firepit, guarded by a single man in traditional regalia. Most Mead Halls used an image of a fire for safety reasons, but the Althing seemed to be all about authenticity.

Valravn noticed two service entrances on the right side the led into the Kitchen, where servants entered and exited like bees in a honeycomb to take orders and set places.

She sat down next to a guy about her height and spiked hair. He said his name was Otto and he said was from Carse.

“Which district is that in? Pesht? Dieron? Galedon? Benjamin?”

“Tamar.” He said and looked back down at his food.

Valravn looked around and realized why everyone seemed to be keeping their distance.

“Tamar? As in Steiner?” Valravn asked and Otto nodded slowly. He was the Clan leader from Steiner space. “Is that why Jan keeps staring at you?”



Otto laughed shyly and nodded. "He is one of those who sees it as his job to remind everyone of how loyal he is to the Combine."

"Oh, he is one of those." Valravn joined him in laughter. Some Rasalhague people were not just loyal to the Combine, they pretended that the past did not happen. They paid lip service to the old ways, but regarded traditions as dust from the past. Jan was from New Samarkand and had worn his DCMS uniform. Just don't look too closely or one would notice the Legion of Vega rat on the uniform. "He's Legion of Vega. Its where they send the rejects.". Valravn had decided not to mention that the only reason that she was not in the DCMS was because the Legion of Vega would be the only unit that would accept her.

Well, the only one that would not stick me on one planet forever, she thought as she grabbed some cookies.

The High Priestess entered the Mead Hall and everyone stopped what they were doing and stood up. Escorted by two acolytes and two guards, she spoke into the headset. "We arrived over a month ago and made prepared this sacred space. We were summoned to this place by the emissary of the Lost Ones."

The last of the banners was unfurled from the rafters, facing the banner of House Matsuo. Everyone looked confused, but Valravn had recognized it, because she had seen before. One of her mother's ancestors had married a Chieftain's son from the family. The name had been lost, but not their heraldry. A bear claw and two crossed axes.

The man in traditional regalia spoke for the first time all night, like a statue coming to life.

"I am Carl Yodenheim, emissary of those you call the lost ones." he began. "We have claimed this place to begin a great mission."

Valravn could not resist. "What do you call yourselves." Everyone looked at her, and she shrugged. "I mean, you don't call yourselves the lost ones do you?"

The man smiled.

"We call ourselves the Jarnfolk."

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

February 5 3021

Valravn woke up Sven and told him everything. After an hour, she went to bed as the sun began to rise. Sven got breakfast and watched the High Priestess announce the next patrol. He was relieved that he would not have to wake up Valravn, because four others were chosen. The High Priestess announced that the four who had not gone yet would be doing the next patrol and then patrols would be at the discretion of the Thane.

Sven met with Aisha, one of Otto's retainers in the gym. "So who does everyone think the Thane is?"

Aisha smiled coyly. "Most think it is one of the Clan leaders chosen by the High Priestess. Others think it will be whoever receives the most votes in an election."

Sven looked over to see some retainers and a few Clan Leaders chatting. "I see the politics has already begun."

Aisha stretched and walked over to the punching bag. "Hold this for me?"

Sven held the bag as she punched and talked. "Most of them have no clue why we are here. Where did this Lost One come from? We do this every ten years, but those of us who are vets have forgotten why we do it."

"To preserve our heritage, right?" Sven said with a sly smile. "Draw the energy from your whole body, not just your arms."

"You think this is some kind of historical preservation society?" Aisha asked. "We are courting treason here."

"We are not a Tyr cell." Sven countered.

"No, we are something else." Aisha continued punching. "Problem is that no one seems to know what."

"All Lords, Ladies and Retainers to the Mead Hall." The speakers blared.



Camp Althing

Porthos II-Delta, Porthos System

Elysian Fields

5 February 3021

Sven saw Valravn enter the Mead Hall with her eyes still bloodshot from only partial rest.

“What now?” she said.

Everyone stood in the Mead and formed two lines that created a path to the Throne. The High Priestess walked down the path to where the throne had been the night before and stopped.

“So is she crowning herself?” someone whispered.

“May I present, our Thane” The High Priestess declared as the throne reappeared behind her as it and its occupant came up from the floor. She stepped aside to give them a view. The man was older, but he had a presence. His beard was thick and his face had diagonal scar that went from the top left of face down to his right cheek. He wore a thick cloak and a large sword rested on his lap.

“I am your Thane and you are my people.” he boomed, even as he sat on the throne. “You shall compete in the Three Trials for the right to be the Champion of our people.”

The High Priestess explained the rules. Two single elimination rounds with initial seeding determined by a Trial of Saga. Retainers would be carrying the patrols until their lords were available or if the Base was attacked for the duration of the Trials.

The Clan Leaders broke up and began to discuss their next course of action.

Camp Althing

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

6 February 3021

The next day, The Thane had allowed for rest and meditation before the Trials. Valravn had decided to start looking for some answers.

She knew that the High Priests were chosen by the Clan Leaders to make the arrangements for each Althing and served until their death and removal. One Clan as tasked with keeping the High priest personally safe, which was why Jan was here. His Clan has been chosen at the last Althing to keep the High Priestess safe.

The High Priestess herself was also interesting. For one, she knew Valravn’s mother, who was five years younger. For another, her name was Astrid Minuit and she had served an infantry medic before succeeding her uncle as a Neonorse Priest.

The Thane was something else entirely. He was supposed to arrive earlier, but had been rerouted to pick up the Lost One. No one knew him, but the High Priestess trusted him for some reason.

He was a ghost.

Valravn walked over to the Office that the High Priestess was using. Two Guards opened the door without comment and shut it behind her.

The evidence of the former corporate purpose of the room could be seen in the file cabinets and the computer terminal. The room was dimly lit with only candles scattered throughout the room providing light, with the smell of freshly burnt incense filling the air.

A male acolyte was attending lighting the last incense, when he saw Valravn and bowed. The acolyte walked past her and left the room.

The High Priestess sat, cross-legged and eyes closed, in the center of the room, holding a small potted plant. She placed the plant down on the carpet, which was an elaborate design of various druidic and Nordic symbols. The plant rested between two bowls of water. One was filled with ice and another sat on a hot plate. The High Priestess took a deep breath and placed each hand into a bowl respectively. Her body shivered slightly, but the reaction of her face did



not change.

"Thank you for coming Natalya" the High Priestess said removing her hands from the bowls and reaching for a towel which was resting at her right side.

"You sent for me?" Valravn asked nervously. She had wanted answers, but she expected that she needed to go snooping for them.

"You want to know why the Thane commands respect." the High Priestess said gently as she dried her hands, and stood up.

"Nobody knows who he is" Natalya responded. "Do you?"

"I do" the High Priestess confirmed. "His people are descended from the sons and daughters of Rasalhague who fled to the Outworlds Alliance, and who support our fight for freedom from Kurita's yoke."

Valravn was stunned.

"The Outworlds are a bunch of farmers" she replied. "Do they even have a military?"

The High Priestess smiled and sat down behind her desk. "The Outworlds Alliance has not yet been conquered by Kurita, as we have."

"They get help from Davion!" Valravn protested.

The High Priestess tapped her keyboard and a hologram showing routes that crossed the Draconis Combine and Lyran border worlds. "Outworlds Smugglers and Privateers will turn this world into the new base for our fight against Kurita oppression"

"All we have to do is bow down to him?" Valravn sneered.

The High Priestess frowned and switched up the presentation. "He has told me that the first mission he would like for us, is to loan our Dropships to pick up his partners."

"His Partners?"

"Friends back in the Outworlds who support our cause but require transport." The High Priestess explained.

Valravn looked around at the room and looked out the window, looking at the snow falling onto the Dropships.

"There is no way the Outworlds Alliance is paying for all this."

The High Priestess went over to the stove on the other side of the room and poured a cup of tea. "The Thane has secured a large loan in several installments to develop this base, purchase supplies, and pay salaries of any personnel that we might need. Tea?"

"No thank you" Valravn said. "So who is the Thane getting the money from? Steiner? Davion?"

There was a knock on the door.

"Astrid, you told me to tell when he was here". It was the Thane.

The High Priestess opened the door.

Valravn froze.

Next to the Thane was an elderly man wearing a white robe. Unlike the High Priestesses acolytes, his robes were not adorned with Nordic, but symbols Valravn had only seen in math class.

Comstar.

Camp Althing

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

6 February 3021

The man smiled and extended his hand to the High Priestess.

"Demi-Precentor Frank Holstein" the man began. "The Holy Order dispatched me here to begin delivering HPG service



to the people of Porthos, but they do not want it because they do not see the need for it.”

“End Times nuts never see the need for interstellar communication” the Thane said laughing. “Who cares about messages when the Stars will burn out tomorrow.” waving his hands in the air in mock panic.

Demi-Precentor Holstein smiled, coughed and continued. “Anyway” he said, as he took a seat at one of chairs on the side of the room. “Comstar has arranged to begin offering Class C service to Porthos system, along with a loan of 50 Billion over the next two years at fifteen percent interest.”

The Thane had stopped laughing and his face tightened. “And the HPG?”

The Demi-Precentor shook his head. “Since this would be a new HPG and not the restoration of an old one, approval would have to come directly from the First Circuit on Terra.”

The Thane grew impatient. “When we first discussed this, you said that Comstar could setup an HPG on Porthos.”

“We can” the Demi-Precentor replied, treating the Thane like a child who had been told that they could not yet have their desert. “But only when the First Circuit has been convinced that your cause has a chance of success.”

The High Priestess touched Valravn on the shoulder. “All the Clan leaders have been informed of what you now know and it is why they support the Thane.”

It was now the Demi-Precentor’s turn to be annoyed. “Why have this ridiculous contest anyway?” he demanded.

“This contest shall determine my lance commanders.” The Thane responded proudly. “Then we will send for the rest of my warriors.”

Valravn then spoke up. “So why would Comstar support a resistance to Kurita?”

The Thane shifted nervously, but the Demi-Precentor nodded and smirked. “My Superiors have realized that the Periphery has become disconnected from Civilization and are stepping up our efforts to bring them back into the Human community.”

Valravn narrowed her eyes. “But for a price.”

“Technology is not cheap” the Demi-Precentor countered. “Especially when that technology is a new HPG.”

“Demi-Precentor” the High Priestess said suddenly. “Let me show you to your room.”

“Good Luck at the Trial of Saga” the Thane said to Valravn as he turned to follow the pair.

Camp Althing

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

7 February 3021

“So” Sven said, as he stretched to wake up. “What’s the plan?”

Valravn sighed. “The Plan? The Plan? I don’t know. I am just trying to wrap my head around all the craziness that is going on here.”

“A servant dropped off the rules for the Trial of Saga.” Sven pointed to the bedside table where a piece of paper laid. “I am headed down to Gym for a morning workout and breakfast. Want me to bring you anything?”

Valravn was mentally exhausted, and only asked Sven to bring her something to drink to help her sleep enough to be well rested. Sven closed the door and Val went over to the table and looked at the rules.

Each Clan leader would draw lots to determine the order in which they would tell their Saga. Each Saga would be told around a fire in the Mead Hall. The Thane, the High Priestess, and the Demi-Precentor would be judges for the Trial. The High Priestesses servants would transcribe each of the twelve stories then present them to be read by the Judges. The Judges would rank the stories from best to worst, with the top six advancing to the Trial of Blood.

The rules for the Saga itself were simple. It had to involve a battle and be a story from that Clan’s history. The story would have to be read aloud, but not as a prepared speech.

In school, she had been told her stories lacked elegance. Who cared about elegance when you could tell an interesting story?



All she had to do was tell a story and fight.

She had been born for this.

Camp Althing

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

7 February 3021

"...and that kick cleaved the Zeus' head in half!" Jan declared as the Mead Hall echoed with applause and laughter. A band played traditional Rasalhagian music while the warmth of the fire lit of the Mead Hall with a haunting glow, accented by the smell of cooked meat, incense, and sweat.

The High Priestess and the Demi-Precentor sat on the left and right side of the Thane's throne, with a table in front of them, adorned with half-eaten food. The High Priestess nodded in approval, while the Thane clapped his hands together gleefully. "What did you think, Frank? Not bad, eh?"

The Demi-Precentor eyes glazed over, as he turned to the Thane in shock. "There is no way a Commando can do that!"

"My uncle had a word for a Saga that was true Demi Precentor." the High Priestess said slowly. "Do you know what that was?"

The Demi Precentor shook his head.

"Boring" she replied, causing the Thane to nearly choke with laughter. "Who is next?"

The Thane looked down at his noteputer and squinted. "Matsuo"

This is it, Valravn thought. Sven nodded as she got up in front of the fire.

Why was she so nervous? She had done this a hundred times before for family and friends. Her mother had sent Valravn on this mission to represent the family, but to what end? To support the Thane? Oppose him? Why?

Her mother had never told her the details of battles, she only remembered them as legends. Her mother and her mercenaries were knights who fought to protect the last light in the universe against those who sought to bring darkness.

The room grew silent and then someone yawned.

Valravn grabbed the bucket of water near the fire and out it. The room went dark.

"What is she doing?" the Demi-Precentor grumbled.

"Its called atmosphere Frank" the Thane said. "Now be quiet, I want to see where she goes with this."

A Servant moved over to restart the fire, and as the glow of the flame was restored, Valravn took out a small bag from her jacket and threw it into the fire. The a puff of smoke and room glowed green.

"Oh my God, she's poisoning us!" the Demi-Precentor shrieked. "BE QUIET!" the High Priestess and the Thane chorused as they wrestled the Comstar official back down into his seat.

Valravn hunched over, as she had seen her mother do before gliding her arms about in deliberate motion.

A good storyteller using sight and sound, her mother had always said.

"Koeschei the Deathless stalked the land." Valravn said in a low voice as everyone in the room leaned forward to hear her more closely.

"The Dragon Lords, The Sun Kings, The Sword Princes, Eagle Captains, and the Blue Thieves all fought for the Throne of the Fallen Emperor."

"Koeschei the Deathless had been born from all the dead the Dragon Lords had sent to the Blue Thieves. The Blue Thieves were ruthless, taking what they could not buy."

Valravn pulled another bag out of her jacket and threw it into the fire, this time it produced a blood red smokey glow. Valravn slowly raised her voice to continue the story.

"Deep below his mountain fortress, the Dragon Lord declared: 'The Blue Thieves cannot fly, yet long ago they bought the Sky itself from the Gods.'" Valravn lowered her voice an active to portray the Dragon Lord character. "They bring rain for



the crops of their allies and floods for their enemies.”

The Demi-Precentor was still fidgeting “Are you sure this is safe to breathe?”

“Now they send Koschei the Deathless and his hordes to ravage what remains of our lands.”

The room grew to a hush. “My grandmother, Janika, came before the Dragon Lord and said ‘I will claim Koschei the Deathless as my prize’. When the Dragon Lord asked how she would do this, my grandmother proclaimed ‘the Koeschei is made from the spirit of the raven, it seeks the sky. I will steal the Sky from the Blue Thieves and use it to trap the creature’.

Impressed, the Dragon Lord sent my grandmother and the warriors she had trained to capture the Sky. “

Valravn pulled out another bag and threw it into the fire, keeping the fire red but producing white smoke.

“In the clouds, Koeschei the Deathless appeared. A man-sized raven with four arms who had an amulet on its chest, a quiver and bow on his back and a green ring on the hand of his lower right arm. With his upper arms he aimed and fired arrows, and his ring discharged sunlight. His amulet jolted his enemies with two bursts of moonlight.”

“Wait a minute that sounds like-” the Demi-Precentor began, before the Thane ordered him to be quiet.

“My grandmother jumped off a high cloud, struck Koeschei right in the eyes, and broke both of his wings.”

“The creature wailed and moaned in agony. ‘If you let me go’, it cried. ‘I will tell you how to steal the Sky from the Blue Thieves.’”

“But there had been too much suffering. Koeschei would repay its debt by serving a new master. My Grandmother decided that Koschei could do more to protect her people than claiming the Sky for the Dragon Lord.”

“Koschei the Deathless’, my grandmother declared. ‘You serve me and my Family. You will now protect instead of than hunt. Only those who hurt the innocent shall be your prey’.”

If the applause were any louder, the facility itself would have crumbled.

Camp Althing

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

8 January 3021

“Dead last?” Valravn protested the following day in the High Priestesses office. “But what about the applause.”

“The Demi-Precentor deducted points for use of visual aids.” the High Priestess said as she reached across the desk to grab a file. “But you made it into the Trial of Blood.”

Valravn walked out and looked for Otto, who was talking with Jan.

“Congratulations Natalya” Otto said bowing.

“Um, yeah” Jan said , after a moment. “Good job, last night.”

None of them would be facing each other for round one of the Trial of Blood. Jan would be facing Bruno Magnusson and Otto would be up against Lira Miraborg.

Valravn’s opponent was Ragnhild Mansdottir.

“Ragnhild has a chip on her shoulder” Otto advised. “Half of her family is in the Lyran Commonwealth. A cousin of hers is a Lyran military officer.”

“So they went native?” Jan teased.

“Like some people I know” Otto teased back.

Valravn had observed that Jan and Otto had become friends in the past few days, with a bond based on the commonality of being raised as a cultural hybrid. Unlike Valravn, who walked the line, Otto and Jan embraced the “Great House” side of their natures. Otto used German slang, spoke terrible swedeneese and was a practicing Protestant Christian. Jan had relatives in the Yakuza, practiced Shinto, and had only been to the Rasalhague district once when he was four.

“Jan, thought you should know about Lira” Valravn hated to break up the good mood, but Jan need to know. “Her family



is SPA.”

“SPA? You sure?” The color drained from Jan’s face.

Valravn nodded firmly. “Her dad tried to recruit my mom back some years back. Mom told her to drop dead.”

Otto’s face went blank “What is the SPA?”

“Scandinavian People’s Army” Jan began to lower his voice to soft whisper. “Bunch of terrorists who hate everything Kurita.”

Otto looked around and spread his arms wide. “You mean like this?”

Valravn sighed and picked up the explanation. “The SPA thinks that Kurita ways have poisoned our people. They want to ‘deprogram’ our people by stripping all Kurita elements of our culture. SPA thugs don’t just harm Kurita, they kill anyone who they feel has been too ‘accommodating’.”

Otto looked closely at Valravn. “Have you ever been -?”

Valravn raised her hand. “My family is too important, but others are not so lucky.”

“One reason why the SPA is not as effective and have little public support is because they attack places of cultural significance.” Jan added.

“Cultural significance?” Otto asked.

“Religious gatherings. Schools. Businesses. Homes.” Valravn put the punctuation on it.

“Greet God?” Otto blurted out. “But how you can win freedom if you target your own people.”

“If you use a very narrow definition of your own people.” Jan said solemnly.

Camp Althing

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

8 February 3021

“Today will be the first round of matches for the Trial of Blood” the Thane declared as his voice was carried by the speakers installed in the forest. A small podium faced the forest while seats had been setup for an audience.

“Each strike that draws blood is one point.” the Thane said raising one finger. “First Blood is two points. Knockout is four, but doubled if it First Blood.”. The crowd cheered.

The High Priestess stepped up to the podium.

“Victory is achieved when one combatant yields or is knocked out.” She raised her arms and the crowd began to calm. “Ranking is determined by the amount of points accumulated before your opponent is defeated. Judges may add points for style or critical strikes to settle any ties.”.

The Demi-Precentor had slightly more interest in this one, even as he appeared confused to stepped up to the podium.

“Jan Fraga of New Samarkand and Lira Miraborg of Holmsbru, approach the stage!”

Jan regarded Lira, who was exactly his height, but with blond hair, blue eyes, and thin physique. The intensity of her face was of someone who had killed.

Jan and Lira bowed to the Thane, who looked up from his lunch for a moment. “Fight and Die with honor!”

The Demi-Precentor turned to the High Priestess “Death is not allowed is it?”. The High Priestess shook her head. “We will stop the fight before a kill.”

The Demi-Precentor looked at Lira as she turned away and headed into the forest.

“But, does she know that.”



Camp Althing

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

8 February 3021

Valravn sat between Sven and Otto watching screen. Cameras had been setup in the forest to record each fight. Since this was the first fight, everyone would be watching.

Jan was wearing a variation of Samurai Armor of silk and leather. Instead of a sword, Jan had chosen a bow. Lira was wearing chainmail with a short shield in her right arm and a large sword in her left.

Lira was coming right down the path of fresh snow towards him. Jan took off to the side, found a tree and took aim.

The arrow flew through the air and hit Lira's shield. She ripped it off and kept coming towards him. Jan began to run and shoot.

"Why is he doing that, he's hurting his accuracy." Sven complained.

Jan stopped, ducked behind another tree and took a shot towards her non-shielded left side.

"AHHHH!" Lira cried out.

"First Blood, Jan!" The High Priestess shouted.

"Yes!" Otto said.

Lira took her shield off and threw like a disc towards Jan as he tried to take aim once again. He was knocked back and dropped his bow. Lira took the opportunity and rushed him, screaming like a banshee.

Jan fired arrow after arrow, but they missed.

Lira raised her sword as she faced him directly.

Jan stepped back.

Lira kicked Jan's leg, knocking him down. Lira dropped the sword and found her shield and slammed it against Jan's leg.

Jan screamed in pain and then passed out.

"Lira wins. Victory by knockout." The High Priestess shouted as servants came to attend to Jan.

The Thane declared a break and that the matches would continue after lunch.

Camp Althing

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

8 February 3021

Otto had fared better against his opponent than Jan had. 55 years old, Bruno Magnusson was the oldest of the combatants. Magnusson chose to wear chainmail and wield twin battle axes against Otto. Valravn and a recovering Jan sat in stands and watched Otto enter the field. With full Medieval heavy armor and a Claymore sword, Otto looked like the mythical Siegfried.

Otto stood absolutely still as Bruno approached, swinging the axes. Bruno swung, but the axes only hit armor.

Suddenly, Bruno dropped his axes, revealed a flail and began pounding Otto with it. The impact caused Otto to hit the ground.

Bruno was on top of him and dropped the flail intentionally. Bruno reached into his belt, pulled out a knife, and stabbed Otto in the armpit, where there was no armor. As blood spilled out, the speakers blared "First Blood, Bruno Magnusson of Trondheim."

Otto rolled over and was on top of Bruno. Otto punched Bruno directly as the High Priestess shouted at each point. Bru-



no writhed on the ground, but Otto kept delivering punches.

"I Yield!" Bruno cried out.

"Otto, your opponent has chosen to surrender, do you accept?" the High Priestess asked, and Otto nodded as he helped Bruno up.

The Thane stood and applauded. "Victory goes to Otto Jorgensson of Carse."

As the Thane sat, the Demi-Precentor was nudged from the book he was reading by the High Priestess.

The Demi-Precentor cleared his throat and summoned all the bass in his voice he could muster. "Um, yes. The next match is between Ragnhild Mansdottir of Rasalhague and Natalya Matsuo of Thule."

A woman with long brown hair, a medium build appeared. She was taller than Valravn, but her face was cherubic.

The woman turned to Valravn, and Valravn saw it. Behind the warm smile was the heart of a cold killer.

"This is going to be so much fun" Ragnhild said as she bowed to the Thane.

Camp Althing

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

8 February 3021

Valravn was wearing light leather and had brought her Katana, along with a pair of knives. Ragnhild was dressed as a ninja, but properly camouflaged for the cold climate.

Valravn walked slowly watching the forest, listening for footsteps on snowy forest floor.

She heard nothing.

Then Valravn heard a snap of a tree branch above.

She's in trees!

Something streaked by Valravn's, and she darted towards another tree. Looking back she saw a throwing star embedding in the tree. But something was odd about it. It was twice as large as the Shuriken with which she normally trained.

And it was beeping.

Valravn ducked down as the shuriken detonated and the tree exploded.

Ragnhild's laugh was childish. "A-tisket a-tasket, a green and yellow basket.", she sang. Two shuriken flew directly in front of Valravn, each exploding the pair of trees ahead. Valravn spun around as Ragnhild laughed again.

Where is she?

"I wrote a letter to my love, and on the way I dropped it." Ragnhild sang as shuriken landed right at Valravn's feet.

Valravn ran to another tree and climbed it as the Shuriken exploded. Valravn climbed up onto a branch to get a better look.

Perched on the branch was Ragnhild, balancing on the branch.

Got you.

"And a little girl picked it up and put it in her pocket" Ragnhild sang as she sliced the branch, and jumped to another tree. Valravn lost her footing and began to fall, but found a lower branch.

Ragnhild's laugh echoed throughout the forest.

Valravn's left hand was stinging, she turned it over and looked.

Her hand was bleeding.

"Ragnhild Mansdottir of Rasalhague has First Blood!" the High Priestess declared.

Valravn sat down and began to get some gauze out of her jacket, wrapping it around her hand. She heard rustling in the trees, and then another explosion. Valravn ran over to the nearest destroyed tree and waited, deciding not to let Rag-



nhild dictate the pace of this fight.

Valravn felt a sudden shift in the air above her, she raised her sword.

Just in time to clash with Ragnhild. Ragnhild pressed forward, but Valravn resisted and it dawned on her why Ragnhild had used the Shuriken.

Valravn was physically stronger.

Ragnhild was fast, but had little strength. Valravn determined that Ragnhild's training had been in speed and endurance, and not much else.

Valravn used her strength to knock the sword out of Ragnhild's hand, then grabbed Ragnhild's sword arm, and held it while holding her Katana against Ragnhild's neck.

"I don't wanna' play anymore." Ragnhild whined with resignation.

"Victory goes to Natalya Matsuo of Thule by Withdrawal." The Thane declared proudly.

Valravn released Ragnhild, and bowed to her.

Camp Althing

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

8 February 3021

That evening in the Mead Hall, there was warmth in the air with the smell of food and sweat. Valravn looked around for Otto, but he had gone to check on Jan. Jan was still in the infirmary recovery from his wounds.

What mattered is that everyone had a hint of what was coming. Every Clan has been asked to send one mechwarrior with their mech. Nine from the founding worlds of the Rasalhague Consortium, One from outside the District, one from outside the Rasalhague District, and one from the Lost Ones. Valravn could not bring herself to call them, what was it again?

Jarnfolk

Valravn mentally tasted the name. She had been wondering what the Jarnfolk called her people. Maybe *they* were the lost ones. Lost to the influence and corruption of Kurita.

No, I sound like an SPA bigot.

Cultures are not static, they grow and evolve, but can still hold onto a core set of values and ideals. Her people had done that, even if it meant adapting.

Valravn looked over from her plate to where she had rested her Katana, and regarded the weapon her ancestors would only have seen in their nightmares.

Or before they were killed, Valravn said quietly.

Altogether, the math meant that 12 Clans had sent Mechwarriors on the planet right now. With 12 Mechs.

A Mech Company. Not counting the infantry and vehicles many Clans had brought along. After her match with Ragnhild, Sven said he and the other retainers had done the calculation, and determined that their were 5 Infantry Platoons and 1 Vehicle Company, in addition to the 1 Mech Company.

And whatever the Thane might have, Valravn mused, remembering that the Thane had mentioned having "friends".

The Thane was seated at his throne, with the High Priestess on his left and the Demi-Precentor on his right, with the dining table before them. This time, there was one extra seat next to the Demi-Precentor, and another next to the High Priestess. Both seats were empty.

Other than recounting the fights of the day, there Valravn could overhear others talking about how those chairs were empty.

"Clans of Rasalhague" the High Priestess stood up and shouted. "Your Thane speaks".

As she sat down, the Demi-Precentor got annoyed as her announcement abruptly ended whatever conversation he was having with the Thane. The Thane adjusted himself and stood. "Behold the Base Perimeter Cameras!".



Valravn stifled a laugh at the odd combination of the ancient word *behold* and modern technology. The Clan Banners were retracted into the ceiling, and projector screens came from each side wall. A Leopard Class Dropship was landing outside the base. Three Mech Bay doors opened and Mechs jumped out, their jump jets coasting them to the ground.

The snow cover cleared and three Mechs could be seen. All three were *Panthers*.

"A true Company is four lances." the Thane began. "Joining these three lights will be a fourth Medium Mech."

The murmur grew as everyone wondered how this would be determined.

So, we are not going to fight each other for lance spots? Valravn wondered. *I mean, I guess it makes sense, but how do you figure out who your best Mechwarriors? Or who will follow orders?*

"Mannerheim will face Miraborg" the Thane continued. "The winner will be my Champion. They will join Ragnhild's *Archer*, Bruno's *Dragon*, and myself in the command lance."

So just because they have bigger mechs, they get a slot in the command lance?, Valravn fumed. She smiled and wondered if the Thane needed all that protection because his mech was a *Locust*.

"The defeated pilot will receive command of the Medium Lance. This will include Harold's *Phoenix Hawk*, Jan's *Shadow Hawk*, and another medium mech." The mention of Jan's name got Valravn thinking about how he was doing, and she resolved to check on him in the infirmary after this was done. "Takiro's *Stinger* and Brian's *Jenner* will form the heart of the Scout Lance."

The Thane turned to his left and right. "Some of you may be wondering about the seating." he laughed, and many in the room laughed in reply. "A Thane is a leader" he said, returning to serious tone. "And a good leader needs advisors." The Thane then motioned to the Demi-Precentor, who got up from his seat and stood at the wall. "The Demi-Precentor is our guest" the Thane boomed. "But he will not be my right hand."

The Thane then motioned to the chairs on both ends of the table. "On each end shall sit the commanders of the Scout and Recon lances." The Thane then breathed slowly for a moment, then continued.

"Will Carl Yodenheim, come forward"

Carl, wearing a large wool cloak, marched towards the Throne table and knelt. The Thane smiled.

"Get up, select one of the seats on the end, for you shall command my Scout lance!"

Valravn could feel the roars of applause, and could not help but join in. It was like the, what did the Christians call it again?, Prodigal Son coming home. Carl, was a Lost One, coming home on this far off world to rejoin his people in their time of need. Valravn was almost jealous, and wondered if Carl had ever felt doubt when he decided to come here. Valravn was not sure, but bet he had not.

His people had called him, and he had answered, she thought.

Which is how it should be. Right?

The Thane smirked. "Some of you may have been doing the logistics in your head and realized that all the slots have not been filled." Valravn had also made a note of this, and had realized that the three open slots matched the number of medium mechs that had not been specifically named.

"Over the next three days, there will be Mech Battles". At that moment the room, exploded in applause. "There will be three matches via simulator." the Thane explained as Carl sat on the seat to the far right of the Thane. "Two on the first day and the two on the second day. The medium matches will be determined by lottery."

Great, so who I face first will be a matter of fate. Valravn hoped to face Otto. Not only did she want to test her skills against him, but she thought that by taking him out of the running, he would be free to check on Jan.

*Plus I know a stock **Griffin** is no match for Koschei*, Valravn thought smiling.

The Phoenix Hawk would be more of a challenge. Sure it was lighter, but that meant faster. And being the lightest of the Mediums meant that Victoria had something to prove. It could make her careless, or it could also make her dangerous.

The Banners flung back down, but a new banner came down behind the Thane's Throne. It was black, but on it was a blue Nordic style dragon. It was a symbol Valravn had seen in her mother's paintings many times. A brief swell of pride filled her as the room shook.

"Fear not" the Thane said as he sat back down on his throne. "Know that your Thane is a warrior.". The sound of gears grinding, as a large square opening appeared on the floor behind the Thane's throne. A Mech emerged from the opening, black with the same symbol on its torso.

"And know that you are my Varangian Guard". The Thane said as soon as the gear grinding had stopped. Valravn and everyone in the room, could see the mech clearly. Even before someone whispered the name, Valravn had known what type of mech it was.

A *Trebuchet*.



Camp Althing

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

8 February 3021

“So he’s got his own mech?”, Jan croaked as Otto handed him a cup.

Valravn nodded. She had spent the last half hour in the infirmary explaining to Otto and an everything that was going on, and what would happen next.

“Well we knew we were coming here to be organized into an army.” Otto said as he looked around. “Guess we are Tyr after all.”

“Maybe” Valravn said. “But something does feel right.”

Jan blinked. “Been sniffing the Sage, Matsuo?”

“Sven says that adding it all up, the Thane has a Battalion. Which is hardly enough to start a revolution on in the entire District or take on the whole Combine.” Valravn whispered.

“Not counting those who might not want to fight the Combine.” Otto added and looked towards Jan.

“Yes, I am a little reluctant about killing my neighbors and friends, aren’t you?” Jan winced as he rubbed his leg cast.

“Its not even enough to take Santander’s World from Valasek”. Otto continued. “What is the Thane thinking?”

Valravn put the final point to it. “We need to find out why Comstar is willing to help him.”

Jan hobbled to the bathroom door. “Don’t you two go easy on each other. I deserve a good show.”, he said as he closed the bathroom door.

Valravn was briefly relieved about the subject change, but that did not put it all out of her mind.

She still needed answers, and she was determined to get them.

After she beat Otto and Victoria.

Camp Althing

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

8 February 3021

The sounds and smells of breakfast filled the Mead Hall and. Carl was still seated on the far right end of the Thane’s table, as he had been the night before. He was chewing on an apple, but closely watching another table. This smaller rectangular table was in the center of the room where the High Priestess stood in front of Otto, Valravn, and Victoria.

Otto was on Valravn’s left and Victoria was on her right. Victoria was tall and had a weightlifter’s build. Her head was bald, except where her brown hair had been tied into a knot and came down her back as a long braid. Some mechwarriors shaved their head, because they believed that it improved the connection between the neurohelmet and the pilot. Valravn’s mother had said those people just didn’t know how neurohelmets worked, and what mattered most was your equilibrium. “If they knew, more mechwarriors would drink less and clean their ears more often”, her mother had often joked.

One the High priestesses acolytes handed her a small box that smelled of sage. She said a short prayer than opened the box. Humming a sacred hymn she opened the box. Inside were many dice. Some had six sides, some had eight, and others appeared to have more. She reached in and picked one six-sided out and put it in front of Otto. Then the High Priestess found another and placed it in front of Valravn. And then yes another in front of Victoria.

“Let fate decide!” the High Priestess gestured to the dice.

Victoria and Valravn looked confused. Otto picked up his dice, began to roll, but stopped. The High Priestess nodded



and smiled. Victoria and Valravn picked up their dice and rolled as well.

Otto rolled a 3.

Valravn rolled a 2.

Victoria rolled a 4.

“Natalya, as lowest, is seeded third and will not fight tonight.” The High Priestess began. “Victoria versus Otto. The defeated one shall face Natalya tomorrow morning.” The High Priestess hummed the same hymn as she took up the dice.

“I just have to play this smart” Otto said. “I know I can beat her.”

Victoria said nothing and simply walked away.

Camp Althing

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

8 February 3021

“Victory goes to Lira Miraborg of Holmsbru” the voice of the High Priestess declared from the Theater speakers. The movie theater that had been used to entertain the mining staff, now served a new purpose, much like the rest of the facility. The rising rows of seating and stairs on the ends of the aisle had remained unchanged, as had the large projector screen. Below the projector was a small raised stage with a podium, on each of the stage steps led down to the floor. On the floor were two semi circular tables situated in the center of the floor, bisected only by a smaller podium and a small square table. There were no seats at the table, but if there were, those seated would have to turn left to see the stage and right to see the audience.

Inside the Projector Room was luxury seating, which was occupied by the Thane and the High Priestess. Next to the seats were two simulator pods and a console for controlling the simulator conditions. Valravn had seen it with Otto and Victoria, when the Thane had invited them for a tour so they knew where the room was and how to use the simulators. The simulators were a last generation training model used by militias and mercenary units, so Valravn recognized them immediately. She had been trained on one just like for years before properly setting foot in Koschei’s cockpit. She still trained in the same model pod, that one of several that sat in the Matsuo Dojo.

The thought of the Dojo distracted Valravn from hearing what the Thane was saying, as he replayed the battle, pointing the mistakes Mannerheim had made.

I want to fight for our people, but does this way make sense?, Valravn wanted to fight, and she might be as good as any other Kurita mechwarrior, but there was no accounting for technology and tactics.

“Gustaf closed with a *Warhammer*, that was his mistake”, Jan grumbled as he crunched on some candy.

Gustaf and Lira were close to equals in skill, but he had failed to take the terrain into account. Gustaf was young and new how to pilot a mech, but his situational awareness could use some work.

Valravn had remembered one of her mother’s lessons: *The Battlefield itself can be your enemy or ally.*

Instead of trying to get good firing position and unload with everything, Valravn knew should have maneuvered more.

“If that is how he handles an opponent who is his equal, what will he do when he faces someone who is his superior.” Sven added, sitting down on Valravn’s left, having returned from the restroom. Normally, he would be resting, but when he had prepared for this part of the Althing, so was well rested and eager to watch.

“What fight were you watching?” Otto, who had chosen to sit next to Sven, asked. “A *Warhammer* is not only 5 tons heavier than a *Thunderbolt*, but it has more armor and weapons.”

“Which is why he should have stayed at range, rather than trying to be fancy and get a critical.” Jan countered.

Through the speakers, the Thane finished his overview. Gustaf’s *Thunderbolt* had been finished long before Lira kicked in his head. The Thane lamented that his actions would have ended in his death in actual combat. The Thane added that he hoped that Gustaf would learn from this and grow, in his new role as commander of his Strike Lance.

Valravn had known that this would be the result, but the confirmation that the Thane was sticking to it, caused her thoughts to return from wondering why her mother had sent her here to the present.



“So he screws up enough to get himself killed, and he still gets his own lance because of the size of his mech.” Valravn fumed.

Jan shrugged and massaged his cast-covered leg, which he had extended onto the seat in front of him, much to the annoyance of the man sitting there. “The Thane made that decision.”

“And we just do what the Thane says?” Valravn’s frustration was building. “I don’t care how many C-Bills Comstar is giving him, or if the High Priestess likes him. What has he done to earn our respect and loyalty?”

Otto made a sweeping motion with his arm. “He set all this up.”

“All with Comstar money.” Valravn continued to vent. “We have had the Althing for centuries and all of sudden this Thane shows up and expects us all to bow. How can we do that when his decisions make no sense?”

The Thane announced that there would be a ten minute break, and that refreshments were available in the lobby. There would be a short Tri-vid before the afternoon match.

“Because he bribes us with food” Jan smirked. “Now who is going to help me up.”

Otto and Sven groaned. “I helped him sit down, its your turn now”. Otto declared in mock triumph. Sven sighed and made his way up and around the aisle to assist Jan.

As everyone was flooding out into the lobby, Otto was looking around.

“What’s wrong Otto? Sad there is no bratwurst” Jan teased.

Otto was staring coldly, and then snapped his head around towards the group. “Notice anyone missing.”

Jan and Sven stared at him blankly. But Valravn’s frustration with this situation had given her some focus and she noticed what Otto was talking about.

“Where is Victoria?”

Camp Althing

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

8 February 3021

An Acolyte ran towards Valravn. “Natalya Matsuo” the young boy said, almost out of breath.

Valravn nodded slowly and sat down her plate. Otto and Jan had gone back inside, but Sven stayed right next to her.

“The Thane requests your presence in his box.” The Thane’s Box was just the luxury seating adjacent to the Projector Room.

Valravn turned to Sven. “Its alright Sven. Just tell the others where I went.”. Sven nodded and went inside as Valravn picked up her plate and followed the Acolyte.

Valravn entered and noticed to her right was a small bathroom, and to her left a door leading to the Projector Room. In front of her the Thane was sitting on a couch and gestured to a table full of food without turning to face her.

“Natalya, please join us”.

She noticed that no one else was sitting on the couch, and hesitated on where to sit.

“The High Priestess is meditating.” The Thane said assuredly, and Valravn noted that he did not mention where the Demi-Precentor had gone. “Come and sit”.

Valravn sat down on the right side of the couch, and reached over to the table to grab a cookie. She nervously noted that that they were her favored flavor.

“I thought you didn’t know I was coming.” she said slowly, as she finished the cookie.

“I didn’t.” The Thane replied. “Well, not until your message contacted me and said that you would be coming in her place.”

Valravn wondered where the Thane had been to get messages from her mother, given that Porthos had no HPG.

“It was, about..” The Thane began counting with his fingers. “Three months ago.”



Three Months.

Even before her mother had even told her what the Althing was, she had intended Valravn to go.

Mom, what did you get me involved with?

Valravn wondered was this another of her mom's tests. Or was it a genuine chance to do help their people throw off Kurita.

On the Projector the Tri-vid was playing, it was a highly dramatized story of the Kurita invasion of the Principality of Rasalhague.

The Thane turned to the screen and smiled. "Even before Battlemechs, we were prepared to die for our worlds." He turned back to face Valravn. "Imagine what we can do now."

"Get slaughtered." Valravn replied sharply.

"Do you think so?" The Thane quizzed.

"The District alone has many Kurita troops and militia units. Not to mention ordinary people."

The Thane nodded slowly. "How many of those militia units are loyal to their worlds first and Kurita second? How many of those Kurita Regiments do you think are interspersed with people who sympathize with us? How many workers would strike if we asked them?"

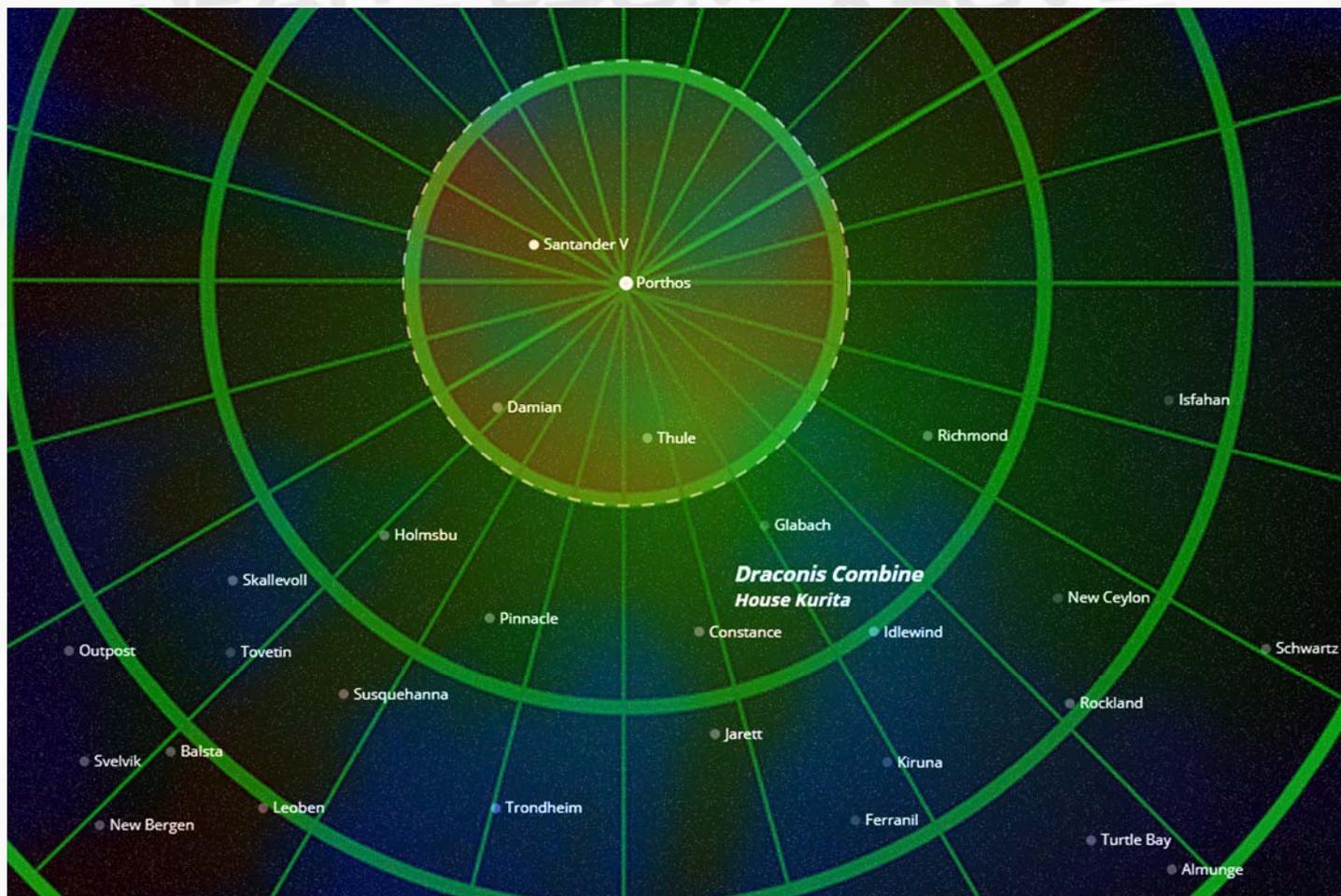
She could see the Thane's point, but it is still not enough.

"Each Clan, just like yours, came aboard their own Dropship." The Thane explained. "The Varangian Guard will be a symbol first."

"A symbol?"

The Thane nodded. "Yes, a Symbol." took a sip of his drink and then continued. "Each one will go to their world and organize a plan of resistance."

"The workers will barricade themselves in their factories and offices, while the Militia will secure the civilians and round





up those who are disloyal to our cause.”

Valravn shook her head. “What about when the Kurita units attack?”

The Thane smiled. “People we have placed in each Kurita unit will make sure that does not happen.”

“And how will the ISF not find them first?” Valravn was annoyed by the Thane’s overconfidence. It was the same kind of rhetoric she had heard before in many private gatherings. Every person with half a brain thinking her or she had a “Grand Plan” to finally free our people from Kurita. But they always fail to account for the ISF.

“Because I have a list of every ISF agent and informant.”

Until now.

“How?”

“Well I will have once the Demi-Precentor returns.” The Thane admitted.

“He left?” Valravn gasped.

“Had to reach an HPG to get permission from his superiors to provide us with the full list.” The Thane explained.

“So how do you know that the list is good?”

“Because he only provided a partial list as a token of goodwill and it is more extensive than the list provided to me by your mother.” The Thane beamed.

“My...my...mother?” Valravn could barely say the words.

“She handles intelligence and security for the Althing.” The Thane said as he reached over to the table. “Acolytes, your Thane requires more lemonade.”

The Thane nodded approvingly as an Acolyte refilled the pitcher, and poured some into his large stein. Normally Valravn would be amused at someone drinking lemonade out of a beer stein, but her thoughts were elsewhere.

“The General Strike will trigger a call to the militia, who will secure the planet, and detain any Pro-Kurita high officials. The Varangian Guard Officer on planet will act as provisional governor until the dust had settled.”

“Which world?”

Valravn could see perhaps this working, if he found a few worlds to organize as a fortified base to begin the liberation.

“What?” The Thane placed his stein down. “All of them.”

All of them?

He looked at Valravn and gave her a look of reassurance.

“The various cells all have variant plans for seizing bases, stations and Jumpships. In each case, the ISF informants or agents on station will be detained along with any senior officers who are loyal to Kurita.” The Thane boasted.

“And what about Kurita sending in more troops to crush the rebellion?” Valravn asked.

“Comstar is going to help with that.” The Thane responded.

“How?”

“When the Uprising happens, Kurita will attack an HPG.” The Thane looked at her intently and grinned.

“Why would Kurita do that?” Valravn could not believe this overly complicated plan or that the Thane was convinced that it could work.

“The Demi-Precentor says that Comstar can produce the required evidence. Evidence that will lead the Comstar First Circuit to vote for Interdiction of the Draconis Combine.”

Valravn shook her head in disbelief. “Wouldn’t that hurt the ‘Uprising’ by putting the resistance leaders out of contact with each other.”

The Thane was unmoved, and grinned again, like a card player holding a good hand.

He can't have anything that good, Valravn thought.

“When they announce the interdiction, the First Circuit will clarify this will not include worlds in the newly recognized Principality of Rasalhague.”



Camp Althing

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

8 February 3021

Principality of Rasalhague.

Valravn could feel the weight of history that came with those words. When the Rasalhague Consortium had chosen to explore beyond its borders due to population pressure and need for resources, they had reorganized into the Principality of Rasalhague. Unlike the so-called Successor States, they were lead by an Elected Prince from one of the founding families.

Suddenly the Thane's title had made sense. He was not a Prince, because he was not from one of the founding families. He had said nothing about where his title came from, but then Valravn had a realization.

The High Priestess.

But why?

Was it a condition of Comstar's support? The Demi-Precentor and the Thane seemed to know each other speaking in familiar terms. But never using his real name.

Does anyone even know his real name?

"When the Uprising is done" the Thane said wistfully. "We shall gather the Althing on Rasalhague and I will watch as some noble soul is elected Prince of people."

"Or Princess", he said with a slight wink.

He does not want to be Prince?

"I only hope the role of Thane be recognized as the Prince's Prime Minister." the Thane was still talking as if describing a dream, because it was his dream.

He wants to be the Prime Minister, not our Prince.

He would lead the Uprising, then refuse to be declared Prince. It was noble of him, and made him more honorable than a huge number of nobles that Valravn had met in her lifetime.

"Everything I have told you, I have told the others." the Thane said methodically. "Except the signal."

"The signal?" Valravn was now focused on the fact that the Thane's plan was on the crazy-but-just-might-work border.

Then the Thane crossed that border.

"The Varangian Guard will liberate your homeworld of Thule."

"What? Are you crazy?"

"As the world on the periphery border, it is an ideal target." the Thane had already anticipated her objections. "Your family will bring the militia over to us."

"But what about the people? Valravn fumed.

"Once the militia join our fight, we will enact the plan that will serve as the template for our resistance." The Thane proclaimed as he stood up. "It will signal the beginning of the Uprising!"

"And what did my mother say when you told her all this?"

The Thane sighed. "She had questions and concerns." He clasped her shoulder in reassurance as he sat back down on the couch. "I called you here so you can relay my answers."

Valravn was unconvinced. "And how do you know Comstar can be trusted?"

"Yes that was one of your mother's questions as well." The Thane rubbed his chin. "As your world is the one to be the launchpad for the liberation, Alvida would not consent until this was brought before the Althing for a vote."

Why hadn't mom come herself? Why not tell the Thane his plan is crazy right to his face? Plus I can't argue before the Althing, I barely know these people.

Valravn realized why her mother had sent Valravn, but she also realized that the Thane had not answered her question.

The Thane shook himself as Valravn's gaze indicated that she knew that he was avoiding the answer to the Comstar



question.

“Not every Clan welcome this, but Comstar made it one of their conditions for their involvement in the Uprising.” The Thane replied.

“What was it?” Valravn knew it had to be more than just building a single HPG, which the Demi-Precentor had not seemed that enthusiastic about anyway.

“We forfeit our right to negotiate for Comstar services for ten years.”

If Valravn’s jaw could have dropped to the floor, it would have right at that moment.

Most people thought Comstar was just HPG Communication, but they had other services that helped the galactic economy. Comstar provided Courier ships, financial services, legal arbitration, and much more.

“Even tiny little periphery planets have the right to negotiate!” Valravn stood up and shouted.

The Thane bowed his head in humiliation. “Your mother and a few of the others were angered, but know that Comstar had no choice.”

The new Principality of Rasalhague would not be a free state, but her people would be trading Kuritan masters for Comstar ones. Valravn doubted the ten year limitation. Comstar ruled Terra for over 300 years, and were not giving it up anytime soon. Even if that is what the Terrans wanted, she knew her people would not.

“We would have no sovereignty and no freedom!”

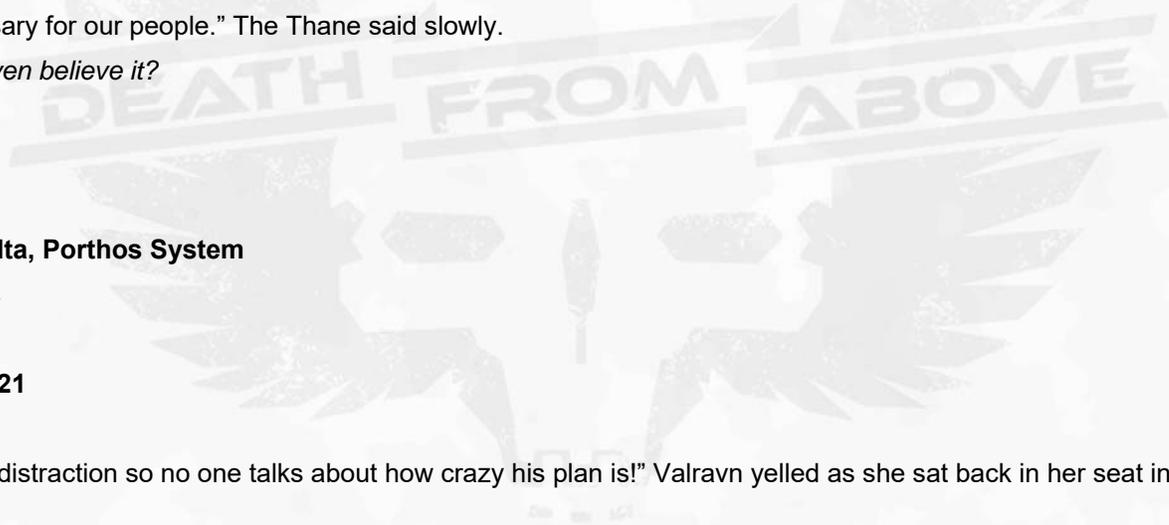
“We would be able to conduct war, make peace, and forge treaties.” The Thane attempted to counter.

“And if Comstar doesn’t like what we do, they just raise the prices of their services and we just have to swallow it!”

.She could tell that her reply had stung and that the Thane had heard it all before and that his replies were rehearsed responses that he had given over and over again.

“This is necessary for our people.” The Thane said slowly.

But does he even believe it?



Camp Althing

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

8 February 3021

“All of this is a distraction so no one talks about how crazy his plan is!” Valravn yelled as she sat back in her seat in the theater.

“Nice to see you too” Jan remarked. He and Sven were sitting on the far end of the left side aisle. Jan had placed his crutches to hold Valravn’s seat.

“Why didn’t you tell me?” Valravn said turning to Sven.

“Your mother wanted you to be focused on the Trials.” he said. “We hoped the Thane would not tell you until afterwards.”

Valravn was getting impatient with the Thane, who was demonstrating that he did not know what he was doing. “And what if I decide not to do this, because his plan is suicide?”

“Any Clan that withdraws from the trials without just cause forfeits their seat, and their vote is ceded to the Thane.” Jan said. “You think I would be here if I had a choice?”

“He’s a Comstar puppet!” Valravn protested.

“He’s not going to be Prince, and we can vote him out as Prime Minister.” Jan said as he messaged his leg. “Which I DEFINITELY intend to do. Even if he has the votes to go forward with the Uprising, I will give him the pink slip when it all blows up.”

“Which will be too late” Valravn sighed. “Because thousands of our people will die.”

“And that’s if we succeed.” Jan added. “Which we won’t, because Comstar will stab us in the back once we refuse to let Comstar rip us off.”



Suddenly, the Thane's voice on the speaker's turned their attention to the contest.

"In the event that Victoria defeats Otto, Otto defeats Valravn, and Valravn defeats Victoria there be will be tie-breaker battle against me." the Thane announced. Had he realized the mistake in organizing the battles this way, or had he set it up as a chance to demonstrate his abilities as a Mechwarrior.

"Its time." Sven pointed to the screen, and had switched to his 'instructor mode'. The battle between Otto and Victoria was about to begin. "Both will be your opponents tomorrow, so watch closely."

Camp Althing

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

8 February 3021

"The first of the matches for the medium slots will be Victoria Almstedt of New Bergen versus Otto Jorgenssen of Carse." the Thane's voice announced.

This match and the two Valravn would fight in tomorrow would determine who was named commander of the Varangian Guard's Scout lance.

"Victoria will be piloting a *PHX-1 Phoenix Hawk* and Otto will be piloting a *GRF-1N Griffin*."

As with the other match, the screen showed their mechs and stats. Then the bios of the individual warriors.

Victoria was born on New Bergen, she had inherited the mech from her father, which she used for the three years she served with the Rasalhague Regulars. She had retired when her father died to run the family factory.

And to succeed him as leader of New Bergen's SPA cell.

She had a fierce temper, which had kept her from being promoted to Chu-i, let alone an executive officer role.

Otto had learned how to pilot on Industrial Mechs for the family farm, before taking his mother's mech and replacing her in the Carse militia when she retired to take over the family business when his father died. He had served as a lance executive officer, but was demoted when he spoken out against Duke Kelswa-Steiner latest programs which aimed to strip away Rasalhagian culture. His comments had found their way to the Tamar Duke's court, who had ordered Otto demoted on false charges of corruption. The charges were dropped, but the damage the Duke had intended to inflict had been done. Otto had put his family's funds into cultural programs and sponsored an annual festival which celebrated Rasalhague culture. As his resistance was been peaceful, no further action had been taken against him in the last two years.

Victoria's mech was lighter, but she had actual combat experience.

"Go Otto!" Jan cheered.

Valravn had wanted to ask Sven more about what her mother had planned, but he was stoic.

Otto would be approaching from the East and Victoria from the South. Each combatant had the right to select either their starting location or the map for the battle. If two maps were chosen, the Thane would choose one. Otto and Victoria's choices had meant that the map would be randomly generated by the simulator.

Two small picture-in-picture boxed appeared on the top left and right corners of the screen.

"Combatants ready?" the Thane asked.

Otto gave a thumbs up.

Victoria held up a clenched fist.

The map was a grassland with a few wooded areas. Victoria closed in, but Otto jumped and moved into her rear arc. Victoria twisted her torso and fired a large laser and a medium laser, both struck Otto's right leg.

Otto turned around and moved through the woods to get into her rear arc, but she had moved too fast for him to get a shot. Victoria twisted her torso and fired her large laser and two of her medium lasers. The medium lasers missed, but the large laser did hit.

The *Griffin's* head rocked as Otto took the shock. A pop up screen showed that Otto was still conscious.



Victoria jumped, and Otto reacted to get into her rear arc again. She fired both of her medium lasers. Only one of them hit, striking the center torso.

"Why doesn't he hit her?" Jan complained.

"She's moving too fast for him to hit her." Sven commented.

The *Griffin's* left arm punched and connected with the Head, stripping away all the armor, but the right arm missed. A pop up screen showed that Victoria was still conscious.

Victoria ran towards the southwestern edge, then pivoted to face Otto's left side. Otto simply turned to face her.

Victoria's medium laser missed, but her large laser seared Otto's Left Leg. Otto replied with his PPC, but it missed.

Victoria ran, which Valravn realized was because she was too hot to jump and fire her weapons again.

Otto stood still.

"Move you Steiner moron!" Jan shouted at the screen.

"Watch and wait." Sven advised.

Victoria fired her medium laser, which missed.

Otto responded with an alpha strike.

The PPC sizzled against Victoria's left leg while Victoria shielded with her left and right arms.

"Nice!" Jan cheered. "Now do it again."

Otto backed up, but it was not enough as Victoria ran up and was on Otto's left side. Victoria then unloaded with her large laser, medium laser, and both machine guns.

Just shy of an alpha strike, but it was enough.

The large laser cut all the remaining armor from Otto's right leg, and the machine gun followed up by chewing on the internal structure. There was a critical hit on the foot.

The other machine gun missed.

The Griffin toppled over and fell on its left side. A pop up showed the seat rumble to simulate the hit Otto had taken.

"I am having flashbacks right now." Jan said.

Victoria added injury to injury with a kick to the fallen mech, that struck the right torso.

Otto got up, but Victoria got on his right side. Otto fired his PPC, but it missed.

Victoria's response was the two medium lasers and two machine guns. One medium laser and one machine gun missed.

One medium hit the left arm and one machine gun hit the right torso.

Otto swung his *Griffin's* left arm for a body blow, hitting the Victoria's center torso.

Victoria's reply was a kick that landed on the Griffin's Right Leg. The limb blew off, and Otto fell to the ground on his right side.

"Otto Jorgenssen" The pop up screens returned to show Victoria and Otto, as she announced his name. "You fought well today."

"What?" Otto replied.

"Cede the battlefield to me and I will let you live." Victoria said and Valravn wondered if she knew that this was a simulation.

Otto nodded slowly. "I surrender".

"Victory goes to Victoria Almstedt of New Bergen" the Thane declared. "As victor she has the right to declare when she will face Natalya."

"I shall face her in the evening." Victoria replied as she removed her neurohelmet. "The battlefield is yours, Thane."

"Tomorrow we shall see if Victoria, Natalya, or Otto is fit to command my scout lance." the Thane declared. "Or if they shall have to face their Thane."



Camp Althing

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

9 February 3021

Valravn could feel everyone watching her at breakfast in the Mead Hall. Sven was sleeping, but had asked Jan to wake him up in time for Valravn's match.

"Otto was up all night training. "Jan said as he sat down across from her at the table. "He is sleeping right now, and asked to be woke up 1 hour before the battle."

"He was beating himself up about Victoria?" Valravn asked.

"Yeah." Jan said as ate. "He knows Victoria is a better pilot, but it still bothers him."

"You know what bothers me?" Valravn said. "Victoria is methodical, but I talked to Brian".

Jan nodded. Brian Carlson was from New Oslo, and the one Victoria has beaten in the first round of the Trial of Blood. Valravn had missed the fight because she and Otto had gone with Jan to the infirmary. But Sven had stayed to watch. He had told Valravn that it was the bloodiest of the fights.

"Didn't she keep going even after the High Priestess declared her the winner?" Jan asked.

Valravn nodded.

"Sven told me that she was screaming 'I don't care about points, I just want victory' as others came to restrain her.."

"I heard the Demi-Precentor vomited." Jan added.

"The Thane just watched, slight amused, until the Demi-Precentor and the High Priestess begged him to order to stop." Valravn explained.

"The Thane is my commander." a voice spoke. "And a warrior always does as they are told."

It was Victoria.

"You know what? I need to go check on Otto." Jan said nervously as he got up from the table.

"I see it in you." She said slowly.

"What do you see, exactly?" Valravn said

"The bloodlust."

"Bloodlust?" Valravn asked.

"The desire to crush your enemies, for all to WIT-NESS!" she shouted the last two syllables with a like an open challenge.

"I want to fight and to win." Valravn said. "What else is there?"

"Only the next battle" Victoria replied.

The Thane's plan could work.

He had mechwarriors like Victoria, warriors willing to kill for him, but only on his command.

Disciplined berserkers, Valravn mused. It was an epiphany of the kind only matched by a religious conversion.

On this ice moon, Valravn had found a cause. What outsiders would call fanaticism would be the key to victory for her people.

"Matsuo and Jorgenssen report to the Simulator room." the speakers announced.

Valravn focused and decided that was how she would win.

I will be a Berserker with a Brain.

The Dragon's worst nightmare.



Camp Althing

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

9 February 3021

Thane smiled broadly as he looked out to see the people gathered in the theater. He nodded to the High Priestess who adjusted her headset.

"Natalya Matsuo of Thule will face Otto Jorgenssen of Carse." the High Priestess declared.

"Otto as you were defeated in your last battle", the Thane said turning to Otto. "You have the right to choose first: terrain or approach?"

"Terrain" Otto said, then walked over to the console where the Tech Console.

"Matsuo, do you challenge Jorgenssen's choice of terrain?", the Thane pointed to a small monitor between the pods that displayed the map.

Valravn shook her head.

I knew he would want a map that gave him plenty of space for him to use his PPC and LRM, Valravn said to herself smiling.

Without waiting for prompting, she said "South". The Thane smiled and nodded. This meant that Otto would have to approach from the North.

Otto and Valravn bowed to the Thane, who left the room for his private box. As each contestant approached one of the two simulator pods, an acolyte handed them a training neurohelmet. Otto adjusted to it just fine, but Valravn found it much bulkier than her own neurohelmet. Despite what people had been told, not all neurohelmets were alike.

This pod actually has much more room than a standard Griffin cockpit, Valravn said with amusing wondering as Otto was thinking the same thing.

The Simulator door slammed behind her and she could no longer hear the voice of the High Priestess. A small monitor at above the right side of her main console showed Otto giving the thumbs up and then Valravn saw herself on the screen.

Valravn gave the thumbs up and the black main screen changed as the scenario loaded. She reviewed the map, and noted that it was desert oasis with some forests and a lake in the center.

Lots of wide open spaces for Otto to use his PPC and LRM 10.

Otto started inside a wooded area that sat atop a hill. Valravn was directly south of the lake.

Valravn kicked the virtual mech into a full run and rounded the lake, while Otto did not move. Otto has partial cover behind the ridge, but Valravn decided to take the shot and fired her large laser.

The large laser struck Otto's left arm, and Valravn wondered if Otto was regretting his decision to not move. A "Missile Warning" appeared on her HUD as missiles slammed into her left leg and right arm.

Valravn had taken the hit, but she knew that unlike Otto, she was currently heat neutral.

She saw Otto jump and land into a patch of woods directly ahead of her. Any attacks from medium or long range would be a problem.

Otto, let me introduce you to Koeschei, Valravn said to herself as she walked forward and moved her Griffin into the opening Otto had unwittingly made for her.

Otto reacted and fired his PPC, but missed. Valravn had decided not to risk heat on her weapons, besides Otto was playing Koschei's arena now.

Both her left and right punches missed, as Otto had seen what she was trying to do.

Stay still and let me hurt you, Valravn cursed.

Otto umped away to the woods that were at the bottom of the ridge. Valravn walked up until she was facing Otto's right side. Otto swung his PPC in response, but missed again.

Valravn felt confident, but her three lasers also missed. Otto replied with a punch that hit Valravn's Left Torso.

Valravn was not happy, and initiated a kick, but Otto had prepared for it and the kick missed.

So, he really has been practicing, Valravn said.



Valravn decided that she needed to play this differently, and thought about if she should back up and get some range on Otto.

Valravn's large laser melted away all the armor on Otto's left arm and one of her medium lasers also got some damage onto his left leg.

But the second one missed, Valravn lamented. So much for laser, laser, laser

Otto jumped and was up and against Valravn's right side. Valravn turned to face him.

Otto shot his PPC, but it missed again. Valravn replied with the three lasers. One of the mediums missed again, but the other hit the Left Leg.

And the large laser struck the center torso.

Either I cripple him or cause him to blow up, Valravn assured herself.

Otto swung the Griffin's leg up for a kick, but it missed, causing the virtual mech to wobble. Valravn saw the weakness and punched, removing Otto's left arm.

His Griffin toppled over onto its left side.

"That's what you get for being fancy", Valravn teased.

"I'm still in this fight, Valravn." Otto said defiantly. "You haven't beaten me yet."

Otto's Griffin, lumbered up and its right side was facing Valravn, and torso twisted for an alpha strike.

Valravn did not move.

Both the crowd and Otto must be wondering what comes next, Valravn thought to herself inside the pod.

The simulated Koeschei replied with an alpha strike. Everything hit.

The large laser struck the left torso. One medium laser hit the right torso and the other medium laser hit the left torso. The LRM 10 hit Otto's right arm.

The other simulated Griffin, wobbles slowly, but adjusted itself.

Otto kicked and connected with Valravn's left leg. Valravn replied with a punch from the left arm which hit Otto's right arm. Valravn was rocked by the kick, but did not fall.

He has got to be building up some heat over there, Valravn mused.

Valravn turned, but Otto replied by jumping until his PPC was racing her rear arc.

I should have moved more, Valravn cursed. Now he has me in range for his PPC.

The PPC bolt tore off all the remaining armor on her left leg.

Otto jumped again and his rear was facing Valravn's right side. She simply turned until her Griffin was directly behind him, beyond the twisting range where he could reply with his PPC.

Valravn fired her three lasers.

The large laser removed the last of the right arm's armor. However, the two medium lasers missed. She finished up with a kick that struck Otto's right leg.

Valravn jumped into the wooded area at the base of the ridge, and Otto decided to copy her.

The result put both out of weapons range.

I bet the crowd is booing now.

Valravn stood still and waited. Otto jumped up the ridge, and fired his PPC, which fortunately missed.

This is Ragnhild all over again, Valravn fumed, and if I don't move some this time I am not going to miss the bombs.

Otto jumped until he was below the ridge again, while Valravn ran up the ridge to get a better shot at him. Otto's PPC and Valravn's lasers both missed.

Otto ran through the forest, and his rear was showing to Valravn. Otto torso twisted and fired his PPC, which missed again.

"Enough of this!" Valravn screamed, as she slammed on her jump jet pedals. The simulated Griffin landed on Otto's head, dealing damage to it and the right torso.

"Critical Hit" the computer whined as it informed her that she had lost a heat sink and her Hip had been damaged. A medical monitor informed her that she had also taken a hit from the impact of the fall.



And there goes my left leg, Valravn lamented as she the screen panned up quickly to show that the mech was falling on its rear.

Her HUD showed that Otto had lost his right torso and taken two critical hits to his LRM 10 launcher.

Valravn ordered the virtual mech to rise, but it toppled over onto its rear again.

“Natalya Matsuo” the voice of Otto cracked over her comms. “I surrender”.

Otto lacked the bloodlust she and Victoria had, and did not want to continue now that Valravn had deprived him of all of his weapons.

Valravn breathed heavily. “I accept your surrender.”

Camp Althing

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

9 February 3021

At lunch Sven was admonishing her for the mistakes she had made, and her reckless behavior.

“You have to think tactically Natalya”, he sighed.

Valravn was exhausted and just wanted to have lunch and rest before her next match. She asked Sven to bring up something to eat while she showered and rested before the evening. She could not help but think about the match and how it had ended before she could even get a kill. Otto’s defeat meant that tonight’s battle against Victoria would determine who got command of the Recon lance.

She had taken a shower and changed, and while she was eating there was a knock at her door.

“Who is it?” she asked.

“Its Otto” the voice on the other replied shyly.

She let him in and he sat down.

“You know” he began. “I think it is going to take more than crazy battles to win freedom for our people.”

“Well its not like protesting has exactly worked” Valravn spat, but she stopped. “I’m sorry. I didn’t mean that. Its just-”.

“That you are not sure if this is the way to do it?” Otto supplied.

“I thought it was” she offered. “But then I thought about what we do to prevent becoming puppets of Comstar?”

“Well other than hoping that some long lost kin show up with a big army, I suppose we don’t have many options do we?” Otto asked as he sat down on the chair that faced Valravn’s bed.

“Its a shame you didn’t win” Valravn said turning to Otto.

“Why?” he asked.

“Because I REALLY wanted to face the Thane.”

Camp Althing

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

9 February 3021

Valravn settled into the simulator pod as the scenario was being loaded. Neither Victoria or Valravn had been interested in the map, which the Thane had commented as troubling.

However, Victoria made her interest of approach very clear.



“South”

Valravn had chosen to approach from the West.

Her P-Hawk is going to be much faster, so I need to be smart about when and how to hit her, Valravn reminded herself. Valravn resolved for a much more decisive victory.

Valravn walked forward to the edge of a deep lake and saw the woods across the lake where Victoria was, and opened fire with her large laser. Victoria's reply were two medium lasers and a large laser which also missed.

Valravn jumped until she was in another wooded area to the south of the lake, but Victoria jumped and met her there, with her right side facing Valravn's left side. Valravn ordered the virtual mech's torso twisted and unloaded with two medium and a large laser against Victoria's right side.

One of Valravn's medium lasers hit Victoria's left leg, but the other missed.

The large laser struck the center torso and got a critical hit on the Engine, Gyro, and small laser.

Victoria's large laser and medium lasers missed.

But her small laser hit Valravn's right torso.

“CRITICAL HIT!” the computer shrieked as alarms blared. “LRM 5 Ammunition. Ammo explosion imminent.”

Her screen showed an explosive fireball, then her screen went black with green text displayed:

Griffin GRF-1S DESTROYED by Ammunition explosion.

Pilot has ejected safely.

The pod hissed open, and Valravn stepped out.

Valravn could not even hear the after battle commentary, as she left the room. She only thought about what would happen if she died in combat, what would people say?

She could see herself dying, but for a cause that was poorly planned. The Thane's plan had too many moving parts, and it counted on too much going right.

As she had learned today, something on the battlefield can change in an instant and ruin all your plans.

The Thane does not understand this, Valravn shuddered as the realization hit her.

