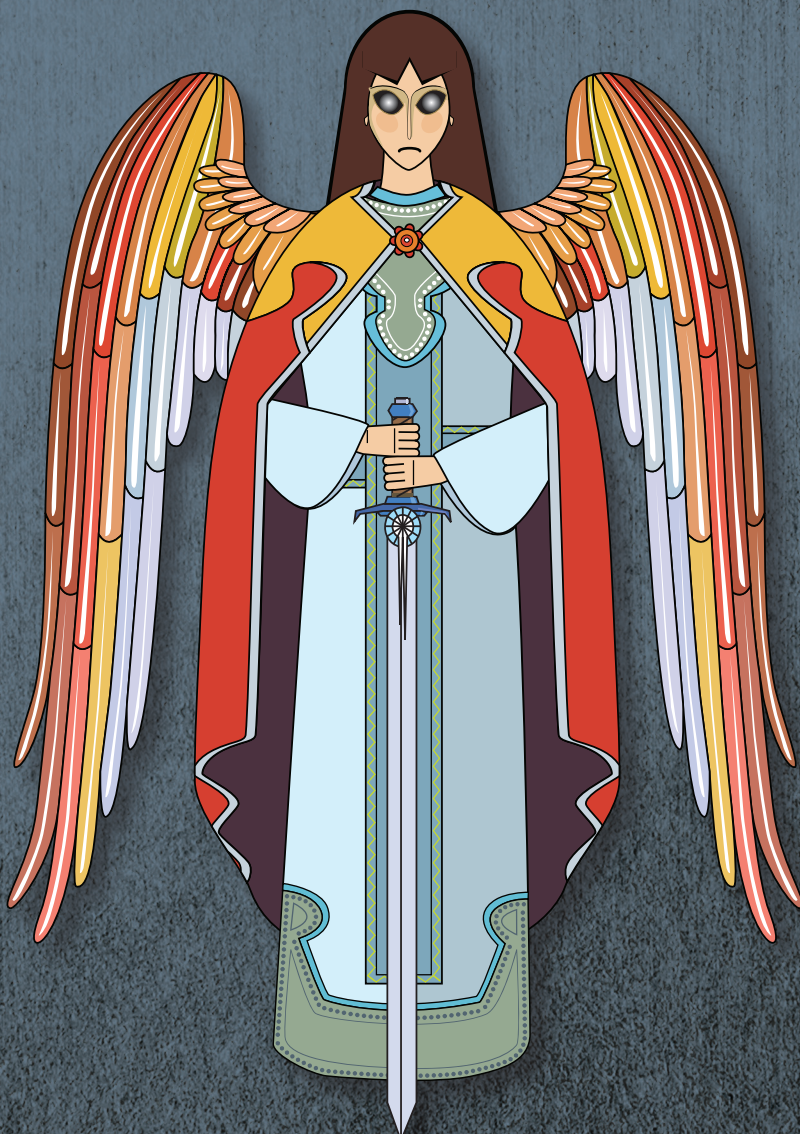


# BATTLETECH<sup>TM</sup>

## SPOTLIGHT ON:



# UNENDING FAITH





# UNENDING FAITH-BETA III

## 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 *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 brigade, there is a mercenary crew with a storied battlefield history just as spectacular. These are the unit commands 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 designed to offer players the opportunity to learn about the universe's unique and battle-tested forces from the Inner Sphere, 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 for play, while the *Personalities* 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. The *Personnel Roster* can be used to create stand-alone games, to weave into an existing game, or as part of a larger ongoing campaign.

The *Mission Tracks* section presents key battles that occurred in the unit's history, though they are not the only ones. Players wishing to incorporate these tracks into their *Chaos Campaign* campaigns should use the Warchest Points (WP) listed in brackets. Each track contains gameplay information, such as terrain suggestions, weather, and special conditions 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 to use these bonus features before play.

Rules may reference the following books: *Total Warfare* (TW), *Tactical Operations* (TO), *Alpha Strike Companion* (ASC), *Campaign Operations* (CO), and *A Time of War* (AToW).

Lastly, Special Command Abilities (*Campaign Operations* p. 83 or *Alpha Strike Companion* p. 44) and Formation Abilities (*CO* p. 60 or *Alpha Strike Companion* p. 147) for the unit is listed, along with corresponding *Alpha Strike* cards and unique record sheets (if applicable). Special Command Abilities, Special Pilot Abilities, and Formations can be used both in *Total Warfare* and *Alpha Strike* play.

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**Special Thanks:** The author would like to thank the blessed Jerome Blake. Without his inspiration, leadership and plan, our true believers would not exist. The author would also like to thank the sainted Conrad Toyama, whose loyalty gave him the strength to commit to the greatest lie ever told.



STAR LEAGUE ERA



SUCCESSION WARS ERA



CLAN INVASION ERA



CIVIL WAR ERA



JIHAD ERA



DARK AGE ERA

E-CAT35SN107

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## UNIT HISTORY AND DESCRIPTION

When Task Forces SICKLE and MALLET freed Terra from the Word of Blake and terminated their Jihad, it also signaled the beginning of the end for the Com Guard. Operation SCOUR ended by giving birth to Devlin Stone's Republic of the Sphere. With the creation of the new interstellar nation and ComStar's ejection from the Free Rasalhague Republic, ComStar was left with a battered army bereft of a home. While many within the new Republic respected the Com Guard for their contributions during the war, many more continued to hold ComStar—and by extension, the Com Guard—responsible for the Jihad. Necessity, however, creates strange bedfellows, and the pressures of nation building coupled with the devastation of the Word's Jihad compelled the Republic and ComStar to make a deal that ensured both would endure.

A core stipulation of this agreement dictated that ComStar must dissolve its military, the Com Guard. Future security for ComStar would be provided by private security or the state militaries hosting the reformed organization. Never again would ComStar deploy an army capable of making war. Stone applied pressure to force ComStar's acceptance by pointing to the still-smoldering fires of the Jihad as a stark reminder that the Word of Blake militarized from Com Guard defectors during the Schism. For Devlin Stone, the disbandment of the Com Guard was a nonnegotiable point and was accompanied by the barest hint of a threat: permanently disband the Com Guard or else.

The veteran soldiers of the surviving Com Guard received the news of their dissolution with mixed feelings. All were proud of their achievements against the Word during the war, and many went on to serve with the growing RAF, but others were angered by the forced disposal of the Com Guard. Many Guardsmen believed

their actions during the Jihad had earned the Com Guard the right to serve what was quickly becoming the new ComStar, and they were not alone. Many of ComStar's rank and file were sympathetic to the Com Guard. Unfortunately for the Com Guard, there was no going back to their pre-Jihad existence.



Almost immediately after disbanding the Com Guard, the disillusioned yet still-loyal members and former members of ComStar began the arduous task of preserving the Com Guard for what they believed was an uncertain future. These Com Guard loyalists hated being bound to Stone and feared what might happen if one day his Republic turned on ComStar. In secret, they cached old Com Guard and Word of Blake Militia materiel and other abandoned military equipment. Other supplies were salvaged from Republic MMRP reclamation teams and saved from the smelter through the age-old ComStar tactic of record manipulation. Over the course of several years the Guard loyalists accumulated thousands of tons of war materiel from all over the Republic of the Sphere and beyond. At the same time, small groups of retired Guardsmen created informal Com Guard clubs and veteran associations. These loosely affiliated veteran groups were the genesis of the future Unending Faith III-beta and First Division. However, the effort to keep the Com Guard alive in spirit was uncoordinated, and by the turn of the century it was headed toward nothing as ComStar and former Com Guard veterans moved on with their new lives while the painful memories of the Jihad faded.

At roughly the same time, a small yet growing social movement within ComStar took root. Eventually known as the Blessed Order, the movement was characterized by the desire to reintroduce ComStar to its pre-Focht Reformation roots. The Blessed Order believed ComStar had lost something precious when it abandoned its Blakist

doctrines and wanted a "return to the pure faith" for all of ComStar. The new Blakist faith provided a natural fit that very quickly aligned the loose goals of both the Blessed Order and the Com Guard loyalists into a mutual pursuit. With the Blessed Order, the Com Guard cause found real leadership and a religious devotion that swiftly invigorated and merged loyalist preservation efforts into a unified cause.





## UNENDING FAITH-BETA III

The early 3100s saw the Blessed Order convert the Com Guard veteran associations into training houses where the children and grandchildren of former Guardsmen and other prospective recruits could hone their skills. Monies were directed from company pensions and charitable funds to provide training equipment and software for “educational” and “historical preservation” purposes, which served as fronts for sophisticated holo-training materials pilfered from Republic universities or purchased on the black market. By 3112 the Blessed Order began funneling future Com Guard soldiers through private security contractors so they could gain greater experience. In later years the Blessed Order would use siphoned funds, shell companies, and other corporate fronts to influence security-contractor staffing decisions and purchase military hardware from the legitimate mercenary market.

Eventually leadership of the Blessed Order fell to Malcolm Buhl. Buhl was a true believer who knew that a re-formed Com Guard was key to fulfilling the Order’s future destiny, and his first directive reflected this belief: the full re-formation of First Division, and with it Unending Faith III. The division’s first Level III was named in honor of the faithful who survived the Republic’s purge and kept the spirit of the Com Guard alive.

Woefully understrength, the newly re-formed Level III, composed of HPG technicians, transport pilots, bankers, and technicians of every variety, could not operate in the open. For two years Buhl used his rank to reassign most of the Level III to Odessa, where he was station chief, and then again to Caph when he was reassigned, and finally to the search effort that located Alpha Base on Epsilon Eridani.

As the Blessed Order refurbished Alpha Base, Unending Faith III acted as security, a job they performed admirably. While masquerading as private security for the mining company fronts the Order used to work on the Alpha facility, the Level III, quietly terminated attempted penetrations around the Shamus base location on three different occasions over a three-year period. Led by the Faith’s first commander, Demi-Precentor Lachie Grozda, a fourth attempt in 3129 turned into a bloody fight when a group of would-be raiders managed to secretly infiltrate Epsilon Eridani and get within 300km of the base.

Oblivious to the presence of Alpha Base, the Pebble Court Jesters, a mercenary unit hired by a local mining corporation with the express purpose of disrupting the region’s growing economy, marched into a well-laid trap. Using stealth technologies and superior knowledge of the terrain to conceal his troops as the Jesters moved deeper into the mountain range, Grozda placed the Level III in front of the raiders’ advance and at potential escape routes. When the mercenaries came within range, the Faith opened fire with coordinated C<sup>3</sup>i. In minutes, most of the merc commanders were knocked out by the concentrated fire. To their credit, the mercenaries quickly regrouped and fought back.

Several Guardsmen, including the Faith’s senior adept, fell to the enemy. Despite numerical and tactical superiority, the more-experienced Jesters were motivated by being virtually trapped.

