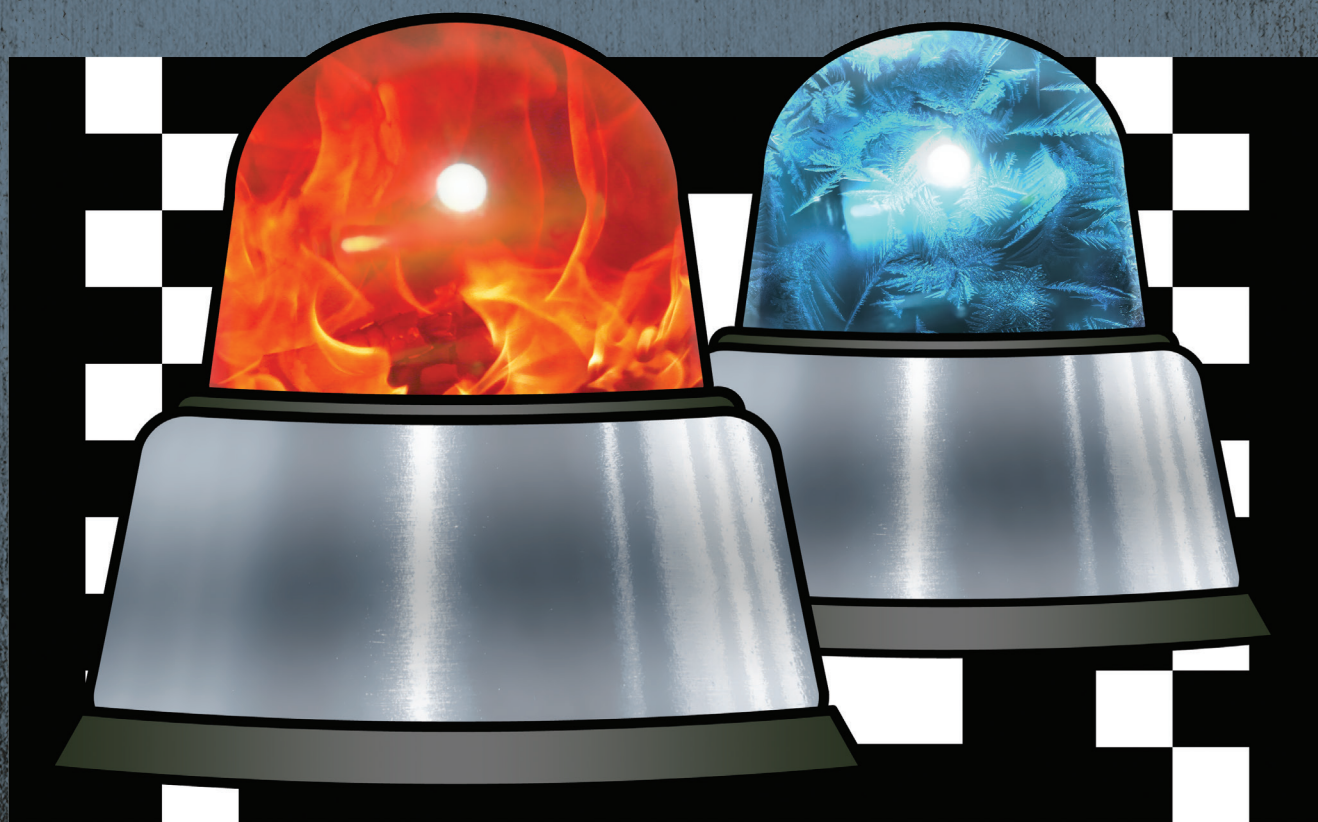


BATTLETECHTM

SPOTLIGHT ON:



THERMO POLICE



THERMO POLICE

INTRODUCTION

For every Kell Hounds or Wolf's Dragoons, there are a hundred similar outfits that are just as talented—and just as deadly—that you have never heard of. Or worse, you have not heard of *enough*. Sure, the glory hounds who make the evening tri-vid news are movers and shakers, and can change national borders whenever they want, but they're not the only ones. For every Eridani Light Horse, there is a mercenary crew with a storied battlefield history just as spectacular. These are the units that have gone largely unnoticed in the long, bloody history of the Inner Sphere, their stories untold or nearly forgotten. Take a closer look at the battles and events that have shaped the human sphere, and you'll find even two-bit troops like Wilson's Hussars have made a difference.

—Professor Harry Alexander, *Spotlight On: The Almost Famous*, Free Republic Press

HOW TO USE THIS BOOK

Welcome to *Spotlight On*, a campaign supplement offering players the opportunity to learn about unique and battle-tested forces from the Inner Sphere, the Periphery, and beyond.

The background information contained in the *Unit History and Description* section gives players the unit's history, notable events, tactics, traditions, organization, unique goals, and traits to create an unlimited number of *BattleTech* games, while the *Characters* section details some of the unit's more famous, interesting, or notorious members. Each character entry includes additional gameplay and scenario-building material, as well as special abilities that set these warriors apart from the rank and file. The *Personnel Roster* offers a complete vehicle listing for the outfit at particular points in *BattleTech* history. These snapshots can be used to create stand-alone games, be weaved into an existing game, or become part of a larger ongoing campaign.

The *Mission Tracks* section presents a few of the key battles that occurred across the unit's history. Players wishing to incorporate these tracks into their *Chaos Campaign* sessions should use the Warchest Points (WP) listed in brackets. Each *Mission Track* contains information for use in gameplay such as terrain suggestions, weather, and special rules. Each track also contains a list of optional features that can be used to enhance your game experience. For the best results, all players should agree whether or not to use these bonus features before play.

Rules may reference the following books: *Total Warfare (TW)*, *Tactical Operations: Advanced Rules (TO:AR)*, *Tactical Operations: Advanced Units & Equipment (TO:AUE)*, *Alpha Strike: Commander's Edition (AS:CE)*, *Campaign Operations (CO)*, and *A Time of War (AToW)*.

Lastly, Special Command Abilities (see p. 83, CO or p. 102, AS:CE) and Formation Abilities (see p. 60, CO or p. 117, AS:CE) for the unit are listed, along with corresponding *Alpha Strike* cards and any unique record sheets (if applicable).

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invented the Thermo Police.



STAR LEAGUE



SUCCESION WARS



CLAN INVASION



CIVIL WAR



JIHAD



DARK AGE



ILCLAN

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UNIT HISTORY AND DESCRIPTION

The Thermo Police formed on the Outworlds Alliance planet of Coyle. A vibrant period of expansion and colonization into the spinward Periphery found Coyle was rich in water—and not just any water, but large quantities of easily purified, mineral-enhanced water locked in high-altitude glaciers and collected into mountainous lakes. The rapacious eyes of Star League entrepreneurs saw an easily obtained and high-demand resource literally laid out for the taking.

Water harvesting sites were constructed by the Star League's Department of Mega-Engineering, which carved enormous drainage pipes, canals, and cavernous pump stations into the mountainsides. Stilt-supported domed cities (necessitated by the altitude) were placed to support the operations, while extensive hydroponic gardens provided ample food. The planetary capital, Thermokarston, was named for the glacial thermokarst topography on which it was built. Numerous water exporting companies sprang up to capitalize on the abundant resource. One such company, Coyle Potables Corporation, was founded in 2779 by Eric Saxon, a retired Star League MechWarrior.

Saxon quickly used company revenue generated from distributing the planet's water to its nearby neighbors to purchase BattleMechs for the Thermokarston Police. The world's expansive caverns were too rugged for IndustrialMechs at times, and Saxon argued that fusion engines were cleaner for the environment. Saxon skirted interstellar laws governing the weight of a police force's military hardware due to Coyle's remoteness and existing corporate allowances. Some believe he may have anticipated the breakdown of civilization that was to occur.

When the Star League dissolved following the Liberation of Terra and Kerensky's Exodus, the Great Houses focused their attention toward Terra and each other, and away from the distant planets of the Outworlds Alliance. For Coyle, that attention had provided parts and technical support for the mega-engineered equipment that kept the planet's water collection industry functional. As the state of civilization in the Inner Sphere further degenerated, Coyle's population migrated to the capital—first as a precaution, and soon after as a necessity. Interstellar communication continued to diminish until contact with Coyle was completely severed. The people of Coyle, led by the Thermokarston Police, defiantly maintained their composure, ensuring that the capital would enjoy a prosperous level of safety and stability.

The neighboring world of Flynn was not so lucky. The loss of Star League support gutted that planet's economy and led to mass rioting, starvation, and the strong exploiting the weak for whatever scraps of value they possessed. After decades of degeneration, and with little else to gain on their planet, the remnants of Flynn's population turned their rage to the nearest world: Coyle.

In 2852, Thermokarston's dome was suddenly cracked open and IndustrialMechs and bandits poured in, looking for anything of value.

A prime target was Coyle's population itself, a healthy workforce that Flynn could exploit. Several Thermokarston Police BattleMechs responded quickly and guided the panicking population into the highly defensible and self-sustaining cavern system. Led by Major Mercer Leftwich, the Police struck back and shattered the Flynn raiders. Few survived to retreat, and those attempting to escape in dilapidated DropShips were gunned down as they launched. Nonetheless, the damage to Coyle's last city was crippling. The world's survivors, guarded by the Thermokarston Police, left their world behind and resettled on icy Tellman IV near the Draconis Combine border.