She had questioned it before, but now she knew that the Thane's plan was suicidal and would mean millions of her people would die. Not as martyrs, but slain like cattle when Kurita reacted. And if they survived, they would only have what freedom Comstar allowed. Valravn realized that this was not the way for her people to seek freedom. It had to be on THEIR terms.

Not Kurita. Or Steiner. Or Comstar.

For the second time since she arrived, Valravn had an epiphany, but this time it answered the ultimate question.

This is why mom sent me, she thought, because the Thane has to be stopped before he gets our people killed.

Camp Althing

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

9 February 3021

The sounds of laughter and discussion filled the Mead Hall, and the biggest topic was Victoria's stunning victory over Valravn.

“And with a Small Laser” the Thane laughed as he wrapped his arm around Victoria, who was seated to his right. Carl and Gustaf sat to his left, while Victoria and Lira sat on his right. The Thane had asked Lira to forfeit her seat in recognition of Victoria's accomplishments. Carl watched the room, while Gustaf shifted in his seat nervously, he then excused himself and headed towards the other tables.

“Would you look at that?” Jan pointed to the Thane's table in disgust. “One lucky shot with a small laser and she's got a lance”.



Valravn said nothing, still deciding on how to put her plan into motion.

“The Thane wants all of his ‘Varangian Guard’ together before he starts sending them out for patrols and wargames.” Jan added as he looked around the Mead Hall. Otto had been picked by Carl to be his executive officer. When asked about this, Carl said that Otto demonstrated tactical common sense that showed he had what it took to become a lance commander one day. Not every agreed, but it had left Valravn holding the bag of being Mannerheim’s lance.

“Natalya” Gustaf said as he sat down at the table, facing Valravn. “The Thane has determined that the scout, recon, and strike lances will be on a patrol rotation. Whichever two lances are not doing patrol will doing wargames for team building.”. Gustaf briskly turned and headed back towards the Thane’s table.

“And what about the Thane’s lance?” Valravn asked, already knowing the answer.

“They will be held in reserve, unless the planet is attacked by a serious threat.”.

The plan was for the Thane to hit Thule with a combined arms battalion (with covering fire provided by the Dropships), and then scatter to over worlds in the district to “spread the revolution”. Two weeks of mechwarrior drills, and then the Clans would vote on going forward with the Thane’s plan.

There would be no Trial of Rhetoric, since there was a clear winner to the three battles.

During the next two weeks, the Thane would be meeting with the Dropship captains on how to secure landing zones and orbital clearance. He would also be meeting with the Platoon leaders and Tank commanders on how to best deploy the infantry and tanks.

Lots had been drawn to determine which lance would be on patrol, and so those four clans would declare their votes now in the Mead Hall. The High Priestess was sitting at a smaller table to the side and called the name.

“It is the recon lance that shall be away”.

Valravn was relieved, because it meant that only one vote would be cast now, giving her time to see if she could change some minds.

“Clan Almstedt votes Aye.” Victoria said proudly then sat back down next to the Thane. The High Priestess bowed to the Thane’s table and left.

The Thane is smiling because he thinks he has this all wrapped up, Valravn thought.

She looked around the Mead Hall and determined that the Thane had very good reason to be confident. Even she could feel the sense in the air that this the time her people had been waiting on had finally come, even if her instincts were telling her otherwise.

Camp Althing

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

22 February 3021

“Hey Matsuo” Jan called over from the other side of the gym, “You wanna’ see a magic trick”.

And there was the code phrase for the update on her plan. Jan had gotten excited and had done everything he could to make it work. He even devised this way of providing updates. Whenever Valravn was working out while he was doing physical therapy, he would call her over.

“Where’s Gus?”, Jan said as he took a small deck of cards out of his pocket.

“Officers meeting with the Thane. Valravn said sharply. “Do we need him for this?”

Jan shrugged. “As long as we still have his support.”

Jan shuffled the deck and placed them on the table. He lifted the first card, and showed it to Valravn. “The Thane”, he said as placed the card face down and put it aside. “We will get back to him later.”

He tapped the deck, and drew four cards. “The lance commanders”.

Jan flipped the custom cards over, which included the names of the Clan chiefs and a picture of their mech. “All on Team Thane, except our good lance leader Gus.”, Jan said as he laid out the three other cards face beside each other, but placed the Gustaf Manerheim opposite the ‘Team Thane’ cards.



Jan tapped the desk again and pulled three cards. "Along with Gus on Team Sane, are Jorgenssen, Fraga, and Matsuo. Perhaps you have heard of them?". Jan smiled as he took the three cards and placed them next to Gustaf's so they too faced the Team Thane cards.

Jan drew another card.

"Ragnhild is crazy, and is totally on board with the Thane's plan." and placed her card on the 'Team Thane' side.

Jan drew two cards.

"Brian is not going to want to look weak and Bruno wants to die gloriously, so they are firmly on Team Thane." setting Brian and Bruno's cards next to the others.

Valravn noticed that two cards remained.

Jan picked them up and handed them to Valravn.

"Otto is convinced he can talk sense into Harold." Jan then took Harold's card and placed it on the 'Team Sane' side. "But getting through to Takiro is tough."

"So what do we do?"

"Well, Otto and I thought of something when he noticed that Takiro is one of only three Clan leaders here that wears a Katana." Jan said smiling at Valravn. "And I already failed to talk to him."

"And what do I say?" Valravn realized what he was getting at, and nervously looked at the card again.

"Well even if you convince him, we still have another problem." Jan added, as he snatched the card out of her hand and placed it on the 'Team Sane' side.

Six cards faced six other cards.

Jan then flipped over the Thane's card and placed it on the 'Team Thane' side.

"The Thane breaks any ties."

Valravn sat back and looked at the cards.

So even we get Takiro, I still will need to convince at least one of the others to change their mind.

Camp Althing

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

23 February 3021

Valravn was exhausted from the day's drills, but she knocked on the door because she had a mission.

"Enter" a male voice spoke. The door to Takiro's room opened and the scent reminded her of the family shrine with its dim lighting and the smell of incense.

Also with Takiro placing his sword before a projected image of an older man and woman holding a small boy. Takiro bowed and gestured to a small tea arrangement on the floor. "Would you like some tea?". He nodded and pointed to where rice paper and ink were arrayed on the other side of the room. "My Tanka" he shook his head. "Still not right yet, but soon."

"Your parents?" Valravn asked.

"Yes, killed in a Davion raid." Takiro said solemnly as he went over to the tea mat and poured himself a cup. "Are your parents still alive, young warrior?"

"Yes."

Takiro smiled.

"Cherish them. Especially if the Thane's foolish plan is to go forward." he sipping the tea.

This was the best news Valravn could have.

"Then you intend to vote no?"



"I always did, it is one reason why I am here." Takiro said. "I was actually growing impatient waiting for you to see me."

"You were waiting...on me?" Valravn stammered.

Takiro placed the teacup down and nodded. "I am here to guide you through mediation."

"I know how to meditate." Valravn said impatiently.

"Mediation is also has a connection to a time and place." Takiro said. "Have you mediated since have gotten here?"

Valravn shook her head.

"That is their plan, you know. ". Takiro said. "It is why I deliberately lost, so I would not be too tired or too injured to properly focus on meditation."

"So all of this was to get us tired so we lose focus and fail." Valravn raised up her hands. "Why would the Thane want to do that?"

Takiro smiled. "He wouldn't"

"I don't have time for this. We need to convince someone to switch their vote." Valravn demanded.

"Return to your room and meditate." Takiro advised. "Focus on this place and this time."

"And how to defeat the Thane!" Valravn interjected.

"You do not defeat a Rook or a Knight in Chess. You defeat the other player." the Thane said as he sat down and crossed his legs.

"Then who is the other player?" Valravn asked, but Takiro had closed his eyes was already meditating.

Camp Althing

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

24 February 3021

Valravn's door echoed with a knock.

It was Sven and Jan.

She was already dressed and ready, but had been meditating all night and all morning.

"Its time" Sven said.

"I sure hope you have a plan" Jan added.

The Clan Chiefs filed into the Movie Theater as before, except every seat was packed, except the two semi-circular tables.

"Gather the Clans!" the High Priestess shouted over the speaker, as a pair of acolytes guided each Clan Chieftain to sit at on table on the other.

Lira and Carl came in first with Carl sitting on the right and Lira sitting on the left. Then came Valravn and Otto. Valravn sat next to Lira, while Otto settled next to Carl. As Valravn took her seat, Brian sat down next to her and Jan sat next to Carl. Next came Bruno and Takiro, and Valravn saw Takiro wink as he sat next to Jan. Then Harold and Ragnhild, with Gustaf taking the last seat on Valravn's next to Harold.

An empty seat sat next to Ragnhild, which was where Victoria would have sat if she were not on patrol.

The Thane got up from his Throne and approached the podium. He made some speech about the historic importance of the occasion, and then produced a charter document for them to ratify. The Thane explained that it would be a legal framework until they could retake Rasalhague and write a proper constitution.

As each Clan Chieftain was called, they reaffirmed the Charter. Valravn had only recently read it, but knew that she had to agree if she wanted to be allowed to speak.

A scoreboard was displayed on the screen behind the Thane that tracked the number of votes.



The High Priestess stepped up to the smaller podium between the two sets of circular tables and stood quietly.

The Thane made a speech about how now was the time to fight for our freedom, then took his seat.

Valravn looked around for her allies.

Gustaf nodded firmly.

Otto and Jan gave her a thumbs up.

Takiro smiled broadly.

Valravn stood up.

“Clans of Rasalhague.” Valravn took a moment to let her voice carry through the room. “I call for a Trial of Rhetoric on this question.”

The Thane almost jumped out of seat coming back to his podium. “On what question?”

Takiro stood up slowly, and stroked his white hair.

“Resolved: The Clans of Rasalhague shall go forth with the Rasalhague Revolution.”

Camp Althing

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

23 February 3021

Jan, Otto, and Gustaf now stood up to join Takiro and Valravn.

A small screech of another chair, as a sixth Clan Chieftain stood up.

Harold.

“There are enough votes for the Trial to proceed Thane.” he said and looked around to the others.

The Thane sat down, took a deep breath, and returned to the podium.

“The Preliminary vote will be conducted, and then the respective speeches will be given.”

The scoreboard showed 6 Aye and 6 Nay, the Thane smiled as he delivered his speech.

It was a variation of the speeches he had given in the days since they had arrived. Valravn could not help but be moved by it. It touched every story she had ever heard of Kurita atrocities, and how House Kurita had used her people as fodder for their war to become First Lord of a long dead Star League.

“And now, Natalya Matsuo of Thule will deliver her arguments.” the High Priestess said, and Valravn could hear the disappointment in her voice.

Valravn looked to the Thane, then the other Clan Chieftains.

Our Chieftains became leaders not just by being warriors, Valravn's mother had told her, but by rallying the people.

Valravn got up came to the podium and faced the crowd, and the faces of confusion, frustration, and anger faded away into a mass and the spotlights hit her with an almost blinding light.

More than one of the Clan Chieftains was SPA and had done many horrible things over the years. She suddenly looked to Jan as she remembered his words to Otto on why the SPA felt justified attacking civilians.

If you use a very narrow definition of your own people.

Valravn took a deep breath and closed her eyes.

When she opened them seconds later, she was ready.



Camp Althing

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

23 February 3021

"I know the hatred which burns inside all of you for what Kurita has done." Valravn began. "But have bombs and bullets brought us closer to freedom?"

"No closer than pickets!" someone in the audience shouted. "My uncle was killed in the labor strike of 2999. Kurita knows no other language but hate and violence."

The audience applauded in approval, a few Clan Chieftains nodded, and the Thane smirked.

"Then we must speak a different language!" Valravn shouted. "If we strike too soon, we risk becoming slaves to Steiner, who would strip us of our heritage and set us against our neighbors and our families."

The audience had silenced. She had not won them over, but they were listening.

"I know that you are tired of the centuries of suffering." Valravn continued, looking over at the Lira. "But our time under Kurita has made us stronger. A single revolt or assassination will not give our freedom."

"We will it be won with labor protests? No. With Labor strikes? No. With raids? No."

Valravn could not have cut the tension in the room with the Katana.

"I faced an opponent in the Trial of Blood who struck from the shadows and another who fought with precision." Valravn looked over and saw Ragnhild, who was only partially paying attention, grin.

"We don't rebel like the people of Skye, making one loud shout that can be silenced by the Dragon's roar."

A story can also teach a lesson, Valravn's mother had always told her.

"The Thane wants to try the same failed strategy: a straight charge against the Dragon that will cause us to die in its hot breath." she said pointing at the Thane.

Set up the premise, Valravn thought.

"The Dragon has grown fat and lazy." Valravn said, turning to face the Thane. "But it can be hurt with a thousand cuts that will send it retreating back to its cave."

I've almost won them over, Valravn thought, now to bring it all together.

"We can speak with a thousand voices, a chorus so loud that will quiet even the Dragon." Valravn said turning back to the audience. "The Thane's operation will crush what resistance still remains among our people. Instead there should be a hundred operations every day on every world that rightly belongs to our people. Every protest and every strike will also be battles to bleed the Dragon until it gives us our freedom back."

The Thane started to say something, then stopped himself.

"Let the Dragon know that the pain we will inflict will stop when the Dragon stops its oppression. Let us fight, ON OUR TERMS. How DARE Comstar deny us the sovereignty granted to even the smallest periphery worlds?". Valravn could see a few heads in the audience nodding.

"When Rasalhague is free, we will let everyone know that our freedom was won through our own blood and sweat, and not a Comstar trap."

Valravn bowed to the audience, but not to the Thane, and took her seat.

A chair squeaked across the floor.

"Changed my mind" Ragnhild declared. "I vote no on this whole thing."

The scoreboard changed from six "Nay" to seven, and the Thane's jaw could not have gotten closer to the floor if he had been an alligator.

Half the audience applauded, while the rest grumbled and booed.

Close enough, Valravn thought. Ragnhild had given them the single vote they had needed to abort the Thane's mad operation.

Jan smiled and stood up, decided that now was the time to make his move: "In that case, I call for a Vote of No-".

The Thane quickly snatched the gavel from the High Priestess and banged it on the podium repeatedly. "All business is adjourned for today."



Camp Althing

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

24 February 3021

"Where is the Thane?" Valravv demanded as she burst into the Mead Hall. Sven had not been there to wake her up, and when she did wake up, David was waiting outside her room to tell her that Sven had been arrested on charges of murder.

The High Priestess was dead.

The Thane had sent Carl and his Scout Lance earlier today to begin their rotation. Jan and Takiro had realized that with Carl's lance gone there would not be enough votes to do a Vote of No Confidence. They could also not vote before hand, because the Thane had closed yesterday's session before Jan could declare one.

The Thane had ordered Brian, Harold, Ragnhild, and Valravv to go to Porthos I for supplies. Jan volunteered his ship at the last minute, much to the Thane's frustration. Then Gustaf told Valravv that he and Lira had been ordered by the Thane to load their respective lances onto each of their Dropships in case of an emergency evacuation. Finally, the Thane had ordered Otto and Takiro's ships to go to the jump point to rendezvous with the Demi-Precentor's Jumpship, which was due to return within the next week or two.

Now the Thane had another trick up his sleeve.

The Thane displayed a recording on each wall of the Mead Hall which showed Sven entering the room and strangling the High Priestess. Valravv knew that Sven was better than that and could have killed the High Priestess without touching her. Any investigation would be conducted by the Thane, so she had no option for clearing Sven's name.

"As your Thane, the assassination of our High Priestess must have a swift response or I would not be fit for the title." the Thane explained. "I have thus decided that Sven Migaki, majordomo of House Matsuo must be executed."

"The evidence makes no sense, what did Sven have against the High Priestess?" Valravv objected.

"Does House Matsuo wish to *challenge* my ruling on this matter." the Thane replied.

The way the Thane had said the word made it clear to Valravv and everyone in the Mead Hall what he wanted.

"I will take the Thane's challenge". Valravv said. "Prepare the simulators."

The Thane smiled. "No simulators! In real Mechs."

Valravv was stunned. Why would the Thane risk damaging their mechs? Was he that frustrated that his grand plan was cancelled?

"To the death!"

It began to build in her mind. Without Valravv, the Vote of No Confidence was reversed and the Thane had everything in place to begin the operation as planned.

The Thane would have his doomed revolution after all.

"Do you accept?"

Camp Althing

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

25 February 3021

It was morning, and Valravv had spent the rest of the previous day resting and training. The discussion earlier in the day had been that neither Victoria or Carl had returned

She felt the winter chill in the air in fill her open cockpit.

"If you win, we will need to elect a new Thane" the Thane's voice bellowed through the speakers. Everyone, except a few techs, were inside watching in the Mead Hall.



“And if I win, you release Sven” Valravn said into her neurohelmet mic.

There would be no referee, since the battle would be fought until death or ejection. The Thane had graciously decided that he did not want to look like a murderer, so he agreed to spare Valravn if she was forced to eject.

Now you've done it Thane, now you face Koeschei the Deathless for real.

Valravn settled into the cockpit, and flipped the switch for the hatch.

Once the hatch closed, Valravn powered up the mech.

“Reactor online. Core online. All systems nominal”. The mech chimed as her HUD appeared.

They had found an area north of the complex, and the Thane would be in the center, guarding the approach to the complex, while David had dropped Valravn off even further north.

The symbolism of Valravn attacking the Thane from the north was not lost on her, and she smiled as she imagined how Koschei looked as it rested on the top of a snowy hilltop.

Valravn saw the Thane. He was in a *Trebuchet* 5J, which carried three medium lasers and an LRM 15. Valravn jumped in a flying bull rush, knowing that she had to get close to the Thane to avoid the LRM 15.

And where Koschei can do what she does best

Valravn unleashed her two medium lasers and large laser, while the Thane replied with all three of his medium lasers. The Thane got the better of the exchange, with two of his lasers hitting Valravn's right arm while only one of her lasers struck.

Valravn cursed to herself, frustrated that only her medium laser had hit.

But it hit his left leg, so that is still a good start.

Valravn swung with her left arm and missed, but the Thane went for a kick and found her Left Leg, and Valravn could feel the impact shearing off her armor. The impact rocked her a bit, but she managed to stay steady.

The Thane walked up and around to Valravn's left side, and she saw the opening.

Valravn hit her jump jets and fired her lasers right into the Thane's rear. The Thane's torso twisted and fired two lasers, with one hitting her left leg and the other hitting her left torso. Only one of Valravn's medium lasers found its mark, but it managed to remove all the armor from the Thane's Rear Right Torso.

A punch removed all the armor from the Thane's Rear Center Torso and hit the internal structure of the internal structure of his Right Torso.

“Yes” Valravn shouted as her monitor registered a critical hit on the Thane's LRM 15.

But not the ammo, she reminded herself. Well we will have to do something about that, now won't we?

Valravn jumped over a hill and found cover behind another hilltop. The Thane jumped onto the hill and was above Valravn, like a hawk.

Valravn withheld her weapons, but the Thane fired his trio of medium lasers, two of which hit Valravn's Center Torso.

Valravn punched with her both fists, but she missed.

Then she hit the Thane again this time the blows struck against both of the Thane's legs, and Valravn grinned as she noticed that his Right Leg armor was almost gone. The Thane replied with a furious kick that found Valravn's Right Torso.

Hold together, Koeschei, Valravn thought as the Griffin rocked, but remained standing.

The Thane jumped along the hill and found a spot that looked down onto Valravn's left side. Valravn decided now was the time to go for his Right Leg and inflict the pain.

Instead of jumping, she simply turned so she faced the Thane's right side.

“Laser, laser, laser” Valravn said aloud as she fired her large laser and the two mediums. The Thane's torso twisted, but only two of his lasers hit, striking Valravn's Left Arm and Center Torso.

While Valravn's large laser missed, her two mediums shredded the last of the Thane's Right Leg armor.

Right into the gooey center, Valravn laughed to herself as she watched her monitors and saw the report of internal structure damage but not criticals.

If Sven were here, he would be reminding me to stay focused and that the battle is not over yet.

The reminder of the stakes caused her blood to boil as she remembered what would happen to the Sven. All the suffering her people would endure if the others followed his plan.

Koschei's punch found its target and shattered the right leg of the Thane's *Trebuchet*.



The Thane's Trebuchet fell down on its right side, and Valraven heard the crunching of metal as damage was inflicted by the planet itself.

Suddenly Valraven had been hit with a revelation. The Thane had killed the High Priestess and wanted to use it as an excuse to remove Valraven.

One of her mother's friends was dead because of the ambition of this fool.

"Natalya Matsuo" the Thane's face came on a secondary monitor and she noticed the he. "You have.. um.. passed the...uh...Thane's challenge. I offer you...uh... a slot...uh.... within my command lance."

He was doing it again. Manipulating the situation to suit his own ends. Even with his mech prone, she knew that he was already calculating how to turn this into a political victory.

Valraven was done with other manipulating her and her people, and decided that there was only one way to end it.

Only one way to end all of this.

"And I offer you, Koeschei the Deathless!" Valraven shouted as she slammed her pedals and the Griffin soared into the air above the *Trebuchet*.

The Thane tried to get up, but with an entire leg lost, it was no use as the *Trebuchet* fell down on its right side and attempted to hit Valraven with his medium laser.

Valraven felt nothing but rage, as the medium laser missed.

Koeschei's death from above clawed across the back of the Thane's *Trebuchet*, The impact ripped off the *Trebuchet's* right arm, and stripped all the armor from its center torso, and left leg. The *Trebuchet* also no longer had a right torso. Valraven's monitor notified her that the Thane had taken two critical hits to his engine and one to a jump jet.

Valraven did not land safely. Instead her Griffin fell, damaging Koeschei's head and removing any armor that remained in its left leg.

The *Trebuchet* launched an ejection pod, and Valraven twisted Koeschei to face where the Thane had landed.

"Matsuo, I surrender!" the Thane's voice cracked over her speakers. "I will give you anything you want, just spare me."

"By your own rules this challenge is to the death." Valraven said coldly and fired her lasers.

One medium laser missed.

But the other medium laser and large laser hit the Thane as he fumbled with his parachute. The light of both beams turned him to ash, but Valraven saw it as a personal Ragnarok.

Camp Althing

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

1 March 3021

The last few days had been a blur.

There had been the ceremony to bury the High Priestess, and then the arguments began.

"I understand that there has still been no response from the other two lances" Lira said impatiently to the assembled group in the auditorium. "I would like to send my lance out to investigate."

"You are a mech down!" someone shouted from the audience. "And Matsuo has said she will not take the Thane's place."

"Perhaps Matsuo's lance should go if she craves blood so much. "another voice added.

Lira banged the gavel, and a hush fell over the room.

"I suggest that we -" Lira began, but was interrupted by the sound of a series of explosions. The chirps of comm units going off, almost made Valraven not notice that hers was doing the same.

"Nat, Gustaf's Dropship just exploded and Yodenheim's ship is taking off." David's shouted over the sound of explosions. "Looks like the LRM ammo cooked."



The building was rocked again, as she heard weapons fire. People scrambled out of the auditorium, and Lira shouted for everyone to get to their mechs.

“David, are we under attack?” Valravn yelled as she ran through the collapsing building.

“Yodeheim’s ship is firing on the facility.”. David yelled. “Wait. Now they are taking off.”

Valravn came up and out of the facility as people were fleeing into the Dropships. Gustaf’s was a flaming hulk, and she saw Sven help Gustaf aboard.

“Lira has ordered us to deploy the lance to guard the base, while she goes in pursuit of Yodenheim’s ship.” Sven said after they had settled.

“Nat, you need to see this!” David shouted over the intercom. Valravn ran to the bridge, and saw the facility collapse and get swallowed by the planet.

“Captain, we are reading a sudden change in the IR signature of Lira’s ship.” one of David’s gunner shouted. “The only time that happens is when -”.

David swiveled his chair to face the pilot station. “Get us out of here now.”

“David, what is going on?” Valravn protested and she saw the view of Lira’s ship.

Lira’s ship made a loud hum and then the hum began to quiet, and the Dropship fell like a stone.

“She’s lost power.” David explained. “Sometimes the crazier type of pirates will trigger an emergency shut down to bring ships out of the sky.”.

The crash would not be soft or even bumpy, as Lira’s ship kept falling.

It crashed right into northern mountain range, and an explosive mushroom cloud filled the distant northern horizon with ash.

“We need to find the others.” Valravn said slowly. “David, take us where the patrol was last seen.”

Sven came up behind Valravn and tapped her on the shoulder. “Your fight with the Thane has put your *Griffin* in no shape to fight.”

“I am not looking for a fight” Valravn said, looking to the view of the smoking crater where the Althing had gathered and the ash-colored snow falling on the mountains.

“I’m looking for answers.”

Patrol Sector Alpha-5

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

3 March 3021

Valravn had ordered Koschei’s repairs as they traveled. No limbs or components were lost, so it was a matter of replacing armor. There was enough to replace the armor on her legs, right arm, and center torso. But her techs were having trouble repairing some of the damage to her right torso.

For two days, they had searched, and each day David and Sven had protested.

“What are you looking for Valravn?” Gustaf asked as he handed her a cup of coffee.

Suddenly there was a ping.

“Sensor contact” David declared. “I am reading a human shaped IR signature in a cave down there.”

Valravn gulped the coffee, shoved the cup back to Gustaf, and ran out. “Land but keep a safe distance. ”, Valravn shouted as she disappeared down the hallway.

Valravn paced the Griffin slowly. Her scanners picked up debris. Signs of an intense battle.

“Berserker Spirit to Koschei, our seismic sensors have determined that there was an explosion at an untapped natural gas deposit.” David warned.

Sven sped behind Valravn in an ATV, and then stopped at the top slope. “I’ve the wreckage of he Dropship Leopard



Class.”

Valravn turned to look over the hill and saw the ruined Dropship. She saw the crest on the side, but then David’s voice came on her comm to tell her what she already knew.

“Koschei, that’s Victoria’s ship.”

Sven sped off down the slope towards the cave. His radio cracked and then went silent.

Valravn was not sure whether to get out of her mech and look for herself, or just wait.

Suddenly Sven’s ATV emerged, pulling a body on a stretcher.

It was Victoria.

Sven’s voice was muffled by both the static and his mask, but Valravn heard it clearly enough to keep her heart from sinking entirely.

“She’s alive, but only barely.”

Patrol Sector Alpha-5

Porthos II- Delta, Porthos System

Elysian Fields

Periphery

3 March 3021

Sven was treating Victoria in sick bay, when Valravn decided to go to the mechbay.

“Smart idea you had to put our mechs on your ship, Matsuo” Jan said, as he climbed down the ladder.

“If she had not, then our mechs would be destroyed, just like-”. Harold could not finish it.

“When the others return, only Bruno’s crew and the survivors who stayed behind to salvage will be able to explain what happened.” Gustaf said, as he took a seat at a tech’s station.

“Do we even know what has happened?” Valravn asked.

“What it means that there are spies in the Althing.” Harold said firmly. “We must root them out.”

“Valravn, have your Dropship drop Harold and I off at the facility.” Gustaf said.

“What! what if whoever took Carl’s ship comes back to finish the job?” Valravn objected.

“All the more reason we must take Bruno’s ship and tell the others to turn back so they will not fall into this trap.” Gustaf replied.

“Count me in too” Jan added. “I want to make sure my ship does not fall into this same trap.”

“I should join you.” Valravn said. “I am hurt, but Koschei can still fight.”

Gustaf pulled Valravn aside. “it is important that for our resistance to be successful that we do not fight like the Thane wanted out in the open, but at times in ways of our own choosing.”

“What will you do when you meet with the others?” Valravn asked.

“I will tell them to go home and prepare” Gustaf said smiling, “But I have to go and visit a friend in Lyran space.”.

“What?” Valravn shouted. “Why?”

“Lira’s cousin is a friend of mine and is serving in the LCAF. He also commands the Lyran section of the Tyr movement. He needs to know what has happened here.” Gustaf said warmly.



DCS *Berserker Spirit*

Zenith Jump Point, Porthos System

Elysian Fields

Periphery

10 March 3021

The *Berserker Spirit* was approaching the Zenith Jump point of the Porthos system, which was not where the Comstar jumpship was due to appear.

So Valravn was shocked when they picked up a K-F drive signature of what could be an Invader-class Jumpship. They figured it might be a Traders or Bandit King Helmar Valasek, who sometimes styled himself as “King of Assassins”. “Would make sense if Pirates were behind this.”

Valravn thought she was done with surprises, but then she saw the Jumpship’s jump sail.

It was a black dragon inside a red disk. The symbol of the Draconis Combine and House Kurita.

A familiar face appeared on the screen.

“Lady Matsuo, do you and your people need a ride home?” Carl Yodenheim said with a broad smile.

DCS *Ebony Lotus*

Zenith Jump Point, Porthos System

Elysian Fields

Periphery

11 March 3021

Yodenheim had not searched Valravn’s ship on two conditions. The first was that he surrender Victoria and the second was that he come aboard the Jumpship to chat with him.

He was sitting across from her in the Jumpship mess hall, as a steward served them.

“You know most people don’t like to eat before a jump, even those who don’t have TDS.” Carl said as he cut into a steak. “But I found that the right meal can settle the stomach before one enters hyperspace.”

Carl smiled.

“There are a few scientific papers on the subject I can show you once we return to Thule.”

Valravn remained standing.

“Who are you?”

“My name is not actually Carl Yodenheim and I am not Jarnfolk as you might have guessed.”. the man Valravn had known as Carl said, as he put down the fork. “I am, however, Internal Security Force.”

“So after all this time, the Coordinator decided to break the Althing?” Valravn said. “What took you so long?”

The man laughed. “House Kurita *created* the Althing, Lady Matsuo.”

Valravn sat down, and saw the man grin.

“Coordinator Siriwan realized that the Rasalhague people had the spirit of rebellion within them, being half-Rasalhagian herself”. He said as he reached into a briefcase and pulled out some documents. “She created the Althing as a means for your people to have a space to voice their concerns about their future within the Combine.”

“The Assassination attempt against Coordinator Takashi back in ‘19 was when we decided that the Althing was not a mere forum, but a venue of sedition. I was tasked by Director Indrahar to put an end to it, and it appears we did so just in time.”

“So the Thane was a trap?” Valravn quizzed.

“In a way, yes.”, the man who was not named Carl replied. “Jeff, did you know his name was Jeff? Jeffrey Smith, a most un-Nordic name. Anyway, Jeff was born to a lesser Rasalhagian family on Kagaoshima and then he met the one that you



knew as the High Priestess, when she was much younger than you are now.”

“What about the Demi-Precentor?”

“I am getting to that. And, in point of fact, Mr. Hoslstein is not actually a Demi-Precentor. Comstar Adepts of a certain age grant that title to themselves.” the ISF agent continued.

“They fell in love, and while he did not share her ‘passion for the cause’, he did protect her from the authorities. Even used his role as an officer in the militia to conceal her misdeeds and allow her to enter the Order of the Five Pillars. That is where all her neo-Norse acolytes came from.”

He then winked at Valravn. “Minus the few who were our agents and were waiting for you to kill the Thane so they could set the charges on each of the Dropships. Who do you think gave the Thane the idea to put all his eggs into baskets that we were about to blow up.”

“So how did this nobody become a Thane?” Valravn was trying to track all the details she had been given to discern how much Not-Carl actually knew.

“Well he left Kagoshima to become a Solaris Gladiator, but he was not very good. He had to earn that mech of his by rigging matches, because the cost of it put him in debt to the Solaris Yakuza. So he solved that problem by becoming a Comstar informant, with Adept Frank Holstein as his handler.”

“So Comstar trades in information?” Valravn asked.

Not-Carl made a laugh which echoed in the mess hall. “Of course they do! It is the only the currency they do not totally control, but do not think that they do not have a hand in the realm of information gathering and brokerage. You can learn many secrets when everyone trusts you to send their messages.”

“We believed that Comstar was facilitating aid to ‘The Thane’ as a proxy for Steiner.” Not-Carl continued.

Valravn could tell that Not-Carl did not know everything. Steiner could not have been behind Comstar, because Gustaf was the Steiner agent in the Althing. But she also knew the one thing that Not-Carl had wanted her to ignore.

“The High Priestess was on to you and you killed her before she could warn the Thane.” Valravn blurted out.

“Yes, but the Thane trusted me enough that I had gotten access to all his secure files, so I would be able to leak the Operation.” Not-Carl laughed.

Not-Carl waited for Valravn to read the files, then asked for them back. As she handed them back, he returned them to the briefcase. “Your Captain says that the facility was attacked, and only you and your ship escaped?”

“Yeah that’s it.” Valravn said.

“Warning. Tachyon event detected.” the intercom declared.

Out of the window, Valravn saw another Jumpship with the Kurita Dragon in its jumpsail appear and deploy a Spheroid Dropship.

“A Union in case you are wondering” Not-Carl stated as he looked at his watch. “They are dispatching a force to search the planet for survivors.”

“How much longer to charge?”

“Oh, we were just waiting on them.” Not-Carl said jerking his thumb towards the window. “Tell your mother that the Dragon thanks her for her service and hopes that she recovers from her illness.”

Illness?, Valravn wondered, What is he talking about?

“Prepare for Jump. Prepare for Jump.” a mechanical voice chimed on the intercom.

Valravn felt the entire universe melt and shift around her

Blaine Sorensen Memorial Medical Centre

Thule

Rasalhague District, Draconis Combine

23 March 3021

Hospital hallway doors swung open as if a mech had pushed them. Valravn marched down the hall to the Nurse’s station and demanded to see her mother.



David and Sven were already standing outside of the door. “Your mom and dad wanted to be alone” David said.

She turned to Sven and David. “Did you know?”

They both nodded.

“How long? And why didn’t you tell me?” Valravn demanded.

“Sven found out when she was diagnosed in June of last year, and I found out in November when I overheard your Dad reminding a servant to keep quiet about it.” David admitted.

“Your father and I take turns taking her to her appointments.” Sven added.

“Your brother and sister did not know, as we wanted to tell you when you returned from the Althing.” Lord Matsuo was coming out of the room.

“Sven, we had matters to attend to back at the estate.” he said sharply, as Sven bowed and prepared to follow him down the hallway.

David slid into the room shyly. “Hey Alvida. I brought them back, just liked you asked.”

“And everyone is safe? Even the techs and your crew?” Alvida Matsuo said with a strong cracking in her voice. David reached to bedside and got her a cup of water.

“It was rough, but not as rough as that one job going after those Davion pirates? You remember that one?”

“I told you that they would never believe that you were Marie Hasek-Davion.” Alvida coughed.

“Only because the Davions wish they had my singing voice”. David attempted to brag.

“You forget that I introduced you to your wife, and I happen to know your songs are classified as illegal under the....Ares..Conven..tions”. The coughing was interrupting her replies, which were making her voice very raspy.

David shook his head. “Oh I have not forgotten.”

As David stepped out of the room, Valravn waited and her mother asked Valravn to close the door.

“The Althing is no more?” Alvida asked.

“Yep. Its all gone.”

“Good. The Thane was a fool.” Alvida said intensely.

“So why didn’t you tell me?” Valravn said.

“My warrior. Never hesitating to say what is on her mind or in her heart.” Alvida smiled. “It might get you killed some day, but at least you will stand on what is true. I did not tell you because I needed you to focus on the Althing and not taking care of me.”

“So how do we cure this?” Valravn demanded.

Alvida shook her head. “No known cure.”

No cure, Valravn could almost feel her heart stop.

“Not everything is a battle that needs to be fought, my Valravn, and not always to the death.”

“But this disease is trying to kill you, so let’s kill it! Its how you taught me to fight.”

“Yes, I taught you how to fight, but now you must find your why.”

House Matsuo Estate

Thule

Rasalhague District, Draconis Combine

25 December 3021

When she was a child, Valravn’s father had given his children riddles to solve while he was away, fully expecting the answer when he returned. Each riddle concealed a lesson that he wanted to teach.

The last one she had been given by her father was before her 18th birthday, when he had to go back to the front again.

When is a victory not a victory?



She knew what a Pyrrhic victory was from her studies, but that was not the answer. It was the only riddle of her father's that she had been unable to answer. She had given it some thought over the years in her spare time, but her own goals had distracted her.

Now, she had all the time world.

The Dojo was officially closed until further notice and David's ship had become the Dropship for the Thule militia., which paid House Matsuo a "loaner fee".

Valravn had dealt with all sorts of quacks, theorists, and all sorts of experts. But no one had the answer she wanted the most.

Not to a riddle, but her mother's illness.

Her mission to Porthos had been a victory without victory. She had stopped the Thane, but what had truly been accomplished?

A woman who had once been her nemesis and a smaller version approached. "Helga, this is Natalya."

"Hi, Natalya. I'm Helga. Are you a mechwarrior?"

"Yes, Helga I am a mechwarrior. How old are you?"

Helga held up an open hand. "Five."

Helga told Valravn how she was going to be a mechwarrior someday. Victoria told her daughter to go get something out of the vending machine while she talked with Valravn. "I saw the BattleROM of your fight with the Thane. You should really consider going to Solaris 7."

"Um...My mom was never a big fan of Solaris." Valravn replied.

Victoria looked over to Helga, sitting on a seat with some candy. "All great warriors need a legacy."

"Yeah. I don't have kids."

"Helga is why is I fight like I do. Knowing that there is a possibility that she could grow up free from Kurita occupation is why I fight." Victoria said as she called to Helga. "If I do my job, Helga will be fighting for a Free Rasalhague."

Valravn turned around to look down the hallway towards her mother's room.

How can think of my future when my mom won't have a future?

Siriwan McAllister Park

Thule

Rasalhague District, Draconis Combine

5 February 3022

The last few months had been a challenge. There had been pirate raiders who had come to steal water, but they were only in vehicles.

Now she was sitting on a park bench like some of spy.

"I take it the tests proved what we told you yesterday", a tall man with white hair said as he sat down next to her on the bench.

"My mom's doctors say it is a step in the right direction." Valravn said admittedly. "But not a cure."

"Which you will have, if you accept the assignment." the man said as he picked up a briefcase.

"You mean from your 'Benefactor'?", Valravn made a point to make quotation marks with her fingers.

"In this case, *your* Benefactor, Natalya Matsuo." the man stressed. "Complete the mission and we will provide the means to save your mother's life. Its really that simple?"

"And what happens if I don't accept?" Valravn asked defiantly.

"Your mother dies, and you are faced with the reality that you had a chance to do something about it, but you *had questions*." the man mocked.

Valravn knew she had no option, and this Benefactor had proven that they had the capability to cure this disease.



The man took out a star map showing many worlds, which Valravyn recognized as the Reward periphery, but she did not know all the names. The man handed the map to her and pointed to a group of worlds nestled between the Magistracy of Canopus and the Free Worlds League.

“Have you ever heard of a world called Hastur II?”





DEATH FROM ABOVE CAMPAIGN

MODULE 1





ABOUT THE CAMPAIGN

The Death From Above Campaign is presented in “Episodes” that mimic the show. Each Episode is broken down into a Role Playing Guide and then the Combat Scenario.

Episode RPG Guides

These episode quick guides are not meant to guide GMs through playing the Death from Above Campaign exactly as it happened on the Twitch show, rather, they are meant to provide a loose explanation of the scenario and how it may be set up. The reason being is the players will *break* any scenario you plan for them as soon as they come into contact with it, and there may be times where you as the GM are left wondering, “how do I get this back on the rails so we can reach the end of the episode and continue?” So, GMs should keep their scenarios that they build around these quick guides and in other campaigns as loose and as flexible as possible. Please note the (# / #) next to a vehicle or character in the combat scenario represents their gunnery/ piloting skill for the episode

Tips and Tricks

Keep Scenarios as Open as Possible

As stated in the intro above, GMs are encouraged to keep their scenarios flexible because if there is one thing every GM should know it's that “*No scenario survives contact with the players.*” You may even find that the players are taking the campaign in a direction that id off the path of the Twitch show. That is perfectly ok. If it no longer feels like the campaign will naturally flow along the path set out by the episodes feel free to go in a different direction. The goal shouldn't be to emulate the DFA show exactly, but to have fun.

Build Scenarios to Match the Characters

A fine line that all GMs must walk is making a scenario neither too easy or too difficult. The premade characters provided in this book are pretty highly skilled, perhaps more so than they are starting out on the show, as such GMs should endeavor to match their enemy NPCs to provide a sufficient challenge for those characters. The same goes for any characters that your player might create to replace those premade characters. Unfortunately, no scenario can be perfect, especially since you can predict if the player dice are going to be hot, or just duds.

Listen to You Players

I'm not saying that you should bend to every whim of your players, but you should keep in mind what they like or dislike. For instance, if your players feel like the scenarios you are building are unfairly difficult for them, maybe you as the GM should look at easing up on the challenges in your scenarios. However, if it was obvious that last play session your characters were just having a bad night with their dice, it is you prerogative as the GM to keep the status quo.



EPISODE 1: LOCKDOWN

RP GUIDE

The premise of the very first scenario in DFA is fairly simple, the players need to rescue Lord Commander Mason Garrilac from the prison of Lockdown per the orders of their mysterious “benefactor”. Now how they do that is up to them. They may opt to go the route the players on the show went and bust Garrilac out semi-covertly. Or they may want to fight their way in, grab the Lord Commander, and fight their way out. They may even get inventive and come up with an entirely unpredictable way to rescue the Lord Commander.

Regardless of how they break Mason out the GM should be prepared to meet them in the same way as any first RPG session, with a bunch of weak bad guys. How weak they are is up to the GM, however, the guards will be armed with military grade weaponry, such as Heavy Pistols, Assault Rifles, Machine Guns, and even Surface-to-Air missiles to deter an air-borne extraction.

NEW ALLIES:

none

NEW FOES:

Name: Bob

Callsign: Sheriff

Affiliation: Hastur II Militia

Mech: QKD-5A *Quickdraw*

Sheriff Bob is a second-generation mechwarrior errant. Inheriting the Quickdraw “Suzette” after the previous pilot was killed by pirates, the Sheriff is a man of simple means and simple goals. He only wants to uphold the laws of Hastur II and stands ready to respond to anyone who might threaten order on the humble planet.

Name: Unknown

Callsign: Deputy

Affiliation: *Hastur II Militia*

Vehicle: *Bulldog Heavy Tank*

Loyal to his mentor, the Sheriff, the Deputy assists the Sheriff in enforcing the laws of Hastur II.

Callsign: Jimmy

Played by: NPC

Callsign: None

Affiliation: *Hastur II Militia*

Vehicle: *Vedette Medium Tank (Liao Laser Variant)*

Turning down a corporate security job, Jimmy took the chance to become a tank Tank gunner defending his home planet from all it enemies. With no battlefield experience, Jimmy is eager to prove himself.

Callsign: Jimmy Too

Affiliation: Hastur II Militia

Vehicle: Vedette Medium Tank

Jimmy's twin brother, whom everyone simply calls Jimmy Too, is just as inexperienced and eager as his slightly older brother. Secretly, however, he believes he is the better gunner and their mother secretly agrees, but she would never admit it.

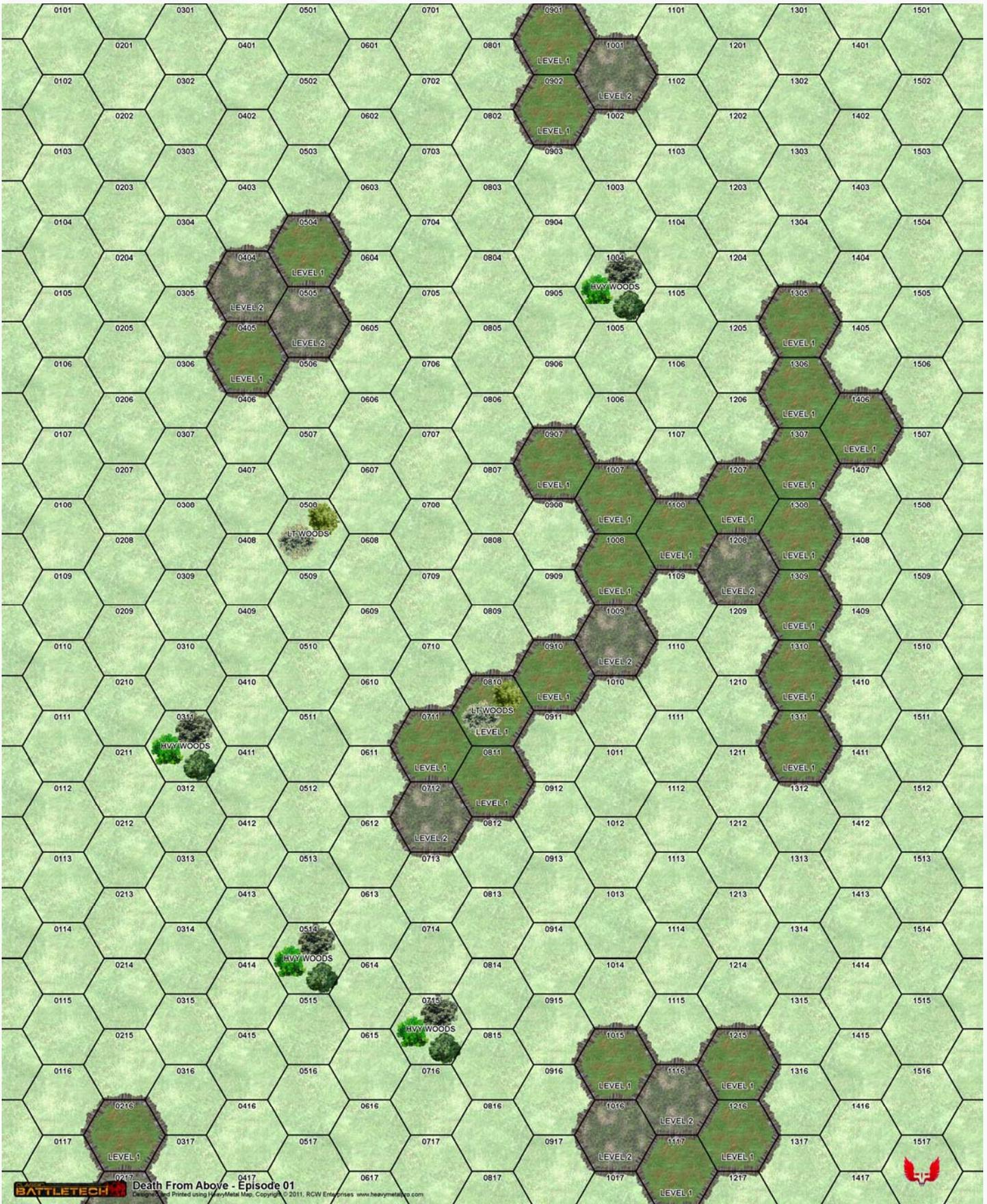
Callsign: Sergeant

Affiliation: Hastur II Militia

Mech: CDA-2A Cicada

A former criminal himself, the Sergeant is a relentless and ruthless enforcer with a love of violence and pain.





BATTLETECH

Death From Above - Episode 01

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The Errant Error

The MechWarrior Errant has captured the popular imagination of the Inner Sphere and Periphery since their appearance on poorer worlds towards the end of the Second Succession War. According to the public view, Colonies and Independent worlds now had heroes, champions who would stand up against the brutal pirates, exploitative corporations, and corrupt politicians.

In reality, most Errants run away from the pirates (or join them), are on the payroll of the corporations or corrupt politicians. The honorable MechWarrior errant standing for as a symbol of justice in the Periphery exists on a few remote worlds in the Periphery, and the fantasies of the average periphery resident.

The Errants would argue that they are defending the laws of society as it exists, not as Intellectuals who live on less rugged and more secure worlds might like the laws to be. As one errant who was caught taking bribes from a diplomat told the local press: "The choice is not between an Errant like me and pirates, but between pirates, invasion, isolation, famine, and worse. Having one or more Errants on your world is not choosing the lesser of two evils, its choosing the lesser of thirty-two evils.

Most Errants spend their time on patrol, and sometimes assisting disaster relief efforts. For planets too poor to even afford the lowest ranked mercenaries, Errant MechWarriors are the best solution to a bad situation.

-Excerpt from All We've Got: Life on the Independent Worlds of the Periphery, Author Unknown, Detroit Colonial Press, Detroit, 3020

DEATH FROM ABOVE

SETTING

500KM Outside of Lockdown

Hastur II

Periphery (Canopian Reach)

3 January 3023

"I don't take kindly to no riots in my area. And y'all gonna be squished real quick."

- Sheriff Bob, Hastur II Militia

The city of Lockdown is in chaos following the prison break that extracted Lord Commander Garrilac. The prison riot has grown into a full urban riot. While Garrilac recuperates aboard the *IZS Yojimbo*, the Hastur II Militia mobilizes while the *Yojimbo* is making emergency repairs. The Mercenaries must engage the Sheriff and his deputies until the *Yojimbo* is ready for takeoff.

Combat Scenario

Game Set-Up:

USE EPISODE 1 MAP FROM APPENDIX

Deployment:

The Mercenaries start from the Southern Edge of the Map and the Hastur II Militia starts at the Northern Edge. The Cicada arrives on the western edge of the map on the turn AFTER the Defender has rolled 1-3 on a 1D6.

Special Rules:

When **SitRep!** is activated:

- If the Attacker wins initiative, they roll 1d6. On a roll of 1-3, the Cicada may be deployed the following Turn.
- If the Defender wins initiative, they roll 1d6. On a roll of 1-3, the Yojimbo is repaired.

Victory Conditions:

The attackers win a decisive victory if all Defender units are destroyed. The attackers receive a marginal victory if at least two Defender units are destroyed. The defenders receive a decisive victory if all enemy units on the battlefield are destroyed and/or the Yojimbo is repaired. The defenders win a marginal victory if the *Quickdraw* is destroyed or disabled, and the Yojimbo is repaired.

Attacker:

Hastur II Militia

Jimmy Vedette Medium Tank (Medium Laser)(5/5)
Jimmy Too Vedette Medium Tank (Medium Laser)(5/5)
Deputy Bulldog Main Battle Tank(4/5)
Sheriff Bob QKD-5A Quickdraw(4/5)
CDA-2A Cicada*(4/5)

* - Reinforcements as determined by Deployment rules

Defender:

Mercenaries

Talon(4/5) DRG-1N Dragon
Valravn(4/5) GRN-1S Griffin "Koschei"
Diva(4/5) CN9-2A Centurion "Rhythm Nation"
Beta(3/6) CLPT-C1 Catapult "Occam's Missile"

NOTE: The official broadcast of the first episode of Death From Above, did not use the buffs. If you just want to play to get everyone at the table use to the DFA Turn Order, you can ignore the Grit Table and just Award the Grit AFTER the Battle.



PRE-BATTLE GRIT TABLE

FACTION/ ITEM	COST	DESCRIPTION
Mercenaries		
Out of the Water	+2	Whenever Diva enters a Water Hex, she must make a +x piloting roll, where x is the total levels of the water hex.
OpFor		
NONE		
Neutral		
NONE		

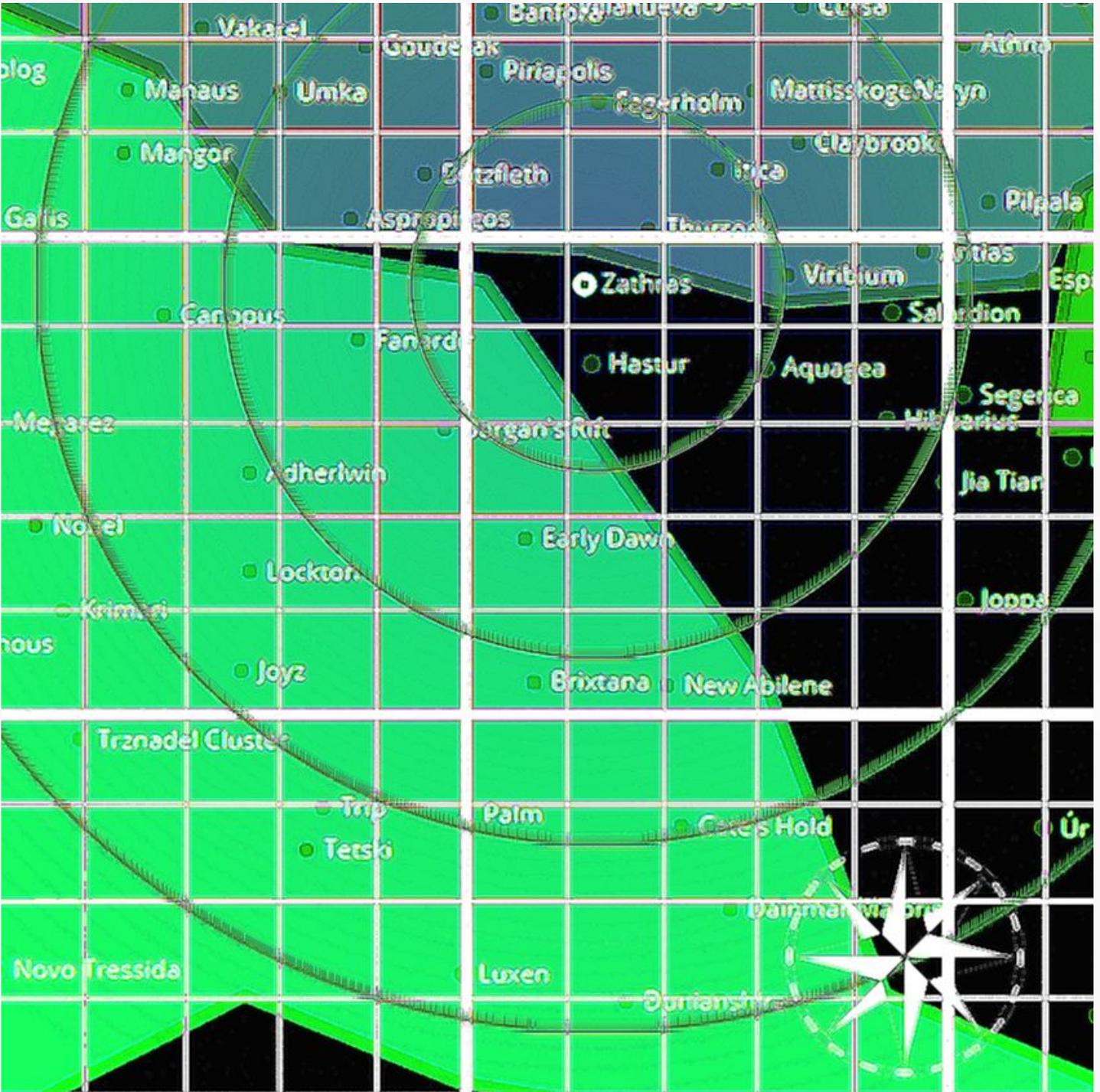
BATTLE GRIT TABLE

FACTION/ ITEM	COST	DESCRIPTION
Mercenaries		
Anger the Dragon	5	Talon may declare his actions during the Medium Mech Phase this turn
Iron Will	2	Valravn gets a +2 bonus to one piloting skill roll.
Distraction	3	A targeting roll against Diva receive a -1 penalty
Beta Max	3	Beta receives +1 on the Cluster Hit Table for one missile salvo.
Close Call	2	Reroll a single targeting or piloting roll
OpFor		
I am the Law!	2	Sheriff Hastur II Militia wins initiative
High Noon	5	The Sheriff can select one enemy mech. When that mech is in the earliest phase in which it may declare its actions, the Sheriff may determine whether it holds or not. If enemy mech is forced to take action, it may only attack and not move.
I'm the Oldest	2	A hit against Jimmy must reroll hit location
Bragging Rights	2	Jimmy Too gets +1 to a targeting roll
Neutral		
SitRep!	5	Roll 1D6 to check for Special Rules Condition. This ability may only be



OBJECTIVE GRIT REWARD TABLE

OBJECTIVE	REWARD	SIDE
Repair the Yojimbo	+4	Mercenaries
Reinforcements Arrive	+4	Hastur II Militia
Vehicle Destroyed	+1	Any
Vehicle Disabled	+2	Any
Mech Destroyed	+2	Any
Mech Disabled	+3	Any





EPISODE 2: RED HORIZON

RP GUIDE

After defeating the Sheriff and escaping from Lockdown, our intrepid mercenaries and the crew of the Yojimbo dock with a Jumpship that is destined for the planet of Borgan's Rift. On the way their the player discover that they are being blamed for the destruction of a Dam that results in a flood washing over lock down. Despite ComStar stating that there is no evidence to suggest that the mercenary company had anything to do with the dam's destruction, they are still wanted for questioning by both the Free Worlds League and the Capellan Confederation. This may be met with concern or lack thereof by the players.

Upon arriving on Borgan's Rift the mercenary crew is left to wonder how they will afford to repair their BattleMechs, since they are broke. The players will most likely be responding in one of two ways. One being looking for a new contract like responsible people. The other being going out and partying because they are a party planet and why not? In the case of the second option there will likely be gambling involved and in the case of Valravn and Talon (or the player created equivalent) some backroom cage fighting type deal.

Regardless, of how they player choose to spend their time on Borgan's Rift, they should eventually meet the owner of a large Wine manufacturer on the planet who will hire the mercenaries for a job that will solve their money and repair woes.

Location: Borgan's Rift

Mission: Defensive Campaign

Command: Liaison

Support: 20%

Overhead: 50%

Transport: None

Salvage: 50%

Duration: 1 Month

Pay: 100,000 C-Bills

Grit Bonus: 1D6*5

Additional Terms: *If this contract is successful, you may add Ana-Marie Centrella to your contacts.*

If the Marauders take the Awesome or the Awesome is destroyed, then 20% of each future contract is paid to Ana-Maria until the cost of the Awesome is paid.

NEW ALLIES:

Name: Sergeant Amanda "Mandy" Parker

Callsign: Mandy

Affiliation: Borgan's Rift Militia

Unit: Manticore Heavy Tank

The daughter of Magliss Spirits employees who immigrated from the Capellan Reaches, Mandy joined the Borgan's Rift Militia as the gunner aboard a Bulldog Tank. Promoted to Sergeant for her conduct during the last Red Horizon attack, Mandy looked forward to avenging her fallen friends. When a Manticore tank was delivered as part of a resupply shipment from Canopus, Mandy volunteered to be its commander and was chosen because no one wanted to risk being such an obvious battlefield target. While she loves being a tank commander, she longs to travel to other worlds and have adventures beyond fighting pirates on Borgan's Rift.

Name: Ana-Maria "Yulia" Centrella

Affiliation: Magistracy of Canopus

A member of a minor branch of House Centrella, Ana-Maria has become the ideal image of the Canopian elite: An elegant figure possessing wit and charm that has allowed her to master the social politics of the Magistracy of Canopus. Ana-Maria became an analyst within the Magistracy Intelligence Ministry Central Analysis Corps. Using her cover as a buyer and later major shareholder in Magliss Spirits, she gathered information and directed field operations throughout the Zathras Quadrant and Aurigan Reaches. At the personal request of the Magistrix, she was reassigned to the Zathras Desk, with the added role of being Canopian Ambassador to Zathras. It was there she met Lord Commander Mason Garrilac, and began a close friendship with him. In recognition of her accomplishments, Kyalla Centrella named her an Elector when one of the slots reserved for the Centrella family became available in 3014. By 3020,



she was assigned as Governor of Borgan's Rift to address the growing pirate threat. While welcoming to Garrilac's return, Ana-Maria remains focused on pursuing the interests of the Magistracy above all.

NEW FOES:

Name: Captain David Rudobahn

Callsign: Arkansas Dave

Affiliation: Red Horizon (Pirates)

David Rudobahn started as a mechwarrior within the Red Horizon Pirates. When the company signed on with Hendrik Grimm, Rudobahn rose to become the First Mate of the unit. After Ryan's Rebels turned, Pirate units that Grimm had bribed and bullied into his Confederation began to consider reasserting their independence. Grimm and his forces moved swiftly, but the Red Horizon received prior warning from an unknown source and acted. The Red Horizon took their Jumpship and began to move away from Oberon Confederation space, but their Captain was a supporter of Grimm, and warned Oberon, which sent bounty hunters. The bounty hunters cornered the Red Horizon near the

Marian Hegemony, but the Red Horizon defeated their pursuers. First Mate Rudobahn then staged a mutiny and spaced his Captain. Now Captain Rudobahn, he set his sights on harassing the Magistracy of Canopus and the unaligned worlds of the Rimward Periphery, far from Grimm's reach.

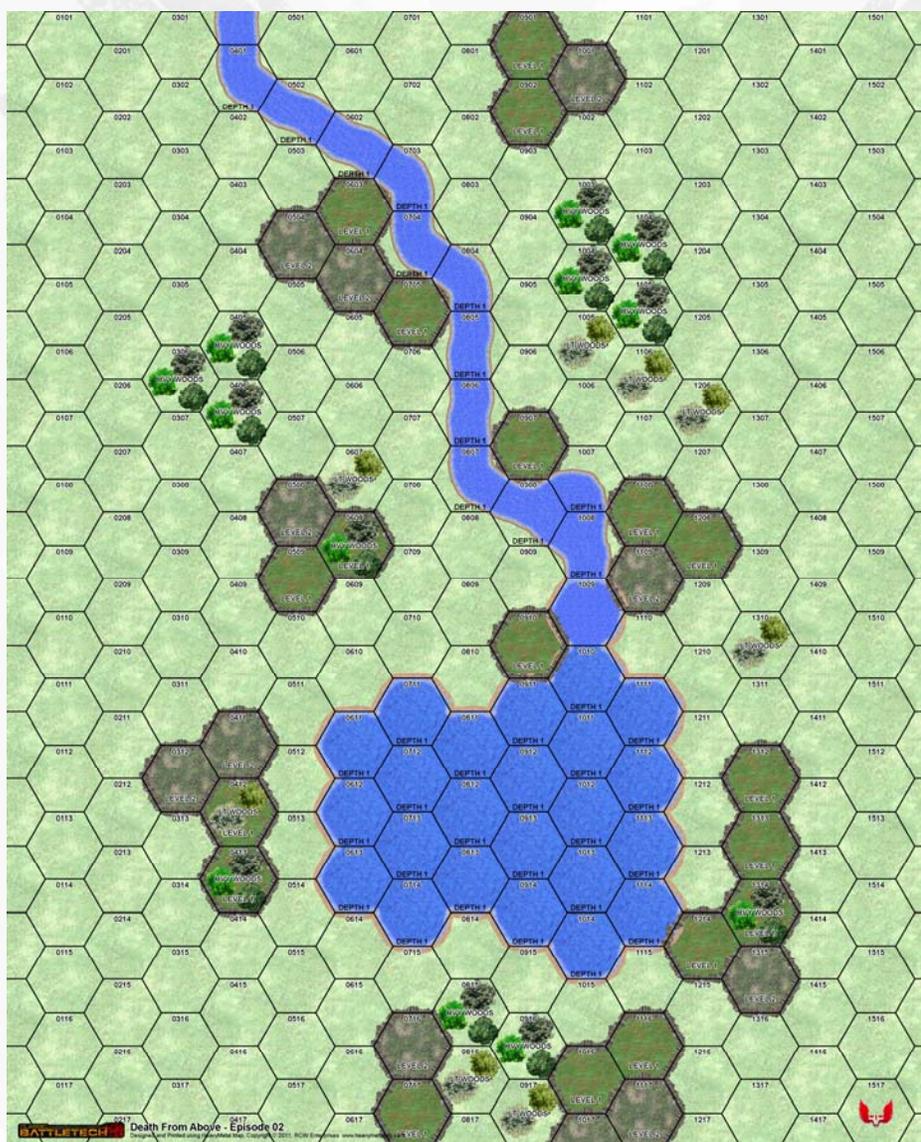
Name: First Mate Jenkins

Callsign: Jenkins

Affiliation: Red Horizon (Pirates)

Unit: CDA-2A Cicada

A mechwarrior from Oberon, Jenkins was sent as a spy by Hendrik Grimm to monitor the Red Horizon. When he was discovered by then-First Mate Rudobahn, Jenkins turned and became loyal to the unit. Jenkins believes that Hendrik Grimm's desire to be a pale imitation of the Successor States is not the true pirate path and that the Red Horizon has it right. Free to Pillage and Pilfer as he pleases, the pirate life is truly for Jenkins. He has even imitated the stereotypical "pirate" accent of Captain Rudobahn and the Red Horizon crew.





The King of Bandit Kings

Hendrik Grimm the Third's Oberon Confederation is the most powerful Bandit Kingdom in the Coreward Periphery. As the Second Succession War drew to a close, the Oberon Pirates formed their own bandit state on the shattered remains of the First Oberon Confederation that had briefly existed when the Rim Worlds Republic fell. The 29th and 30th Centuries allowed the Oberon Pirates to expand in influence until they became more powerful than their periphery neighbors by plunder, extortion, and invasion. In 3001, the Oberon Pirates, along with other periphery pirate groups, received supplies from a mysterious benefactor. By 3012, Hendrik Grimm III had declared himself King of the Oberon Confederation, cementing his rule by bringing other pirates into his fold. Even with the betrayal of Redjack Ryan in 3019 and Red Horizon in 3020, Grimm still had ten other pirate gangs which declared their loyalty to him, and held sway over many others.

Based on information obtained from the Lyran Scout Corps, Grimm has expressed an interest in the world of Zathras. Zathras is a world that is not significant enough to be included on public Star Maps, but is known to Jumpships which have regular routes into Canopian space. The reason for Grimm's interest in Zathras is unknown save one detail: Grimm is seeking information on a Zathran official named Mason Garrilac.

Why is Hendrik Grimm interested in a man from a planet on our side of the galaxy?

Excerpt from *3022 National Intelligence Review: Periphery*, SAFE Archives, 3023, Atreus

DEATH FROM ABOVE

SETTING

Crap Lake

Borgan's Rift

Magistracy of Canopus

3023

"We'll kill all your men instead."

Captain "Arkansas Dave" Rudobahn, Red Horizon Pirates

For nearly a year, the Red Horizon pirates have been harassing Borgan's Rift, devastating local merchants including Magliss Spirits. Ana-Maria Centrella has hired Mason Garrilac's to deal with the pirates. Garrilac and his mercenaries will use a supply convoy as bait. Ana-Maria has stipulated that the Awesome piloted by the commander of the Red Horizon is to be taken intact. If the Awesome is destroyed, the mercenaries will be in debt for the market value of the Awesome.

Combat Scenario

Game Set-Up:

USE EPISODE 2 MAP FROM APPENDIX

Deployment:

Before the battle begins, the Defender may designate 3 hexes as the location of landmines. Place one facility of CF 10 on a hex adjacent to the lake. Place the Flatbed truck on the western edge of the map. The Mercenaries deploy on the Southern Edge of the map and the Red Horizon deploy on the Northern Edge.

Special Rules:

Beta may not use the Beta System in this Battle.

Victory Conditions:

The Defenders win a decisive victory if the Awesome is captured. The Defenders win a marginal victory if the Awesome is destroyed. The Attackers win a decisive victory if they capture the Flatbed Truck. The Attackers win a decisive victory if the Flatbed and at least two enemy mechs are destroyed.

Attacker:

Red Horizon

Captain "Arkansas Dave"(4/4) Rudobahn AWS- 8Q Awesome

First Mate Jenkins(4/5) CDA-2A Cicada

(4/5)Scimitar Medium Hovertank #1

(4/5)Scimitar Medium Hovertank #2

(4/5)Scimitar Medium Hovertank #3

Defender:

Mercenaries

Talon(4/5) DRG-1N Dragon

Valravn(4/5) GRN-1S Griffin "Koschei"

Diva(4/5) CN9-2A Centurion "Rhythm Nation"*

Beta(3/6) CLPT-C1 Catapult "Occam's Missile"

Amanda "Mandy" Parker(4/5) Manicore Heavy Tank

Flatbed Truck

*- Centurion does not deploy on Turn 1



PRE-BATTLE GRIT TABLE

FACTION/ ITEM	COST	DESCRIPTION
Mercenaries		
Out of the Water	+2	Whenever Diva enters a Water Hex, she must make a +x piloting roll, where x is the total levels of the water hex.
OpFor		
NONE		
Neutral		
NONE		

BATTLE GRIT TABLE

FACTION/ ITEM	COST	DESCRIPTION
Mercenaries		
Close Call	2	Reroll a single Gunnery or Piloting roll
Landmines	2	Deploy 2 Vibromines. Only 6 are available. For each mine pair, one must be deployed adjacent to the other.
Unleash The Glitterbomb	3	After Turn 5, the Mercenaries may deploy the Centurion on the western edge of the map. The Centurion may move and attack in that turn.
Missile Guidance	3	Add +2 to the To Hit roll for a single missile salvo.
OpFor		
Smoke Artillery	2	The Red Horizon may place a smoke counter in a single hex.
Overcharge	3	Captain Rudobahn may select one of his Awesome's PPCs. That PPC does +2 damage if it hits. That PPC also generates +2 heat
Neutral		
Target Designation	2	Add +1 to a Targeting Roll. Cannot be stacked
Overdrive	3	A Unit gets +1 movement this turn. A Unit can only receive this modifier once per turn. Cannot be stacked.



OBJECTIVE GRIT REWARD TABLE

OBJECTIVE	REWARD	SIDE
Capture the Convoy	+4	Attacker
Capture the Awesome	+4	Defender
Vehicle Destroyed	+1	Any
Vehicle Disabled	+2	Any
Mech Destroyed	+2	Any
Mech Disabled	+3	Any





EPISODE 3: MULLIGAN

RP GUIDE

In the Death from Above Twitch show the episode revolves around Beta going on a date with the aforementioned wine business owner in Episode 2. However, this may not be an appropriate way to handle this scenario depending on how the last episode went.

Regardless of how it happens, the players should be contacted by their employer from the last contract. They will then get a contract from the Magistracy of Canopus to go to the Planet of New Abilene, where they are to assist one Baron Cortez in quelling an incursion by Lord Mulligan into his lands.

Location: Joppa

Employer: Classified

Mission: Classified

Command: Independent

Overhead: None

Transport: None

Salvage: None

Duration: 1 Month

Pay: 1D6x50,000 C-Bills

Grit Bonus: 5

Additional Terms: *Talon is hired for a secret mission.*

Location: New Abilene

Employer: Magistracy of Canopus

Mission: Relief Duty

Command: Liaison

Overhead: 100%

Transport: 100%

Support: 0%(All repairs before Scenario 3 are covered by Employer)

Salvage: 27%

Duration: 2 Months

Pay: 100,000 Advance + 75,000 upon Completion

Grit Bonus: 1D6*5

Additional Terms: Repairs before the Mission are paid by Employer in full

NEW ALLIES:

Name: Baron Gerhard Cortez

Affiliation: House Cortez/Magistracy of Canopus

Baron Cortez is lord of Haskell Hills, a Canopian Elector, and the scion of a Fromess House with a centuries-long rivalry with House Mulligan. The points of contention at present are disputes over land, water, and grazing rights.

While enjoying a tense relationship with the previous Baron Mulligan, Baron Cortez is openly hostile with the current Baron Mulligan, even campaigning over the past few decades to keep the man from obtaining the planetary Governorship. When Baron Mulligan extracted revenge by killing Cortez's wife and blocking Cortez from the Governorship in 3016, the rivalry escalated to full blood feud.

While not a mechwarrior, he does a moderate amount of infantry and vehicle units in his Baronial forces. His repeated requests for mech units to move against Mulligan and restore order have been stymied by Mulligan's allies in the Canopian court.

Name: Ben <last name not found>

Callsign: Wraith

Affiliation: Freelance Mercenary

Born: ????

Wraith was born to a mercenary company, which claimed descent from military deserters on Tahuds V.

There is no record of a Tahuds V in any of the databases. Talon, are you sure your friend was telling you the truth about who he is? - V

Raised in the mercenary life, Wraith was constantly frustrated by the tradition-bound nobility. It was this attitude which initially caused a clash of personalities between Wraith and the former DCMS Mechwarrior who went by the callsign Talon.

After a short time, Wraith became the first friend Talon made after his self-imposed exile from the Combine. For nearly two years, Wraith appointed himself Talon's guide to both the Rimward Periphery and the life of a mercenary. During this time an incident occurred in which Talon saved Wraith's life and therefore owed him.



