

CLASSIC BATTLETECH™

JIHAD TURNING POINTS LUTHIEN™





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35601



MANIFEST DESTINY

NAGASAKI COMMUNITY ZONE, CRANE DISTRICT
LUTHIEN, DRACONIS COMBINE
21 AUGUST 3072

The sun was setting.

Demi-Precentor Eric Hughes noted the sun's demise behind the horizon with detached contempt; the *Nova Cat*'s bulky form held most of his attention at the moment, its cat-and-starburst symbol already pitted with damage on its torso, glaring at him.

Like a big, fat bullseye.

He could feel the savage heat bleeding off his *Deva*'s metal skin, hear the crackling of ionized air from nearby laser fire. A missile flight rippled from a *Viking* behind him and his fused senses counted each individual exhaust pattern without even thinking. "Fifteen," he muttered absently. A portion of his visual cue tracked the missiles almost casually as he glanced again at the squat, thuggish shape of the advancing Clan machine.

The VDNI hookup was truly a gift from Blake. Though he knew in the back of his mind that time wasn't really slowing down but that his weaker mind was processing faster than it could ever do normally, it still felt like time was slowly drifting down a stream.

With a flippant, casual motion, he extended the massive autocannon in his left arm and zeroed in on the *Nova Cat*'s center of mass, releasing a storm of metal and thunder that roared and raged against the offending 'Mech. He noted in passing as the *Nova Cat* staggered sideways, a gaping, jagged hole now where only dents and scuffs were before. His augmented vision even caught the dim glow of sparks and the rippling wave of heat suddenly vomiting from the wound.

Not that he cared. Clanners deserved no thought, no waste of emotion. They only deserved death.

"Iron Will, swing north. Catch the Clanners in a vice; there's currently a binary of troops holed up in the remains of the mechanical shop," the disembodied voice of Precentor Belial echoed in his head. No sound could be heard in the cockpit, save the occasional clicks and pops of the maneuvering controls as Eric swung the *Deva* around.

"Acknowledged," he responded.

Glancing down at a secondary monitor, he noticed the red markers of the enemy retreating. A green flash highlighted the Precentor's target building, somewhat ahead of the withdrawing Clan force. Eric forced the throttle forward to its stops, springing the *Deva* into a cat-like run. His sense of balance fused with the OmniMech's gyroscopic hardware through his neural connection, unlike anything he'd felt when piloting a normal 'Mech for the heretic Frails so long ago. The pure bliss of feeling the *Deva*'s toes dig into the soft loam was erotic and powerful; the Sekkaris autocannon swung easily at his left side. On his right, he reflexively snapped the 'Mech's retractable blade in and out, a nervous habit he'd picked up when his adrenaline peaked.

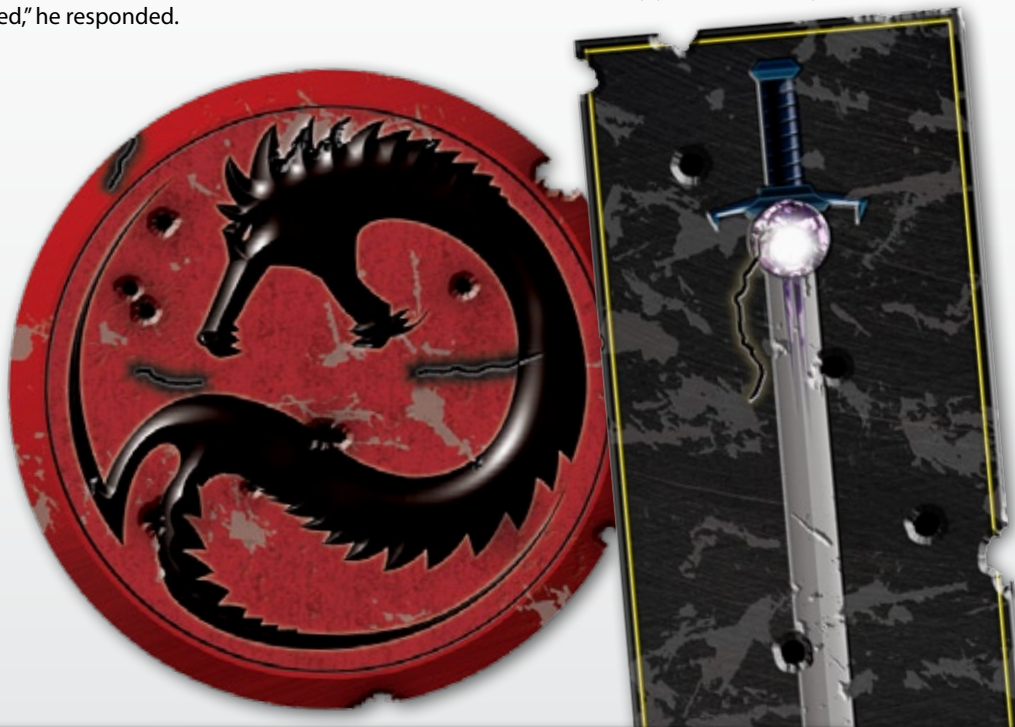
"Precentor Hughes, fall back thirty," came Belial's voice again. Smooth, rich, knowledgeable. His Ascended commander was the supportive, strong father he'd never had. He obeyed, instantly.

An explosion of dirt and tree stumps erupted where his *Deva* would've been. Belial sees all! The culprit, a SM1 Tank Destroyer, whined into a hard spinning turn as it accelerated from its hiding place among a shattered home.

"Disease is curable," he thought. The Clans were just that—a disease upon humanity, with their worship of the Frail flesh and bone. They worship false ideals much like the Unfinished Book worships the High One, he thought. A brief memory bubbled and popped to the surface, which he immediately squelched. This is no time for bedtime stories.

Springing forward, his Celestial OmniMech's legs powering the heavy machine into a graceful, if inelegant, dive, Eric slammed his right fist down upon the back of the SM1. Still straining at top speed, the sudden downward force flipped the hover tank into the air momentarily, its lift fans losing its cushion with the ground. Pistoning the *Deva* up, Eric brought his massive autocannon barrel around as the tank crashed back to the dirt. With exaggerated care, he placed the barrel next to the bulbous cockpit. Noting peripherally as the Luthien sun finally disappeared beyond the horizon, Eric smiled and willed another metal tempest to life with a mental flick of a switch.

"Welcome to Luthien, Clanner," he spoke softly to the empty cockpit. "Enjoy your eternal stay."



JIHAD TURNING POINTS

LUTHIEN

Welcome to a new series of campaign books, designed to give players the opportunity to fight in some of the biggest campaigns of the Jihad.

The general information contained in the *Atlas* and *Combatants* sections gives players the tools they need to fight an infinite number of engagements on Luthien, while the *Track* information gives details on some of the larger and more pivotal battles of the planetary struggle. The *Track* information can be used with the Chaos Campaign rules (originally found in *Dawn of the Jihad*, pp. 132–138, as well as *Blake Ascending*, pp. 132–138, and in the *Chaos Campaign Ebook*) as well as stand-alone games.

The *Atlas* section presents a global view followed by some quick facts about the world. Included in this section you will find terrain tables broken into various categories. These tables can be used as a random chart to determine the maps used in the tracks, or simply as a guide to give you ideas of the types of terrain found on the world. This section also contains a list of various additional terrain types, environment and other rules that can be used to enhance your game experience.

All players should agree whether or not to use any or all of these features before play begins.

The *Combatants* section gives details on the units who participated in the conflict and can be used by players who wish to have an authentic ‘feel’ during their game.

The *Tracks* section presents several key battles that occurred on the world, though they are not the only ones. Players wishing to incorporate these tracks into their Jihad campaigns should use the WarChest Points (WP) listed in the brackets. Optional points are awarded only if the group achieves at least one Objective while using the listed option. Objective points are cumulative as they are achieved, unless otherwise noted.

Players may run these tracks as a stand-alone campaign; if so, players begin with 500 WP.

