



# Turning Point: **Booker**

**3152**







# Turning Point: Booker

---

3152



## Table of Contents

<b>Carthago Delenda Est .....</b>	<b>3</b>
<b>Introduction.....</b>	<b>6</b>
Resolving scenarios.....	6
Repairs .....	6
Scaling Games .....	7
Battle Value.....	7
<b>Historical Overview.....</b>	<b>8</b>
<b>Booker.....</b>	<b>10</b>
<b>Booker III.....</b>	<b>10</b>
Map Based Campaign Strategic Locations .....	12
<b>Combatants.....</b>	<b>14</b>
<b>Magistracy of Canopus.....</b>	<b>14</b>
1 <sup>st</sup> Canopian Brigade “Farmers of the Outback”.....	14
Gabrielle’s Pride .....	15
<b>Marian Hegemony.....</b>	<b>16</b>
VI Legio, “Ripariensis” .....	16
Prima Cohors .....	16
Tertia Cohors .....	17
Quinta Cohors .....	17
<b>Marian Hegemony Unit Structure.....</b>	<b>18</b>
Military Structure Breakdown .....	18
Structure by Force Level.....	19
<b>Map-Based Campaign .....</b>	<b>21</b>
<b>Campaign Turns .....</b>	<b>21</b>
Day Zero.....	21
Actions .....	21
Special Equipment/Sites .....	28
<b>Scenarios .....</b>	<b>29</b>
<b>Special Rules .....</b>	<b>30</b>
Extended Operations and the Baggage Train.....	30
Forces Withdrawal.....	30
Identify/Scan Action .....	30
Weather .....	31
<i>Changing weather</i> .....	31
Unrest and War Crimes .....	32
Force Commanders.....	33
Command Centres .....	33
DropShip/AeroSpace Landing Zones.....	33
<b>Experience Points .....</b>	<b>33</b>
<b>Victory .....</b>	<b>34</b>
<b>Random Force Construction Tables .....</b>	<b>35</b>
<b>Random Assignment Tables.....</b>	<b>37</b>



# Turning Point: Booker

## Carthago Delenda Est

### Dropship *Liburna*

#### Booker III

#### Canopian space

**09:32 am, February 9, 3152**

“Attention, prepare for drop,” declared the artificial voice of the Leopard’s systems. Sitting in the cockpit of her Rifleman, Centurion Alessia Konstanz fought the urge to throw up. It was ridiculous, honestly, how even now her anxieties plagued her. Her! A centurion of the II Maniple of the Cohort Prima!

Not that her soldiers knew. Or if they did, had the common sense to not notice. But it only made sense – as invulnerable as one was in a BattleMech, combat drops were a uniquely terrifying experience. An alarm rang out and she was jolted in her seat as the gantries around her machine swung away, leaving the Rifleman dangling off the claw meant more for disassembly than... this.

But Prefect Brinkman had been clear – they were to fall upon the Canopians and smash them before they could organise any true resistance. Simply landing and moving out to engage the targets would offer them the opportunity to mass their forces enough to repel the incoming assault. So it had been decided to combine the landings with an initial attack, aiming to decapitate the defenders.

Even now, the Canopians would be massed in their bases, keenly watching the Marian forces enter orbit after having spent several days approaching the planet from a pirate point. Watching and waiting to see where they would land, and begin operations once having figured out the best way to take advantage of the terrain. A definite advantage they held over the Legio VI, which was why the Prefect refused to let them have it.

His strategy was simple and brutal, and certain to exact a heavy toll on them and their enemies – a combat drop directly onto the Canopian positions, relying on the heavy armour of the Legio VI’s BattleMechs to weather the initial violence.

A klaxon blared and the dropship’s bay doors slid open. The claws slowly slid out, and Alessia couldn’t help but glance down, at the tumultuous mass of clouds beneath her Rifleman.

“Strength and honor, centurion,” said Max, the one member of their maniple forced to sit out the drop – leopards could only deploy four BattleMechs at a time, as was the Inner Sphere standard after all. The man was stuck in his Archer in the retrofitted cargo-bay, forced to wait for the dropship to land before he could join them in battle. Still, he had taken being side-lined in good grace, especially as his Archer was poorly suited for what was to come.

“Strength and honour,” Alessia replied, as a siren warbled and the claw released.



## **TeeJay Forward Operating Base**

**Booker III**

**Canopian space**

**09:33 am, February 9, 3152**

“They’re not bombing!” yelled Edward, dropping the binoculars and clambering up the trench. “Get on the radio – we got ‘Mech drop!”