Name: Malika

Affiliation: Solaris VII Gladiator

Born in Solaris City to a family who owned a popular Mechwarrior-oriented Magazine, Malika as always been someone who has enjoyed the better social aspects of being a Solaris Gladiator. Less focused on raw competition, Malika's interest is to offer her fans entertainment. While unable to compete in the Class V arenas in Solaris City, Malika found a home in the Solaris Reaches. After her manager convinced her to go for a Tag Team title, she found her match, a female Taurian mechwarrior named Jackson, who went by the callsign Diva. Together their "Party Ops" have made them both heroes to the downtrodden of Xalora and the frustration of the Xalora Police Department. Picked up by Mason Garrilac on his return trip, Malika's reason for being in the Rimward Periphery is unknown.

When I ran into Malika, she claimed to be dispossessed. All I know is she left New Abilene immediately after helping us, but NO CLUE as to where to she went - G

NEW FOES:

Name: Captain Natalia Boulevard

Affiliation: Gordon's Highland Light

Born on a world too poor to have Mechs in its forces, Natalia's chance to pilot a mech came when Gordon's Highland Light was assigned to her world to defend it from pirates. In 3002, the 2nd St Ives Lancers nearly destroyed the Highland Light, including capturing an entire company of mechs. Since then, Gordon's Highland Light have been roaming the independent worlds of the periphery performing smaller contracts and recruiting personnel to fill its ranks. Natalia displayed an impressive talent for both tactics and leadership, and found herself in command of the GHL's training lance by 3020. In 3022, GHL was hired by House Mulligan of New Abilene to secure a crash site thought to contain LosTech on land controlled by the rival House Cortez. In exchange for providing security, House Mulligan also supplied personnel to fill out gaps in the GHL's staff. When the heir to House Mulligan assumed the responsibility of ensuring that the House Mulligan people were treated fairly, Natalia thought she would have to babysit another blueblood. However, Bartelomew Mulligan proved to be a competent pilot and a skilled leader. With her commander's permission, Mulligan was made executive officer of the training lance. The closeness of cooperation transformed from a mutual respect into a meaningful relationship that has only brought House Mulligan and the GHL closer. Natalia has adopted the ruthless "victory at all costs" attitude of the GHL, but tempered by a desire to prove that her victories are because she is the better warrior, and is therefore open to challenging an opponent to honorable combat.

Name: Ensign Bartholomew Mulligan

Callsign: Mistake

Affiliation: Gordon's Highland Light (On Loan from House Mulligan)

Bart's entire life has been a struggle to get out from under his father's shadow. With his father either too busy with keeping House Mulligan together or too uninterested in the well-being of his family, Bart found solace in spending time among the people of New Abilene, and the Mulligan lands specifically. When his mother was found dead, Baron Mulligan grew more violent and unstable, including verbal abuse of his son. When asked by the House archivist what moniker the Baron would like to bestow upon his son, in accordance with House tradition, he decided on "Mistake". "Mistake" eschewed using his status as Fromess nobility to obtain special favors, and achieved the rank of lance commander in the Magistracy Armed Forces on merit alone, where he came into possession of a *Commando*. After years of serving the Magistracy in various capacities, Bartelomew returned to New Abilene in early 3023 when his father surprised him by announcing that "Mistake" would be his heir. The reason for this remains unknown, but only lead more credence to the Baron's increasing instability. Eager to get his son out of his hair, the Baron granted his son's request to be the House Mulligan liaison to Gordon's Highland Light. When "Mistake" joined the GHL, he came to respect, and then fall in love with, the commander of their training lance, Captain Natalia Boulevard. While a competent warrior, he has also earned a place as a "release valve" for the people of House Mulligan to freely speak their mind on the excesses of his father's rule. However, any betrayal would require turning on the forces aligned with Lord Mulligan, including the woman he loves.





Our Champion

Welcome Solaris Fans, to another Special Qualifier Challenge Pre-Match Show, on *Xalora Tonight*. Today, Jackson, callsign Diva from the tag team that has been tearing up the circuits out here in the Reaches of Solaris is making a bid for entrance into the Class 5 arenas after their match against the Logan brothers.

The match was in Bracken Swamp, Diva pulled out when it looked like her partner Malika's *Locust* was forced to eject. With the pall of that failure over her, Malika cheers her partner on from the sidelines as Diva attempts to enter Solaris City as a solo arena fighter. Michelle Todd has our pre-fight interview with Malika.

Xalora Tonight: Could you tell us about your fight with the Logan brothers in Bracken?

Malika: Not much to tell, a typical 'Hammer and Anvil' match..

XT: Explain to our viewers at home, what a 'Hammer/Anvil' Match is, and what made you and Diva's approach different?

M: It's tag team config where you have a mech of one class, and a mech of a lighter class. Usually its heavy and light. However, Rhythm Nation, that Diva's *Centurion*, is a medium. So our strategy is we alternate between harassing and sniping. But the Logan brothers did not take the bait and went for me instead. Clyde Logan's *Hunchback* chewed me up while Angelo Logan hit me with his "PPC" *Cicada*.

The CDA-3C Cicada downgrades the engine to a 280 to make room for a PPC in the right torso. This reduces the speed to around 118 KPH. The only weapons it has is a machine gun in each of the legs. Its a favorite training mech for the Capellans. - Laurent

Diva was out of position, and might have been able to wreck them both, but not before they had me lunch.

XT: That was when she broadcast her surrender?

M: Yeah she powered down her mech then and there. 'This is not a battle, you don't have to kill her' is what she said.

XT: People die in Reaches matches quite frequently. According to our records you are five times more likely to die in a Reaches match than in the Class V circuit of Solaris City.

M: *shrugs* People want it more out here, but Diva was not interested in killing. 'There are ways to meet your goals without killing' she always says.

XT: Yes, Diva is a bit of an odd character. A bubbly Taurian without the typical bloodthirsty hatred of Davions. A gladiator with some tactical acumen. Known as much for her match wins as for her parties, she seems to have gathered quite a popular following about the viewership in the Reaches. This seemed to generate enough excited to start a campaign, #divaOURchampion began trending on the Solaris Fan Nets with every major solo Gladiator being pressured to fight the young star.

M: *smiles* and now she's gonna get her chance, which is all she wanted.

Announcer: Thanks Michelle, we bring you live to the match as it begins. Diva will be entering from the South. This match is a survivor match. Whoever is in the best condition when the timer runs out, is the winner.

And Brandon Baca has chosen a starting position that puts him closest to the southern entrance. Diva has given herself partial cover as she unloads her AC/10, medium laser, and the LRM 10 at Baca. The Medium laser and the LRMs go wide. The AC/10 lands home damaging the center torso and the Rifleman's searchlight. Baca unloads with both of his AC/5's and one of his large lasers. His left arm large laser and ac/5 go wide but his right arm AC/5 finds it target. Ouch that is going to....

CRITICAL HIT GYRO!
CRITICAL HIT GYRO!

Crowd:*gasp*

Broadcaster: Baca's medium laser also burns Diva's right torso as she falls on her back.

CRUNCH!

Her right arm takes some of the blow as she falls, but Diva remains unshaken.



Diva: I'm fine. I'm okay everybody.

Crowd: *cheers*

Broadcaster: Despite her fall, Diva still has the hearts and minds of the fans tonight.

Diva attempts to get up, but falls again , with some damage to her right leg.

Crowd: GET UP DIVA! GET UP DIVA!

Diva: I'm trying!

Broadcaster: And...no. Her right torso is going to feel that one. With no gyro she stands no chance of getting up.

Broadcaster: BREACH!

Broadcaster: Ladies and gentleman, water has begun to flood into Diva's torso. The impact of the rushing water has knocked her around a bit.

Diva: I'm uh...okay everybody

Baca: Give up. There is no way you can win girl.

Broadcaster: Diva attempts to get up, and falls on her back with her reach taking some damage. She is definitely going to feel that one in the morning.

Broadcaster: Solaris fans, this is terrible. With no gyro, Diva is still trying to get up.

Baca: Just quit.

Diva: Never!

Broadcaster: BREACH! This time in her left arm.

Diva: Argh!

Broadcaster:She attempts to get up again! And...no, she falls on her front with her left torso impacting the ground first.

The screen shows Diva's cockpit and Diva unconscious.

Baca: Someone get a med team out here, this match is over. You Reachers are insane!

Welcome to our post match special, tonight Baca nearly ended Diva's career for good. The much talked about match between Diva and Baca was seen as a chance for the upstart to prove if she had what it took to entry the Class V Arenas.

Turns out that she did not.

Diva's Centurion was down in less than five minutes.

It took the salvage team an hour to arrive and lift Diva's *Centurion* out of the water. When the rescue divers brought her to land, she was screaming "Not the water!"

In her post-match interview Diva and Malika announced that they will be entering the Class V arenas as a Tag Team, issuing a new challenge to the Logan Brothers.

Stay tuned for highlights from other matches, and more, after a word from our sponsors.

- Excerpt from Transcript *Battlin' Baca v Diva, Xalora Tonight, Xalora, Solaris VII (The Game World), 12 January 3022*



SETTING

New Abilene

Magistracy of Canopus

March 9 3023

"Then let's break 'em down!"

Captain Natalia Boulevard, Gordon's Highland Light

House Mulligan and Gordon's Highland Light have constructed a Bunker around an excavation site on land House Mulligan has taken from rival House Cortez. Mason Garrilac and his mercenaries have been tasked by Baron Cortez to capture the bunker and push the Mulligan-GHL forces off his land.

Combat Scenario

Game Set-Up:

USE EPISODE 3&4 MAP FROM APPENDIX

Deployment:

The Mercenaries are the Attacker and deploy from the South. The OpFor are the Defenders and deploy from the North within at least 4 hexes of the Bunker. The Bunker is a 90 CF Structure, 2 Levels in height.

Special Rules:

Beta may not use the Beta System in Battle.

Victory Conditions:

The Attackers win a decisive victory if all Defender Mechs are disabled or destroyed and they capture the bunker. The Attackers win a marginal victory if they capture the bunker. The Defenders win a marginal victory if they can force the Attackers to withdraw. The Defenders win a decisive victory all enemy Mechs are disabled or destroyed. The Bunker is two levels high and a Building (90 CF).

Attacker:

Mercenaries

Wraith(4/5) DRG-1N *Dragon*

Valravn(4/5) GRN-1S *Griffin "Koschei"*

Malika(4/5) CN9-2A *Centurion "Rhythm Nation"*

Beta(3/6) CLPT-C1 *Catapult "Occam's Missile"*

SRM Tank (4/5)



Defender:

Gordon's Highland Light

- Captain Natalia(4/4) Boulevard QKD- 5A Quickdraw
- Ensign Bartholomew "Mistake" Mulligan(4/5) COM-2D Commando
- Blowback (4/5)LCT-1V Locust
- Minion 2nd Class Thomas "Tommy" Thomson(4/5)LRM Carrier #1
- (4/5)LRM Carrier #2
- (4/5)Scorpion Light Tank #1
- (4/5)Scorpion Light Tank #2

PRE-BATTLE GRIT TABLE		
FACTION/ ITEM	COST	DESCRIPTION
Mercenaries		
Change it up	2	Change the facing of a single Rear-facing or Front-facing weapon
Oh, Mandy!	4	Mandy is convinced to join the mission and brings her Manticore tank with her (4/5)
OpFor		
Unexploded Ordinance	2	If Beta fires the Right Arm missile salvo he must make a piloting roll. If the roll is a failure, the Missile salvo automatically misses and that missile weapon is offline for one turn. This cannot be purchased if the jump jets have been repaired.
Neutral		
NONE		





BATTLE GRIT TABLE

FACTION/ ITEM	COST	DESCRIPTION
Mercenaries		
Close Call	2	Reroll a single Gunnery or Piloting roll
Overdrive	3	A Unit gets +1 movement this turn. A Unit can only receive this modifi-
Missile Guidance	3	Add +2 to the To Hit roll for a single missile salvo. Cannot be stacked.
OpFor		
Smoke Artillery	1	The Red Horizon may place a smoke counter in a single hex.
Artillery Strike	2	Select a Hex. Roll for an Artillery Strike. It does 2d6 damage to a unit in the Hex, divided into clusters of 5. Each Unit in an Adjacent Hex takes 1D6 damage, divided into clusters of 5.
Strafing Run	3	Select a row of six hexes. Roll 2d6 per unit in the row. Each unit takes 2d6 damage, divided into clusters of 5 as per the front location table.
Honorable Combat Challenge	5	Captain Boulevard challenges one Defender Mech to Honorable Combat. If the Defender Mech accepts the challenge, they may not declare any other targets until Captain Boulevard is destroyed or disabled. If Captain Boulevard is attacked during this time, the Mech cannot declare actions for the rest of the battle.
Neutral		
Target Designation	2	Add +1 to a Targeting Roll. Cannot be stacked
Overdrive	3	A Unit gets +1 movement this turn. A Unit can only receive this modifier once per turn. Cannot be stacked
Missile Guidance	3	Add +2 to the To Hit roll for a single missile salvo. Cannot be stacked.

OBJECTIVE GRIT REWARD TABLE

OBJECTIVE	REWARD	SIDE
Capture the Awesome	+4	Defender
Capture the Convoy	+4	Attacker
Vehicle Destroyed	+1	Any
Vehicle Disabled	+2	Any
Mech Destroyed	+2	Any
Mech Disabled	+3	Any
Honorable Combat Victory	+3	Any



EPISODE 4: DROP THE SNUGGLE

RP GUIDE

Our intrepid mercenaries discover during the course of the last battle that the warehouse they were fighting over actually contained pieces of LosTech from a dig site that Lord Mulligan was excavating on Cortez's lands. The mercenaries are to go out to the warehouse and find out what, if any, valuable LosTech has been uncovered. The catch is, they have to do it with a minimal number of casualties dealt to their enemies. Baron Cortez will provide a pair of rifles with tranquilizer darts, but beyond that it is up to the mercenaries to take out guards without killing them.

Searching the warehouse will reveal the location of the main dig site. The mercenaries can go there but they should be driven off by overwhelming odds. If the players are stubborn and somehow make it through it is up to the GM what they find there.

NEW ALLIES:

None

In 3022, he secured the services of Gordon's Highland Light, a mercenary unit that need a base to rebuild. In exchange for majority salvage rights, GHL would move against Mulligan's neighbors. Most importantly, they would seize land from Baron Cortez that his agents had discovered contained LosTech. Baron Mulligan then called his son home to serve as liaison between Hosue Mulligan and the GHL.

NEW FOES:

Name: Baron Kamal Mulligan

Callsign: Snuggelord

Affiliation: House Mulligan

Born the heir to a Fromess family that helped to found New Abilene, the man who would become Baron Mulligan watched his family weaken in wealth and prestige as they gave away land and wealth to help the Magistracy survive the Succession Wars.

Serving in the Magistracy Armed Forces as an Aerospace Pilot for a year and a half, Mulligan was medically discharged and returned to New Abilene, where he prepared to take over for his ailing father. The relation between Kamal and his father was tense and Mulligan gleefully welcomed reports of his father's ailing health. Before he could take command of the House, the presumptive heir had to sign an accord that he would never sell the family *Atlas*, Snuggelord, which had fallen into barely repairable state after decades of neglect.

Following his father's death, Kamal became Baron of the Haskell Hills, and immediately raised taxes on his subjects and made hostile moves against his rivals. While he was far from the only noble on New Abilene engaged in such activity, he was one of the most ruthless. Even his attempts to build an alliance to counter Cortez failed. In 2996, he married the daughter of an allied Baron as a means to win the Governorship. However, Mulligan's bid failed and the only benefit he got out of the marriage was a son. When his son, Bart, joined the Magistracy Armed Forces in 3016, Mulligan appeared to become more tyrannical. He announced an increase in the Baronial Sales tax, and began to active move against his neighbors.





Small But Not Forgotten

While readers in the Inner Sphere often read about engagements between Mech Battalions and Regiments, most worlds never see battles that large. Most battles in the Third Succession War have been between lances of mechs or mixed companies.

However, official publications of Comstar have rarely covered those units smaller than a Battalion who do not serve a Successor or Major Periphery State. Not everyone can do like Morgan Kell and give two entire Battalions pink slips, because he had a rough day on the battlefield.

Save that sob story.

Just ask Gordon's Highland Light.

Hired by the Taurian Concordat and supplied with Kurita Tech, the GHL prepared to defend Pinard from a Capellan objective raid in 3002. The GHL ruthlessly defended the Vandenberg Mechanized Industries facilities, losing a company of mechs in the process. While denied their objective, the Capellans took 12 *Panthers* as salvage and agreed to withdraw. This loss, along with the failure of the contract, reduced the GHL from an understrength Battalion to a Reinforced Mixed Company.

The GHL has spent the last two decades taking contracts from Minor Periphery players as a means to gradually rebuilt to Battalion Strength. Without a permanent planetary base or consistent income, this has been a challenge. The recent instability within the minor lords of the Magistracy may provide the kind of lucrative contracts for GHL and units like it to recover.

If your unit is in a similar situation, watch for these agents who tend to hang around the official MRBC recruiting kiosks.

- Editorial from Rim Merc: The Magazine for the Rimward Periphery Mercenary, Detroit Edition, December 3022

SETTING

Boulevard Ridge, Haskell Hills

New Abilene

Magistracy of Canopus

March 10, 3023

“As you see, your own commander sees you as expendable.”

Baron “Snugglelord” Mulligan

Still reeling from their defeat by Captain Boulevard, the Mercenaries return to take the bunker. This time, they are motivated by rescuing an ally.

What the Mercenaries do not know is that this ally is already dead.

Combat Scenario

Game Set-Up:

USE EPISODE 3&4 MAP FROM APPENDIX

Deployment:

Mercenaries are the Attacker and deploy from the South. The OpFor are the Defenders and deploy from the North within at least 2 hexes of the Bunker. The Bunker is a 90 CF Structure, 2 Levels in height.

Special Rules:

Beta may not use the Beta System in Battle.

- When "Drop the Snuggle" is activated, deploy the Atlas according to the simplified Dropping rules with the following exceptions:
 - 1) Apply a +1 Piloting Penalty
 - 2) Snuggelord may fire in the same turn it is deployed with a +2 Gunnery penalty.

Victory Conditions:

The Attackers win a decisive victory if Snuggelord is destroyed and Bart Mulligan defects. The Attackers win a marginal victory if all enemy mechs are destroyed or rendered inoperable. The Defenders win a marginal victory if they can force the Attackers to withdraw. The Defenders win a decisive victory all enemy Mechs are disabled or destroyed. The Bunker is two levels high and a Building(90 CF).

Attacker:

Mercenaries

Wraith(4/5) DRG-1N *Dragon*
Valravn(4/5) GRN-1S *Griffin "Koschei"*
Diva(4/5) CN9-2A *Centurion "Rhythm Nation"*
Beta(3/6) CLPT-C1 *Catapult "Occam's Missile"*
Drillson Heavy Hovertank(5/5)

Defender:

Gordon's Highland Light

Captain Natalia(4/4) Boulevard QKD- 5A *Quickdraw*
Ensign Bartholomew "Mistake" Mulligan(4/5) COM-2D *Commando*
Minion 1st Class Thomas "Tommy" Thomson *Scorpion Light Tank(5/5)**
Minion 2nd Class Frederick *Harasser Missile Platform(4/5)**
Baron "Snuggelord" Mulligan AS7-D *Atlas(4/5)***

*- Held in Reserve

** - May only be deployed when OpFor uses "Drop the Snuggle".



PRE-BATTLE GRIT TABLE

FACTION/ ITEM	COST	DESCRIPTION
Mercenaries		
Out of the Water	+2	Whenever Diva enters a Water Hex, she must make a +x piloting roll, where x is the total levels of the water hex.
Change it up	2	Change the facing of a single Rear-facing or Front-facing weapon
Unexploded Ordinance	+2	If Beta fires the Right Arm missile salvo he must make a piloting roll. If the roll is a failure, the Missile salvo automatically misses and that missile weapon is offline for one turn. This cannot be purchased if the jump jets have been repaired.
OpFor		
Mine or Mineral	2	Place 12 counters on the map. If a mech lands on a hex, a 1D6 roll are made. 1-3:Mine;4-6:Mineral deposit.
Night	3	This is a night mission. +2 To Hit penalty for all mechs that do not mount flashlights.

BATTLE GRIT TABLE - Pt 1

FACTION/ ITEM	COST	DESCRIPTION
Mercenaries		
Close Call	2	Reroll a single Gunnery or Piloting roll. Cannot be stacked.
Pilot in training	2	Beta must make a +1 Piloting Roll to not fall. If he successful, he gets +1 Gunnery this turn. This ability may only be used once per turn.
Diva Taunt	3	Diva taunts an enemy unit, that unit is forced to move towards and attack Diva. That mech may not declare any other units as a primary target this turn.
Target Designation	2	Add +2 to a Targeting Roll. Cannot be stacked.
Berserk	2	Valravn gets +2 to Physical Attack rolls. If the Marauders won initiative, Valravn is counted as a Light Mech in the turn order. This ability may only be used once per turn and may not be stacked with any other bonuses.
Lord Commander's Bearing	3	All allied mechs within 2 hexes of Lord Commander receive +1 Piloting and +1 Gunnery. Cannot be stacked.
Look at That!	3	Lavelle has set charges and will blow the building in the South on command. When this is done, the Mercenaries lose initiative the following turn, but the OpFor unit must move one of units until it is within 6 hexes of the southern building. This ability may only be used once.
OpFor		
Smoke Screen	1	Place a Smoke counter in a single hex. No more than 4 can be placed per turn.
PPC Overcharge	3	When an OpFor unit fires a PPC, that PPC does +2 damage if it hits. That PPC also generates +2 heat.



BATTLE GRIT TABLE - Pt 2

FACTION/ ITEM	COST	DESCRIPTION
Neutral		
Target Designation	2	Add +1 to a Targeting Roll. Cannot be stacked
Overdrive	3	A Unit gets +1 movement this turn. A Unit can only receive this modifier once per turn. Cannot be stacked.
Fog/Clear Weather	3	All weapons fired at Medium and/or Long Range receive a +1 To-Hit penalty this turn. If this used to purchase "Fog" last turn, then this is "Clear Weather" and the effects of "Fog" do not apply this turn. This ability may be used only once per turn.
Enhanced Missile Guidance	+2	Add +2 to the To Hit roll for a single missile salvo.

OBJECTIVE GRIT REWARD TABLE

OBJECTIVE	REWARD	SIDE
Munitions Facility Destroyed	+4	Attacker
Munitions Facility Captured	+6	Attacker
APC Destroyed	+4	Defender
Vehicle Destroyed	+1	Any
Vehicle Disabled	+2	Any
Mech Destroyed	+2	Any
Mech Disabled	+3	Any



EPISODE 5: SUPER DRAGON

RP GUIDE

The mercenaries receive a contract to go to help House Marik deal with house Davion on a back-water mining/research planet. On the way there, however, people start turning up dead on the Yojimbo! Remember the tank drivers from the battle session on Lockdown? One of them survived, and he isn't very happy with the player characters. The majority of the episode is hunting down the tank driver, Jimmy, and eliminating him. Jimmy should be a difficult fight if one of the players tries to take him on by themselves; but not so if the group as a whole takes him on. Jimmy is armed with an auto pistol and grenades, and will use the grenades in close quarters as a last-ditch effort to kill the player characters.

Location: Liu's Memory

Employer: Free Worlds League

Mission: Guerilla Warfare

Command: Liaison

Overhead: 10%

Transport: 65%

Support: 50% Battle Loss Compensation

Salvage: 50%

Duration: 2 Months

Pay: 318,000 C-Bills

Grit Bonus: 1D6*5

Additional Terms:



NEW ALLIES:

Name: Colonel Yeshua Cowen

Affiliation: Free Worlds League

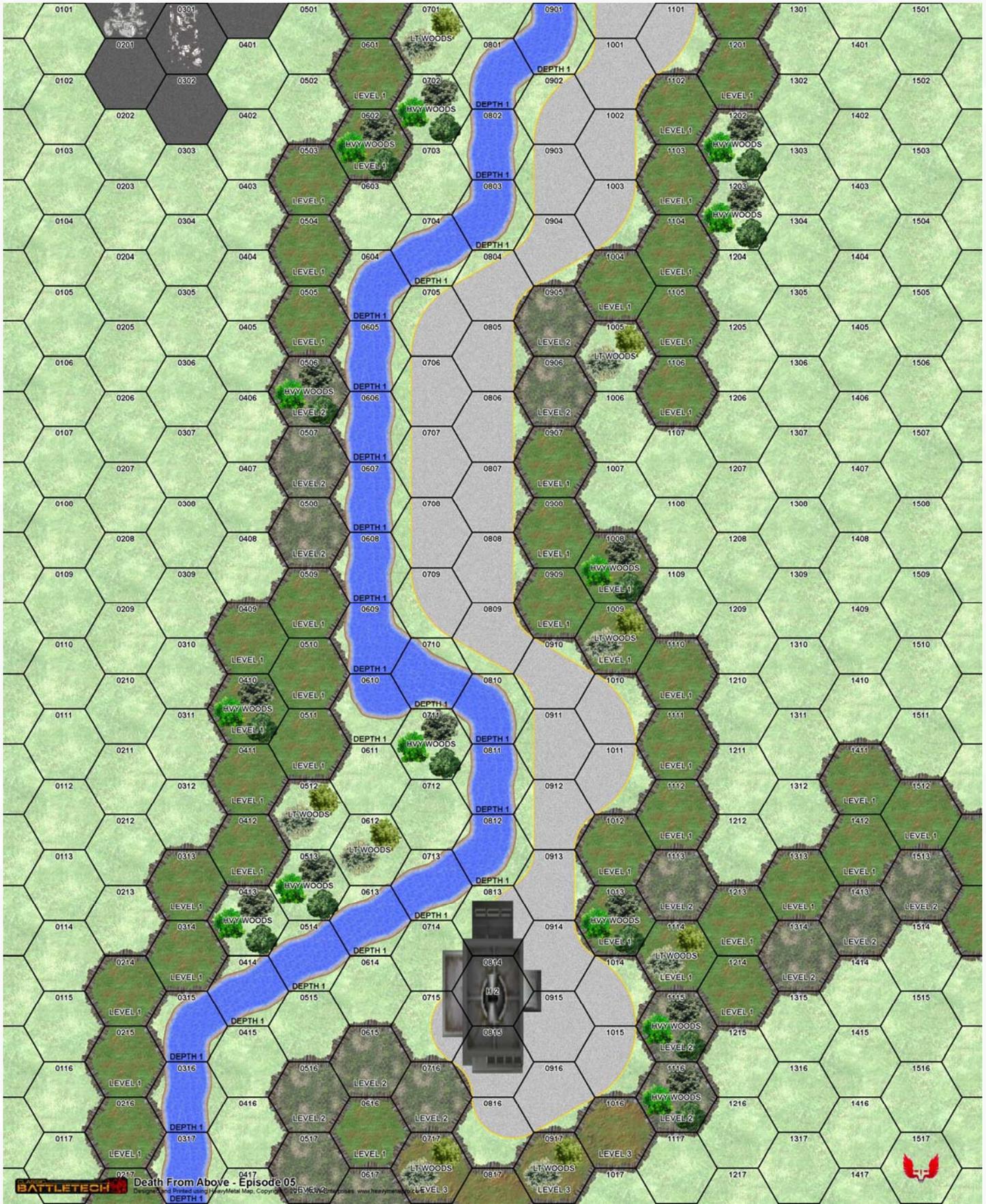
An experienced FWLM officer, Cowen served as an infantry commander in Anton's Revolt. While he was loyal, he had made enemies among some of Janos's favorites, who had him assigned to Liu's Memory to monitor League interests on the planet.

NEW FOES:

Name: Leftenant Percy Cunningham

Affiliation: Federated Suns

An officer of the AFFS who is from a mechwarrior family in the Capellan March. After graduating from the Warrior's Hall on New Syrtis, Cunningham was approached by one of his instructors and invited to participate in a "special project".



BATTLETECH Death From Above - Episode 05
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The Ares Conventions and the Rimward Periphery

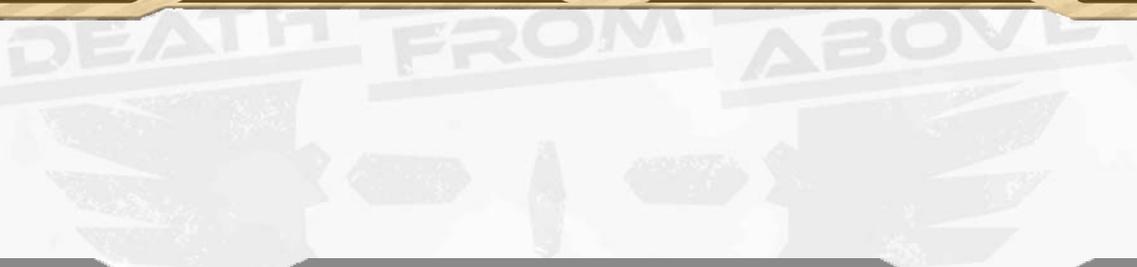
Most people know about the view of the Taurians and Magistracy on the Ares Conventions, but what about everyone else. While most share the minor periphery states share the Taurian view that the Ares Conventions are restrictions on the kind of asymmetric warfare that can be effective even against larger states. The Marians, for example are not signatories to the Ares Conventions, despite Comstar pressure.

The Magistracy of Canopus has taken an active role in enforcing the conventions beyond its borders late into the Second Succession War. Known regionally as the “Canopian Corollary”, the issue of enforcement became a hot issue in the Magistracy-Concordat War. With Taurian regional withdraw, the Magistracy used a series of multilateral trade agreements (and Comstar support) to enforce the Ares Conventions.

Upon becoming Lord Commander of Zathras, Mason Garrilac convinced the Zathran Emperor to sign the Ares Conventions. With pressure from the Canopians, Comstar, and the Zathrans, many other worlds followed.

Despite this, there has been a concerted effort by Taurian weapon smugglers to undermine enforcement of the Ares Conventions in the Canopian and Aurigan Reaches.

- Excerpt from ***Nukes on New Vandenburg: Report on Ares Conventions Enforcement in the Rimward Periphery***, MRBC Detroit Office, 3020



SETTING

Liu's Memory

Capellan Reaches, Periphery

3023

“What are you, some kind of strange, marauding band?”

Leftenant Percy Cunningham

The Free Worlds League has hired Mason Garrilac and his mercenaries to destroy a Federated Suns munitions depot. Cowen has supplied troops who will be transported via APC to the depot. When the APC arrives at the depot, the troops will set the charges and extract themselves. The main goal of Garrilac's mercenaries will be to escort the APC to the depot, and then defend them until the charges can be set.

Combat Scenario

Game Set-Up:

USE EPISODE 5 MAP FROM APPENDIX

Deployment:

The Mercenaries deploy from the south and the Defenders deploy from the north within 2 hexes of the northern facility. Facility is (CF).

Special Rules:

Beta may now use the Beta System in Battle. When the APC is one hex adjacent of the northern facility, it cannot move for 1d6+1 turns while the charges are set. Attacker automatically fails their initiative roll on the first turn, since Davion knows that they are coming.

Dragon is now in the "Awesome Dragon" configuration.

Victory Conditions:

Attacker wins a marginal victory if the APC reaches the facility and sets the charges. Attacker wins a Decisive victory if the FWL marines reach the facility to set the charges, and all enemy units are disabled or destroyed. Defender wins a marginal victory if they force the attackers to withdraw. Defender wins a decisive victory if 2 or more attacker units are destroyed.

Attacker:

Mercenaries (under contract with Free Worlds League)

Lord Commander Garrilac(3/3) DRG-1N Dragon

Valravn(4/5) GRN-1S* Griffin "Koschei"

Diva(4/5) CN9-2A* Centurion "Rhythm Nation"

Beta(3/6) CLPT-C1 Catapult "Occam's Missile"

Armored Personnel Carrier(4/5)

Defender:

8th Syrtis Fusiliers (Federated Suns)

Leftenant Percy Cunningham *Blackjack BJ-1DB (4/4)*

Subaltern Jones Centurion CN9-2A* (4/5)

Partisan Heavy Tank #1 (4/5)

Partisan Heavy Tank #2 (4/5)

Manticore Heavy Tank #1 (4/5)

Manticore Heavy Tank #2 (4/5)

*- Has flashlight.



PRE-BATTLE GRIT TABLE

FACTION/ ITEM	COST	DESCRIPTION
Mercenaries		
Out of the Water	+2	Whenever Diva enters a Water Hex, she must make a +x piloting roll, where x is the total levels of the water hex.
Change it up	2	Change the facing of a single Rear-facing or Front-facing weapon
Unexploded Ordinance	+2	If Beta fires the Right Arm missile salvo he must make a piloting roll. If the roll is a failure, the Missile salvo automatically misses and that missile weapon is offline for one turn. This cannot be purchased if the jump jets have been repaired.
OpFor		
Mine or Mineral	2	Place 12 counters on the map. If a mech lands on a hex, a 1D6 roll are made. 1-3:Mine;4-6:Mineral deposit.
Night	3	This is a night mission. +2 To Hit penalty for all mechs that do not mount flashlights.

BATTLE GRIT TABLE - Pt 1

FACTION/ ITEM	COST	DESCRIPTION
Mercenaries		
Close Call	2	Reroll a single Gunnery or Piloting roll. Cannot be stacked.
Pilot in training	2	Beta must make a +1 Piloting Roll to not fall. If he successful, he gets +1 Gunnery this turn. This ability may only be used once per turn.
Diva Taunt	3	Diva taunts an enemy unit, that unit is forced to move towards and attack Diva. That mech may not declare any other units as a primary target this turn.
Target Designation	2	Add +2 to a Targeting Roll. Cannot be stacked.
Berserk	2	Valravn gets +2 to Physical Attack rolls. If the Marauders won initiative, Valravn is counted as a Light Mech in the turn order. This ability may only be used once per turn and may not be stacked with any other bonuses.
Lord Commander's Bearing	3	All allied mechs within 2 hexes of Lord Commander receive +1 Piloting and +1 Gunnery. Cannot be stacked.
Look at That!	3	Lavelle has set charges and will blow the building in the South on command. When this is done, the Mercenaries lose initiative the following turn, but the OpFor unit must move one of units until it is within 6 hexes of the southern building. This ability may only be used once.
OpFor		
Smoke Screen	1	Place a Smoke counter in a single hex. No more than 4 can be placed per turn.
PPC Overcharge	3	When an OpFor unit fires a PPC, that PPC does +2 damage if it hits. That PPC also generates +2 heat.



BATTLE GRIT TABLE - Pt 2

FACTION/ ITEM	COST	DESCRIPTION
Neutral		
Target Designation	2	Add +1 to a Targeting Roll. Cannot be stacked
Overdrive	3	A Unit gets +1 movement this turn. A Unit can only receive this modifier once per turn. Cannot be stacked.
Fog/Clear Weather	3	All weapons fired at Medium and/or Long Range receive a +1 To-Hit penalty this turn. If this used to purchase "Fog" last turn, then this is "Clear Weather" and the effects of "Fog" do not apply this turn. This ability may be used only once per turn.
Enhanced Missile Guidance	+2	Add +2 to the To Hit roll for a single missile salvo.

OBJECTIVE GRIT REWARD TABLE

OBJECTIVE	REWARD	SIDE
Munitions Facility Destroyed	+4	Attacker
Munitions Facility Captured	+6	Attacker
APC Destroyed	+4	Defender
Vehicle Destroyed	+1	Any
Vehicle Disabled	+2	Any
Mech Destroyed	+2	Any
Mech Disabled	+3	Any



EPISODE 6: MAD SCIENCE

RP GUIDE

Upon completing their first mission of the contract the mercenaries, now going by the name Mason's Marauders, discover the warehouse that was being defended by House Davion contained blueprints and equipment for new a 'Mech which is covered in information relating to House Liao. The Marauders are now tasked with finding out the connection between Davion and Liao. This requires them to go to one of the major population centers on planet and discover what they can. This is another scenario that can take many routes that the GM may not be able to plan for. In the end, however, the Marauders should obtain a shipping schedule that would indicate a highly valuable shipment being moved by House Davion that they are in a position to intercept with their 'Mechs when it passes through.

NEW ALLIES

Name: Viking Lass

Affiliation: Mason's Marauders

Born in Con-am 42, Viking Lass's birth name is unknown. According to her own accounts, her parents were miners who attempted to organize a union for the mine workers. Fleeing across the planet, she got a job repairing mining equipment, including WorkMechs. During this time, she would do secret street art critical of the Corporations which ran Liu's Memory. After her art enraged Planetary Governor Butte, he placed a warrant for her arrest and offered a reward to anyone who could identify her. To avoid detection, she changed her name to Viking Lass. Correctly believing that no one avoiding a death sentence would choose such an obviously false name, she was protected and found work as an assistant mech tech.

While she possesses the skills that would make for an exceptional mech tech, she has been denied positions because of her youth, lack of connections, and her refusal to follow the painting protocols for many mercenary and corporate units. In that time, she has been fascinated with mechwarriors. She joins the Marauders hopeful that they will accept her as a skilled Mech Tech, and allow her to use Mechs as an artistic canvas.

NEW FOES:

Name: Commandant-Captain Leopold Cavindish

Affiliation: Federated Suns

Born in the Capellan March to a prominent mechwarrior family, Cavindish became an officer in the Syrtis Fusiliers before taking on a teaching position at the Warrior's Hall on New Syrtis at the personal request of Duke Michael Hasek-Davion. After his lavish parties and lifestyle of debauchery caused a scandal for the school, Cavindish was dismissed in 3018. Eventually he was approached by Duke Michael to oversee a secret project in the Rimward Periphery. Joining him were former and current students who were officially assigned to the Fifth Syris Fusiliers.





The Joke of a Governor

"THIS WILL NOT STAND!", Governor Jon Butte protested as he slammed the piece of paper down on the table.

The six men and women gathered at the table all meekly adjusted themselves. The Planetary Ministers of Finance, Justice, Information, Health, Foreign Affairs, and Security all knew that the Governor was the only person with any real power in the room.

"Is this about the Corp Congress meeting?" asked the Minister of Education, and the Governor turned to him slowly, well aware that the Education Minister was an agent of his enemies in the Corporate Congress, the collection of Representatives from the Corporations which managed Liu's Memory.

"No" the Governor replied.

He made a mental note that they were all spies. Their only power was to arbitrate disputes between the Con-Ams regarding their areas of responsibility, which meant they traded favors in the absence of true authority. Even the Security Ministry only had the authority to monitor the small staff which worked in the Governor's Office. From her, the Governor had learned that the Finance Minister was working for the Capellan Confederation, the Justice Minister was working for the Taurians, the Health Minister was working for the Federated Suns, the Information Minister was working for the Magistracy of Canopus. As for the Foreign Minister, her allegiance was available to the highest bidder. The Security Minister herself had shared this information so that the Governor would not reveal her identity as an agent of the Free Worlds League.

The Governor was far from impartial on the question of outside allegiances. On Liu's Memory, there were several banks that specialized in Currency Exchanges and Trades. Of those, only one company specialized in converting Kroner, the currency of the Lyran Commonwealth, into C-Bills and vice versa. This Banking House was key in Lyran investment on Liu's Memory.

That Banking House was owned by the Butte family.

No one knew what the Lyrans wanted on Liu's Memory, and the only ones who cared were on the payroll of House Marik. On Liu's Memory, you got paid for a job, but NEVER asked questions. When the Lyran ambassador asked him to move around some accounts for a Lyran shell company "based on Liu's Memory" that operated in the Aurigan Coalition, Governor Jon Butte had not hesitated, provided that he received his standard "middleman fee".

The Information Minister spoke up first: "The graffiti again?"

"Yes. The. Graffiti." the Governor spat out every word.

The room relaxed and sighed. Other than the constant surveillance of the Corporate Congress, there was one other thing that bothered the Governor. One other thing that could challenge the prestige of his role as "elected" (by the Corporations) Governor of Liu's Memory.

It was the street art that had begun to pop up in recent years. A decade earlier, no one would have dared for fear of arrest on sedition charges.

The assembled ministers each picked up the paper and observed it.

As the Education Minister, who was seeing it for the first time, began to snicker, the Governor turned to him.

"Something funny Rod?"

"No Governor, of course not." the Education Minister said, regaining his composure.

The Finance Minister turned to the Security Minister "Have there been any new leads?" The Security Minister shook her head. "A preliminary team comes and takes out the local cameras, and then our 'artist' shows up."



“She must be apprehended!” the Governor boomed.

“She?” the Education Minister asked.

“The only thing we know is that she is female. We don’t know her age or her name. We suspect she is younger than 50.” the Security Minister supplied.

“And how do we know this?” the Health Minister asked.

“Because we captured some of her associates and that was the only thing they would tell us. Claimed that it is all they know about her.” the Justice Minister added.

“I need to prepare a report for the Corp Congress. I will meet with them and do a followup tomorrow.” the Governor declared.

The meeting adjourned, but the Foreign Minister lingered behind to take one more look at the paper. With the Governor angrily looking through his desk for something, she allowed herself a short laugh.

She went down the street to a local restaurant as a young adolescent male bumped into her, in a way that would seem accidental to an onlooker. When she sat down to order, the phone buzzed and she picked it up.

“It’s me” She replied. “Oh yeah. He is pissed. Nice job on the multiple colors.”

Back in his office, the Governor had found what he was looking for.

A pair of Scissors.

He gripped them in triumph and moved over to the seditious piece of paper. It was a printout of a picture taken of the east wall of the Lyran Consulate. In Blue spray paint, a street artist had made an unflattering depiction of the Governor sitting on a toilet and holding a plunger as his scepter. Below the image were words that angered him more than the image.

As he grabbed the paper, he incensed at the mockery of his name and every accomplishment.

LONG LIVE GOVERNOR BUTTS! , the graffiti proclaimed. #

SETTING

Halfway between Con-am 72 and Con-Am 19

Liu's Memory

Capellan Reaches, Periphery

3023

“Gentlemen, let's finish these miscreants off quickly. I intend to be face down in prostitutes and brandy before midnight.”

- Commandant-Captain Leopold Cavindish

The Marauders have deployed to intercept a convoy containing research for an advancement in Capellan Mech Technology.

Combat Scenario

Game Set-Up:

USE EPISODE 6 MAP FROM APPENDIX

Deployment:

The Marauders deploy from the South and the Fusiliers deploy from the North. The hexes north of the eastern road are designated as "Mud" hexes. Defenders may place their turret at any location north of any hex marked XX07.

Special Rules:

If the jump jets on Beta's catapult are still unrepaired, they are now fully functional. If Grit was already spent to repair them, the Marauders may start the battle with an additional 2 Grit.

Victory Conditions:

The Attackers receive a marginal victory if they capture the convoy. The Attackers receive a Decisive victory if the convoy is captured and all enemy units are disabled or destroyed. The Defenders receive a marginal victory if the Marauders withdraw. The Defenders receive a decisive victory if 2 or more enemy units are disabled or destroyed.

Attacker:

Mason's Marauders

Talon(4/5) DRG-1N *Dragon*

Valravn(4/5) GRN-1S* *Griffin "Koschei"*

Diva(4/5) CN9-2A* *Centurion "Rhythm Nation"*

Beta(3/6) CLPT-C1 *Catapult "Occam's Missile"*

*- Held in reserve

Defender:

8th Syrtis Fusiliers

Commandant-Captain Leopold Cavindish *Orion(4/4)*

Leftenant Percy Cunningham *Blackjack BJ-1DB(4/4)*

Subaltern Jones *Panther(4/5)*

Convoy Truck

Von Luckner #1(4/5)

Von Luckner #2(4/5)

AC/10 Turret(4/5)



PRE-BATTLE GRIT TABLE

FACTION/ ITEM	COST	DESCRIPTION
Mason's Marauders		
Out of the Water	+2	Whenever Diva enters a Water Hex, she must make a +x piloting roll, where x is the total levels of the water hex.
Unexploded Ordinance	+2	If Beta fires the Right Arm missile salvo he must make a piloting roll. If the roll is a failure, the Missile salvo automatically misses and that missile weapon is offline for one turn. This cannot be purchased if the jump jets have been repaired.
OpFor		
Mine or Mineral	2	Place 12 counters on the map. If a mech lands on a hex, a 1D6 roll are made. 1-3:Mine;4-6:Mineral deposit.
Night	3	This is a night mission. +2 To Hit penalty for all mechs that do not mount flashlights.

BATTLE GRIT TABLE - Pt 1

FACTION/ ITEM	COST	DESCRIPTION
Mercenaries		
Close Call	2	Reroll a single Gunnery or Piloting roll. Cannot be stacked.
Pilot in training	2	Beta must make a +1 Piloting Roll to not fall. If he successful, he gets +1 Gunnery this turn. This ability may only be used once per turn.
Diva Taunt	3	Diva taunts an enemy unit, that unit is forced to move towards and attack Diva. That mech may not declare any other units as a primary target this turn.
Unleash the Glitterbomb	3	After Turn 5, the Mercenaries may deploy the Centurion on the southern edge of the map. The Centurion may move and attack in that turn.
Berserk	2	Valravn gets +2 to Physical Attack rolls. If the Marauders won initiative, Valravn is counted as a Light Mech in the turn order. This ability may only be used once per turn and may not be stacked with any other bonuses.
Blow the Bridge!	3	The Bridge is destroyed.
Enhanced Missile Guidance	3	Add +2 to the To Hit roll for a single missile salvo. Cannot be given to Beta. Cannot be stacked.
Mudslide	2	Bomb triggers a mudslide in designated "Mud" hexes.
OpFor		
Smoke Screen	1	Place a Smoke counter in a single hex. No more than 4 can be placed per turn.
PPC Overcharge	3	When an OpFor unit fires a PPC, that PPC does +2 damage if it hits. That PPC also generates +2 heat.



BATTLE GRIT TABLE - Pt 2

FACTION/ ITEM	COST	DESCRIPTION
Neutral		
Target Designation	2	Add +1 to a Targeting Roll. Cannot be stacked
Overdrive	3	A Unit gets +1 movement this turn. A Unit can only receive this modifier once per turn. Cannot be stacked.
Enhanced Missile Guidance	+2	Add +2 to the To Hit roll for a single missile salvo.

OBJECTIVE GRIT REWARD TABLE

OBJECTIVE	REWARD	SIDE
Convoy Escapes	+4	Defender
Convoy Captured	+4	Attacker
Vehicle Destroyed	+1	Any
Vehicle Disabled	+2	Any
Mech Destroyed	+2	Any
Mech Disabled	+3	Any
Turret Destroyed	+1	Attacker
Turret Disabled	+2	Attacker





EPISODE 7: SHADOWS CALLING

RP GUIDE

Upon completing out their contract with House Marik, the Marauders are contacted by a surrogate for their mysterious “benefactor” and are told to take a contract with House Liao to aid in evacuating a planet the is under siege by the Magistracy of Canopus. Being forced to take a contract will most likely not sit well with the characters, but they should be encouraged to take it anyway. Upon arriving on the planet, they should be informed of their first mission, to defend a convoy of VIPs, and of their opposition, the Harcourt’s Destroyers.

Location: Ghorepani

Employer: Capellan Confederation

Mission: Relief Duty

Command: House

Overhead: 20%

Transport: 100%

Support: 0%

Salvage: 100%

Duration: 1 Month

Pay: 527,000 C-Bills

Grit Bonus: 1D6*10

Additional Terms: None

NEW ALLIES:

Name: Shonso Winston Gao

Affiliation: Capellan Confederation

A member of the Capellan Sheng Nobility(descended from Pre-Confederation Nobility), Gao’s family has governed Ghorepani since the Age of War. Gao is known for his practicality and his genuine interest in the welfare of his people.

Gao has used his contacts to hire the Marauders, who have been blacklisted by the Capellan Confederation, due to his immediate need of additional mercenaries to repel Harcourt’s Destroyers long enough to complete the evacuation.

NEW FOES:

Name: Colonel Kamala Rahman

Affiliation: Harcourt’s Destroyers (Magistracy of Canopus)

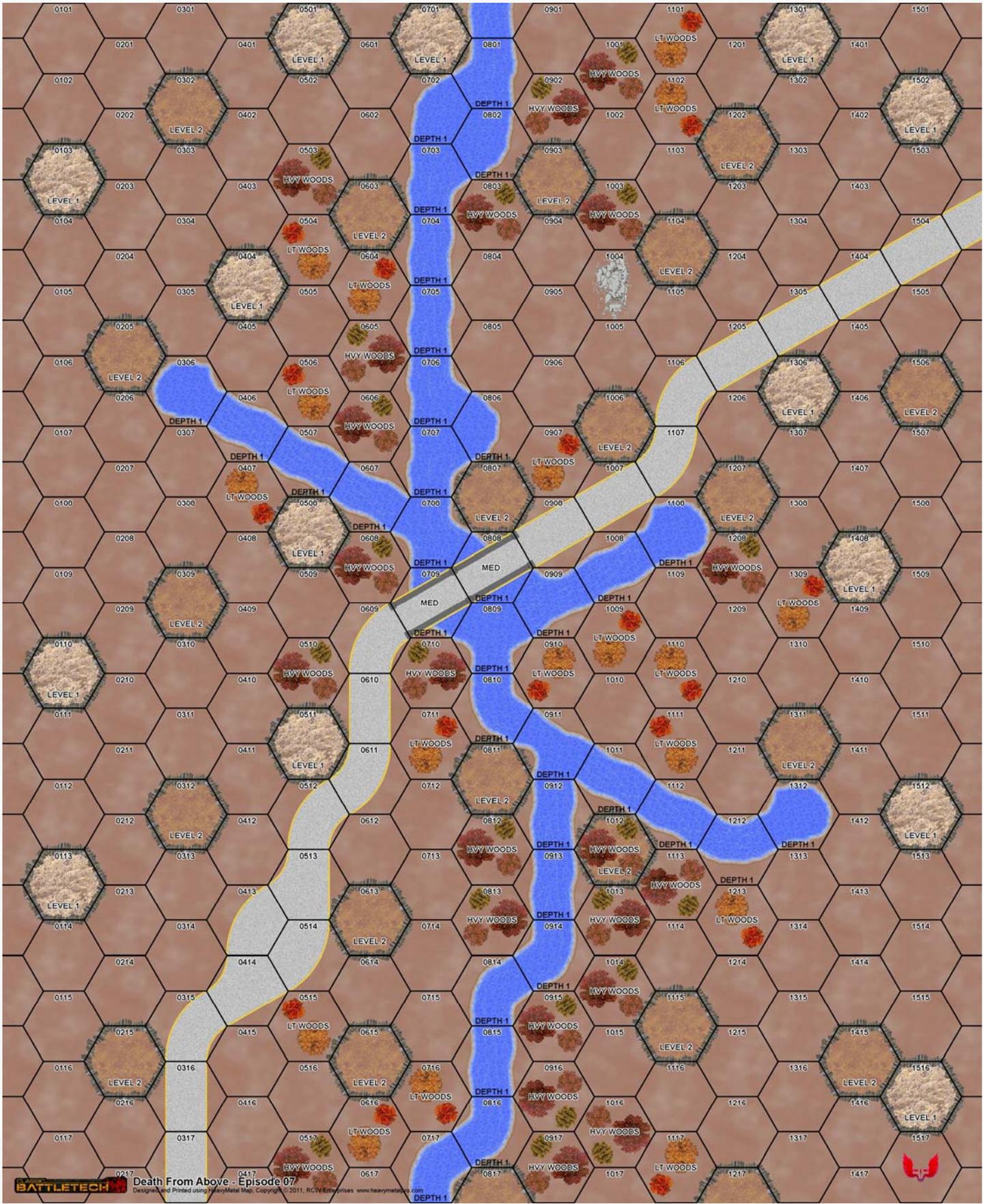
Born into a mechwarrior family within the Taurian Concordat, Kamala was the commander of an independent mercenary company, until her unit was merged into a new mercenary command, Harcourt’s Destroyers. When her Commander discovered an assassination plot against a Taurian official, she was forced to join him and the rest of the Destroyers in exile. By 3003, Harcourt’s Destroyers found work within the Magistracy of Canopus, attacking Capellan border worlds. By 3021, Rahman had taken command of the entire Regiment and continued to harass the Capellans. While she is amenable to the Destroyer’s existing relationship with the Magistracy, she has maintained the attitude of practicality common to experienced mercenaries. Not driven by patriotism, but an objective cost-benefit analysis of every situation.

Name: Captain Diego Reno

Affiliation: Harcourt’s Destroyers(Magistracy of Canopus)

Unit: Griffin

Recruited by Colonel Rahman to supplement losses during their early skirmishes along the Capellan border, Diego is a mercenary first and foremost. His attitude of “do the job and go home” is still felt throughout the unit. While he welcomes the C-Bills and respect from the Destroyers Employers, he is not prepared to die for them.



BATTLETECH Death From Above - Episode 07
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Offshore Investments

The Successor States interest in the Periphery has subsided in the last few decades, but it has not been abandoned. The Periphery has been a key battleground between the Successor States. Other than the remarks made by Success State diplomats about “lost worlds” and “ancestral claims”, the Third Succession War has been mostly characterized by proxy wars, especially in the years following the Magistracy-Concordat War. Corporations based in the Successor States and prominent Inner Sphere families have used the Periphery as “safe zone” for their interests. A recent study found that at least 40 percent of the Interplanetary Corporations had received major investments that could be tied back to the Successor States. Of the remaining 60 percent, over half were backed by the Taurians, Canopians, or Aurigans. This includes every so-called “independent” Mining Consortium, Media Company, and Manufacturing Conglomerate.

*- Excerpt from Report on Successor State investments in the Periphery,
Zathran Imperial Archives, 3020*



SETTING

Bandapur, Ghorepani
Capellan Reaches, Periphery
June 12, 3023

*“You gonna make me kill your people? Really?”
- Colonel Kamala Rahman, Harcourt's Destroyers*

Mason's Marauders have been informed by Shonso Gao that a convoy of Planetary Officials requires an escort to the spaceport. Harcourt's Destroyers seek to capture the convoy.

Combat Scenario

Game Set-Up:

USE EPISODE 7 MAP FROM APPENDIX

Deployment:

Marauders deploy from the Southern Edge. Harcourt's Destroyers start in the North.

Special Rules:

None.

Victory Conditions:

Attacker wins a marginal victory if the convoy can be captured. Attacker wins a decisive victory if two enemy units other than the convoy are disabled or destroyed. Defender wins a marginal victory if the convoy crosses to the northern map edge. The Defender wins a decisive victory if the convoy crosses the northern map edge and Attacker withdraws.

Attacker:

Harcourt's Destroyers (under contract for Magistracy of Canopus)

Colonel Kamala Rahman Victor(4/4)

"Diego" Griffin(4/5)

"Blowtorch" Firestarter(4/5)

Maxim Hover Transport #1(4/5)

Maxim Hover Transport #2(4/5)

Jump Infantry Platoon(Laser) #1(4/5)

Jump Infantry Platoon(Laser) #2(4/5)

Jump Infantry Platoon(Laser) #3 (4/5)

Defender:

Mason's Marauders (under contract for Capellan Confederation)

Talon DRG-1N Dragon(4/4)

Valravn GRN-1S Griffin "Koschei"(4/4)

Diva ON1- Orion "Leatherpants"(4/5)*

Beta CLPT-C1 Catapult "Occam's Missile"(3/6)

Convoy*

*- Moves with a speed of 1 hex per turn.



PRE-BATTLE GRIT TABLE

FACTION/ ITEM	COST	DESCRIPTION
Mercenaries		
Out of the Water	+2	Whenever Diva enters a Water Hex, she must make a +x piloting roll, where x is the total levels of the water hex.
Unexploded Ordinance	+2	If Beta fires the Right Arm missile salvo he must make a piloting roll. If the roll is a failure, the Missile salvo automatically misses and that missile weapon is offline for one turn. This cannot be purchased if the jump jets have been repaired.
Landmines	3	Deploy 2 Vibromines. Only 6 are available. For each mine pair, one must be deployed adjacent to the other.

BATTLE GRIT TABLE - Pt 1

FACTION/ ITEM	COST	DESCRIPTION
Mercenaries		
Close Call	2	Reroll a single Gunnery or Piloting roll. Cannot be stacked.
Diva Taunt	3	Diva taunts an enemy unit, that unit is forced to move towards and attack Diva. That mech may not declare any other units as a primary target this turn.
Check out our leather pants	3	After Turn 5, the Mercenaries may deploy Diva's Orion within 2 hexes of an allied unit. The Orion may take its action the following turn.
Berserk	2	Valravn gets +2 to Physical Attack rolls. If the Marauders won initiative, Valravn is counted as a Light Mech in the turn order. This ability may only be used once per turn and may not be stacked with any other bonuses.
Field Commander	3	All units that declare the same primary target as Talon receive +1 Gunnery this turn. This ability may only be used once per turn.
Enhanced Missile Guidance	3	Add +1 to the To Hit roll for a single missile salvo. Cannot be given to Beta. Cannot be stacked.
OpFor		
Smoke Screen	1	Place a Smoke counter in a single hex. No more than 4 can be placed per turn.
Rapid Assault	3	All OpFor units within 2 hexes of Colonel Rahman's Victor get +1
Thumper Artillery	3	A Thumper Artillery shell is fired at a target hex.
Neutral		
Target Designation	2	Add +1 to a Targeting Roll. Cannot be stacked
Overdrive	3	A Unit gets +1 movement this turn. A Unit can only receive this modifier once per turn. Cannot be stacked.



OBJECTIVE GRIT REWARD TABLE

OBJECTIVE	REWARD	SIDE
Convoy Escorted Successfully	+4	Defender
Convoy Captured	+4	Attacker
Vehicle Destroyed	+1	Any
Vehicle Disabled	+2	Any
Mech Destroyed	+2	Any
Mech Disabled	+3	Any





EPISODE 8: BLACK BAG

RP GUIDE

The “benefactor” is not happy at all with the Marauders losing the ComStar Precentor during their last engagement. And are tasked with retrieving him, and if they find that he “talked” to the Destroyers, “deal with him.” How they insert themselves on to the Destroyer’s base and how they extract the Precentor is up to the players, but they will have to first find where the Harcourt’s Destroyers are currently based at. The base will be defended by professional military soldiers with the appropriate equipment, and the area will be well patrolled by both foot soldiers and BattleMechs, so the player must use caution on this mission.

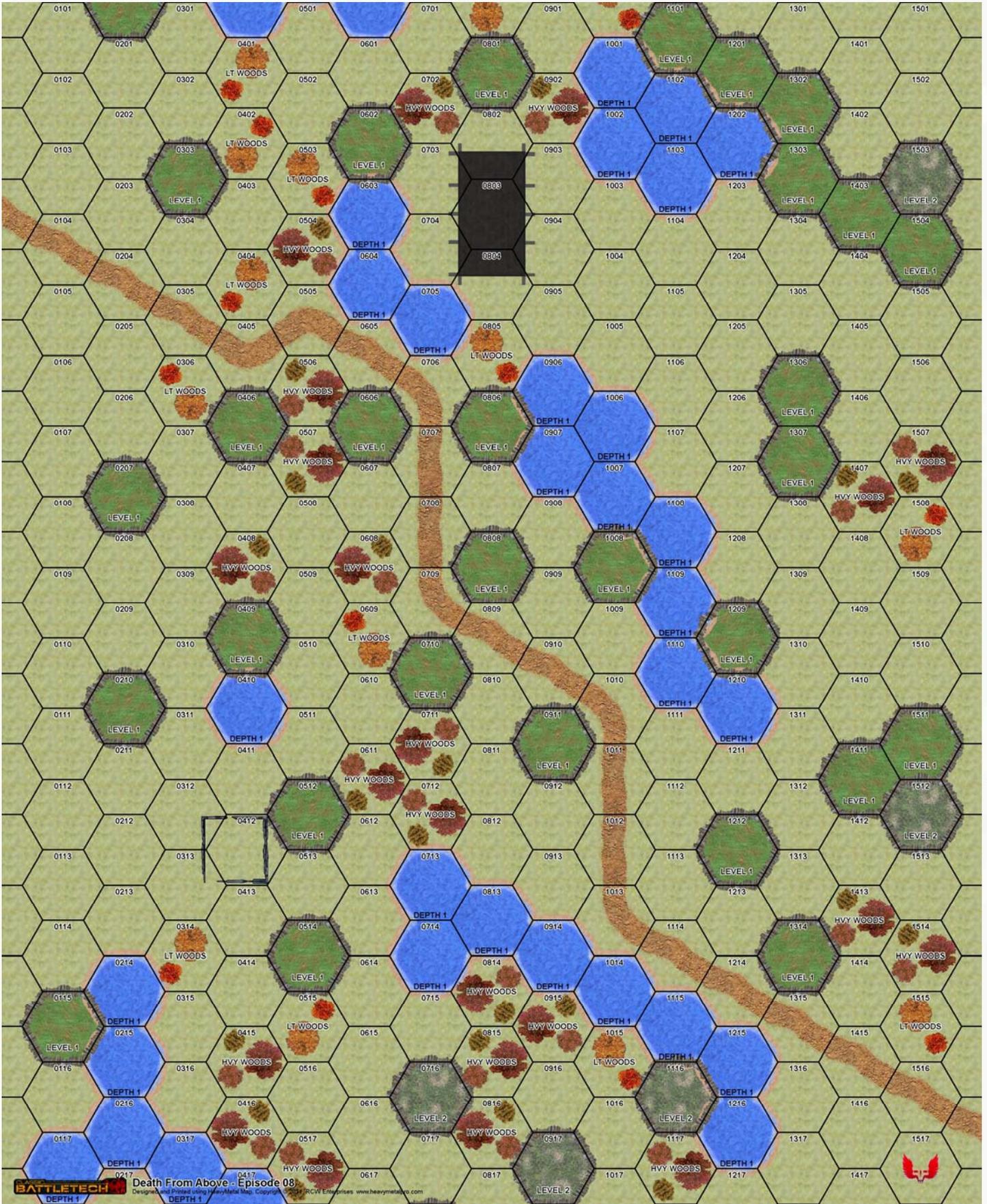
NEW ALLIES

None

NEW FOES:

None





BATTLETECH Death From Above - Episode 08
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The Mystery of Mandy

When we viewed the recording of Amanda Parker's torture and execution, there a few things to note:

- She briefly spoke in chinese.
- Her last words were "You didn't tell them"

Looking into at Amanda's enlistment documentation and cross checking with public records, it has been determined that her public records have been falsified. Her ability to speak chinese may suggest that she has Capellan origins.

If Maskirovka did indeed send "Mandy", what was her purpose?

-Excerpt from Monthly Mission Report: Operation Sky King(August 3023) Captain Isabella Bryant, Commander of Blacksky Company, Department of Military Intelligence, Federated Suns.



SETTING

Bandapur, Ghorepani

Capellan Reaches, Periphery

June 13, 3023

"The Precentor wasn't really valuable to you, so why did you come back for him?"

- Colonel Kamala Rahman, Harcourt's Destroyers

As the Evacuation continues, Harcourt's Destroyers react to the Marauders capture of the Demi-Precentor by deploying their forces against the Marauders' Base.

Combat Scenario

Game Set-Up:

USE EPISODE 8 MAP FROM APPENDIX

Deployment:

Mason's Marauders deploy from the South within 2 hexes of the Command and Control Center. The Command and Control Center is a Hardened Building(CF 150).

Special Rules:

Mason's Marauders must declare at the beginning of the turn if Beta will use a fragmentation salvo before Beta's weapons declarations. Fragmentation missiles do double damage to a Jungle Hex , Woods Hex, or an Infantry formation and no damage to all other targets.

Victory Conditions:

Attacker wins a decisive victory if they capture the facility and destroy all Defender units. Attacker wins a marginal victory if they capture the facility. Defender wins a marginal victory if they Attacker withdraws. Defender wins a Decisive victory if all Attacker mechs are destroyed.

Attacker:

Harcourt's Destructors(under contract for Magistracy of Canopus)

Colonel Kamala Rahman Victor(4/4)

"Diego" Griffin(4/5)

"Razorback" Commando(4/5)

Maxim Hover Transport #1(4/5)

Maxim Hover Transport #2(4/5)

"Joe" Manticore Heavy Tank(4/5)

Jump Infantry Platoon(Laser) #1(4/5)

Jump Infantry Platoon(Laser) #2(4/5)

Jump Infantry Platoon(Laser) #3 (4/5)

Defender:

Mason's Marauders(under contract for Capellan Confederation)

Talon DRG-1N Dragon(4/4)

Valravn GRN-1S Griffin "Koschei"(4/4)

Diva Orion "Modern Tragedy"(4/5)

Beta CLPT-C1 Catapult "Occam's Missile"(3/6)

Maxim Hover Transport(4/5)

Thrush Light Fighter(4/5)*

*- may only be deployed when special is purchased.



PRE-BATTLE GRIT TABLE

FACTION/ ITEM	COST	DESCRIPTION
Mercenaries		
Out of the Water	+2	Whenever Diva enters a Water Hex, she must make a +x piloting roll, where x is the total levels of the water hex.
Unexploded Ordinance	+2	If Beta fires the Right Arm missile salvo he must make a piloting roll. If the roll is a failure, the Missile salvo automatically misses and that missile weapon is offline for one turn. This cannot be purchased if the jump jets have been repaired.
Landmines	1	Deploy 2 Vibromines. Only 4 sets are available. For each mine pair, one must be deployed adjacent to the other.
Air Support	3	Mason's Marauders deploy a Thrush Aerospace fighter.
Fragmentation Rounds	3	Beta may designate 2 salvos of his missiles as Fragmentation rounds, one per launcher.
OpFor		
Landmines	1	Deploy 2 Vibromines. Only 4 sets are available. For each mine pair, one must be deployed adjacent to the other.



BATTLE GRIT TABLE - Pt 1

FACTION/ ITEM	COST	DESCRIPTION
Mercenaries		
Close Call	2	Reroll a single Gunnery or Piloting roll. Cannot be stacked.
Diva Taunt	3	Diva taunts an enemy unit, that unit is forced to move towards and attack Diva. That mech may not declare any other units as a primary target this turn.
Focus Fire	3	Talon may designate an OpFor unit as a priority target. All units which declare the priority target as their priority target receive +1 Gunnery this turn. This ability may only be used once per turn.
Berserk	2	Valraven gets +2 to Physical Attack rolls. If the Marauders won initiative, Valraven is counted as a Light Mech in the turn order. This ability may only be used once per turn and may not be stacked with any other bonuses.
Pilot in Training	2	The next time Beta must make a Piloting Roll, apply a +1 penalty. If successful, Beta gets +1 to next attack roll this turn. This ability may only be used once per turn.



BATTLE GRIT TABLE - Pt 2

FACTION/ ITEM	COST	DESCRIPTION
OpFor		
Go to Ground	2	Select an Infantry Platoon. It is +1 To Hit this turn. Cannot be stacked.
Rapid Assault	3	All OpFor units within 2 hexes of Colonel Rahman's Victor get +1
Thumper Artillery	3	A Thumper Artillery shell is fired at a target hex.
Luck	3	Add +1 to a Targeting Roll. Cannot be stacked.
Neutral		
Target Designation	2	Add +1 to a Targeting Roll. Cannot be stacked
Overdrive	3	A Unit gets +1 movement this turn. A Unit can only receive this modifier once per turn. Cannot be stacked.
Enhanced Missile Guidance	2	Add +2 to the To Hit roll for a single missile salvo. Cannot be stacked.



OBJECTIVE GRIT REWARD TABLE

OBJECTIVE	REWARD	SIDE
Facility Captured	+5	Attacker
Attacker Withdraws	+5	Defender
Vehicle Destroyed	+3	Any
Vehicle Disabled	+2	Any
Mech Destroyed	+3	Any
Mech Disabled	+4	Any
Infantry Killed	+1	Any



EPISODE 9: CHECKED OUT

RP GUIDE

Upon finding out disturbing information about a group called the Yellow Masks, who eliminate mercenary group who are in a similar position as they are. The Marauders take it upon themselves to find out where the Yellow Masks are hiding, namely the location of their home planet, Bellerophon, which isn't on any star charts. So how do they accomplish this? By breaking into a ComStar library, of course. This is another mission with not a lot of combat, but breaking into a ComStar facility is not very easy and once inside they will have to scour the computer systems for the information they are looking for.

Once they have the star charts for the system they are trying to get to it should be fairly easy for the Marauders to charter a jumpship to take them to the planet so they can take out the Yellow Mask. Once there they discover a population largely enslaved by the Yellow Mask, who are also afraid that the Yellow Mask is coming now to punish them and the Marauders.

NEW ALLIES:

Name: Lieutenant Florian

Affiliation: Mason's Marauders

Unit: Condor Heavy Tank

Formerly of Capellan-sponsored Freebooters, Florian was stranded on Ghorepani when the rest of her unit was destroyed by Harcourt's Destroyers. Both her dress and speech reflect her tribute to the romantic view of pirates, as dashing swashbucklers. Wearing bright colors and a feather capped hat, she has even taken to attaching a fabric wind sail to her tank., which she named *Whim of the Wind*.

Name: Sergeant "Whizkid"

Affiliation: Mason's Marauders

Unit: Condor Heavy Tank

A former farm hand, who was forced into service when the Canopians began raiding Capellan worlds on the Periphery border, WhizKid has become the gunner aboard the Condor Heavy Tank *Whim of the Wind*. He is known for his laid back attitude and an adventurous streak.

Name: Barrister and Hamid

Affiliation: Mason's Marauders

Unit: Infantry Platoon

Barrister and Hamid were attached to a merc unit that was fulfilling a corporate security before it was destroyed by Harcourt's Destroyers. Both pride themselves on their professionalism and expect the same from all their squad commanders and troopers.

NEW FOES:

Name: Lord Gideon

Affiliation: Yellow Masks

Born within the community of the Yellow Masks, the man who would be known as Gideon became an officer in command of a lance. Like all officers of the Yellow Masks, Mother Superior allowed him to choose a "sacred name". The name he choose was Gideon, based on ancient texts about an SLDF soldier who recaptured a Castle Brian on the planet Midian with only 300 troops.

Can't find a 'Midian' on Star League Charts. Talon and Lord Commander dismissed it as "Yellow Mask bedtime stories", but Valravn thinks there might be something to the stories. She said that "Myths come from Legends and Legends have a basis in Truth."

- B



Orphans of the SLDF #

The following are excerpts of a document Beta recovered from the Yellow Masks database. It appears to be the digital format of a sacred text known as the Book of the Holy Mother. Seems that the first chapter is mostly diary entries of someone with a messianic complex rather than a factual historical record. But Valravn thinks we might be about to learn something from this. Not sure if I agree, but understanding other cultures has always been more her thing. - T

May 8, 2765— The Periphery is in rebellion. Even with New Vandenburg on fire we are ready. My company is ready to punish the rebels.

Time to remind them why we beat them in the Reunification War. Guess we are gonna need to smack them again to make them behave.

September 18, 2765 – Colonel Patterson and the other Cameron Cultists in the Brigade are screaming that this is the prophesied end. They have convinced General Grosz to institute new discipline regulations. Never one to miss an opportunity to put her favorites in place, Grosz has appointed all the open officer spots to Cultists.

January 20, 2766 - Why won't they quit. Whenever we think we have them stomped out, they keep popping out. A supply convoy my company was escorting was hit by an IED.

Third one this week.

Brass keeps talking about a “Secret Army”, but I think the kiddies in Intelligence just underestimated how much they hate us.

February 9, 2766 – Major Ransom's body is not even cold yet and company commanders are already jockeying for his position. Sure I want the 2nd Battalion command, but prefer to use Major Ransom to help me rather than ignore him.

People forget that Ransom and Patterson were both Cultists.

Not me.

Which is why I am off to see the chaplain.

April 4, 2766 – Be careful what you wish for, 'cuz you might get it applies here. I got command of 2nd Battalion, right in time for our new orders.