Slowly, the mercenaries began to push through the Com Guard. Using their own concentrated fire, the Jesters were on the verge of breaking free until Grozda positioned his *Excalibur* between the remaining mercs and their freedom. Facing nearly a company of ‘Mechs alone, Grozda began firing wildly, but the combined firepower of almost an entire company was overwhelming. Seeing their commander’s selfless action, the remaining Guardsmen went into a frenzy, throwing themselves from their positions into a bloody close-quarters melee. Dust, falling rocks, and explosions reduced visibility to mere meters as both sides fought for survival. Fifteen minutes later, the dust settled, and the Faith took stock. No mercenary was spared, but the Faith’s heavy losses included their valiant commander. After clearing the area, the shattered Level III limped back to base.

Buhl made the best of the situation. First Division was already growing at an exponential rate thanks to the materiel recovered from Alpha Base, but the veterans of Unending Faith were the most experienced soldiers in the Guard. Buhl decided that diffusing Unending Faith’s knowledge would best serve the division. He partially dissolved what remained of the Level III and dispersed the survivors to a number of Blessed Order-controlled private or mercenary companies to train the influx of new recruits. Seeing action as far away as the Fronc Reaches, Faith’s soldiers drove the division’s expansion, and grew the division from two understrength Level IIIs to six reinforced Level IIIs by 3136.

### UNIT DESCRIPTION

The adepts and acolytes of Unending Faith III-beta are remarkable defenders. Whenever Unending Faith III-beta is the Defender in any battle, the player may create *Improved Positions* (see pp. 198–199, *TO*) and position themselves as Dug-In (see p. 108, *TO*) in half the time and without the need for experienced engineers. The unit may also hide up to half (round up) of their units in terrain forbidden by the *Hidden Units* rules (see p. 259, *TW*) even when the scenario does not normally allow Hidden Units.

Unlike the original Com Guard, the soldiers of the reconstituted First Division, including Unending Faith III, spent a great deal of time masquerading as corporate security or noncombatant corporate personnel. Individually, acolytes and adepts will benefit from a wide range of unique combat and noncombat skill sets. All members of the Level III have the Alternate ID trait (see p. 108, *AToW*), In for Life trait (see p. 120, *AToW*) and a –5 TP Dark Secret trait (see p. 112, *AToW*), but each is allowed one Special Pilot Ability (see p. 219, *AToW*). The Blessed Order also made a point of offering cross-training when possible to make the most of its members. More than half of the Level III is technically proficient at repairing complex equipment and software in field conditions. When repairing their equipment, Unending Faith III receives an extra –1 Skill Modifier to all repair, partial repair, salvage rolls, and Time (in minutes) to repair equipment is halved (see. pp. 166–193, *SO*).



# UNENDING FAITH-BETA III

First Division and Unending Faith III-beta has a unique rank structure that combines elements drawn from both the original Com Guard and the Word of Blake Militia. First Division uses Com Guard field ranks, but its members place considerable weight behind the years of service a member has devoted to their given rank or position. Thus, someone of sufficient experience will often be treated with the respect of a rank higher than they hold. In practice this means that an adept XVII will be treated with similar respect as a veteran demi-precentor. Because of the division's covert nature, until 3137 all members of Unending Faith III were assigned a military position and an administrative rank. After First Division publicly revealed itself on Wyatt, the administrative cover ranks were dropped. As the rank structure and traditions of First Division formed, the unofficial title of senior adept was adopted to designate Level II commanders.

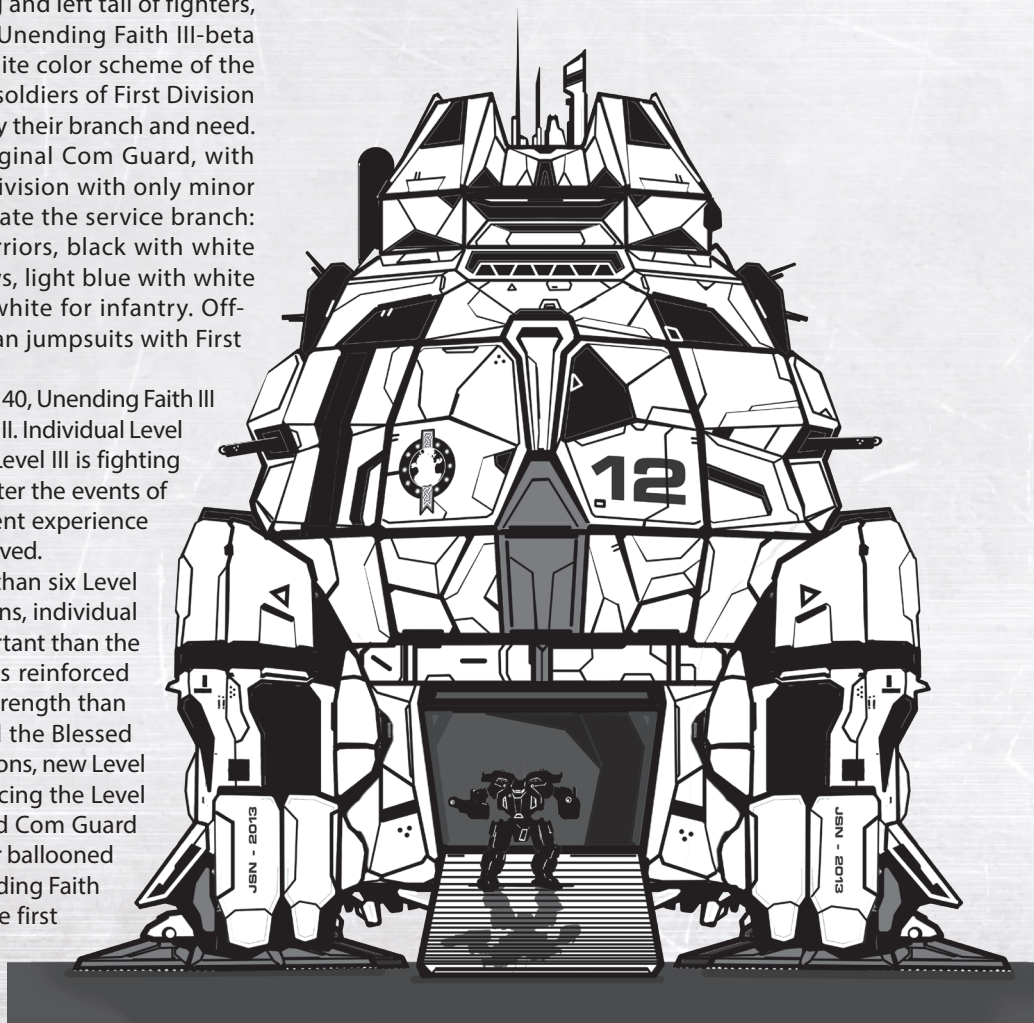
Unending Faith III's insignia shows a stylized monk garbed in traditional ComStar robes kneeling in prayer before a stained-glass window. The insignia is placed on the upper right torso of 'Mechs and battlesuits, on the right wing and left tail of fighters, and on the front right side of vehicles. Unending Faith III-beta paint their units in the traditional all-white color scheme of the original Com Guard. When on duty, the soldiers of First Division wear the typical field dress determined by their branch and need. The traditional military garb of the original Com Guard, with its simple robes was retained by First Division with only minor alteration. The colors of the robes indicate the service branch: dark blue with white trim for MechWarriors, black with white trim for aerospace pilots and naval crews, light blue with white trim for vehicle crews, dark gray with white for infantry. Off-duty members often wore plain utilitarian jumpsuits with First Division's insignia or plain white robes.

Prior to the fighting on Luyten 68-28 in 3140, Unending Faith III had little experience fighting as a full Level III. Individual Level IIs suffer no penalty, but when the entire Level III is fighting together, a -1 Initiative penalty applies. After the events of Luyten 68-28, the Level III has had sufficient experience operating as a team, so the penalty is removed.

Before 3130 the Level III operated less than six Level IIs, and rarely together. For practical reasons, individual Level II cohesion was deemed more important than the total number. However, each Level II was reinforced to some degree, giving the unit greater strength than presented on paper. As First Division and the Blessed Order expanded their facilities and operations, new Level IIs were added, but the practice of reinforcing the Level II remained. After revealing the re-formed Com Guard on Wyatt, Buhl's consolidation of the Order ballooned First Division to its full size, bringing Unending Faith III and First Division to full strength for the first time. This was a major surprise to the attacking RAF, who believed the division to be much smaller than it actually was.

Unending Faith III use a Word of Blake-derived Choir formation that combines a Level II of BattleMechs and battle armor into a single attack formation. The formation was originally developed by the Blakists on Galatea during the Jihad, and Unending Faith III co-opted the arrangement to create a dedicated headhunter unit. Unending Faith III is the only First Division unit to use the Choir. Because Com Guard formations mix unit types, Level IIs include battlesuit infantry and combat vehicles along with BattleMechs.

The command's artillery, transport, and aerospace assets are assigned when needed by division command. A notable break in Com Guard tradition is the consolidation of the division's aerospace fighters to their own division-level command. For most of its history, Unending Faith III used common civilian-model DropShips, such as *Mules* and converted *Union*-class ships, for covert transport duty. During the battle for Wyatt and after, the Level III operated a number of *Duat*-class DropShips.







# UNENDING FAITH-BETA III

## PERSONALITIES

### JACOB KENYON

**Title/Rank:** Demi-Precentor, Executive Officer of First Division

**Born:** 3095 (45 in 3140)

Jacob Kenyon hails from a family whose members have worked in one of two professions: dairy farming or ComStar. Originally from the former Iowa district in the North American Administrative Region on Terra, Kenyon is the nineteenth member of his family to enter the ranks of ComStar. Weaned on stories of his grandfather's and great-grandfather's service in the Com Guard, Kenyon was a natural recruit for the Blessed Order. Fresh from trade school, Kenyon took contract offers with Chayim Protective Services, a private security front, to gain military experience and see the Inner Sphere. He bounced from assignment to assignment for a number of years where he acquired a reputation for quick action. His use of a *Peacemaker SecurityMech* to destroy a small retention dam during the Appian-Curtis Raid in 3129 saved the lives of twenty homesteader families. Upon returning from the Periphery, Kenyon's dedication, leadership qualities, and practical experience earned him a senior adept position under Demi-Precentor Juan Fredarico, whom he succeeded in 3135. By 3136 Kenyon was effectively running First Division, with administrative control of Unending Faith III falling to his second, Senior Adept Ina Finlay.

**Special Abilities:** Jacob Kenyon is a veteran MechWarrior. He possesses the Multi-Tasker, Oblique Attacker, and Tactical Genius special pilot abilities (see pp. 220, 221, and 225, *AToW*, respectively). If Kenyon is on the battlefield with Unending Faith III, the command automatically wins Initiative for Turn 1. Kenyon has the uncanny ability to coordinate and command the Level III's artillery even in the presence of heavy ECM. He has a +5 TP Natural Aptitude for Artillery (see pp. 121 and 144, *AToW*), and when spotting for artillery, treat his Gunnery Skill as 0 (see pp. 180–181, *TO*).