The other members of the platoon sprung into action as well, swiftly surging out of their shelter to retake their positions at the various defences scattered around the base. When command had noted the Marian dropships paths taking them directly over several installations, they had assumed the enemy would carry out several opportunistic bombing runs to distract from their landings and so the majority of staff had retreated to the bunkers and trenches to weather the incoming storm. But instead, the mad bastards were deploying mid-flight.

“Paulie, Jefferson, get that gun rotated! Finley, contact the militia and get them underway!” Edward barked as he reached the field guns they had abandoned. Technically, he had no authority to command the Booker militia, but no one argued with the sage old military saying – a sergeant in motion outranked an officer at rest. He grunted as he reached their entrenched guns, almost tripping over one of the ammo boxes someone had left in the way in their scramble to safety. Damn things were now facing the wrong way, and they had scant moments to fix that.

His platoon threw themselves to the task with well-drilled ease, the air-raid siren still wailing. It was joined after a moment by the alarms signifying the heavy elevators were coming up, bringing the Highlander’s BattleMechs up from their fortified hangars. The 1<sup>st</sup> Battalion would make short work of the Marians, Edward knew. They weren’t one of the finest forces in Canopian space for nothing!

## **TeeJay Forward Operating Base**

**Booker III**

**Canopian space**

**10:48 am, February 9, 3152**

Over an hour.

That is how long it took for the Cohort Prima to take TeeJay.

Alessia couldn’t help but click her tongue in displeasure at the thought. Even if their opponents had been elite-rated, that was far too long. The initial assault had taken all of a half-hour, the Marian machines under fire from all sides, rapidly linking up into groups from wherever they had landed to shield each other’s rear armour with their bulks.

But even as they slowly whittled down the Highlanders, the Canopians had retreated from the base, letting the Legio VI think they had won before harrying them as they sought to consolidate their victory. Realizing what they were doing, Prefect Brinkman had had his



forces chase down the Highlanders as best they could, even using the stray mechs that had been unable to take part in the drop to herd the Canopian BattleMechs back towards the base once they had managed to deploy from the landed DropShips.

Even then it had been a hard fight, Alessia admitted to herself.

Her Rifleman was armour critical, whilst the Merlin and Quickdraw of her maniple were entire write-offs. And the JaegerMech was mostly fine thanks to a bad landing smashing it's gyroscope and taking it out of the fight entirely before it had even begun, and it was a similar story across the Cohort. Even the Prefect's modified Atlas AS-7Dr showed signs of heavy damage, though he piloted it with enough experience to make it seem superficial.

And it approached them now, clustered around the form of a Victor – the personal machine of the Highlanders Colonel – one Jacob Kennedy, Alessia recalled from the briefings. The Victor had been forced to a kneel and was held by it's arms by a flanking Marian Highlander and Thunderbolt.

The man had had the devil's own luck, having managed to land a shot on almost every Marian mech that had dropped onto TeeJay, and being amongst the last to fall despite the firepower focused on him throughout the battle. But luck never lasts, especially on the battlefield, and now in front of the survivors of the Cohort Prima, it would finally run out.

Brinkman's Atlas approached at a steady gait, playing the role of executioner perfectly. He had to, for he was the vanguard of their invasion, and the BattleROMs of his deeds would do much to further their cause. Never-mind that the stabilisers were shot and to move any faster than a crawl would risk tipping his precious machine face-first into the asphalt.

Her Rifleman was still, as were the rest of the machines piloted by the officers of the Cohort, arranged in a semi-circle around the enemy mech. Prefect Brinkman's Atlas loomed over the kneeling Victor, its distinctive visage modified to appear like a roman galae helm complete with red crest. It held a gladius like sword in the right hand and legionnaire's scutum shield emblazoned with the arms of Legio VI on the left arm, truly making it seem like a soldier of old Terra, who had marched to conquer the world in ranked legions.

The skull face of the machine seemed almost contemplative as it stared at its fallen foe – or maybe pitying. Not that that changed things, as their orders had been clear – no quarter offered or given. And so, the Atlas raised its gladius over the Victor's cockpit, and after a heartbeat, drove it down to end the life of another who had sought to curtail the march of the Marian Hegemony.

It would not be the last time Alessia would bear witness to such an act.



## Introduction

Turning Point Booker is a campaign resource which can be used with a variety of different BattleTech and AlphaStrike products to play either as a campaign or set piece scenarios. Players can select the rules that they wish to use in playing to reflect the level of complexity they want.