General Kerensky wants to nip this “secret army” in the bud, so the entire Corps is hitting all their so-called “secret bases”. Brass said the General got a list of possible locations from the Colonial archives on Terra and intel obtained from prisoners.

The Cultists are not quite what I expected. Sure their moral codes are bit strict, but they have a love of the Star League, same as the rest of the us.

November 28, 2766 – After morning prayer and meditation, it happened.

I had a vision.



My home was in flames, consumed in a fire that had absorbed the entire city.

When I shared this with Patterson he gathered the other Cultists. They explained that in the years since Mother Jocasta's death many have reported visions. That was when Patterson turned to me and said "tell them what city you are from".

When I said the city, they looked confused. It was a common name used on many worlds.

Patterson asked me to clarify which planet.

"Seattle, Terra", I stated almost breathlessly.

But Patterson added the final accent to my remark to make sure everyone understood. "If an army took over Seattle, they would be within firing distance of Unity City."

January 17, 2767 – The Periphery are all criminals. Amaris has not "betrayed" the Star League, he has shown his true loyalty.

While General Kerensky moves against the Usurper, we have been ordered to continue our operation against the secret bases and we are not to resume contact until all of the secret bases are destroyed.

June 4, 2768 – Last month it was an empty rock, but this time we have found a cache. Division command has decided to make one world among these secret bases our Divisional HQ until the General calls us home.

April 9, 2770 – The bits and pieces we get from the captured bases tell us that the entire Periphery is in flames. The loyalists in the Hegemony have been obliterated while the other Houses in the High Council of the Star League do nothing.

Are they not pledged to the defense of the Star League?

When Amaris is defeated and the Periphery cowed, the Houses will be made to answer for their insubordination.

March 1, 2780 – Morale is the lowest it has been since Patterson died on Midian last year. General Kerensky had listed out division destroyed before we finally reestablished contact. Our orders were to finish our list of secret bases, then gather everything we had found

September 5, 2781 – The last three months were peaceful until we got the news on the 12th.

The "Great Houses" had chosen to dissolve the Star League.

They had watched us burn, now they prepared to feast at our burning carcass. Division command discussed the matter, but arguments began to flare up. General Grosz demanded everyone sign loyalty oaths to the Star League and those born in the other states be evaluated for seditious intent. In the old days I might have balked at this, but now I understand. The other Inner Sphere powers were complicit in Amaris' crimes.

September 10, 2781 – I have raised my standard against General Grosz.

She does not understand how the Universe has changed. General Kerensky has told everyone that we are dead. The Star League is shattered and we are surrounded like a wounded animal.



Rather than waiting for orders, we should have publicly declared Kerensky as First Lord or rejoined him in the Hegemony. General Grosz is instead hoping that the Terran Hegemony can leap along and send us new orders.

April 15, 2782 – General Grosz has most of the enlisted, but majority of the officers and the cultist enlisted are with me.

The naval exchanges of the first days have destroyed most our naval assets. Even if we became unified, there is now not enough room to transfer everyone.

Before my people attacked the HPG, General Grosz sent out a distress signal.

Each day at morning prayer we wear Yellow Masks to mourn the sickness that has befallen the Star League.

January 5, 2785 – We were too late.

General Kerensky has left. The Hegemony is being swallowed up, and soon even Terra shall fall.

The cultists have gathered and declared us the Yellow Masks, the survivors of the sickness that killed the Star League.

I was elected Mother Superior, successor to Jocasta I, who predicted the chaos. Now we must, hidden as a mask, use this shattered world to rebuild.

April 14, 2785 – Today was Insurrection Day, the first of our new holidays. The other two Holy Days were December 26 and November 5 to remember the betrayals of the Periphery and the Inner Sphere.

Twenty years had passed since it had begun, a Great Conflagration which had consumed the Human Sphere.

It was decided that we would wait another twenty years and then determine whether we should reveal ourselves.

April 14, 2805 – The End of the Days has engulfed the galaxy. I have decreed that my words shall be recorded in the Book of Mothers, so that my words and those of my successors shall be carried into the future.

I have also decreed that the devastation shall take longer to heal, and that forty years will be required.

Here you can see a change. It looks like each generation, a new “Mother” adds their own chapter and updates the First Chapter with entries from key dates during the Mother's reign. - V

April 14, 2845 – As a mother is the heart of the family, it has been decided that a new mother is needed to birth us into a new age. My own grandparents were converts during the Grosz purge. We must not forget the First King of the Star League. That is why I, Mother Superior Jocasta III, have commissioned the Book of the Star King.

April 14, 2885 – There is tension about returning, but the last time there was too much destruction. Without the Star League, we must determine our long term purpose, else we fall prey to destruction by outsiders. As the Book of the Star King says “Always keep a clear goal in mind. Without it, the lives you lose are meaningless”.



April 14, 2905 – *The War between the Taurians and the Canopians set off a hundred brush fires as the periphery destroyed itself. The Great Houses of the Inner Sphere, the self-styled “Successor States” have funded war throughout the Rimward Periphery.*

I, Mother Superior Jocasta V, decree:

I) The Yellow Masks shall remain hidden.

II) To conserve resources, I have decreed that some must do unpaid service.

April 14, 2945 – *The Aurigan Coalition interests me. A Taurian fragment under a coalition of merchant princes. We have sent emissaries to see if they are worthy of our aid.*

I, Mother Jocasta VII, have also decreed that our waiting period shall be reduced to twenty years.

April 14, 2965 – *Vultures all!*

Two hundred years after New Vandenburg.

Two centuries of betrayal. After devouring the Star League and the Hegemony, they now turn on each other.

Our vengeance has given us purpose.

November 5, 2985 – *This year has been declared the 'Bicentennial of Betrayal', but it has unified us.*

Today we welcome emissaries from Terra. They tell us that Terra is where the Star King rests, while those who serve him ready the way. They say that they are fulfilling his will in the Inner Sphere and now we must do so in the Periphery.

I, Mother Jocasta IX, decree:

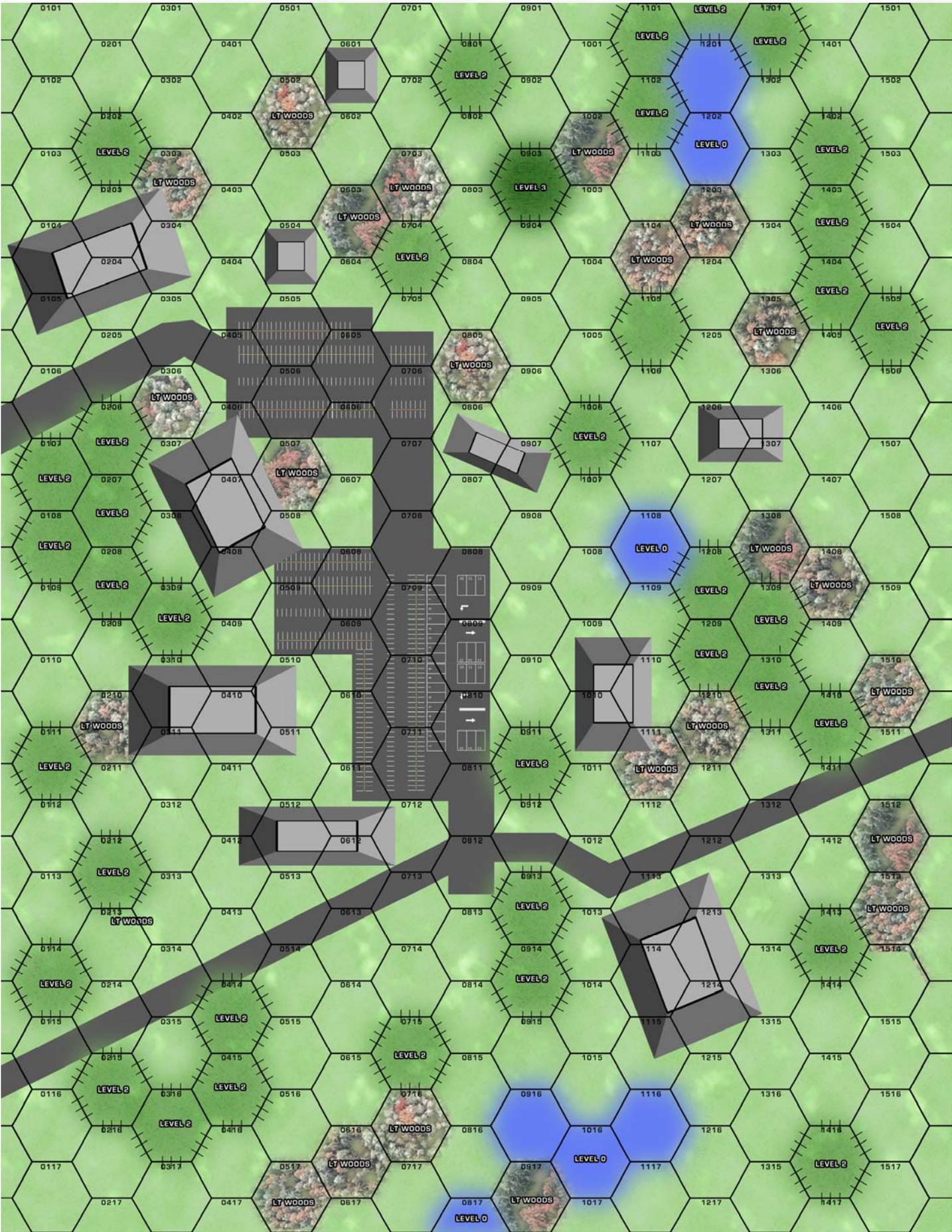
I) We will be moved to one of their “Hidden Worlds” to prepare in safety.

April 14, 3005 – *The Star King has awakened and he has a new command for his followers:*

I, Mother Jocasta XV, decree:

I) THOSE WHO DO NOT SUBMIT TO THE STAR KING MUST BURN!

II) Our warriors venture forth to gather war material and slaves





Combat Scenario

Game Set-Up:

USE EPISODE 9 MAP FROM APPENDIX

Deployment:

Mason's Marauders deploy from the Center. The Yellow Masks deploy from the North.

The Goblin Tanks held in reserve deploy from the southern edge after Turn 5.

Special Rules:

Mason's Marauders must declare at the beginning of the turn if Beta will use a fragmentation salvo before Beta's weapons declarations. Fragmentation missiles do double damage to a Jungle Hex, Woods Hex, or an Infantry formation and no damage to all other targets. Maxim Tank may be deployed as a hidden unit. The Buildings designated 'A', 'B', and 'C' are 100 CF Buildings. All other Building are 10 CF. A mech that lands on a thermite mine, incurs an additional 2 heat each turn. GM designates the building designations.

Victory Conditions:

Attacker wins a decisive victory if all 4 Defender mechs are disabled or destroyed. Attacker wins a marginal victory if 2 Defender mechs are disabled or destroyed. Defender wins a marginal victory if Attacker withdraws. Defender wins a Decisive victory if all Attacker units are destroyed.

DEATH FROM ABOVE

SETTING

Dilmun City

Chimera, Bellerphon System

Periphery

3023

Following the clues from the Comstar Observatory on Ghorepani, the Marauders have arrived on the lost world of Bellerophon. Upon arriving they have found the planet to be controlled by The Yellow Masks, a large band of Slavers who utilize LosTech.

The Yellow Masks have sent Lord Gideon to reassert control of the small settlement of Dilmun City.

"My Children, you have been tainted by the hands of outsiders"

- Lord Gideon, Yellow Masks



Attacker:

Yellow Masks

- Lord Gideon Dragon*(4/4)
- Centurion**(4/5)
- Brother Zatrear Evunkenstein *Urbanmech*(4/5)
- Goblin Tank(4/5)
- Goblin Tank(4/5)
- ***Goblin Tank(4/5)
- ***Goblin Tank(4/5)

- Dragon has a club in its hand arm and has a Large Pulse Laser instead of an AC/10
- The Centurion has a Large Pulse Laser instead of an AC/10

*** Held in reserve.

Defender:

Mason's Marauders(under contract for Capellan Confederation)

- Talon DRG-1N Dragon(4/5)
- Valravn GRN-1S Griffin "Koschei"(4/4)
- Diva Orion "Modern Tragedy"(4/5)
- Beta CLPT-C1 Catapult "Occam's Missile"(4/5)
- Condor Hover Tank "Whim of the Wind"(4/5)
- Jump Infantry Squad(Rifle)(5/5)*
- Foot Infantry Squad(Rifle)(6/6)*
- Coolant Truck(4/5)**

*consists of 7 soldiers

**Support vehicle with a speed of 4/6.

*- may only be deployed when special is purchased.



PRE-BATTLE GRIT TABLE

FACTION/ ITEM	COST	DESCRIPTION
Mercenaries		
Out of the Water	+2	Whenever Diva enters a Water Hex, she must make a +x piloting roll, where x is the total levels of the water hex.
Unexploded Ordinance	+2	If Beta fires the Right Arm missile salvo he must make a piloting roll. If the roll is a failure, the Missile salvo automatically misses and that missile weapon is offline for one turn. This cannot be purchased if the jump jets have been repaired.
Thermal Mines	1	Deploy 2 Thermite mines. 2 Sets are available.
Talon's Training	2	Select one Foot Infantry Squad. That squad begins the battle with +1 Gunnery and Piloting.
Fragmentation Rounds	3	Beta may designate 2 salvos of his missiles as Fragmentation rounds, one per launcher.
Faux Tank	+1	Place a 1 HP "Tank" token in the center of the map. When the Faux Tank is within 2 hexes of an enemy unit, it may force that unit to declare the Faux Tank as a primary target. Faux Tank has a speed of 3/5. This may not be purchased more than 4 times.
Booby Trapped Building	2	Select one building. It is now booby trapped and can be detonated either remotely or by pressure sensors.
OpFor		
Landmines	1	Deploy 2 Vibromines. Only 4 sets are available. For each mine pair, one must be deployed adjacent to the other.

BATTLE GRIT TABLE - Pt 1

FACTION/ ITEM	COST	DESCRIPTION
Mercenaries		
Close Call	2	Reroll a single Gunnery or Piloting roll. Cannot be stacked.
Diva Taunt	3	Diva taunts an enemy unit, that unit is forced to move towards and attack Diva. That mech may not declare any other units as a primary target this turn.
Focus Fire	3	Talon may designate an OpFor unit as a priority target. All units which declare the priority target as their priority target receive +1 Gunnery this turn. This ability may only be used once per turn.
Berserk	2	Valravn gets +2 to Physical Attack rolls. If the Marauders won initiative, Valravn is counted as a Light Mech in the turn order. This ability may only be used once per turn and may not be stacked with any other bonuses.
Enhanced Missile Guidance	2	Add +1 to the To Hit roll for a single missile salvo. Cannot be stacked.



BATTLE GRIT TABLE - Pt 2

FACTION/ ITEM	COST	DESCRIPTION
OpFor		
Hit and Run	3	Select a unit. That unit may fire BEFORE it declares movement.
Derpie Urbie	2	Urbanmech gets +1 movement to Jump. Make a piloting roll. If the piloting roll fails, the Urbanmech falls into the target hex.
Neutral		
Target Designation	2	Add +1 to a Targeting Roll. Cannot be stacked
Overdrive	3	A Unit gets +1 movement this turn. A Unit can only receive this modifier once per turn. Cannot be stacked.
Sandstorm	+2	A sandstorm picks up for one turn. This cannot be applied more than once per turn.



OBJECTIVE GRIT REWARD TABLE

OBJECTIVE	REWARD	SIDE
Lord Gideon Killed/ Captured	+5	Defender
Vehicle Destroyed	+3	Any
Vehicle Disabled	+4	Any
Mech Destroyed	+2	Any
Mech Disabled	+3	Any
Infantry Killed	+1	Attacker



EPISODE 10: REVELATIONS AND FIRE

RP GUIDE

Fresh from their first victory against the Yellow Masks, the Lord Commander is determined to not leave the Bellerophon system until the Yellow Masks are entirely wiped out. It is up to the players at this point whether they want to fight the remaining Yellow Masks at their home base immediately after repairs, or if they want to take time to sabotage their operation beforehand. If they opt to sabotage there are several different things they can do to make life difficult for the Yellow Masks, including posing as moonshiners to get into their base and plant explosives on ordinance, putting a rigged torpedo in their sewers, and screwing with their radar to make phantom blips show up. They may also discover an abandoned Hyperpulse Generator through their exploring.

If the players do not opt to sabotage the Yellow Masks, it is up to the GM how to appropriately make the battle session more difficult.

NEW ALLIES:

Name: "Lazarus"

Affiliation: Blacksky Company(contractured to Federated Suns)

A mechwarrrior that served with Mason Garrilac in the Eridani Light Horse, he received his name when he was stuck behind enemy lines and presumed, but managed to return months later.

After leaving the Eridani Light Horse, he was offered command of a lance with Blacksky Company, a mercenary unit contracted to the Federated Suns and serving Davion interests in the Rimward Periphery.

Hoping to learn what had happened to his former commanding officer, Lazarus was shocked to discover that Garrilac had been arrested following dishonorable conduct during the Zathran-Aquagean War. Before he could investigate the authenticity of this information, Garrilac was reported dead and Blacksky Company had a new assignment: Track Pirates back to their secret base; Pirates that went by the name "The Yellow Masks".

NEW FOES:

Name: Mother Superior

Affiliation: Yellow Masks

It is unknown when the woman known as Mother Superior took leadership of the Yellow Masks, but she has ruled it as with unquestioned authority, guided by "visions from the Star King".



Letting Go

Nicholai's blue eyes drift from the firelit celebration below to the horizon, instinctively searching for any signs of trouble. Finding none, he returns his attention to the small plank of wood in his hands and begins carving letters into its surface. "Sorry guys. It wasn't supposed to go down like this," he says to the desolate surroundings. "We gave a good showing, though."

The evening breeze carries the pleasant smell of cooking smoke and the sounds of revelry from the camp to the mesa overlooking the compound. Just as the others find solace in sharing time with their friends, so does Nicholai.

"You'll never guess who rescued me from those freaks." He pauses as if waiting for an answer, but the only sound is the knife cutting away slivers. "Major Garrilac."

Nicholai allows that to sink in before continuing. "But he looks like ***. Lost an eye, and now he's calling himself Lord Commander. I used to respect him, but he's a shadow of his former self."

Nicholai turns his head toward a piece of wood with the word "Brick" etched into its surface, one of two planks already staked into the barren ground. "I don't think you ever met him, but you'd have liked him back in the day. The Major was a man of unquestionable honor, and we would have followed him into the jaws of death itself. Hell, he even gave me my callsign."

He returns his attention to his work, focusing on the curves of the letters. "I was labeled KIA after people saw my mech explode, but months later I managed to limp back across friendly lines. You should have seen the look on the Major's face. He changed my callsign then and there. 'Lazarus' is way better than the old one," Nicholai laughs, but the laughter quickly fades. "I guess I never told you what my first callsign was."

"But now, looking into his eyes... well... eye I guess. I'm not sure I can even trust him. He was all smiles and camaraderie at our unexpected reunion, but still."

"The mercs are a strange lot. Considering their current leadership, I can't help but wonder what their true intentions are. They seem loyal enough to the 'Lord Commander'", Nicholai interrupts his work to produce finger quotes, "but I wonder how faithful they'd be if they knew what happened back on Zathras. He was the Minister of Defense when that *** went down..."

"Now that I think about it, these are the same guys that are accused of blowing up that dam on Hastur II and killing countless civilians just to bust him out of Lockdown. Hell, Zathras might be what attracted them to him. I didn't want to believe it, but it could be true."

"Of course, they could just be unwitting pawns in the hands of a madman," Nicholai lets out an exasperated sigh. "I was hoping to get away from this crap, but even in the ass end of space it's still the same ***."

He pauses, turning his gaze to the crystal clear night sky. After three weeks in captivity with those Yellow Mask psychopaths, the stars look like sparkling jewels rather than war-torn objectives.

Nicholai takes a deep lungful of the cool night air and lets it out slowly, then shrugs. "Tomorrow should shed some light on things. I'll just watch my back and see what happens."

He puts his knife to the side and inspects the piece of wood in his hands. "Well, that looks like crap," he says as he runs his fingers over the callsign carved roughly into the surface. Using a rock, Nicholai pounds the last of the planks into the ground next to the other two, then stands back to inspect his work.

Brick / Stiletto / Choke Point

"You deserve better, but that's the best I can do." He realizes the makeshift headstone will be buried by the sands soon enough, but he'll carry the memory of his fellow lance mates until his dying breath.

"Some burdens are never meant to be shed," he says, raising his flask to the cold night air, toasting the ghosts who will walk with him always. "See you on the other side." #



DEATH FROM ABOVE

SETTING

Bandapur, Ghorepani

Capellan Reaches, Periphery

June 17, 3023

"We will defend the Faith. To the Last. For the Star King!"

- Mother Superior Jocasta XVI, Supreme Commander of the Yellow Masks

Mason's Marauders are not waiting for a reprisal and are taking the fight to the Main Base of the Yellow Masks.

But the Yellow Masks are more than Pirates and Slavers, they are religious Fanatics.

Combat Scenario

Game Set-Up:

USE EPISODE 10 MAP FROM APPENDIX

Deployment:

The Marauders deploy from the South. The Yellow Masks deploy from the North.
The facility is 100 CF and also contains the Turret.

Special Rules:

If Lazarus is struck in a location containing a Medium Laser, roll for a crit. If the roll lands on a slot containing a medium laser, that laser is offline for one turn. When Blow the Radar Stations is purchased, the Jump Infantry Platoon is placed in a hex containing one of the radar stations.

Victory Conditions:

Defender wins a decisive victory if they destroy or disable 4 enemy mechs. Defender wins a marginal victory if they destroy or disable 2 enemy mechs. Attacker wins a Marginal Victory, if they destroy or disable Mother Superior's mech and Base is captured. Attacker wins a decisive victory if Base is captured and all Defender mechs are disabled or destroyed.

Attacker:

Yellow Masks

Mother Superior *Catapult*(4/4)
Brother Gregors *Vindicator*(4/5)
Commando(4/5)
**Manticore* #1(4/5)
**Manticore* #2(4/5)
Striker Light Tank #1(4/5)
Striker Light Tank #2(4/5)
Motorized Infantry Platoon(4/5)
AC/10 Turret(4/5)

Defender:

Mason's Marauders

Talon Dragon(3/5)
Valravn Griffin(4/4)
Beta Catapult(4/5)
Lazarus Firestarter(4/5)
Condor Heavy Tank(4/5)
Jump Infantry Platoon(SRM)(4/5)



PRE-BATTLE GRIT TABLE

FACTION/ ITEM	COST	DESCRIPTION
Mercenaries		
Unexploded Ordinance	+2	If Beta fires the Right Arm missile salvo he must make a piloting roll. If the roll is a failure, the Missile salvo automatically misses and that missile weapon is offline for one turn. This cannot be purchased if the jump jets have been repaired.
OpFor		
Forward the Faithful	3	Deploy a Manticore tank. This cannot be purchased more than twice.

BATTLE GRIT TABLE - Pt 1

FACTION/ ITEM	COST	DESCRIPTION
Mercenaries		
Electronic Warfare	2	When Beta is attacked, make a piloting roll. If successful, Beta is +1 to hit. If the roll fails, Beta gets +2 heat this turn.
Lead from the Front	2	If Lazarus moves this turn, there is a +2. penalty to hit him. Cannot be stacked.
Focus Fire	3	Talon may designate an OpFor unit as a priority target. All units which declare the priority target as their priority target receive +1 Gunnery this turn. This ability may only be used once per turn.
Berserk	2	Valravn gets +2 to Physical Attack rolls. If the Marauders won initiative, Valravn is counted as a Light Mech in the turn order. This ability may only be used once per turn and may not be stacked with any other bonuses.
Blow the Radar Stations	3	If this ability is spent, the Yellow Masks cannot call in an Airstrike. This ability may only be purchased once and only after turn 5.
Uprising	1	Generate two Rifle Infantry Platoons(6/6) within one hex of the facility. This can only be played after turn 5 and when a Mason's Marauders mech is within one hex of the facility. This can only be purchased once.



BATTLE GRIT TABLE - Pt 2

FACTION/ ITEM	COST	DESCRIPTION
OpFor		
Smoke Mine	1	Deploy one smoke mine. When a unit triggers the mine, it becomes a smoke hex. This cannot be purchased more than four times.
Fervent Devotion	3	When Mother Superior receives more than 5 damage I a single attack declaration, all other OpFor units get a +1 To Hit Bonus this turn. Cannot be stacked.
Airstrike	3	Select a target Hex. That hex is hit with an airstrike. This ability may only be used once per turn. This ability cannot be used if <i>Blow the Radar Stations</i> was used.
Faith is my Shield	3	You may reroll a critical roll
Neutral		
Hand of Fate	2	Reroll a single Gunnery or Piloting roll. Cannot be stacked.
Overdrive	3	A Unit gets +1 movement this turn. A Unit can only receive this modifier once per turn. Cannot be stacked.
Enhanced Missile Guidance	2	+1 to Missile Cluster roll.

OBJECTIVE GRIT REWARD TABLE

OBJECTIVE	REWARD	SIDE
Vehicle Destroyed	+3	Any
Vehicle Disabled	+2	Any
Mech Destroyed	+3	Any
Mech Disabled	+4	Any
Infantry Killed	+1	Any



EPISODE 11: REVELATIONS AND FIRE

RP GUIDE

The role-playing session of episode 11 on the show was largely dividing salvage amongst the Marauders and their new friend Lazarus. Beyond that there was a decision made to take a contract that would help Talon get out from under the thumb of the “benefactor.” The contract is to support House Davion on the planet Bromhead in a fight against the Taurian Concordat. What makes this interesting for Talon is that the Taurians are being backed by House Kurita, with the Kuritans being led by Tai-I Okata. Okata is the person responsible for framing Talon for an incident that was not his fault, an getting information out of Okata could clear Talon’s name and remove the threat of the “benefactor’s” blackmail.

Location: Bromhead

Employer: Federated Suns

Mission: Defensive Campaign

Command: Liaison

Overhead: 50%

Transport: 0%

Support: 35%

Salvage: 10%

Duration: 1 Month

Pay: 430,000

Grit Bonus: 1D6*10

Additional Terms: None

NEW ALLIES:

None

NEW FOES:

Name: Tai-i Torvald Okada

Callsign: Fenrir

Affiliation: Draconis Combine

Born into a family that has served the Combine since before the Battlemech, Okada has always prided himself on his abilities as a warrior and a leader. As a student in Sun Zhang Mechwarrior Academy, he began a rivalry with fellow student Cameron Coyne.

After graduating and serving the standard nine month assignment in the Sun Zhang Academy Cadre, Okada joined the Galedon Regulars in the same company as his rival Coyne. Okada competed with Coyne for the position of Chu-i, when it was announced that one of the lance commanders was being reassigned to more noteworthy unit. Okada appeared to be on track to win the position when Coyne,

returning from a leave of absence, was granted the position. Okada’s performance did allow him to earn the spot as Coyne’s second in command.

Frustrated that Coyne’s sudden return to duty had delayed his career advancement, Okada used every opportunity to undermine his rival and lance commander. The culmination of Okada’s efforts was Coyne’s reassignment to much despised 2nd Legion of Vega (“The Pillagers”) in early 3019. Then Okada shocked his superiors (and the Bureau of Substitution) when he asked for assignment to the 2nd Legion as a Chu-i, instead of taking the now-open slot in the Galedon Regulars.

Okada managed to get assigned as a Chu-i in the same Company as his rival Coyne. The rivalry between the two commanders would eventually extend to their lances and impact the overall performance of the 2nd Legion of Vega during the Fourth Battle of Harrow’s Sun in 3020. While Okada boasted of killing Ross Mckinnon, commander of the Mckinnon’s Raiders Special Operations Company of the 7th Crucis Lancers, Coyne pointed out that killing Mckinnon had restored the broken Davion morale. Okada, a student of traditional Kurita military doctrine, criticized his Coyne for failing to capture Ross’s son Ian, who was organizing the remnants of the Davion forces into a formidable resistance. During the fighting, there was an incident in which many pro-kurita civilians (and a noble) were killed.

The disagreement in tactics between Coyne and Okada created a tactical vacuum that allowed Ian Mckinnon to hold out until Davion reinforcements arrived, and forced the Legion of Vega to withdraw in disgrace.

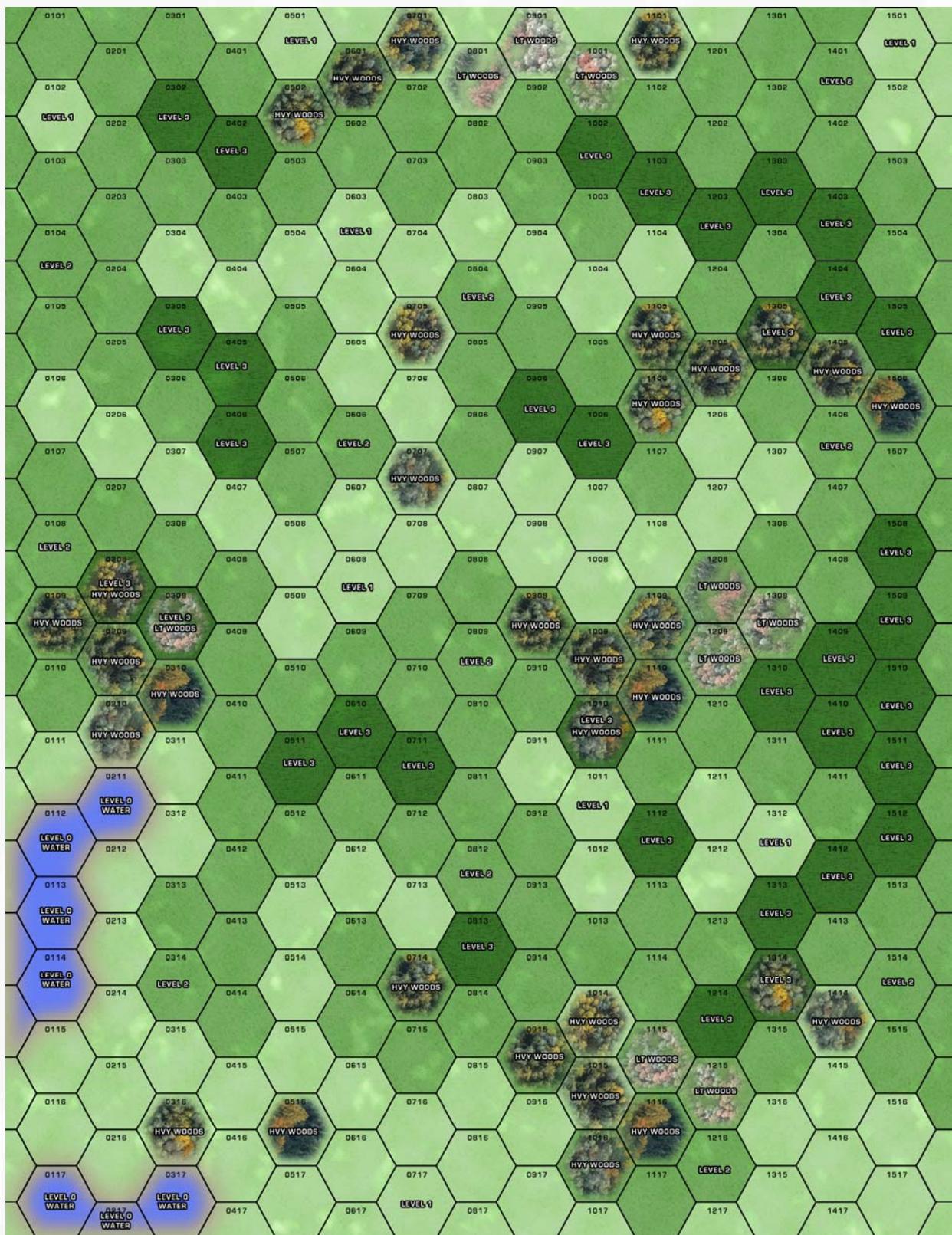
Afterwards, Okada testified against Coyne at the Court Martial. Coyne was demoted to Talon Sergeant. Convincing others that he had engineered Coyne’s fall, Okada gained enough influence in the Legion of Vega to back the plans by Coyne’s subordinates to remove Coyne from the Legion entirely.

Okada was promoted to Tai-i and given permission to form a detached Company out of those in the Legion of Vega



who were deemed by DCMS High Command to merit consideration to be reassigned to a more respected unit. The Company would serve in less reputable assignments, defending Kurita interests in the Rimward Periphery, alongside less trusted Mercenaries.

After a brief stint in the Aurigan Coalition in early 3021, Okada was assigned to the Taurian Concordat to serve as Kurita Liaison and commander of a joint Kurita-Taurian company.





What is a Ronin?

In the Samurai tradition, a Ronin is a masterless warrior. In the modern Draconis Combine, those samurai who do not fight for the Dragon fall into the following categories:

- Traitors who take up arms against the Dragon by joining an enemy force, even a mercenary command.
- Gladiators on Solaris. While they are officially regarded with disdain and broadcast of Solaris matches is not legally permitted in most of the Combine, Solaris matches involving Combine warriors are often “leaked” to the public as a secret propaganda tactic.
- True Ronin. These are warriors who leave the service of the Combine officially, but serve the Combine by fighting its enemies, or simply refusing to fight against the Combine.

While True Ronin are considered the most honorable, modern True Ronin do not enjoy the secret support they had in the time of Urizen Kurita II. The process for a True Ronin to return to the Dragon's service is long, tedious, and handled on a case by case basis.

For a Ronin, Exile was self-imposed as they were only discharged from the DCMS. A Ronin could return to the DCMS, but unless they restored their honor, it would be under a pall of disgrace and constant surveillance.

The Order of Five Pillars maintains a list of all Ronin and whether or not they are in line with the Dictum Honorium, the Code of Conduct for the Draconis Combine. The higher one is on this list determines whether one is allowed to live in Combine space and return to the Draconis Combine Mustered Soldiery.

The lowest ranking Ronin on this list are known within O5P as “walking the Traitor's Tightrope”. Those on this lowest Ronin tier are strictly evaluated on a case by case basis, with joint input from the ISF. If a deeper review is required, the case may be submitted to the mysterious Assembly of the Grand Inquisitor. Decisions of the Grand Inquisitor are final and can only be overruled by the Coordinator.

No Ronin is informed of their rank on the list, but all are aware that they are on it.

- *The Ronin Mechwarrior*(attachment),Zathran Intelligence Dossier Memo #2 “Cameron Coyne”,Operation L.C.K.E.A. Documents, Imperial Zathran Archives, April 3027

SETTING

0930 hours(local time)

Bromhead, Federated Suns

December 19, 3023

“They sent you on a suicide mission.”

Tai-i Torvald Okada, 2nd Legion of Vega

Commanded by Kurita Officers, the Taurians are harassing the Davion world of Bromhead. House Davion has hired the Marauders to put an end to the Taurian incursions.

Combat Scenario

Game Set-Up:

USE EPISODE 11 MAP FROM APPENDIX

Deployment:

Marauders deploy from the Southern Edge. Okada deploys from the Northern Edge. Place vibromines on the map where indicated.

Special Rules:

If Lazarus is struck in a location containing a Medium Laser, roll for a crit. If the roll result is a slot containing a medium laser, that laser is offline for one turn. Otherwise, there is no effect.

Beta may equip Fragmentation rounds if there are any left.

Reinforcements for Attacker deploy from the Western Edge after Turn 6.

Victory Conditions:

Attacker wins a decisive victory if Talon is killed and two or more Defender mechs are disabled or destroyed (Talon's Dragon can count towards this). Attacker wins a marginal victory if two or more Defender mechs, neither of which is Talon's Dragon are disabled or destroyed. Defender wins a marginal victory if Attacker withdraws. Defender wins a decisive victory if Okada is killed or captured.

Attacker:

Joint Draconis Combine-Taurian Concordat Task Force

Tai-i Torvald "Fenrir" Okada DRN-1N Dragon(3/5)

AWS-8Q Awesome(4/5)

BJ-1 Blackjack(4/5)

Hunter Support Tank(4/5)*

Hunter Support Tank(4/5)*

Vedette Medium Tank(4/5)

Von Luckner Heavy Tank(4/5)

Motorized Infantry Platoon #1(4/5)

Motorized Infantry Platoon #2(4/5)

*- Reinforcements

Defender:

Mason's Marauders(under contract for Federated Suns)

Talon DRG-1N Dragon(3/5)

Valravn GRN-1S Griffin "Koschei"(4/4)

Lazarus Firestarter(4/5)

Beta CLPT-C1 Catapult "Occam's Missile"(4/5)

Condor Hover Tank "Whim of the Wind"(4/5)

Jump Infantry Platoon(SRM)(4/5)*



PRE-BATTLE GRIT TABLE

FACTION/ ITEM	COST	DESCRIPTION
Mercenaries		
Unexploded Ordinance	+2	If Beta fires the Right Arm missile salvo he must make a piloting roll. If the roll is a failure, the Missile salvo automatically misses and that missile weapon is offline for one turn. This cannot be purchased if the jump jets have been repaired.

BATTLE GRIT TABLE

FACTION/ ITEM	COST	DESCRIPTION
Mercenaries		
Electronic Warfare	2	When Beta is attacked, make a piloting roll. If successful, Beta is +1 to
Lead from the Front	2	If Lazarus moves this turn, there is a +2. penalty to hit him. Cannot be stacked.
Focus Fire	3	Talon may designate an OpFor unit as a priority target. All units which declare the priority target as their priority target receive +1 Gunnery this turn. This ability may only be used once per turn.
Berserk	2	Valravn gets +2 to Physical Attack rolls. If the Marauders won initiative, Valravn is counted as a Light Mech in the turn order. This ability may only be used once per turn and may not be stacked with any other bonuses.
Flare	1	Drop a flare on target hex. That hex is illuminated for the rest of play. This can only be purchased six times.
OpFor		
Luck	3	Reroll a single Gunnery or Piloting roll. Cannot be stacked.
Jujistdu	2	+1 to a Physical Attack Roll. This may only be applied to a Mech. Cannot be stacked.
laido	3	Reroll Initiative. This may only be used once per turn.
Neutral		
Drone Logging	+1	Select a Woods Hex. If the Hex is Heavy Woods, it is now Light Woods. If it is Light Woods, it is now Rough Ground. This may be used no more than twice per turn.
Overdrive	3	A Unit gets +1 movement this turn. A Unit can only receive this modifi-
Target Designation	2	Add +1 to a Targeting Roll. Cannot be stacked.



OBJECTIVE GRIT REWARD TABLE

OBJECTIVE	REWARD	SIDE
Okada Killed/ Captured	+5	Defender
Talon Killed/ Captured	+5	Attacker
Vehicle Destroyed	+3	Any
Vehicle Disabled	+2	Any
Mech Destroyed	+3	Any
Mech Disabled	+4	Any
Infantry Killed	+1	Any





EPISODE 12: GHOSTS OF THE PAST

RP GUIDE

After defeating the Taurians and Kuritans and clearing Talons name the Marauders take a contract for garrison duty in a tropical area on a planet. They are expecting a milk run when they are surprised by the arrival of a Bounty Hunter by the name of Geist, who is looking for Beta...

Location: Kern

Employer: Kern(Independent Periphery)

Mission: Garrison

Command: Independent

Overhead: 0%

Transport: 100%

Support: 50%

Salvage: 25%

Duration: 3 Months

Pay: 2,500,000 Million C-Bills

Grit Bonus: 1D6*5

Additional Terms: None

NEW ALLIES:

None

FOES:

Name: Geist

Affiliation: The Darkstars

Geist is the commander of The Darkstars, a ruthless band of Bounty Hunters which have been known to track targets across the entire Periphery in pursuit of a high bounties. While not as well known as The Bounty Hunter, the Darkstars are the bane of the Rimward Periphery responsible for over 45 Kills and Captures, including 17 Heads of State.

The identity of Geist is unknown, but most assume that he is a disgraced Inner Sphere noble.

Geist is known to cover his face in public, as a subtle means to avoid identification. Geist is also known for choosing reputation over profit, and is currently pursuing a bounty against Jerome Didier.

Who could Geist be? Who could possibly be instantly recognizable other than Kerensky himself? Diva says she'll check Inner Sphere family trees for missing members once we hit planetside. This guy is not a ghost. If Lord Commander doesn't put a bullet in his head, I will. - S #





Joining Forces

Nicholai's tall, athletic silhouette emerges from the remains of a hangar bay. He wrinkles his nose slightly at the acrid stench of scorched tarmac and fuel still lingering in the air. Though the husks of the destroyed fuel tanks were cleared away shortly after the firefight, the scars of battle still remain. Years of experience have taught him that the results of their actions will dwell on this planet long after the mercenaries have left it behind.

The slight crow's feet at the corners of his eyes deepen as he squints at the brightness of the noonday sun. Making his way toward the newly arrived ship sitting 200 meters away from the Yellow Mask's dropship, his casual swagger belies his honed state of awareness. Giving any potential enemies the impression that he's just another cocksure mechpilot out for a stroll has its own tactical advantages.

As his eyes adjust, the easily recognizable Leopard Class Dropships come into view. Angular and blocky, most regard the brick-like ship as archaic and ugly. Nicholai, on the other hand, holds a deep appreciation for the straightforward and effective design.

The familiar sight of the criss-crossed lightning bolts on a black background, the symbol of Blacksky Company, give him both a sense of comfort and remorse. The loss of his lancemates is a wound that won't heal anytime soon, and their memories will always be with him.

"Captain Bryant," Lazarus gives a quick salute to the petite uniformed woman standing near the loading ramp. Raising his voice to be heard over the din of the salvage operations, he hands her a thick manilla envelope as they walk up into the ship. "The sitrep should have most of the details you're interested in."

"And the rest?" she asks, arching her eyebrow knowingly. After working together for years, she is well-accustomed to Nicholai's methods.

"I didn't want to write it down in case someone here let curiosity get the better of them. Garrillac claims he and his men are being manipulated by some unknown party. Like us, they're interested in uncovering who is pulling the strings out here. They plan on following up some leads on the 'Star King' and, with your permission, I'd like to join up with them."

"Why's that?" Bryant asks, thumbing through the thick stack of reports contained in the envelope. As usual everything seems to be in order, the perfect report the higher ups love to see - neat and complete. But as anyone who has ever worked with special ops is well aware, missions are rarely so cut and dry.

"I believe the Marauders are in fact being used by the people we're interested in. If I work with them directly, it might shed more light on the situation. While I'm doing that, I figure Blacksky Company can take credit for this," Lazarus hitches a thumb over his shoulder indicating the ruined base. "And maybe draw our target out of the shadows."

"You mentioned their tactics are sloppy," she says, an almost motherly worry behind her eyes.

"Two of Garrillac's mercs concern me," he nods. "We had an awesome plan, which even survived first contact with the enemy. But then Valravn and Talon peeled off to engage the enemy leader like they have some sort of death wish. It was dumb luck they survived."

"What else do you need?"



"First, I want to find out who the man in that transmission was since he was the one giving the Yellow Masks their orders. Then I'd like a background check on the Major's mechwarrriors, starting with Diva."

"Why her?"

"I don't like her. Maybe her goofball act is just a cry for attention, but Garrilac held her in reserve to 'guard the base'. Sure her Orion was pretty beat up, but I picked up on a weird vibe there. Since she was on Solaris, she should be easy enough to research."

"Anything else?"

"I threw away some of our salvage rights in a card game, figure it lets them feel superior and earns a little goodwill. They offered us 25% of the salvage which was more than fair considering they saved me from the fanatics, and I only brought a light mech to the table."

Bryant wears a look of slight annoyance at the prospect of losing salvage to a group of mercs, but Nicholai holds up his hand.

"Plus it doesn't look like they're at all interested in the derelict Hyper Pulse Generator station. Comstar might pay for the location or we might pull that Star League era fusion decay battery out ourselves. That should be worth something."

A grunt arrives and salutes both Nicholai and the Captain. He hands her a small, non-descript black military duffle before hurrying away.

"Quite the little rabbit hole you've fallen down this time, Shilwulf," Bryant says handing him the bag. "Here are the items you requested. Be safe and come back to us."

A mischievous smile spreads across Nicholai's face. "I always do... I'm Lazarus."

SETTING

Gore Fishing Village

Outside Gore City

Kern

Periphery(Capellan Reach)

December 20, 3023

"Surrender is an option. It's dead or alive Beta."

- Geist, Commander of The Darkstars

Beta is pursued by a bounty hunter who threatens the safety of the Marauders. Geist, the masked mercenary is intent on his payday and the outcome of the conflict is not guaranteed.

Combat Scenario

Game Set-Up:

USE EPISODE 12 MAP FROM APPENDIX

Deployment:

The Darkstars deploy from the North. The Kern Militia (Foot Infantry) may be deployed on any hex adjacent to and including the facility. Mason's Marauders deploy from the South.

Special Rules:

If Lazarus is struck in a location containing a Medium Laser, roll for a crit. If the roll lands on a slot containing a medium laser, that laser is offline for one turn. Beta may equip Fragmentation rounds if there are any left.

Orion may be equipped with the Beta System.

Laurent cannot use the Beta System.

Lavelle's Survey ability cannot be used before this battle.

Lava has spilled into hexes indicated on the map.

All Non-Infantry units have -2 Jump MP.

Victory Conditions:

Attacker wins a decisive victory if at least two Mechs(including Beta) are disabled or destroyed. Attacker wins a marginal victory if Beta is killed. Defender wins a decisive victory if all enemy mechs are disabled or destroyed. Defender wins a marginal victory if Geist is killed.

Attacker:

Darkstars

Geist AS7-D Atlas (3/4)

Vindicator(4/4)

Centurion(4/4)

CDC-3C Cicada(4/4)

Defender:

Mason's Marauders

Talon DRG-1N Dragon(3/5)

Valravn GRN-1S Griffin "Koschei"(4/4)

Lazarus Firestarter(4/5)

Beta Orion "Modern Tragedy"(3/6)

Laurent CLPT-C1 Catapult "Occam's Missile"(6/7)

Condor Hover Tank "Whim of the Wind"(4/5)

Jump Infantry Platoon(SRM)(4/5)

Foot Infantry Platoon(Rifle) #1(6/6)

Foot Infantry Platoon(Rifle) #2(6/6)



PRE-BATTLE GRIT TABLE

FACTION/ ITEM	COST	DESCRIPTION
Mercenaries		
Unexploded Ordinance	+2	If Beta fires the Right Arm missile salvo he must make a piloting roll. If the roll is a failure, the Missile salvo automatically misses and that missile weapon is offline for one turn. This cannot be purchased if the jump jets have been repaired.
Fortified Positions	3	The oil derrick at hex 0803 is upgraded from 15 to 35 CF
Rigged Coolant	3	Select a Mech. That mech is gets -5 heat. This can only be applied to one mech.

BATTLE GRIT TABLE

FACTION/ ITEM	COST	DESCRIPTION
Mercenaries		
Close Call	3	Reroll a single Gunnery or Piloting roll. Cannot be stacked.
Lead from the Front	2	If Lazarus moves this turn, there is a +2. penalty to hit him. Cannot be stacked.
Focus Fire	3	Talon may designate an OpFor unit as a priority target. All units which declare the priority target as their priority target receive +1 Gunnery this turn. This ability may only be used once per turn.
Berserk	2	Valravn gets +2 to Physical Attack rolls. If the Marauders won initiative, Valravn is counted as a Light Mech in the turn order. This ability may only be used once per turn and may not be stacked with any other bonuses.
OpFor		
Shadowy Maneuver	3	Reroll a single Piloting roll. Cannot be stacked.
Hand of Fate	3	Reroll a single Gunnery roll. Cannot be stacked.
Fearsome Visage	4	Any Defender attacks not directed at the Atlas receive a -1 penalty to hit this turn. This may only be used once per turn.
Neutral		
Quake	+2	All Non-Infantry units must make a piloting roll.
Overdrive	3	A Unit gets +1 movement this turn. A Unit can only receive this modifier once per turn. Cannot be stacked.
Geothermal Surge	+4	All units generate a penalty of a heat this turn, with x being 5-hexes moved and only when hexes moved is more than 5.



OBJECTIVE GRIT REWARD TABLE

OBJECTIVE	REWARD	SIDE
Geist Killed/ Captured	+5	Defender
Beta Killed/ Captured	+5	Attacker
Vehicle Destroyed	+3	Any
Vehicle Disabled	+2	Any
Mech Destroyed	+3	Any
Mech Disabled	+4	Any
Infantry Killed	+1	Any





AFTER-ACTION REPORT

“It is the 31 Century, and mankind is once again, at war. The battlefields of the future are dominated by huge, robotic war machines known as Battlemechs. Piloting these awesome weapons of war, are men and women, the elite of the elite, knowing each battle could be there last. They are mechwarriors.”

It was those words that were my formal invitation into the BattleTech universe, *Mechwarrior 3* by Microprose. Whether you join from the Tabletop, the Collectable Card Game, the Computer Games, the Mechwarrior Pods, or even the Death From Above broadcast on HyperRPG, any newcomer to BattleTech is immediately aware of its scope.

As Douglas Adams once wrote “Space is Big”. In terms of players that leaves plenty of room to tell stories. From games, novels, fanfiction, and roleplaying sessions around the world, means that after over three decades there are still stories that can be told. What makes BattleTech unique is that it is one of few that continues to do this without reboots or “reimaginings”.

This book (and its companion volumes) is an effort by those who care about BattleTech to offer their own ways of enriching an already rich narrative. Artists, Writers, Designers and more contribute content for BattleTech every single day in both official and unofficial capacities.

For those who have recently joined, I welcome you to one of the best kept secrets in gaming communities.

For those who left and have rejoined, welcome back, we missed you and your stories about how in YOUR day you had to spend 3 MP to go up a hill, on snow terrain, to get the one Gauss Rifle left on the planet.

I love being part of this community, and I hope that it continues to grow without losing its character.

This volume represents months of hard work of a team of writers and artists, who are also fans. Proud to have this work join the Fan-Produced Pantheon of BattleTech's GLOBAL COMMUNITY.

It was incredibly fun to take key elements from DFA and plug them even further into the BATTLETECH universe. You may have also noticed that while we provide everything you need play DFA at home(except miniatures and power tools), the scenarios stop at a key juncture.

This decision was made not only for a matter of scope, but because what better way to end the introduction to DFA, then to present its most important aspect: Perma-death. Characters killed in DFA do not come back to life. The Marauders are protagonists against forces that are trying to kill them, and sometimes those forces succeed.

I hope this volume provides a guide for those looking to try the DFA ruleset at home, and see how the Turn Order designed by HBS (Harebrained Schemes) impacts your game.

The current plan is to do these books for the entire run of Death From Above, so don't spend all your Grit, because you will need it to summon the guts to take on what comes next.

NO GUTS, NO GALAXY!

- Thomas “Aristocra” Bivens

The adventures of Mason's Marauders will continue in *DEATH FROM ABOVE: Operation L.C.K.E.A.*

WHOSE SIDE ARE YOU ON?#



APPENDIX A

Record Sheets

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Centurion CN9-A

Movement Points: **Walking:** 4 **Running:** 6
Tonnage: 50 **Tech Base:** Inner Sphere (Intro)
Era: TRD 3039 - Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Leg
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Medium Laser(R)	CT	3	5 [DE]	—	3	6	9
1	LRM 10	LT	4	1/Msl [M.C.S]	6	7	14	21
1	AC/10	RA	3	10 [DB,S]	—	5	10	15

BV: 945

WARRIOR DATA

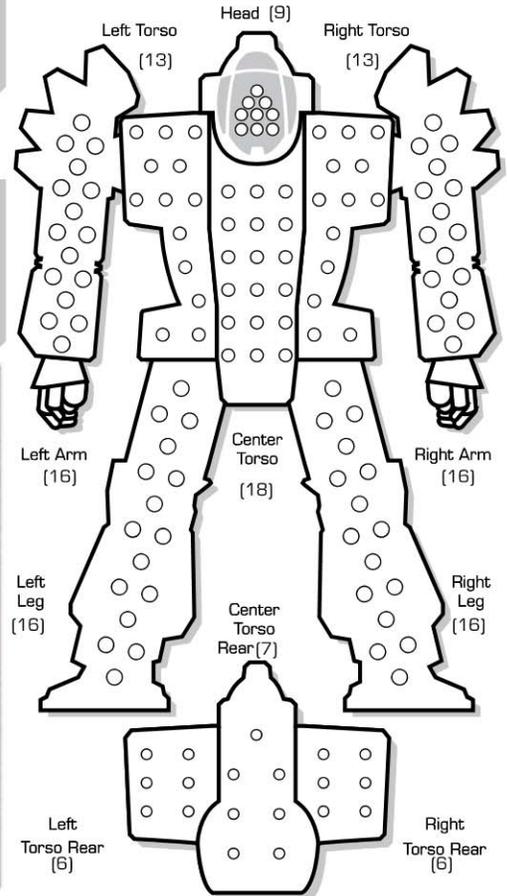
Name: _____

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

Left Torso

- 1. Heat Sink
- 2. LRM 10
- 3. LRM 10
- 1-3 4. Ammo (LRM 10) 12
- 5. Ammo (LRM 10) 12
- 6. Roll Again
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4-6 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. Roll Again
- 6. Roll Again

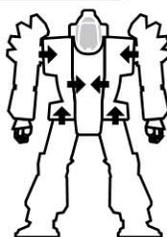
Head

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

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



Damage Transfer Diagram

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. AC/10
- 5. AC/10
- 6. AC/10
- 1. AC/10
- 2. AC/10
- 3. AC/10
- 4-6 4. AC/10
- 5. Roll Again
- 6. Roll Again

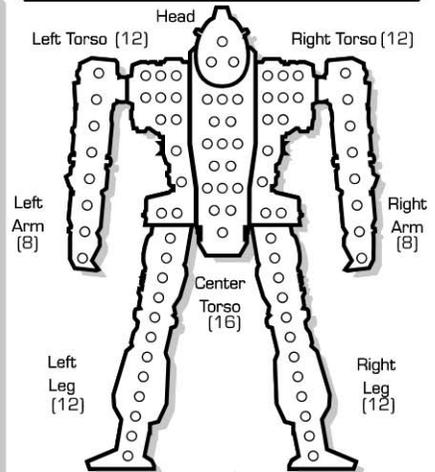
Right Torso

- 1. Heat Sink
- 2. Ammo (AC/10) 10
- 3. Ammo (AC/10) 10
- 1-3 4. Roll Again
- 5. Roll Again
- 6. Roll Again
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4-6 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. Roll Again
- 6. Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Griffin "Koschei" GRF-1S

Movement Points: **Tonnage:** 55
 Walking: 5 **Tech Base:** Inner Sphere
 Running: 8 (Advanced)
 Jumping: 5 **Era:** TRD 3039 - Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	9 [P]	-	3	7	10
2	Medium Laser	RA	3	5 [DE]	-	3	6	9

BV: 1,175

WARRIOR DATA

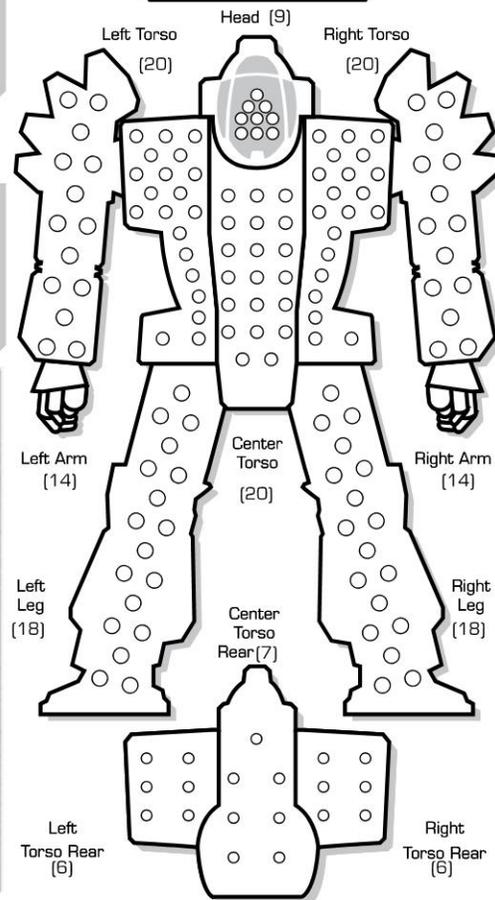
Name: _____

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Roll Again

4-6

Left Torso

- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

Center Torso

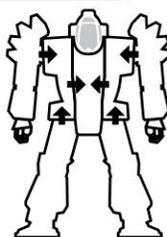
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Jump Jet
- Roll Again

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Medium Laser
- Medium Laser
- Large Pulse Laser
- Large Pulse Laser

4-6

Right Torso

- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

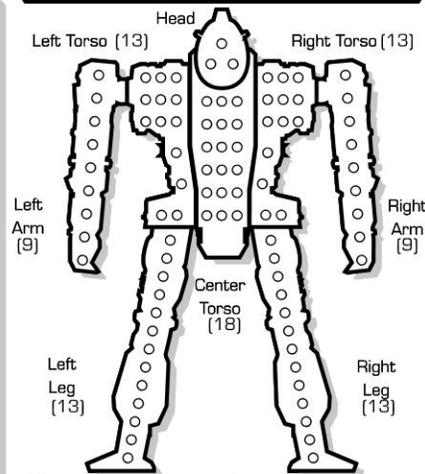
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	16 [16] Single
30	Shutdown	○○○○○○○○○○○○○○○○○○○○
28	Ammo Exp. avoid on 8+	○○○○○○○○○○○○○○○○○○○○
26	Shutdown, avoid on 10+	○○○○○○○○○○○○○○○○○○○○
25	-5 Movement Points	○○○○○○○○○○○○○○○○○○○○
24	+4 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
23	Ammo Exp. avoid on 6+	○○○○○○○○○○○○○○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○○○○○○○○○○○○○○
20	-4 Movement Points	○○○○○○○○○○○○○○○○○○○○
19	Ammo Exp. avoid on 4+	○○○○○○○○○○○○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○○○○

Heat Scale

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

BATTLETECH

Nose Damage Threshold (Total Armor) **14 (140)**

ARMOR DIAGRAM

Standard Scale



AERODYNE DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Leopard (2537)

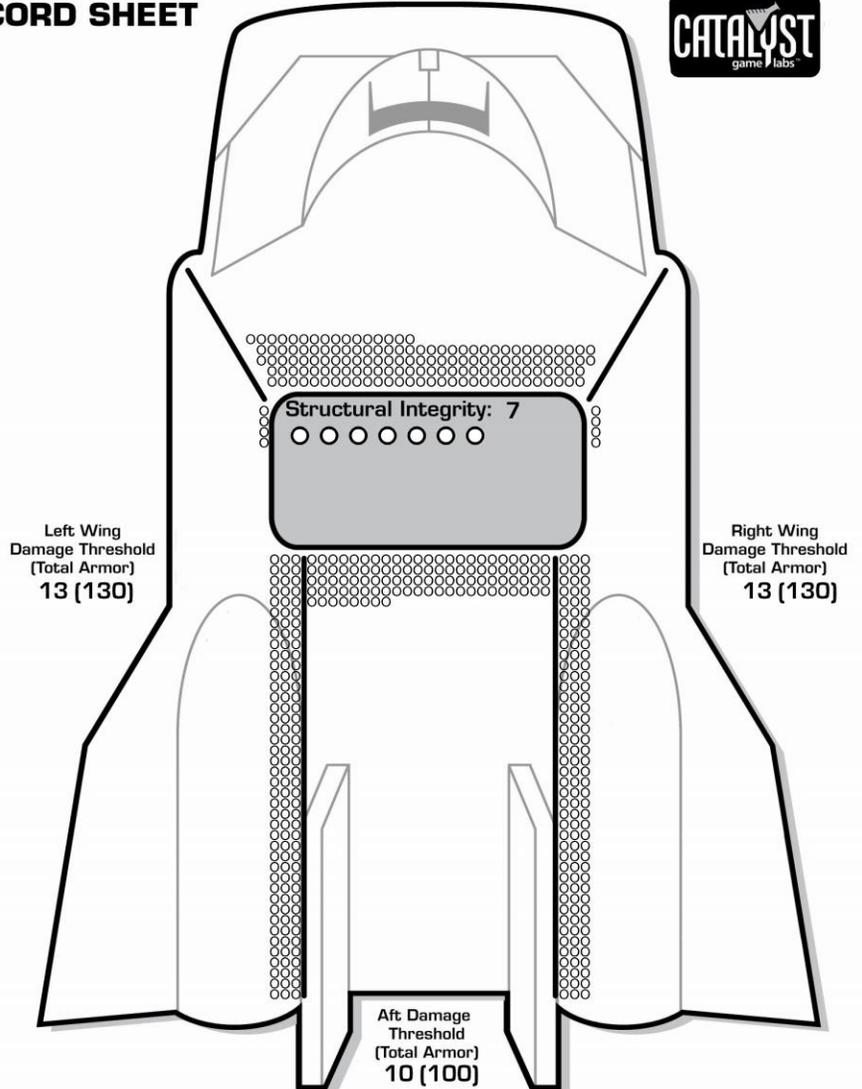
Name:
 Thrust:
 Safe Thrust: 4
 Maximum Thrust: 6
 Tonnage: 1,900
 Tech Base: Inner Sphere
 Era: TRO 3057r - Age of War

Weapons & Equipment Inventory

Standard Scale	Bay	Loc	Ht	(1-6)	(7-12)	(13-20)	(21-25)
				SRV	MRV	LRV	ERV
2	PPC	N	20	2 (20)	2 (20)	-	-
1	LRM 20	N	6	1 (12)	1 (12)	1 (12)	-
[12 rnds]							
3	Medium Laser	N	9	2 (15)	-	-	-
1	LRM 20	LW/RW	6	1 (12)	1 (12)	1 (12)	-
[12 rnds]							
2	Large Laser	LW/RW	19	2 (21)	2 (16)	-	-
1	Medium Laser	LW/RW					
1	Large Laser	A	14	2 (18)	1 (8)	-	-
2	Medium Laser	A					

Cargo:
 Bay 1: Mech (4 doors) - 4 units (4 doors)
 Bay 2: Aerospace Fighter Bay (2 doors) - 2 units (2 doors)
 Bay 3: Cargo Space (0 doors) - 34 tons

BV: 2,854 Fuel: 5,480



CREW DATA

Gunnery Skill: ___ Piloting Skill: ___

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

Crew: 21 Marines: 0
 Passengers: 0
 Other: 0 Battle Armor: 0
 Life Boats/Escape Pods: 0/2

CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5	
FCS	+2	+4	0	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	0	
Thrusters				Docking Collar	0	
Left	+1	+2	+3	0		
Right	+1	+2	+3	0		
Engine	-1	-2	-3	-4	-5	0

VELOCITY RECORD

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

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

HEAT DATA

Heat Sinks: 80 (80) Single

Heat Generation Per Arc

Nose:	35	Aft:	14
Left Wing:		Right Wing:	
Fwd:	25	Fwd:	25
Aft:	0	Aft:	0

BATTLETECH®

INFANTRY RECORD SHEET

	Clan Platoons Start Here ▼										Inner Sphere Jump Platoons Start Here																	
	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
Rifle Platoon	7	7	7	7	6	6	6	6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1
Machine Gun or Flamer Platoon	10	9	9	8	8	8	7	7	7	6	6	6	5	5	5	4	4	4	3	3	3	2	2	2	1	1	1	1
Laser or SRM Platoon	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1

	Clan Platoons Start Here ▼										Inner Sphere Jump Platoons Start Here																	
	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
Rifle Platoon	7	7	7	7	6	6	6	6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1
Machine Gun or Flamer Platoon	10	9	9	8	8	8	7	7	7	6	6	6	5	5	5	4	4	4	3	3	3	2	2	2	1	1	1	1
Laser or SRM Platoon	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1

	Clan Platoons Start Here ▼										Inner Sphere Jump Platoons Start Here																	
	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
Rifle Platoon	7	7	7	7	6	6	6	6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1
Machine Gun or Flamer Platoon	10	9	9	8	8	8	7	7	7	6	6	6	5	5	5	4	4	4	3	3	3	2	2	2	1	1	1	1
Laser or SRM Platoon	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1

	Clan Platoons Start Here ▼										Inner Sphere Jump Platoons Start Here																	
	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
Rifle Platoon	7	7	7	7	6	6	6	6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1
Machine Gun or Flamer Platoon	10	9	9	8	8	8	7	7	7	6	6	6	5	5	5	4	4	4	3	3	3	2	2	2	1	1	1	1
Laser or SRM Platoon	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1

	Clan Platoons Start Here ▼										Inner Sphere Jump Platoons Start Here																	
	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
Rifle Platoon	7	7	7	7	6	6	6	6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1
Machine Gun or Flamer Platoon	10	9	9	8	8	8	7	7	7	6	6	6	5	5	5	4	4	4	3	3	3	2	2	2	1	1	1	1
Laser or SRM Platoon	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1

LEG ATTACKS TABLE

Men in Platoon	Base To-Hit Number
28-22	4
21-16	7
15-10	10
9-5	12
4-1	No attack possible

SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location
2	Head
3	Rear Center Torso
4	Rear Right Torso
5	Front Right Torso
6	Right Arm
7	Front Center Torso
8	Left Arm
9	Front Left Torso
10	Rear Left Torso
11	Rear Center Torso
12	Head

INFANTRY RANGE MODIFIER TABLE

Weapon Type	To-Hit Modifier (Range in Hexes)						
	0	1	2	3	4	5	6
Rifle	-2	0	+2	—	—	—	—
MG	-2	0	+2	+4	—	—	—
Flamer	-1	0	+2	—	—	—	—
Laser	-2	0	+2	+4	—	—	—
SRM	-1	0	0	+2	+2	+4	+4

SWARM ATTACKS TABLE

Men in Platoon	Base To-Hit Number
28-22	7
21-16	10
15-1	No attack possible

BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: **Bulldog Medium Tank (Standard)**

Movement Points: **Tonnage:** 60
Cruising: 4 **Tech Base:** Inner Sphere
Flank: 6 (Intro)
Movement Type: Tracked **Era:** TRG 3039 - Succession Wars
Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	FR	2 [DB, AI]	-	1	2	3
1	Large Laser	TU	8 [DE]	-	5	10	15
2	SRM 4	TU	2/Msl [M.C.S.]	-	3	6	9

Ammo: [Machine Gun] 100, [SRM 4] 50

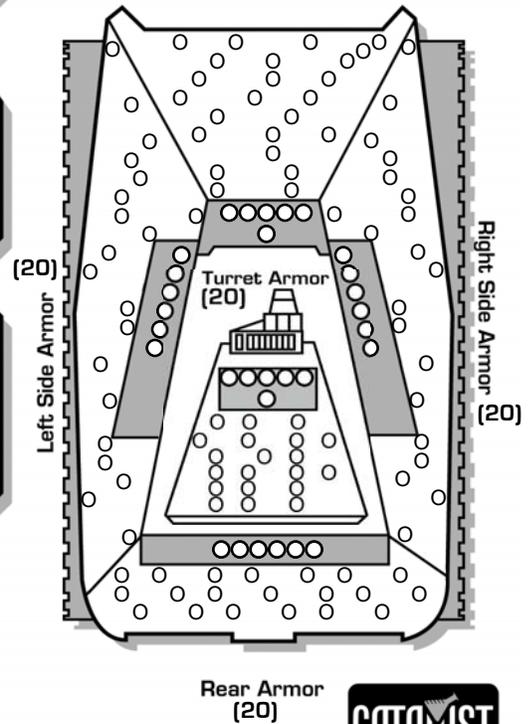
BV: 605

CREW DATA

Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
Commander Hit +1 **Driver Hit** +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked **Engine Hit**
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front **Left** **Right**
Rear **Turret**



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicle Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval +0
Hit from the sides	+2	Wheeled +2
		Hovercraft, Hydrofoil +3
		WICE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Condor Heavy Hover Tank (Standard)

Movement Points: **Tonnage:** 50
 Cruising: 8 **Tech Base:** Inner Sphere
 Flank: 12 (Intro)
Movement Type: Hover **Era:** TR0 3039 - Age of War
Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	FR	2 [DB,AI]	-	1	2	3
1	AC/5	TU	5 [DB,S]	3	6	12	18
2	Medium Laser	TU	5 [DE]	-	3	6	9

Ammo: [AC/5] 20, [Machine Gun] 100

BV: 653

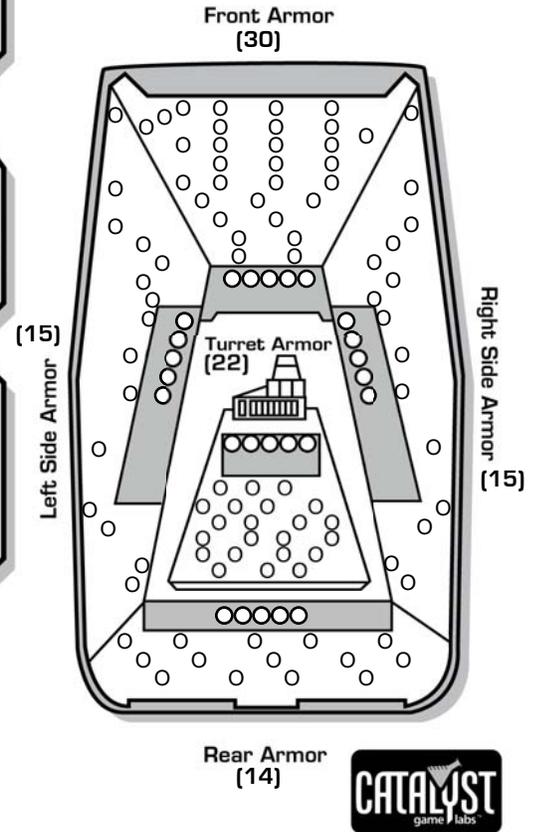
CREW DATA

Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits **+1** **+2** **+3** **D**
 Motive System Hits **+1** **+2** **+3**
 Stabilizers
 Front Left Right
 Rear Turret

ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicle Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
 §Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval +0
Hit from the sides	+2	Wheeled +2
		Hovercraft, Hydrofoil +3
		WICE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Coolant Truck 135-K

Movement Points: **Tonnage:** 30
Cruising: 4 **Tech Base:** Inner Sphere
Flank: 6 (Intro)
Movement Type: Wheeled **Era:** TR0 3039 - Star League
Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Vehicle Flamer	TU	2	-	1	2	3
[DE,H,A]							

Insulated Cargo Space (1 doors) - 4,920 tons (1 door)

Ammo: [Flamer] 40

BV: 321

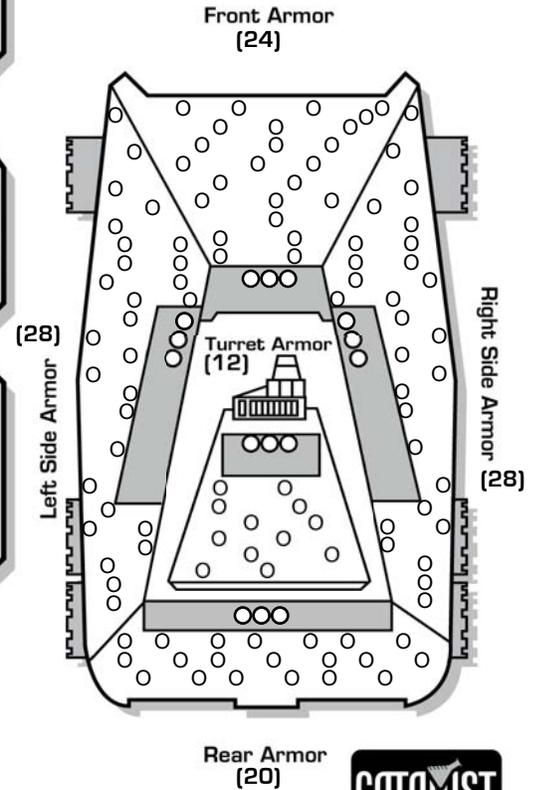
CREW DATA

Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
Commander Hit +1 **Driver Hit** +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked **Engine Hit**
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front **Left** **Right**
Rear **Turret**

ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicle Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval +0
Hit from the sides	+2	Wheeled +2
		Hovercraft, Hydrofoil +3
		WICE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Drillson Heavy Hover Tank (Standard)

Movement Points: **Tonnage:** 50
 Cruising: 9 **Tech Base:** Inner Sphere
 Flank: 14 (Intro)
Movement Type: Hover **Era:** TRQ 3039 - Succession Wars
Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 10	FR	1/Msl [M,C,S]	6	7	14	21
2	Machine Gun	FR	2 [DB,AI]	-	1	2	3
1	Large Laser	TU	8 [DE]	-	5	10	15
2	SRM 2	TU	2/Msl [M,C,S]	-	3	6	9

Ammo: [Machine Gun] 100, [SRM 2] 50, [LRM 10] 12

BV: 949

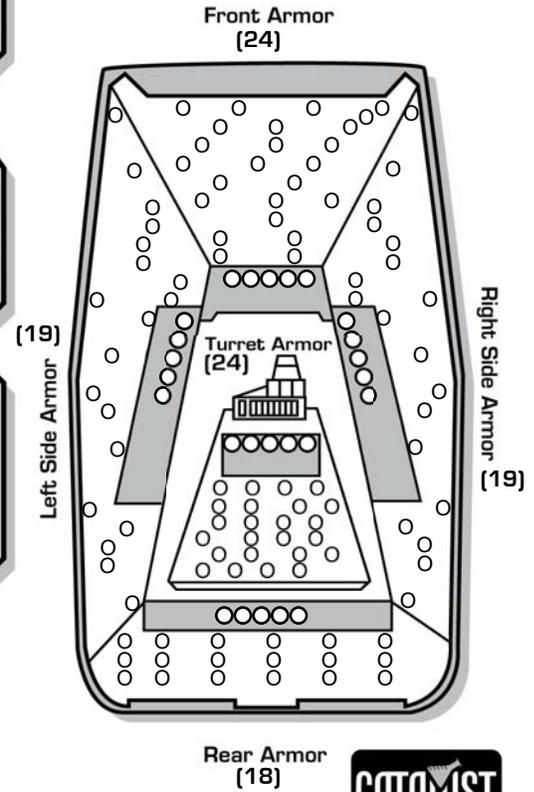
CREW DATA

Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits **+1** **+2** **+3** **D**
 Motive System Hits **+1** **+2** **+3**
 Stabilizers
 Front Left Right
 Rear Turret

ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicle Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
 §Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WICE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: **Goblin Medium Tank (Standard)**

Movement Points: **Tonnage:** 45
Cruising: 4 **Tech Base:** Inner Sphere
Flank: 6 (Intro)
Movement Type: Tracked **Era:** TR0 3039 - Age of War
Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	FR	2 [DB, AI]	-	1	2	3
1	Large Laser	TU	8 [DE]	-	5	10	15

Infantry Compartment (1 ton)

Ammo: (Machine Gun) 100

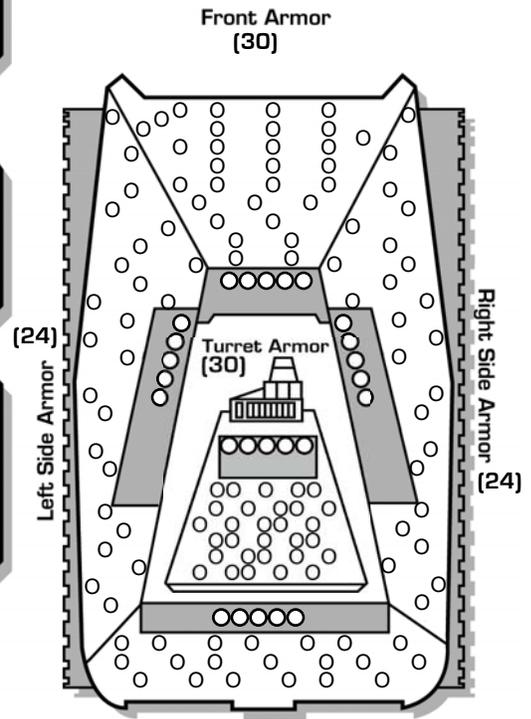
BV: 555

CREW DATA

Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
Commander Hit +1 **Driver Hit** +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front **Left** **Right**
Rear **Turret**



Rear Armor (20)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front †	Rear †	Side †
4	Front †	Rear †	Side †
5	Right Side †	Left Side †	Front †
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side †	Right Side †	Rear †
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval +0
Hit from the sides	+2	Wheeled +2
		Hovercraft, Hydrofoil +3
		WICE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Harasser Missile Platform (Standard)

Movement Points: **Tonnage:** 25
 Cruising: 10 **Tech Base:** Inner Sphere
 Flank: 15 (Intro)
Movement Type: Hover **Era:** TR0 3039 - Succession Wars
Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	SRM 6	TU	2/Msl	-	3	6	9
			[M,C,S]				

Ammo: [SRM 6] 30

BV: 413

CREW DATA

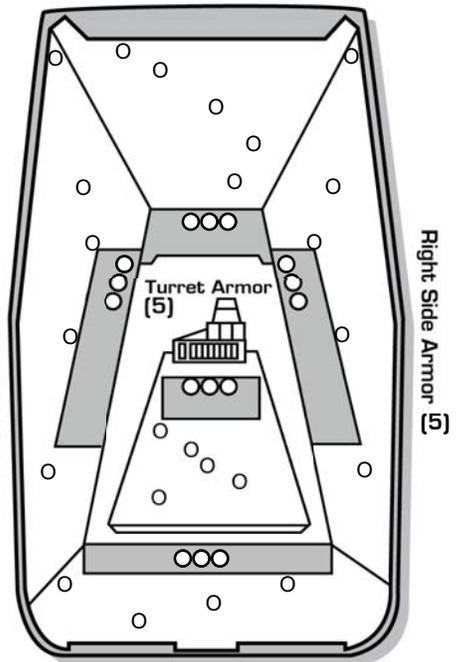
Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits **+1** **+2** **+3** **D**
 Motive System Hits **+1** **+2** **+3**
 Stabilizers
 Front Left Right
 Rear Turret

ARMOR DIAGRAM

Front Armor (5)



Rear Armor (4)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicle Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
 §Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval +0
Hit from the sides	+2	Wheeled +2
		Hovercraft, Hydrofoil +3
		WICE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, this is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: LRM Carrier (Standard)

Movement Points: **Tonnage:** 60
Cruising: 3 **Tech Base:** Inner Sphere
Flank: 5 (Intro)
Movement Type: Tracked **Era:** TR0 3039 - Age of War
Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
3	LRM 20	FR	1/Msl [M,C,S]	6	7	14	21

Ammo: [LRM 20] 24

BV: 833

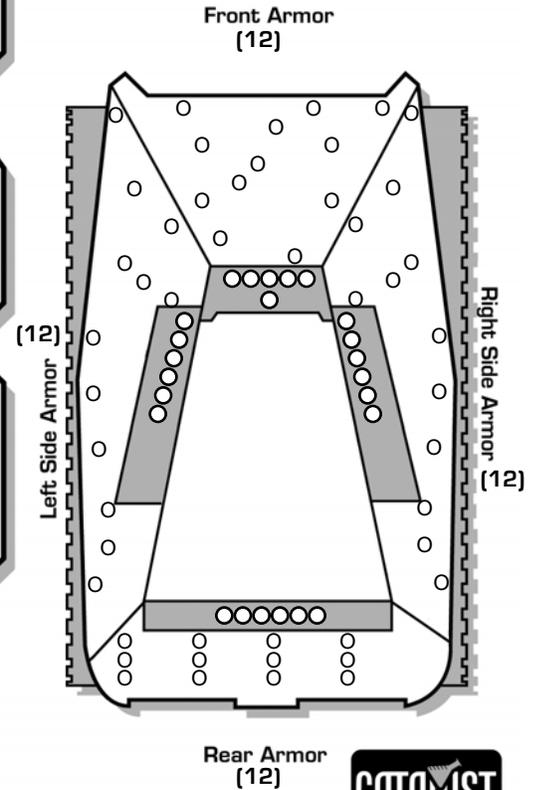
CREW DATA

Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
Commander Hit +1 **Driver Hit** +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked **Engine Hit**
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front **Left** **Right**
Rear

ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
 §Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval +0
Hit from the sides	+2	Wheeled +2
		Hovercraft, Hydrofoil +3
		WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Manticore Heavy Tank (Standard)

Movement Points: **Tonnage:** 60
Cruising: 4 **Tech Base:** Inner Sphere
Flank: 6 (Intro)
Movement Type: Tracked **Era:** TRD 3039 - Star League
Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Medium Laser	FR	5 [DE]	-	3	6	9
1	LRM 10	TU	1/Msl [M,C,S]	6	7	14	21
1	PPC	TU	10 [DE]	3	6	12	18
1	SRM 6	TU	2/Msl [M,C,S]	-	3	6	9

Ammo: [SRM 6] 15, [LRM 10] 12

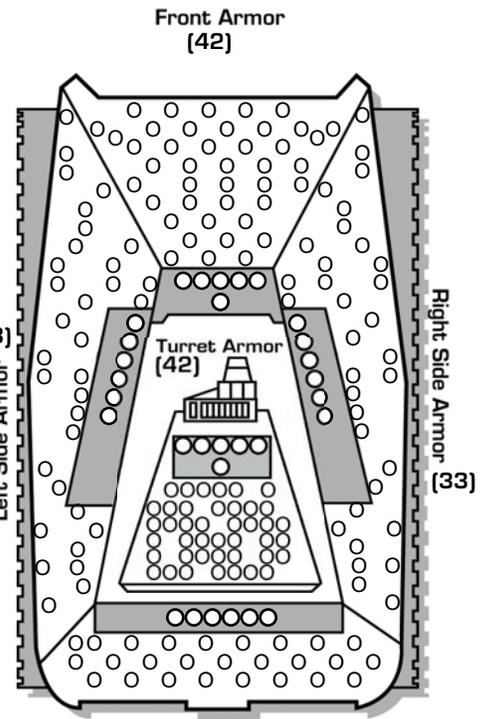
BV: 993

CREW DATA

Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
Commander Hit +1 **Driver Hit** +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front **Left** **Right**
Rear **Turret**



Rear Armor (26)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicle Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval +0
Hit from the sides	+2	Wheeled +2
		Hovercraft, Hydrofoil +3
		WICE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Maxim Heavy Hover Transport (Standard)

Movement Points: **Tonnage:** 50
 Cruising: 8 **Tech Base:** Inner Sphere
 Flank: 12 (Intro)
Movement Type: Hover **Era:** TRD 3039 - Star League
Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	LRM 5	FR	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	RS	2/Msl [M,C,S]	—	3	6	9
1	SRM 2	LS	2/Msl [M,C,S]	—	3	6	9
1	LRM 5	RR	1/Msl [M,C,S]	6	7	14	21
3	Machine Gun	TU	2 [DB,AI]	—	1	2	3
1	SRM 6	TU	2/Msl [M,C,S]	—	3	6	9

Infantry Compartment (3 tons)

Ammo: (Machine Gun) 200, (SRM 2) 50, (LRM 5) 24
 (SRM 6) 15

BV: 764

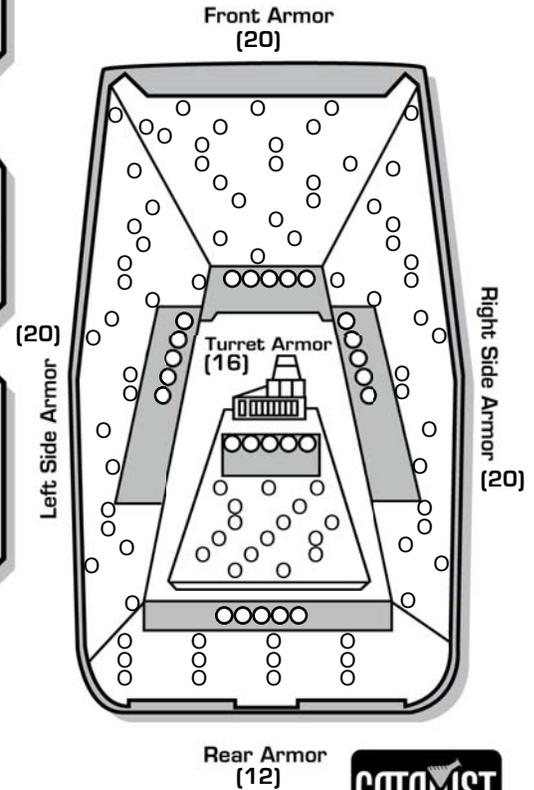
CREW DATA

Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits **+1** **+2** **+3** **D**
 Motive System Hits **+1** **+2** **+3**
 Stabilizers
 Front Left Right
 Rear Turret

ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicle Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
 §Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval +0
Hit from the sides	+2	Wheeled +2
		Hovercraft, Hydrofoil +3
		WICE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Partisan Heavy Tank (Standard)

Movement Points: **Tonnage:** 80
Cruising: 3 **Tech Base:** Inner Sphere
Flank: 5 (Intro)
Movement Type: Tracked **Era:** TRG 3039 - Succession Wars
Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Machine Gun	FR	2 [DB,AI]	-	1	2	3
4	AC/5	TU	5 [DB,S]	3	6	12	18

Ammo: [Machine Gun] 100, [AC/5] 40

BV: 673

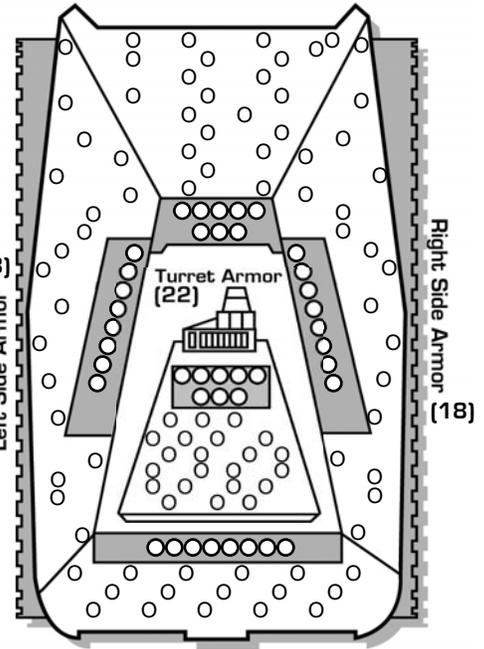
CREW DATA

Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
Commander Hit +1 **Driver Hit** +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked **Engine Hit**
Sensor Hits +1 +2 +3 **D**
Motive System Hits +1 +2 +3
Stabilizers
Front **Left** **Right**
Rear **Turret**

(18)



Rear Armor (16)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicle Hit Location Table may inflict a critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:

Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WICE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Scimitar Medium Hover Tank (Standard)

Movement Points: **Tonnage:** 35
 Cruising: 8 **Tech Base:** Inner Sphere
 Flank: 12 (Intro)
Movement Type: Hover **Era:** TRG 3039 - Succession Wars
Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	AC/5	TU	5 [DB,S]	3	6	12	18
2	SRM 2	TU	2/Msl [M,C,S]	-	3	6	9

Ammo: [AC/5] 20, [SRM 2] 50

BV: 532

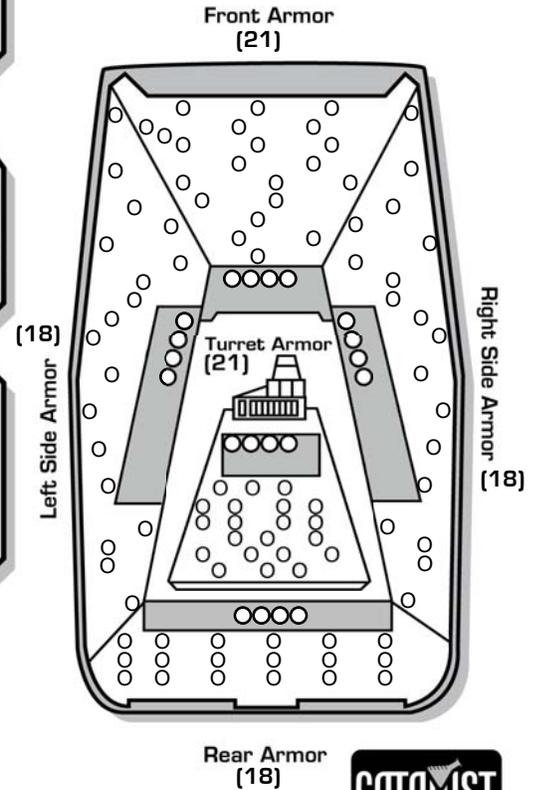
CREW DATA

Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits **+1** **+2** **+3** **D**
 Motive System Hits **+1** **+2** **+3**
 Stabilizers
 Front Left Right
 Rear Turret

ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicle Hit Location Table may inflict a critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
 §Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:

Hit from rear +1
 Hit from the sides +2

Vehicle Type Modifiers:

Tracked, Naval +0
 Wheeled +2
 Hovercraft, Hydrofoil +3
 WICE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Scorpion Light Tank (Standard)

Movement Points: **Tonnage:** 25
Cruising: 4 **Tech Base:** Inner Sphere
Flank: 6 (Intro)
Movement Type: Tracked **Era:** TRG 3039 - Succession Wars
Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	AC/5	TU	5 [DB,S]	3	6	12	18
1	Machine Gun	TU	2 [DB,AI]	-	1	2	3

Ammo: [Machine Gun] 100, [AC/5] 20

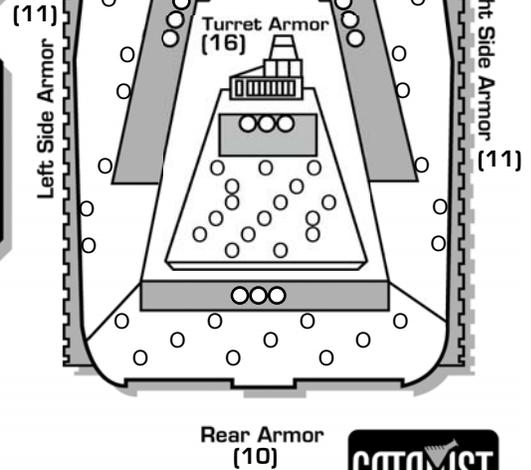
BV: 306

CREW DATA

Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
Commander Hit +1 **Driver Hit** +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
Sensor Hits +1 +2 +3 D
Motive System Hits +1 +2 +3
Stabilizers
Front **Left** **Right**
Rear **Turret**



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicle Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WICE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: SRM Carrier (Standard)

Movement Points: **Tonnage:** 60
 Cruising: 3 **Tech Base:** Inner Sphere
 Flank: 5 (Intro)
Movement Type: Tracked **Era:** TR0 3039 - Age of War
Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
10	SRM 6	FR	2/Msl	-	3	6	9
			[M,C,S]				

Ammo: [SRM 6] 60

BV: 816

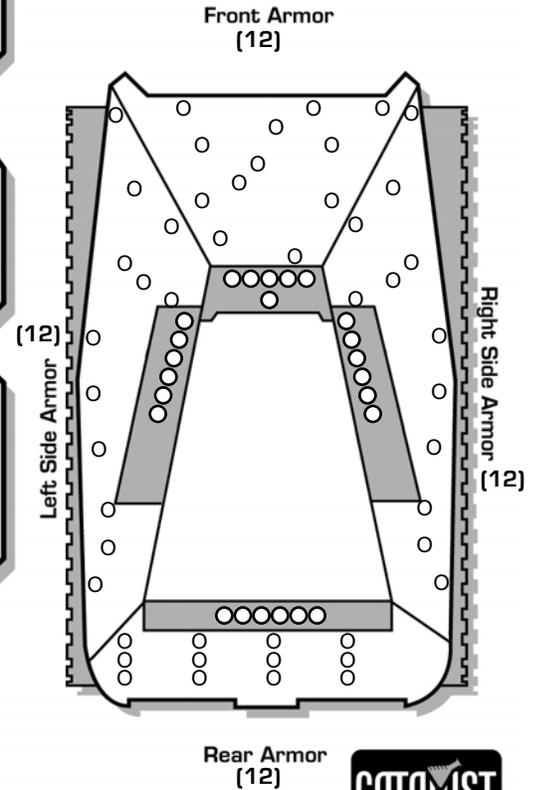
CREW DATA

Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits **+1** **+2** **+3** **D**
 Motive System Hits **+1** **+2** **+3**
 Stabilizers
 Front Left Right
 Rear

ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
 §Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear +1	Tracked, Naval +0
Hit from the sides +2	Wheeled +2
	Hovercraft, Hydrofoil +3
	WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Striker Light Tank (Standard)

Movement Points: **Tonnage:** 35
 Cruising: 5 **Tech Base:** Inner Sphere
 Flank: 8 (Intro)
Movement Type: Wheeled **Era:** TR0 3039 - Succession Wars
Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 10	TU	1/Msl [M,C,S]	6	7	14	21
1	SRM 6	TU	2/Msl [M,C,S]	-	3	6	9

Ammo: [SRM 6] 30, [LRM 10] 12

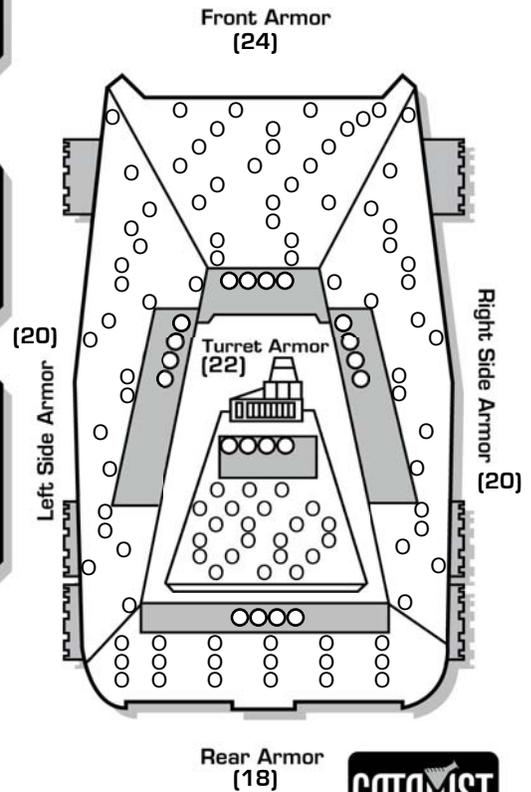
BV: 564

CREW DATA

Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits **+1** **+2** **+3** **D**
 Motive System Hits **+1** **+2** **+3**
 Stabilizers
 Front Left Right
 Rear Turret



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicle Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
 §Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval +0
Hit from the sides	+2	Wheeled +2
		Hovercraft, Hydrofoil +3
		WICE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Vedette Medium Tank (Standard)

Movement Points: **Tonnage:** 50
 Cruising: 5 **Tech Base:** Inner Sphere
 Flank: 8 (Intro)
Movement Type: Tracked **Era:** TRG 3039 - Succession Wars
Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	FR	2 [DB,AI]	-	1	2	3
1	AC/5	TU	5 [DB,S]	3	6	12	18

Ammo: [Machine Gun] 200, [AC/5] 20

BV: 475

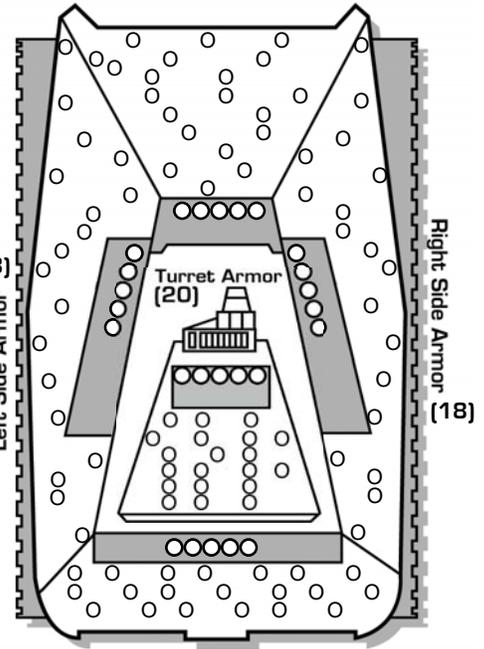
CREW DATA

Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits **+1** **+2** **+3** **D**
 Motive System Hits **+1** **+2** **+3**
 Stabilizers
 Front Left Right
 Rear Turret

(18)



Rear Armor (20)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see Combat, p. 192 in Total Warfare for more information). A result of 12 on the Ground Combat Vehicle Hit Location Table may inflict a critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see Combat, p. 192 in Total Warfare for more information). Apply damage at the end of the phase in which the damage takes effect.
 §Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval +0
Hit from the sides	+2	Wheeled +2
		Hovercraft, Hydrofoil +3
		WICE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Von Luckner Heavy Tank VNL-K65N

Movement Points: **Tonnage:** 75
Cruising: 3 **Tech Base:** Inner Sphere
Flank: 5 (Intro)
Movement Type: Tracked **Era:** TRD 3039 - Star League
Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Flamer	FR 2	-	1	2	3	
		[DE,H,AI]					
1	LRM 10	RR 1/Msl	6	7	14	21	
		[M,C,S]					
1	AC/20	TU 20	-	3	6	9	
		[DB,S]					
1	Machine Gun	TU 2	-	1	2	3	
		[DB,AI]					
1	SRM 4	TU 2/Msl	-	3	6	9	
		[M,C,S]					
2	SRM 6	TU 2/Msl	-	3	6	9	
		[M,C,S]					

Ammo: [Machine Gun] 100, [AC/20] 15, [SRM 4] 25
 [SRM 6] 15, [LRM 10] 12

BV: 1,100

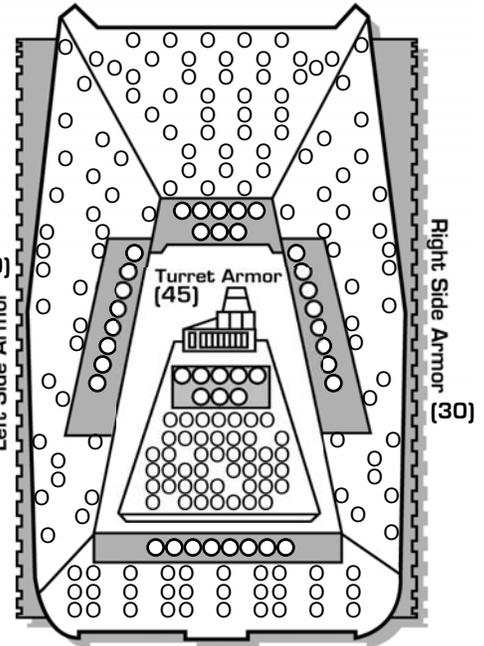
CREW DATA

Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits **+1** **+2** **+3** **D**
 Motive System Hits **+1** **+2** **+3**
 Stabilizers
 Front Left Right
 Rear Turret

(30)



Rear Armor (30)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicle Hit Location Table may inflict critical hit against the turret, if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
 §Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval +0
Hit from the sides	+2	Wheeled +2
		Hovercraft, Hydrofoil +3
		WICE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Awesome AWS-8Q**

Movement Points: **3** Tonnage: **80**
 Walking: **3** Tech Base: **Inner Sphere (Intro)**
 Running: **5** Era: **TRO 3039 - Star League**

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	—	1	2	3
1	PPC	RT	10	10 [DE]	3	6	12	18
1	PPC	LT	10	10 [DE]	3	6	12	18
1	PPC	RA	10	10 [DE]	3	6	12	18

BV: 1,605

WARRIOR DATA

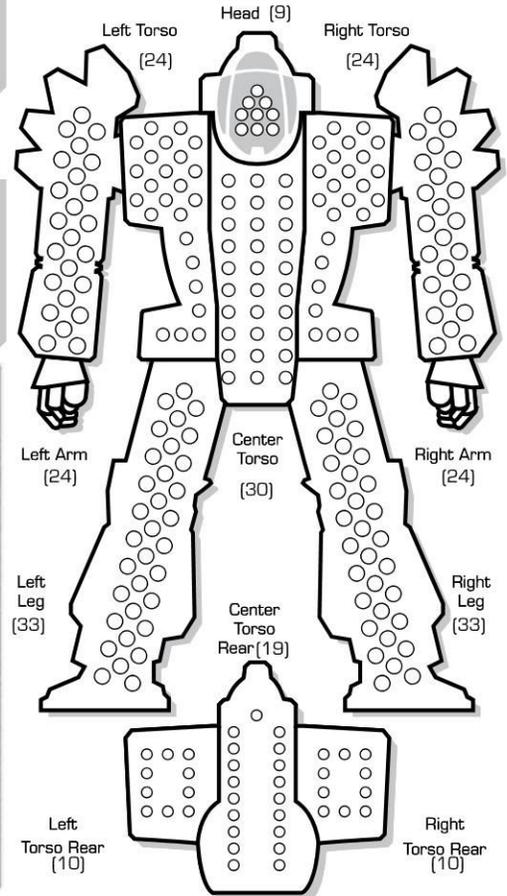
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- 4-6 Heat Sink
- Heat Sink
- PPC

- PPC
- PPC
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

Head

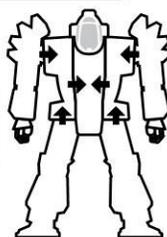
- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- 3 Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

- Gyro
- 2 Fusion Engine
- 3 Fusion Engine
- 4-6 Fusion Engine
- Heat Sink
- Heat Sink

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Heat Sink
- Heat Sink
- Heat Sink

- Heat Sink
- Heat Sink
- 4-6 PPC
- PPC
- PPC
- Roll Again

Right Torso

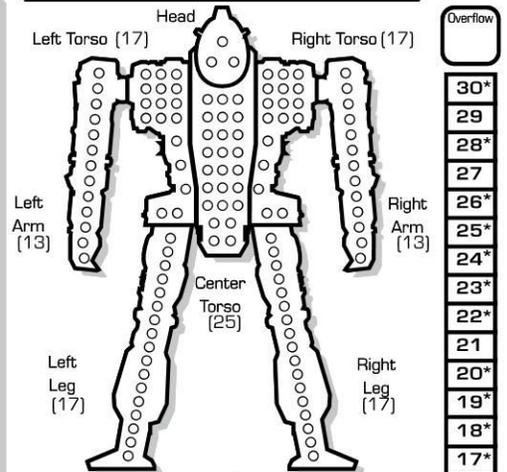
- Heat Sink
- Heat Sink
- Heat Sink
- 1-3 PPC
- PPC
- PPC

- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Catapult CPLT-C1

Movement Points: **Tonnage:** 65
 Walking: 4 **Tech Base:** Inner Sphere (Intro)
 Running: 6 **Era:** TRD 3039 - Age of War
 Jumping: 4

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	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	LRM 15	RA	5	1/Msl [M,C,S]	6	7	14	21
1	LRM 15	LA	5	1/Msl [M,C,S]	6	7	14	21

BV: 1,399

WARRIOR DATA

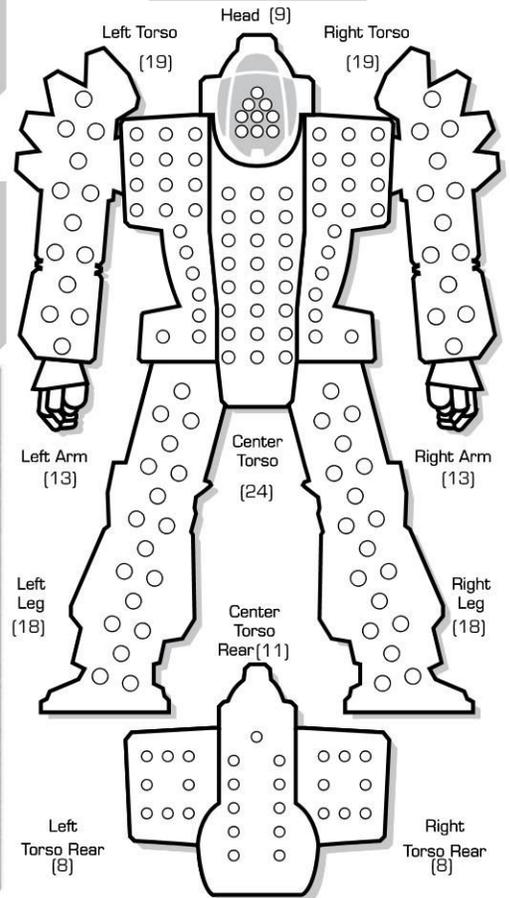
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- LRM 15
- LRM 15
- LRM 15
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Jump Jet
- Jump Jet
- Medium Laser
- Ammo (LRM 15) 8
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

Head

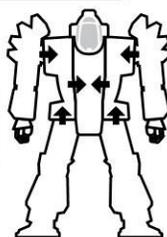
- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Laser

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- LRM 15
- LRM 15
- LRM 15
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

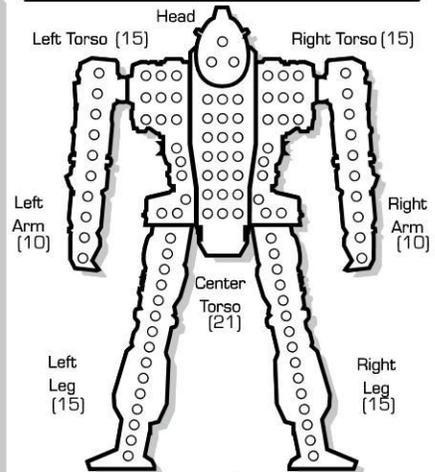
- Jump Jet
- Jump Jet
- Medium Laser
- Ammo (LRM 15) 8
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Centurion CN9-A

Movement Points: **Tonnage:** 50
 Walking: 4 **Tech Base:** Inner Sphere (Intro)
 Running: 6 **Era:** TR0 3039 - Succession Wars

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	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21
1	AC/10	RA	3	10 [DB,S]	—	5	10	15

BV: 945

WARRIOR DATA

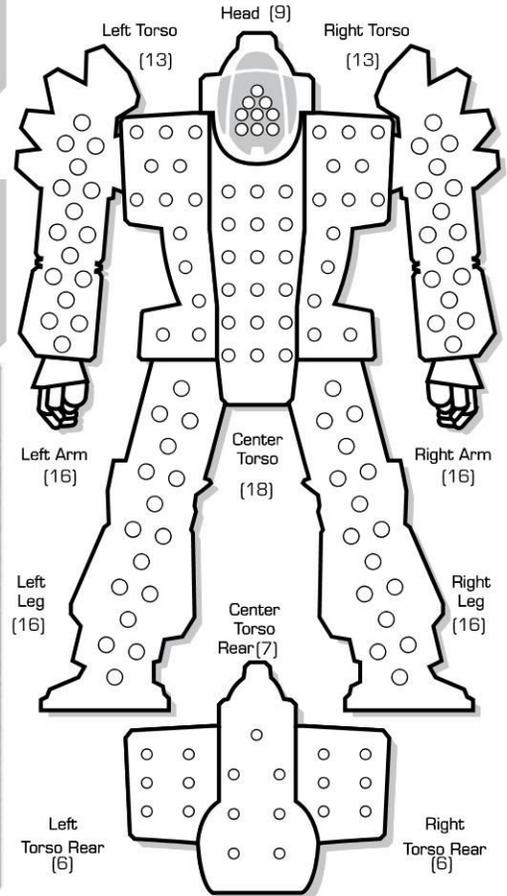
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 AC/10
- AC/10
- AC/10

Center Torso

- 1-3 Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

Right Arm

- 1-3 AC/10
- AC/10
- AC/10
- AC/10
- Roll Again
- Roll Again

Left Torso

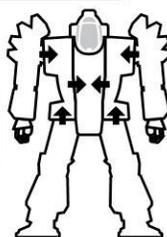
- Heat Sink
- LRM 10
- LRM 10
- 1-3 Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- Roll Again

- 4-6 Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Laser (R)

Right Torso

- 1-3 Heat Sink
- Ammo (AC/10) 10
- Ammo (AC/10) 10
- Roll Again
- Roll Again
- Roll Again

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



Damage Transfer Diagram

Left Leg

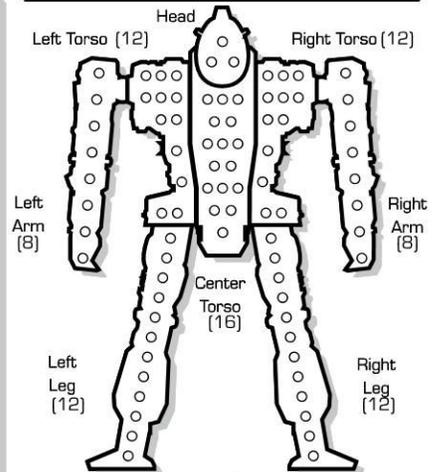
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- 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	10 (10) Single
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	○

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Cicada CDA-2A

Movement Points: **Tonnage:** 40
 Walking: 8 **Tech Base:** Inner Sphere (Intro)
 Running: 12 **Era:** Source:TRD 3039 - Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	CT	1	3 [DE]	-	1	2	3
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9

BV: 659

WARRIOR DATA

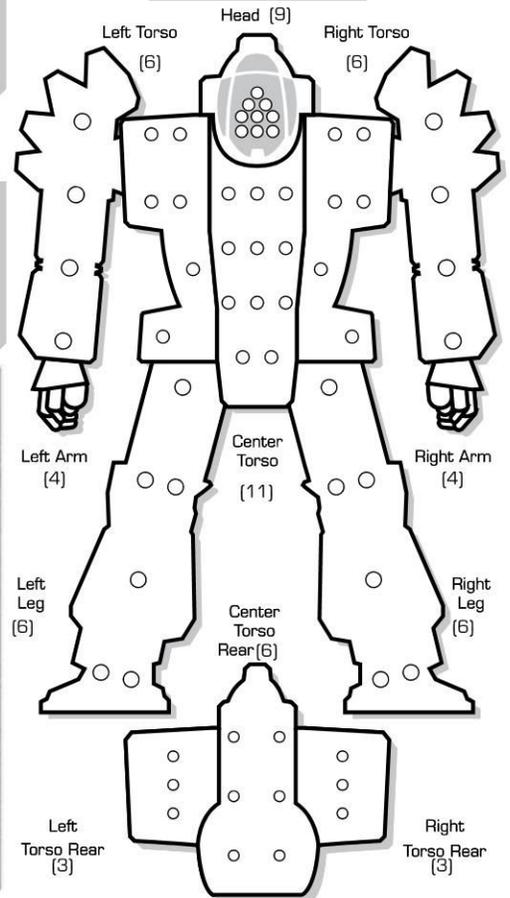
Name: _____

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

Head

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

Right Arm

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

Center Torso

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

Right Torso

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

Left Torso

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

- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4-6 4. Fusion Engine
- 5. Small Laser
- 6. Roll Again

Right Torso

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

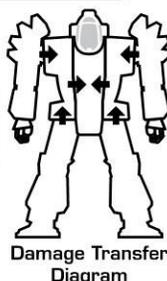
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

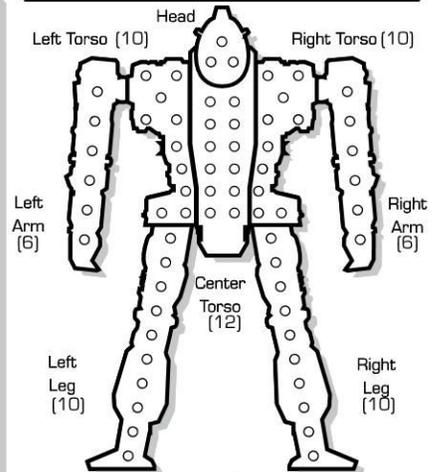
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 4-6 6. Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Cicada CDA-3C

Movement Points: **Tonnage:** 40
 Walking: 7 **Tech Base:** Inner Sphere (Intro)
 Running: 11 **Era:** TR0 3039 - Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RT	10	10 [DE]	3	6	12	18
1	Machine Gun	RL	0	[DB,AI]	-	1	2	3
1	Machine Gun	LL	0	[DB,AI]	-	1	2	3

BV: 771

WARRIOR DATA

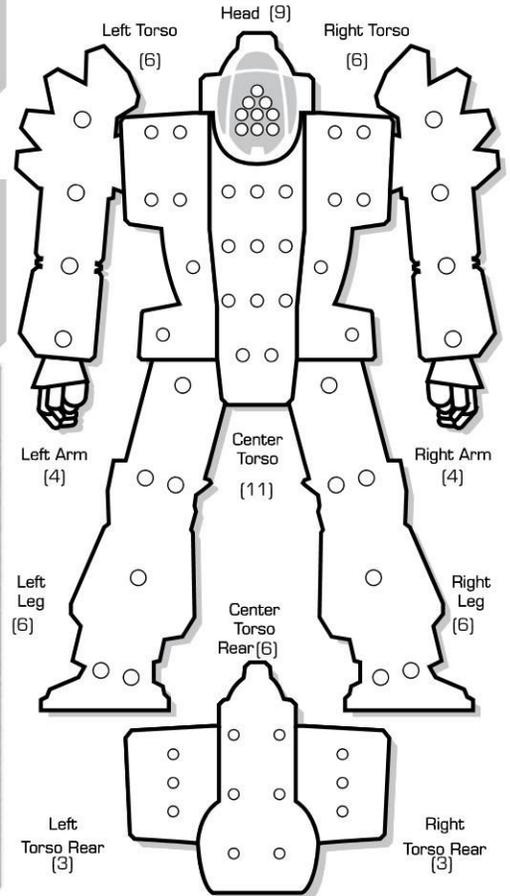
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again

4-6

Left Torso

- Roll Again

1-3

- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Machine Gun
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Sensors
- Life Support
- Roll Again

Center Torso

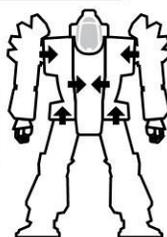
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ammo (Machine Gun) 200
- Roll Again

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again

4-6

Right Torso

- PPC
- PPC
- PPC
- Roll Again
- Roll Again
- Roll Again

1-3

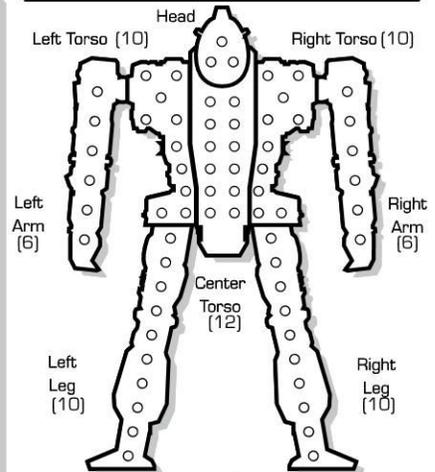
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Machine Gun
- Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Scale	Effects
30*	Shutdown
29	
28*	Ammo Exp. avoid on 8+
27	
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+
21	-4 Movement Points
20*	Ammo Exp. avoid on 4+
19*	Shutdown, avoid on 6+
18*	+3 Modifier to Fire
17*	-3 Movement Points
16	
15*	Shutdown, avoid on 4+
14*	+2 Modifier to Fire
13*	-2 Movement Points
12	
11	
10*	+1 Modifier to Fire
9	
8*	-1 Movement Points
7	
6	
5*	
4	
3	
2	
1	
0	

HEAT DATA

Heat Level*	Effects	11 [11] Single
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	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Commando COM-2D**

Movement Points: **Tonnage:** 25
 Walking: 6 **Tech Base:** Inner Sphere (Intro)
 Running: 9 **Era:** TRD 3039 - Age of War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	CT	4	2/Msl [M.C.S]	-	3	6	9
1	SRM 4	RA	3	2/Msl [M.C.S]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9

BV: 541

WARRIOR DATA

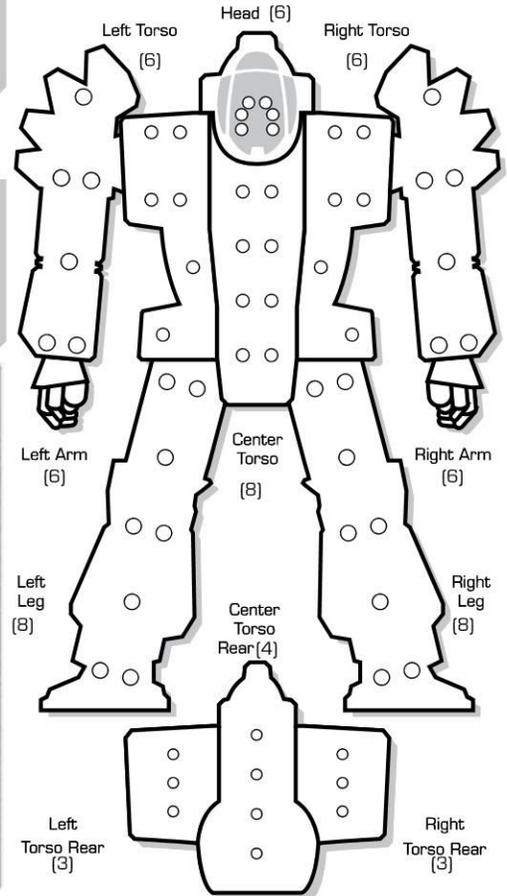
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Heat Sink
- Heat Sink
- Ammo [SRM 6] 15
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

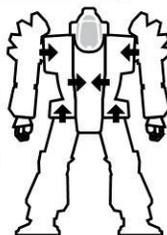
Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- SRM 6
- SRM 6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 4
- Roll Again

1-3

- Roll Again

4-6

Right Torso

- Heat Sink
- Heat Sink
- Ammo [SRM 4] 25
- Roll Again
- Roll Again
- Roll Again

1-3

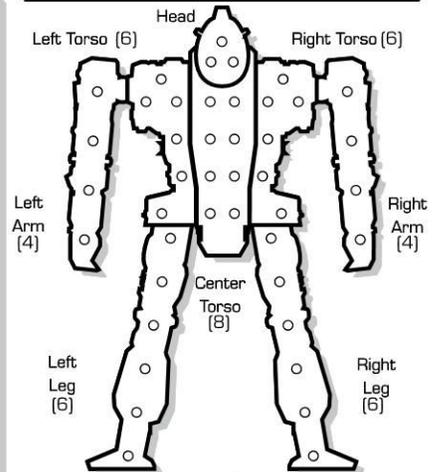
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Dragon DRG-1N

Movement Points: **Tonnage:** 60
 Walking: 5 **Tech Base:** Inner Sphere (Intro)
 Running: 8 **Era:** TRD 3039 - Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	CT	4	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser(R)	LT	3	5 [DE]	-	3	6	9
1	AC/5	RA	1	5 [DB,S]	3	6	12	18
1	Medium Laser	LA	3	5 [DE]	-	3	6	9

BV: 1,125

WARRIOR DATA

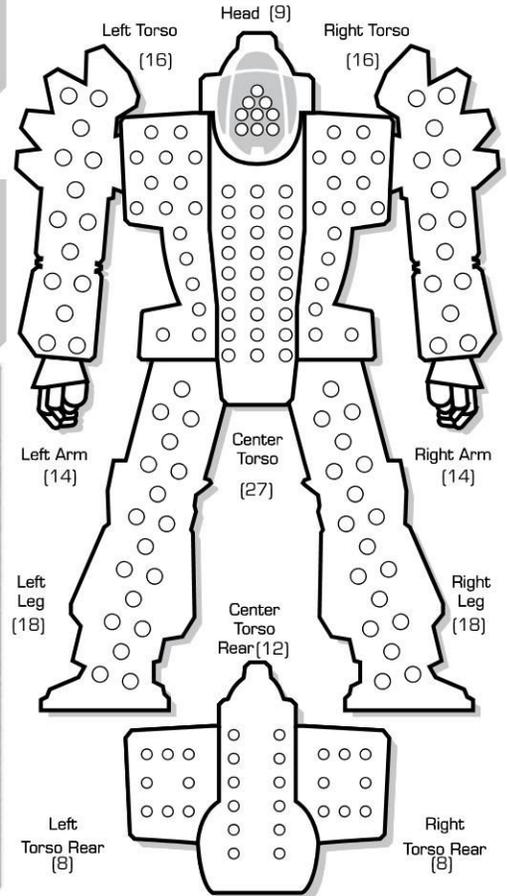
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- 1-3 Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 AC/5
- AC/5
- AC/5

Center Torso

- Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again
- 1-3 Gyro
- Gyro

Left Torso

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Torso

- AC/5
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

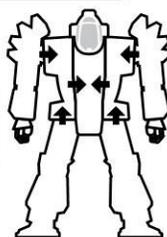
- Medium Laser (R)
- Ammo (LRM 10) 12
- 1-3 Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again

- Gyro
2. Fusion Engine
3. Fusion Engine
- 4-6 Fusion Engine
- LRM 10
- LRM 10

Right Torso

1. Ammo (AC/5) 20
2. Ammo (AC/5) 20
3. Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again

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



Damage Transfer Diagram

Left Leg

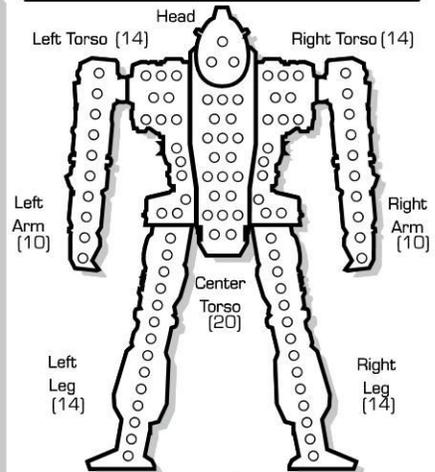
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
1. Upper Leg Actuator
2. Lower Leg Actuator
3. Roll Again
4. Foot Actuator
5. Roll Again
- 4-6 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	10 (10) Single
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	○

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Locust LCT-1V

Movement Points: **Walking:** 8 **Running:** 12
Tonnage: 20 **Tech Base:** Inner Sphere (Intro)
Era: TRD 3039 - Age of War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	Machine Gun	RA	0	2 [DB, AI]	-	1	2	3
1	Machine Gun	LA	0	2 [DB, AI]	-	1	2	3

BV: 432

WARRIOR DATA

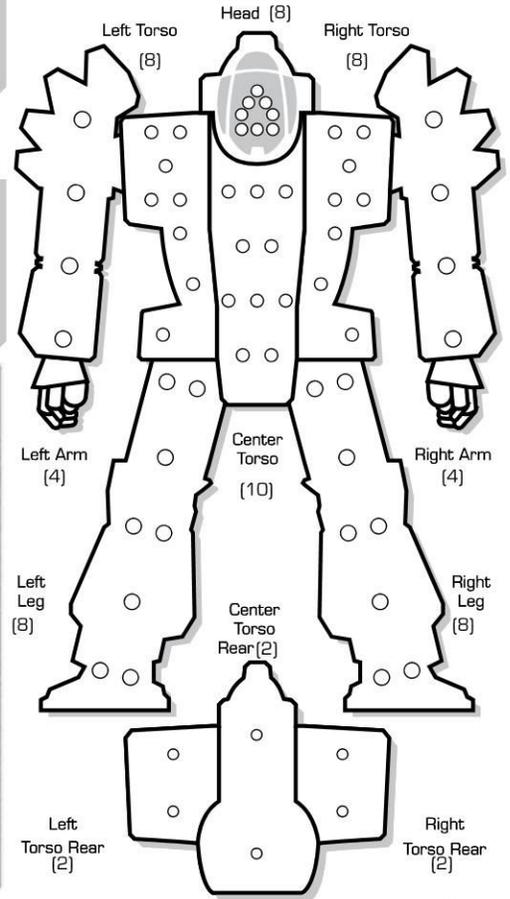
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Machine Gun
- 1-3
 4. Roll Again
 5. Roll Again
 6. Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Machine Gun
- 1-3
 4. Roll Again
 5. Roll Again
 6. Roll Again

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
 4. Roll Again
 5. Roll Again
 6. Roll Again

- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6
 4. Roll Again
 5. Roll Again
 6. Roll Again

Left Torso

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

- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Medium Laser
 - Ammo (Machine Gun) 200
- 4-6
 4. Roll Again
 5. Roll Again
 6. Roll Again

Right Torso

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

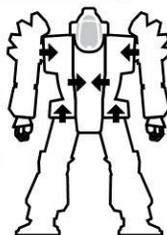
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Heat Sink
 - Heat Sink
- 4-6
 4. Roll Again
 5. Roll Again
 6. Roll Again

Right Leg

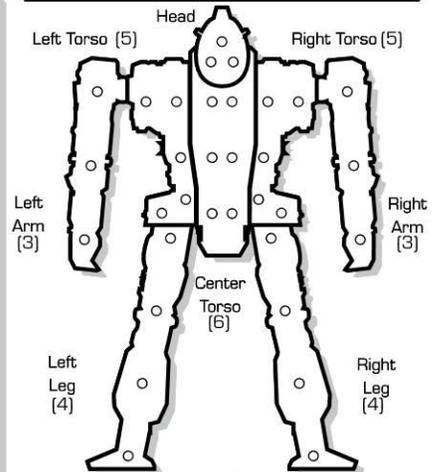
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Heat Sink
 - Heat Sink
- 4-6
 4. Roll Again
 5. Roll Again
 6. Roll Again



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Orion ON1-K

Movement Points: **Tonnage:** 75
 Walking: 4 **Tech Base:** Inner Sphere (Intro)
 Running: 6 **Era:** TRD 3039 - Age of War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AC/10	RT	3	10 [DB,S]	-	5	10	15
1	LRM 15	LT	5	1/Msl [M,C,S]	6	7	14	21
1	SRM 4	LT	3	2/Msl [M,C,S]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9

BV: 1,429

WARRIOR DATA

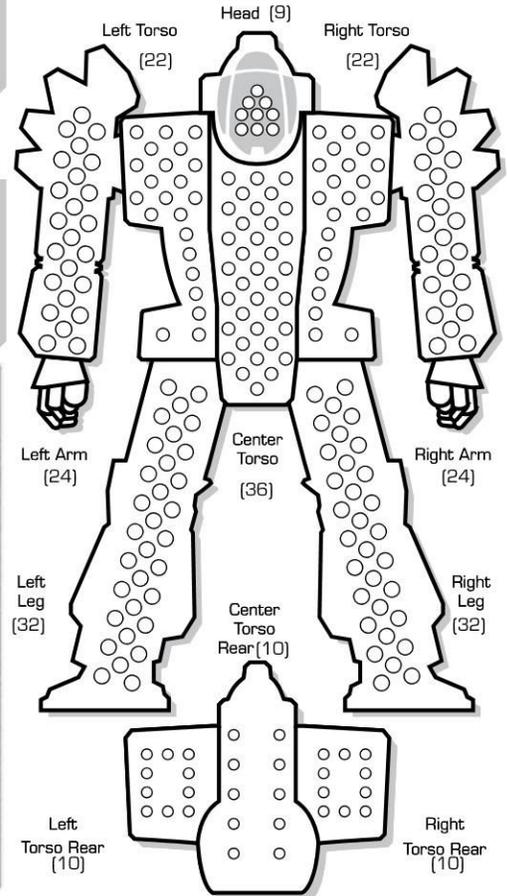
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- Roll Again
- Roll Again

Center Torso

- Roll Again
- Roll Again
- Roll Again
- 1-3 Fusion Engine
- Roll Again
- Roll Again
- 4-6 Gyro
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Fusion Engine
- Roll Again
- Roll Again

Left Torso

- LRM 15
- LRM 15
- LRM 15
- 1-3 SRM 4
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8

- Gyro
2. Fusion Engine
3. Fusion Engine
- 4-6 Fusion Engine
- Roll Again
- Roll Again

Right Torso

- AC/10
- AC/10
- AC/10
- 1-3 AC/10
- AC/10
- AC/10

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

- Ammo (SRM 4) 25
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

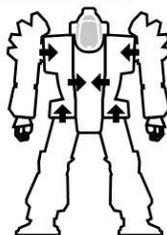
1. AC/10
2. Ammo (AC/10) 10
3. Ammo (AC/10) 10
4. Roll Again
5. Roll Again
- 4-6 Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

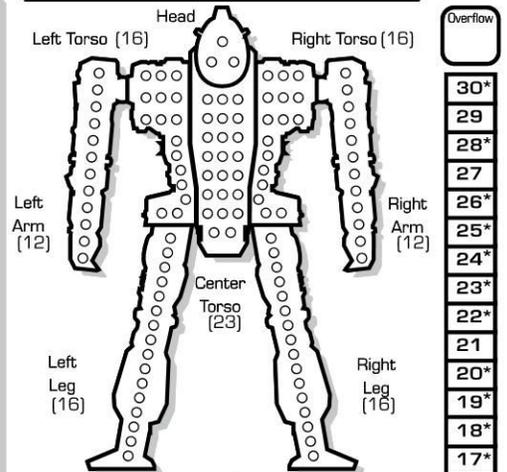
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Quickdraw QKD-4G

Movement Points: **Walking:** 5 **Running:** 8 **Jumping:** 5
Tonnage: 60 **Tech Base:** Inner Sphere (Intro) **Era:** TRD 3039 - Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	CT	3	2 / Msl [M.C.S]	-	3	6	9
2	Medium Laser (R)	RT	3	5 [DE]	-	3	6	9
1	LRM 10	LT	4	1 / Msl [M.C.S]	6	7	14	21
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9

BV: 1,192

WARRIOR DATA

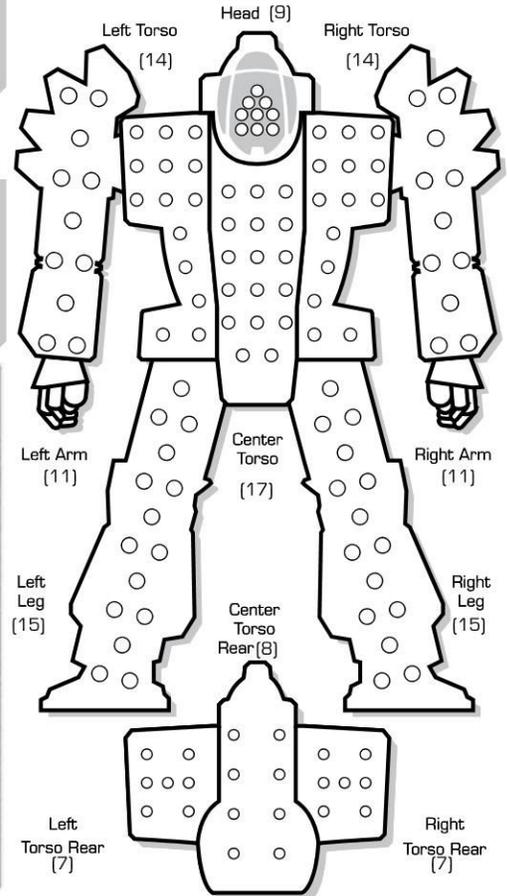
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
5. Medium Laser
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- Jump Jet
- Jump Jet
- 1-3 LRM 10
- LRM 10
- Ammo [LRM 10] 12
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

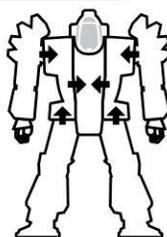
- Life Support
- Sensors
- Cockpit
- Heat Sink
5. Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Jump Jet
- SRM 4

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
5. Medium Laser
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Torso

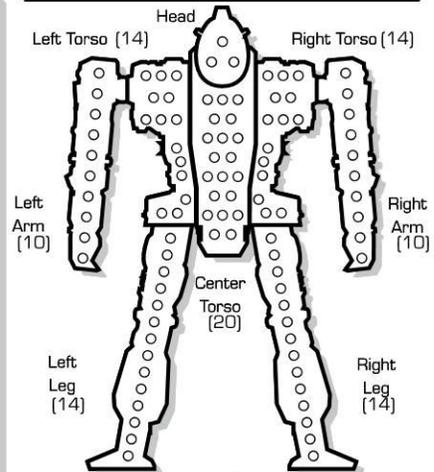
- Jump Jet
- Jump Jet
- 1-3 Medium Laser (R)
- Medium Laser (R)
- Ammo [SRM 4] 25
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Victor VTR-9B

Movement Points: Tonnage: 80

Walking: 4 Tech Base: Inner Sphere (Intro)

Running: 6 Era: TRO 3039 - Age of War

Jumping: 4

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	LT	3	2/Msl [M.C.S]	-	3	6	9
1	AC/20	RA	7	20 [DB.S]	-	3	6	9
2	Medium Laser	LA	3	5[DE]	-	3	6	9

BV: 1,378

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

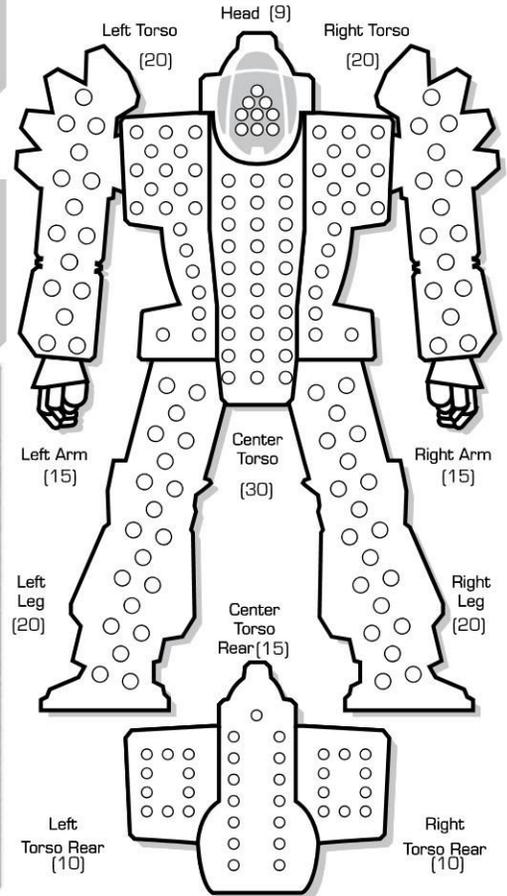
Hits Taken

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

Consciousness#



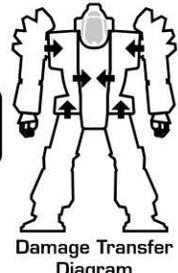
ARMOR DIAGRAM



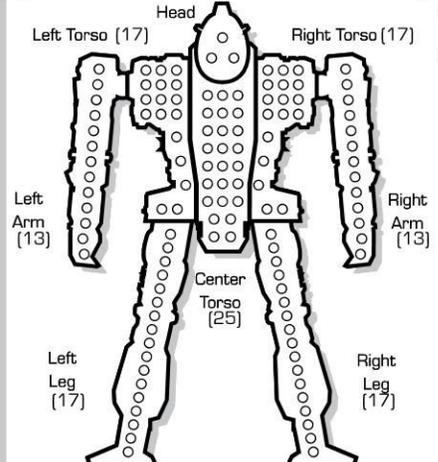
CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Medium Laser
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. AC/20	4. AC/20	5. AC/20	6. AC/20
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. SRM 4	2. Ammo (SRM 4) 25	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Right Torso	1. Heat Sink	2. Ammo (AC/20) 5	3. Ammo (AC/20) 5	4. Ammo (AC/20) 5	5. Roll Again	6. Roll Again
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Jump Jet
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Jump Jet

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



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	15 (15) Single
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	○○○○○

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Vindicator VND-1R

Movement Points: **Walking:** 4 **Running:** 6 **Jumping:** 4
 Tonnage: 45
 Tech Base: Inner Sphere (Intro)
 Era: TRO 3039 - Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	-	3	6	9
1	LRM 5	LT	2	1/MsI [M,C,S]	6	7	14	21
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Small Laser	LA	1	3 [DE]	-	1	2	3

BV: 1,024

WARRIOR DATA

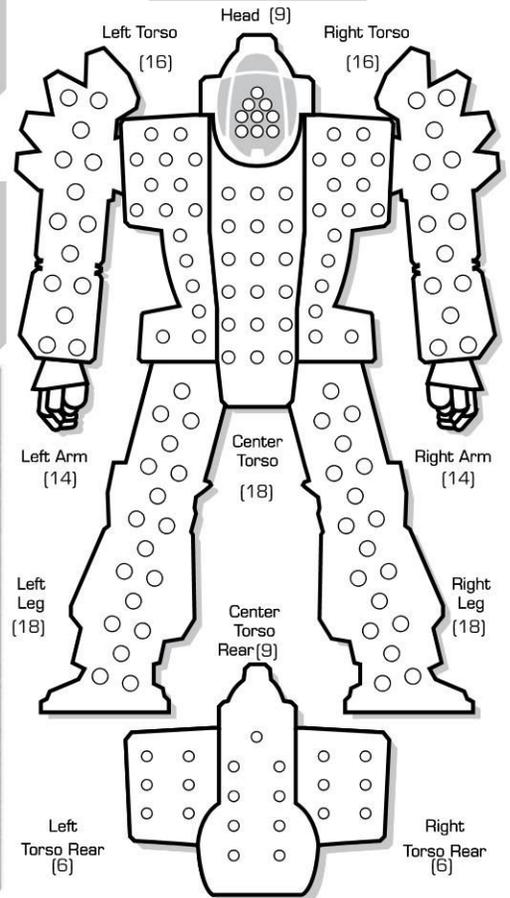
Name: _____

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. Hand Actuator
- 5. Small Laser
- 6. Roll Again

Head

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

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. PPC
- 5. PPC
- 6. PPC

Center Torso

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

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

Left Torso

- 1. Heat Sink
- 2. Heat Sink
- 3. Heat Sink
- 1-3 4. Heat Sink
- 5. LRM 5
- 6. Ammo (LRM 5) 24

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

Right Torso

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

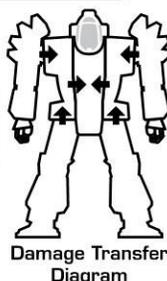
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

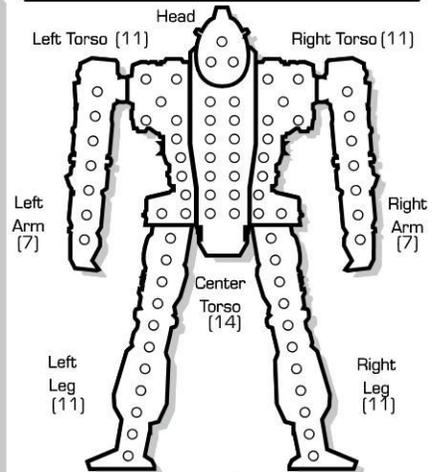
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 4-6 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 4-6 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	16 [16] Single
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	○○○○○○○○○○○○○○○○○○○○

APPENDIX B

Maps

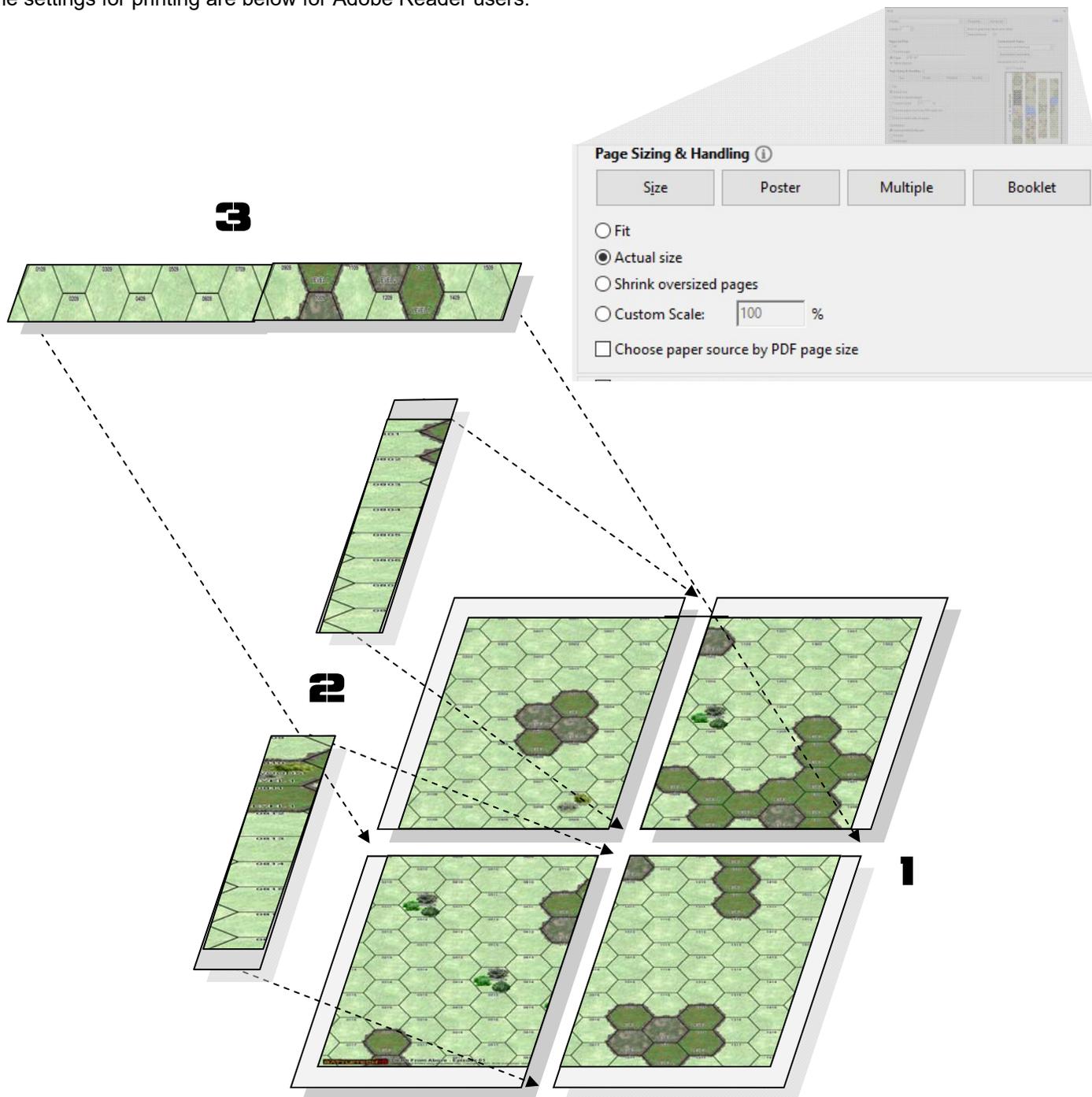
MAP INSTRUCTIONS

These maps are intended to be printed on a standard 8.5 X 11 Inch letter sized sheet using a standard printer with no edge detection. The Battletech maps are printed using something between a 17X22 and 18X22 inch scale, These maps aren't going to be a perfect match, but they will be good enough for miniature play. Each map consists of 4 quarter pages and 1 sheet with the 4 seams. Trim the inside edges off the quadrants and use the trimmed seam pieces to match the map together.