### INA FINLAY

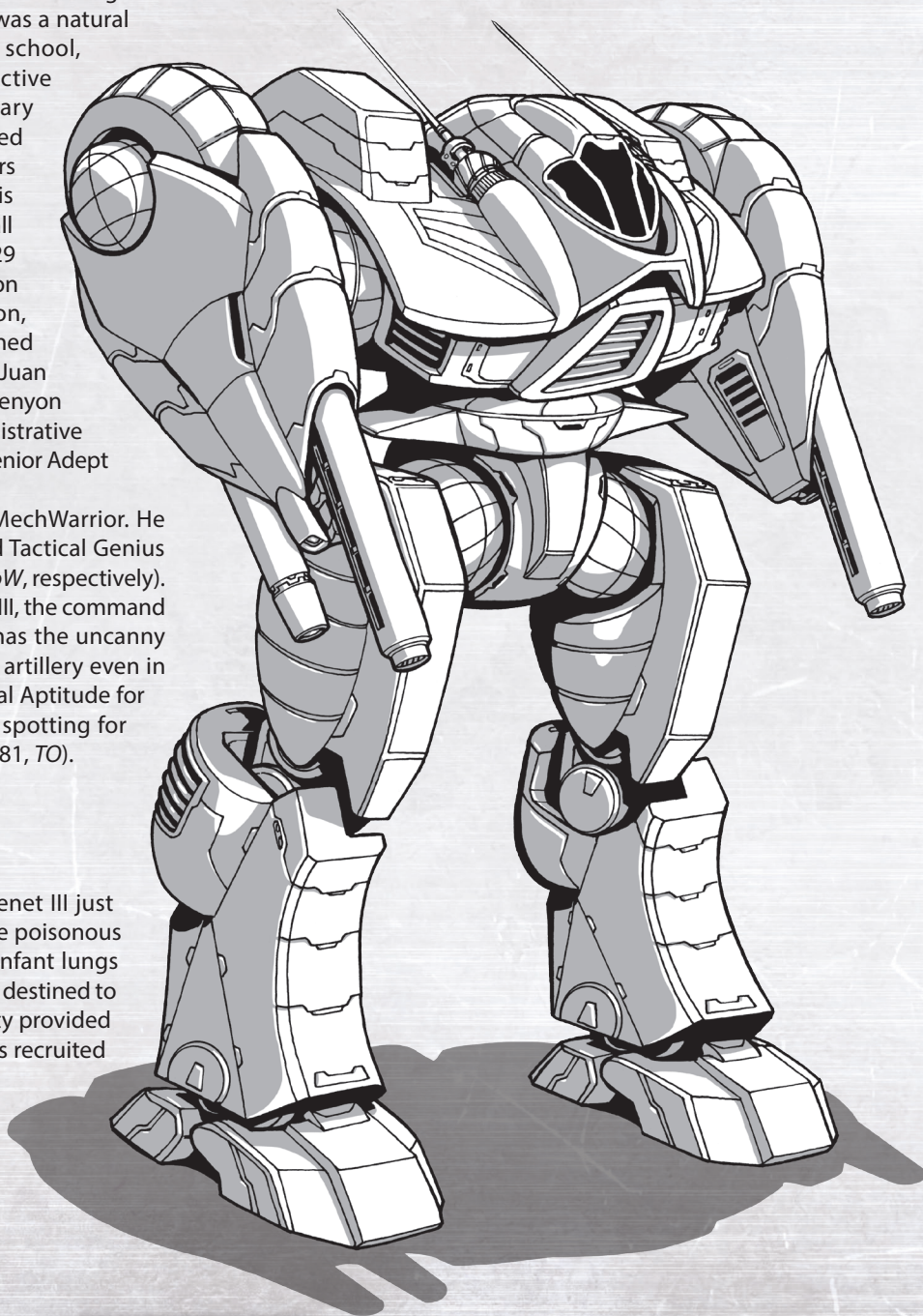
**Title/Rank:** Senior Adept

**Born:** 3095 (45 in 3140)

Ina Finlay is a veteran MechWarrior born on Benet III just prior to the planet's death and abandonment. The poisonous death clouds of her homeworld scarred Finlay's infant lungs before she and her family were evacuated. She was destined to die a painful death, but a ComStar-affiliated charity provided Finlay with lifesaving medical attention. Finlay was recruited

to join the Blessed Order in 3127 after working security at the Bone-Norman HPG station. A natural talent despite her physical disabilities, Finlay is often seen with a rescue inhaler in-hand. Slow to act—thanks in part to her slow breathing—Finlay's sharp analytical mind made her the perfect candidate to command First Division's administrative needs.

**Special Rules:** Senior Adept Finlay has a –3 TP Handicap (Lungs) (see p. 118–119, *AToW*), but a +3 TP for Patient (see p. 121, *AToW*) due to lung injuries sustained as a child on Benet III.







# UNENDING FAITH-BETA III

## LACHIE GROZDA

**Title/Rank:** Demi-Precentor, Commander of Unending Faith III-beta  
**Born:** 3077 (52 in 3129)

Lachie Grozda was born to veterans of ComStar's Seventy-ninth Division who were among the handful of former Com Guardsmen disenfranchised with the precentor martial's decision to dissolve the Com Guard. His parents helped form what would eventually become the Blessed Order and instilled in Lachie a strong sense of duty to ComStar. A founding officer in the re-formed First Division, the fanatical Lachie was one of Buhl's strongest supporters. Much of the Level III's tactics and organization was formed and implemented by Lachie during the unit's formative years. The controversial decision to use the Word's despised Choir formation was one of Grozda's lasting decisions. Despite resistance from the Order's inner circle, the Choir provided a lasting place for itself in the Level III during the 3129 raid on Epsilon Eridani.

## PATRICIA HARWELL

**Title/Rank:** Adept  
**Born:** 3109 (31 in 3140)

Born into a family with seven generations of ComStar service, Patricia unsurprisingly became a member of the Blessed Order and First Division. While Patricia's brother, Tucker, became a genius in the field of theoretical hyperspatial studies, Patricia took a more covert and martial direction in her studies. Fanatical in her belief in *The Word of Blake*, Patricia naturally drifted toward individuals with similar beliefs. Recruited by the Order right out of college, Patricia was secretly trained by First Division for a number of years before reassignment to Buhl's protective duty. In Patricia, Buhl saw a capable true believer and a direct connection to one of the most brilliant minds in ComStar: her brother. As the HPG Blackout swept the Inner Sphere, Patricia helped engineer the kidnapping of Tucker from Wyatt and was instrumental in the Order's first attempts to inspire his cooperation.

## TAMA GROVER

**Title/Rank:** Adept  
**Born:** 3102 (38 in 3140)

Former mercenary Tama Grover is a veteran MechWarrior whose grandfather was the notorious Daniel Grover of Broadstreet Bullies fame. Orphaned at an early age on Acamar, Tama was drummed out of the planetary militia in 3124 and hopped on a transport bound for the Filtvelt Coalition. There she joined the Rapier Frontier Security Corporation, a Blessed Order-affiliated private security contractor. A cold-hearted professional, Tama showed a predisposition for the surgical application of bloodshed to de-escalate conflict. During a water dispute on Mararn, Tama prevented a major shootout between her trade employer and local merchants by making an example of one irate merchant's entire caravan. As a result, the remainder of the trade went smoothly. While working at Rapier, Tama was recruited into the Com Guard where she quickly found the faith missing in her life.

**Special Rules:** Adept Grover possesses the Fist Fire and Melee Specialist special pilot abilities (see pp. 220 and 224, *AToW*). She excels at fighting infantry and conventional vehicles. She may target infantry directly when they are inside buildings or vehicles. She ignores To-hit modifiers for infantry dispersal (e.g., the +1 for a battlesuit squad) and doubles autocannon and pulse laser damage against unarmored infantry in open terrain.

## PETR BOYD

**Title/Rank:** Acolyte  
**Born:** 3114 (26 in 3140)

Petr Boyd is a regular MechWarrior and one of the youngest members of the Level III. The son of a Confederation Reserve Cavalry MechWarrior and a Republic merchant, Petr could not fit in either of his parents' native realms. Despite being a naturally skilled MechWarrior, the Confederation refused academy admission. Instead, his father instructed him whenever time allowed. When Petr's father was killed on Corodiz, he abandoned the Confederation for the Republic. There, his estranged but true-believer mother hooked Petr up with a ComStar trade mission headed for the Taurian Concordat. The trade mission was a front used by the Blessed Order for supply acquisition, and Petr was soon recruited into the Order and assigned to the Level III.

## AMIT ISSEL

**Title/Rank:** Adept  
**Born:** 3111 (29 in 3140)

Another new addition to the Level III, Issel is one of the many next-generation soldiers raised with Order tenets since birth. A fifth-generation member of ComStar, Issel is the first member of his family to join the Com Guard. He is immensely proud of First Division and his fellow Guardsmen, and his infectious enthusiasm for the words of Blake have made him a fiery preacher of sorts. Off duty, the young soldier holds impromptu sermons at the foot of his *Eisenfaust*, "Righteous Word." Clothed in either his cooling suit or simple robes and clutching *the Word of Blake*, Issel will speak to the faithful for hours. In recent days his sermons have focused on the impending doom Jerome Blake foresaw, which only the Blessed Order will weather. Many older members of the Level III respect his conviction but worry his faith has taken a darker turn since the fall of the HPG network.

**Special Rules:** When Adept Issel is a part of a unit, that unit receives a +2 modifier to any Morale rolls (see pp. 295–297, *SO*). Despite his young age and lack of experience, Adept Issel's intense faith inspires leadership in his Level II. He as +3 Leadership Skill (see p. 148–149, *AToW*), which affects his Level II.





## UNENDING FAITH—BETA III

### TYLA SINGLETARY

**Title/Rank:** Senior Adept

**Born:** 3055 (74 in 3129)

Tyla Singletary is a veteran MechWarrior born and raised on Sabik. Her parents were proud third-generation facility maintenance technicians for the planetary HPG who decided to remain with ComStar after the Schism. Although Tyla's parents were adherents to *The Word of Blake*, they did not believe in the overtly militant threats and spate of violence perpetrated by the Blakists. Sadly, in 3078 both of Tyla's parents were killed when Word of Blake insurgents released the Downing-Poltur virus into the local water supply. Coalition forces picked Tyla up during Operation SCOUR, and she received rudimentary training and fought with the Com Guard First Army until the end of the war. A quiet proponent of caching military equipment for a future Com Guard, Tyla used her childhood homeworld to help hide much of First Division's founding equipment.

### CAMERON BOROCHANER

**Title/Rank:** Acolyte

**Born:** 3076 (64 in 3140)

Both of Cameron's parents were Protectorate Militia officers, survivors of the Jihad, and staunch opponents of Stone's resettlement initiatives. The settling of so-called foreign barbarians on former Terran worlds created a lasting resentment of the Republic of the Sphere in the Borochaner household, which Cameron carried into adulthood. Despite his personal dislike of the Republic, Cameron joined the Standing Guard to protect his homeworld of Liberty. While guarding the local HPG compound, Cameron came in contact with members of the Blessed Order and was quickly recruited. During the 3129 raid on Epsilon Eridani, Cameron distinguished himself when he assumed command of his Level II and systematically killed three enemy MechWarriors. Despite his rank of acolyte, Cameron is one of the most respected soldiers in the Level III.