The Thermokarston Police were left without a city to serve but swelled with pride in their accomplishment, and recognized that similar acts of heroism could benefit the decaying civilizations scattered across the Outworlds Wastes. Leftwich and his executive officer, Lieutenant Ethel Burdette, rallied the unit, resupplied, and began the new mission of the re-christened Thermo Police: to protect and serve the survivors that the Star League and House Lords disregarded, and strengthen the Outworlds Alliance that remained. Having watched their realm fall into decay, the Executive Parliament voted—unanimously—to support the Police in their mission. One of the Police's first objectives was to convince Wastes worlds to abandon their growing reliance on mercenary combatants.

In the decades that followed, the Thermo Police patrolled the Wastes like the police forces of old Terra. In many cases, they had no idea what condition any given world would be in when they visited. Some, like Coyle, made attempts to carry on as best they could. Others, like Flynn, fell into barbarism and misery. The Police would often attempt to disarm outlaws, instruct populations on how to defend themselves against banditry, and in some cases even exterminate dangerous fauna. One memorable excursion even discovered a natural disaster in progress; the Thermo Police responded to an earthquake-induced tsunami racing toward a stable but scattered settlement. Police 'Mechs shattered incoming debris with their weaponry while the denizens clambered onto their arms and shoulders.

By the late 2900s, the unit had rotated through several generations of veterans and recruits and was encountering far fewer survivors in the Wastes. Many had been evacuated, others were dying out or scattering into the wilderness if their planets were hospitable enough, and a few, such as the industrious Wynn's Roost, had reached a point of comfortable self-sustainability. The Thermo Police began to receive more and more missions from the Alliance Military Corps, including crowd control, security cordons, quelling separatists, and search and destroy operations against persistent pirates. The Police had honed their use of less-lethal force to an art form and developed methods that the strongly pacifistic Alliance worlds, who generally shunned the use of BattleMech forces, could rally behind.

The Thermo Police encountered one of their most unusual foes in the early years of the thirty-first century. The commanding officer at the time, Captain Royce Graves, resolved to patrol the Wastes just as the unit had done during the previous century. Arriving on the world of Tresspass, the unit discovered what at first appeared



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to be a cult dedicated to the Thermo Police themselves. Villagers were dressed in clothing based on the drab navy-blue jumpsuits and tactical black padding and vests that the Police wore. The populace had constructed vaguely 'Mech-shaped wooden "guardians" crudely painted in the black & white striped scheme the unit still used. Joyously welcomed and led to the town square by the villagers, the Police were introduced to the local governor, "King" Murray Frankel. Royce and his BattleMech lance stood transfixed as Frankel delivered a speech that began with spurious praise but abruptly mutated into a cry to his people to strike down the false gods. The villagers detonated buried charges in an attempt to drop the command lance into a shallow pit, and weapons fire erupted from the wooden golems. Frankel had established himself as an undisputed tyrant, and feared the day that the Thermo Police would return and remove him from power. Once again, the Police's skill at less-lethal confrontations came to the fore.

After the Fourth Succession War, Captain Seymore Hares commanded the Thermo Police. The Alliance Ground Defense Arm assigned the Police to a nearly continuous string of missions, and Hares operated the unit much closer to a typical mercenary force. Notable conflicts during Hares' command included the apprehension of an arms dealer, Yamamura Tazu, who manipulated and profited from tensions between Federated Suns miners active in Alliance space and Draconis Combine engineers operating newly established aerospace facilities. Yamamura kidnapped the families of several aerospace engineers and framed the Suns mining company for the act. The mission ended with the apprehension of Yamamura from his heavily armed bunker on the abandoned planet Ki Zoben. The operation further endeared the Thermo Police to the citizens of the Alliance for removing such a distastefully violent individual within their borders.

An equally disturbing incident took place on Dneiper, where the Thermo Police partnered with a militia training camp on anti-pirate tactics. Cultists claiming to be part of Omnis, an Outworlds Alliance faction dedicated to an existence nearly free from technology, took hostages from a local university athletics rally and threatened to execute them if the planet wasn't cleared of military hardware. The "cultists" were in fact Antallos-based bandits disguised as Omnis seeking to rob nearby armories of weaponry and munitions. Captain Hares began negotiations with the ersatz hostage takers, until then-Lieutenant Thomas Cable discovered the ruse and foiled the bandit caper.

In the mid-3050s, President Mitchell Avellar wished to adopt the popular Thermo Police into his Long Road program, a reformation of the Alliance military and economy. Captain Hares accepted and the majority of the unit followed him into the Alliance Ground Defense Arm, where their experience and equipment were of great use. Thomas Cable was promoted to Captain and retained command of a much smaller unit.

Clan Snow Raven appeared in Alliance space in early 3064. Their presence would, at first, have little impact on Thermo Police operations. But once the Ravens offered promises of medical and agricultural aid, Cable made requests for the Clan to send relief to the Wastes. The Ravens granted Cable's requests, but their motives

weren't entirely pure; the Clan's support for Cable's Thermo Police offered an excellent opportunity to scout the Wastes for anything of value.

With the Police still below full strength, Cable's methods required more subterfuge than force. He tracked down a pirate force preying on Alliance worlds and inserted himself into their band undercover as a captive. He was horrified to learn that instead of operating out of the Deep Periphery, these pirates launched their raids from the Omnis homeworld of Dante. The Word of Blake had covertly gained a foothold there and supported numerous pirate and bandit groups until the world was entirely subverted. Cable was quietly extracted by his fellow Police, reported the incident to the Alliance military, and watched in horror as Clan Snow Raven erased the planet from Inner Sphere maps. Uncounted innocents perished alongside the guilty.

Shortly after, Cable was wounded while quelling a riot on Baliggora and retired from active operations. Later, he joined the Columbia Academy and instructed both AMC and Snow Raven forces in the use of less-lethal force.

Captain Jack Durrell led the Police for the remainder of the thirty-first century. With the unit reduced to little more than a reinforced lance, Durrell did what he could to honor their traditional objectives. However, an attempt to recruit new members resulted in a pair of vindictive Word of Blake ROM agents infiltrating the Police. The pair viciously executed several arrested Raldamaxian insurgents and took an envoy from the Mica Majority hostage. Durrell uncovered the treachery through ballistic analysis, determining that Police-issue weapons were responsible for the executions. A tense showdown within the Police's own headquarters on Tellman IV ended the Blakist threat.

The Raven Alliance finally resurrected and supported a full company of Thermo Police in the early 3100s. The Raven *touman* had little interest in pirate hunting, relief distribution, and the day-to-day drudgery of keeping captured Combine worlds pacified. The Clan, still essentially separate from the Alliance, did not have the forces to spare on these *dezgra* activities. But the support of a small Alliance unit to oversee these responsibilities was of interest to the Clan—or, more specifically, of interest to the Clan's Watch.

Snow Raven Loremaster Acton Howe sought reliable intel on the long-abandoned planets of the Outworlds Wastes; Star League technology remained scattered across the region, and mining settlements lost to star charts stood idle. Beyond the Wastes lay shadows and even greater mysteries. Howe assigned Star Captain Karl Kanter to the mission of learning as much as he could about this compelling region while ostensibly performing the classic duties of the Thermo Police. A handful of *solahma* warriors joined him, and the rest of the reformed Police's ranks were filled out with AMC militia recruits.

The Raven Alliance is still far from a homogeneous culture, and equally far from a vibrant and prosperous nation. The Outworlds Wastes felt little impact from Gray Monday or the current Dark Age, and military conflicts within the Alliance have been quite low in intensity. The Thermo Police are free to continue the mission they began before the Succession Wars. The potential to re-expand



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the Alliance into the Wastes exists if exploitable resources can be located, but the challenge of reclaiming this long-lost section of space is extreme. While brigands and reavers may perpetually agitate the Periphery, they have little hope of overcoming the training, equipment, and dedication of the Thermo Police.

TRADITIONS AND TACTICS

Through every incarnation of the unit, the Thermo Police have focused much of their extensive training on less-lethal force. The members are familiar with crowd dispersal or containment techniques, surveillance, and alternate munition options such as smoke, tear gas, and laser inhibitors. Due to the remoteness of the worlds they often visit, survival training is also a high priority. Individually, members also study various specialties such as first aid, interrogation, and special tactics. All carry ruggedly reliable sidearms and stunsticks.

Aside from the 'Mech company, the Thermo Police include a full support staff mostly augmented with Alliance Service Arm

personnel. When assigned to large security operations on Alliance worlds, the Police often draft temporary "deputies" from the local populations. Volunteers recruited from support and rescue operations in the Wastes are also common. One example is Hilda Sherry, who currently runs the cafeteria onboard *Precinct One*, the Thermo Police's *Buccaneer* DropShip.

A second DropShip, the *Lion-class Headquarters*, is carried by the aging but expertly maintained *Merchant-class JumpShip Ardor of Coyle*. The *Ardor* was one of the JumpShips that evacuated the Coyle survivors to Tellman IV in 2852 and often carries various civilian experts of use to the Police such as psychologists trained in trauma-informed care, historians, and media reporters. Exoskeletons and conventional vehicles are also available, such as armored cars and a pair of Peacekeeper VTOLs.