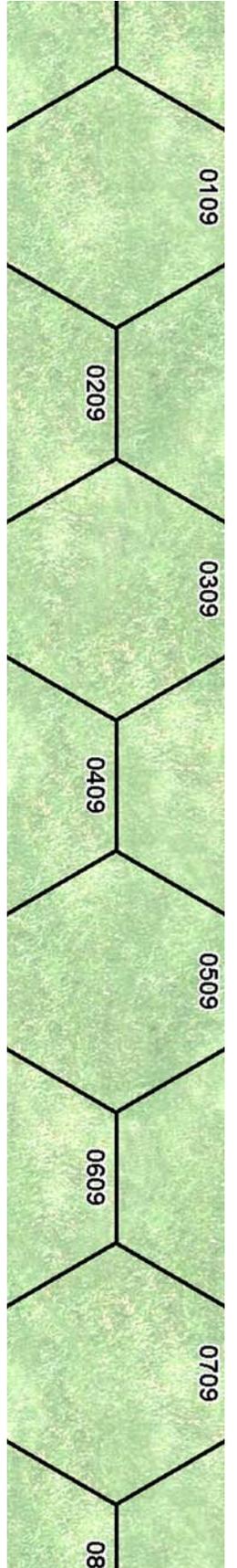
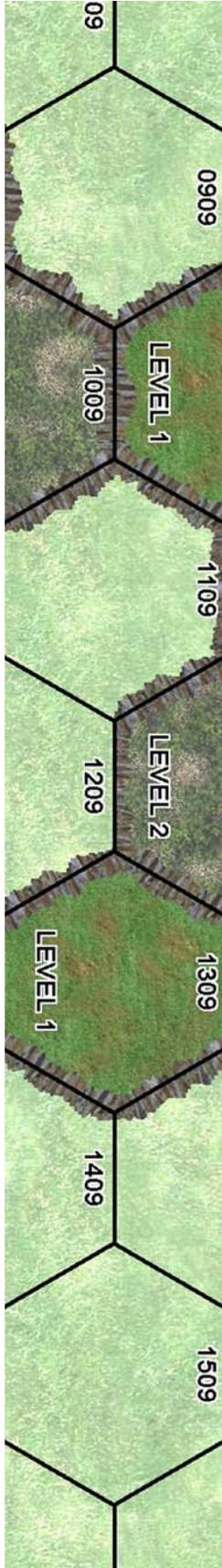
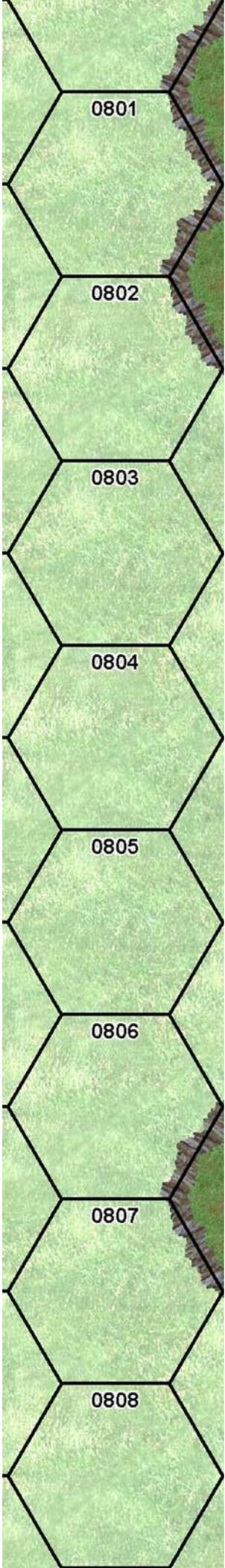
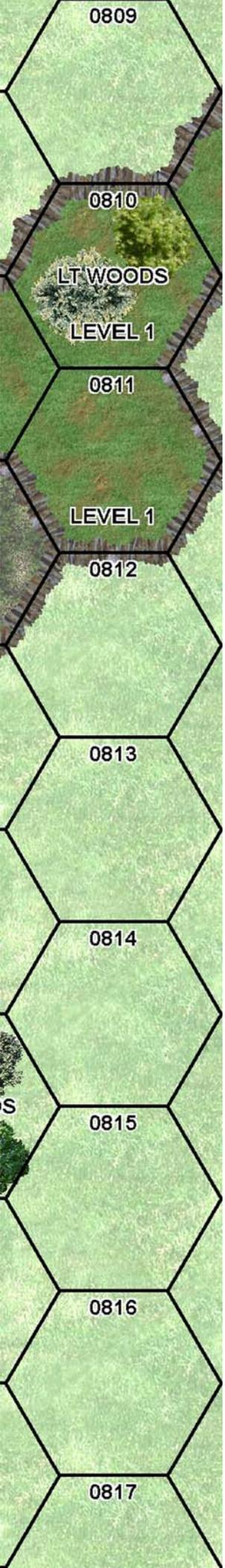
Begin with the vertical 11 inch seams and then apply the two horizontal seams with scotch tape.

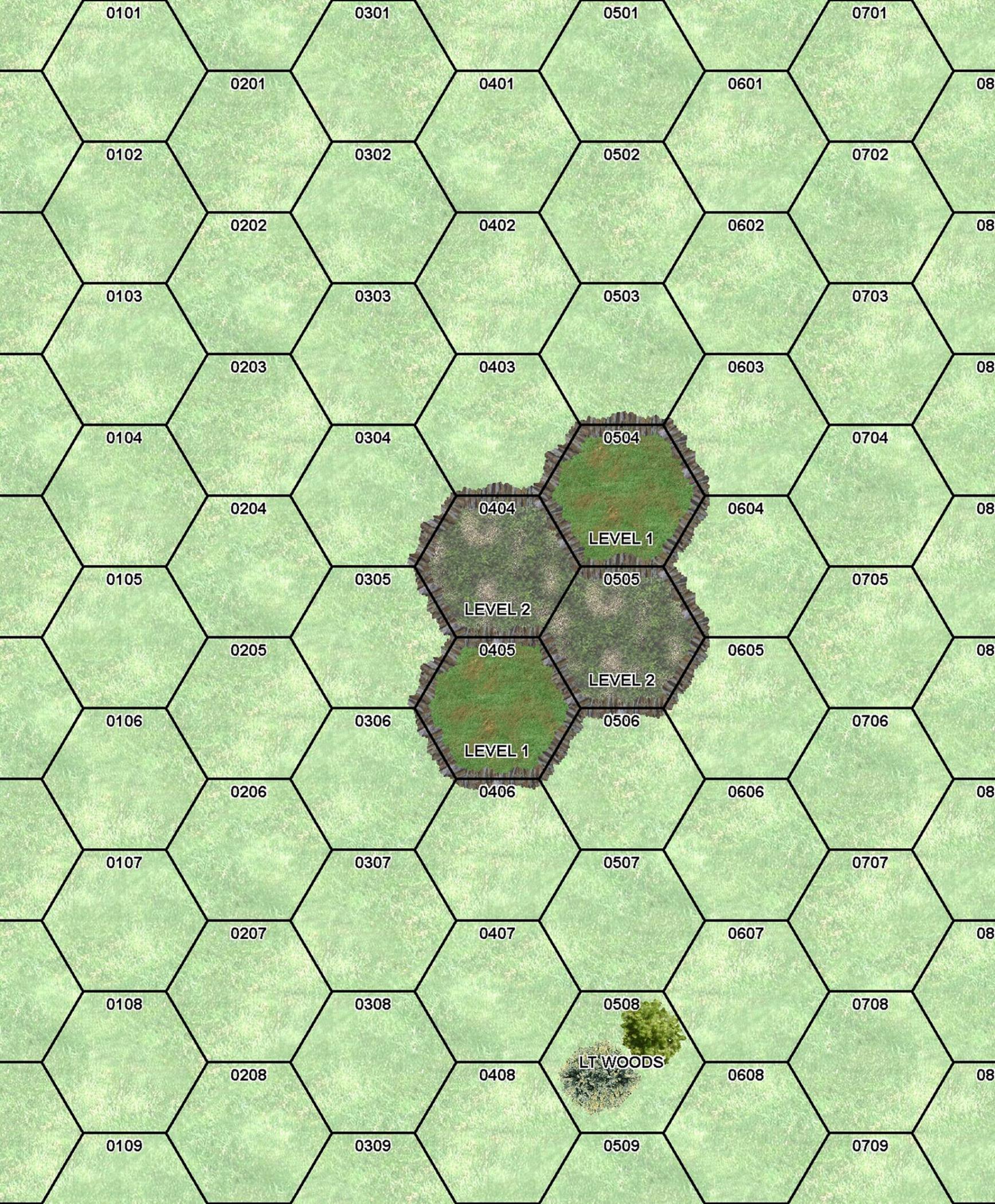
Alternatively the maps can be downloaded as a 1 page image that you can print on a plotter or other device.

The settings for printing are below for Adobe Reader users.



EPISODE 1 MAP





0101

0301

0501

0701

0201

0401

0601

0801

0102

0302

0502

0702

0202

0402

0602

0802

0103

0303

0503

0703

0203

0403

0603

0803

0104

0304

0504

0704

0204

0404

LEVEL 1

0604

0804

0105

0305

LEVEL 2

0505

0705

0205

0405

LEVEL 2

0605

0805

0106

0306

LEVEL 1

0506

0706

0206

0406

0606

0806

0107

0307

0507

0707

0207

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0807

0108

0308

LT WOODS

0508

0708

0208

0408

0608

0808

0109

0309

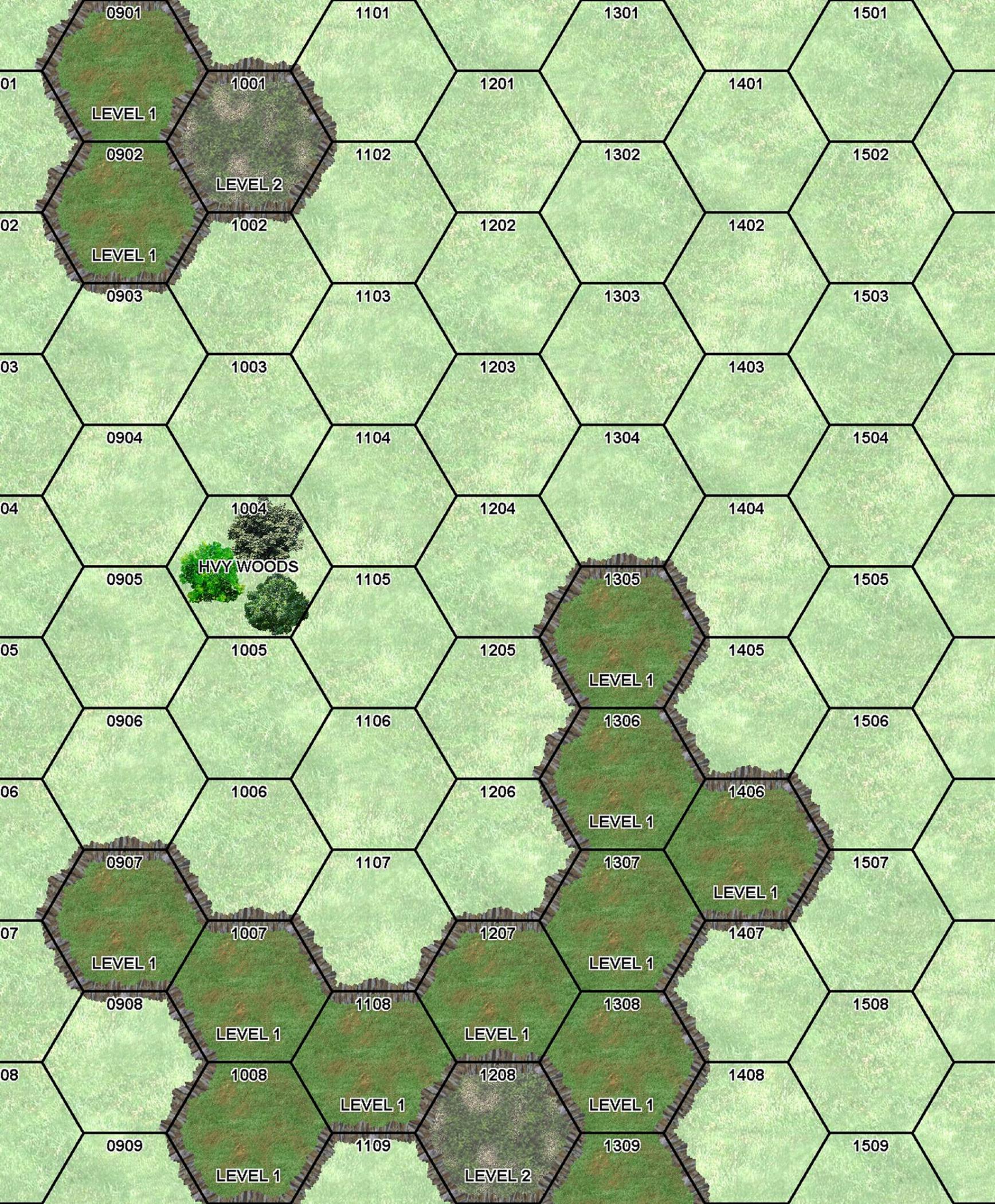
0509

0709

0209

0409

0809



0901

1101

1301

1501

01

LEVEL 1

1001

1201

1401

0902

LEVEL 2

1102

1302

1502

02

LEVEL 1

1002

1202

1402

0903

1103

1303

1503

03

1003

1203

1403

0904

1104

1304

1504

04

1004

1204

1404

0905



1105

1305

1505

05

1005

1205

LEVEL 1

1405

0906

1106

1306

1506

06

1006

1206

LEVEL 1

1406

0907

1107

1307

1507

07

LEVEL 1

1007

1207

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LEVEL 1

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LEVEL 1

1308

1508

08

1008

1208

LEVEL 1

1408

0909

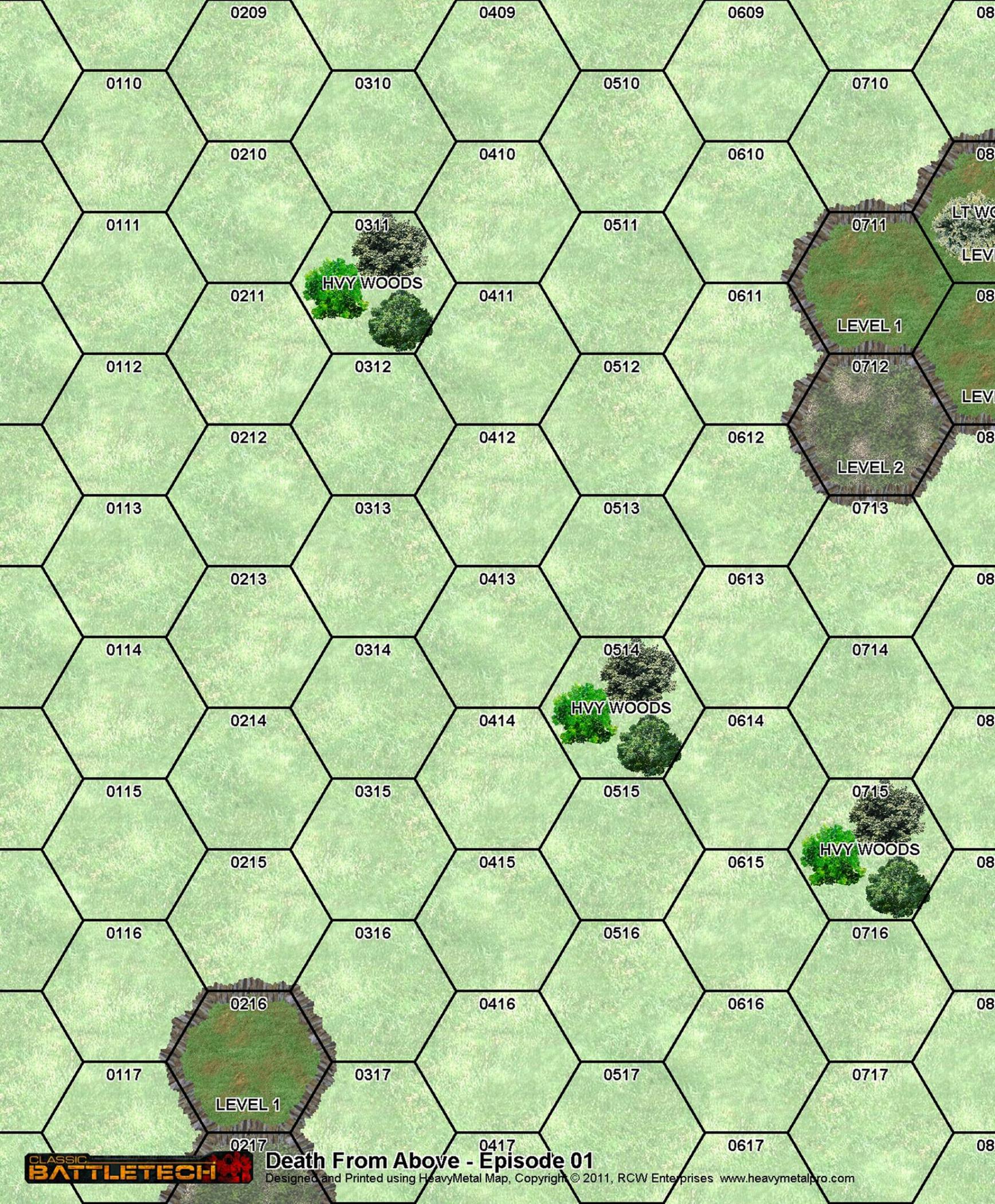
LEVEL 1

1109

LEVEL 2

1309

1509



0110

0209

0409

0609

0809

0310

0510

0710

0810

0210

0410

0610

0810

0111

0311

0511

0711

0811

HVY WOODS

0411

0611

0811

LEVEL 1

0112

0312

0512

0712

0812

LEVEL 2

0212

0412

0612

0812

0113

0313

0513

0713

0813

0213

0413

0613

0813

0114

0314

0514

0714

0814

HVY WOODS

0414

0614

0814

0214

0115

0315

0515

0715

0815

HVY WOODS

0415

0615

0815

0215

0116

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0516

0716

0816

0216

0416

0616

0816

LEVEL 1

0117

0317

0517

0717

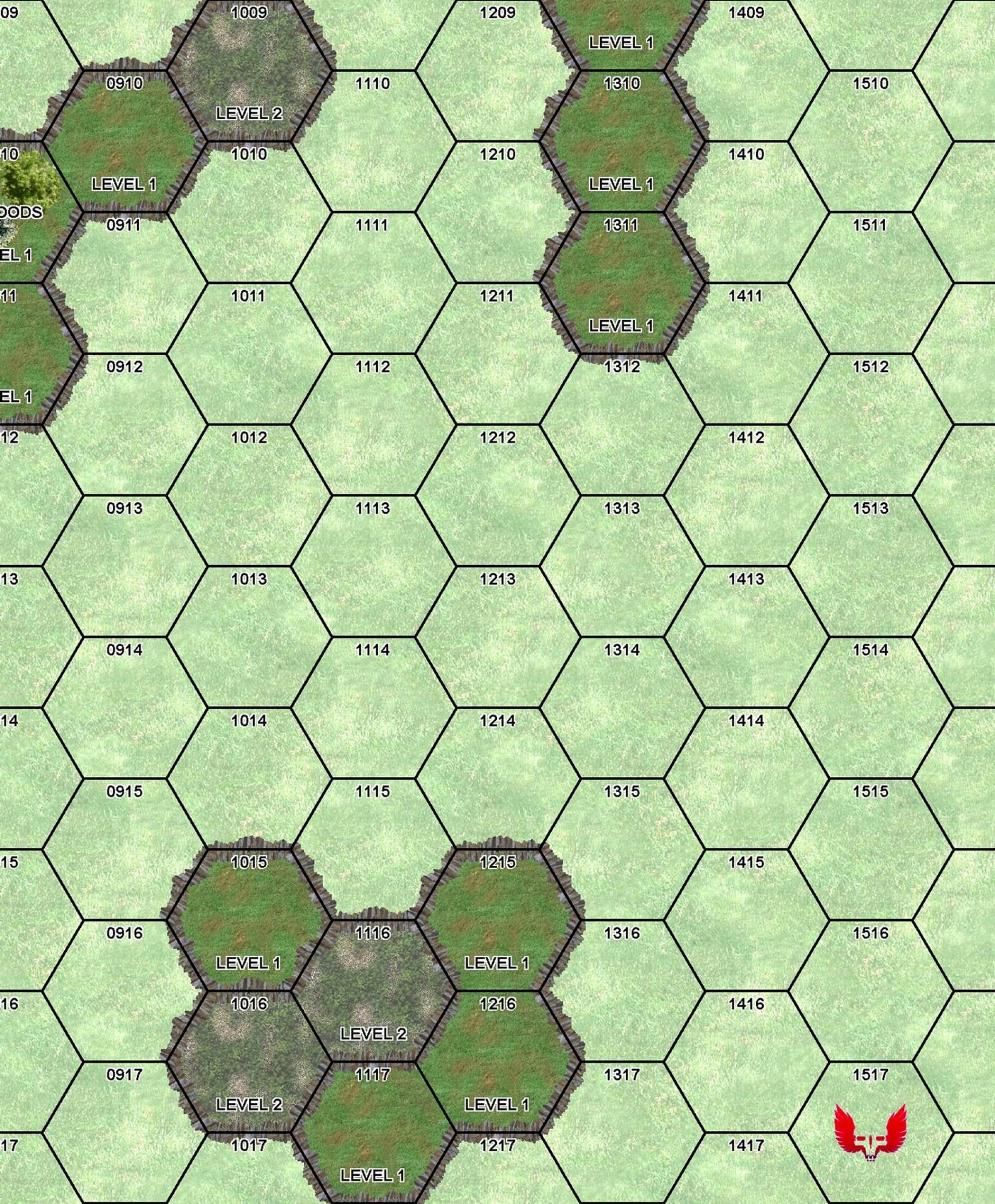
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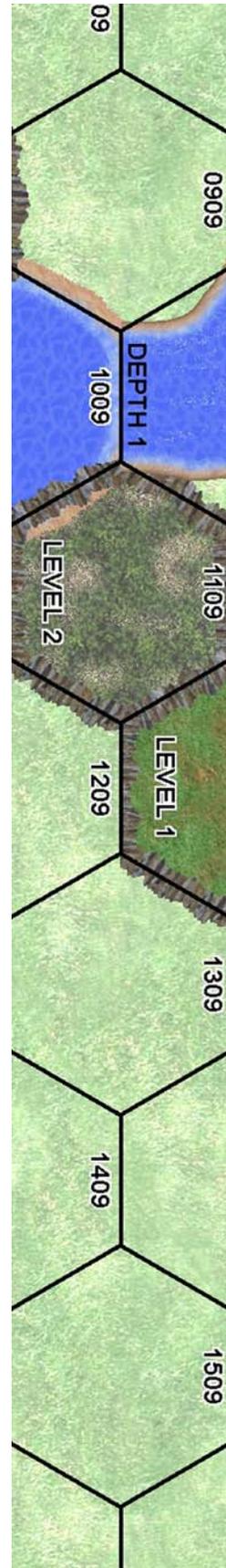
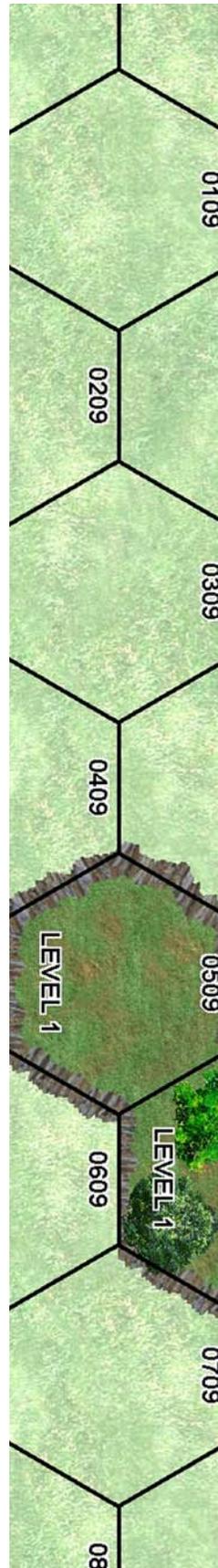
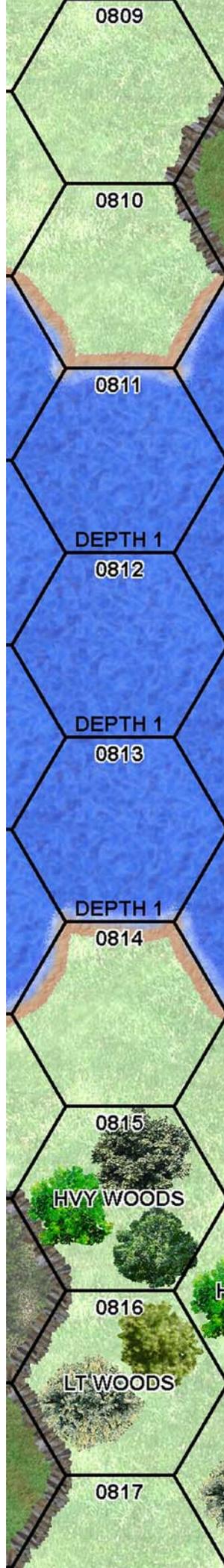
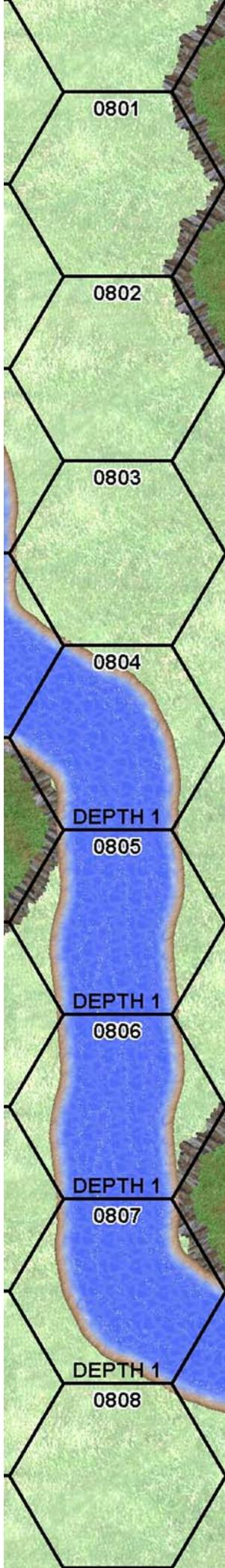
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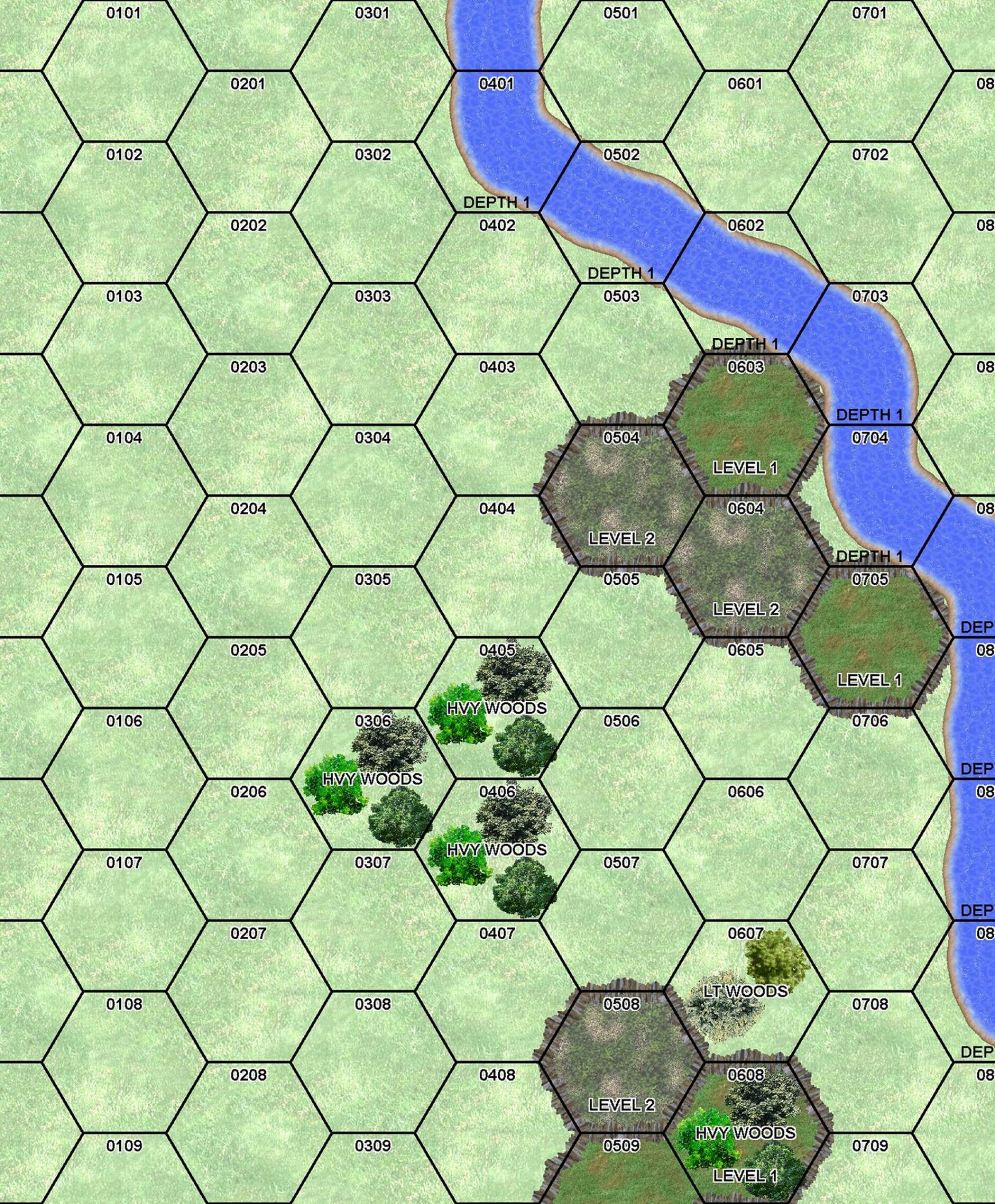
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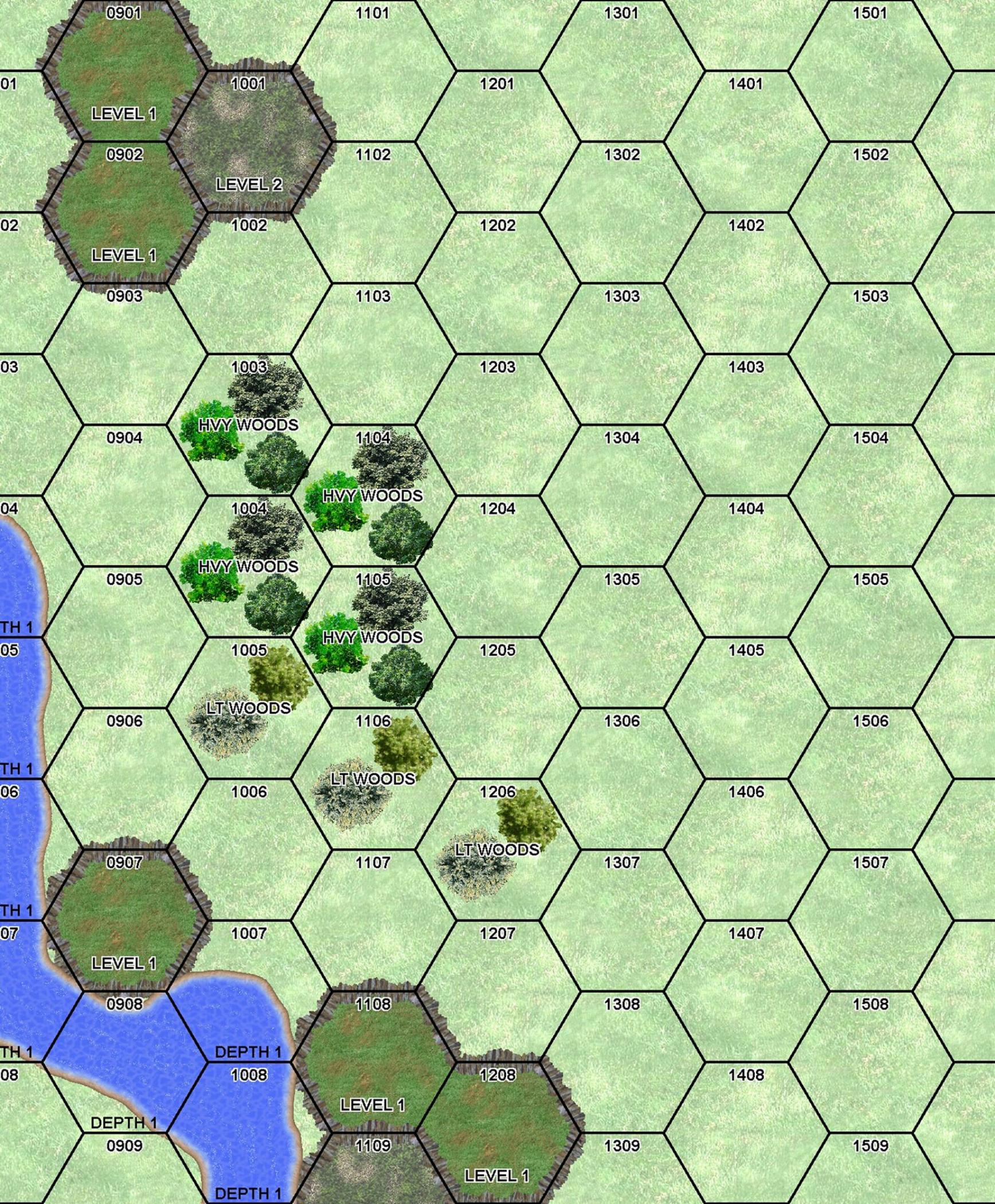
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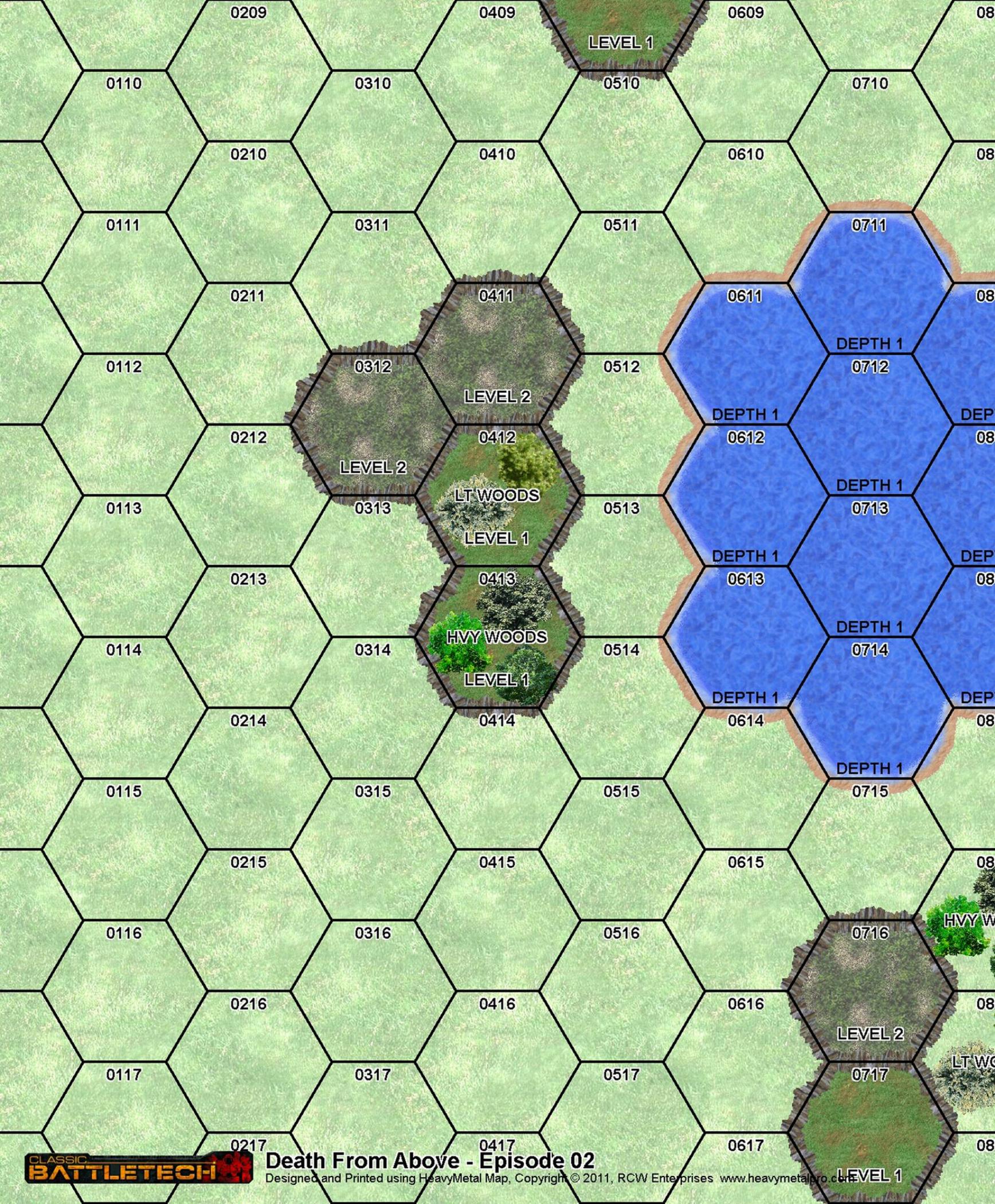


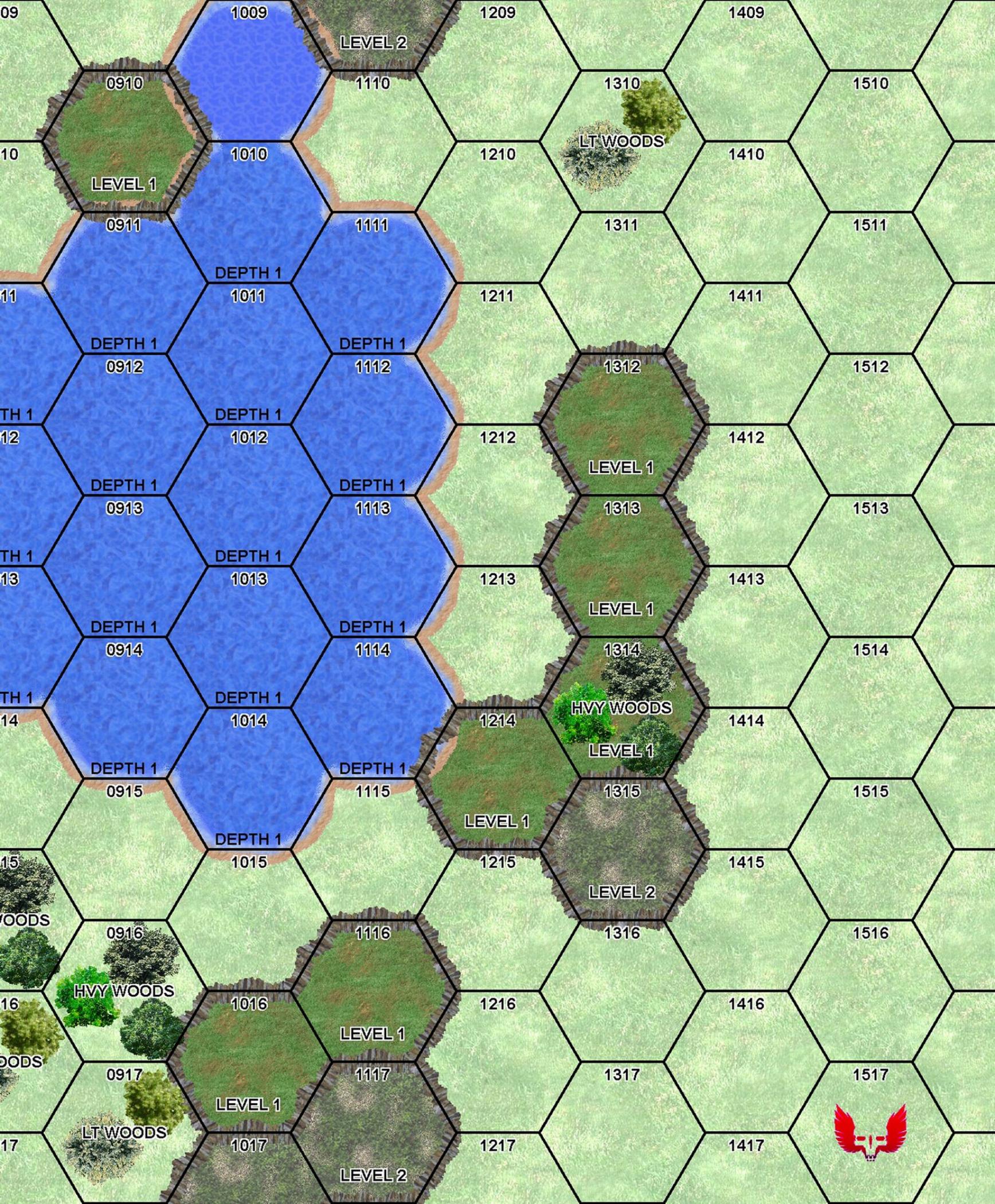
EPISODE 2 MAP



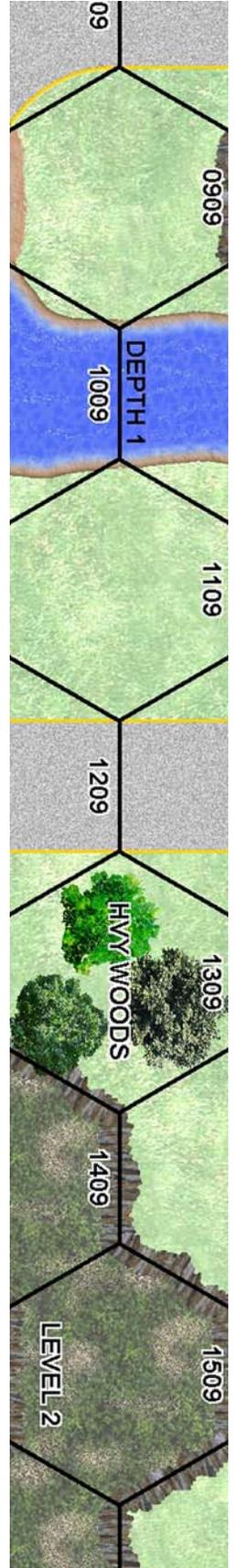
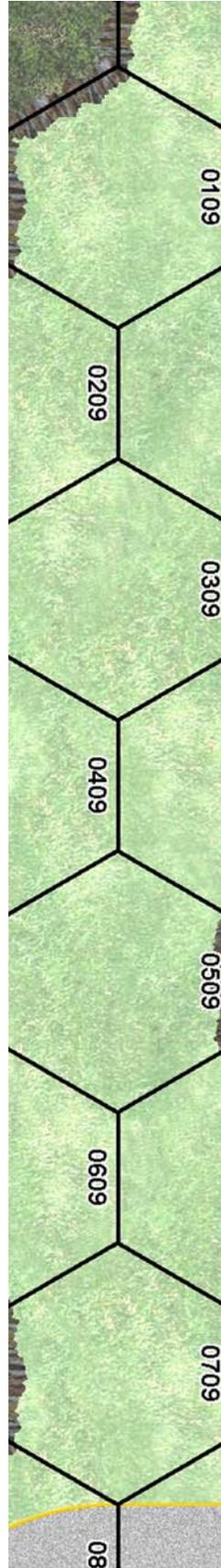
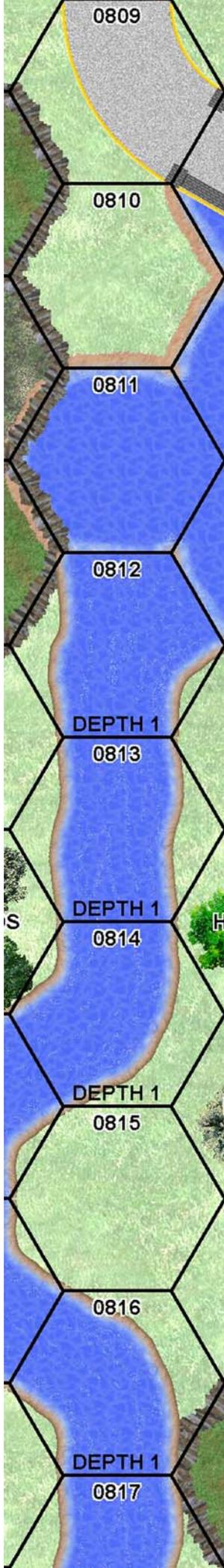
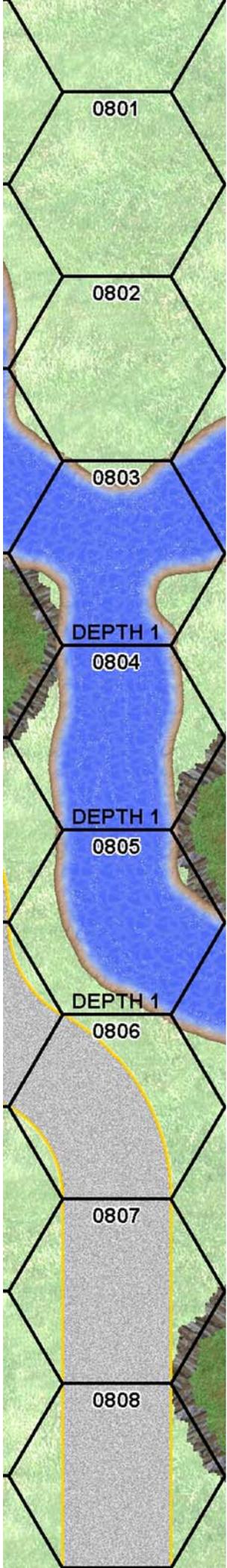


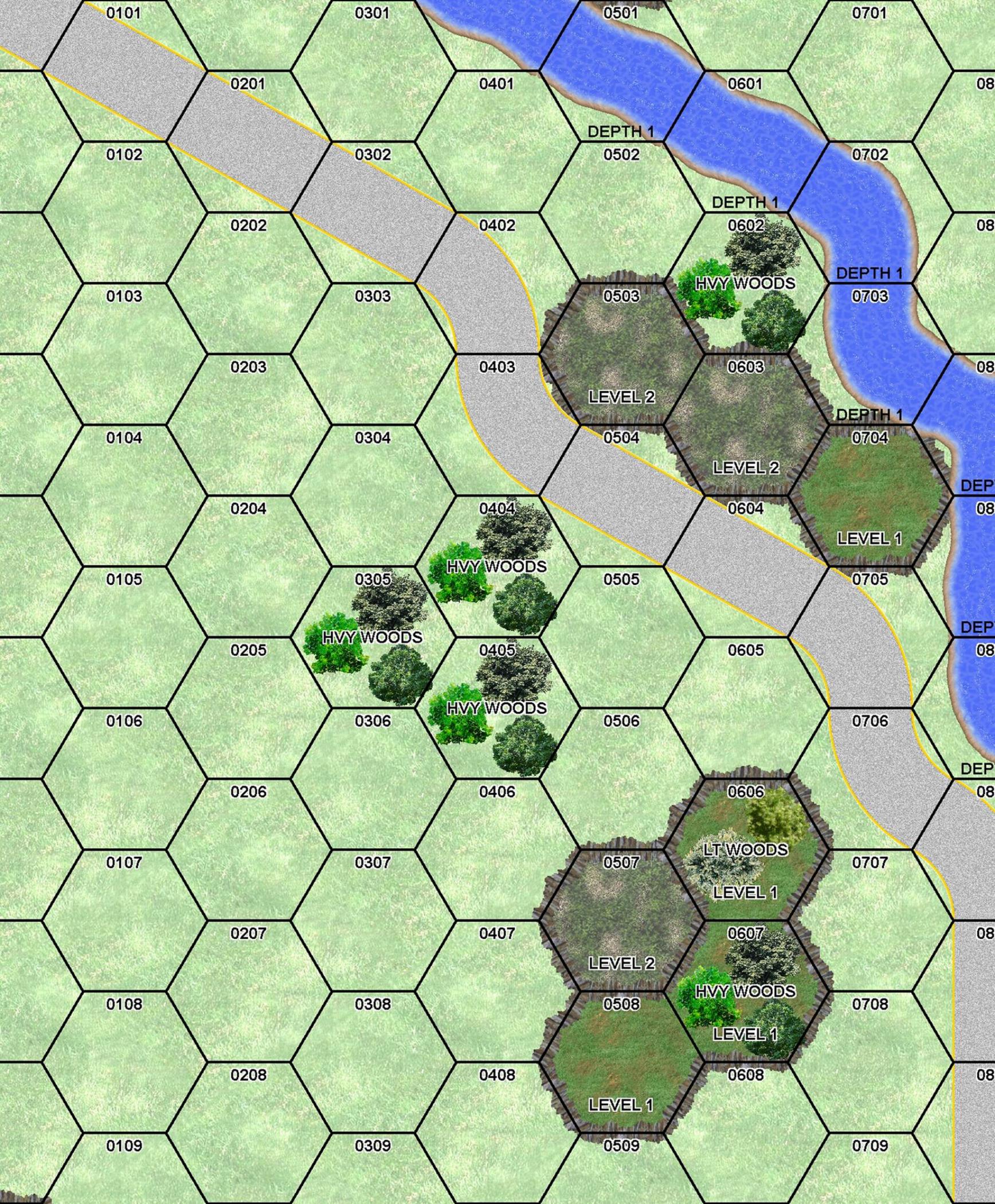


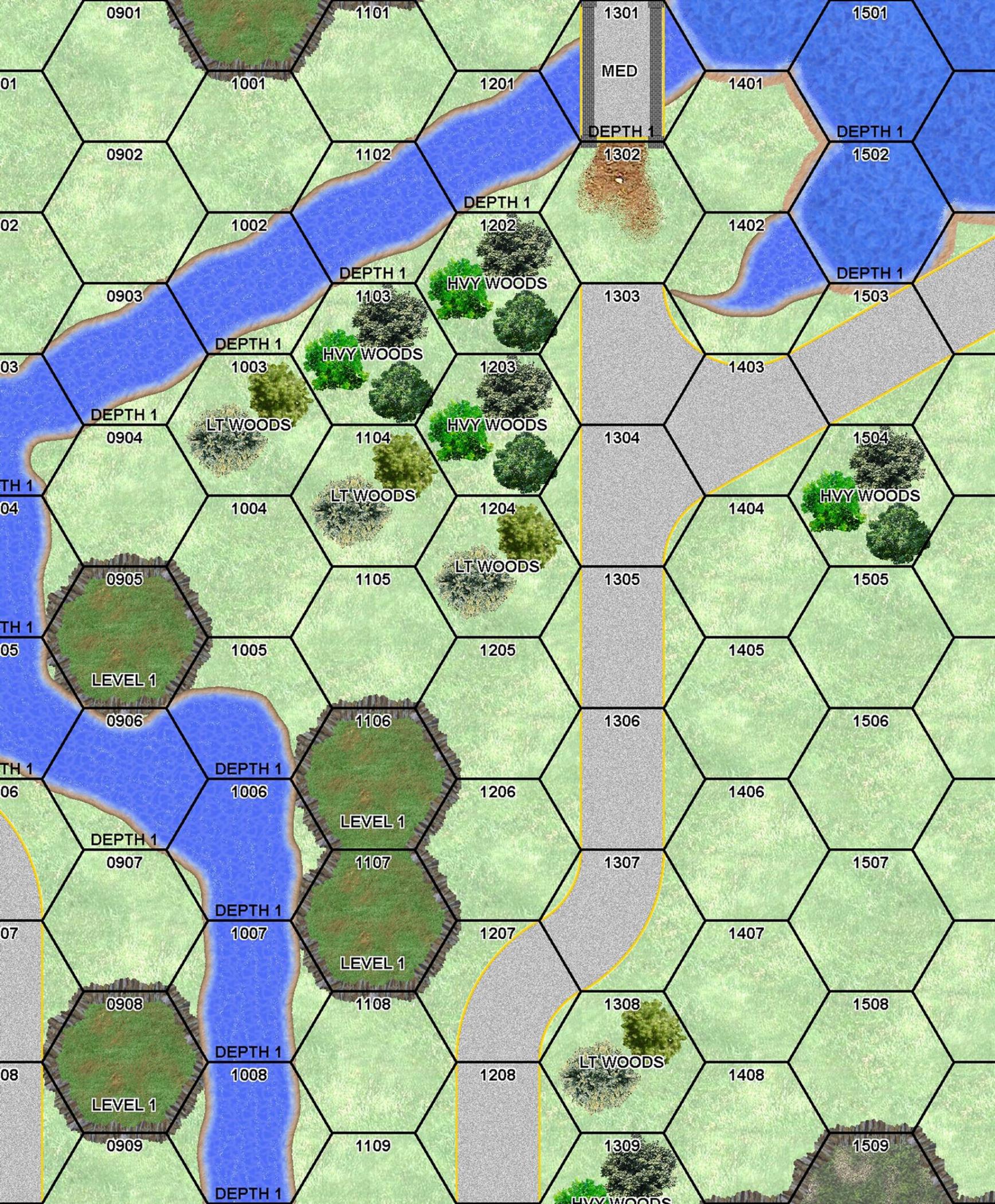




EPISODE 3 & 4 MAP







0901

1101

1301

1501

01

1001

1201

1401

DEPTH 1

0902

1102

DEPTH 1

1502

02

1002

DEPTH 1

1402

DEPTH 1

0903

DEPTH 1

HVY WOODS

1303

1503

03

DEPTH 1

HVY WOODS

1203

1403

DEPTH 1

1003

LT WOODS

HVY WOODS

1304

1504

TH 1

0904

1104

1204

1404

HVY WOODS

04

1004

LT WOODS

LT WOODS

1305

1505

TH 1

0905

1105

1205

1405

05

1005

LEVEL 1

0906

1106

1306

1506

TH 1

DEPTH 1

LEVEL 1

1206

1406

06

0907

1006

1307

1507

DEPTH 1

0907

DEPTH 1

1107

1207

1407

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1007

LEVEL 1

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1508

08

0908

DEPTH 1

1108

1208

1408

LEVEL 1

0909

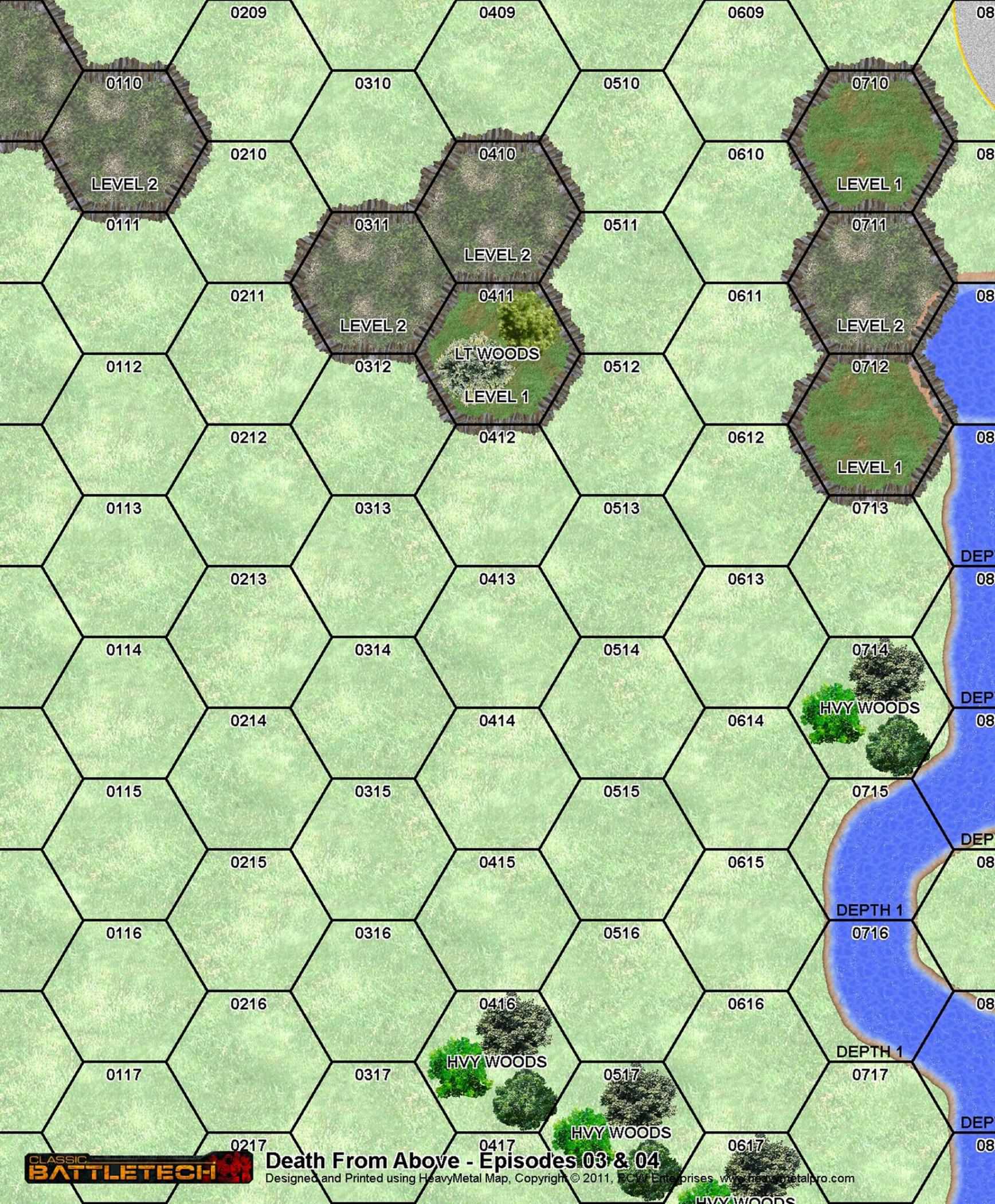
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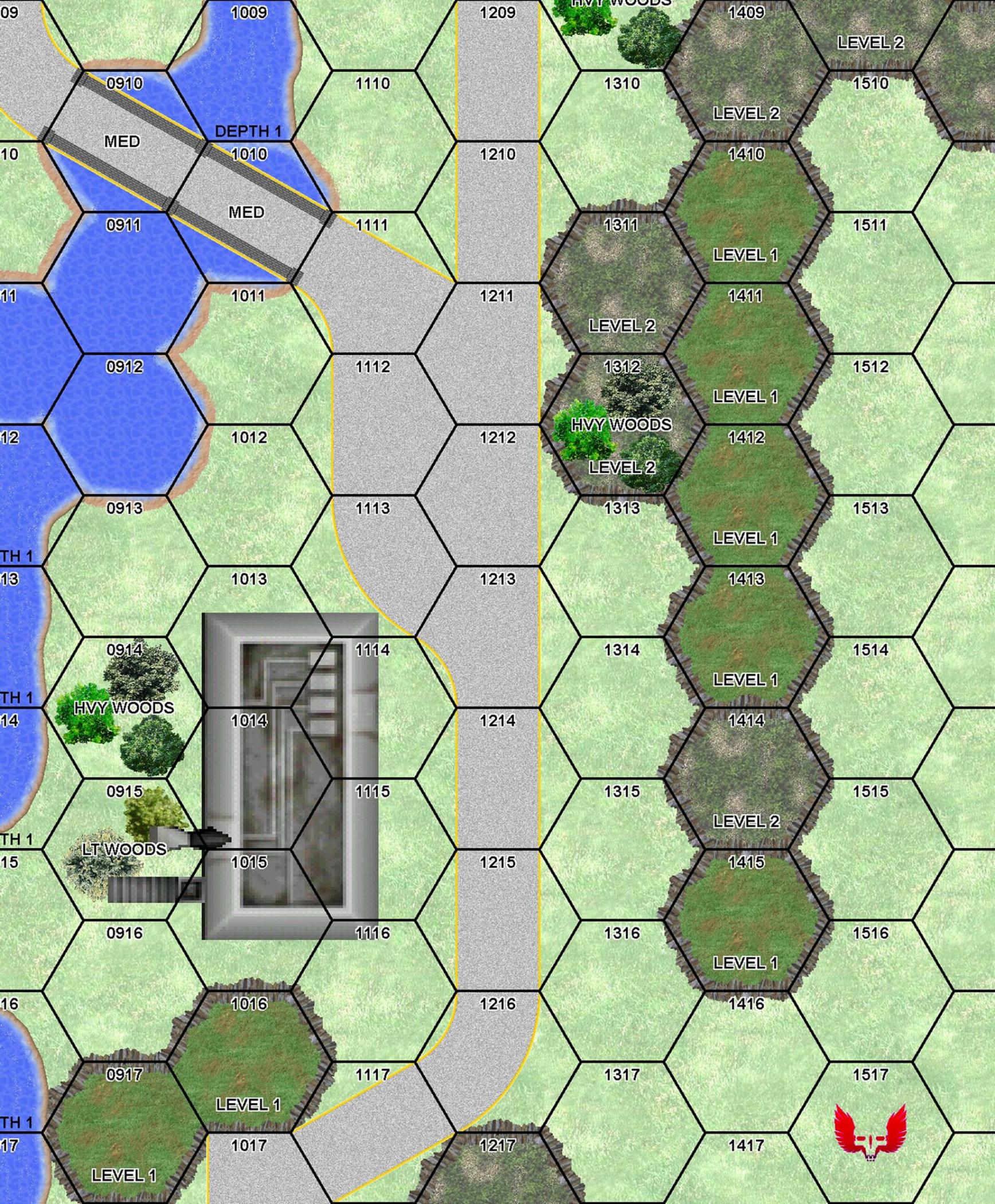
1309

1509

DEPTH 1

HVY WOODS





09

1009

1209

1409

LEVEL 2

0910

1110

1310

1510

MED

DEPTH 1

LEVEL 2

10

1010

1210

1410

0911

MED

1111

1311

1511

LEVEL 1

11

1011

1211

1411

LEVEL 2

0912

1112

1312

1512

LEVEL 1

12

1012

1212

1412

HTV WOODS

LEVEL 2

0913

1113

1313

1513

LEVEL 1

TH 1

1013

1213

1413

0914

1114

1314

1514

LEVEL 1

TH 1

1014

1214

1414

HTV WOODS

0915

1115

1315

1515

LEVEL 2

TH 1

1015

1215

1415

LT WOODS

0916

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LEVEL 1

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1016

1216

1416

0917

1117

1317

1517

LEVEL 1

TH 1

1017

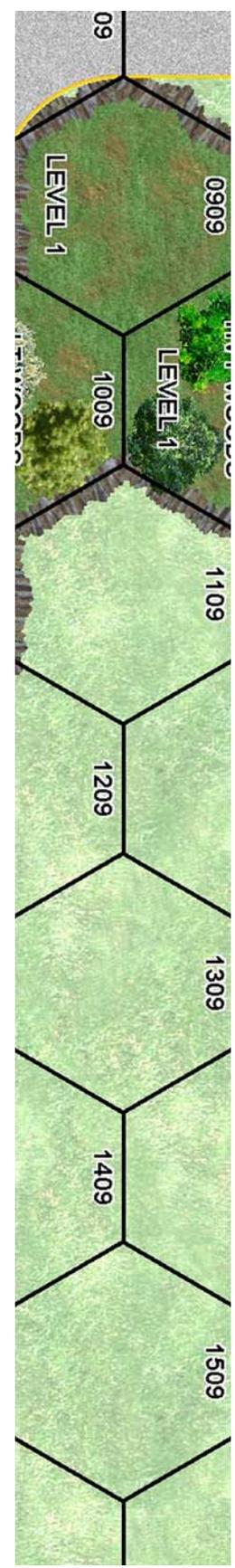
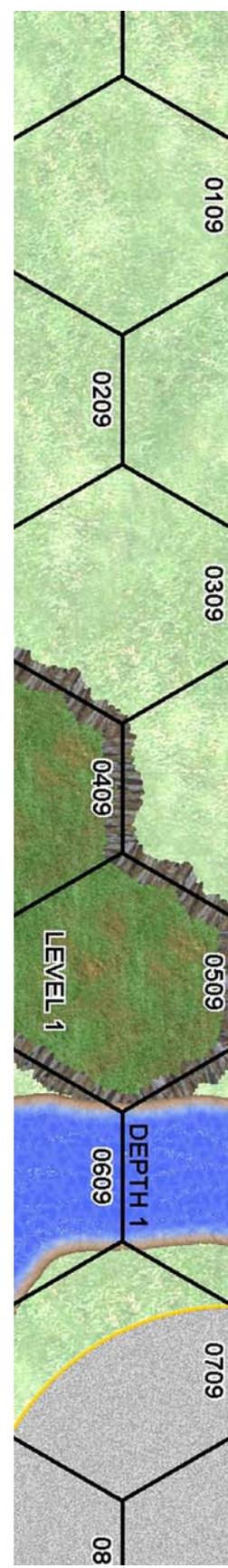
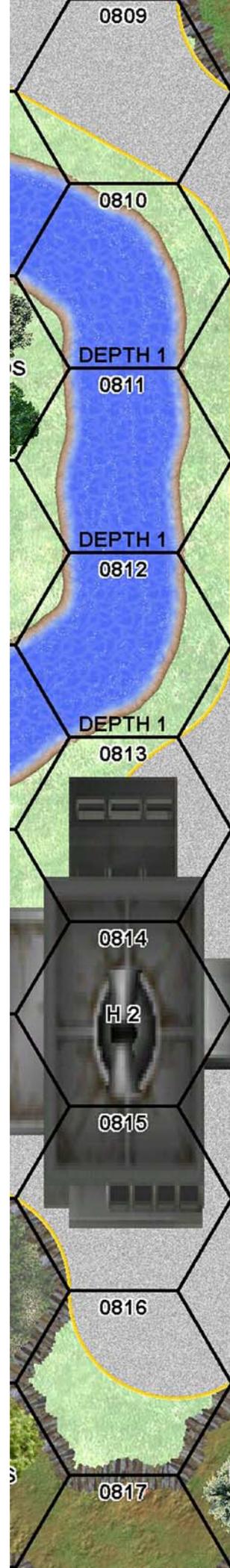
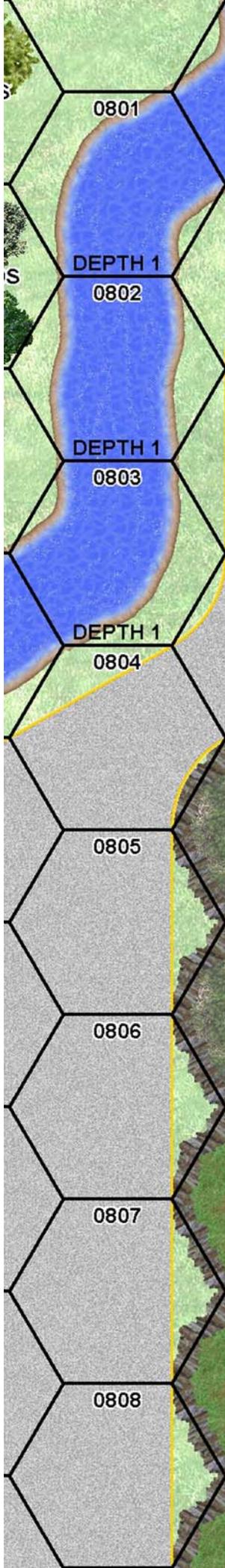
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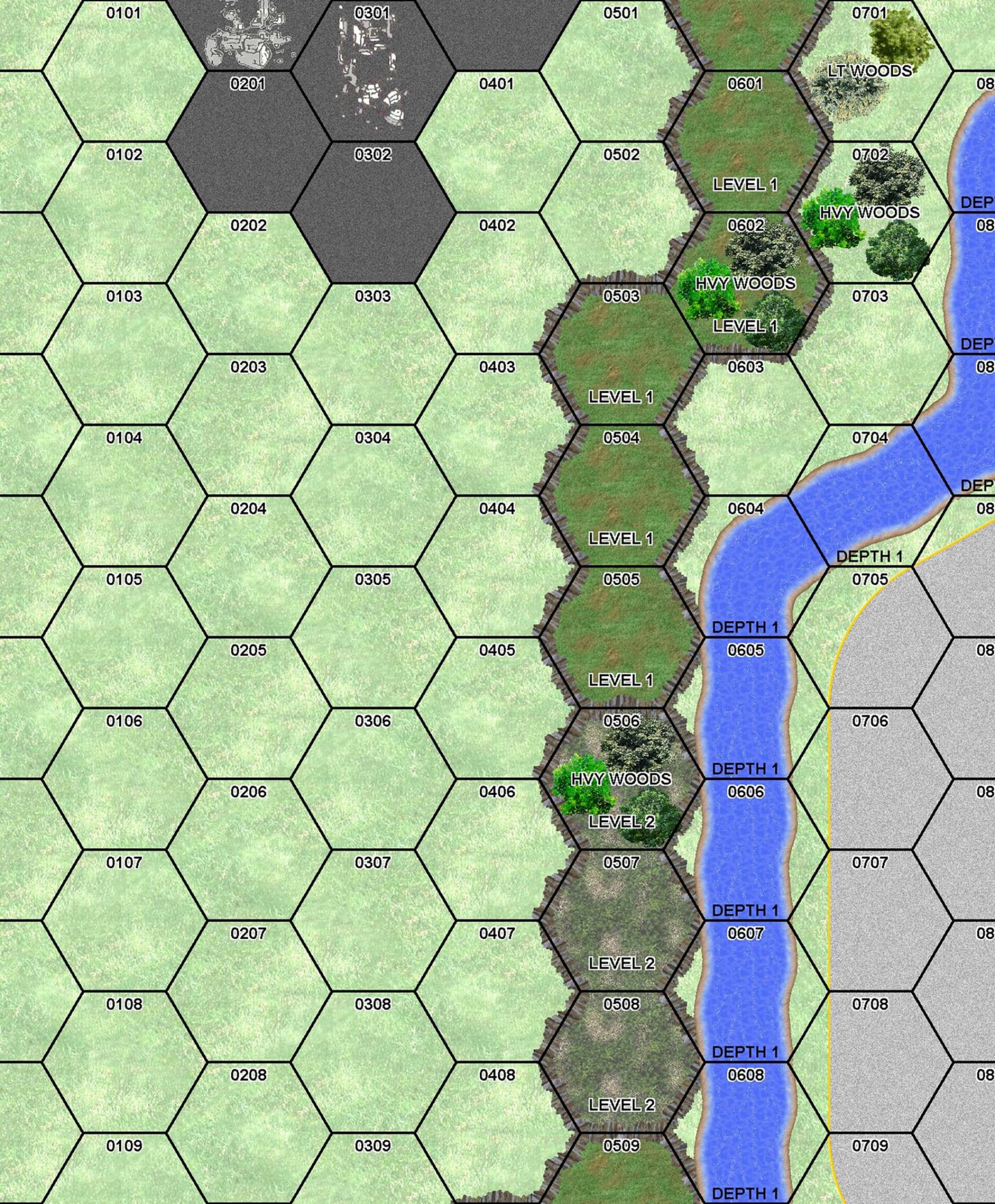
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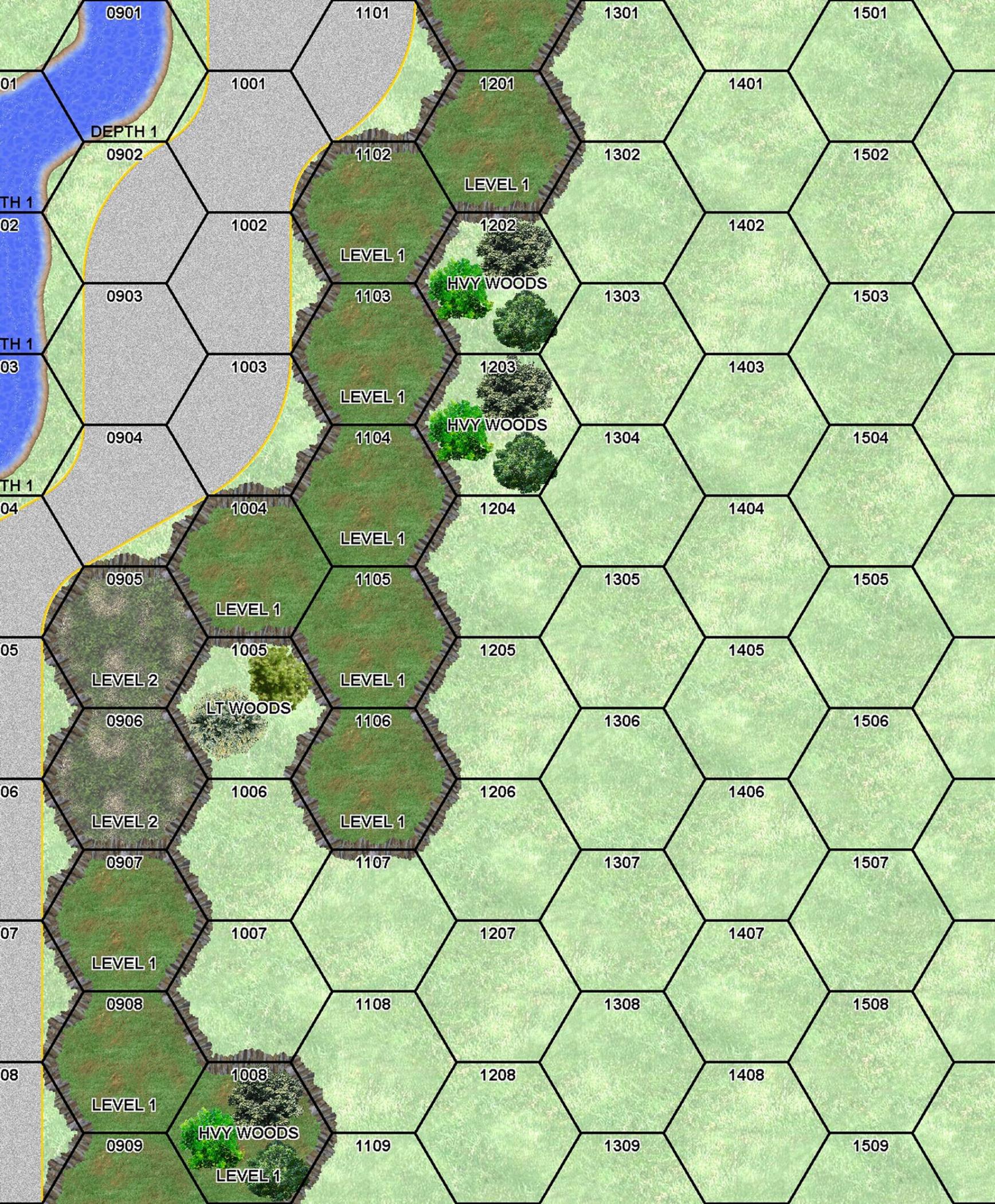
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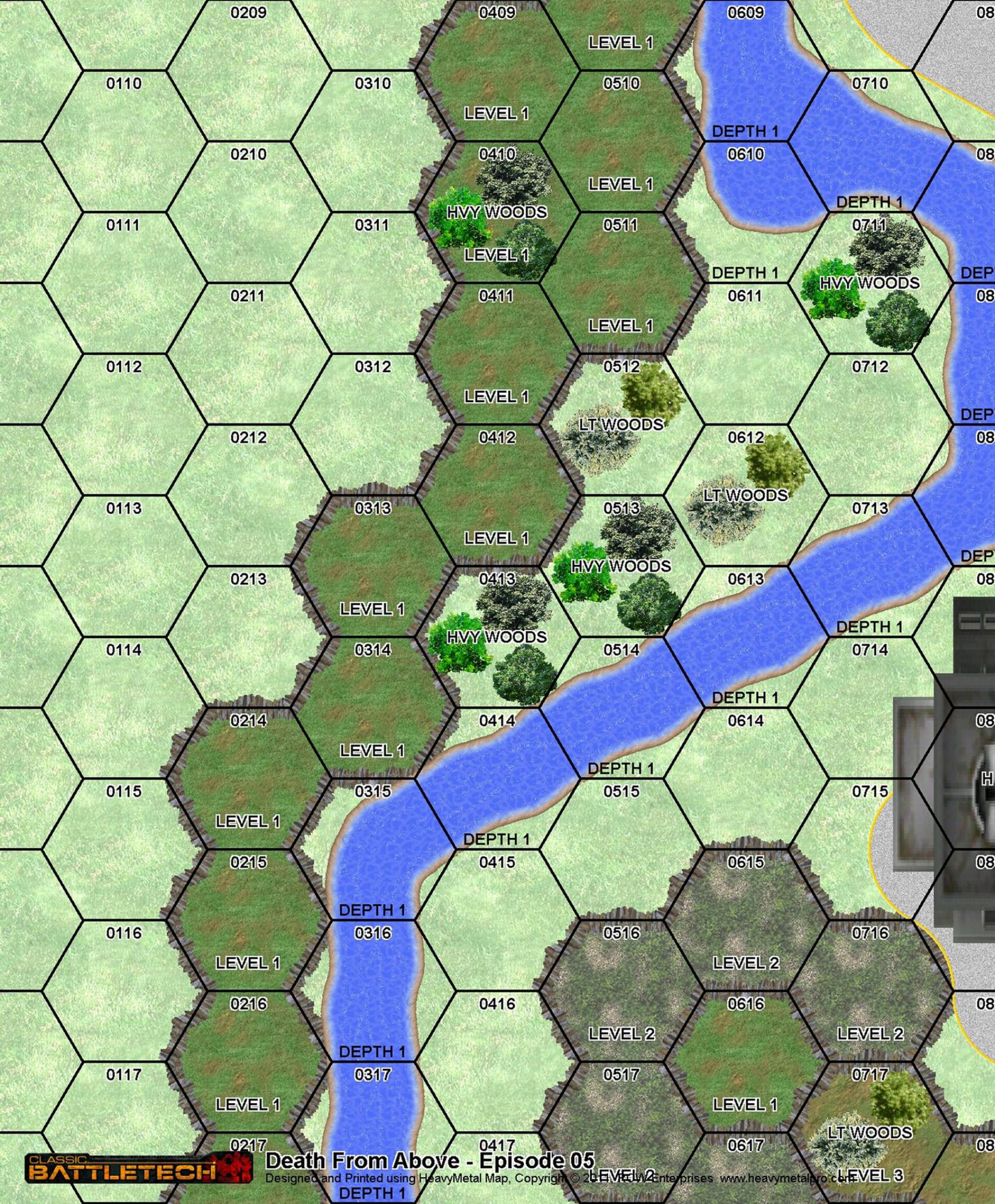