**Special Rules:** Thanks to his parents and his time with the Standing Guard, Cameron has a +5 TP Connections trait (see pp. 111–112, *AToW*) with government and military officials of Liberty, which he uses to supply the Level III with personal odds and ends. Thanks to his long career, he also has a +2 Leadership Skill and a +2 Perception Skill (see pp. 148–149 and 151, *AToW*, respectively).

### GALEN YO

**Title/Rank:** Acolyte

**Born:** 3103 (37 in 3140)

Raised in an unassuming middle-income Republic family, Galen Yo was not born into or fated to join the Blessed Order like many of his fellow acolytes. Galen's father was a mid-level shipping manager for Nashan based out of Skye, while his mother was a communications specialist. Galen's childhood was normal, but as he grew, the young man never showed a real affinity for anything special. He was a mediocre student of mediocre intelligence and standing. By all accounts, Galen was destined for nothing but a cushy job as his father's personal assistant. However, during his last year at college, Galen was hit by a speeding Avanti air cruiser while on his way home from class. Grievously injured by the impact, Galen was placed in a chemically induced coma and put on life support. For weeks he languished with no improvement until the decision was made to discontinue life support. When the doctors pulled the plug, Galen miraculously awoke a changed man. Ranting about visions of Jerome Blake—who by all accounts Galen had never seen a picture of—he forsook his old life and joined ComStar. Soon, recruiters for the Blessed Order identified Galen's passion, drive, and loyalty to the ideal of Blake and brought him into the fold.

**Special Rules:** Acolyte Yo possesses the Iron Will special pilot ability (see p. 54, *ASC*). A fervent believer in the Blessed Order's cause, Yo and any unit he's attached to gain a +3 bonus on all Morale Checks (see pp. 211–213, *TO*). Yo also has the unnerving ability to maneuver through even the roughest terrain in the dark, guided by his faith in Blake. This gives Yo the Terrain Master (Nightwalker) special pilot ability (see p. 57, *ASC*). He and his unit can ignore all modifiers for darkness.





# UNENDING FAITH-BETA III

## PERSONNEL ROSTER

### REPUBLIC ERA

#### UNENDING FAITH III-BETA (3129)

##### Alpha Fortified Level II

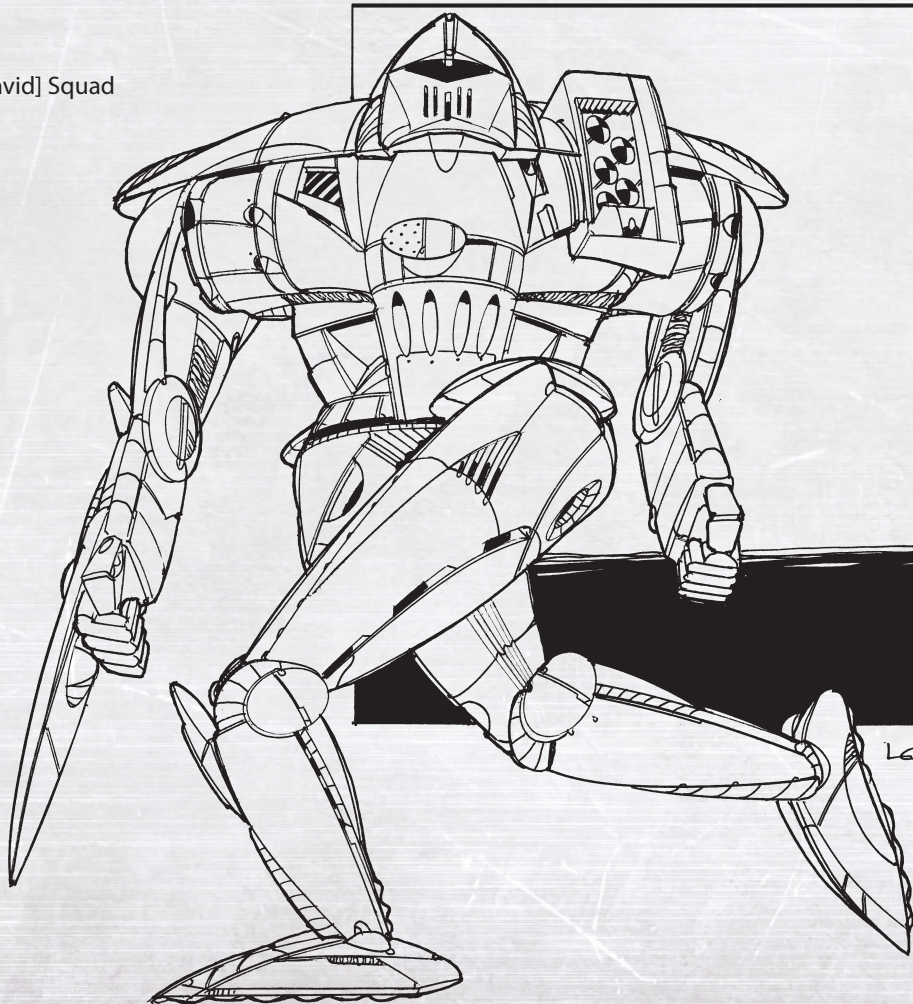
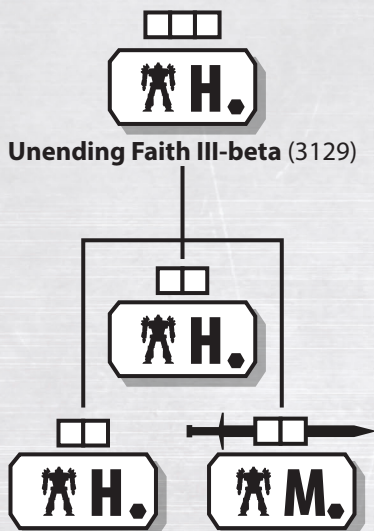
Demi-Precentor Lachie Grozda, Veteran, EXC-D1 *Excalibur*  
Senior Adept Jasmine Lech, Regular, MAD-5W *Marauder II*  
Adept Darrin Blair, Veteran, *Mad Cat*  
Acolyte James Wolson, Regular, Burke (Heavy PPC)  
Acolyte Armand Luk, Green, PAT-007 Puma (Combat Vehicle)  
Acolyte Dorothy Vere, Green, Bolla Stealth Tank  
Iota Alpha I, Green, Purifier Adaptive Squad

##### Beta Fortified Level II

Senior Adept Marvin Rizzuto, Veteran, STY-3D *Starslayer*  
Adept Nikolas Kaminski, Regular, AV1-O *Avatar*  
Acolyte Styven Ahmed, Green, GLH-3D *Galahad*  
Acolyte Erin Alexander, Regular, Demon HGR  
Acolyte Benjamin Reed, Green, Demon HGR  
Iota Beta I, Green, Purifier Adaptive Squad  
Iota Beta II, Regular, Fa Shih (Support) [King David] Squad

##### Gamma Choir

Senior Adept Tyla Singletary, Veteran, GLT-6WB *Guillotine*  
Adept Glen DiLeonardo, Regular, SHD-11CS *Shadow Hawk*  
Acolyte Burton Bielawski, Green, KTO-21 *Kintaro*  
Acolyte Rita Juarez, Regular, ARC-9W *Archer*  
Acolyte Barbara Masaru, Regular, *Battle Cobra*  
Acolyte Michael Zhi-Wong, Green, GRF-6CS *Griffin*  
Iota Gamma I, Veteran, Elemental Squad  
Iota Gamma II, Veteran, IS Standard Squad  
Iota Gamma III, Green, IS Standard Squad  
Iota Gamma IV, Regular, Kobold Squad  
Iota Gamma V, Green, Gray Death (Heavy) Squad  
Iota Gamma VI, Regular, Raiden Squad







# UNENDING FAITH-BETA III

## DARK AGE ERA

### UNENDING FAITH III-BETA (3140)

#### Alpha Heavy Level II

Demi-Precentor Jacob Kenyon, Veteran, AEM-05C *Dragoon*  
Senior Adept Styven Ahmed, Veteran, UAE-7R *Uraeus*  
Adept Rita Juarez, Veteran, EXC-D1 *Excalibur*  
Adept Shin Lerner, Regular, MAD-5W *Marauder II*  
Adept Penny Baker, Veteran, *Vulture Mk III*  
Acolyte Kendra Wolson, Regular, Burke (Heavy PPC)  
Acolyte Harrison Luk, Regular, PAT-007 Puma (Combat Vehicle)  
Acolyte Dorothy Vere, Regular, Bolla Stealth Tank  
Level I, Veteran, Purifier Adaptive Squad

#### Beta Heavy Level II

Senior Adept Ina Finlay, Veteran, THG-12E *Thug*  
Adept Emily Grandi, Veteran, TLR1-O *Templar*  
Adept Renato Neven, Veteran, KHP-7R *Kheper*  
Adept Nikolas Kaminski, Veteran, AV1-EO *Avatar*  
Acolyte Mikhail Gomez, Regular, GLH-3D *Galahad*  
Acolyte Kendra Dang, Regular, Demon HGR  
Acolyte Galen Yo, Regular, Demon HGR  
Iota Beta I, Regular, Purifier Adaptive Squad  
Iota Beta II, Veteran, Fa Shih (Support) [King David] Squad

#### Gamma Choir

Senior Adept Glen DiLeonardo, Elite, GLT-6WB *Guillotine*  
Adept Petr Boyd, Regular, SHD-11CS *Shadow Hawk*  
Adept Burton Bielawski, Veteran, KTO-21 *Kintaro*  
Acolyte Samantha Goldman, Regular, ARC-9W *Archer*  
Acolyte Barbara Masaru, Veteran, *Battle Cobra*  
Acolyte Cameron Borochaner, Veteran, KHP-7R *Kheper*  
Iota Gamma I, Veteran, Agerona Squad  
Iota Gamma II, Veteran, Gray Death Infiltrator (TAG) Squad  
Iota Gamma III, Regular, Infiltrator II Magnetic Squad  
Iota Gamma IV, Regular, Infiltrator II Magnetic Squad  
Iota Gamma V, Veteran, Grenadier Hunter-Killer (C<sup>3</sup>/HRR) Squad  
Iota Gamma VI, Regular, Quirinus Squad