Unlike previously published Tracks, there is no recommendation of force size for each track. Players have complete control over the size of game they wish to partake in, from lance-on-lance engagements to full-blown BattleForce-scale firefights. While forces are recommended to be equal for a standard game, a campaign GM can adjust force sizes as they feel necessary to give a more authentic ‘flavor’ to each track. All players should agree to force sizes before playing.

The *Annex* contains several official Record Sheets. One is the BHKU-O *Black Hawk Ku Albert*, the command ‘Mech of *Tai-sa* Albert Benton of Sorenson’s Sabres during his time on Luthien. Next is an Inner Sphere-modified *Thresher Edward*, the command ‘Mech of *Tai-sa* Edward Brandon of the Fortieth Dieron Regulars. Finally, the four WarShips discussed under Naval Support (see p. 5) are provided here for ease of use.

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Special thanks to all previous writers and developers who contributed in some way to creating Luthien’s rich landscape. The Black Pearl wouldn’t have been the same without your imagination.

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA

NOTE!

The last four pages of this PDF are sized for 11" x 17" paper. Please keep that in mind when printing out the document.

LUTHIEN

Star Type (Recharge Time): GOIII (181 hours)
Position in System: 4
Time to Jump Point: 10.43 days
Number of Satellites: 4 (Tsu Shima, Orientalis, Hikisaku, Occidentalis)
Surface Gravity: 1.0
Atm. Pressure: Standard (Tainted-Pollution)
Surface Water: 70%
Equatorial Temperature: 35 C (Temperate)
Highest Native Life: Amphibian
Recharging Station: Zenith, Nadir
HPG Class Type: A
Population (3067): 7,268,000,000
Socio-Industrial Levels: A-A-C-A-C



LUTHIEN

Chosen as Coordinator Sanethia Kurita's industrial project in 2619, Luthien was transformed from a sleepy backwater farm world into the Combine's largest manufacturing center in less than two centuries. With the construction of Imperial City, Luthien's place as the Combine's new capital was secured.

Covered in kilometers upon kilometers of giant factory complexes, utilitarian housing barracks and ribbons of ferrocrete and asphalt, the planet suffered massive environmental degradation from the unregulated industrialization. The "Black Luthien" moniker was well earned, due to the skyrocketing pollution.

The crown jewel of the planet is the sprawling Imperial City, home of the ruling Kurita family. It was a virtual fairy-tale of a city, surrounded by verdant gardens and hectares of natural forest, before the Black Dragon coup in the waning days of 3067.

The largest industrial complex resides less than ten kilometers from the center of Imperial City on a small chain of man-made "islands" strung along the Unity Plateau. Guthry Island boasts the massive Luthien Armor Works OmniMech production plant, with Tokyo Island hosting the company's headquarters complex and LAW City. Covering ten square kilometers above and below the surface, the industriplex produces a sizable percentage of the system's gross domestic product and employs millions people, scattered among the satellite facilities across the planet.

On the southern continent of Aichi, mining is the largest industry with multiple operations scattered throughout the Fukui Wastes. The Buda Weapons facility and headquarters is located here; over 500 hectares of forest was transplanted nearby in late 3059 in accordance with Coordinator Kurita's Environmental Reclamation Program.

Scattered around the planet are memorials and museums that honor both the First Star League and the origins of the Combine. One of the largest and most popular is the Dragon's Tears Plaza, which boasts a three-meter stone samurai replica for each warrior who fell on Luthien during the Clan invasion in 3052.

MAPSHEETS

The tables at right represent the categories of terrain that can be found on the battlefields of Luthien. Players may either select a map from the appropriate table or randomly determine which map to use. Alternatively, players may print their own maps from the HeavyMetal Map Program. (<http://www.heavymetalpro.com/>)

OPTIONAL RULES

If all players agree, the following rules from *Tactical Operations* (TO) and *Strategic Operations* (SO) may be used to add "Luthien flavor" to this campaign.

Base Terrain Types

- Heavy Industrial Zone (see p. 31, TO)
- Ultra Rubble (see p. 39, TO)

Terrain Modifications

- Fire (see p. 43, TO)
- Hazardous Liquid Pools (see p. 49, TO)
- Rails (see p. 51, TO)

Weather Conditions

- Light Fog, to represent smog (see p. 57, TO)
- Full Moon Night/Glare (see p. 58, TO)
- Moderate Rainfall (see p. 59, TO)

Naval Support

The Word of Blake also had naval support from several vessels at the beginning of the struggle. They are as follows, along with the date they were Destroyed [D] or Withdrawn [W]: *Vincent Mk 39-class Blade of Righteousness* (Dec 3074 [D]), *Baron-class Light of Hope* (Jul 3072 [D]), *Black Lion-class Blake Ascendant* (Dec 3074 [W]), and the *Carson-class Sword of Promise* (Jul 3072 [D]). If desired, use the following optional rule for naval support: *Orbit-to-Surface Fire* (see p. 103, SO).

LUTHIEN MAPSHEETS TABLE

DENSE URBAN	2D6 Result	Map
	2	Military Base #1 (MS7)
	3	Drop Port #1 (MS7)
	4	City, Skyscraper (MS6, MC2)
	5	City, Downtown (MS6, MC2)
	6	City, Residential (MS6, MC2)
	7	Seaport (MS7)
	8	City, Suburbs (MS6, MC2)
	9	Lake Area (MS2, MC1)
	10	Heavy Forest #1 (MS4, MC1)
	11	Drop Port #2 (MS7)
	12	Military Base #2 (MS7)

INDUSTRIAL COMPLEX	2D6 Result	Map
	2	City (Hills/Residential)* #1 (MS3, MSC1)
	3	City Street Grid/Park* #1 (MS4, MSC1)
	4	City, Downtown (MS6, MC2)
	5	Military Base #1 (MS7)
	6	Drop Port #1 (MS7)
	7	City, Suburbs (MS6, MC2)
	8	Drop Port #2 (MS7)
	9	Military Base #2 (MS7)
	10	City Street Grid/Park* #2 (MS4, MSC1)
	11	City (Hills/Residential)* #2 (MS3, MSC1)
	12	Seaport (MS7)

*Place Heavy and Hardened buildings of varying heights in each non-paved hex.

RECLAIMED FOREST	2D6 Result	Map
	2	Heavy Forest #1 (MS4, MC1)
	3	Large Lakes #1 (MS4, MSC1)
	4	Woodland (MS6, MSC2)
	5	Open Terrain #1 (MS5, MSC1)
	6	Scattered Woods (MS2, MSC2)
	7	Wide River (MS6, MSC2)
	8	Open Terrain #2 (MS5, MSC1)
	9	River Delta/Drainage Basin #1 (MS4, MSC1)
	10	Archipelago #1 (MS7)
	11	Large Lakes #2 (MS4, MSC1)
	12	Heavy Forest #2 (MS4, MC1)

LIGHT URBAN	2D6 Result	Map
	2	Scattered Woods (MS2, MSC2)
	3	City, Residential (MS6, MSC2)
	4	City Street Grid/Park* #1 (MS4, MSC1)
	5	City, Downtown (MS6, MSC2)
	6	City (Hills/Residential)* #1 (MS3, MSC1)
	7	CityTech Map* (MS2, MSC1)
	8	City (Hills/Residential)* #2 (MS3, MSC1)
	9	City, Skyscraper (MS6, MSC2)
	10	City Street Grid/Park* #2 (MS4, MSC1)
	11	City, Suburbs (MS6, MSC2)
	12	Woodland (MS6, MSC2)

*Place Light and Medium buildings of varying heights in each non-paved hex.

COMBATANTS

This section lists all the cohesive commands present or arriving during the entire Luthien campaign (in chronological order from December of 3067 through its liberation in December of 3074). Each synopsis lists the unit's arrival date on Luthien; if there is no end date, the unit was present during the entirety of the campaign (Dec 3074). The *Average Experience* is the unit's average experience rating in terms of how many veteran warriors are present in a Lance/Star/Level II formation. When building a force from the listed combatant, each lance can have no more than that number of veteran pilots/crews; fill the rest of the remaining unit slots by rolling randomly on the Random Experience Rating Table in *Total Warfare* (see p. 273, *TW*) for each unit's skills unless otherwise noted.