This supplement details the forces available to the Marian Hegemony and Magistracy of Canopus, the locations on Booker, a planetary map, and extended Map Based Campaign rules.

A full Table of Ordinance and Equipment for each faction can be found in the Supplementary document. Players may use this, or they may generate their own forces (either randomly or by choice using BV).

### Resolving scenarios

When forces clash in open warfare players have a variety of options to choose from:

**Total Warfare (BattleTech)** – Players may use the BattleTech Total Warfare/BattleMech Manual and TechManual to play scenarios in detail.

**AlphaStrike** – Players may wish to use the AlphaStrike rules to allow for quicker resolution of large-scale battles.

**Interstellar Operations: Battle Force** – Players may choose to use BattleForce and Strategic BattleForce rules to play the campaign on a very large scale at the Battalion/Regiment level.

### Repairs

Players may choose from a variety of methods to handle repairs and maintenance:

**No repairs** – At the end of a battle when a repair action is undertaken all units that are not truly destroyed are repaired and all personnel are healed (unless KIA).

**Chaos Campaign** - Each Force receives 3000 WP per Battalion/Cohort (1000 WP per Company/Maniple). WarChest Points are awarded at the end of each scenario (as per Campaign Operations or Total Chaos), Salvage can be claimed, and repairs may be made. (See [A Chaos Campaign Guide to...](#) for more details)

**Campaign Operations** – Maintenance and/or repair of forces can be tracked rules in Campaign Operations. Forces may have an operating budget of 10% of their total value (not counting DropShips/JumpShips) to purchase spare parts – or you may assume each force has spare parts available.

**Battle Field Support Points** – Players may elect to use the Battle Field Support Points rules rather than AeroSpace and Artillery rules. Players with Light or Medium AeroSpace fighters can use: Light Strike, Light Bombing, Strafe or Light Air Cover. Players with Heavy AeroSpace fighters can use Heavy Strike, Heavy Bombing, Strafe and Heavy Air Cover. LongTom Artillery can also be purchased.



## Scaling Games

To make such a large campaign more manageable, whenever two forces meet in a scenario you may elect to scale the game by only controlling a fraction of the force e.g. 1/3<sup>rd</sup>. Once the battle is over, count the number of units that have been damaged or truly destroyed and apply that damage to each other fraction of the force randomly.

*The 1<sup>st</sup> Canopian Brigades 1<sup>st</sup> Battalion encountered the VI Legio Prima Cohor. Rather than have 36 Mechs vs 30 Mechs, each players decide to play only 1/3<sup>rd</sup> the force with 1 company (12) vs 1 Maniple (10).*

Players may also elect to only control a part of the larger force e.g. 1 company, for the campaign.

## Battle Value

Players may decide to set the Battle Value of each scenario. In this case each player may select units from their force up to that set Battle Value.

Players may however choose not to use Battle Value – but should then accept that engagements may not be balanced – sometimes war is not fair!

## Credits

**Lead Writer/Designer:** Stuart "StrategosLevel3"

**Map Art:** George

**Editors:** BattleTech UK Southeast, Richard, Simon "Landmine"

**Fiction:** Lukasz Furmaniak

**Cover:** FleetfootMike/Mill House Studios Ltd

**A BattleTech UK Southeast production**

**Cover Background:** NASA/JPL-Caltech/UCLA

### With thanks to:

Michael Ciaravella and Philip A. Lee and the team for writing Empire Alone

Sarna.net - the best wiki on the web!

CamoSpecs Online – camo schemes and miniatures images

MegaMek.org – used in production of record sheets and custom builds

**This document is produced under creative commons licence and is not affiliated or endorsed by Catalyst Games Labs or Topps.**