#### Sigma Heavy Level II

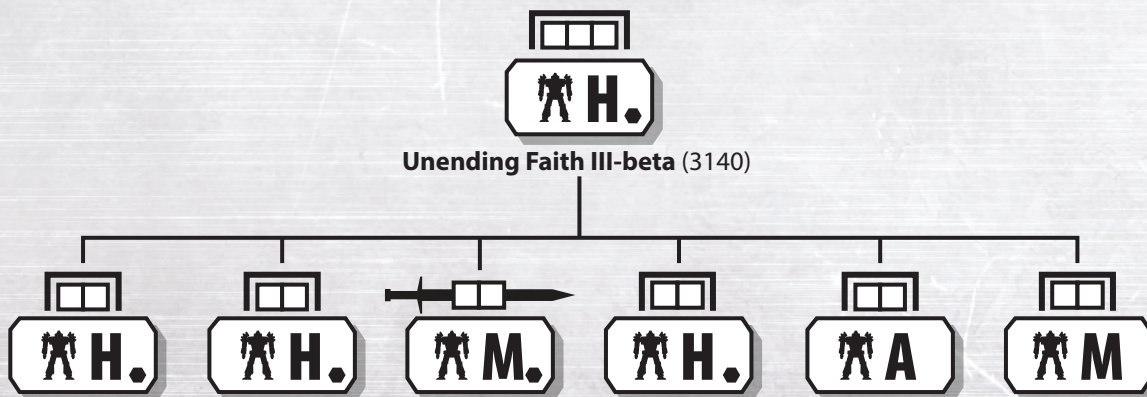
Senior Adept Tama Grover, Veteran, DLR-0 *Doloire*  
Adept Charles Shainne, Regular, MR-6B *Cerberus*  
Adept Walter Ziolo, Veteran, ARC-9W *Archer*  
Adept Carmen Abdulhadi, Regular, LNC25-04 *Lancelot*  
Adept Robert Shulkin, Green, MAD-9W *Marauder*  
Adept Darrin Blair, Regular, *Mad Cat*  
Acolyte Edmund Wetzel, Veteran, UAE-7R *Uraeus*  
Acolyte Terry Berg, Regular, BL-12-KNT *Black Knight*  
Acolyte Louisa Park, Green, GRM-R-PR29 *Grim Reaper*

#### Tau Heavy Level II

Senior Adept Aaron Tenner, Regular, TI-1Aj *Titan II*  
Adept Edward Ushkow, Veteran, HGN-732b *Highlander*  
Adept Jan Chadha, Regular, PKP-1A *Peacekeeper*  
Acolyte Elayne Harrison, Regular, VKG-2G *Viking*  
Acolyte Andreas Kornas, Green, FLS-9C *Flashman*  
Acolyte Angelo Rebisi, Regular, HEL-3D *Helios*  
Acolyte Adolph Mueller, Green, Prowler (WoB)  
Iota Tau I, Regular, Kopis Squad

#### Upsilon Heavy Level II

Senior Adept Amit Issel, Regular, EFT-7X *Eisenfaust*  
Adept Mari Pariser, Regular, CRB-30 *Crab*  
Adept Elmer Hamre, Veteran, *Uller*  
Adept Kudza Graf, Regular, VLK-QW5 *Valkyrie*  
Adept Clarence Gales, Green, GRM-R-PR29 *Grim Reaper*  
Acolyte Chung Zigmond, Regular, HVC-6P *Havoc*  
Acolyte Khris Johnson, Veteran, BE701 Joust  
Acolyte Miriam Espartero, Regular, BE701 Joust  
Acolyte Jerome Ptak, Green, Shillelagh Missile Tank







# UNENDING FAITH-BETA III

## STONE WALLED

### GAME SETUP

*Recommended Terrain:* Mountains

Arrange at least four maps in a 2x2 formation. The Defender chooses a home edge; the remaining three edges are the Attacker's home edges. Randomly add 4D6 Rubble hexes throughout the playing area.

#### Attacker

*Recommended Forces:* Unending Faith III-beta (3129)

The Attacker consists of the entirety of the understrength Level III, of which 75% may begin the battle as *Hidden Units* (see p. 259, *TW*) and placed within 15 hexes of any home edge. The hidden units must include battle armor and combat vehicles. The Attacker's remaining forces deploy from the Defender's home edge on Turn 6.

#### Defender

*Recommended Forces:* Pebble Court Jesters

The Defender equals 100% of the Attacker's total force and must include a mixed company of combat vehicles and conventional infantry. The Defender enters via their home edge on Turn 1.

### WARCHEST

**Track Cost:** 500

#### Optional Bonuses

**+200 Sheer Death.** The Shamus Mountains are treacherous and unforgiving. Use the rules for *Sheer Cliffs* (see p. 39, *TO*).

**+200 Mined Concerns.** This area of the Shamus has a large concentration of dense minerals that ruin modern sensor units. Use the rules for *Electromagnetic Interference (EMI)* (see p. 55, *TO*).

### OBJECTIVES

**1. Leave no survivors (Attacker Only)!** Attacker must destroy all Defending units before Turn 13. [100 per unit]

**2. If we're going down (Defender Only)...** Destroy Attacking units. [100 per unit]

### SPECIAL RULES

The following rules are in effect for this track:

#### Forced Withdrawal

The rules for *Forced Withdrawal* (see p. 258, *TW*) are suspended for this track.

#### Frenzy

The Attacker may secretly designate one unit as Demi-Precentor Lachie Grozda; for historical accuracy he should pilot an *Excalibur*. If the enemy destroys Grozda's unit, the Attacker loses the Initiative for the following two turns and suffers from a +4 to-hit penalty for all weapon attacks, but physical attacks inflict double damage.

*Unending Faith was the first line of defense for the Blessed Order's recent acquisition on Epsilon Eridani. Deployed to protect the excavation and construction teams, the Level III was fanatical in its mission. On three different occasions, the unit quietly and efficiently disposed of nosy parties entering the region. However, on the fourth time, the Pebble Court Jesters attempted to access the Alpha site, which brought the Com Guard soldiers face to face with real opposition. As the mercenaries advanced, only Unending Faith stood between them and the Blessed Order. In preparation, the defenders concealed themselves among the twisting canyons and deep ravines of the Shamus Mountains. As the mercenaries closed in, the hidden warriors waited for Demi-Precentor Grozda's order to spring their trap.*

### SITUATION

**Shamus Mountains**  
**Epsilon Eridani, Republic of the Sphere**  
**12 June 3129**

The Pebble Court Jesters move through the treacherous terrain of the Shamus Mountains toward suspected mining activity. Unending Faith III-beta is waiting for the right moment to strike.





# UNENDING FAITH-BETA III

## Gust from the Gods

The high peaks and deep canyons of the Shamus Mountains are perfect for channeling strong, fast-moving winds without warning. Every third turn a strong gale hits the battlefield, which has the following effects.

**All units:** apply a +2 to-hit modifier to all missile weapon attacks and a +1 to-hit modifier to all direct-fire ballistic weapon attacks.

**'Mechs:** apply a +1 modifier to all Piloting Skill Rolls. Jumping movement is allowed, but every jumping unit must make a Piloting Skill roll with a modifier of +5. Prone BattleMechs attempting to rise must apply a +2 modifier.

**Hover vehicles, WiGEs, and VTOLs:** apply a +2 modifier to all Driving Skill Rolls.

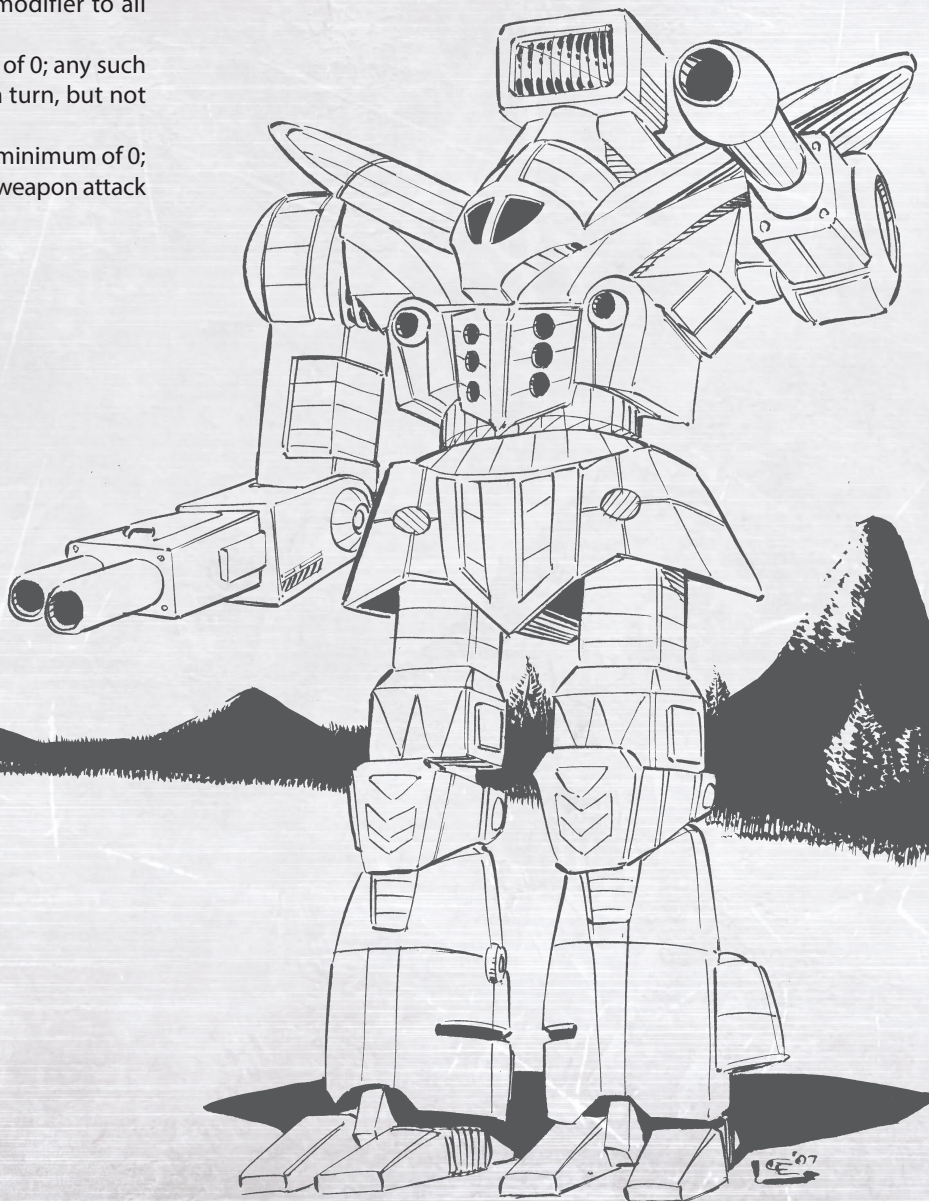
**Aerospace units (except airships):** apply a +1 modifier to all Control Rolls.

**Battle armor:** apply -1 Ground MP, to a minimum of 0; any such units can either move or make a weapon attack in a turn, but not both (see p. 213, TW).

**Conventional infantry:** apply -2 Ground MP, to a minimum of 0; any units reduced to 0 MP can either move or make a weapon attack in a turn, but not both (see p. 213, TW).

## AFTERMATH

The Com Guard waited as the mercenaries advanced and sprang the ambush with perfect timing. Shocked by the sudden assault, the Pebble Court Jesters rallied and charged for safety. Desperate to keep the mercenaries bottled up, Demi-Precentor Grozda sacrificed himself to prevent the breakout. Enraged by the loss of their commander, the surviving soldiers of Unending Faith made a frenzied charge that obliterated the Jesters. The secret of Alpha Base was protected, but at great cost.







# UNENDING FAITH-BETA III

## ON THE FRINGE

### GAME SETUP

*Recommended Terrain:* Lake Area and Wide River

Arrange the two maps with their short edges touching so the water hexes of each map align to create a long river connected to a lake (Wide River map hex 0817 should align with Lake Area map hex 0801). Randomly place 2D6 light buildings on the Lake Area map to represent the settler town of Little Haibei. The bottom edge of the Lake Area map is the Defender's home edge, with opposite edge being the Attacker's home edge.