Thermo Police communication is highly codified—an affectation derived from historic Terran police units. For example, codenames for various 'Mechs are based on the unit's type. BattleMechs are *Adam*, IndustrialMechs *Union*, and zero-gravity units *Zebra*. The company's three lances are simply coded one through three, and each pilot is coded one through four (usually based on rank). For example, a Security Lance IndustrialMech pilot who is second in command of that lance would be coded *3-Union-2*.



THERMO POLICE

PERSONALITIES

MERCER LEFTWICH

Title/Rank: Major

Born: 2802

Mercer's father, Langdon, was a member of the Star League LXVIII Corps' 231st Striker regiment. Just before the SLDF's final push on Terra in 2777, Langdon followed his retiring commanding officer, Eric Saxon, to the Outworlds Alliance world of Coyle on an enterprising industrial venture.

Growing up on Coyle amid its man-made underground cavern systems, Leftwich was surrounded by mega-engineered technology that was left practically unattended as investments and support faded sharply in the wake of the First Succession War.

By the mid-2800s, the nearby world of Flynn no longer possessed the means to support itself, and its populace began violent raids on Coyle to obtain water and supplies. Now a major in the Coyle police force, Leftwich led a defensive operation with his unit to protect the city's population and eradicate the raiders. His Royal *Warhammer*, inherited from Langdon, was instrumental in the battle, as was Leftwich's expert command of the extremely well-trained Thermo Police.

ETHEL BURDETTE

Title/Rank: Lieutenant

Born: 2818

Ethel Burdette was on patrol the day the Flynn raiders cracked the Thermokarston dome. She managed a fighting retreat into the city's cavern system, shielding and guiding numerous civilians along the way. The loss of Ethel's own family in that attack, and her passion for the surviving population afterward, were deciding factors in the Thermo Police continuing their mission after the abandonment of the planet. Despite her strong emotions, Ethel employed fair and just means to prevent the misery so common across the Outworlds Wastes.

Burdette's *Ostwar* was one of Thermokarston's few BattleMech units, and despite its primitive construction stood as a freakish terror against the jury-rigged IndustrialMechs and under-equipped infantry that the original Thermo Police encountered in many of their operations. The *Ostwar*'s missile-based loadout gave Burdette the option of using less-lethal rounds when civilian casualties needed to be avoided.

SEYMORE HARES

Title/Rank: Captain

Born: 3012

Upon assuming command of the Thermo Police in the late 3040s, Hares shifted his personal traits from on-the-field heroics to behind-the-desk pragmatics. Much of Hares' youthful daring was dulled by juggling the laws and customs of dozens of autonomous communities scattered across the Outworlds Wastes. He felt responsible for keeping the various military (and often paramilitary) officials he worked alongside content and free of conflict with the

Thermo Police's authority. Hares' administrative skills grew quite reliable and the unit remained as well-trained as ever.

When President Mitchell Avellar instituted his Long Road reforms in the Alliance, he requested that Hares merge the prestigious Thermo Police into the Alliance Ground Defense Arm. Numerous Police members accepted the offer and Hares himself continued his excellent management in the First Long Road Legion.

THOMAS CABLE

Title/Rank: Sergeant

Born: 3014

Special Abilities: Lucky, Marksman

If anyone was ever committed to the Thermo Police with all of their body and mind, it was Thomas Cable. Cable's father was a retired Police lieutenant and raised his son to value the humanitarian mission to which the unit aspired. In 3049, Thomas was demoted for disobeying a stand-down order from Captain Hares and rescuing three young civilians under dire threat from bandits. Hares believed further interference from the Police would cause the bandits to execute their hostages, but Cable lured them away from the civilians and used his rare WHM-6Rk *Warhammer* to collapse a section of a decayed building onto the bandits. The Police have witnessed other incidents of Cable's "golden touch," and he trained his marksmanship to extreme levels. In fact, Cable used his time for little else.

When Captain Hares merged the Police into the Outworlds Alliance military, Cable elected to take a handful of remaining members and continue their mission. By the time he was forced into retirement from age, attrition, and a perceived betrayal, Clan Snow Raven had begun to groom the Police for a slightly modified mission.

IMOGENE DOCKSTADER

Title/Rank: Officer

Born: 3031

Special Abilities: Human TRO

Dockstader's schoolteacher parents emigrated from the Federated Suns in hopes of improving the education of the Outworlds Alliance's population. Despite their own pacifistic leanings, their daughter turned out to be a natural medic and soldier. These contrasting skills, and some resulting estrangement from her parents, tended to manifest itself as a lack of confidence. Regardless, Dockstader's skills were crucial when a young Curse-bearing New Delphian woman reached the world of Maripa deep in the Wastes. Dockstader recommended the best route the Police's young quarry would take through the world's scattered settlements in her desperate search for a mythic Omnis cult cure to the plague from which she suffered. Once apprehended, Dockstader was of equal use in containing the virulent strain and reducing infections among the villagers.



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ALEC OAK

Title/Rank: Officer

Born: 3036

Special Abilities: Iron Will

Oak was young and inexperienced when he was recruited by the Police in the late 3050s. With that inexperience came an extreme dose of eagerness and anticipation for what his future with the Thermo Police would hold. His assignment to the Command Lance kept with a unit tradition to groom a promising young recruit for leadership by exposing them to the often-complex laws and cultural traditions of Wastes worlds.

Oak was wounded in battle soon after by a deranged survivalist targeting Sergeant Cable's 'Mech with a concealed Man-Pack Particle Cannon. The young warrior was undeterred by that injury, the expectations of the command staff, or the potential dangers surrounding his missions. Oak also had an unusual penchant for "dancing" in his 'Mech, which amused crowds of cheering children (and adults) on more than one world—exactly the sort of impression the Thermo Police liked to make.

Oak's *Dervish*, 1-Adam-4, became a staple of the Command Lance. The lightly armored chassis was sufficient defense for most of the Police's opposition, although likely contributed to Oak's early injuries. Fortunately, the 'Mech's mobility gave Oak the advantage once he gained more experience in combat.

HERSCHELLA "BUS DRIVER" QUISENBERRY

Title/Rank: Officer

Born: 3011

Special Abilities: Natural Grace, Stand Aside

A gifted pilot, Quisenberry's ATAE-70 *Uni* CargoMech 3-Union-2 rarely even carried weapons, though she hauled primitive gun trailers in her bays at times. Of limited use in firefights, Quisenberry utterly devoted her attention to walking her 'Mech from point A to point B. Streaking artillery, gaping craters, and whizzing tracer fire were of no concern, and Quisenberry's blithe tenacity earned her the nickname "Bus Driver." Her 'Mech was often tasked with carrying food, water, and medical supplies into remote communities. The storage capabilities of the *Uni* were also used to contain rebellious crowds, hazardous waste, and even captured beasts in cages.

In November 3071, a sect of Omnis terrorists detonated a thermonuclear warhead in the Alpheratz capital of Famindas. The Thermo Police were close by and responded to assist with the wounded. Quisenberry exposed herself to lethal radiation making excessive trips into the contaminated zone to deliver medical supplies.

HAVELOCK VANG

Title/Rank: Officer

Born: 3029

Vang was born on New Oslo, but half a decade later his parents evacuated the nascent Free Rasalhague Republic for the relative safety of Kaznejoy near the Draconis Combine's spinward edge. He attended the Sun Tzu School of Combat, studying not just 'Mech warfare but conventional sniper and counter-sniper operations. A heavy bout of Kaznejoy sunburn, earned after an evening's celebration, caused Vang to miss his graduation. Perceived as an undisciplined recruit by the schoolmaster, he was assigned to the Seventh Pesht Regulars to learn from that unit's many veterans. His first ill-fated deployment was under a keen and ambitious *sho-sa*—Vance Rezak. Unwilling to join Rezak's Band of the Damned pirates when they deserted from the DCMS, Vang escaped under fire and was rescued on Helland by the Thermo Police. Earning a place with the Police, he refused to pilot a standard BattleMech, claiming that such an honor was long lost to him.

Many decades later, Vang allowed his background to be published by a Tellman IV media outlet. That past seemed to catch up to him when soon after he was targeted by agents rumored to be JårnFolk *skåret*. Vang managed to neutralize two of the assassins at long range before falling to the third's pistol. That pistol is on display at the Thermo Police Museum on Tellman IV.

KOTORI NOSTRA

Title/Rank: None

Born: 3010

Never an official member of the Thermo Police, the charismatic Nostra instead operated as a scout and ambassador when the unit encountered new settlements and communities. The Police relied on his intelligence gathering skills during operations in potentially hostile surroundings.

Nostra is a descendant of Clan Nova Cat. His freeborn parents did not arrive with the Clan Invasion, however—they arrived in the spinward Periphery as members of the late thirtieth-century Clan reconnaissance mission Intelser. After witnessing the dearth of civilization in the region, and incorrectly assuming the rest of the Inner Sphere would be the same, they chose to adopt a small community and ready the residents for an unspoken calamity that was inevitably approaching. Nostra was indoctrinated with this survivalist mindset and has extremely well-honed wilderness skills. Many outlying settlements benefited from Nostra's guidance on food gathering, water purification, and shelter construction. He has equally benefited from the security the Thermo Police have provided on many occasions.