EPISODE 5 MAP









0217

0417

0617

08

0117

LEVEL 1

0317

0416

LEVEL 2

LEVEL 1

0717

08

0116

LEVEL 1

0316

0415

LEVEL 2

LEVEL 2

0716

08

0115

LEVEL 1

0315

0414

DEPTH 1

DEPTH 1

0715

08

0114

LEVEL 1

0314

0413

DEPTH 1

DEPTH 1

0714

08

0113

LEVEL 1

0313

0412

LEVEL 1

DEPTH 1

0713

08

0112

LEVEL 1

0312

0411

LEVEL 1

DEPTH 1

0712

08

0111

LEVEL 1

0311

0410

LEVEL 1

DEPTH 1

0711

08

0110

LEVEL 1

0310

0409

LEVEL 1

DEPTH 1

0610

08

0216

0416

0616

08

0215

0415

0615

08

0214

0414

0614

08

0213

0413

0613

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0212

0412

0612

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0211

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0210

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0209

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0209

0409

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0213

0413

0613

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0410

0610

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0209

0409

0609

08

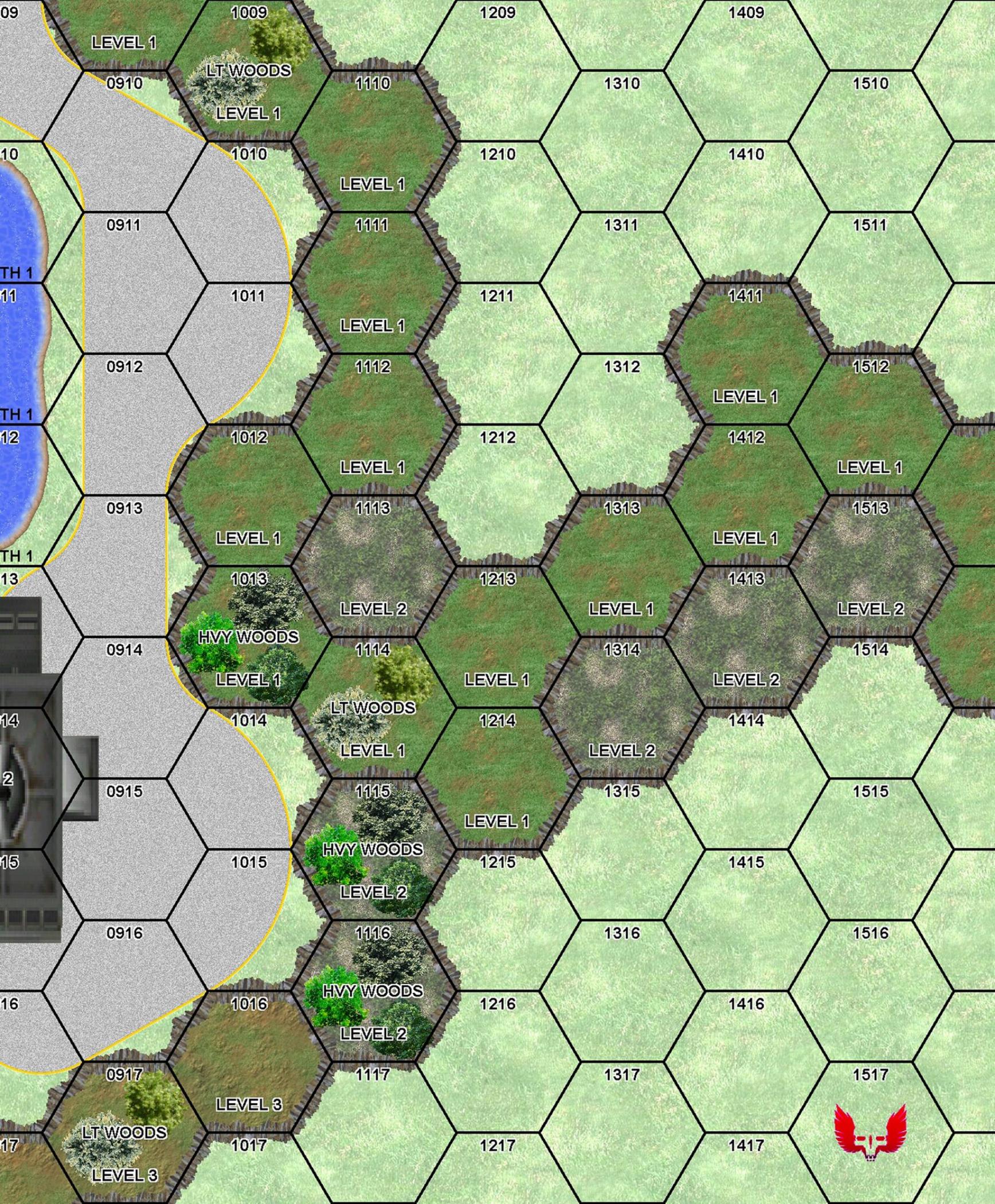
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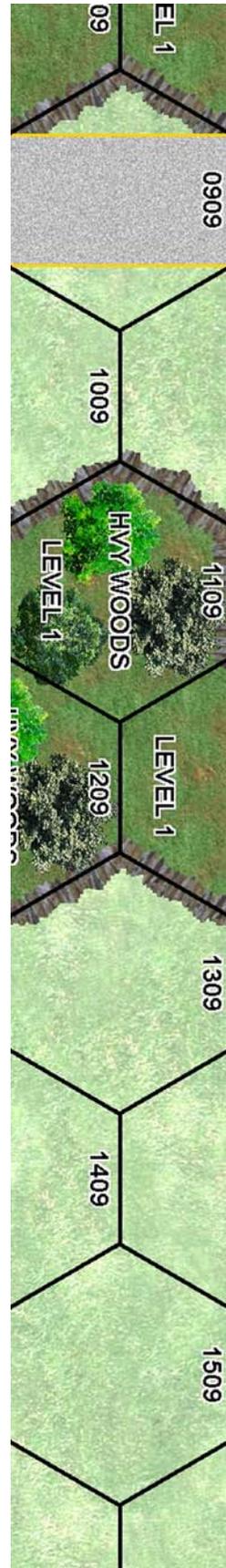
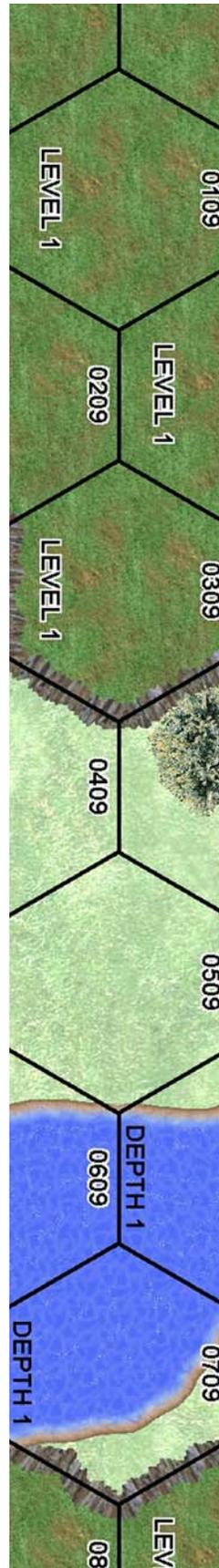
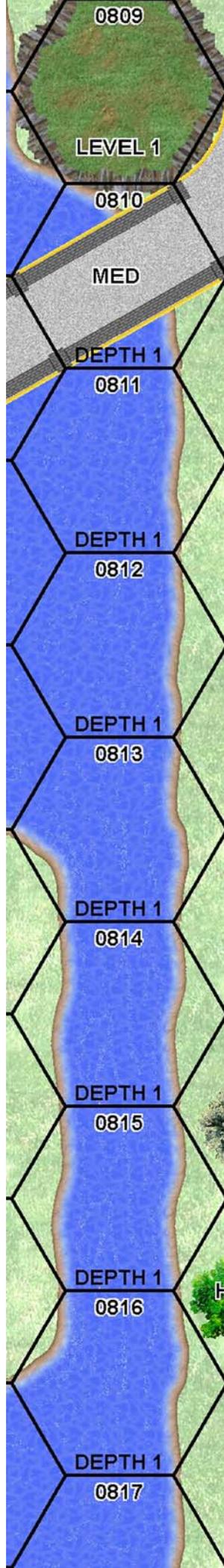
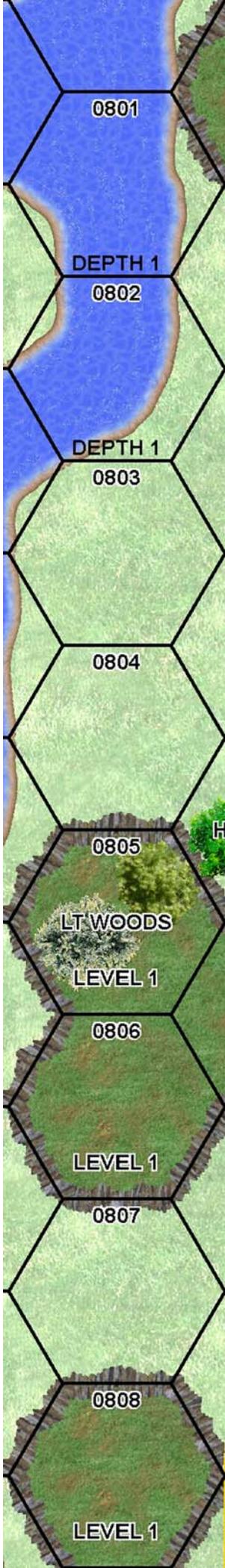
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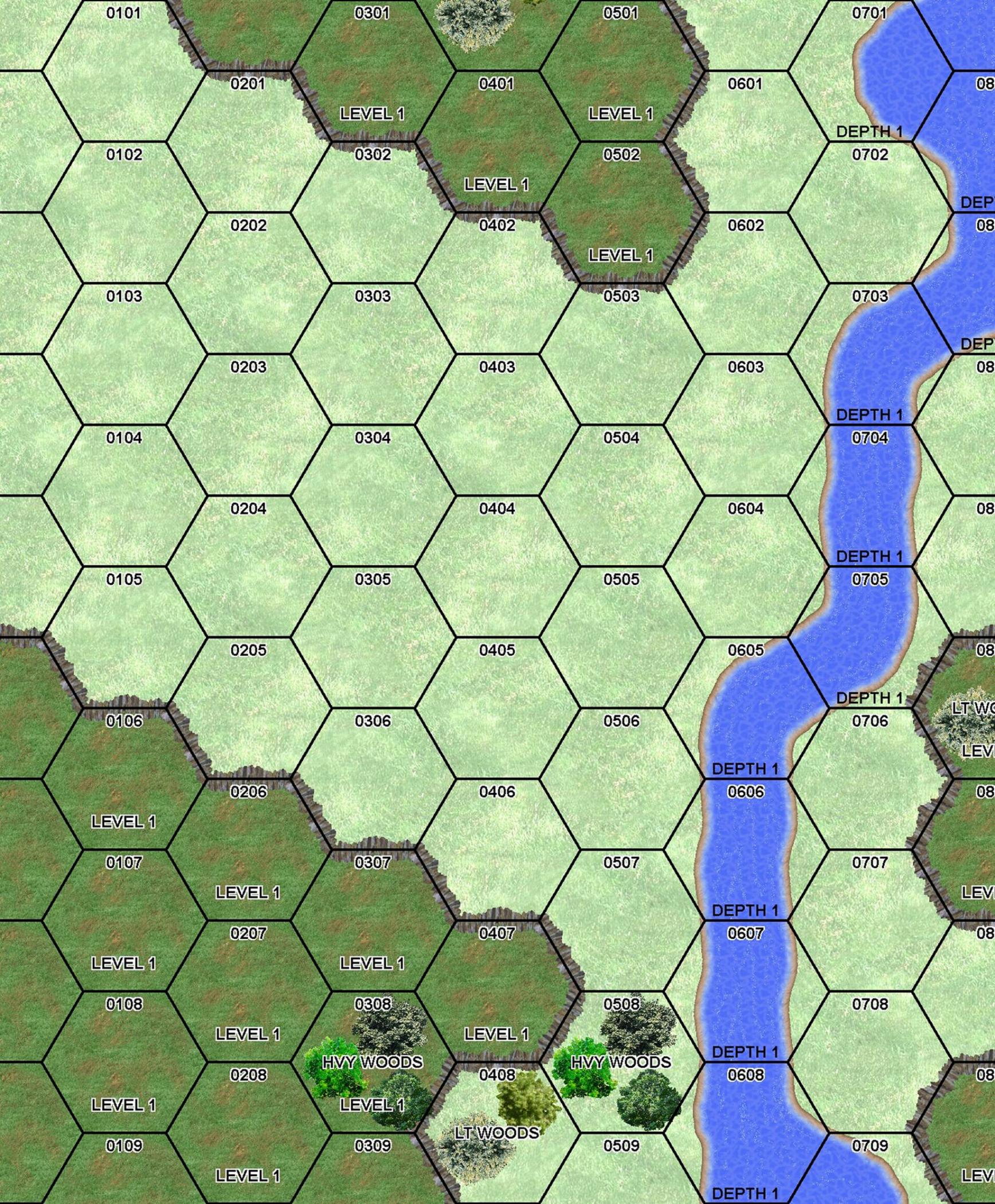
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0216



EPISODE 6 MAP





0101

0301

0501

0701

0201

0401

0601

0801

LEVEL 1

LEVEL 1

DEPTH 1

0102

0302

0502

0702

DEPTH 1

0202

0402

0602

0802

LEVEL 1

LEVEL 1

0103

0303

0503

0703

DEPTH 1

0203

0403

0603

0803

0104

0304

0504

0704

DEPTH 1

0204

0404

0604

0804

0105

0305

0505

0705

DEPTH 1

0205

0405

0605

0805

0106

0306

0506

0706

DEPTH 1

LT WOODS

LEVEL 1

0206

0406

0606

0806

LEVEL 1

DEPTH 1

0107

0307

0507

0707

LEVEL 1

0207

0407

0607

0807

LEVEL 1

DEPTH 1

LEVEL 1

0108

0308

0508

0708

0208

0408

0608

0808

HVVY WOODS

HVVY WOODS

DEPTH 1

LEVEL 1

LEVEL 1

LEVEL 1

0109

0309

0509

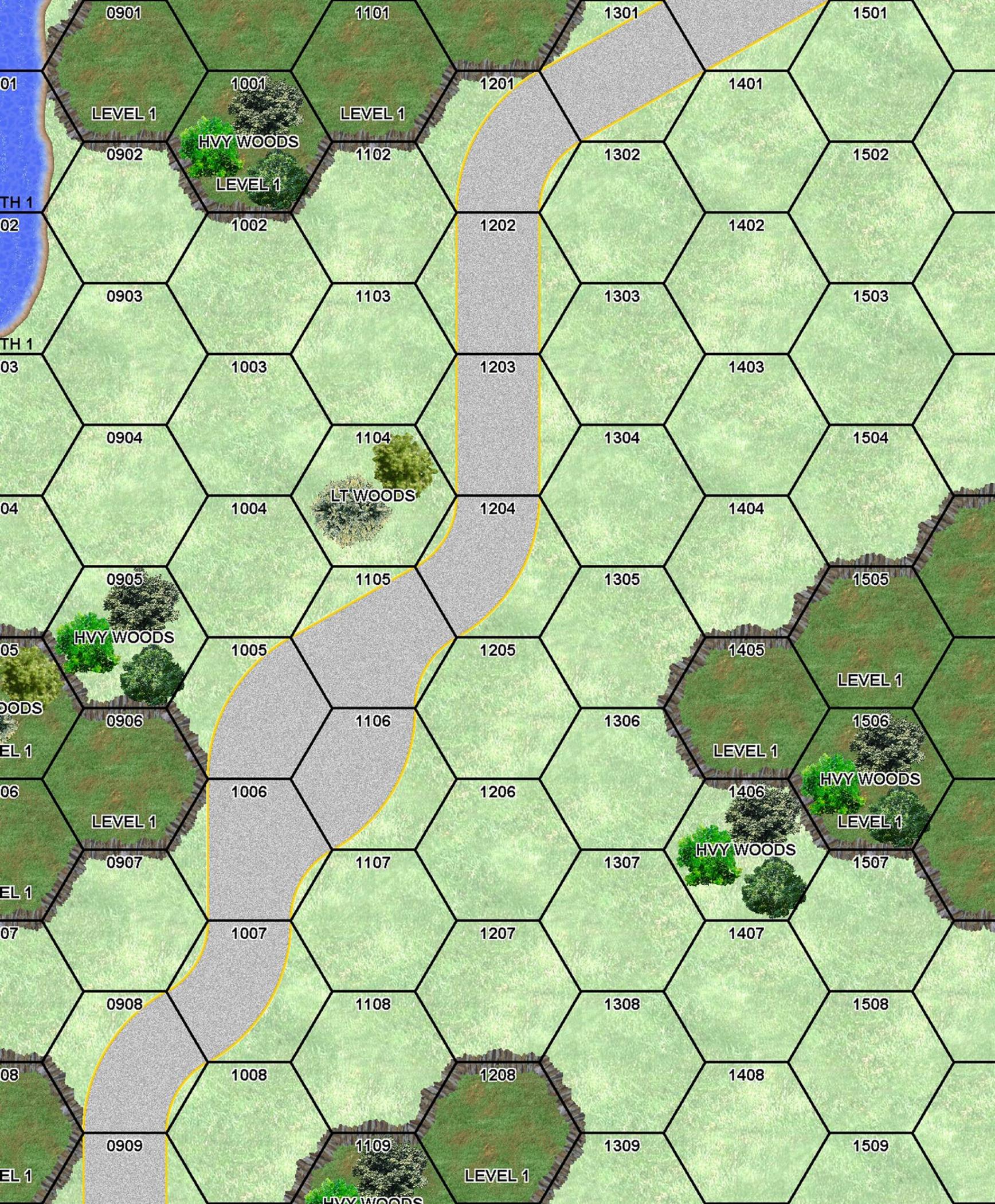
0709

LT WOODS

LEVEL 1

DEPTH 1

LEVEL 1



0901

1101

1301

1501

01

1001

1201

1401

LEVEL 1

LEVEL 1

HVY WOODS

0902

1102

1302

1502

LEVEL 1

1002

1202

1402

0903

1103

1303

1503

1003

1203

1403

0904

1104

1304

1504

LT WOODS

1004

1204

1404

0905

1105

1305

1505

HVY WOODS

1005

1205

1405

LEVEL 1

0906

1106

1306

1506

LEVEL 1

HVY WOODS

LEVEL 1

1006

1206

1406

LEVEL 1

HVY WOODS

0907

1107

1307

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1108

1308

1508

08

1008

1208

1408

0909

1109

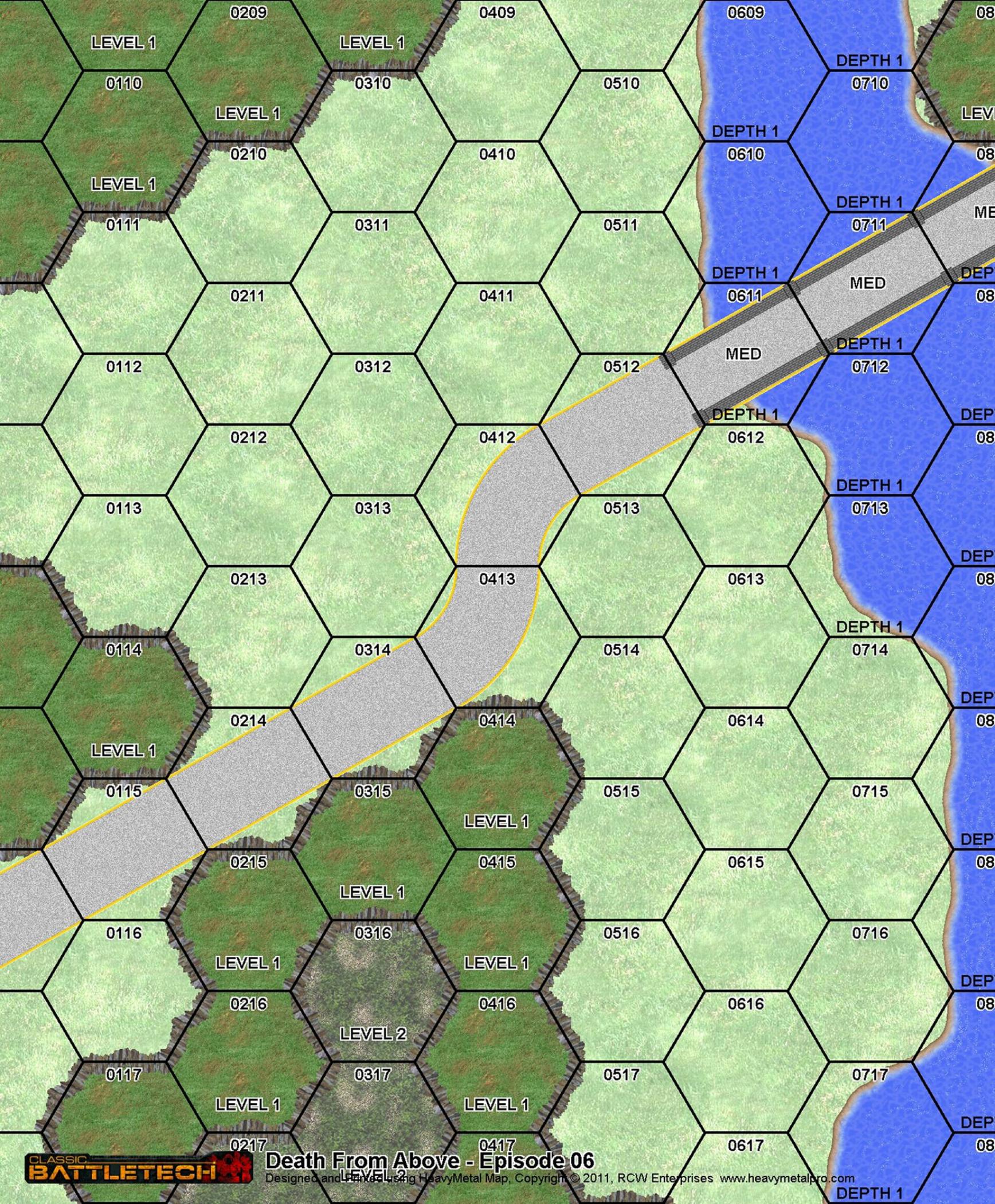
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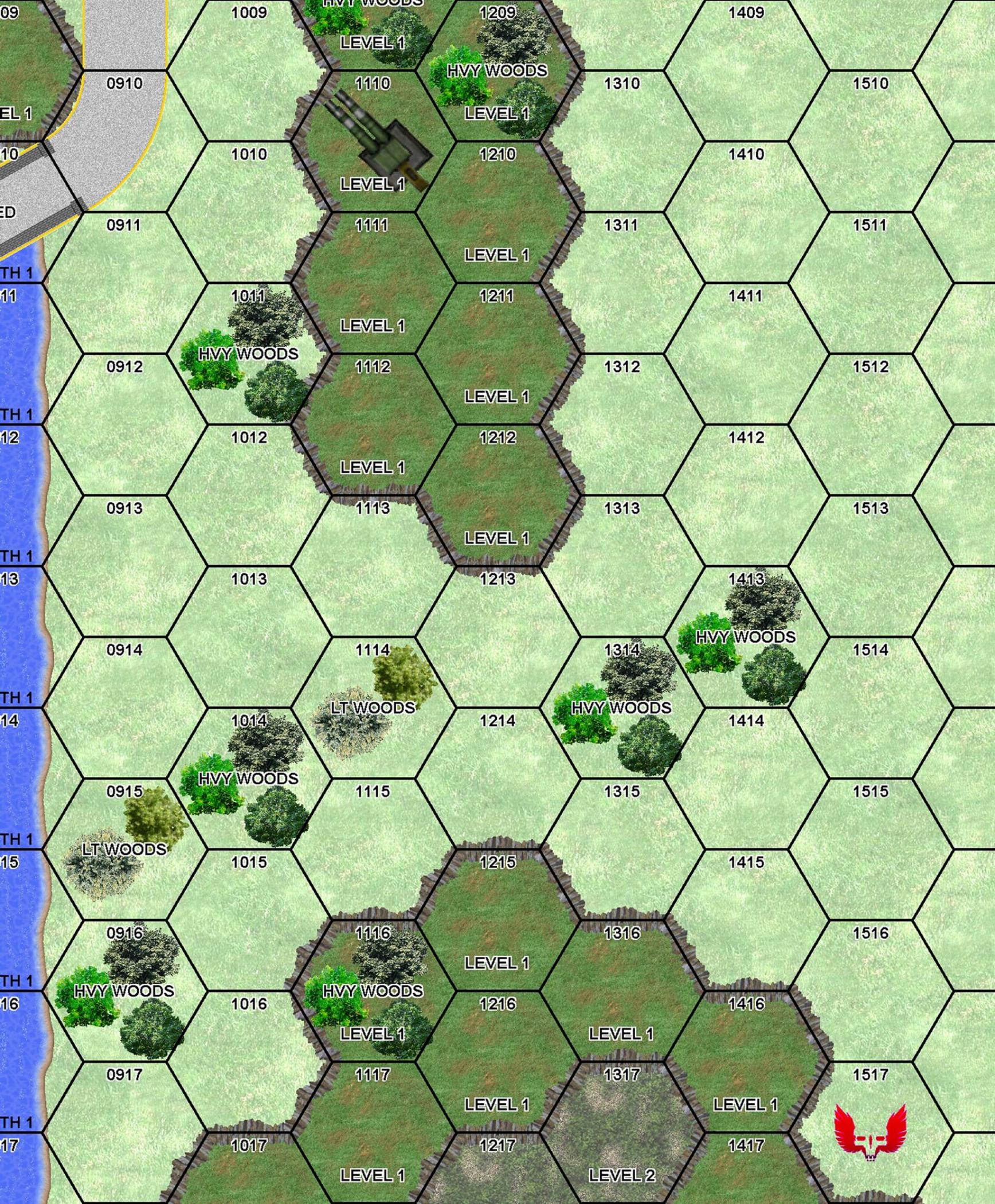
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EL 1

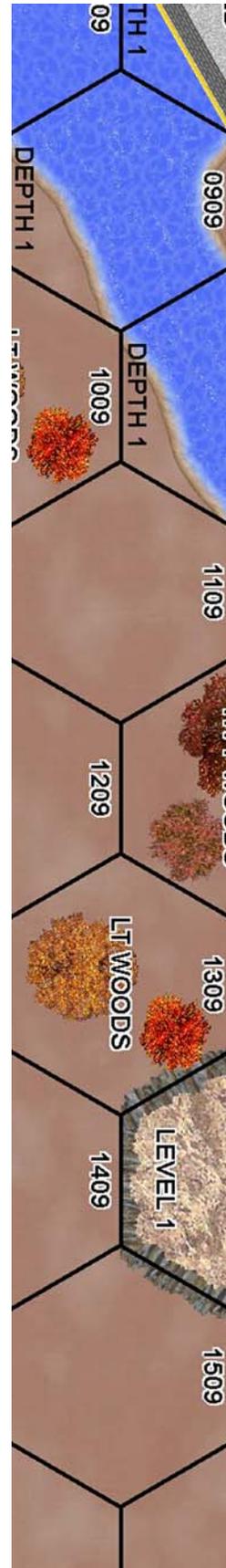
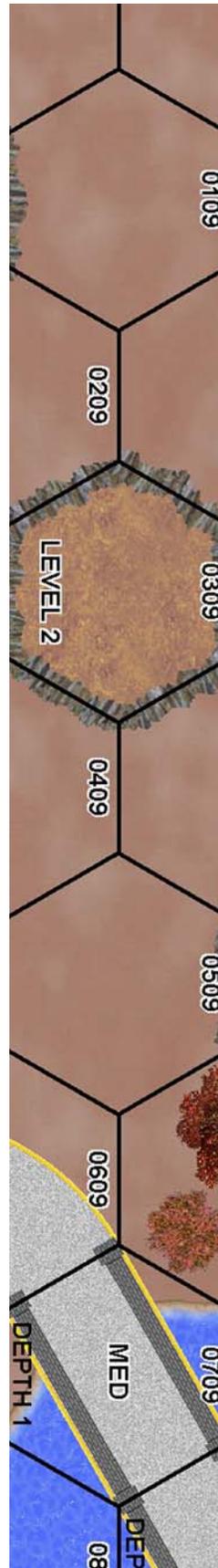
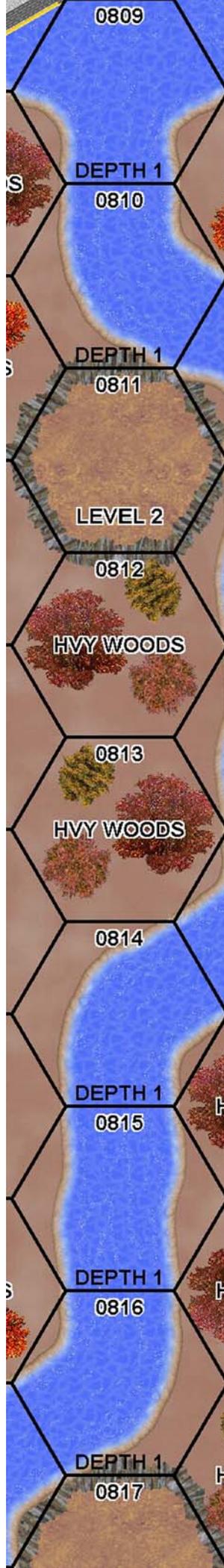
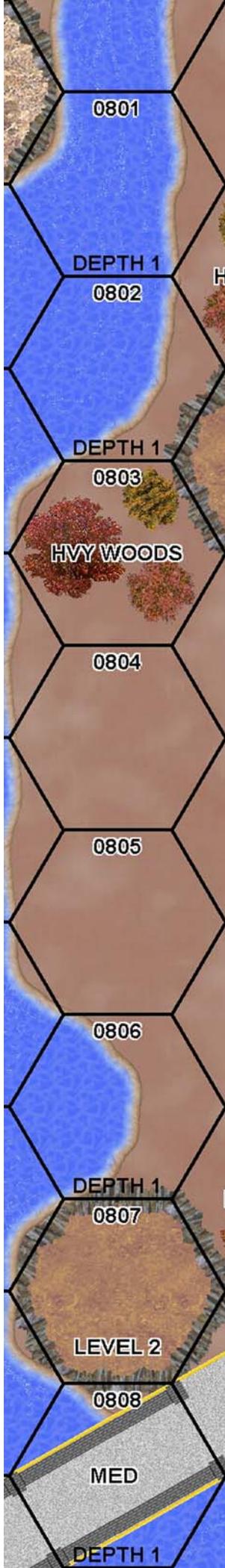
LEVEL 1

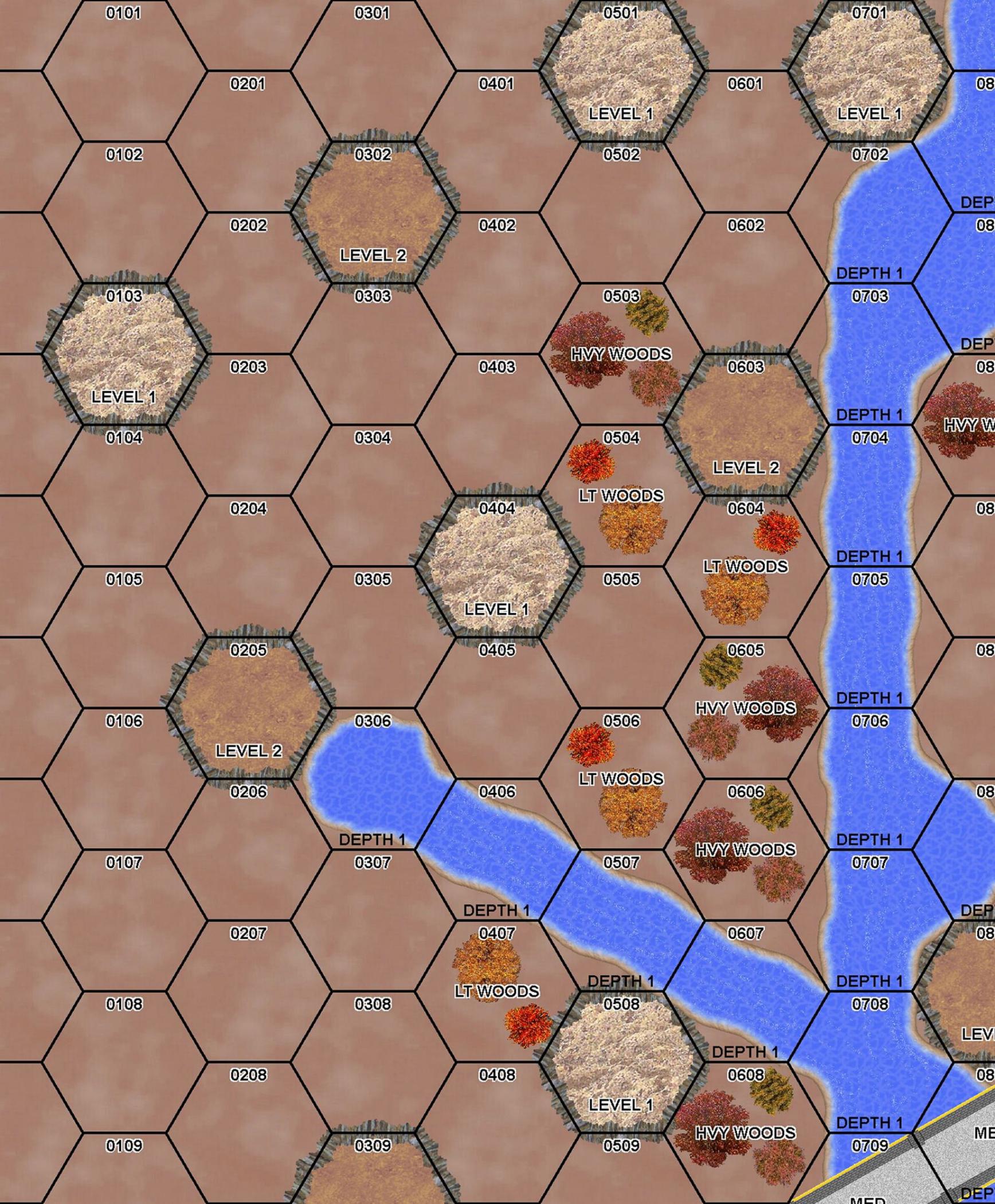
HVY WOODS

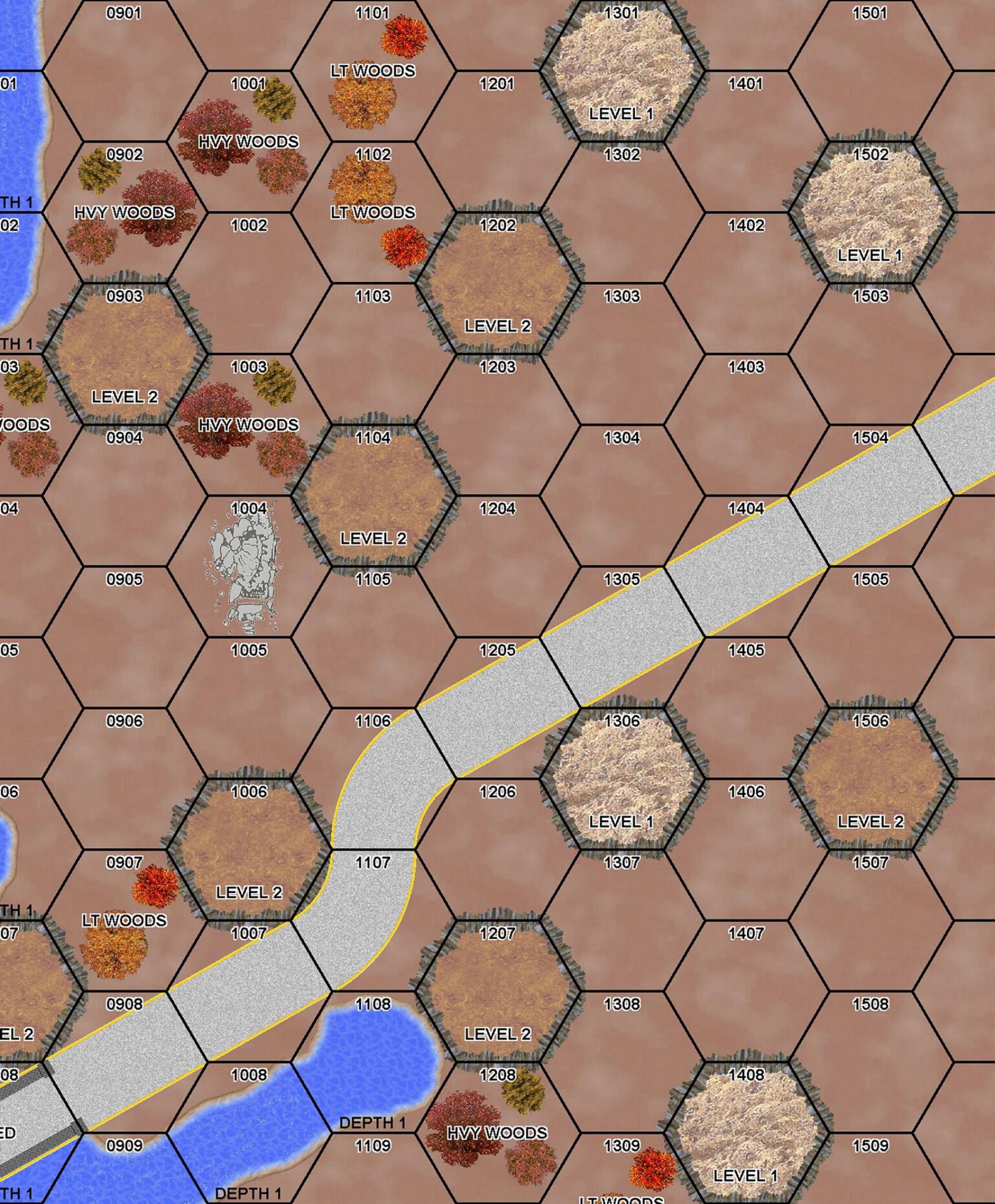


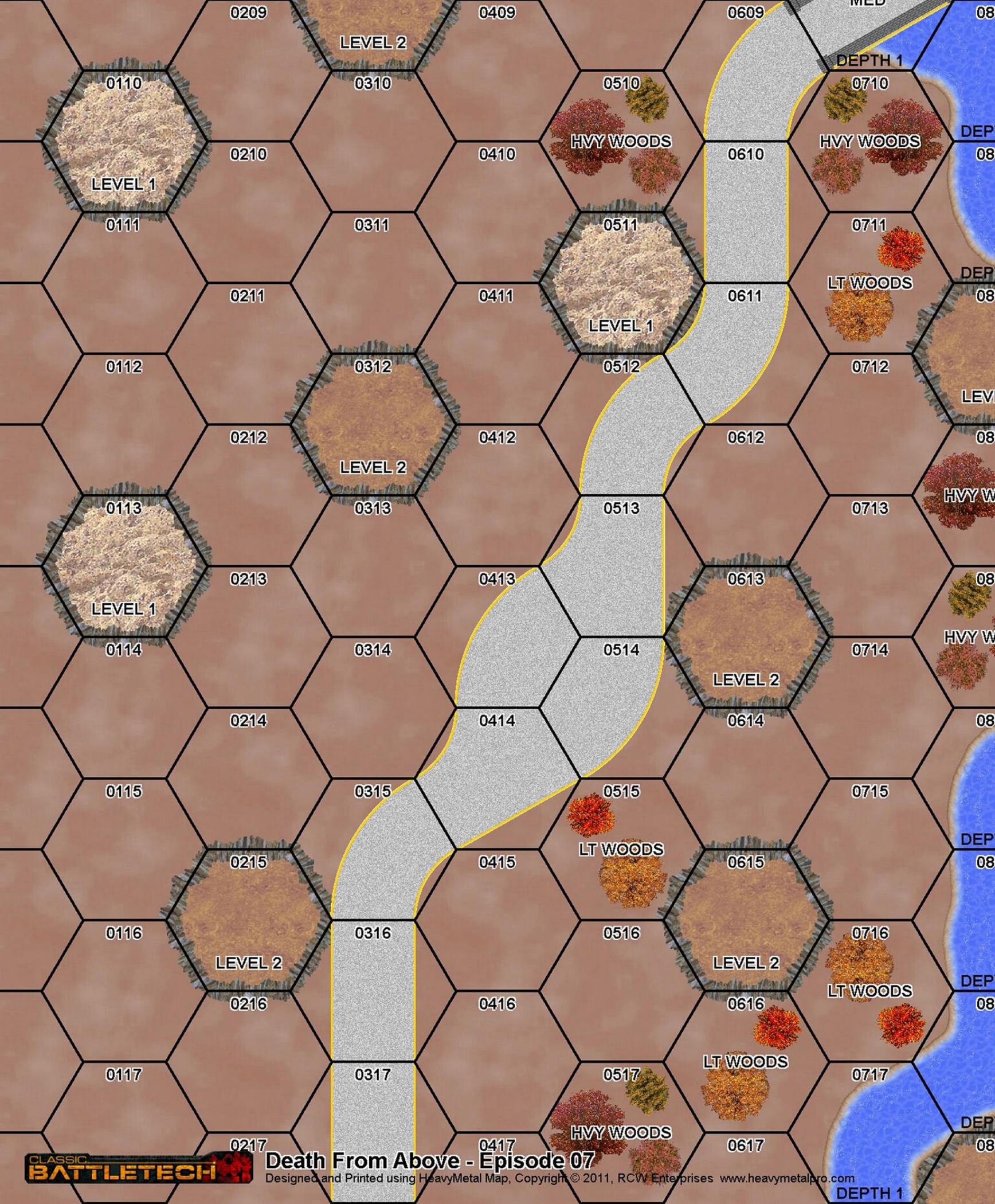


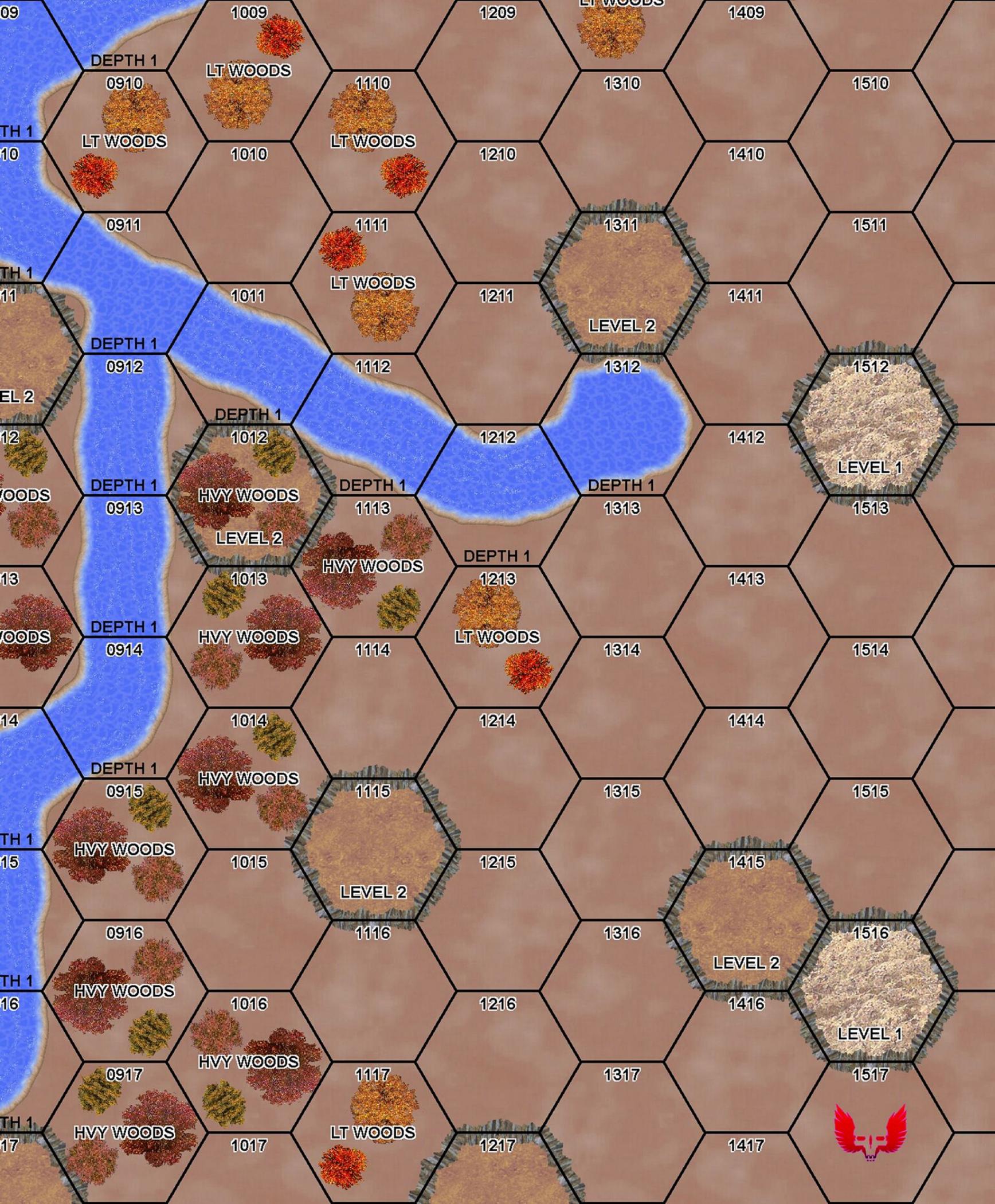
EPISODE 7 MAP



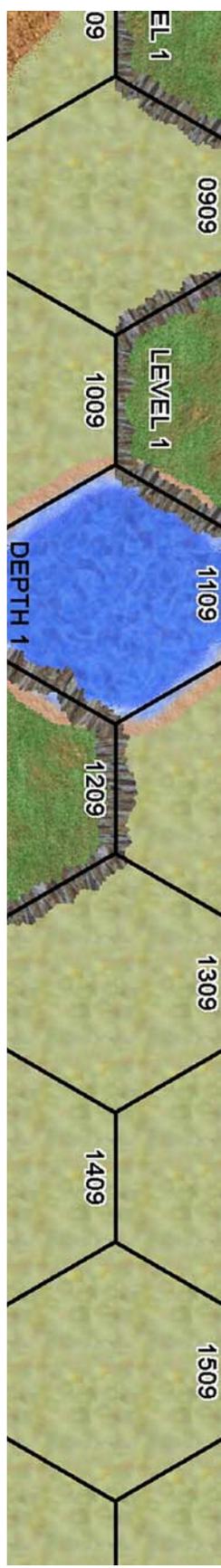
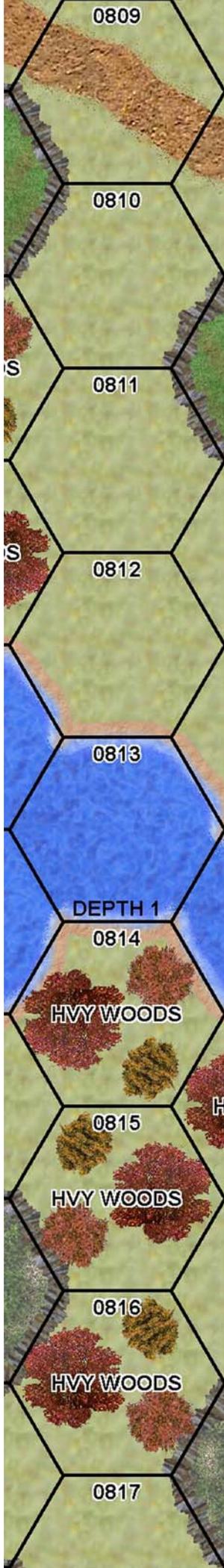
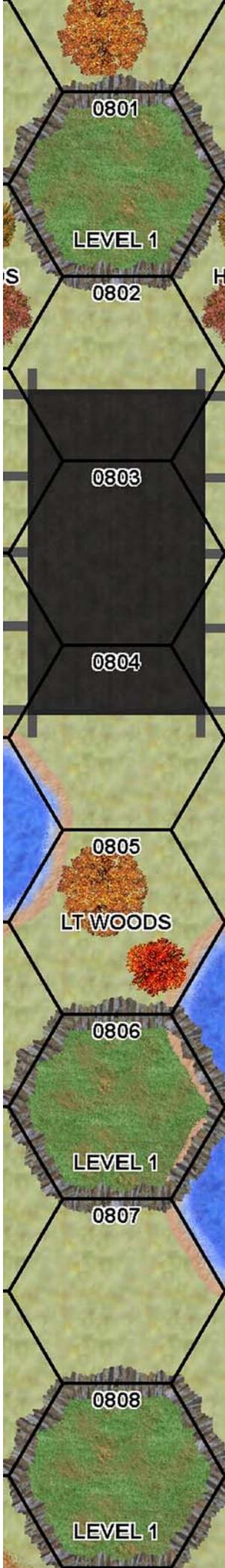


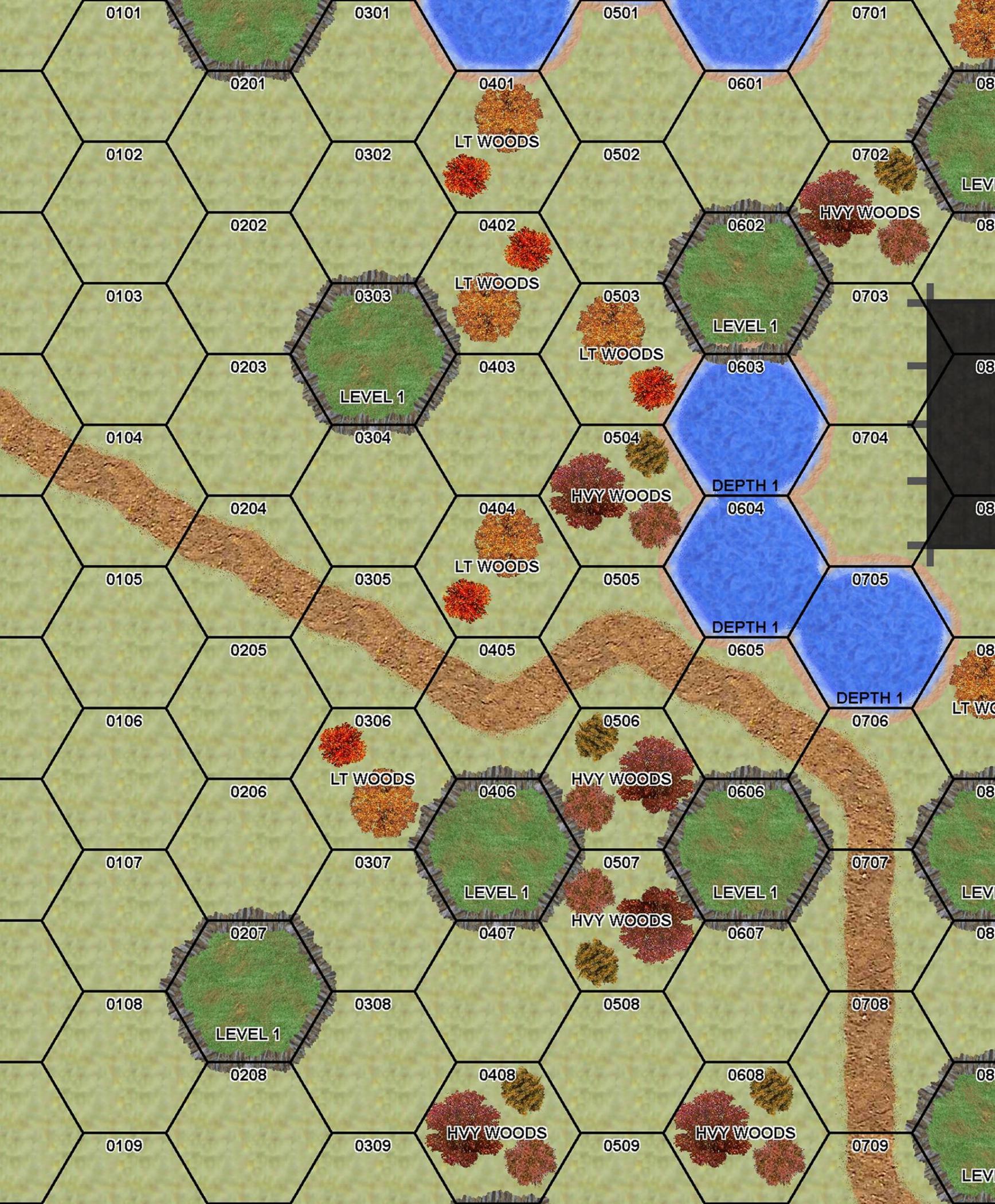




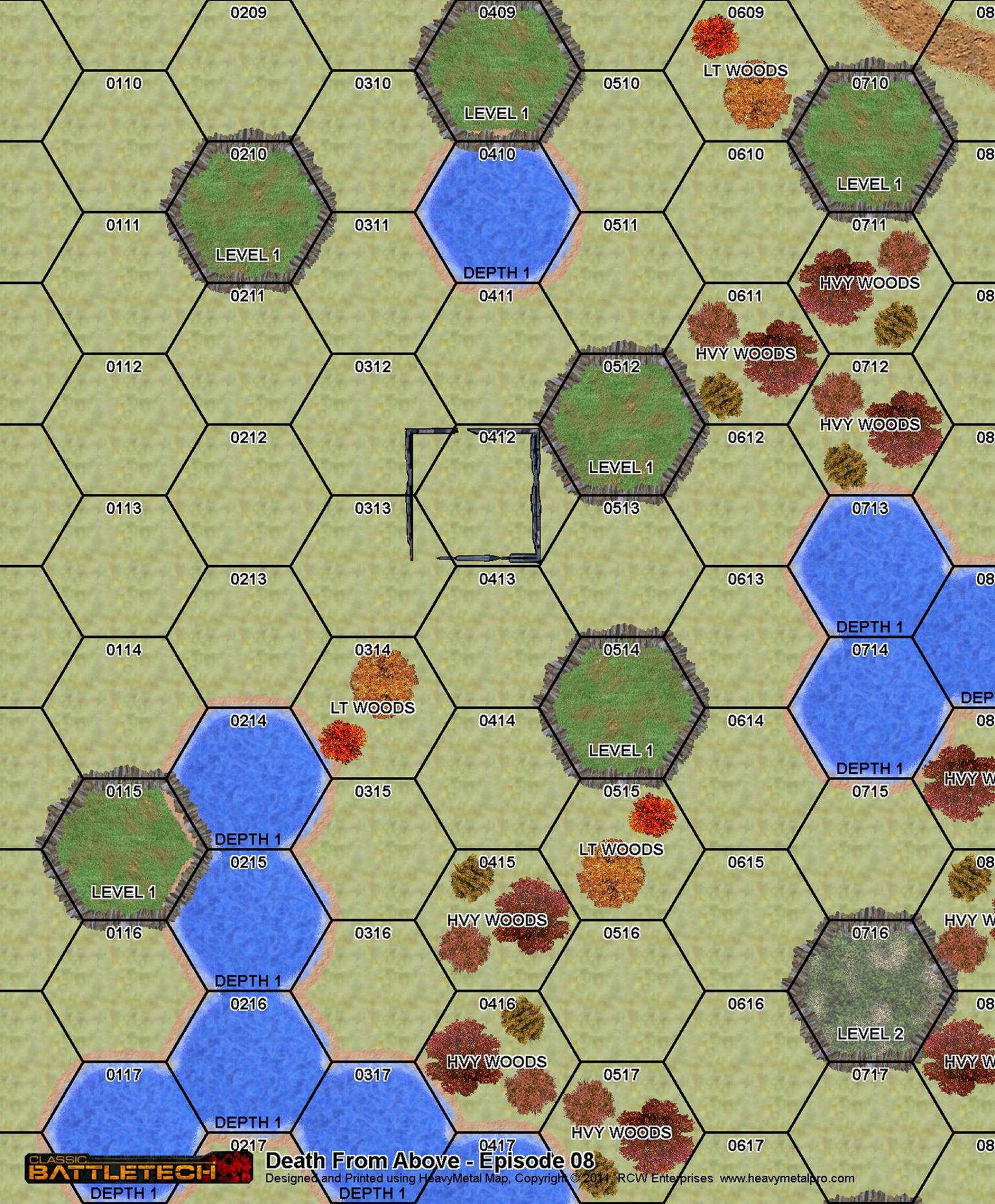


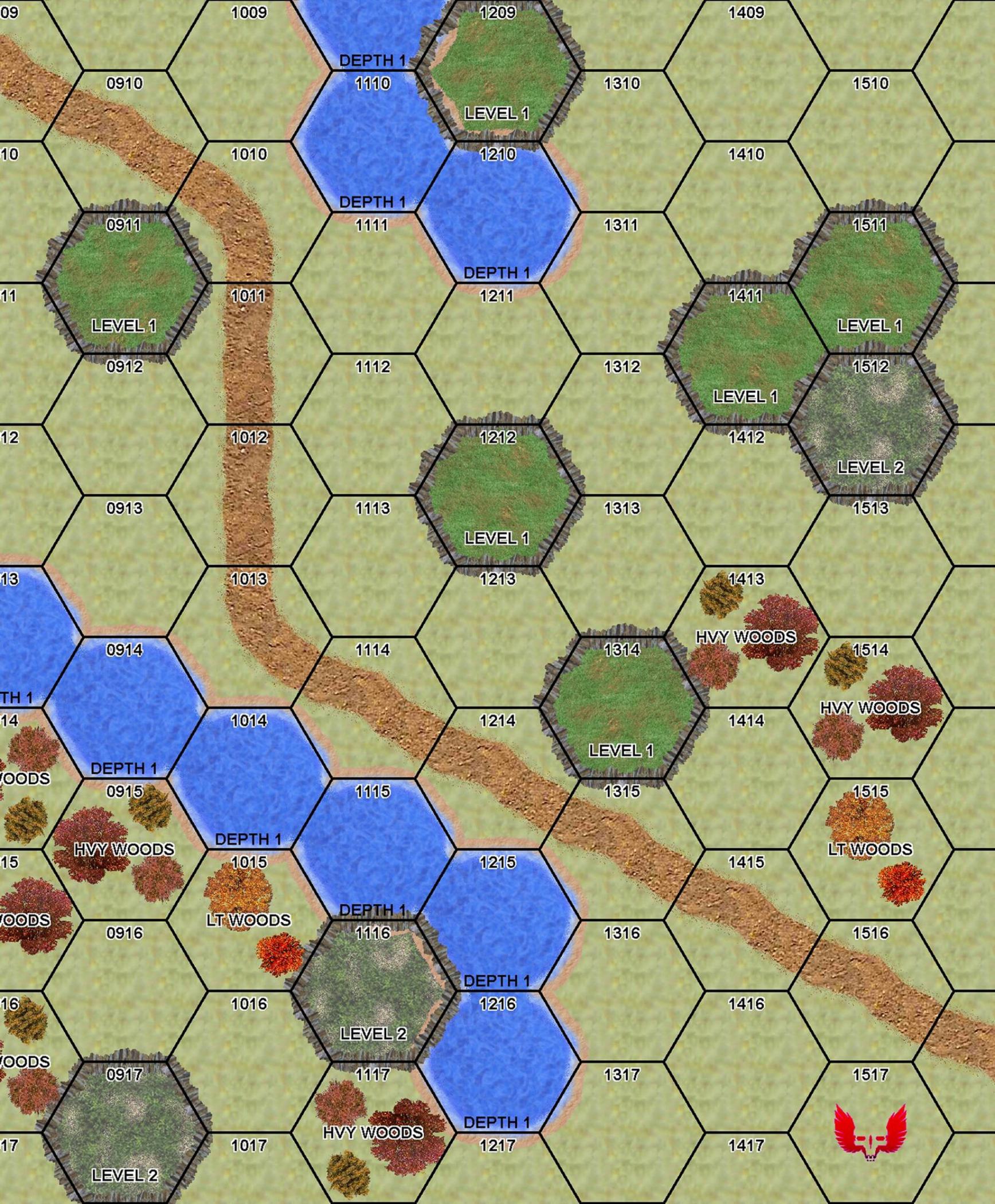
EPISODE 8 MAP



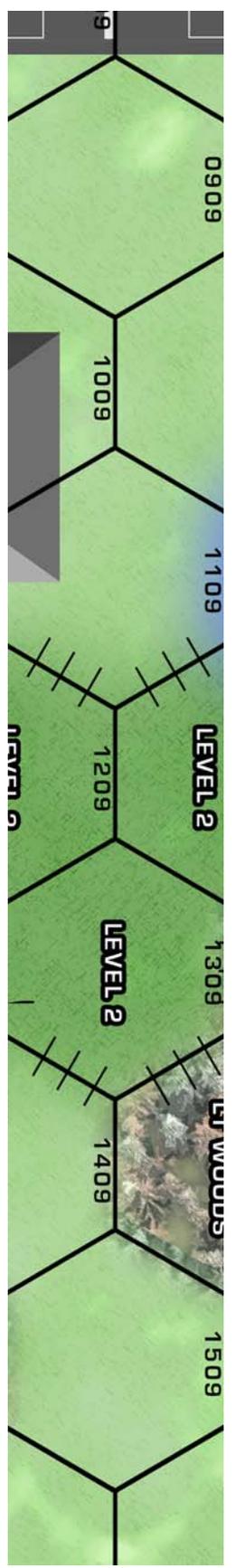
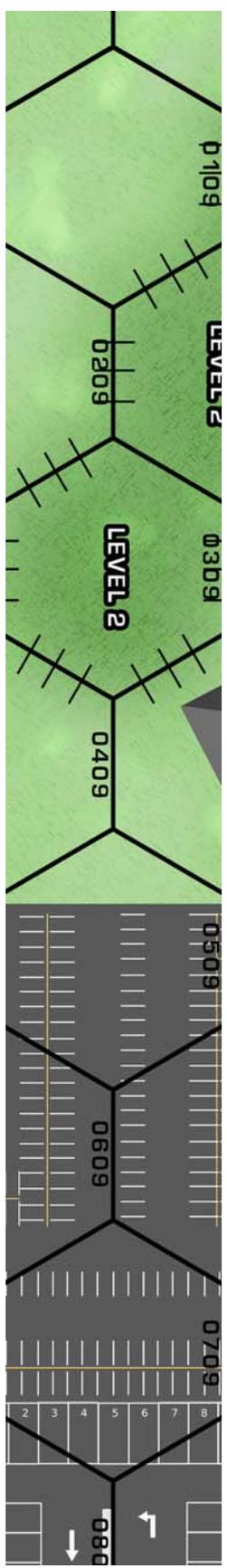
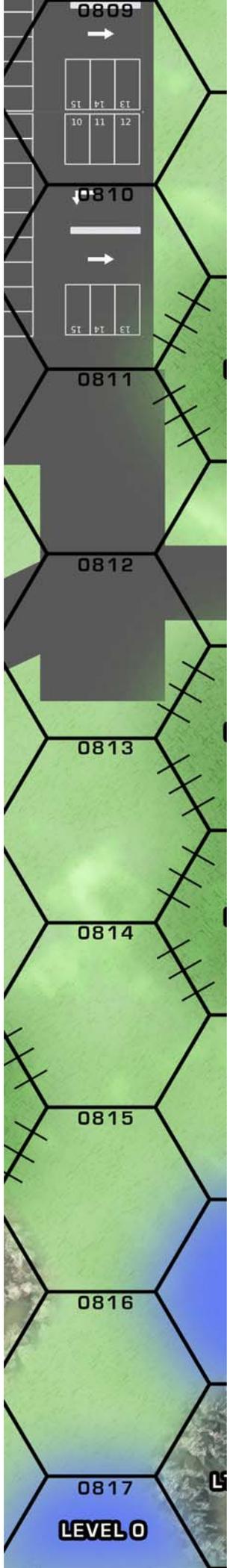
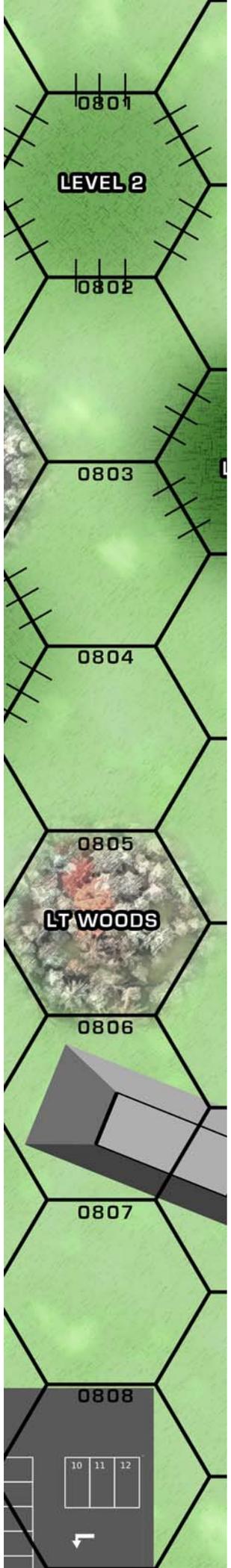