### Attacker

*Recommended Forces:* Periphery Vanguard Unlimited

The Attacker consists of two *Peacemaker* SecurityMechs of the PVU, two battle armor squads, and two combat vehicles. No vehicle may weight more than 50 tons. The Attacker enters via their home edge on Turn 1.

### Defender

*Recommended Forces:* Pirate Raiders

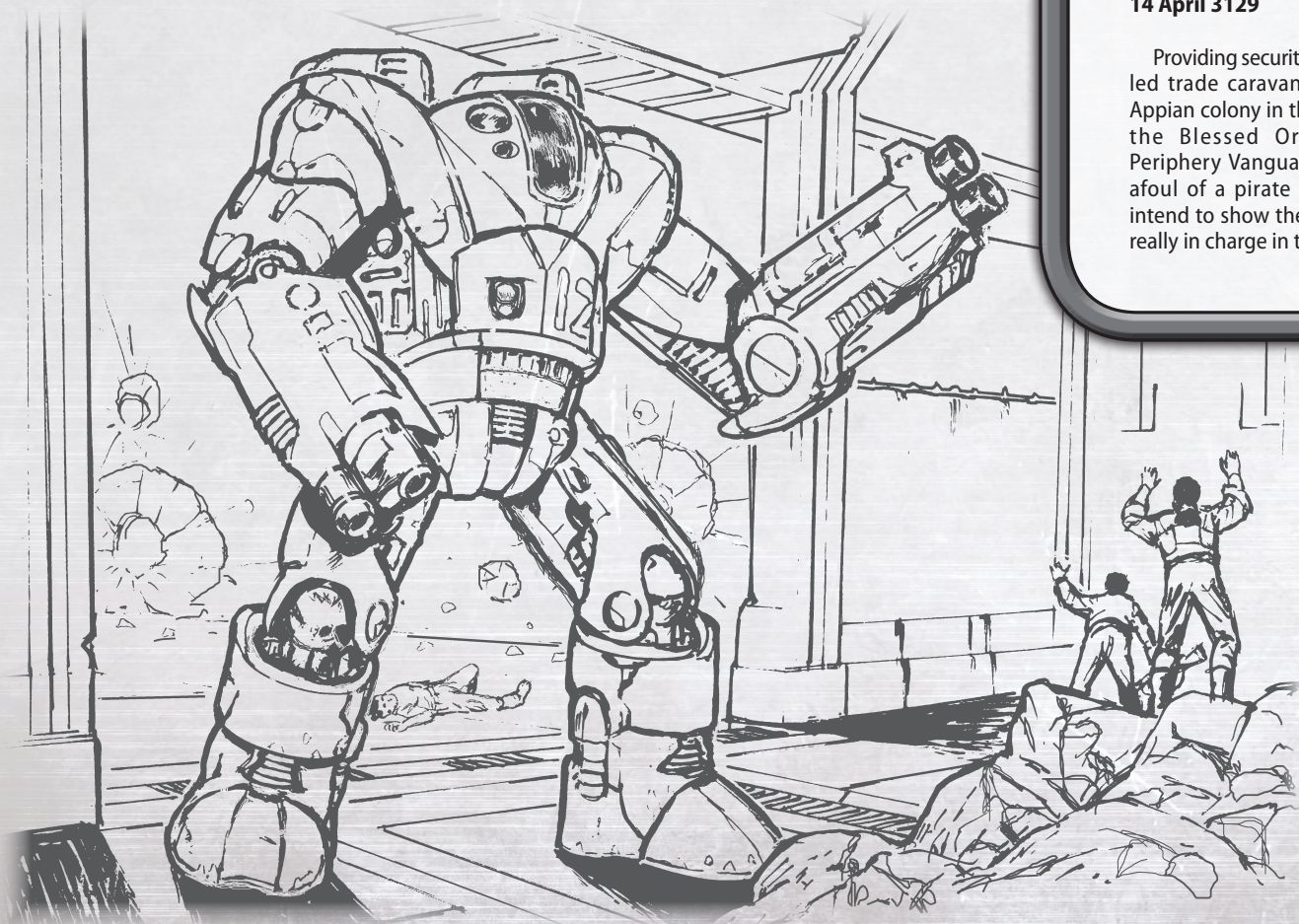
The Defender consists of two mixed lances of combat vehicles, infantry, and battle armor. The Attacker may not deploy more than four vehicles, and no vehicle may weigh more than 50 tons. The Defender is placed on map before Turn 1, all units within 15 hexes of their home edge.

To recruit, train, and blood new warriors, the Blessed Order operated a number of private security companies throughout the Periphery. One of the most active, *Periphery Vanguard Unlimited*, operated in the so-called Fronc "hot zone," a patch of space between the Magistracy, Capellan Confederation, and Taurian Concordat, notorious for major pirate activity. Typically assigned to low-level trade caravans and non-profit missions, Vanguard units were staffed with some of the most experienced professional soldiers in the Blessed Order. Assigned to a convoy bringing agricultural and medical supplies to Appian, Vanguard was surprised to find they weren't the only ones interested in the goods.

### SITUATION

**Outside of Little Haibei  
Curtis River Valley, Appian  
Fronc Reaches  
14 April 3129**

Providing security for a Magistracy-led trade caravan to the growing Appian colony in the Fronc Reaches, the Blessed Order-controlled *Periphery Vanguard Unlimited* fell afoul of a pirate raid. The pirates intend to show the colonists who is really in charge in the Reaches.







# UNENDING FAITH-BETA III

## WARCHEST

Track Cost: 500

### Optional Bonuses

- +250 Heavy Duty.** Increase the weight of the enemy vehicles by 15 tons.
- +500 Reinforced.** Increase size of enemy's vehicle force by 50%.
- +200 Appian Gold.** Treat every clear hex as *Planted Fields* (see p. 38, *TO*).

## OBJECTIVES

- 1. Dam Assault/Defense!** Destroy or protect the Curtis River Dam. [100]
- 3. Fronc Fisticuffs.** Destroy or cripple 50% of the opposing force. [300]
- 4. No mercy.** Destroy or cripple 100% of the opposing force. [600]

## SPECIAL RULES

The following rules are in effect for this track:

### Forced Withdrawal

Attacking units are operating under *Forced Withdrawal* rules (see p. 258, *TW*). The Defender will not retreat.

### Retreat

All of the Attacker's will retreat if half their starting force (in total numbers) is crippled, destroyed, or forced to withdraw *and* the Defender outnumbered the remaining Attacker units in any End Phase. Retreating units move and attack as though under *Forced Withdrawal* rules, but they must also exit the map on a turn, if possible. If the Defender loses enough units that the Attacker is no longer outnumbered, the retreat may be called off in the End Phase. Retreat will resume if the necessary condition recurs in any End Phase. Units that have retreated off the map may not reenter even if a retreat is called off.

### Curtis River Dam

On the Wide River mapsheet, place a line of medium (CF 40) structures across hexes 1110, 1209, and 1310 to represent the Curtis River Dam. All water hexes from the dam to the Attacker's home

edge should increase their depth by two levels (e.g., hex 1207 goes from Depth 2 to Depth 4, hex 1107 goes from Depth 1 to Depth 3). All water hexes below the dam should reduce their depth by two (ex. Hex 0411 becomes Level -2). The water depth reduction is also applied to all water hexes on the Lake Area map. The dam itself is a Level 2 structure above the waterline.

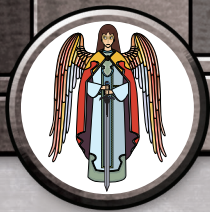
### Valley Flood

If any part of the Curtis River Dam is destroyed a flood of water will rush through the opening at the start of the next turn. The onrushing wave of water is 1 Level higher than any terrain feature and moves 8 hexes towards the Defender's map home edge every turn. The water radiates out diagonally from the dam opening, covering everything between the appropriate hexes with rushing water. (Ex. If the dam piece at hex 1210 is destroyed, on the following turn the water will expand to hexes 1112, 1211, 1312, radiating outward to 0414 on the River Map, and 1201 on the Lake Map, and so on.) Any Level 1 units such as infantry and conventional vehicles caught in the water's path will be immediately submerged beneath the rushing wave and considered destroyed unless the unit can survive in Depth 1 water. BattleMechs caught in the water's path must make a successful Piloting Skill Roll with a +4 modifier to avoid falling.

## AFTERMATH

The pirate attack surprised the small town of Little Haibei. The greedy raiders quickly herded terrified settlers into the upper floors of the town hall while they ransacked surrounding storage depots for goods. Advance caravan scout elements of Periphery Vanguard Unlimited traveling to Little Haibei for trade were soon alerted to the pirate threat. After a stealth recon of the village, the Vanguard commander hatched a brilliant rescue plan. Leaving the trade caravan a safe distance away from the town, the security force made a desperate dash for the local river dam. The pirates, now alerted to the presence of a possible threat, scrambled to meet the Vanguard soldiers. In the ensuing battle, both sides suffered casualties, but eventually the pirates began a fighting withdrawal through the town. Worried the raiders might destroy the town or murder the settlers to cover their escape, and with the townspeople in a position of relative safety, the Vanguard blew the dam. The fast-moving waters rushed through the valley and swept away all of the remaining pirates.





# UNENDING FAITH-BETA III

## TOTAL WARFARE / ALPHA STRIKE SPECIAL COMMAND ABILITIES

Off-Map Movement, Tactical Specialization (Defense)

STRATEGIC BATTLEFORCE FORMATION													
Formation	Type	Size	Move	JUMP	T. Move	TMM	Tactics	Morale	Skill	PV	Formation Specials		
Unending Faith III-Beta (3129)	MX	2	4	1	4	1	4	7	6	257	AC3, CAR54, ECM, IF3, IT6, MEC48, MHQ5, OMNI4, XMEC6		
Units	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Unit Specials
Alpha Fortified Level II	MX	3	4	1	4	1	29	10	9	4	4	91	AC3, CAR6, ECM, IF1, IT6, LPRB, MEC6, MHQ2, OMNI2
Beta Fortified Level II	MX	2	4	1	4	1	19	8	7	3	4	67	AC3, CAR12, ECM, MEC6, MHQ1, OMNI1, XMEC6
Gamma Choir	MX	2	4	1	5	1(2)	29	11	8	5	4	99	AC3, AECM, CAR36, IF2, MEC36, MHQ2, OMNI1
Formation	Type	Size	Move	JUMP	T. Move	TMM	Tactics	Morale	Skill	PV	Formation Specials		
Unending Faith III-Beta (3140)	MX	3	4	1	4	1	4	7	6	699	AC3, AECM, CAR60, IT6, MEC30, MHQ9, OMNI8, XMEC18		
Units	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Unit Specials
Alpha Heavy Level II	MX	3	4	1	4	1	32	12	11	5	3	137	AC3, AECM, CAR6, IF1, IT6, MEC6, MHQ2, OMNI2
Beta Heavy Level II	MX	3	4	1	4	1	27	11	10	5	3	120	AC3, CAR12, ECM, MEC6, MHQ2, OMNI2, XMEC6
Gamma Choir	MX	2	4	1	5	1(2)	28	10	9	5	3	120	AC3, AECM, CAR36, IF2, MEC18, MHQ1, OMNI1, XMEC12
Sigma Heavy Level II	BM	3	4	0	4	1	37	13	13	9	4	129	AC3, AECM, IF1, MHQ2, OMNI2
Tau Heavy Level II	BM	3	3	1	4	1	33	12	13	7	4	111	CAR6, ECM, IF1, MHQ1
Upsilon Heavy Level II	BM	2	5	1	5	2	22	9	9	5	4	82	ECM, IF2, MHQ1, OMNI1