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KARL KANTER

Title/Rank: Star Captain

Born: 3098

Kanter began his career as a Snow Raven reclamation team warrior. His placement testing showed high degrees of intelligence and command skill but meager martial abilities. Early in his career, a rival jealous of his performance arranged to have Kanter transferred to the Clan Watch, where he reviewed the comms recorded from Snow Raven naval vessels loaned to other Clans. Kanter showed promise in the administrative skills required for this task and in commanding his unit of Watch technicians. His superiors realized those skills presented an opportunity to acquire the intelligence they desired on the Outworlds Waste settlements and uncover potentially lost resources in that region and beyond. Assigned a small team of *solahma* warriors and merged into the re-constituted Thermo Police, Kanter found the role for which he is best-suited: low-intensity combat and high-intensity intrigue. He recently acquired the Kanter Bloodname in a contested Trial of Bloodright. Loremaster Acton Howe intervened, settling the dispute in Karl's favor. Detractors suggested that Karl's interactions with Outworlds Waste communities required that he possess a surname; indeed, he found few willing to trust him—or, by extension, the Thermo Police—without one.

JIERGO LAURENCIO

Title/Rank: Protector

Born: 3116

The Snow Raven-controlled iteration of the Thermo Police includes a zero-gravity probe lance, with which the Ravens hope to locate, investigate, and salvage long-abandoned Star League-era space habitats and asteroid mining stations scattered across the Wastes. Pirates and scavengers often lack the expertise or specialized equipment necessary to make use of such facilities, but on occasion the Police have needed to be aggressive in their acquisitions. Laurencio's *Bombardier*, fitted with Arrow IV artillery missiles, opens these operations with a hull-breaching volley. Laurencio is reckless at times, perhaps a side effect of the imprecise nature of his weaponry. This tendency can be tempered during more sensitive operations by outfitting 2-Zebra-4 with illumination warheads and laser-inhibiting gas rounds. These LI munitions were instrumental on Ddraig when the Police disarmed a home-grown militia who were extorting the small population but armed almost entirely with an unearthed cache of laser rifles.





THERMO POLICE

PERSONNEL ROSTER

EARLY SUCCESSION WARS ERA

THERMOKARSTON POLICE (2852)

Command Lance (Heavy Lance)

Major Mercer Leftwich, Elite, WHM-6Rb *Warhammer*
Lieutenant Ethel Burdette, Veteran, OWR-2M *Ostwar*
Sergeant Allie Sackett, Regular, DV-1S *Dervish*
Officer Zam Turgo, Regular, BKX-1X *BattleAxe*

Striker Lance (Light Lance)

Sergeant Xeno Cornelius, Veteran, WVR-6R *Wolverine*
Officer Lizzie Carskaddon, Regular, TR-A-6 *Toro*
Officer Orlin Del Bosque, Green, TR-A-6 *Toro*
Officer Daeshawn Blahyi, Green, COM-1D *Commando*

Security Lance (Medium Lance)

Sergeant Lincoln Anellus, Regular, SDR-5K *Spider*
Officer Donzel Basurto, Veteran, BC XV-M *HaulerMech Buster MOD*
Officer Verona Welch, Green, QUA-51T *Quasit*
Officer Aija Maes, Green, QUA-51T *Quasit*

CLAN INVASION ERA

THERMO POLICE (3058)

Command Lance (Heavy Lance)

Captain Seymore Hares, Veteran, TDR-5S *Thunderbolt*
Sergeant Thomas Cable, Heroic, WHM-6Rk *Warhammer*
Officer Imogene Dockstader, Veteran, HRC-LS-9000 *Hercules*
Officer Alec Oak, Green, DV-6M *Dervish*

Ranger Lance (Medium Lance)

Sergeant Jack Durrell, Veteran, MLN-1A *Merlin*
Officer Arlen Falco, Regular, OWR-2Mb *Ostwar*
Officer Abanu Alamieyeseigha, Green, VL-5T *Vulcan*
Officer Mia Kinsella, Green, CLN-7W *Chameleon*

Security Lance (Medium Lance)

Sergeant Teodor Wester-Swain, Veteran, SDR-5K *Spider*
Officer Herschella "Bus Driver" Quisenberry, Veteran, ATAE-70 *Uni*
Officer Havelock Vang, Regular, ATAE-70M *Uni*
Officer Grady Marshall, Green, PK-6 *Peacekeeper*

Local Liason

Kotori Nostra, Veteran, CTL-3R2 *CattleMaster* (Hunter)

DARK AGE ERA

THERMO POLICE (3140)

Command Lance (Heavy Lance)

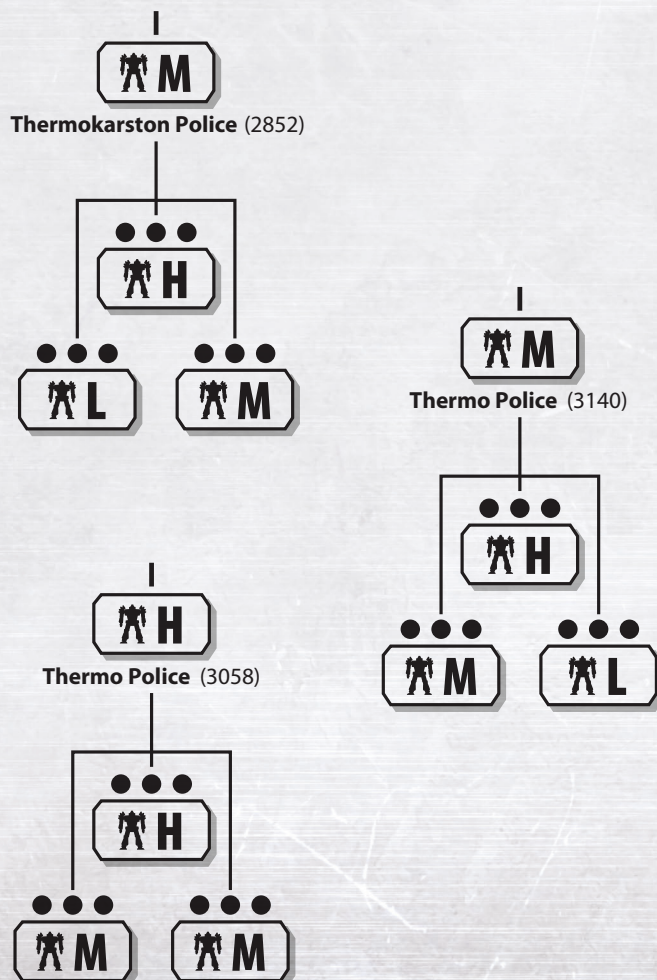
Star Captain Karl Kanter, Regular, *Warhammer IIC 4*
Section Leader Leland Knox, Veteran, GLT-7-0 *Gallant*
Guardian Brita Bernickeon, Regular, HRC-LS-9000 *Hercules*
Defender Eugene Tyburn, Green, MHL-3MC *Marshal*

Pursuit (Probe) Lance (Medium Lance)

Supervisor Meryl Stonecipher, Regular, BHKU-OU *Black Hawk-KU*
Guardian Ueno Masakado, Regular, *Shadow Hawk IIC 7*
Guardian Adelaide, Regular, *Dark Crow 3*
Protector Jiergo Laurencio, Elite, BMB-05A *Bombardier*

Light Battle Lance (Light Lance)

Supervisor Bella, Regular, *Icestorm Standard*
Preceptor Weymouth, Veteran, *Piranha 4*
Protector Jaeon, Regular, *Morrigan 3*
Protector Carla Manelli, Regular, HVC-P6 *Havoc*





THERMO POLICE

DESCENT INTO HELLAND

GAME SETUP

Recommended Terrain: Badlands, Hills

The Attacker designates a home edge; the Defender then chooses a home edge adjacent to the Attacker's.

All Defender units deploy in the middle third of the play area, with every unit at least 30 hexes (AS: 60") from their home edge.

Attacker

Recommended Forces: Thermo Police (Clan Invasion Era)

The Attacker's forces consist entirely of 'Mechs; however, no more than two-thirds can be BattleMechs. The Attacker enters from their home edge on Turn 1.

Defender

Recommended Forces: Band of the Damned

The Defender is a portion of Vance Rezak's recently reorganized Band of the Damned, of equal value to the Attacker's forces. No more than one-third of the Defender's forces can consist of BattleMechs; all are piloted by Elite MechWarriors. Half of the Defender's 'Mechs should be selected from the Draconis Combine and Free Rasalhague Republic column of the Random Assignment Table: Inner Sphere (3048-3052) (see p. 152, *Era Report: 3052*); the other half should be selected from the Periphery and Mercenary column of the table (see p. 153, *ER:3052*). Only units available in 3039 may be used.

The remaining two-thirds of the Defender's force consists of light and medium combat vehicles with Regular crews. In addition, four Pit Bull Medium Trucks serve as transports for the pirates' captives. All vehicle selections should come from the Inner Sphere Vehicles Random Assignment Table (p. 154, *ER:3052*).

WARCHEST

Track Cost: 450

Optional Bonuses

+200 Batten Down the Hatches: Apply the Blowing Sand rules (see p. 60, *Tactical Operations: Advanced Rules*).

OBJECTIVES

Book 'Em (Attacker Only): Cripple or destroy as many enemy units as possible. [50 per unit]

Hostage Situation (Defender Only): Exit as many of the Pit Bull Trucks or their occupants (see below) off the Defender's home edge as possible. [100 WP per truckload]

SPECIAL RULES

The following rules are in effect for this track:

Shielding Movement: All of the Attacker's units may use the Shielding Movement Mode (see p. 17, *TO:AR*).