RAT shows which Random Access Tables in *Total Warfare* (see p. 267) to roll units from when randomly determining a force. *Abbreviations in italics* are suggestions for advanced RAT options.

To build a unit (if not using a player-defined unit from a campaign), follow the Unit Generation rules in *Total Warfare* (see p. 264). Keep in mind that RATs are approximate estimate of a force's more common units fielded on the battlefield.

For a more advanced game, utilizing a broader range of 'Mechs, vehicles and battle armor, players should feel free to also utilize the RATs in *Field Manual: Draconis Combine (FMDC)*, *Field Manual: ComStar (FMCS)*, *Field Manual: Warden Clans (FMWC)*, *Field Manual: Updates (FMU)*, *Jihad Secrets: Blake Documents (BD)*, *Field Manual: Mercenaries, Revised (FMM)*, *Mercenaries Supplemental (MS1)*, *Mercenaries Supplemental II (MS2)*, *Mercenaries Supplemental Update (MSU)* and the *Classic BattleTech Role-Playing Game (CBT:RPG)*. (Visit your local game store to purchase these additional products, or order them directly from www.battlecorps.com/catalog; PDFs for some products are also available at that web address.)

Force Abilities are special game rules that apply to that unit in combat. Keep in mind these rules are optional and all players should agree to their use before gameplay begins. The *Notes* section gives some in-universe details on the unit to help give players a "feel" for the command during the bitter struggle on Luthien.

1st Genyosha [Samurai] (Dec 3067)

CO: *Tai-sa Shih Chou*

Average Experience: 3

RAT: House Kurita, House Davion, *FMDC*, *FMU*

Force Abilities: During the Initiative Phase, the Genyosha receive a +1 Initiative for each enemy combatant destroyed in the previous turn; they receive a -1 Initiative for every Genyosha unit destroyed in the previous turn.

Notes: The First Genyosha was a heavy regiment commanded by the unit's second-in-command at the beginning of the struggle, as Hohiro Kurita was on Tharkad. They were augmented by nearly a battalion of survivors from the Fourteenth Sun Zhang Cadre in early February of 3068. By the end of the conflict, the unit had been reduced to two reinforced companies.

Sorenson's Sabres operated as an independent company under nominal command by the Genyosha, used as a flanking and reserve force in larger engagements. The Sabres left Luthien in 3071 and reappeared under Chandrasekhar's command on Arcturus in 3073.

2nd Sword of Light [Samurai] (Dec 3067)

CO: *Tai-sa Kiko Samohira*

Average Experience: 2

RAT: House Kurita, *FMDC*, *FMU*

Force Abilities: When facing off against a Black Dragon "Sworder," the attacking Loyalist receives a -1 to-hit modifier to all Ranged Combat rolls and a -3 to-hit modifier to all Physical Attacks.

Notes: Most of a battalion of pilots and crews split from the Second Sword after discovering *Tai-sa To's* traitorous actions. Less than a handful of pilots survived to the end of the struggle, as many of the Loyalists went out of their way to take down their former comrades.



2nd Sword of Light [Kokuryu-kai] (Dec 3067)

CO: *Tai-sa Li Sak To*

Average Experience: 3

RAT: House Kurita, *FMDC*, *FMU*

Force Abilities: The Black Dragon "Sworders" receive a +2 to all Initiative rolls; in any turn where they outnumber their opponent by a 2 to 1 margin, they automatically win Initiative.

Notes: Disgusted with the lack of honor and supplies given to them after the Combine-Ghost Bear War, the Second's commander allowed Black Dragon sentimentalities to grow within the unit. At the end of the year in 3067 with the Coordinator apparently missing and unheard from, *Tai-sa To* ignited the Luthien coup under Black Dragon orders. The traitors surrendered and all were executed with no trial in the first months of 3075. The Second Sword's colors were stricken from the DCMS rolls in early 3075.



Otomo / Izanagi Warriors [Samurai] (Dec 3067)

CO: *Sho-sho Sajori Mitsotisa*

Average Experience: 2

RAT: House Kurita, *FMDC*, *FMU*

Force Abilities: Due to their fanatical hatred of the traitors, Otomo and Izanagi pilots will almost always attack the nearest Black Dragon unit. They will mostly ignore all other units in range unless the Modified To-Hit number is 6 or less. Additionally, Otomo/Izanagi warriors add a -2 to-hit modifier to all ranged combat and physical attack rolls against Black Dragon opponents.

Notes: After the initial coup, both shattered commands operated under the nominal command of the First Genyosha. The units operated more as raiders, knocking down enemy units with precision fire for later salvage. Both units, though devastated, will be rebuilt around the small core of survivors.



Sathen's Snipers [Mercenary-Kokuryu-kai /Word of Blake] (Dec 3067-Jan 3073)

CO: Major Illuminada Kestee

Average Experience: 1

RAT: Periphery, Word of Blake, *FMM*, *MSU*, *FMU*

Force Abilities: Any Sniper warrior whose 'Mech or vehicle uses a weapon that causes 15 points or more direct-fire damage receives a -1 to-hit modifier to all Gunnery rolls using that weapon. (If desired, for additional abilities, see p. 77, *MS1* and p. 127, *MSU*.)

Notes: Hired under a "shadow contract," the Snipers fought for the Black Dragons until their capture by Word forces in early 3071. The Snipers subsequently appealed to their captors and re-signed their Word contract, acting as the Ninth Division's security force until the Snipers withdrew in early 3073 due to battle fatigue.



9th Division [Word of Blake] (Jan 3068)

CO: Precentor Alice Phuong

Average Experience: 2

RAT: Word of Blake, ComStar, Periphery, *FMCS*, *FMU*, *BD*

Force Abilities: Highly aggressive, the Ninth Division receives the Overrun Combat special ability (see p. 137, *BD*). However, if the scenario calls for the Ninth to act as the Defender, this force receives a -1 Initiative modifier.

Notes: One of the Word's key 'shell game' units, only two Level III units were initially dispatched to Luthien, augmented by two ROM Level IIs. The Ninth received sporadic reinforcements until there were four Level III units by March 3071. (The ROM Level IIs were destroyed before the end of 3068.) Precentor Phuong was recalled and replaced by Precentor William Nikoli in February of 3072.