ABSTRACT COMBAT SYSTEM COMBAT TEAMS													
Combat Team	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Combat Team Specials
Unending Faith III-Beta (3129)	MX	2	4	1	4	2	26	10	8	4	4	85	AC3, CAR54, ECM, IT6, MEC48, OMNI4, XMEC6
Unending Faith III-Beta (3140)	MX	3	4	1	4	2	59	22	21	13	4	233	AC3, AECM, CAR60, IT6, MEC30, MHQ9, OMNI8, XMEC18



# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Uller BLO

Movement Points: Tonnage: 30  
Walking: 6 Tech Base: Mixed Tech (Clan)  
Running: 9 Era: Dark Age

### Weapons & Equipment Inventory

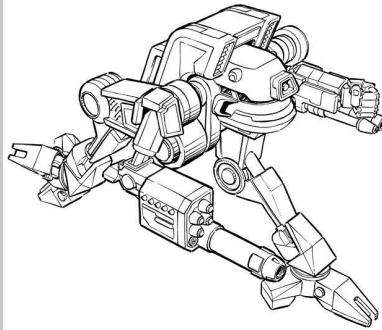
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C³ CPU (IS) LT	LT	—	[E]	—	—	—	—
1	Ultra AC/10	RA	3	10/Sht [DB,R/C]	—	6	12	18
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6

BV: 988

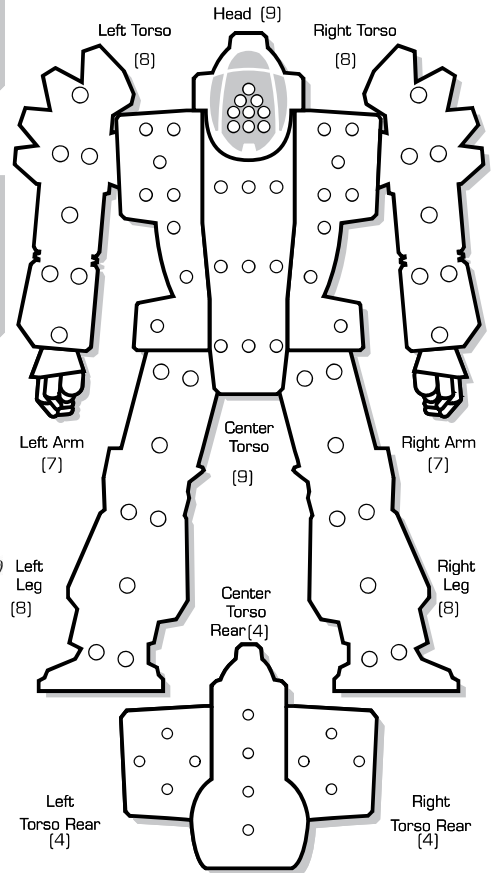
### WARRIOR DATA

Name: \_\_\_\_\_  
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
Hits Taken  
Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Small Laser

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Improved C³ CPU (IS)
- Improved C³ CPU (IS)
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

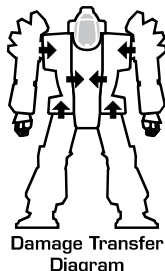
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso(CASE)

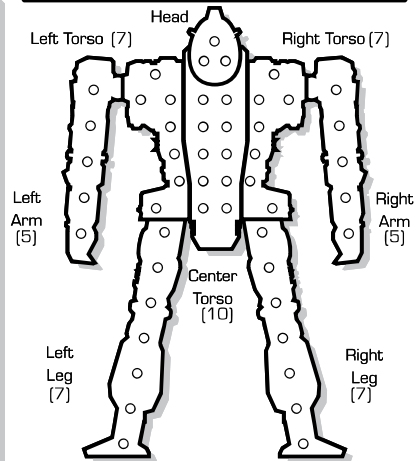
- XL Fusion Engine
- XL Fusion Engine
- Ammo [Ultra AC/10] 10
- Ammo [Ultra AC/10] 10
- Endo Steel
- Endo Steel

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- 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	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

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: Vulture Mk III BLO

Movement Points: Tonnage: 60  
Walking: 5 Tech Base: Mixed Tech (Clan)  
Running: 8 Era: Dark Age

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	Improved C <sup>3</sup> CPU (IS)	RT	—	[E]	—	—	—	—
2	LRM 15	RT	5	1/Msl [M.C.S]	—	7	14	21
2	LRM 15	LT	5	1/Msl [M.C.S]	—	7	14	21
1	Light PPC (IS)	RA	5	5 [DE]	3	6	12	18
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6

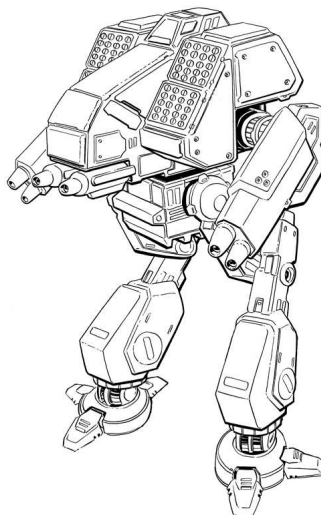
BV: 2,397

### WARRIOR DATA

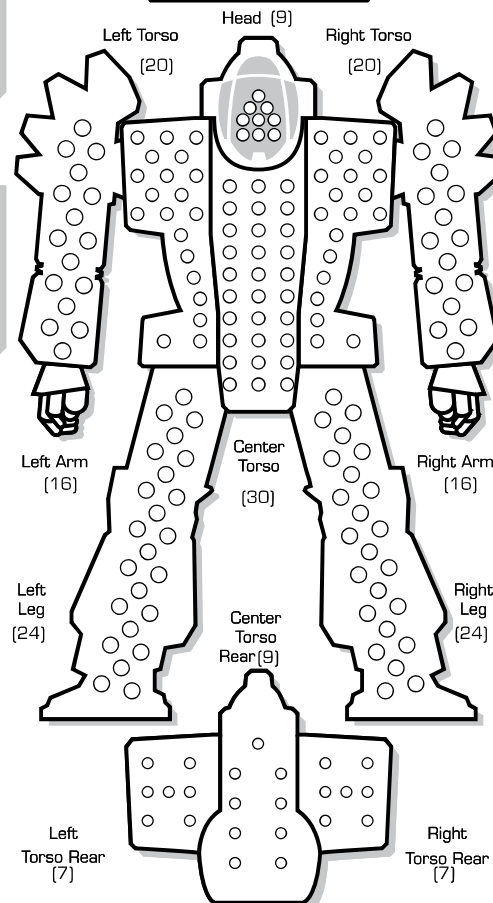
Name: \_\_\_\_\_

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
- ER Medium Laser
- ER Small Laser
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

#### Left Torso(CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- LRM 15
- LRM 15
- LRM 15
- LRM 15
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

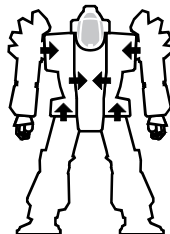
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- ER Medium Laser

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Light PPC (IS)
- Light PPC (IS)
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

#### Right Torso(CASE)

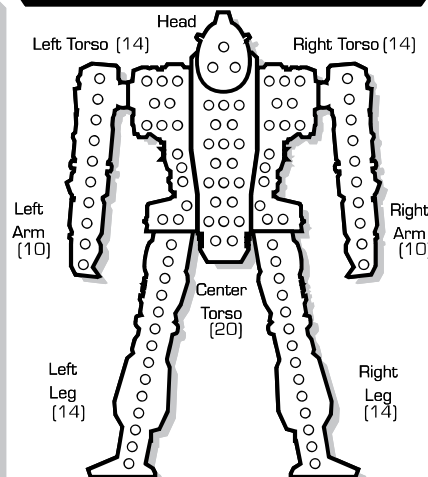
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- LRM 15
- LRM 15

- LRM 15
- LRM 15
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Improved C<sup>3</sup> CPU (IS)
- Improved C<sup>3</sup> CPU (IS)

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



## ARMOR DIAGRAM

## WARRIOR DATA

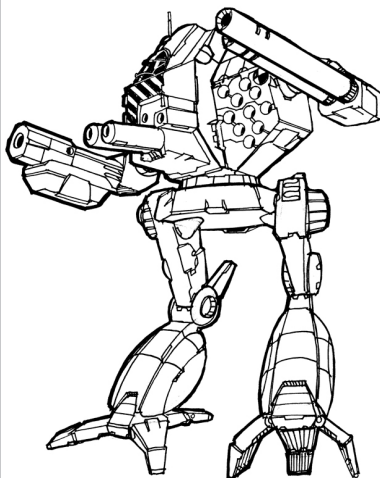
Name: \_\_\_\_\_

**Gunnery Skill:** \_\_\_\_\_ **Piloting Skill:** \_\_\_\_\_

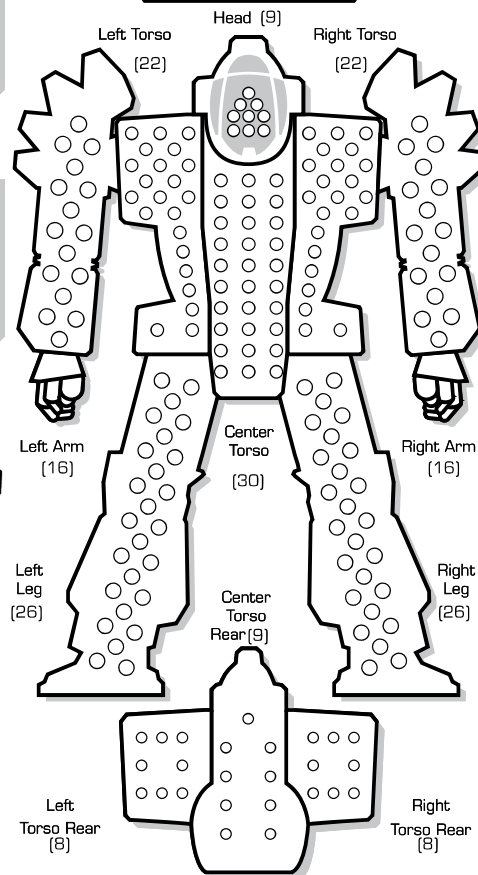
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dea

(hexes)

Gty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Improved C <sup>3</sup> CPU	LT	—	—	—	—	—	—
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	LB 10-X AC	RA	2	10 [DB,C,F/S]	—	6	12	18
1	ER PPC	LA	15	10 [DE]	—	7	14	23