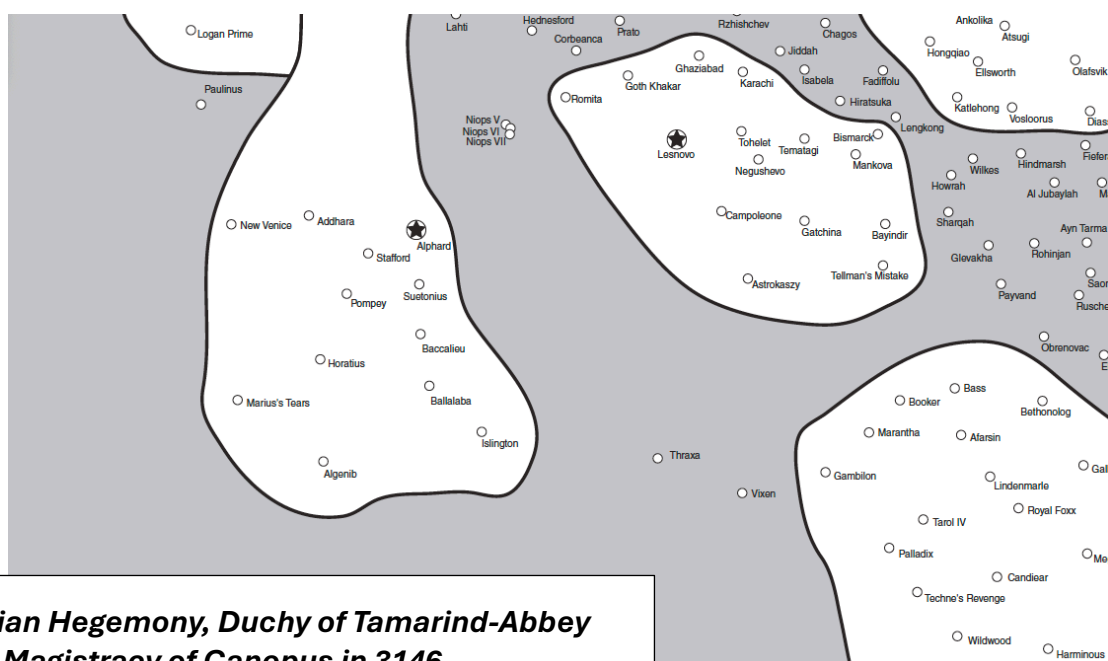
## Historical Overview

In February 3150, after a year of raiding worlds in the Tamarind Abbey province of the Free Worlds League, Caesar Ignatius O'Reilly ordered the Marion Hegemony Armed Forces (MHAF) VI Legio "Ripariensis", to invade the non-aligned world of Thraxa, and then move onto the Magistracy worlds of Gambilion and Marantha, although they failed to take Campeleone and Denebola. In response the Magistracy Armed Forces (MAF) First Canopian Brigade, First Magistracy Highlanders and Third Canopian Fusiliers retook the worlds of Gambilion and Marantha in a short brutal campaign.

Not satisfied with seeing off the VI Legio, in June the First Magistracy Highlanders and hired mercenary unit Markson's Marauders traversed the long distance to the Marion world of Islington. Arriving in August they launched their own planetary invasion against the MHAF VI Legio. While fighting continued on Islington, on Nov 1 the Third Canopian Cuirassiers and Second Canopian Light Horse arrived at the neighbouring system of Ballalaba, where they faced a dug in IV Legio. After intense fighting the MHAF withdrew from both works but continued to launch raids throughout 3151 contesting the two formed Marian worlds.

On February 4, 3152, the Marian Hegemony, VI Legio, launched a second invasion of the Magistracy of Canopus using the occupied formerly non-aligned world of Thraxa as a staging post, once again targeting Gambilion and Martha, and the world of Booker III.

The world of Booker III was defended by the First Magistracy Highlander's First Battalion under Colonel Jacob Kennedy. As Marian JumpShips appeared at a pirate point in close proximity to Booker III, Kennedy had little warning as the DropShips from the VI Legios veteran *Prima* and *Tertia Cohors* dropped on to the planet, targeting the First Battalions Forward Operating Base. In a brutal fight, where no mercy was given, the forces of the Highlanders 1<sup>st</sup> Battalion were destroyed to the last 'Mech. Prefect Dominic Brinkman, of Prima Cohor, was reported to have delivered the coup de grace to Colonel Jacob Kennedy's downed Victor BattleMech, driving the gladius held by his modified Atlas, through the head of the Victor.



**Marian Hegemony, Duchy of Tamarind-Abbey and Magistracy of Canopus in 3146.**



The VI Legios' units had taken a great deal of damage and 25% material losses. Using salvage from the Highlanders and the materials left in the TeeJay Forward Deployment Base, they were able to within a month return to full strength. After securing the planet the VI Legios Quinta, a second line support cohort, arrived to reinforce the world.

As word spread, the people of the Magistracy were incensed at the act of aggression, but the Magistracy Armed Forces were not in a position to respond rapidly, with many forces still bogged down on Islington and Ballalaba. Colonel Isolde Centrella, the daughter of Regent Serrin Centrella, on her own initiative, commandeered the *Magestrix* own JumpShip, the *Kossandra Centrella*, and jumped to Canopus IV where she met with the mercenary Colonel Gabrielle Martino of Gabrielle's Pride. Under the recommendation of Countess Skylar Abbett-Centrella, a friend and possible lover of Col. Martino, Isolde hired the entire regiment, paying the retainer from her own private account.