6th Benjamin Regulars [Kokuryu-kai] (June 3068)**CO:** *Tai-sa* Hajii Mara**Average Experience:** 1**RAT:** House Kurita, Periphery, *FMDC***Force Abilities:** There can never be more than one Sixth Regulars pilot / crew with a Gunnery Skill Rating of 2 or lower on the battlefield at any time.**Notes:** The reinforced regiment was ordered to Luthien by the secretive Black Dragon cabalists, abandoning their post on Minakuchi to reinforce the battered Second Sword. Survivors of the struggle disappeared after the Ghost Bear assault in 3074. The unit was declared *ronin* and its colors struck by the Coordinator in February 3075.**40th Dieron Regulars [Kokuryu-kai] (February 3069)****CO:** *Tai-sa* Edward Brandon**Average Experience:** 1**RAT:** House Kurita, Periphery, *FMDC***Force Abilities:** There should be at least one rookie pilot/crew (Gunnery 5, Piloting 6) in every four units fielded from the Fortieth.**Notes:** Suffering their own inner split, the Black Dragon supporters overwhelmed their loyalist counterparts and abandoned them on Kessel. The regiment swelled its ranks with recruits from Luthien but suffered tremendous losses after being caught between the Nova Cat and the Word in 3072. The unit was declared *ronin* and its colors struck by the Coordinator in February 3075.**42nd Shadow Division [Word of Blake] (May 3071)****CO:** Precentor Belial**Average Experience:** 5**RAT:** Word of Blake, Wolf, *FMU*, *BD***Force Abilities:** Belial's Angels of Chaos are highly adept at offensives carried out in urban environments, and have developed a knack for targeting the most devastating weak points in a structure for maximum tactical advantage. To reflect this ability, any time the Forty-second is deployed in urban terrain, if a Forty-second Division unit destroys the last CF of a building with a ranged weapon attack of 5 points or more, the controlling player rolls 2D6. On a result of 10 or higher, the building's rubble explodes as it collapses, inflicting 1D6 5-point Damage Value groupings (locations determined randomly) to all units within the hexes adjacent to the exploding building hex.**Notes:** Originally deployed as support and security forces for the beleaguered Ninth Division, Belial's Angels of Chaos took a more prominent role in the fighting in 3072 when the Nova Cat's Xi Galaxy attacked. Though severely damaged, the Forty-second managed to nearly wipe out the Clan unit using a mix of strategic maneuvering, orbital bombardment, and tactical nuclear strikes. Though the unit was wiped out during the Ghost Bear attacks in 3074, there is no evidence to confirm that Precentor Belial and his command Level II were destroyed in the assault.**Xi Galaxy [Clan Nova Cat] (Jul 3072–Aug 3072)****CO:** Galaxy Commander Jal Steiner**Average Experience:** 3**RAT:** Diamond Shark, House Kurita, ComStar, *FMWC*, *FMCS*, *FMU***Force Abilities:** Due to their wild color schemes, any player opposing Xi Galaxy receives a -3 to their Initiative roll on Turn 1. Each subsequent turn reduces this modifier by 1 until Turn 4, when Initiative is rolled normally. If fighting in Fog, Dusk or Smoke conditions, reduce all to-hit modifiers against Xi units by 1.**Notes:** Nearly six Clusters in strength, Xi Galaxy hit Luthien in July of 3072, seeking revenge against the 42nd Shadow Division. The Clan ignored DCMS and Black Dragons alike, being single-minded in their

pursuit of the Blakists. The Galaxy continually overestimated how much damage it had inflicted on the Blakists; consequently, the Clanners fell into several traps engineered by the Manei Domini commander. Less than one and a half Clusters survived the bloodbath on Luthien by the time the Nova Cats withdrew.

32nd Division [Word of Blake] (Feb 3073)**CO:** Precentor Kedika Moors**Average Experience:** 1**RAT:** Word of Blake, House Marik, *FMCS*, *FMU*, *BD***Force Abilities:** Reluctant to engage opposing forces directly, the Thirty-second Division suffers a -2 Initiative modifier in any scenario where it is the defending force. Reliant on their infantry "headhunters" to win their battles for them—often off the field—whenever the Thirty-second Division is the track's designated Attacker, its controlling player may declare that he is launching a "pre-emptive headhunter attack" on the opposing force and roll 1D6 for every 6 units he intends to deploy. The result—divided by 2, rounding down—is the number of units that are removed from the opposing player's force before they can be placed on the map (determined randomly).**Notes:** The Thirty-second was reassigned to Luthien to assist the Forty-second Shadow and Ninth Divisions in garrisoning Imperial City after the Snipers withdrew from battle fatigue.**Alpha Galaxy [Clan Ghost Bear] (Dec 3074)****CO:** Khan Aletha Kabrinski**Average Experience:** 4**RAT:** Ghost Bear, Wolf, *FMWC*, *FMU***Force Abilities:** Unparalleled in skill among the entire Clan, Alpha Galaxy has a +1 Initiative modifier for the entire scenario. Additionally, one Point from each Star may be chosen from the RAT by the controlling player, rather than being randomly determined.**Notes:** Alpha led the Bear charge on Luthien, with no communication to any of the occupying forces. They fought with unholy furor, sweeping aside any units that stood between it and the Word of Blake forces. No salvage was taken and great care was taken to kill every Blakist warrior they could find, even after surrender or ejection.**Omega Galaxy [Clan Ghost Bear] (Dec 3074)****CO:** Galaxy Commander Naiad Ortiz**Average Experience:** 2**RAT:** Ghost Bear, Diamond Shark, *FMWC*, *FMU***Force Abilities:** When determining units for Omega, at least half must be rolled on the Assault RAT. Additionally, Omega suffers a -1 modifier to all of its Initiative rolls due to its slow and methodical tactics.**Notes:** Omega Galaxy did not face Word units but instead was hammered by the combined strength of the 40th Dieron and Sixth Benjamin. Ortiz led the Galaxy to victory, shattering the Black Dragon sympathizers, but at the cost of rising discontent among its warriors, who insisted on focusing on the Word threat.**Rho Galaxy [Clan Ghost Bear] (Dec 3074)****CO:** Galaxy Commander Michael Hawkins**Average Experience:** 3**RAT:** Ghost Bear, *FMWC*, *FMU***Force Abilities:** When facing non-BattleMech units, all Rho units gain a +1 to-hit modifier.**Notes:** Instrumental in seizing and destroying the Thirty-second Division's main defensive line, Rho Galaxy obliterated the Takashi Memorial Spaceport in their orgy of destruction.

TRACKS: LUTHIEN

TRAITOR'S KISS

SITUATION

*Sanethia Kurita Parade Ground, Imperial Palace
1 January 3068*

Despite seizing the Voice of the Dragon compound earlier in the week, the Black Dragon Society needed to bring force to bear to give impact to their words. On New Year's Eve, *Tai-sa* Li Sak To maneuvered the traitorous elements of the Second Sword of Light into position around the Palace. Shortly before dawn, the hammer came down.

GAME SETUP

Recommended Terrain: Light Urban, Reclaimed Forest

Designate one building as the principal guardhouse of the gate complex. That building is immediately converted into a Hardened building (CF: 120), using the pre-printed height.

Attacker

Recommended Forces: Second Sword of Light (*Kokuryu-kai*), Sathen's Snipers

The Attacker will enter the battlefield on Turn 1. There are no aerospace or VTOL assets participating in this battle.

Defender

Recommended Forces: Second Sword of Light (Samurai), Otomo/Izanagi Warriors

Set up the Defender anywhere on the battlefield. Their facing should be toward the nearest map edge.

WARCHEST

Track Cost: 400 WP

Optional Bonuses

+200 Fanatical: All units will fight to the death; all opponents must be destroyed either through head or center torso destruc-

tion. A 'Mech is not considered destroyed unless it is finished in this fashion.

+100 Traitor: One Attacking unit and one Defending unit turns traitor at some point in the battle. Beginning on Turn 2, roll 2D6 for each functional unit; on a result of 10+, that unit switches sides. Once a unit has switched sides, no more rolls are to be made. Continue this search during each Initiative phase until a unit has switched sides.

OBJECTIVES

1. No Quarter: Destroy all of the opposition. **(Reward: 300)**

2. Honor the Dragon: Inflict no more than 10 CF points of damage to the area. **(Reward: 200)**

AFTERMATH

Despite confusion on both sides, the Black Dragon forces seized the primary gate complex to the Imperial Palace, allowing them to capture the complex in short order. In the waning hours of the battle, Franklin Sakamoto—infantry commander of the Otomo—was captured and Griffon Meshune was killed, despite the vigorous defense of the withdrawal of the Third Luthien Guards by several loyal samurai.

BULLET IN THE BLUE SKY

SITUATION

*Ruins of LAW City, Tokyo Island
18 July 3069*

Low-level raiding and sniping, punctuated by flurries of pitched, small unit combat, described much of the first eighteen months of the coup. After seeing a fresh influx of men and material with the arrival of the Fortieth Dieron, the *Kokuryu-kai* consolidated their forces for a massive attack and hit the Loyalist forces encamped among the outer ruins of LAW City, roughly four kilometers from the epicenter of the underground nuclear blasts that destroyed the massive BattleMech facility on nearby Guthry Island.

The problem was, Blakist forces were also in the area, salvaging material.

GAME SETUP

Recommended Terrain: Dense Urban, Industrial Complex

Each player secretly selects two building hexes as their Objective 1 goals. All buildings have suffered at least (1D6 x 10) CF damage.

Note: Buildings may be destroyed from this damage.