Smoke Rounds: All of the Attacker's units may equip their missile weaponry with smoke missiles (see p. 183, *Tactical Operations: Advanced Units & Equipment*)

Prisoner Transport: The Pit Bull Medium Trucks are unarmed, and begin the game under the control of the Defender. Control of each truck can be seized or reclaimed throughout the game by each side. To seize control of a truck, a unit must end its turn in a hex adjacent to the truck (AS: within 2") with no enemy units also adjacent. At the start of the next turn, the truck can be controlled by the side which claimed control of it.

"Regrets? I regret that I can't curse them any more than they already are. The worst part is, they know they're damned. Hell, they even put it in their name."

—Officer Havelock Vang

SITUATION

Dante's Scalp

Helland

Outworlds Wastes

5 December 3048

The Thermo Police tracked the perpetrators of a series of raids against outlying Alliance settlements to Helland, a waste of a system with little to offer anyone except firm ground on which to rendezvous. There they discovered elements of the Band of the Damned, newly reorganized under the command of former *Sho-sa* Vance Rezak. Upon making planetfall, the Police realized the pirates were in the midst of transferring captives from a holding area to waiting DropShips, and quickly moved to intercept the transfer.



THERMO POLICE

If either side chooses to fire at a truck, on a result of a cargo hit or engine explosion, the captives are killed. If a truck is rendered immobile, the crew and their captives will exit the vehicle and should be treated as a 20-man infantry squad, but unarmed. The same control rules apply.

AFTERMATH

The Thermo Police succeeded in rescuing the pirate captives. Several of their 'Mechs carried smoke rounds and, despite the heavy

winds, the confusion caused by the poor visibility gave the well-trained Police the edge against the Band's unprepared vehicle crews.

MechWarrior Havelock Vang drove one of the captive-carrying trucks, and took the opportunity to defect from the Band of the Damned. Vang was a recent Combine recruit caught up in Rezak's desertion and jumped at the first chance to escape a dishonorable life of piracy. His safe delivery of a truckload of civilians earned him the admiration of the Thermo Police and he was recruited for the unit soon after.





THERMO POLICE

DEATH FINDS A WAY

GAME SETUP

Recommended Terrain: Heavy Forest #1 and Heavy Forest #2

Set up two mapsheets with their long edges touching. Randomly determine one short map edge to be the Attacker's home edge.

Attacker

Recommended Forces: Thermo Police Probe Lance (Dark Age Era)

The Attacker's small force consists entirely of BattleMechs. The Attacker enters from their home edge on Turn 1.

Defender

The defender is composed of irregular units who have made the orbital Greenhouse complex their home. The Defender places three static gun emplacements (see Special Rules below) per mapsheet a minimum of 6 hexes (AS: 12") from any map edge.

Sixteen Beast-Mounted Infantry units with Gunnery Skill 2 (AS: Skill 2) comprise the remainder of the Defender's force. The Defender may place these units anywhere on the mapsheets, but they must begin the game a minimum of 6 hexes (AS: 12") from any map edge and a minimum of 2 hexes (AS: 4") from each other.

WARCHEST

Track Cost: 300

Optional Bonuses

+200 Looks Clear: Deploy up to two-thirds of the Defender's Force as Hidden Units (see p. 259, *TW*) anywhere on the battlefield.

-100 We Should Not Have Eaten Our Guests: The Defender's decaying gun emplacements possess only half their normal CF and AF (see Special Rules below).

OBJECTIVES

1. Clean House (Attacker Only): Destroy all of the Defender's static gun emplacements and units [400]

2. Death to the Invaders (Defender Only): Destroy the Attacker's units. [100 per unit]

SPECIAL RULES

The following rules are in effect for this track:

Gun Emplacements: Scattered across the habitat's heavy forests are defensive gun emplacements. These emplacements are considered single-hex, Level 1 Medium Buildings with a CF of 40 and an Armor Factor of 40 (p. 128, *TO:AR*). They are armed with one roof-located 'Mech Mortar 2 (p. 136, *TO:AUE*) per emplacement with 2 tons of Armor Piercing ammunition (24 shots). The gunnery crews have a Gunnery Skill 3 (AS: Skill 3). (See *Gun Emplacements*, p. 115, *TO:AR*).

Kreighund: The Defenders also make use of Beast-Mounted Infantry riding Monstrous-sized, gaunt, fur-covered canines called Kreighund. These beasts weigh 20 tons, have 3 MP, deal 3 Vehicular damage at point-blank range (from their crushing weight and slashing claws), yield a damage divisor of 2, and carry

"405 now in progress in grid 12-32. Unit 2-Zebra-4 confirms all 22s are RFS. HQ Actual standing by to relay new orders. Go ahead HQ."

"2-Zebras enter the 12-32 target. RFS all further resistance. Authorization K One."

"Copy HQ."

"Copy HQ."

"Cop—"

"Sir, remove all resistance from service? Please restate, I had secondary explosions."

"Zebra 4, that is confirmed. RFS all."

"Copy HQ. Zebra 4 acknowledges. KMG 3-6-5."

"Target 12-32 inner airlock operational. No need to breach. Whoa! Look at that! It...it's like a garden in here...for...giants?"

"But who are the gardeners?"

"Supervisor! I have smoke trails inbound! We are UHA!"

"Return fire 2-Zebras, no need to check targets here. Authorization is K One!"

"More smoke trails! Sir! I have movement in the trees!"

"Return fire, return fire!"

SITUATION

Habitat G-95t "Greenhouse"

Thazi Orbital Space

Outworlds Wastes

20 May 3140

The Raven Alliance Watch deployed the Thermo Police to the far edge of the Outworlds Wastes after uncovering files detailing a large, barely operational orbital facility in the Thazi system. Star Captain Kanter's Star League records research implied the station could be an experimental mass driver launch facility. Once in system, Kanter released his zero-gravity Probe Lance to clear away some scant resistance in the form of barely operable satellite turrets. The Probe Lance breached the station's hull and proceeded to explore within. In the centuries of seclusion that had passed, the original inhabitants subsisted on a vast chemically overgrown solar garden. They and their gigantic warbeasts were exceedingly hostile. Kanter issued orders to clear the facility of inhabitants and uncover the mystery of the "Greenhouse."



THERMO POLICE

4 troopers armed with 2 Medium Recoilless Rifles with 1 ton of ammunition each (20 shots). They may not make Anti-Mech Leg or Swarm Attacks and receive a -2 To-Hit Modifier for attacks directed at them due to their size. Kreighund ignore movement penalties for passing through Light and Heavy Woods hexes. (See *Beast-Mounted Infantry*, pp. 107-108, *TO:AUE*).

Electromagnetic Interference: Ancient station systems continue to generate a surprising amount of background electromagnetic interference that does not seem to affect the locals. The Attacker's units suffer the effects of Electromagnetic Interference (see p. 53, *TO:AR*). In addition, the station has a lower rotational gravity of .75 G that the natives have spent generations growing accustomed to, but the Attacker's units have not. Attacking units should follow the High/Low Gravity rules for .75 G (see p. 53, *TO:AR*).

Ceiling: The Greenhouse ceiling is immune to weapons fire but does not allow movement beyond Level 3 in height.

AFTERMATH

Continuous mortar barrages fell on the Probe Lance as they scattered into the gigantic and heavily overgrown garden. Protector Laurencio's rocket blasts tore down the hostile emplacements and Supervisor Stonecipher's hatchet was barely adequate against the Kreighund. Once the mortars were silenced, the inhabitants surrendered and Star Captain Kanter cancelled his extermination order. An exhaustive survey of the station provided no evidence of a mass driver and the Greenhouse turned out to be just that—an attempt by Star League Department of Mega-Engineering scientists to create an artificial breadbasket that could orbit planets lacking their own sufficient food resources. Decades earlier, a pirate band had constructed crude weapons manufacturing facilities onboard before falling prey to the xenophobic natives. Regrettably, the solar radiation and automated fertilization chemicals involved in the rampant floral growth were apparently unique to the Thazi system.