BV: 1,550



## INTERNAL STRUCTURE DIAGRAM

## Head

- |     |    |                    |
|-----|----|--------------------|
| 1-3 | 1. | Shoulder           |
|     | 2. | Upper Arm Actuator |
|     | 3. | Double Heat Sink   |
|     | 4. | Double Heat Sink   |
|     | 5. | Double Heat Sink   |
|     | 6. | Double Heat Sink   |
| 4-6 | 1. | Double Heat Sink   |
|     | 2. | Double Heat Sink   |
|     | 3. | ER PPC             |
|     | 4. | ER PPC             |
|     | 5. | ER PPC             |
|     | 6. | Roll Again         |

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

## Right Arm

- 1-3
1. Shoulder
  2. Upper Arm Actuator
  3. Double Heat Sink
  4. Double Heat Sink
  5. Double Heat Sink
  6. LB 10-X AC
- 4-6
1. LB 10-X AC
  2. LB 10-X AC
  3. LB 10-X AC
  4. LB 10-X AC
  5. LB 10-X AC
  6. Roll Again

## Center Torso

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

## Left Torso

- 1-3**

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

**4-6**

  1. [Improved C<sup>3</sup> CPU
  2. [Improved C<sup>3</sup> CPU
  3. [Guardian ECM Suite
  4. [Guardian ECM Suite
  5. CASE
  6. Roll Again

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

## Right Torso

- 1-3
1. XL Fusion Engine
  2. XL Fusion Engine
  3. XL Fusion Engine
  4. Double Heat Sink
  5. Double Heat Sink
  6. Double Heat Sink
- 4-6
1. Ammo (LB 10-X) 10
  2. Ammo (LB 10-X) 10
  3. Ammo (LB 10-X Cluster) 10
  4. CASE
  5. Roll Again
  6. Roll Again

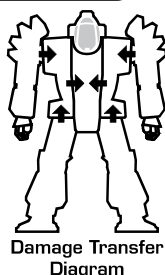
## Left Leg

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

### Right Leg

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

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



## HEAT DATA

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

### 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



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: Doloire DLR-OBLO

Movement Points: Tonnage: 80  
Walking: 4 Tech Base: Mixed Tech (I.S.)  
Running: 6 [Advanced]  
Era: Dark Age

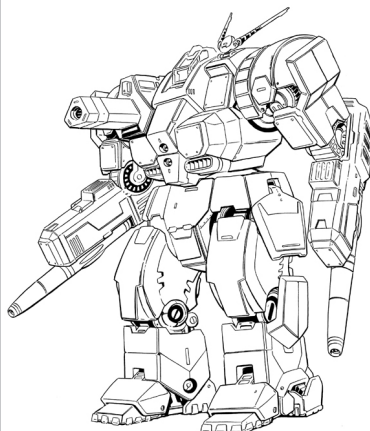
### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser (Clan)	CT	5	7 [DE]	—	5	10	15
1	Gauss Rifle (Clan)	RT	1	15 [DB,X]	2	7	15	22
1	Improved C <sup>3</sup> CPU	LT	—	[E]	—	—	—	—
1	Light TAG (Clan)	LT	—	[E]	—	3	6	9
1	AES	RA	—	[E]	—	—	—	—
1	Large Pulse Laser (Clan)	LA	10	10 [P]	—	6	14	20
1	AES	LA	—	[E]	—	—	—	—
1	Large Pulse Laser (Clan)	LA	10	10 [P]	—	6	14	20

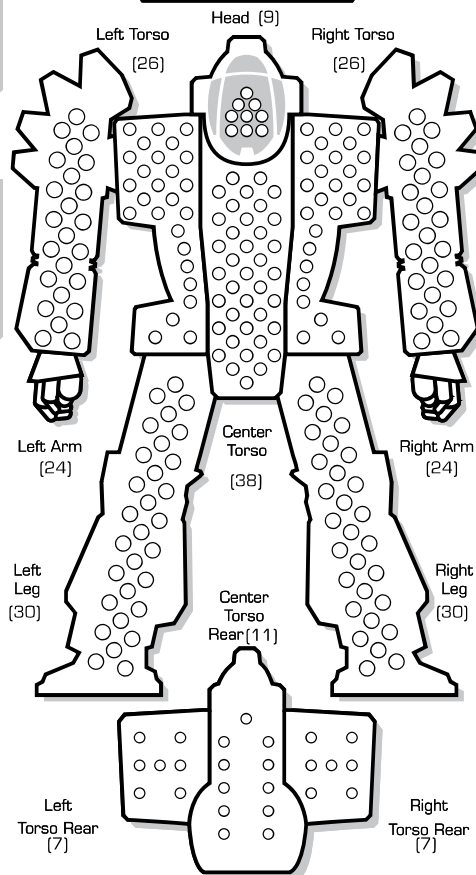
BV: 2,441

### 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 Large Pulse Laser (Clan)
- Large Pulse Laser (Clan)
- AES
- AES
- AES
- AES
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink (Clan)
- Double Heat Sink (Clan)
- Improved C<sup>3</sup> CPU
- Improved C<sup>3</sup> CPU
- Light TAG (Clan)
- Endo-Composite
- 3 Endo-Composite
- 4 Endo-Composite
- 5 Endo-Composite
- 6 Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink (Clan)
- Double Heat Sink (Clan)

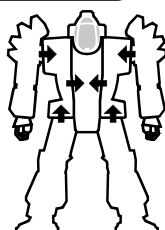
#### Head

- Life Support
- Sensors
- Cockpit
- Endo-Composite
- 5 Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro
- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- ER Medium Laser (Clan)
- ER Medium Laser (Clan)

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Pulse Laser (Clan)
- Large Pulse Laser (Clan)
- AES
- AES
- AES
- AES
- 4-6 Roll Again
- Roll Again
- Roll Again

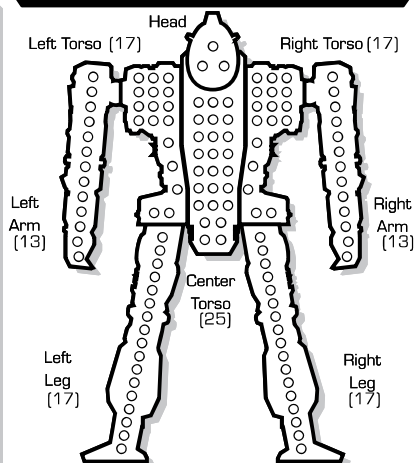
#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 Gauss Rifle (Clan)
- Gauss Rifle (Clan)
- Gauss Rifle (Clan)
- Gauss Rifle (Clan)
- Gauss Rifle (Clan)
- Gauss Rifle (Clan)
- 3 Ammo (Gauss) 8
- 4 Ammo (Gauss) 8
- 5 Endo-Composite
- 6 Endo-Composite

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink (Clan)
- Double Heat Sink (Clan)

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### 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: Templar TLR1-OBLO

Movement Points: Tonnage: 85  
Walking: 4 Tech Base: Inner Sphere  
Running: 6 Era: Dark Age

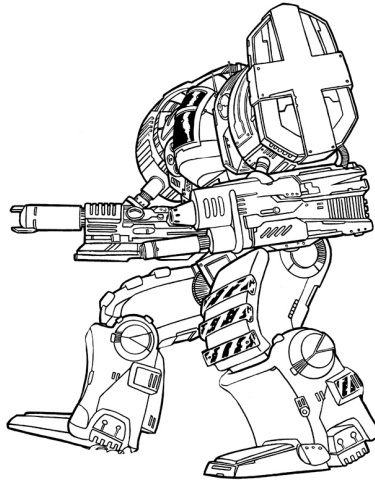
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	Improved C <sup>3</sup> CPU	RT	—	[E]	—	—	—	—
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Large Pulse Laser	LA	10	9 [P]	—	3	7	10
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

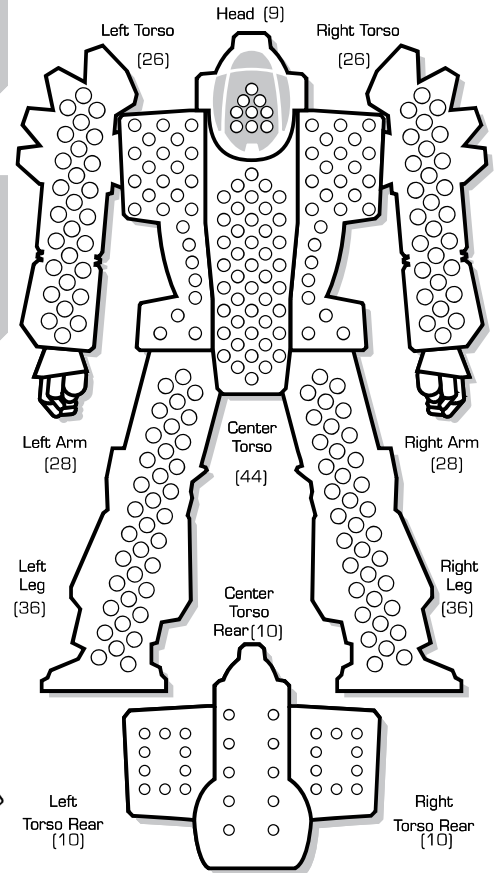
BV: 2,062

### 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
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Large Pulse Laser
- 1-3
- Large Pulse Laser
  - Medium Pulse Laser
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
- 4-6

#### Left Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Targeting Computer
  - Targeting Computer
  - Targeting Computer
- 1-3
- Targeting Computer
  - Targeting Computer
  - Targeting Computer
  - Targeting Computer
  - Endo Steel
  - Endo Steel
- 4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - ER Medium Laser
  - ER Medium Laser
- 4-6

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
- 1-3
- Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
  - Endo Steel
  - Roll Again
  - Roll Again
- 4-6

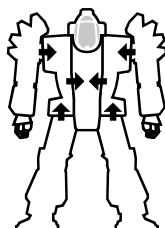
#### Right Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Ammo [Gauss] 8
  - Ammo [Gauss] 8
  - Improved C<sup>3</sup> CPU
- 1-3
- Improved C<sup>3</sup> CPU
  - Guardian ECM Suite
  - Guardian ECM Suite
  - CASE
  - Endo Steel
  - Endo Steel
- 4-6

#### Right Leg

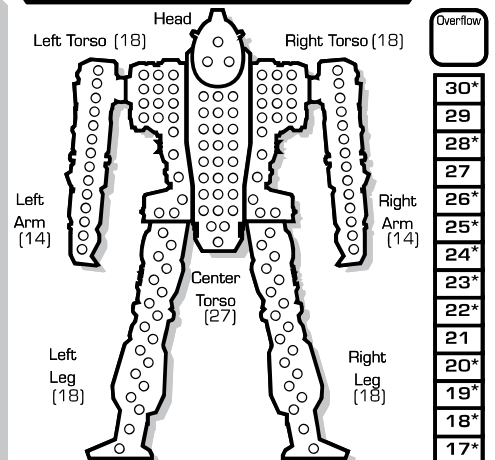
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
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19*
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