Both sides may only use units that are Environmentally Sealed.

Attacker

Recommended Forces: Second Sword of Light (*Kokuryu-kai*), Sixth Benjamin Regulars, Fortieth Dieron Regulars

The Attacker will enter the battlefield from two map edges that are perpendicular.

Defender

Recommended Forces: First Genyosha; Word of Blake Ninth Division, Sathen's Snipers

Despite being listed as Defenders, neither the DCMS nor the Word (including Sathen's Snipers, now under a Word contract) will cooperate with each other and will fire on each other, if opportunity presents. Any Word of Blake forces set up within 3 hexes of one map edge, facing towards the center of the battlefield. Any DCMS forces may set up anywhere on the battlefield, but must be at least 5 hexes away from the edge and may not set up within 4 hexes of any Word of Blake units.

WARCHEST

Track Cost: 600 WP

Optional Bonuses

+300 Salvage: Cripple at least four enemy units and win both Objectives in order to capture them.

+100 Grudge Match: Destroy (not Cripple) the opponent's designated commander.

OBJECTIVES

1. Seizure: Retain control of both designated buildings. **(Reward: 200)**

2. Maximum damage: Destroy at least half of the opposing force. **(Reward: 300)**

SPECIAL RULES

The following rules are in effect for this track:

Seizing Buildings

In order to take control of a building, an operational unit (including units that are Crippled but not Destroyed) must remain in an adjacent hex for at least 5 turns. If any enemy units are adjacent to the same building during the End Phase of a turn, that turn will not count towards the total. Units do not need to be in contact the entire time, but the player's force *must* maintain uncontested contact for a total of 5 full turns.

Destroying a building has no effect on seizing the location for Objective purposes.

AFTERMATH

The combined attack was an initial success with the Black Dragons rolling over a Ninth Division salvage team. However, the distraction cost them, as the First Genyosha was primed and ready when the Fortieth Dieron hit their line. The fighting raged the better part of six hours in a bitter cat-and-mouse conflict; in the end, the Sixth lost their XO and was brutally hammered by the revenge-seeking Genyosha warriors.

FELINE FEROCITY

SITUATION

Kyoto Zen Arcology Project, Crane District

23 August 3072

Seeking revenge, the Nova Cat warriors of Xi Galaxy did not expect the utter ruthlessness of the Forty-second Shadow Division as the Blakists withstood another brutal push against their larger supply base.

Taking advantage of the situation, the DCMS launched a small flanking attack against the Forty-second, hoping to insert troops into their rear and cause enough confusion and give the Nova Cats a much-needed opening.

GAME SETUP

Recommended Terrain: Light Urban, Reclaimed Forest

Attacker

Recommended Forces: Xi Galaxy, Otomo / Izanagi Warriors

The Nova Cat units set up within two hexes of their declared home edge. DCMS units will enter from the opposite edge; the Combine units have blown their surprise early and automatically lose initiative for the first two turns.

Defender

Recommended Forces: Forty-second Shadow Division

The Defender sets up on the half of the battlefield that is opposite the Nova Cat's home edge. All units must be facing the Nova Cat edge.

WARCHEST

Track Cost: 600 WP

Optional Bonuses

+300 Caution-Flammable: Use the Fire and smoke rules from

Tactical Operations (see pp. 43-48, *TO*). Energy weapons that miss a target situated in a Woods hex roll 2D6; on a 5+, the hex ignites from the brittle timber.

+100 Grudge Match: Destroy (not Cripple) the opponent's designated commander.

OBJECTIVES

1. Sterilize: Destroy all of the opposition. **(Reward: 700)**

2. Cherry Picker: Pre-select no less than 30 percent of the opposing force's units before setup. Cripple or Destroy all of these units. These units do not have to be revealed to the opposing player. **(Reward: 400)**

AFTERMATH

The DCMS flanking attack was deflected in time, but caused enough disruption for a Nova Cat Star to penetrate the rear of the base. The Star caused a tremendous explosion that wiped out several units on both sides, thanks to the presence of chemical warheads stored amongst the Word's ammunition supply.

TUNNEL RATS

SITUATION

Takashi Memorial Spaceport, Customs Annex
28 November 3073

One of the most hotly contested areas on the planet, the Takashi Memorial Spaceport became the defacto battleground between Word and Black Dragon forces on planet. The Thirty-second Division's primary mission, as assigned by Precentor Belial, was to smash into the *Kokuryu-kai*'s main base of operations underneath the spaceport and root out the traitors—piece by piece, if necessary.

First, however, the Thirty-second had to establish a beachhead at one of the underground ingress/egress points.

GAME SETUP

Recommended Terrain: Industrial Zone, Dense Urban

Attacker

Recommended Forces: Thirty-second Division

The Attacker begins by entering at least half of their force from their designated home edge on Turn 1. The Attacker may enter the rest of their forces through Turn 4.

Defender

Recommended Forces: Fortieth Dieron, Second Sword of Light (*Kokuryu-kai*)

The Defender may set up anywhere on the half of the battlefield farthest from the Attacker's home edge. Any of the other edges are considered the Defender's home edge.

WARCHEST

Track Cost: 600 WP

Optional Bonuses

+400 Tunnel Rats: Designate three buildings as underground entrances/exits. Use the Underground rules, at right.

+200 Blitz: One unit must exit an opponent's home edge before the end of Turn 4 after traveling at least 20 hexes.

OBJECTIVES

1. Command: Destroy the opposition's command post. (This may be a designated 'Mech, vehicle, or building.) (**Reward: 300**)

2. Destruction: Cripple/destroy the opposition's entire force. (**Reward: 700**)

SPECIAL RULES

The following rules are in effect for this track:

Underground

The Defender designates three buildings as exit / entrances to the underground 'Mech tunnels; the buildings must be at least 10 hexes apart and cover at least two maps.

Using a separate mapsheet, construct a series of tunnels that connect the three buildings. At least one tunnel must exit out a map edge, indicating the passage to the spaceport bays. This can be done using the reverse side of many mapsheets (the "white" side), using the Ishiyama maps from the *MapPack: Solaris VII*, or utilizing an urban map with the non-paved hexes representing solid walls (and thus, impassable).

The Defender should note where the entry points are located by using a marking chit or dice on the main battlefield.

To enter the underground tunnels, a unit must end its movement on the marked hex. Elevator systems will then lower/raise the unit into the underground levels (treated as 4 levels below the battlefield surface) during the End Phase; the unit may move as normal on the alternate map in the next Movement Phase.

The elevators cannot be damaged and normal stacking rules apply. If all players agree, more advanced rules for movement and combat in tunnels can be in *Tactical Operations* (see *Tunnels*, p. 141, *TO*).

AFTERMATH

After a prolonged battle, the Thirty-second managed to find and destroy the Fortieth Dieron's main headquarters compound. However, a subsequent explosion from a *Kokuryu-kai* booby trap took out the Thirty-second's Command Level II and one of its *Overlord* DropShips. The resulting confusion gave the Black Dragon forces a chance to withdraw into the nearby urban landscape

LIGHT MACHINE

SITUATION

Skytower City, Buda Weapons Sector
14 March 3074

Under orders from Terra, the Forty-second Shadow Division is charged with seizing the Buda Weapons Skytower and capturing newly arrived Chief Researcher Hideoshi Yamika, who had somehow managed to smuggle himself and his weapons team onto the planet six months prior. ROM indicated that Yamika was desperately attempting to battlefield test a new weapons system that could turn the tide of the war.

The Word leaked its information to the *Kokuryu-kai*, in hopes that the rebels would attempt their own assault and wear down the defenders. They didn't have long to wait.

GAME SETUP

Recommended Terrain: Dense Urban, Reclaimed Forest, Industrial Complex

Attacker

Recommended Forces: Forty-second Shadow Division, Ninth Division, Fortieth Dieron Regulars, Second Sword of Light (*Kokuryu-kai*)

The Attacker may enter from any map edge, but all Word of Blake units do not enter the battle until the beginning of Turn 5. The Word

of Blake and Black Dragon forces do not cooperate with each other and will fire upon each other as opportunity presents itself.