On 22 March, the *Kossandra Centrella* jumped to Lindemarle where, after a 3 week wait, they rendezvoused with two battalions of the First Canopian Brigade "The Farmers of the Outback" on 19 April. The third battalion had yet to arrive, but the decision was made that the third would have to catch up to them at Booker.

On 27 April, the *Kossandra Centrella*, arrived in the Booker system at a pirate point 18 hours out from Booker III, and launched DropShips. The Legio VI forces detected the emergence wave from the DropShop and loaded their forces onto their DropShips ready to make a Sub Orbital Hop to where ever the Magistracy forces set down.



## Booker

The Booker system was either settled by the Magistracy of Canopus during the Star League era at some point after the end of the Reunification War, or was an already-settled system that became significant enough for Inner Sphere nations to begin recording its location on maps.

## Booker III

Booker III, more commonly known simply as Booker, is the third planet in the Booker system and during the thirty-first century was the location of the Bermuda Combat Systems industrial manufacturer.

In 3132 on Grey Monday, the HPG class B failed, and despite many attempts was unable to be repaired. Most of the ComStar adepts were reassigned, but some did remain to administer the planetary communications via three communication satellites. When the Legio VI arrived, the remaining former ComStar Adepts did not resist the change in planetary government.

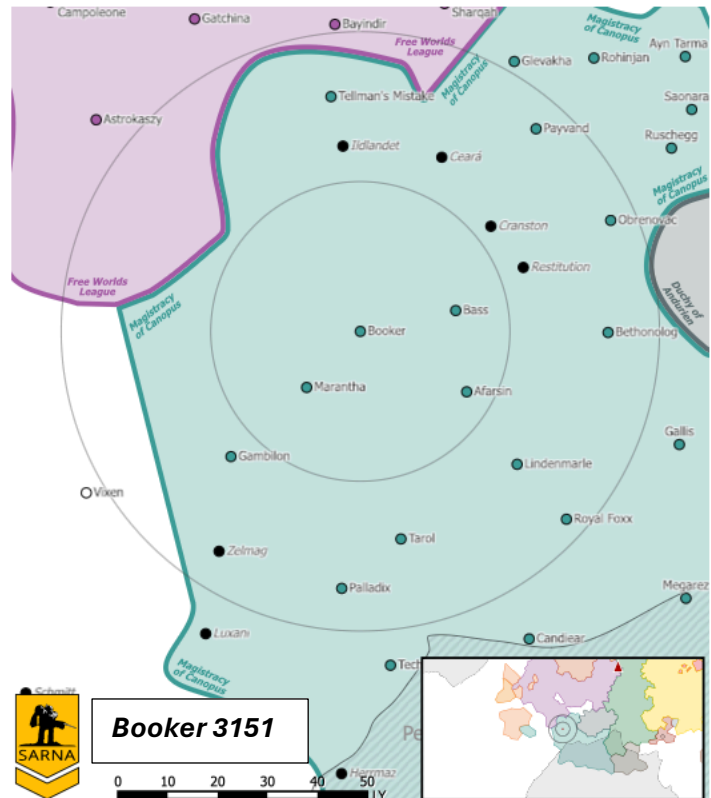
The capital city of Hamilton, on the continent of Somers, is a sprawling metropolis of 5 billion people. It sits overlooking a tropical bay, where water sports are one of the main income generators, although numbers have fallen as chaos gripped and the InnerSphere slid into a dark age. The main planetary spaceport lies just 10 km to the east of the city.

Most of the food production occurs on the continent of Sommers (Agriculture A) and was exported off world. Many tropical crops and fruits are grown, and the city is powered by large wind and solar arrays. The local avian life is also a great attraction with many brightly coloured bird analogues, some of which have been known to mimic voices and other sounds such as the iridescent magpie like Booker Jay.

Most luxury items and technical components need to be imported onto the world (and have in the last 18 years become very rare), and the industry present is only able to produce only moderately advanced components, much of it is agriculture based (Tech C). There are some small-scale factories but the largest, Bermuda Combat Systems is on the continent of Strachey (Industry C, Output C) where most of the metal mining occurs (Materials B).

Most major cities are built near water and use large surface vessels to transport raw materials between continents, as many roads become quickly impassable in the tropical regions due to rapid growth of the local flora. DropShips are also quite rare on the world.