TOTAL WARFARE / ALPHA STRIKE SPECIAL COMMAND ABILITIES

Regional Specialization—Outworlds Alliance, Shielding (2852); Regional Specialization—Outworlds Wastes, Shielding (3058);
Regional Specialization—Outworlds Wastes, Tactical Adjustments (3140)

STRATEGIC BATTLEFORCE FORMATION

Formation	Type	Size	Move	JUMP	T. Move	TMM	Tactics	Morale	Skill	PV	Formation Specials		
Thermokarston Police (2852)	BM	2	5I	1	—	2	5	7	4	100	—		
Units	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Unit Specials
Command Lance	BM	3	4I	0	—	1	15	4	5	2	3	43	IF1
Striker Lance	BM	1	5I	1	—	2	9	2	3	2	4	31	IF1
Security Lance	BM	2	5I	1	—	2	10	2	2	1	4	26	IF1
Formation	Type	Size	Move	JUMP	T. Move	TMM	Tactics	Morale	Skill	PV	Formation Specials		
Thermo Police (3058)	BM	3	5I	1	—	2	4	6	3	112	CT1		
Units	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Unit Specials
Command Lance	BM	3	5I	1	—	2	14	4	4	2	2	48	IF1
Ranger Lance	BM	3	5I	2	—	2	13	4	4	2	4	41	RCN
Security Lance	BM	2	4I	1	—	1	12	2	2	0	3	23	CT1
Formation	Type	Size	Move	JUMP	T. Move	TMM	Tactics	Morale	Skill	PV	Formation Specials		
Thermo Police (3140)	BM	2	6I	2	—	2	4	7	4	138	—		
Units	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Unit Specials
Command Lance	BM	3	4I	1	—	1	16	6	5	3	4	52	—
Battle Lance	BM	3	5I	3	—	2	12	4	4	1	3	46	ARTAIS-1(1)
Light Pursuit Lance	BM	1	9I	1	—	3	7	4	4	0	4	40	RCN, TAG

ABSTRACT COMBAT SYSTEM COMBAT TEAMS

Combat Team	Type	Size	Move	TMM	T. Move	Arm	S	M	L	Skill	PV	Combat Team Specials
Thermokarston Police (2852)	BM	2	5	2	—	11	3	3	3	4	33	—
Thermo Police (3058)	BM	3	5	2	—	13	3	3	1	3	37	CT1
Thermo Police (3140)	BM	2	6	3	—	12	5	4	1	4	46	—

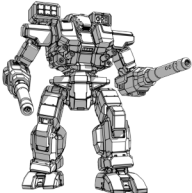
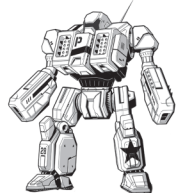
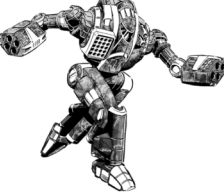
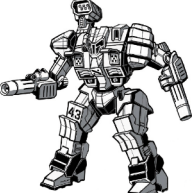
THERMOKARSTON POLICE [2852] COMMAND LANCE

Special Command Abilities: Regional Specialization—Outworlds Alliance (AS:CE, p. 107), Shielding (AS:CE, p. 107)

Formation: *Command Lance* (CO, p. 63; AS:CE p. 120)

BV: 4,579 (Not adjusted for Skill Ratings)

PV: 151 (Adjusted for Skill Ratings)

<p>WHM-6Rb WARHAMMER</p> <p>TP: BM SZ: 3 TMM: 1 MV: 8" ROLE: Brawler SKILL: 2</p> <p>DAMAGE S (+0) M (+2) L (+4) 5 4 2</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●●●</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	<p>PV: 54</p>  <p>© 2018 The RPGs Company. All rights reserved.</p>
<p>OV-1S DERVISH</p> <p>TP: BM SZ: 2 TMM: 1 MV: 8"/6"j ROLE: Missile Boat SKILL: 4</p> <p>DAMAGE S (+0) M (+2) L (+4) 1 2 2</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○ S: ●●●●</p> <p>SPECIAL: IF1, LRM1/1/1</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	<p>PV: 25</p>  <p>© 2018 The RPGs Company. All rights reserved.</p>
<p>OWR-2M OSTWAR</p> <p>TP: BM SZ: 3 TMM: 1 MV: 6" ROLE: Juggernaut SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 3 3 2</p> <p>OV: 1 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●●●</p> <p>SPECIAL: IF1</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	<p>PV: 41</p>  <p>© 2018 The RPGs Company. All rights reserved.</p>
<p>BKX-1X BATTLEAXE</p> <p>TP: BM SZ: 3 TMM: 1 MV: 6" ROLE: Juggernaut SKILL: 4</p> <p>DAMAGE S (+0) M (+2) L (+4) 3 3 1</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●●●</p> <p>SPECIAL: IF1</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	<p>PV: 31</p>  <p>© 2018 The RPGs Company. All rights reserved.</p>

Special Command Abilities apply to entire Thermokarston Police (2852).
Formation Bonus Abilities apply to this lance only.

THERMOKARSTON POLICE [2852]

STRIKER LANCE

Special Command Abilities: Regional Specialization—Outworlds Alliance (AS:CE, p. 107), Shielding (AS:CE, p. 107)

Formation: *Striker Lance* (CO, p. 66; AS:CE p. 118)

BV: 3,387 (Not adjusted for Skill Ratings)

PV: 95 (Adjusted for Skill Ratings)

WVR-6R WOLVERINE PV: 36	TR-A-6 TORO PV: 23
TP: BM SZ: 2 TMM: 2 MV: 10" ROLE: Skirmisher SKILL: 3	TP: BM SZ: 1 TMM: 2 MV: 10" ROLE: Missile Boat SKILL: 4
DAMAGE S (+0) 2 M (+2) 2 L (+4) 1	DAMAGE S (+0) 1 M (+2) 2 L (+4) 2
OV: 0 HEAT SCALE 1 2 3 S	OV: 0 HEAT SCALE 1 2 3 S
A: ○○○○ S: ●●●●	A: ○○○ S: ●●●
CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each	CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each
ALPHA STRIKE STATS	ALPHA STRIKE STATS
BATTLETECH	BATTLETECH
TR-A-6 TORO PV: 21	COM-1D COMMANDO PV: 15
TP: BM SZ: 1 TMM: 2 MV: 10" ROLE: Missile Boat SKILL: 5	TP: BM SZ: 1 TMM: 2 MV: 12" ROLE: Striker SKILL: 5
DAMAGE S (+0) 1 M (+2) 2 L (+4) 2	DAMAGE S (+0) 2 M (+2) 2 L (+4) 0
OV: 0 HEAT SCALE 1 2 3 S	OV: 0 HEAT SCALE 1 2 3 S
A: ○○○ S: ●●●	A: ○○ S: ●●
CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each	CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each
ALPHA STRIKE STATS	ALPHA STRIKE STATS
BATTLETECH	BATTLETECH

Special Command Abilities apply to entire Thermokarston Police (2852).
Formation Bonus Abilities apply to this lance only.

Special Command Abilities: Regional Specialization—Outworlds Alliance (AS:CE, p. 107), Shielding (AS:CE, p. 107)
Formation: *Security Lance* (CO, p. 65; *Combat Manual: Mercenaries* (CM:M), p. 94)
BV: 2,200 (Not adjusted for Skill Ratings)
PV: 78 (Adjusted for Skill Ratings)

BC XV-M HaulerMech MOD		PV: 17	
BUSTER			
TP: IM SZ: 2 TMM: 1 MV: 6"			
ROLE: Sniper		SKILL: 3	
DAMAGE	S (+0) 1	M (+2) 2	L (+4) 2
OV: 0 HEAT SCALE		1 2 3 S	
A:	○○○		
S:	●●●●		
SPECIAL: AFC, BAR, EE, IF1			
		CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each	

QUA-51T MilitiaMech

QUASIT

PV: 20

TP: IM SZ: 2 TMM: 2 MV: 10"

ROLE: Brawler SKILL: 5

DAMAGE	S (+0)	M (+2)	L (+4)
	2	2	0*


OV: 0 | HEAT SCALE

1	2	3	S
---	---	---	---

A: ○○○○

S: ●●●●

SPECIAL: BFC, IF0*, SEAL, SOA



CRITICAL HITS

ENGINE ○+1 Heat/Firing Weapons

FIRE CONTROL ○○○○+2 To-Hit: Each

MP ○○○○½ MV Each

WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS

BATTLETECH™

*Special Command Abilities apply to entire Thermokarston Police (2852).
Formation Bonus Abilities apply to this lance only.*

THERMO POLICE (3058) COMMAND LANCE

Special Command Abilities: Regional Specialization—Outworlds Wastes (AS:CE, p. 107), Shielding (AS:CE, p. 107)

Formation: *Command Lance* (CO, p. 63; AS:CE p. 120)

Thomas Cable (Warhammer) Special Pilot Abilities: Lucky (4) (CO, p. 77; AS:CE, p. 97), Marksman (CO, p. 77; AS:CE, p. 97).

Imogene Dockstader (Hercules) Special Pilot Abilities: Human TRO (CO, p. 76; AS:CE, p. 97)

Alec Oak (Dervish) Special Pilot Abilities: Iron Will (CO, p. 76; AS:CE, p. 97)

BV: 5,663 (Not adjusted for Skill Ratings)

PV: 181 (Adjusted for Skill Ratings)

<p>TDR-5S THUNDERBOLT</p> <p>TP: BM SZ: 3 TMM: 1 MV: 8" ROLE: Brawler SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 3 3 1</p> <p>OV: 1 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●●</p> <p>SPECIAL: IF1</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	<p>WHM-6Rk WARHAMMER</p> <p>TP: BM SZ: 3 TMM: 2 MV: 10" ROLE: Skirmisher SKILL: 1</p> <p>DAMAGE S (+0) M (+2) L (+4) 4 4 2</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●●</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>
<p>HRC-LS-9000 HERCULES</p> <p>TP: BM SZ: 3 TMM: 2 MV: 10" ROLE: Skirmisher SKILL: 3</p> <p>DAMAGE S (+0) M (+2) L (+4) 3 3 2</p> <p>OV: 0 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○○○ S: ●●●●●</p> <p>SPECIAL: AMS, FLK1/1/1, REAR1/-</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>	<p>DV-6M DERVISH</p> <p>TP: BM SZ: 2 TMM: 2 MV: 10" ROLE: Missile Boat SKILL: 5</p> <p>DAMAGE S (+0) M (+2) L (+4) 2 2 2</p> <p>OV: 1 HEAT SCALE 1 2 3 S</p> <p>A: ○○○○ S: ●●●●●</p> <p>SPECIAL: IF1</p> <p>CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each</p> <p>ALPHA STRIKE STATS BATTLETECH</p>

Special Command Abilities apply to entire Thermo Police (3058).
Formation Bonus Abilities apply to this lance only.