Defender

Recommended Forces: First Genyosha, Otomo / Izanagi Warriors, Second Sword of Light (Samurai)

Before placing units, the Defender must secretly select one building as the one housing Yamika and his weapons team. The Defender may set up anywhere on the battlefield.

WARCHEST**Track Cost:** 1,000 WP**Optional Bonuses**

+400 Sinkholes: Whenever a unit fails a Piloting Skill Roll while occupying a paved hex, roll 2D6 for a Sinkhole Check. On a result of 6+, the pavement weakens and a hole opens up (Sublevel 1). Because the unit already failed its Piloting Roll, the unit automatically falls to the bottom of the Sublevel. Roll Falling Damage as normal.

+200 Fanatical: All units will fight to the death; all opponents must be destroyed either through head or center torso destruction. A 'Mech is not considered destroyed unless it is finished in this fashion.

OBJECTIVES

1. Maximum damage: Destroy at least half of the opposing force. **(Reward: 500)**

2. Capture the Technology: Retain control of the building that houses the scientist team (at right). **(Reward: 400)**

SPECIAL RULES

The following rules are in effect for this track:

Yakima's Technology Team

The building location is selected by the Defender at the beginning of the game. Every End Phase, the Attacker rolls 2D6. On a result of 9+, ROM has discovered the Team's location and broadcasts it to the Word, as well as leaks it to the Black Dragons.

To retain control of the building, a player must have a unit in an adjacent hex at the end of the game, with no other opposing forces in contact.

Optional rule: The player who controls Yakima's team at the end of the engagement may mount three Large X-Pulse Lasers (see p. 321, *TO*) on any units in a future Track.

AFTERMATH

The Forty-second managed to capture Yakima and his team as the Genyosha and the Fortieth hammered each other throughout the complex. Precentor Belial loaded the scientist and his prototypes onto a departing DropShip. Their fate is unknown.

DESTRUCTION**SITUATION**

*Sector 4-G8, Takashi Memorial Spaceport
21 December 3074*

Suddenly and without warning, a massive Ghost Bear flotilla arrived at a nearby pirate point and hammered their way into orbit. Rho Galaxy hot-dropped right on top of the Thirty-second Division's reinforced positions in and around the spaceport and engaged with ruthless efficiency.

GAME SETUP

Recommended Terrain: Dense Urban, Industrial Zone, Reclaimed Forest

At least half of the buildings on each map have already suffered 25 percent (rounding up) of their CF in damage (determined randomly).

Attacker

Recommended Forces: Rho Galaxy

The Attacker is hot-dropped onto the battlefield (see *Special Rules*).

Defender

Recommended Forces: Thirty-second Division

The Defender may place units anywhere on the battlefield, facing in any direction.

WARCHEST**Track Cost:** 1,000 WP**Optional Bonuses**

+400 Commanding Presence: Designate one unit as the overall commander of the force for each side. This unit must survive the battle. Increase the Piloting and Gunnery skills of the pilot by -1.

+300 Fuel Lines: Whenever a ballistic weapon misses its target, roll 2D6. On a roll of 11+, the ballistic shot hits an exposed fuel line, which explodes in the hex for 5 points of damage. Apply all damage as if the unit had set off a 5 point minefield (see p. 207, *TO*). Make this roll for every missed ballistic attack to the hex.

OBJECTIVES

1. Destroy, destroy, destroy! Destroy / Cripple at least 75% of the opposition. **(Reward: 1,200)**

SPECIAL RULES

The following rules are in effect for this track:

Hot Drop

Use the rules for *Landing Roll* under *Dropping Troops* (see p. 22, *SO*), with the following exception: All Rho Galaxy units roll against a landing target number of 4.

AFTERMATH

Rho Galaxy hit and hit hard, taking no prisoners. Less than a Level II survived the initial assault on the Thirty-second's main headquarters position, which suffered over 75 percent casualties. The Bear Galaxy was relentless, hunting down survivors and terminating them without prejudice. No pause was given to Luthien itself; by the time the last of the Thirty-second was killed, the massive Takashi Memorial Spaceport was in ruins and burning. The fires would rage over four days, ending when they ran out of fuel rather than due to the efforts of emergency crews. The spaceport's support systems, however, were severely damaged and would remain closed to public and commercial traffic until late 3075.

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **THRESHER EDWARD**

Movement Points: Tonnage: 60
Walking: 5 Tech Base: Mixed Tech
Running: 8 [10] (Clan)
Jumping: 5 3058

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Med. Laser*	RA	5	5 [DE]	—	4	8	12
1	MRM 20*	RA	6	1/Msl	—	3	8	15
				[M,C]				
1	ER Med. Laser*	LA	5	5 [DE]	—	4	8	12
1	Ultra AC/10	RT	3	10/Sht	—	6	12	18
				[DB,R/C]				
1	ER Med. Laser	LT	5	7 [DE]	—	5	10	15

*Inner Sphere

All Ammo protected by Clan CASE

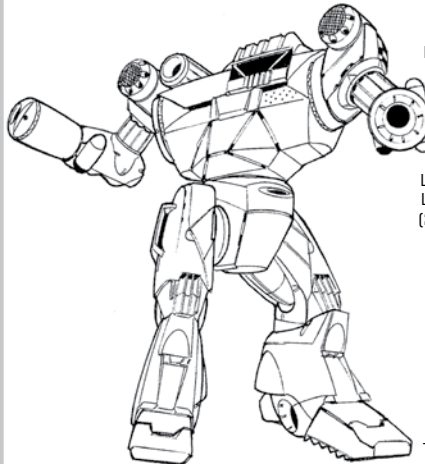
Cost: 13,163,200 C-bills

BV: 2,015

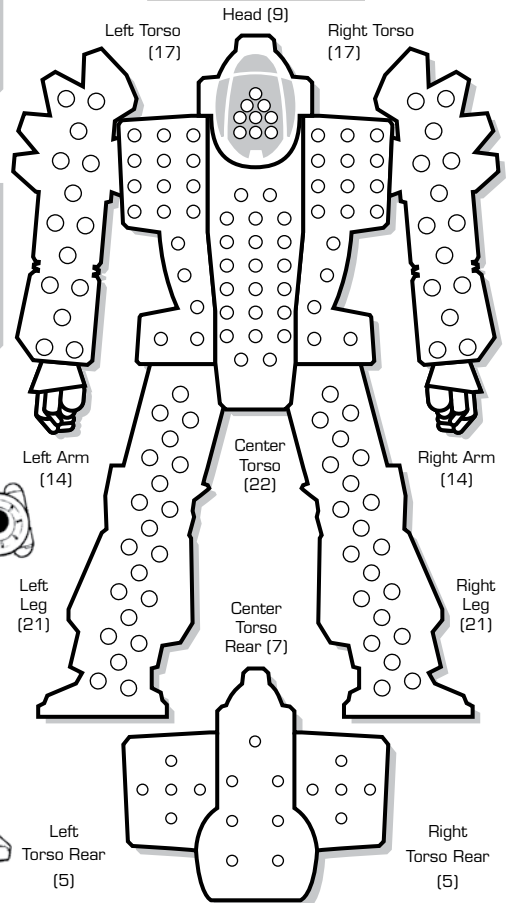
WARRIOR DATA

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
- ER Medium Laser*
- Endo Steel
- Roll Again

1-3

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

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- MASC
- MASC
- Endo Steel

1-3

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

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

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

Center Torso

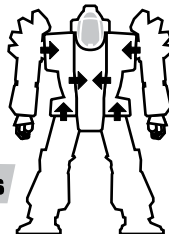
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Endo Steel

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- MRM 20*
- MRM 20*
- MRM 20*

1-3

- ER Medium Laser*
- Ammo (MRM) 12
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