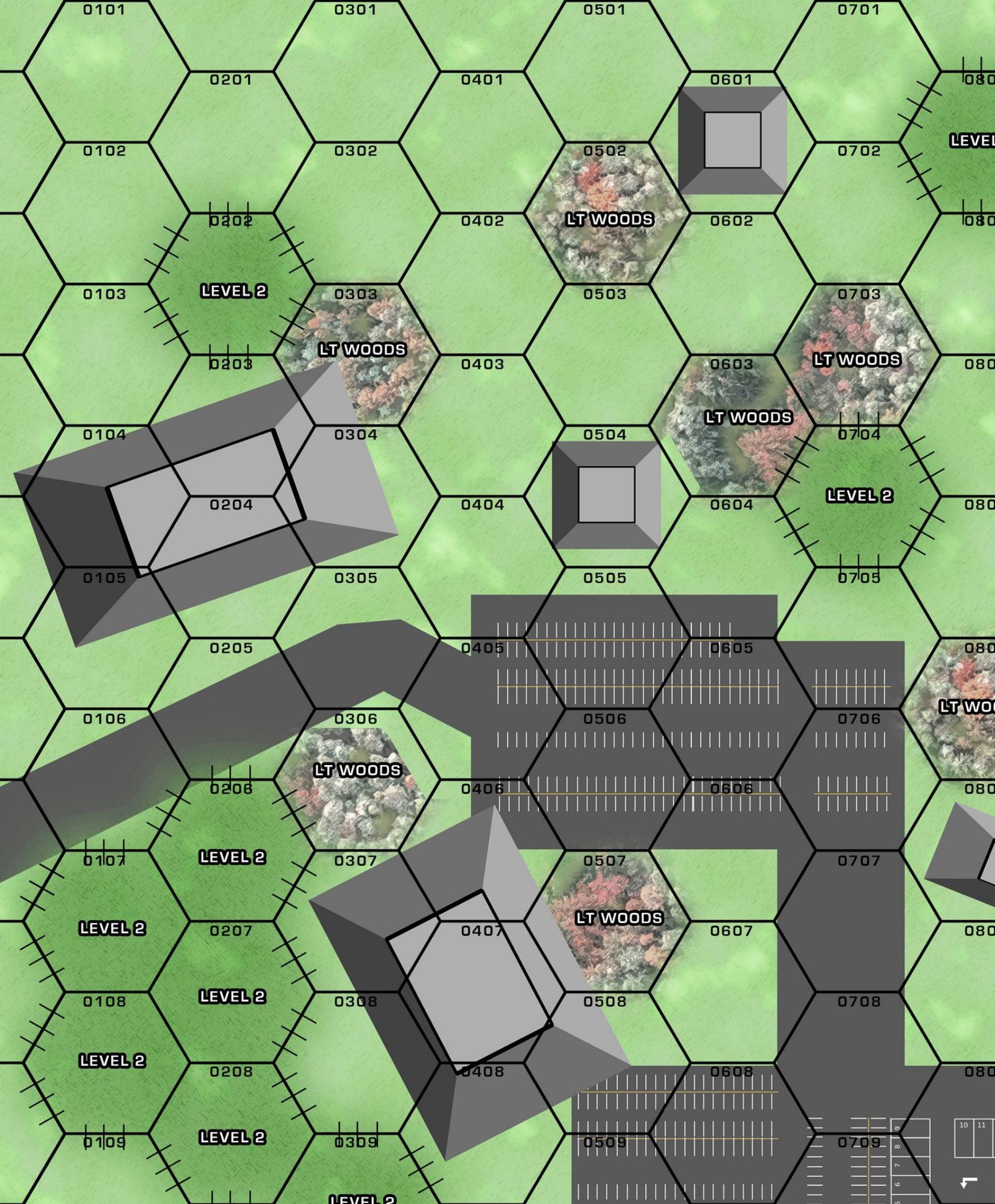






EPISODE 3 MAP





0101

0301

0501

0701

0801

0201

0401

0601

0801

0102

0302

0502

0702

0801

LEVEL

0202

0402

0602

0801

LT WOODS

0103

0303

0503

0703

0801

LEVEL 2

LT WOODS

0203

0403

0603

0801

LT WOODS

0104

0304

0504

0704

0801

0204

0404

0604

0801

LT WOODS

LEVEL 2

0105

0305

0505

0705

0801

0205

0405

0605

0801

0106

0306

0506

0706

0801

LT WO

0206

0406

0606

0801

LT WOODS

0107

0307

0507

0707

0801

LEVEL 2

LT WOODS

LEVEL 2

0207

0407

0607

0801

0108

0308

0508

0708

0801

LEVEL 2

LEVEL 2

0208

0408

0608

0801

0109

0309

0509

0709

0801

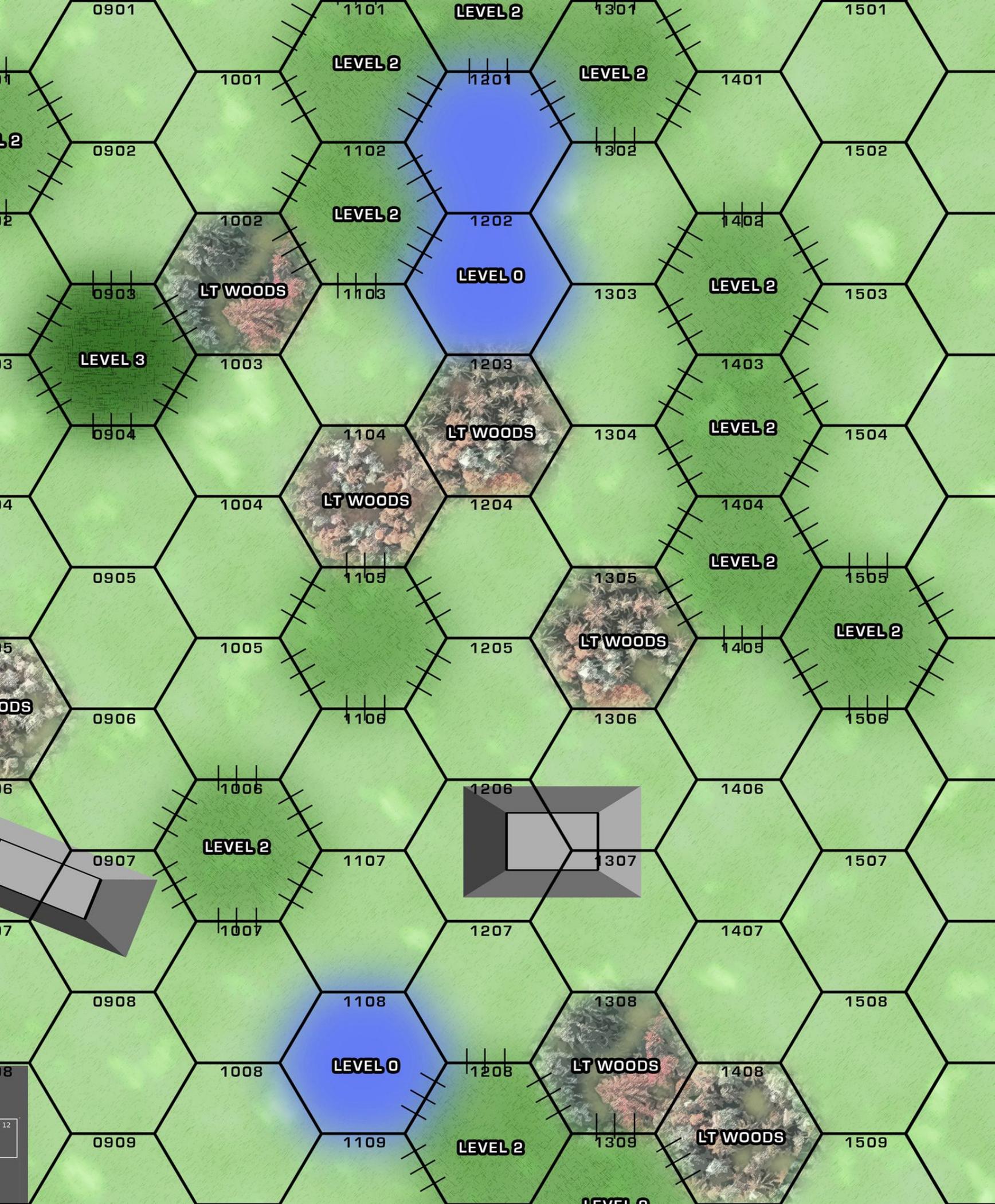
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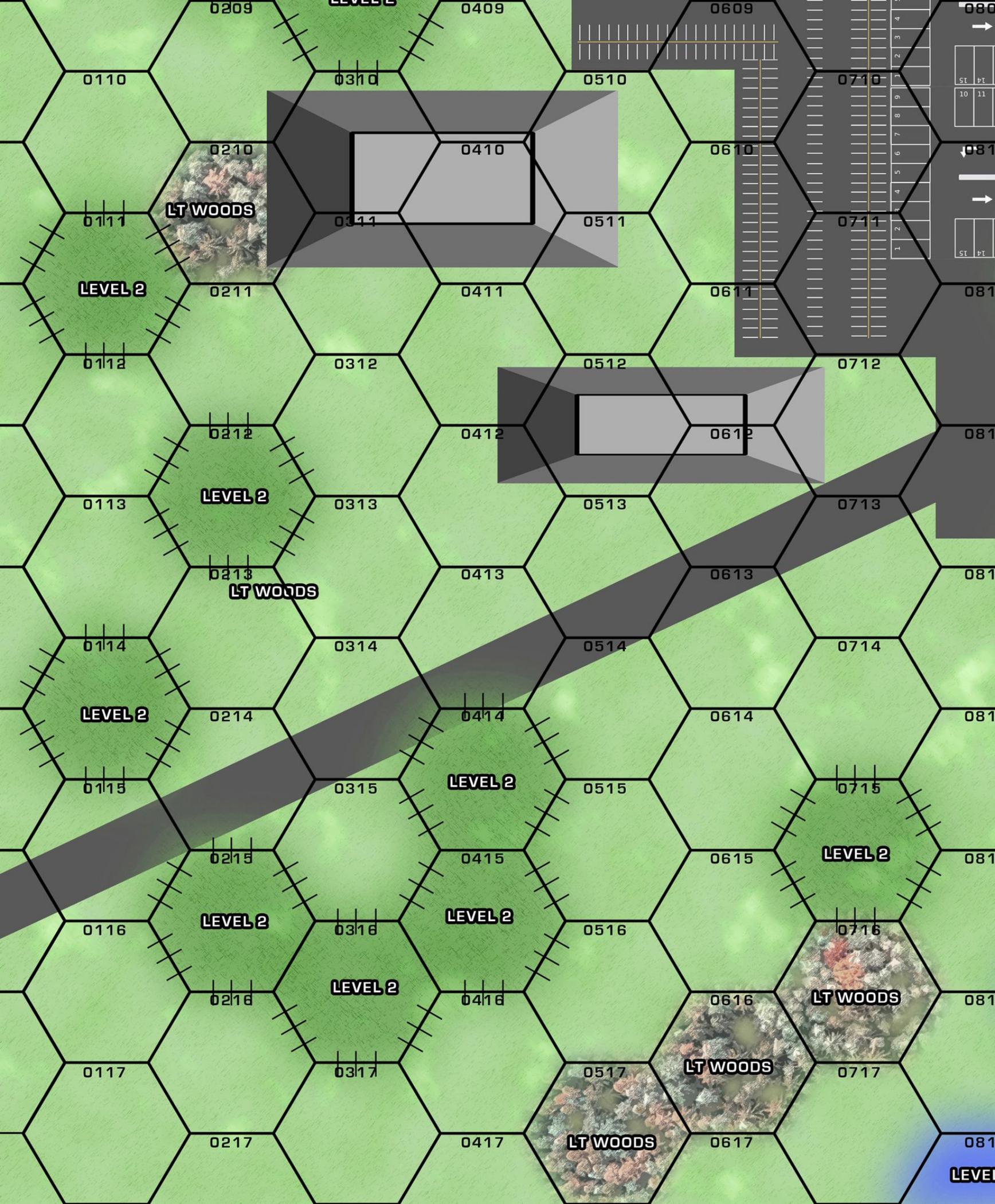
LEVEL 2

5 6 7 8 9

10 11







0110

0209

0310

0409

0510

0609

0710

0210

0410

0610

LT WOODS

0311

0511

0711

0111

LEVEL 2

0211

0411

0611

0112

0312

0512

0712

0212

0412

0612

LEVEL 2

0113

0313

0513

0713

0213

0413

0613

LT WOODS

0114

0314

0514

0714

LEVEL 2

0214

0414

0614

0115

0315

LEVEL 2

0515

0715

0215

0415

0615

LEVEL 2

0116

LEVEL 2

0316

LEVEL 2

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0716

0216

LEVEL 2

0416

0616

LT WOODS

0117

0317

0417

0517

LT WOODS

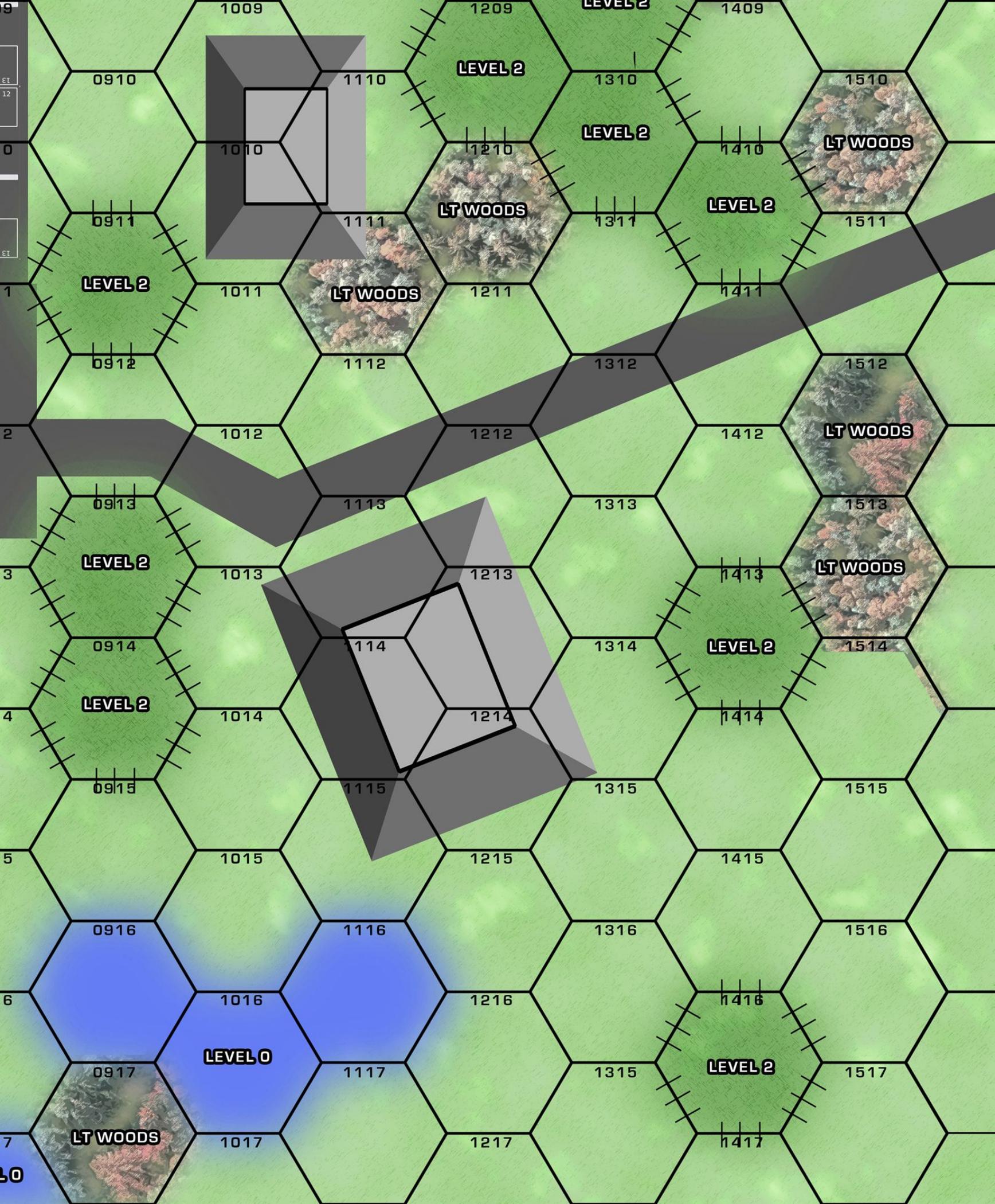
0717

0217

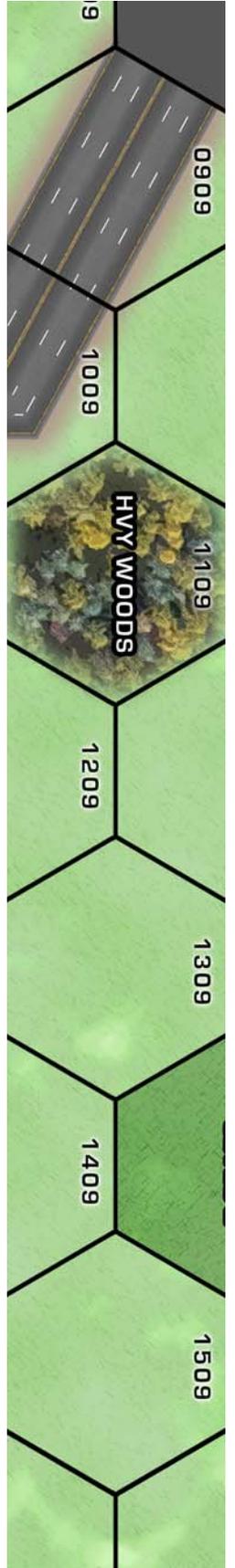
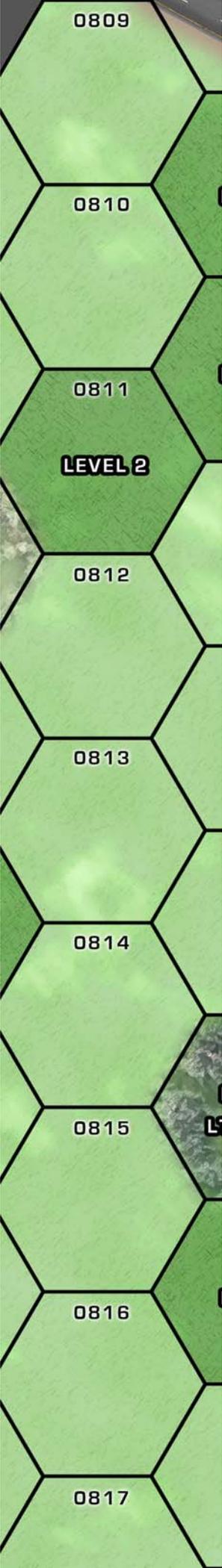
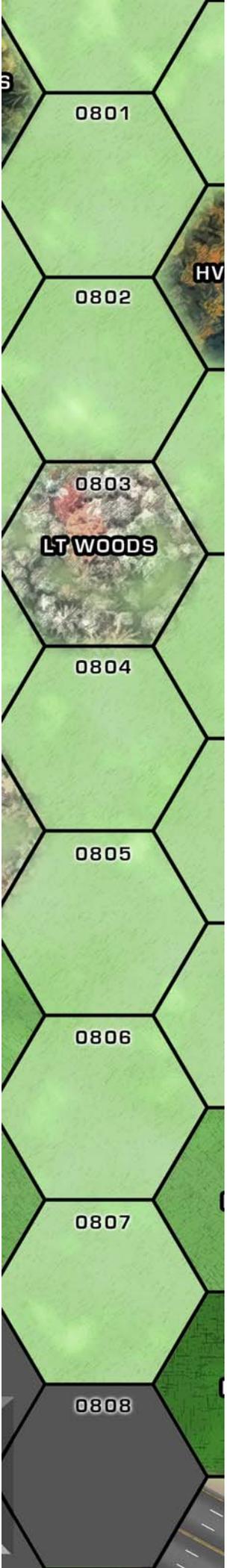
LT WOODS

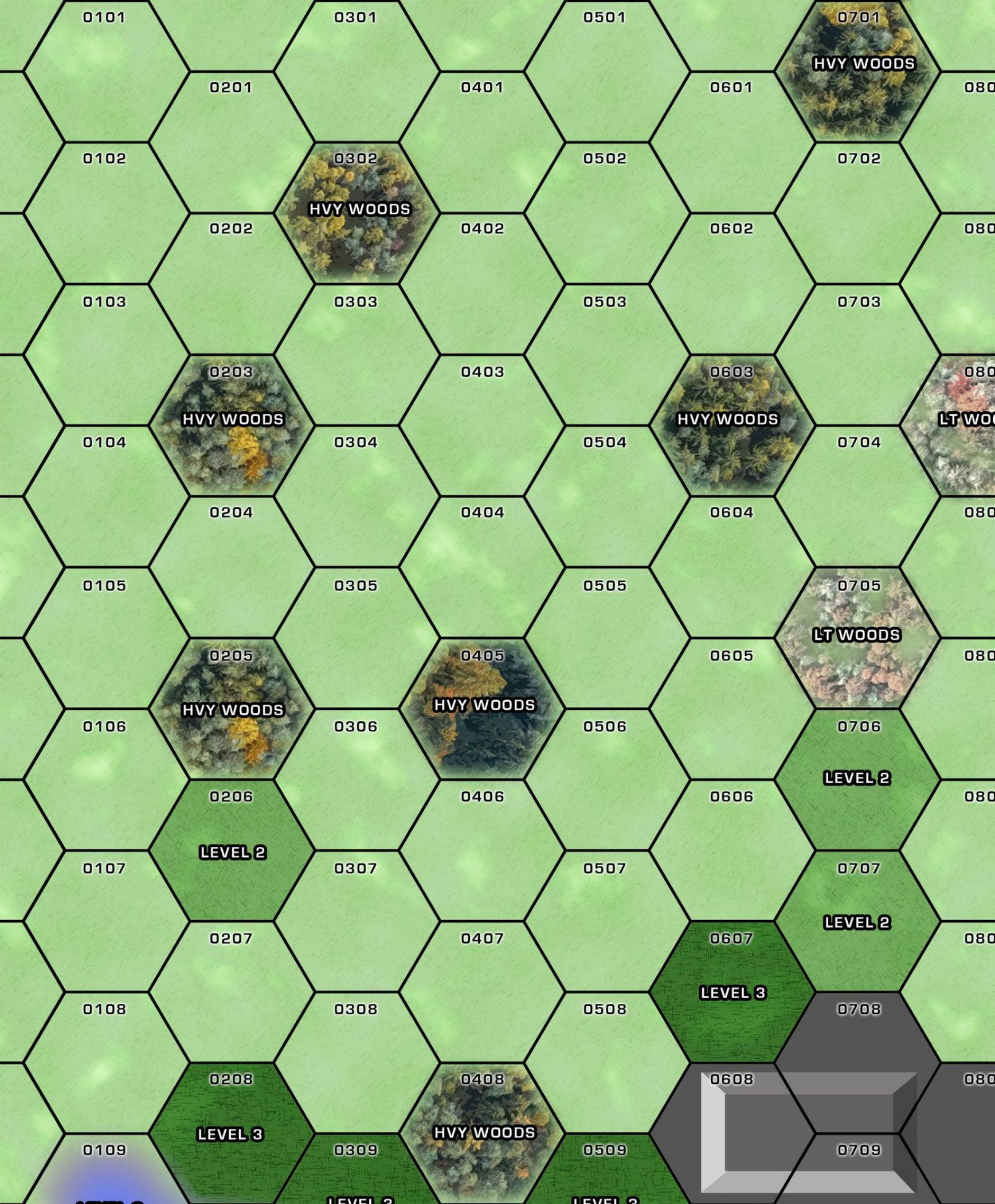
0617

LEVEL



EPISODE 10 MAP





0101

0301

0501

0701

HVY WOODS

0201

0401

0601

0801

0102

0302

0502

0702

HVY WOODS

0202

0402

0602

0802

0103

0303

0503

0703

0203

0403

0603

0803

HVY WOODS

HVY WOODS

LT WOODS

0104

0304

0504

0704

0204

0404

0604

0804

0105

0305

0505

0705

0205

0405

0605

0805

HVY WOODS

HVY WOODS

LT WOODS

0106

0306

0506

0706

0206

0406

0606

0806

LEVEL 2

0107

0307

0507

0707

LEVEL 2

0207

0407

0607

0807

LEVEL 2

0108

0308

0508

0708

0208

0408

0608

0808

LEVEL 3

0109

0309

0509

0709

LEVEL 3

HVY WOODS

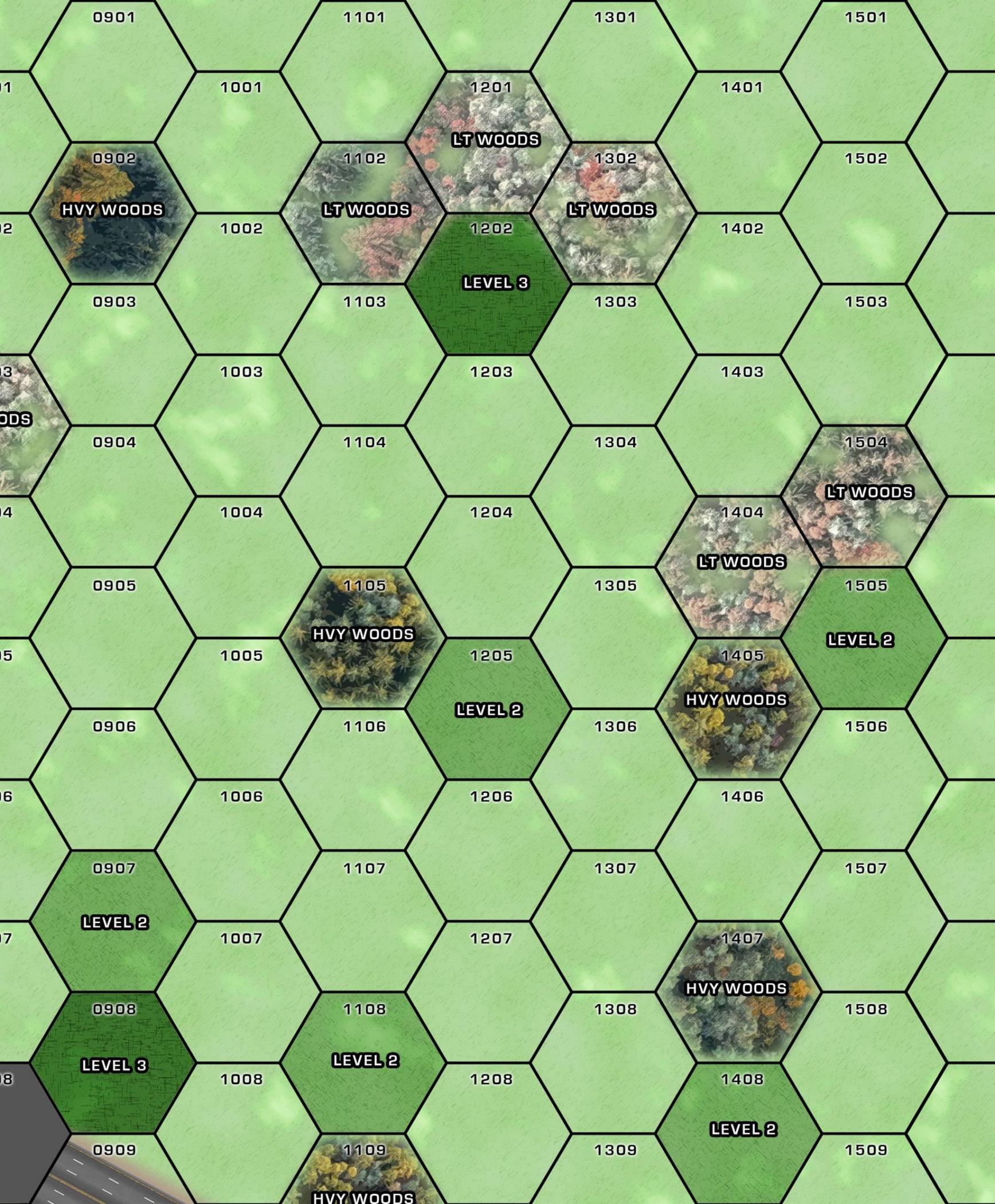
0608

0709

0100

0300

0500



0901

1101

1301

1501

1001

1201

1401

0902

1102

LT WOODS

1302

1502

HVY WOODS

1002

LT WOODS

1202

LT WOODS

1402

0903

1103

LEVEL 3

1303

1503

1003

1203

1403

0904

1104

1304

1504

1004

1204

LT WOODS

0905

1105

HVY WOODS

1205

1305

1505

1005

LEVEL 2

HVY WOODS

LEVEL 2

0906

1106

1306

1506

1006

1206

1406

0907

1107

1307

1507

LEVEL 2

1007

1207

1407

HVY WOODS

0908

1108

1308

1508

LEVEL 3

LEVEL 2

1008

1208

1408

LEVEL 2

0909

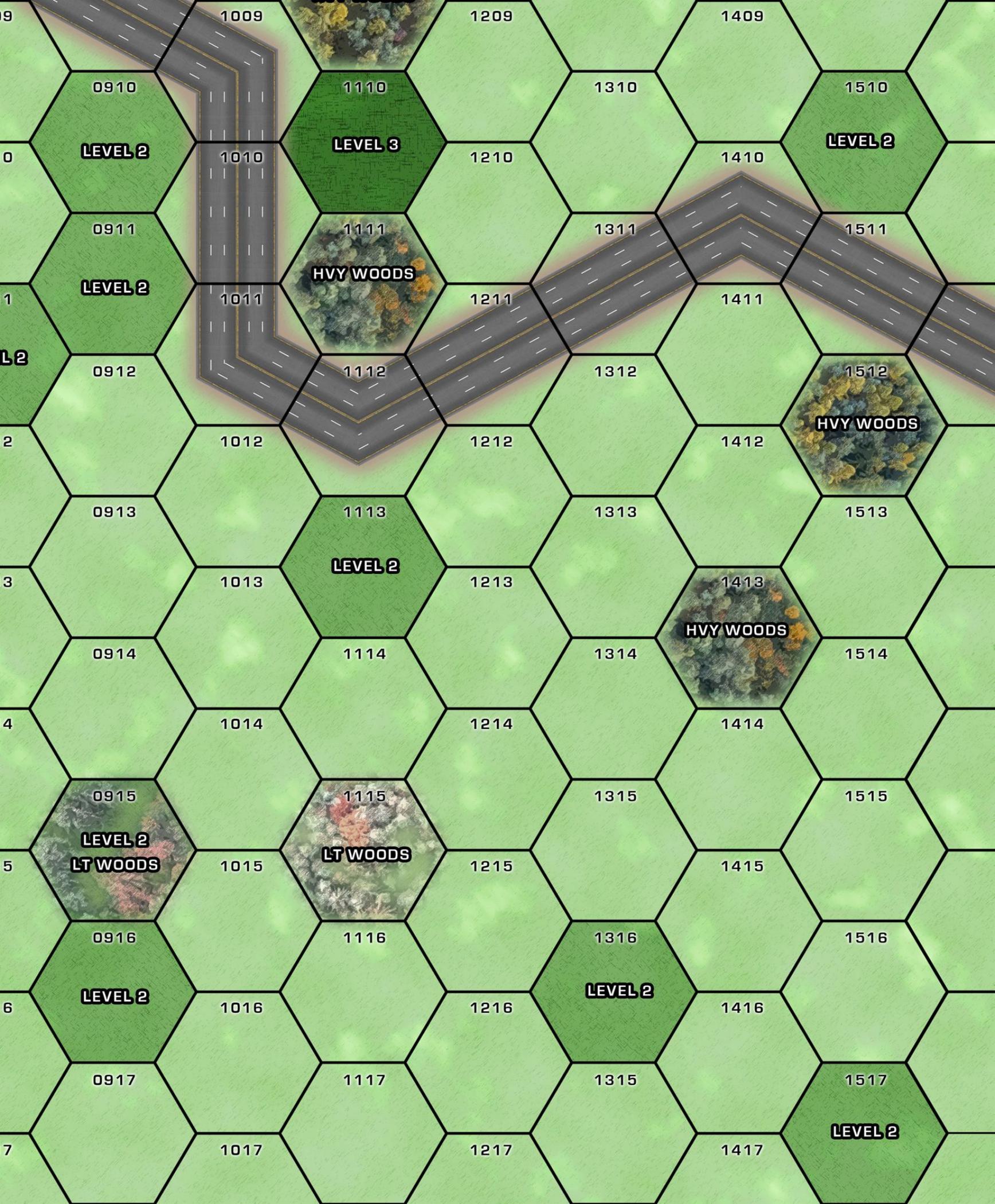
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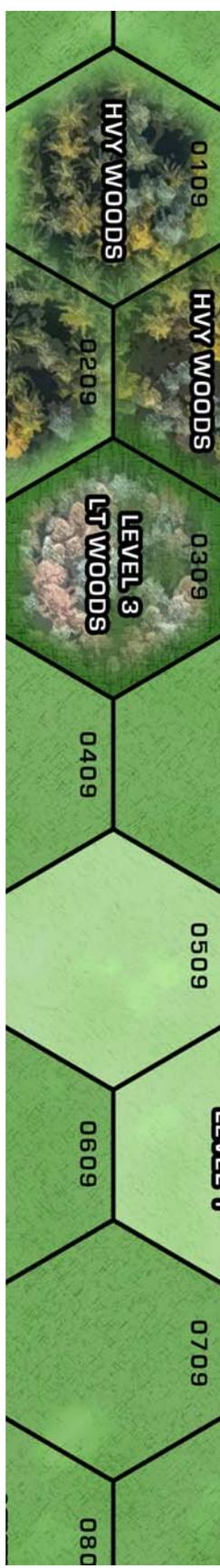
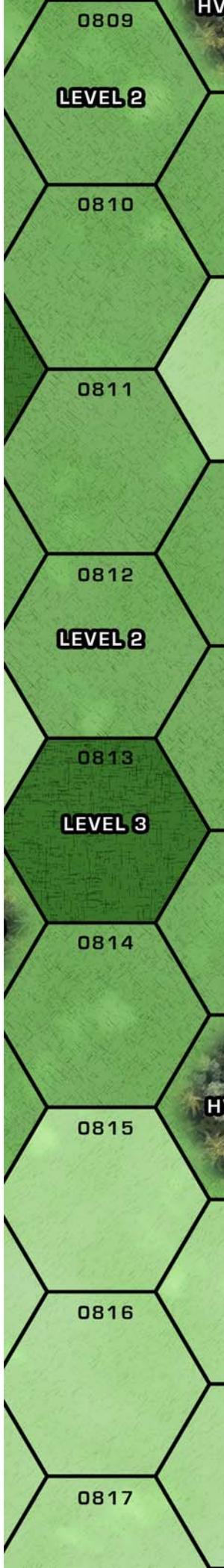
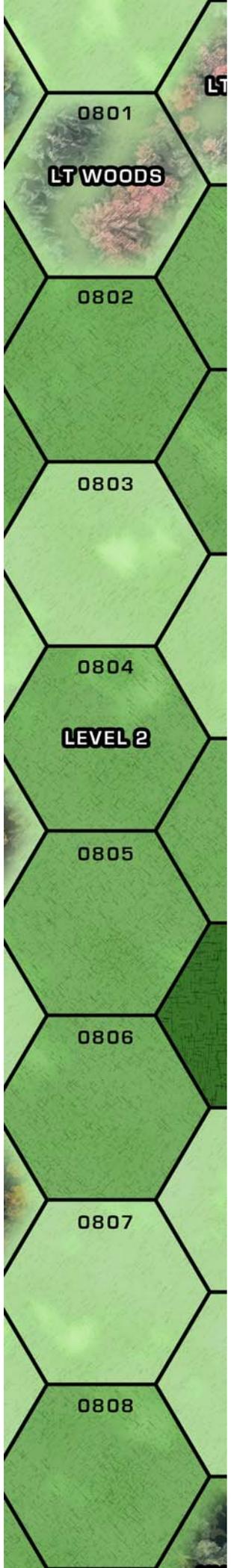
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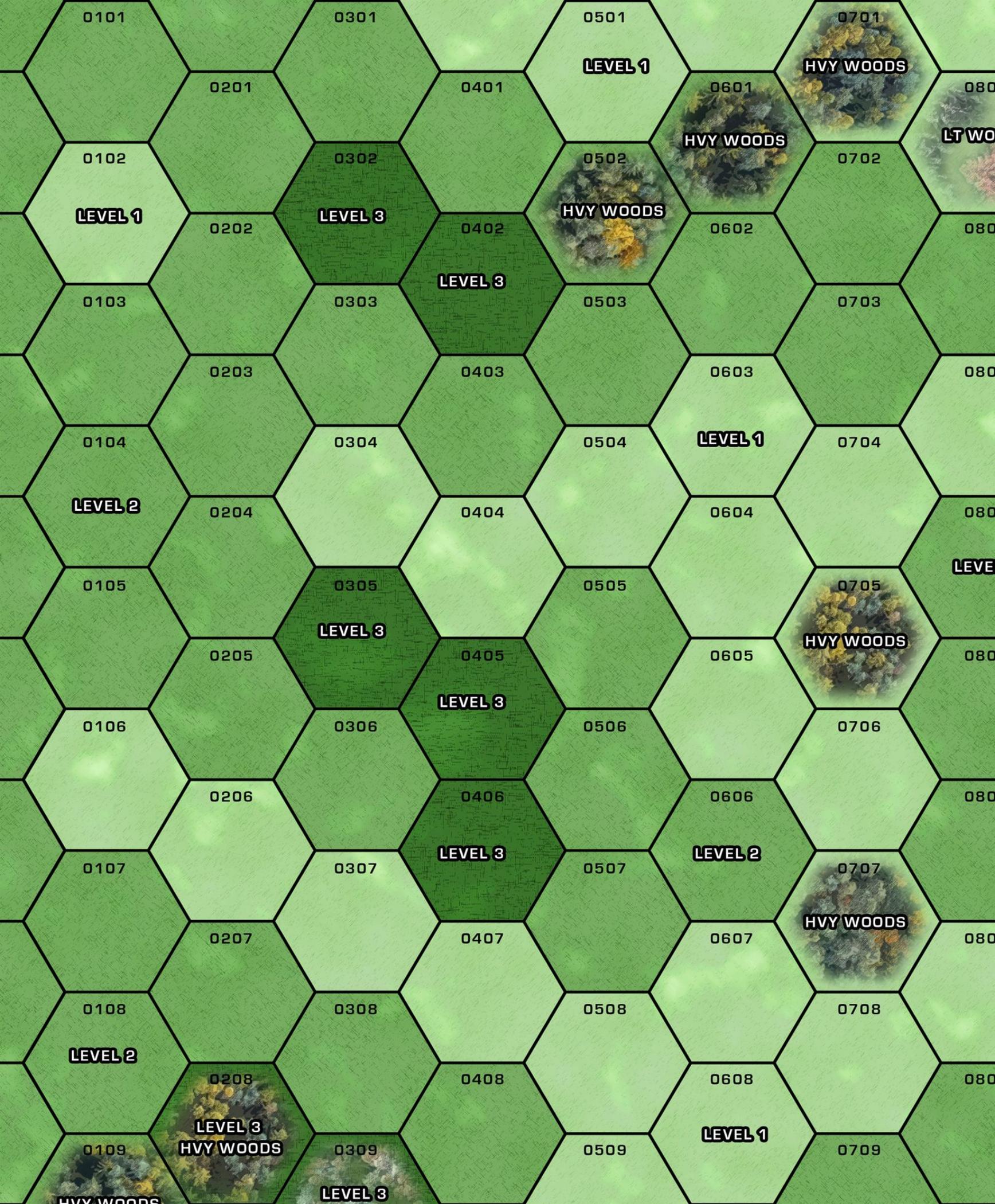
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HVY WOODS



EPISODE 11 MAP





0101

0301

0501

0701

0801

0201

0401

LEVEL 1

0601

HVY WOODS

0801

0102

0302

0502

0702

LT WO

LEVEL 1

0202

LEVEL 3

0402

HVY WOODS

0602

0801

0103

0303

0503

0703

0801

LEVEL 3

0203

0403

0603

0801

0104

0304

0504

0704

LEVEL 1

0801

LEVEL 2

0204

0404

0604

0801

0105

0305

0505

0705

LEVE

LEVEL 3

0205

0405

0605

HVY WOODS

0801

0106

0306

0506

0706

0801

LEVEL 3

0206

0406

0606

0801

0107

0307

0507

0707

0801

LEVEL 3

0207

0407

0607

HVY WOODS

0801

0108

0308

0508

0708

0801

LEVEL 2

0208

0408

0608

0801

LEVEL 3
HVY WOODS

LEVEL 1

0109

0309

0509

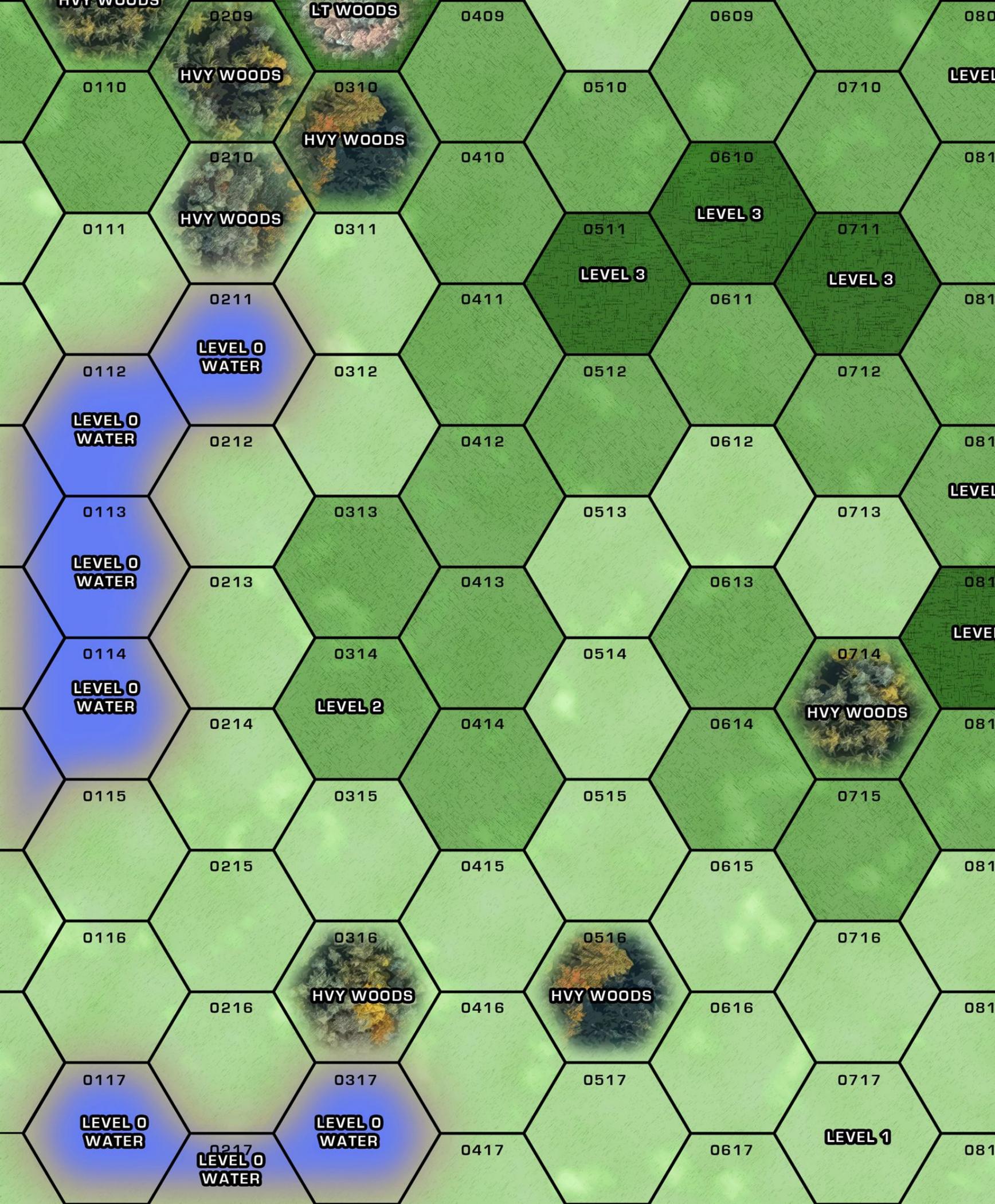
0709

0801

LEVEL 3

HVY WOODS





0209

LT WOODS

0409

0609

0809

0110

HVY WOODS

0310

0510

0710

LEVEL 1

0210

HVY WOODS

0410

0610

0810

0111

HVY WOODS

0311

0511

LEVEL 3

0711

LEVEL 3

LEVEL 3

0211

0411

0611

0811

LEVEL 0
WATER

0112

0312

0512

0712

LEVEL 0
WATER

0212

0412

0612

0812

LEVEL 1

0113

0313

0513

0713

LEVEL 0
WATER

0213

0413

0613

0813

LEVEL 1

0114

0314

0514

0714

LEVEL 0
WATER

LEVEL 2

HVY WOODS

0214

0414

0614

0814

0115

0315

0515

0715

0215

0415

0615

0815

0116

0316

0516

0716

HVY WOODS

HVY WOODS

0216

0416

0616

0816

0117

0317

0517

0717

LEVEL 0
WATER

LEVEL 0
WATER

LEVEL 1

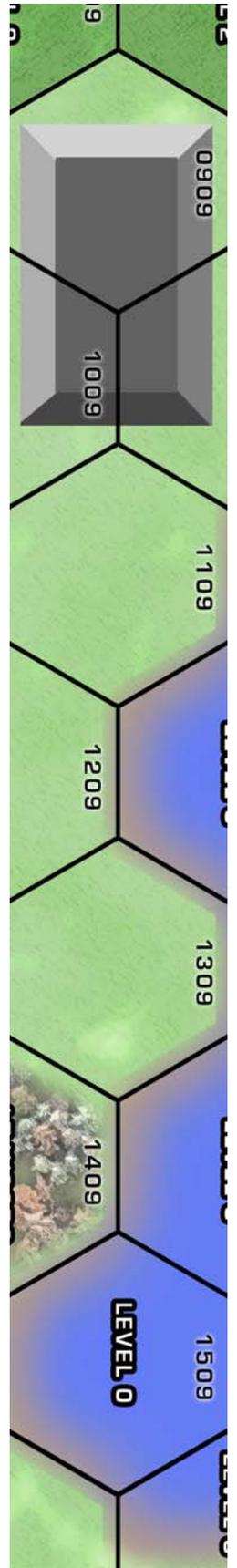
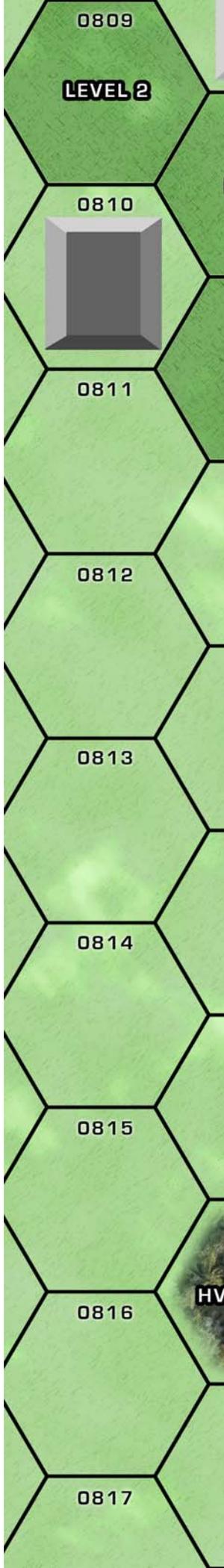
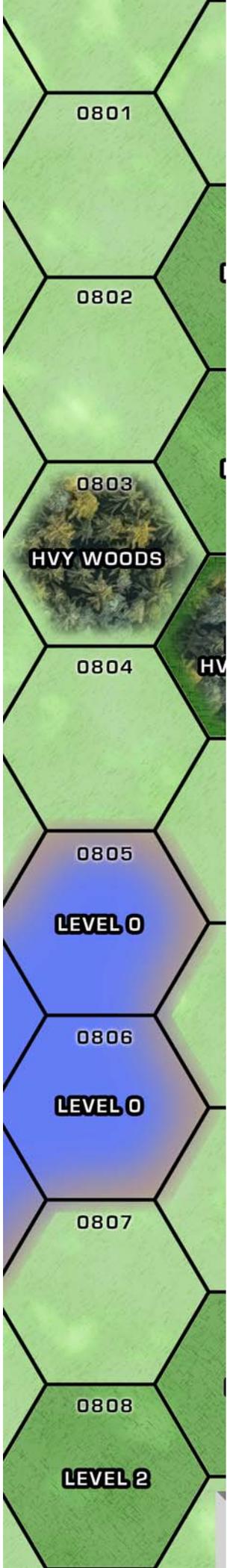
LEVEL 0
WATER

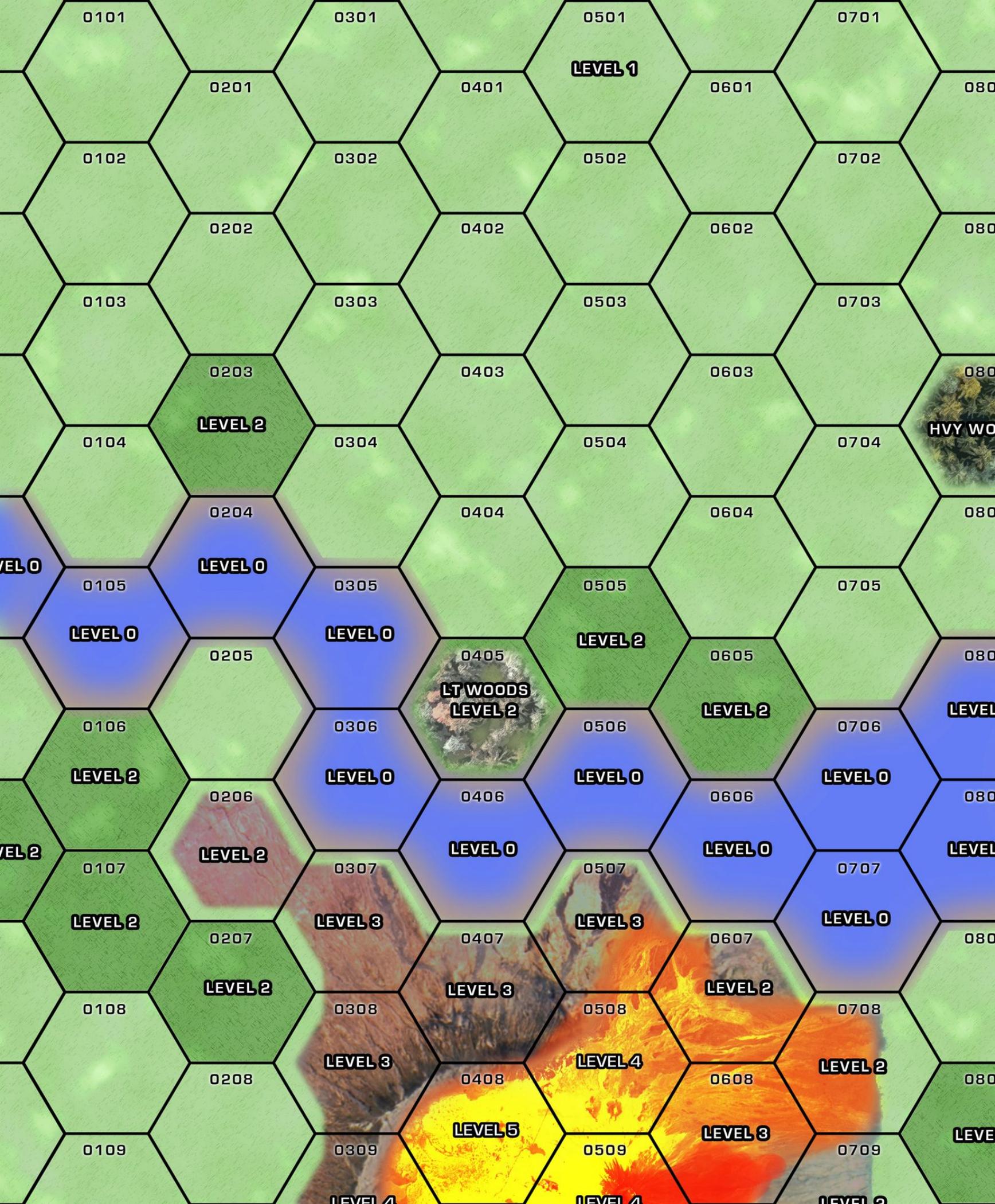
0417

0617

0817

EPISODE 12 MAP





LEVEL 1

LEVEL 2

LEVEL 0

LEVEL 0

LEVEL 0

LEVEL 2

LEVEL 2

**LT WOODS
LEVEL 2**

LEVEL

LEVEL 2

LEVEL 0

LEVEL 0

LEVEL 0

LEVEL

LEVEL 2

LEVEL 0

LEVEL 0

LEVEL 0

LEVEL 0

LEVEL 2

LEVEL 3

LEVEL 3

LEVEL 0

LEVEL 2

LEVEL 3

LEVEL 2

LEVEL 2

LEVEL 2

LEVEL 3

LEVEL 4

LEVEL 2

LEVEL 2

LEVEL 5

LEVEL 3

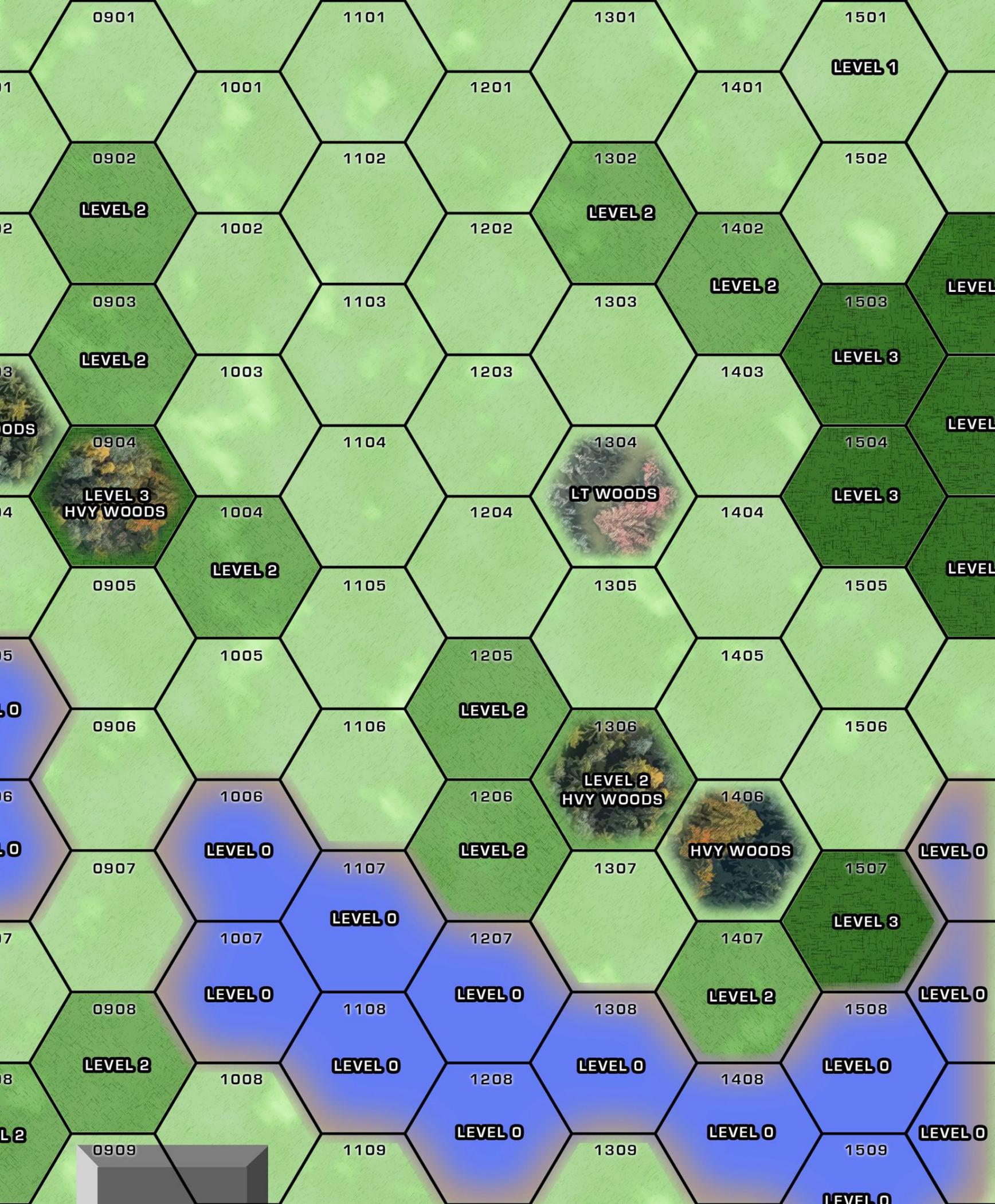
LEVEL 2

LEVEL 4

LEVEL 4

LEVEL 2

LEVE



LEVEL 1

LEVEL 2

LEVEL 2

LEVEL 2

LEVEL 2

LEVEL 3

LEVEL 3
HVY WOODS

LT WOODS

LEVEL 3

LEVEL 2

LEVEL 2

LEVEL 2
HVY WOODS

LEVEL 0

LEVEL 2

HVY WOODS

LEVEL 0

LEVEL 0

LEVEL 3

LEVEL 0

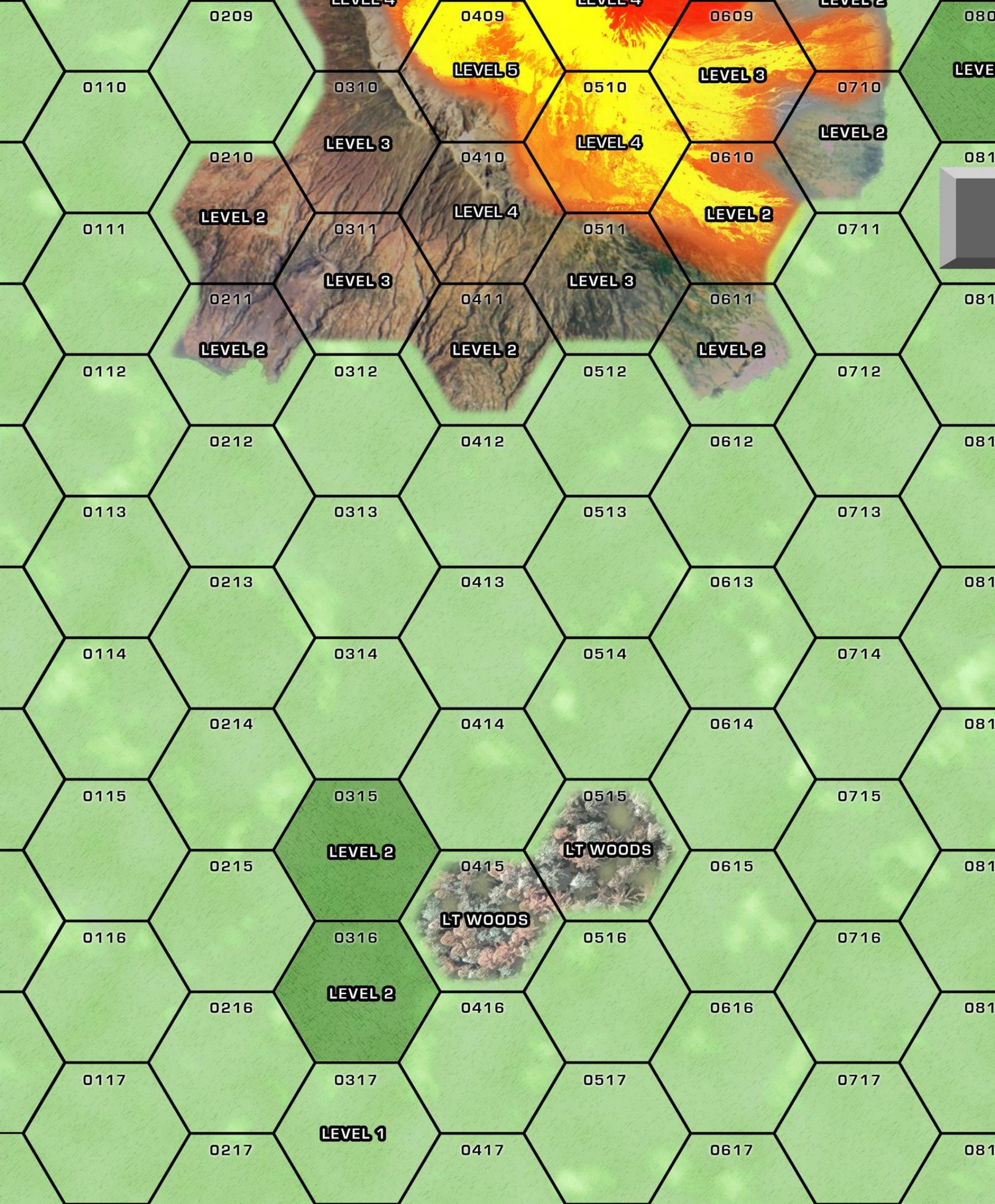
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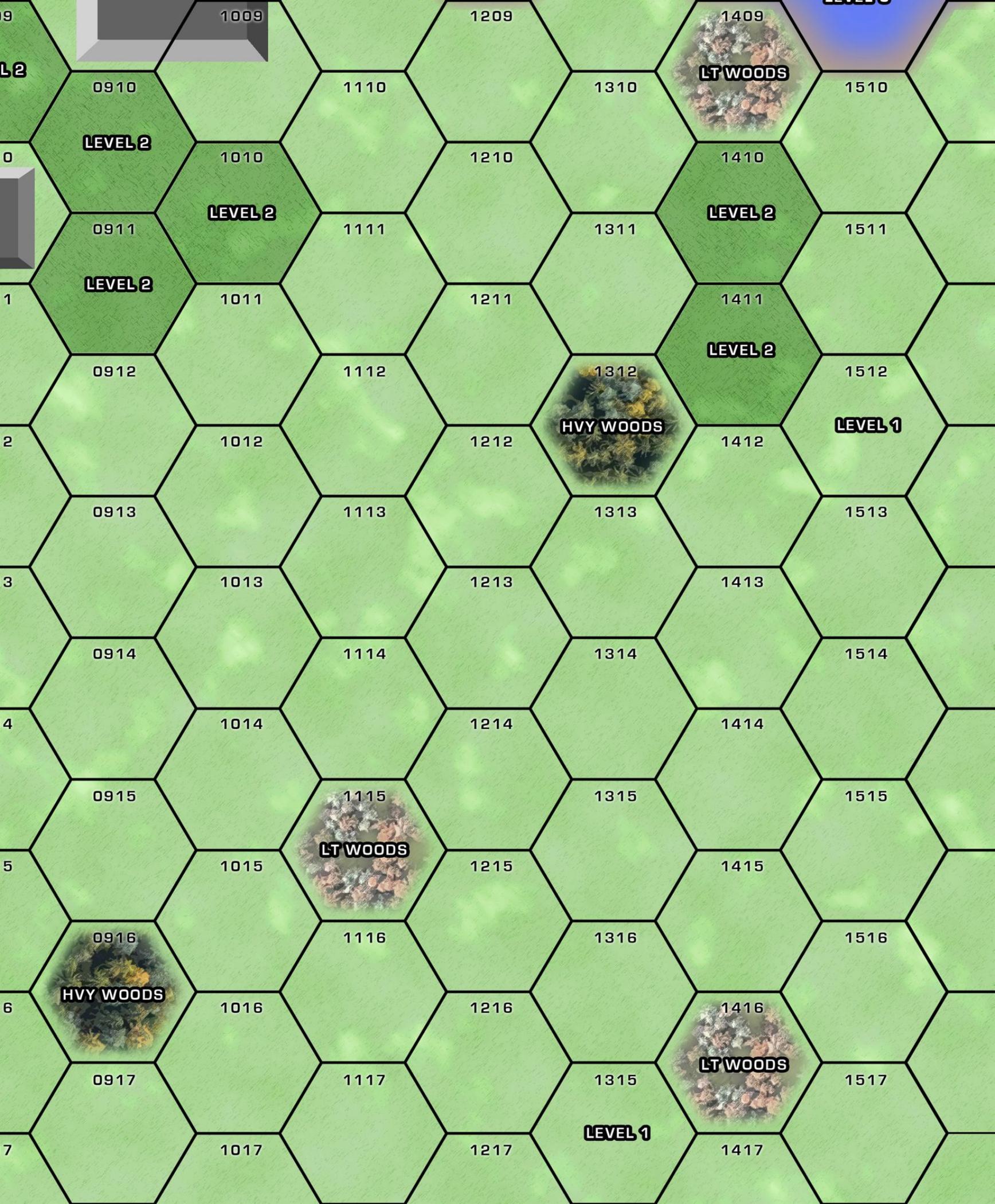
LEVEL 2

LEVEL 0

LEVEL 2

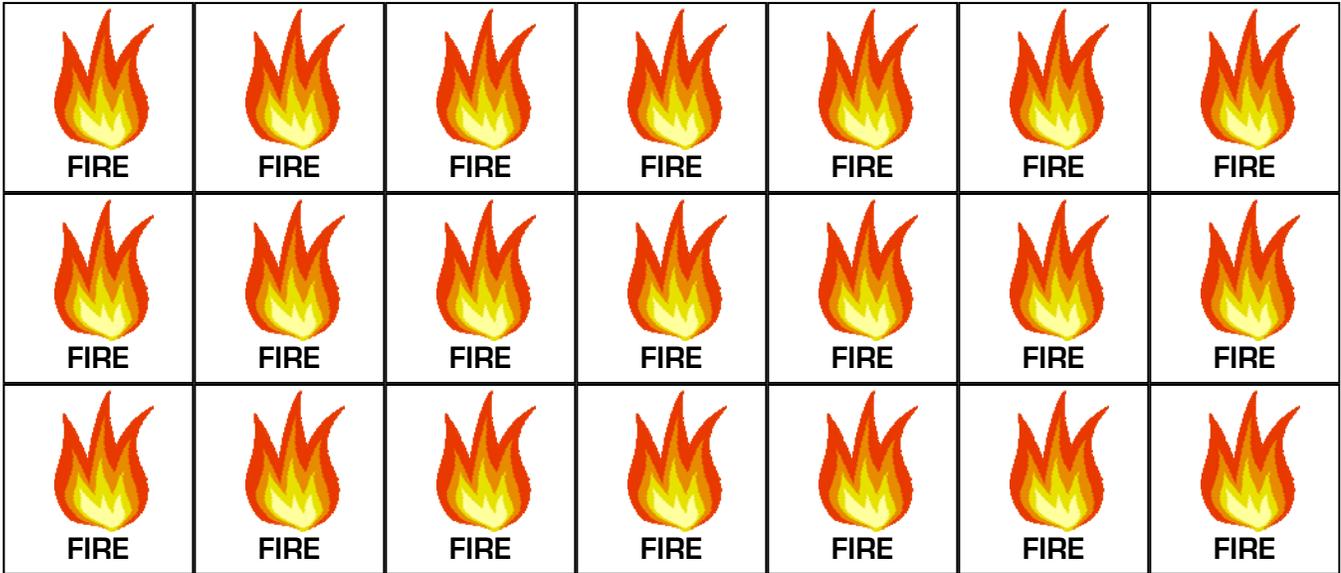
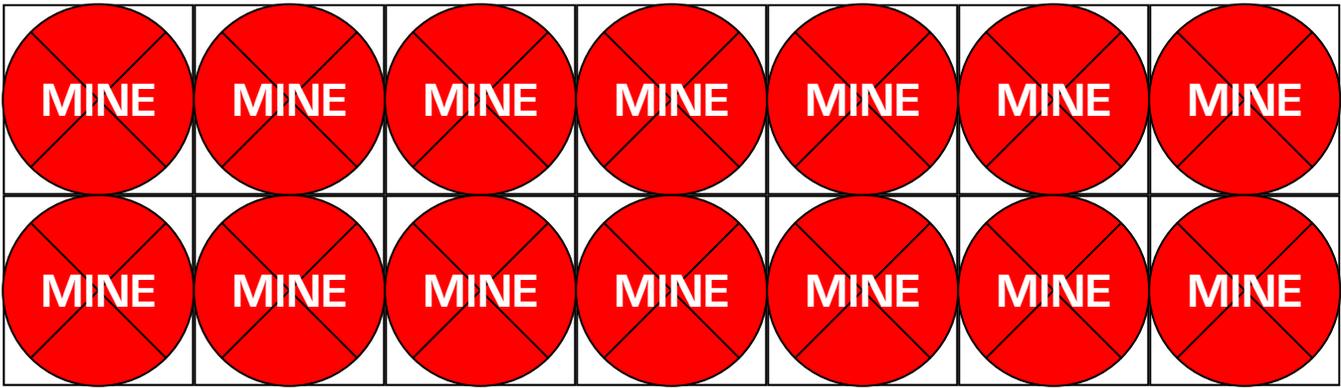
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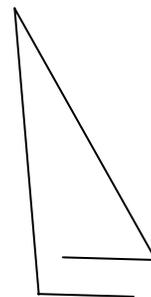


APPENDIX C

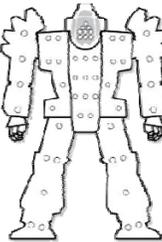
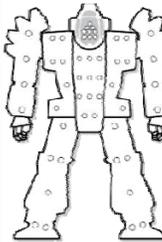
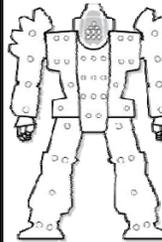
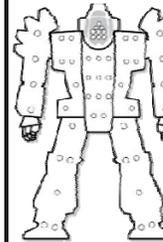
Counters



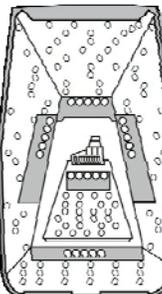
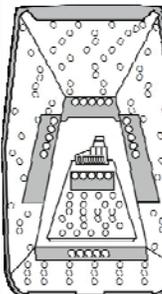
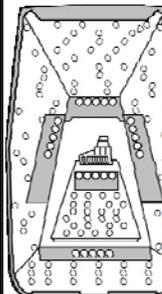
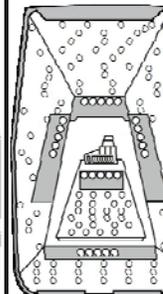
 GRN-1S Griffin Gunnery : 4 Piloting : 5 Valravn	 DRG-1N Dragon Gunnery : 4 Piloting : 5 Talon	 CN9-2A Centurion Gunnery : 4 Piloting : 5 Diva	 CLPT-C1 Catapult Gunnery : 4 Piloting : 6 Beta
 GRN-1S Griffin	 DRG-1N Dragon	 CN9-2A Centurion	 CLPT-C1 Catapult

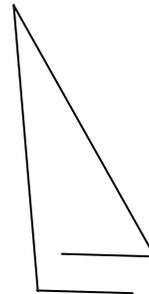


FOLD STANDEE ALONG THE LINES AND SECURE WITH TAPE OR GLUE

#			
PILOTING: GUNNERY:	PILOTING: GUNNERY:	PILOTING: GUNNERY:	PILOTING: GUNNERY:
			

**GENERIC MECH AND VEHICLE
STANDEE TEMPLATES**

#			
PILOTING: GUNNERY:	PILOTING: GUNNERY:	PILOTING: GUNNERY:	PILOTING: GUNNERY:
			



FOLD STANDEE ALONG THE
LINES AND SECURE WITH TAPE
OR GLUE

MARAUDERS, MOUNT UP!



MASON'S MARAUDERS

MASON'S MARAUDERS must face the challenges of forming a mercenary company, while in pursuit of their own agendas, and with the overcast shadow of a mysterious benefactor.

United by Blackmail.....

Thirsting for Vengeance.....

Shackled by Ambition.....

Divided by Secrets.....

Controlled by Shadows.....

BATTLETECHGAME.COM

Primary Lance



Dragon
Coyne

Catapult
Didier

Centurion
Jackson

Griffin
Matsuo

DEATH FROM ABOVE: MASON'S MARAUDERS allows you to experience every moment of the Mech Battles from the first 12 Episodes of the **HYPHER RPG Twitch show "Death From Above"**.

Included is everything you need(except hammers) to bring the action of **DEATH OF ABOVE** to your **BATTLETECH** tabletop experience.