THERMO POLICE (3058) RANGER LANCE

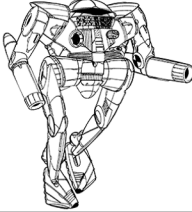
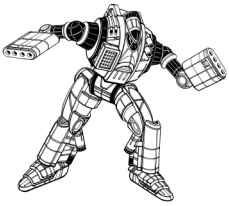
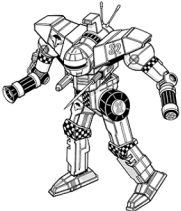
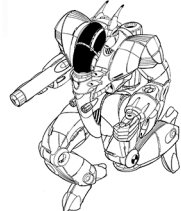
Special Command Abilities: Regional Specialization—Outworlds Wastes (AS:CE, p. 107), Shielding (AS:CE, p. 107)

Formation: *Ranger Lance* (CO, p. 67; AS *see below)

BV: 5,042 (Not adjusted for Skill Ratings)

PV: 125 (Adjusted for Skill Ratings)

***Alpha Strike Ranger Lance Bonus Ability:** At the beginning of play, 75 percent of the units in this Formation receive one Terrain Master SPA (AS:CE, pp 100–101). The same Terrain Master variation must be assigned to these units.

MLN-1A MERLIN PV: 37 TP: BM SZ: 3 TMM: 1 MV: 8"j ROLE: Brawler SKILL: 3 DAMAGE S (+0) 2 M (+2) 2 L (+4) 2 OV: 1 HEAT SCALE 1 2 3 S A: ○○○○○○ S: ●●●●●● SPECIAL: IF0* CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each		OWR-2Mb OSTWAR PV: 40 TP: BM SZ: 3 TMM: 2 MV: 10" ROLE: Brawler SKILL: 4 DAMAGE S (+0) 4 M (+2) 4 L (+4) 3 OV: 0 HEAT SCALE 1 2 3 S A: ○○○○○○ S: ●●●●●● SPECIAL: CASE, SRM1/1 CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each	
ALPHA STRIKE STATS		ALPHA STRIKE STATS	
BATTLETECH		BATTLETECH	
VL-5T VULCAN PV: 22 TP: BM SZ: 2 TMM: 2 MV: 12"j ROLE: Striker SKILL: 5 DAMAGE S (+0) 2 M (+2) 2 L (+4) 0 OV: 0 HEAT SCALE 1 2 3 S A: ○○○○ S: ●●●● CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each		CLN-7W CHAMELEON PV: 26 TP: BM SZ: 2 TMM: 2 MV: 12"j ROLE: Striker SKILL: 5 DAMAGE S (+0) 2 M (+2) 2 L (+4) 1 OV: 0 HEAT SCALE 1 2 3 S A: ○○○○ S: ●●●● SPECIAL: ENE CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each	
ALPHA STRIKE STATS		ALPHA STRIKE STATS	
BATTLETECH		BATTLETECH	

Special Command Abilities apply to entire Thermo Police (3058).
Formation Bonus Abilities apply to this lance only.

THERMO POLICE (3058) SECURITY LANCE

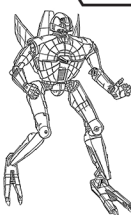
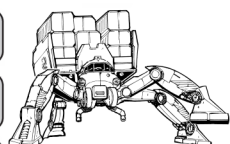
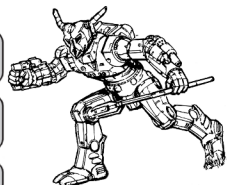
Special Command Abilities: Regional Specialization—Outworlds Wastes (AS:CE, p. 107), Shielding (AS:CE, p. 107)

Formation: Security Lance (CO, p. 65; CM:M, p. 94)

Herschella Quisenberry (Uni ATAE-70) Special Pilot Abilities: Natural Grace (CO, p. 79; AS:CE, p. 98), Stand Aside (CO, p. 81; AS:CE, p. 99)

BV: 2,439 (Not adjusted for Skill Ratings)

PV: 75 (Adjusted for Skill Ratings)

SDR-5K SPIDER		PV: 25	ATAE-70 CargoMech UNI		PV: 12
TP: BM SZ: 1 TMM: 3 MV: 16"/12" ROLE: Scout SKILL: 3				TP: IM SZ: 3 TMM: 1 MV: 6" ROLE: Ambusher SKILL: 3	
DAMAGE S (+0) M (+2) L (+4) 1 1 0		DAMAGE S (+0) M (+2) L (+4) 0 0 0		DAMAGE S (+0) M (+2) L (+4) 0 0 0	
OV: 0 HEAT SCALE 1 2 3 S		OV: 0 HEAT SCALE 1 2 3 S		OV: 0 HEAT SCALE 1 2 3 S	
A: ○○ S: ○○○		A: ○○○○ S: ○○○○○○		A: ○○○○ S: ○○○○○○	
SPECIAL: JMPW1		CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each		CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each	
ALPHA STRIKE STATS		BATTLETECH		ALPHA STRIKE STATS	
ATAE-70M MilitiaMech UNI		PV: 17	PK-6 SecurityMech PEACEKEEPER		PV: 13
TP: IM SZ: 3 TMM: 1 MV: 6" ROLE: Sniper SKILL: 4				TP: IM SZ: 1 TMM: 1 MV: 8" ROLE: Brawler SKILL: 5	
DAMAGE S (+0) M (+2) L (+4) 1 2 1		DAMAGE S (+0) M (+2) L (+4) 2 2 0		DAMAGE S (+0) M (+2) L (+4) 2 2 0	
OV: 1 HEAT SCALE 1 2 3 S		OV: 0 HEAT SCALE 1 2 3 S		OV: 0 HEAT SCALE 1 2 3 S	
A: ○○○○ S: ○○○○○○		A: ○○○○ S: ○○		A: ○○○○ S: ○○	
SPECIAL: AFC, BAR, FC, SEAL		CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each		CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each	
ALPHA STRIKE STATS		BATTLETECH		ALPHA STRIKE STATS	
CTL-3R2 "Hunter" IndustrialMech CATTLEMMASTER		PV: 8			
TP: IM SZ: 1 TMM: 1 MV: 8" ROLE: Ambusher SKILL: 3					
DAMAGE S (+0) M (+2) L (+4) 2 0 0					
OV: 0 HEAT SCALE 1 2 3 S					
A: ○○ S: ○○					
SPECIAL: AFC, EE, SRCH		CRITICAL HITS ENGINE ○+1 Heat/Firing Weapons FIRE CONTROL ○○○○+2 To-Hit Each MP ○○○○½ MV Each WEAPONS ○○○○-1 Damage Each			
ALPHA STRIKE STATS		BATTLETECH			

Special Command Abilities apply to entire Thermo Police (3058).
Formation Bonus Abilities apply to this lance only.

THERMO POLICE [3140] COMMAND LANCE

Special Command Abilities: Regional Specialization—Outworlds Wastes (AS:CE, p. 107), Tactical Adjustments (CO, p. 87; AS:CE, p. 108)

Formation: *Command Lance* (CO, p. 63; AS:CE p. 120)

BV: 7,097 (Not adjusted for Skill Ratings)

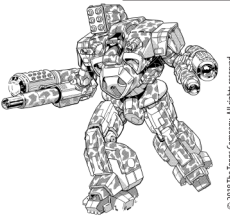
PV: 160 (Adjusted for Skill Ratings)

4
PV: 50

WARHAMMER IIC

TP: BM SZ: 4 TMM: 1 MV: 8"

ROLE: **Brawler** SKILL: 4



DAMAGE S (+0) M (+2) L (+4)

7 6 4

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○

S: ●●●●●●

SPECIAL: CASE

CRITICAL HITS

ENGINE ○+1 Heat/Firing Weapons

FIRE CONTROL ○○○○+2 To-Hit Each

MP ○○○○½ MV Each

WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS

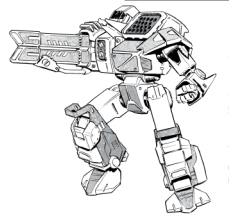
BATTLETECH

GLT-7-O
PV: 41

GALLANT

TP: BM SZ: 3 TMM: 1 MV: 6"/10"

ROLE: **Skirmisher** SKILL: 3



DAMAGE S (+0) M (+2) L (+4)

4 4 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○

S: ●●●●●●

SPECIAL: JMPS1

CRITICAL HITS

ENGINE ○+1 Heat/Firing Weapons

FIRE CONTROL ○○○○+2 To-Hit Each

MP ○○○○½ MV Each

WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS


BATTLETECH

HRC-LS-9000
PV: 38

HERCULES

TP: BM SZ: 3 TMM: 2 MV: 10"

ROLE: **Skirmisher** SKILL: 4



DAMAGE S (+0) M (+2) L (+4)

3 3 2

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○

S: ●●●●●●

SPECIAL: AMS, FLK1/1/1, REAR1/-

CRITICAL HITS

ENGINE ○+1 Heat/Firing Weapons

FIRE CONTROL ○○○○+2 To-Hit Each

MP ○○○○½ MV Each

WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS

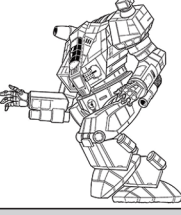
BATTLETECH

MHL-3MC
PV: 31

MARSHAL

TP: BM SZ: 2 TMM: 1 MV: 8"

ROLE: **Brawler** SKILL: 5



DAMAGE S (+0) M (+2) L (+4)

3 2 1

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○

S: ●●●●●●

SPECIAL: IF1, TSEMP1

CRITICAL HITS

ENGINE ○+1 Heat/Firing Weapons

FIRE CONTROL ○○○○+2 To-Hit Each

MP ○○○○½ MV Each

WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS

BATTLETECH

Special Command Abilities apply to entire Thermo Police (3140).
Formation Bonus Abilities apply to this lance only.