1-3

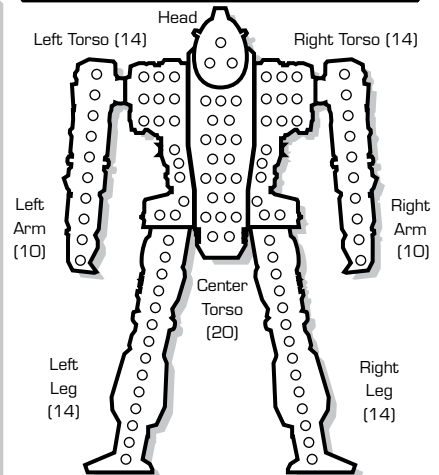
- Ammo (Ultra) 10
- Ammo (Ultra) 10
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

CLASSIC BATTLETECH

ARMOR DIAGRAM

Capital Scale



WARSHIP RECORD SHEET

Nose Damage Threshold
(Total Armor)
2 (16)

Fore-Left Damage
Threshold (Total Armor)
2 (19)

Fore-Right Damage
Threshold (Total Armor)
2 (19)

WARSHIP DATA

Type: VINCENT MK. 39 (CORVETTE)

Name: _____ Tonnage: 420,000
Thrust: _____ Tech Base: Inner Sphere
Safe Thrust: 4 2750
Maximum Thrust: 6
DropShip Capacity: 0
Fighters/Small Craft: 6 / 4 Launch Rate: 6/turn

Weapons & Equipment Inventory

Capital Scale (1-12) (13-24) (25-40) (41-50)
Bay Loc Ht SRV MRV LRV ERV
2 Barracuda (20 misls) N 20 4 4 4 4
1 NAC/10 (50 rmds) FL/FR 30 10 10 10 —
1 NAC/10 (50 rmds) L/R BS 30 10 10 10 —

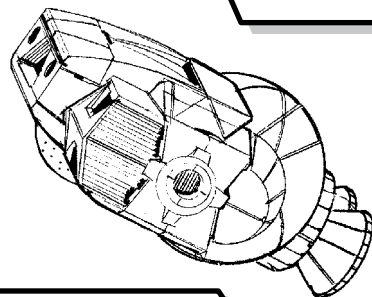
Standard Scale (1-6) (7-12) (13-20) (21-25)
Bay Loc Ht SRV MRV LRV ERV
2 Large Laser FL/FR 16 2(16) 2(16) — —
2 Large Laser L/R BS 16 2(16) 2(16) — —

Grav Decks: Grav Deck #1: 60-meter

Cargo:
Bay 1: Fighters (6) (2 doors)
Bay 2: Small Craft (4) (1 door)
Bay 3: Cargo (97,284 tons) (1 door)

Ammo: NAC/10 (200) Barracuda (20)

Cost: 2,161,153,054 C-bills BV: 14,691



CREW DATA

Gunnery Skill: _____ Piloting Skill: _____
Hits Taken 1 2 3 4 5 6
Modifier +1 +2 +3 +4 +5 Incp.
Crew: 153 Marines: 0
Passengers: 0 Elementals: 0
Other: 32 Battle Armor: 0
Life Boats/Escapes Pods: 0 / 8

CRITICAL DAMAGE

Avionics +1 +2 +5 Life Support +2
CIC +2 +4 D
Sensors +1 +2 +5
Thrusters
Left +1 +2 +3 D
Right +1 +2 +3 D
Engine -1 -2 -3 -4 -5 D

HEAT DATA

Heat Sinks: 493 Single
Heat Generation Per Arc
Nose: 20
Left/Right Fore: 46 / 46
Left/Right Broadside: 46 / 46
Left/Right Aft: 0 / 0
Aft: 0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										

CLASSIC BATTLETECH

ARMOR DIAGRAM

Capital Scale



WARSHIP RECORD SHEET

WARSHIP DATA

Type: **BARON (DESTROYER)**

Name: _____ Tonnage: 480,000
 Thrust: _____ Tech Base: Inner Sphere
 Safe Thrust: 2
 Maximum Thrust: 3
 DropShip Capacity: 0
 Fighters/Small Craft: 6 / 6 Launch Rate: 6/turn

Weapons & Equipment Inventory

Capital Scale			(1-12)	(13-24)	(25-40)	(41-50)
Bay	Loc	Ht	SRV	MRV	LRV	ERV
6 NL35	N	31	21	21	21	—
2 NAC/10 (80 rnds)	FL/FR	60	20	20	20	—
2 White Shark (20 msils)	FL/FR	30	6	6	6	6
10 NL35	L/R BS	520	35	35	35	—
2 NAC/10 (80 rnds)	AL/AR	60	20	20	20	—
3 NL35	A	156	11	11	11	—
2 White Shark (20 msils)	A	30	6	6	6	6

Grav Decks:
 Grav Deck #1: 65-meter

Cargo:
 Bay 1: Fighters (6) (2 doors)
 Bay 2: Small Craft (6) (1 door)
 Bay 3: Cargo (137,962 tons) (2 doors)

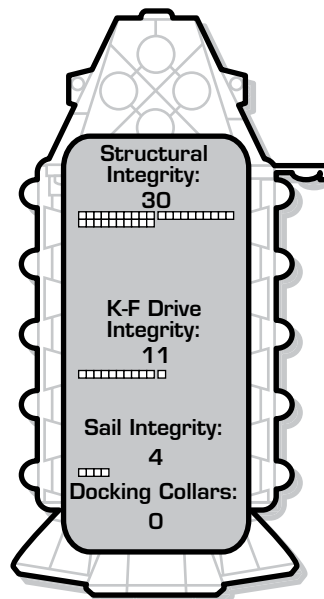
Ammo: NAC/10 (320) White Shark (60)

Cost: 1,994,117,518 C-bills BV: 27,692

Fore-Left Damage
 Threshold (Total Armor)
 3 (29)

Nose Damage Threshold
 (Total Armor)
 4 (31)

Fore-Right Damage
 Threshold (Total Armor)
 3 (29)



Aft-Left Damage
 Threshold (Total Armor)
 3 (29)

Aft Damage Threshold
 (Total Armor)
 3 (25)

Aft-Right Damage
 Threshold (Total Armor)
 3 (29)

CREW DATA

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

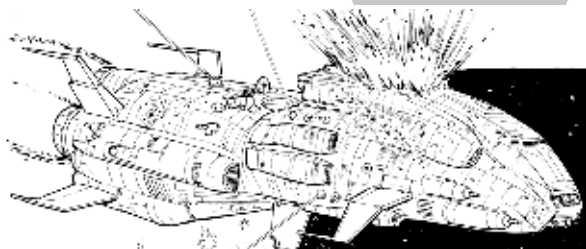
Crew: 233 Marines: 0
 Passengers: 30 Elementals: 0
 Other: 42 Battle Armor: 0
 Life Boats/Escape Pods: 13/38

CRITICAL DAMAGE

Avionics +1 +2 +5 Life Support +2
 CIC +2 +4 D
 Sensors +1 +2 +5
 Thrusters
 Left +1 +2 +3 D
 Right +1 +2 +3 D
 Engine -1 -2 -3 -4 -5 D

HEAT DATA

Heat Sinks: 1,100 Single
 Heat Generation Per Arc
 Nose: 312
 Left/Right Fore: 90 / 90
 Left/Right Broadside: 520 / 520
 Left/Right Aft: 60 / 60
 Aft: 186



VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										

CLASSIC BATTLETECH

ARMOR DIAGRAM

Capital Scale



WARSHIP RECORD SHEET

WARSHIP DATA

Type: CARSON (DESTROYER)

Name: _____ Tonnage: 510,000
 Thrust: _____ Tech Base: Inner Sphere
 Safe Thrust: 2
 Maximum Thrust: 3
 DropShip Capacity: 0
 Fighters/Small Craft: 6/6 Launch Rate: 6/turn

Weapons & Equipment Inventory

Capital Scale			(1-12)	(13-24)	(25-40)	(41-50)
Bay	Loc	Ht	SRV	MRV	LRV	ERV
2 Medium NPPC	N	270	18	18	18	18
2 White Shark (30 misls)	N	30	6	6	6	6
4 NL 45	FL/FR	280	18	18	18	18
2 NAC/30 (40 rnds)	L/R BS	200	60	60	60	—
NAC/20 (20 rnds)	AL/AR	100	30	30	30	—
NL/45	AL/AR	70	5	5	5	5
2 NL/45	A	140	9	9	9	9
White Shark (30 misls)	A	15	3	3	3	3

Grav Decks: Grav Deck #1: 80-meter

Cargo:
 Bay 1: Fighters (6) [2 doors]
 Bay 2: Small Craft (6) [1 door]
 Bay 3: Cargo (144,444 tons) [2 doors]

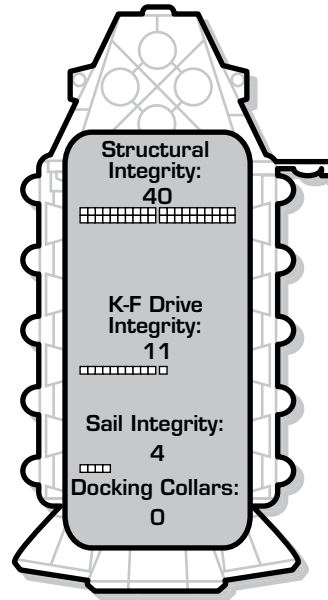
Ammo: NAC/30 (120) White Shark (60)

Cost: 2,253,899,066 C-bills BV: 43,435

Nose Damage Threshold
 (Total Armor)
 5 (42)

Fore-Left Damage
 Threshold (Total Armor)
 4 (35)

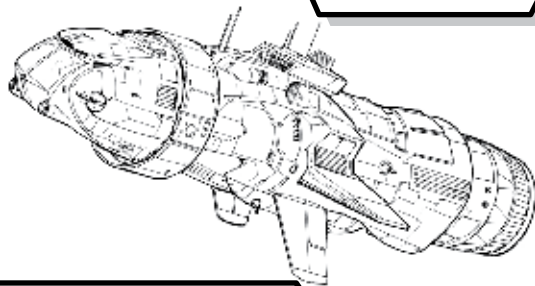
Fore-Right Damage
 Threshold (Total Armor)
 4 (35)



Aft-Left Damage
 Threshold (Total Armor)
 4 (35)

Aft Damage Threshold
 (Total Armor)
 4 (31)

Aft-Right Damage
 Threshold (Total Armor)
 4 (35)



CREW DATA

Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken: 1 2 3 4 5 6
 Modifier: +1 +2 +3 +4 +5 Incp.
 Crew: 208 Marines: 0
 Passengers: 0 Elementals: 0
 Other: 42 Battle Armor: 0
 Life Boats/Escape Pods: 15/27

CRITICAL DAMAGE

Avionics +1 +2 +5 Life Support +2
 CIC +2 +4 D
 Sensors +1 +2 +5
 Thrusters
 Left +1 +2 +3 D
 Right +1 +2 +3 D
 Engine -1 -2 -3 -4 -5 D

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										

HEAT DATA

Heat Sinks: 1,500 Single
 Heat Generation Per Arc
 Nose: 300
 Left/Right Fore: 280 / 280
 Left/Right Broadside: 200 / 200
 Left/Right Aft: 170 / 170
 Aft: 155

CLASSIC BATTLETECH

WARSHIP RECORD SHEET

WARSHIP DATA

Type: **BLACK LION (BATTLECRUISER)**

Name: _____ Tonnage: 810,000
 Thrust: _____ Tech Base: Inner Sphere
 Safe Thrust: 3 2691
 Maximum Thrust: 5
 DropShip Capacity: 4
 Fighters/Small Craft: 18/10 Launch Rate: 12/turn

Weapons & Equipment Inventory

Capital Scale		[1-12] [13-24][25-40](41-50)				
Bay	Loc	Ht	SRV	MRV	LRV	ERV
2 NAC/10 (46 rnds)	N	60	20	20	20	—
2 NAC/30 (46 rnds)	N	200	60	60	60	—
4 White Shark (40 misls)	FL/FR	60	12	12	12	12
1 Barracuda (10 misls)	FL/FR	10	2	2	2	2
2 NAC/30 (44 rnds)	FL/FR	200	60	60	60	—
2 NAC/30 (44 rnds)	FL/FR	200	60	60	60	—
3 NAC/20 (36 rnds)	L/R BS	180	60	60	60	—
3 NAC/20 (36 rnds)	L/R BS	180	60	60	60	—
2 NAC/20 (24 rnds)	L/R BS	120	40	40	40	—
1 Barracuda (10 misls)	L/R BS	10	2	2	2	2
3 NAC/20 (39 rnds)	AL/AR	180	60	60	60	—
3 NAC/20 (39 rnds)	AL/AR	180	60	60	60	—
2 NAC/20 (26 rnds)	AL/AR	120	40	40	40	—
1 Barracuda (10 misls)	AL/AR	10	2	2	2	2
2 NAC/30 (44 rnds)	A	200	60	60	60	—
2 NAC/30 (44 rnds)	A	200	60	60	60	—
2 NAC/30 (44 rnds)	A	200	60	60	60	—

Grav Decks:

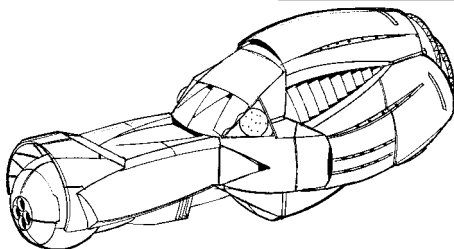
Grav Deck #1: 65-meter
 Grav Deck #2: 85-meter

Cargo:

Bay 1: Fighters (18) (4 doors)
 Bay 2: Small Craft (10) (2 doors)
 Bay 3: Cargo (73,453 tons) (1 door)

Ammo: NAC/20 (400) Barracuda (60)
 White Shark (80) NAC/30 (354) NAC/10 (46)

Cost: 7,031,760,986 C-bills BV: 213,343

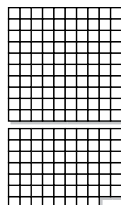
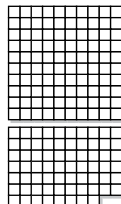


VELOCITY RECORD

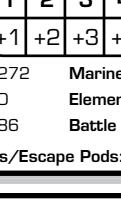
Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										

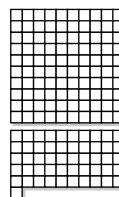
Fore-Left Damage
 Threshold (Total Armor)
 17 (168)



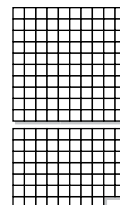
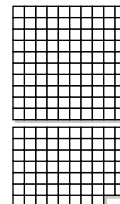
Aft-Left Damage
 Threshold (Total Armor)
 17 (168)



Nose Damage Threshold
 (Total Armor)
 16 (151)

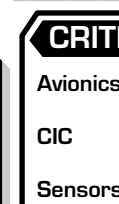
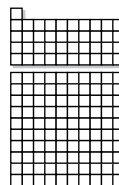


Fore-Right Damage
 Threshold (Total Armor)
 17 (168)



Aft-Right Damage
 Threshold (Total Armor)
 17 (168)

Aft Damage Threshold
 (Total Armor)
 16 (151)



CREW DATA

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 272 Marines: 0
 Passengers: 0 Elementals: 0
 Other: 86 Battle Armor: 0
 Life Boats/Escapes Pods: 0/20

CRITICAL DAMAGE

Avionics	+1	+2	+5	Life Support	+2
CIC	+2	+4	D		
Sensors	+1	+2	+5		
Thrusters					
Left	+1	+2	+3	D	
Right	+1	+2	+3	D	
Engine	-1	-2	-3	-4	-5 D

HEAT DATA

Heat Sinks:	Heat Generation Per Arc
1,837	Nose: 260
(3,674)	Left/Right Fore: 470 / 470
Double	Left/Right Broadside: 490 / 490
	Left/Right Aft: 490 / 490
	Aft: 600