THERMO POLICE [3140]

PROBE LANCE

Special Command Abilities: Regional Specialization—Outworlds Wastes (AS:CE, p. 107), Tactical Adjustments (CO, p. 87; AS:CE, p. 108)

Formation: Pursuit/Probe Lance (CO, p. 65; AS:CE p. 120)

BV: 6,807 (Not adjusted for Skill Ratings)

PV: 155 (Adjusted for Skill Ratings)

BH KU-OU
BLACK HAWK-KU PV: 40

TP: BM SZ: 3 TMM: 2 MV: 10"j
ROLE: Skirmisher SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	4	4	0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●

SPECIAL: ENE, MEL, OMNI

CRITICAL HITS
ENGINE ○+1 Heat/Firing Weapons
FIRE CONTROL ○○○○+2 To-Hit Each
MP ○○○○½ MV Each
WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS **BATTLETECH**

7
SHADOW HAWK IIC PV: 33

TP: BM SZ: 2 TMM: 2 MV: 10"/16"j
ROLE: Striker SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	3	3	2

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●

SPECIAL: CASE, J MPS1

CRITICAL HITS
ENGINE ○+1 Heat/Firing Weapons
FIRE CONTROL ○○○○+2 To-Hit Each
MP ○○○○½ MV Each
WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS **BATTLETECH**

3
DARK CROW PV: 27

TP: BM SZ: 2 TMM: 2 MV: 12"/16"j
ROLE: Striker SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	2	2	2

OV: 2 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ●●

SPECIAL: CASE, J MPS1

CRITICAL HITS
ENGINE ○+1 Heat/Firing Weapons
FIRE CONTROL ○○○○+2 To-Hit Each
MP ○○○○½ MV Each
WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS **BATTLETECH**

BMB-05A
BOMBARDIER PV: 55

TP: BM SZ: 3 TMM: 2 MV: 10"
ROLE: Missile Boat SKILL: 2

DAMAGE	S (+0)	M (+2)	L (+4)
	1	0*	0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○
S: ●●●

SPECIAL: AMS, ARTAIS-1, CASE

CRITICAL HITS
ENGINE ○+1 Heat/Firing Weapons
FIRE CONTROL ○○○○+2 To-Hit Each
MP ○○○○½ MV Each
WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS **BATTLETECH**

Special Command Abilities apply to entire Thermo Police (3140).
Formation Bonus Abilities apply to this lance only.

THERMO POLICE (3140) LIGHT BATTLE LANCE

Special Command Abilities: Regional Specialization—Outworlds Wastes (AS:CE, p. 107), Tactical Adjustments (CO, p. 87; AS:CE, p. 108)

Formation: *Light Battle Lance* (CO, p. 63; AS:CE p. 118)

BV: 4,436 (Not adjusted for Skill Ratings)

PV: 126 (Adjusted for Skill Ratings)

(Standard) **ICESTORM** PV: 20

TP: BM SZ: 1 TMM: 4 MV: 24"
 ROLE: Scout SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	1	1	0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
 S: ●

SPECIAL: CASE, TAG

CRITICAL HITS
ENGINE ○+1 Heat/Firing Weapons
FIRE CONTROL ○○○○+2 To-Hit Each
MP ○○○○½ MV Each
WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS **BATTLETECH**

4 PIRANHA PV: 29

TP: BM SZ: 1 TMM: 3 MV: 18"
 ROLE: Striker SKILL: 3

DAMAGE	S (+0)	M (+2)	L (+4)
	4	2	0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○
 S: ●

SPECIAL: CASE

CRITICAL HITS
ENGINE ○+1 Heat/Firing Weapons
FIRE CONTROL ○○○○+2 To-Hit Each
MP ○○○○½ MV Each
WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS **BATTLETECH**

3 MORRIGAN PV: 41

TP: BM SZ: 1 TMM: 3 MV: 16"
 ROLE: Striker SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	4	4	0

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○
 S: ●●

SPECIAL: ENE, MTAS

CRITICAL HITS
ENGINE ○+1 Heat/Firing Weapons
FIRE CONTROL ○○○○+2 To-Hit Each
MP ○○○○½ MV Each
WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS **BATTLETECH**

HVC-P6 HAVOC PV: 36

TP: BM SZ: 1 TMM: 3 MV: 16"/10"j
 ROLE: Striker SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	3	3	0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
 S: ●●

SPECIAL: CASEII, JMPW1

CRITICAL HITS
ENGINE ○+1 Heat/Firing Weapons
FIRE CONTROL ○○○○+2 To-Hit Each
MP ○○○○½ MV Each
WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS **BATTLETECH**

Special Command Abilities apply to entire Thermo Police (3140).
Formation Bonus Abilities apply to this lance only.

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Warhammer WHM-6Rk

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Advanced

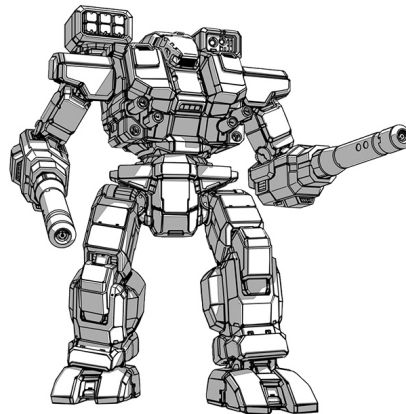
Role: Skirmisher

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



Weapons & Equipment Inventory

(hexes)

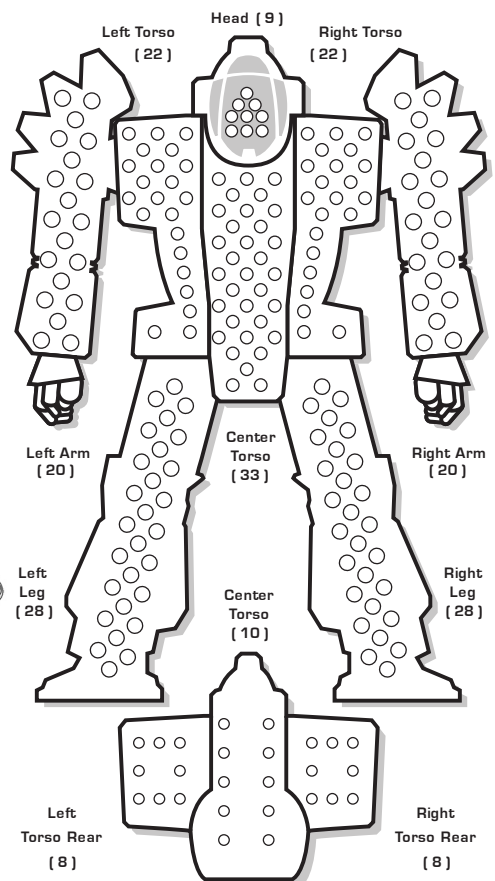
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10 [DE]	3	6	12	18
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Small Laser	LT	1	3 [DE]	—	1	2	3
1	Machine Gun	LT	—	2 [DB, AI]	—	1	2	3
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Small Laser	RT	1	3 [DE]	—	1	2	3
1	Machine Gun	RT	—	2 [DB, AI]	—	1	2	3

Ammo: [Machine Gun] 200, [SRM 6] 15

BV: 1,621



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- PPC
- PPC
- PPC

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Small Laser
- Machine Gun

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again
- Roll Again
- 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

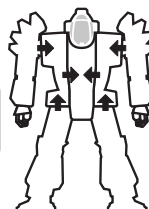
Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo [Machine Gun] 200
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- PPC
- PPC
- PPC

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- SRM 6
- SRM 6
- Medium Laser

1-3

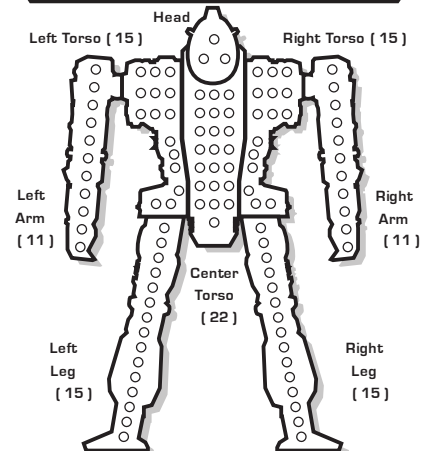
- Small Laser
- Machine Gun
- Ammo [SRM 6] 15
- Roll Again
- Roll Again
- Roll Again

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	Double Heat Sinks: 15 (30)
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