The Hamilton government are currently under house arrest as Prefect Brinkman has assumed direct military rule of the city. Many are against the invasion of the planet, but





some are disillusioned by the lack of leadership and protection from the *Magestrix* in the turmoil of the Dark Age.

**Star Type (Recharge Time):** G8V (189 Hours)

**Position in System:** 3<sup>rd</sup>

**Time to Jump Point:** 6.19 Days

**Number of Natural Satellites:** None

**Surface Gravity:** 0.9

**Atm. Pressure:** Standard (Breathable)

**Equatorial Temperature:** 40 Degrees (Tropical)

**Surface Water:** 50%

**Recharge Station:** None

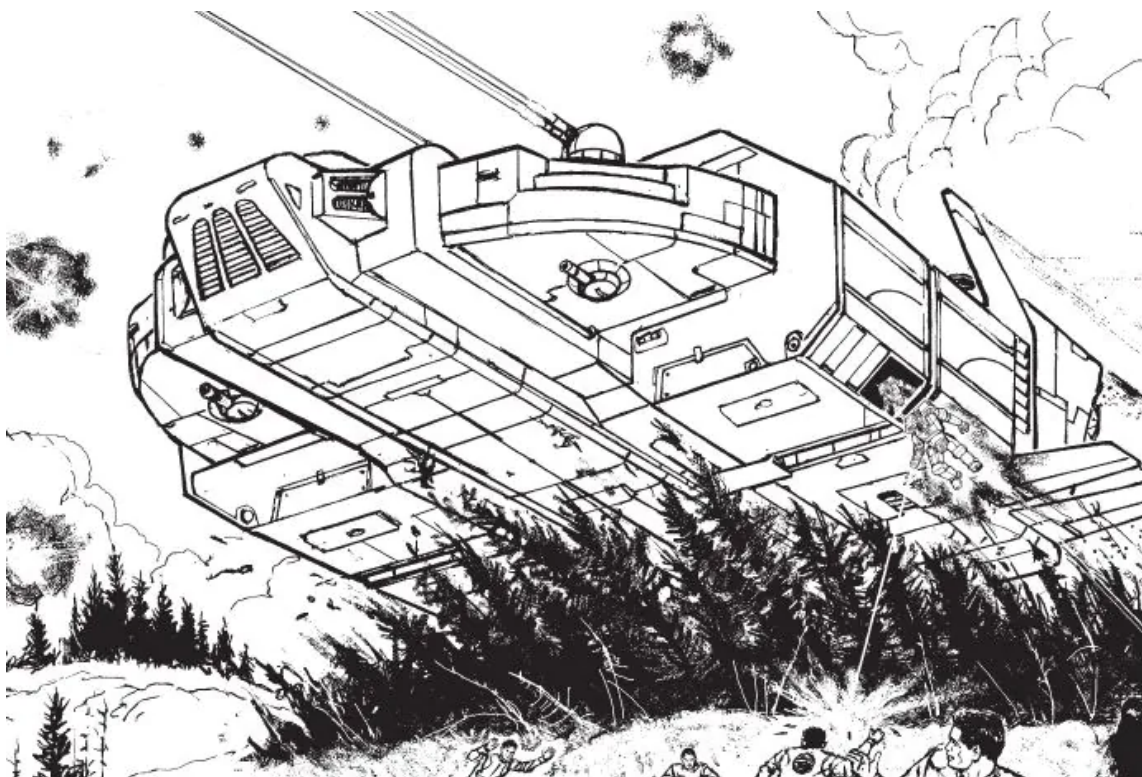
**HPG Class:** B (Non-Functional/Abandoned)

**Highest Native Life:** Avian

**Population:** 9,500,000 (3152)

**Socio-Industrial Levels:** C-C-B-C-A

**Landmasses:** 3 (Hatteras, Somers [Capital Hamilton], Strachey)



## Map Based Campaign Strategic Locations

**(G25) Bermuda, Bermuda Combat Systems Manufacturing Facility, Somers:** City. Port. Repair Facility (BM). Repair Facility (CV). Turret Defence (2 x Twin AC10, 2 x Quad LRM15). DropPort (Medium). Recruitment. Ammo Dump. Supply Dump. Players may replace any destroyed Combat Vehicle with Humming Bird VTOLs (Up to 4 Vehicles). Players may replace any destroyed BattleMech with a Shadow Hawk SHD-2H (up to 4 BattleMechs) or Wasp WSP-1A (up to 4 BattleMechs).

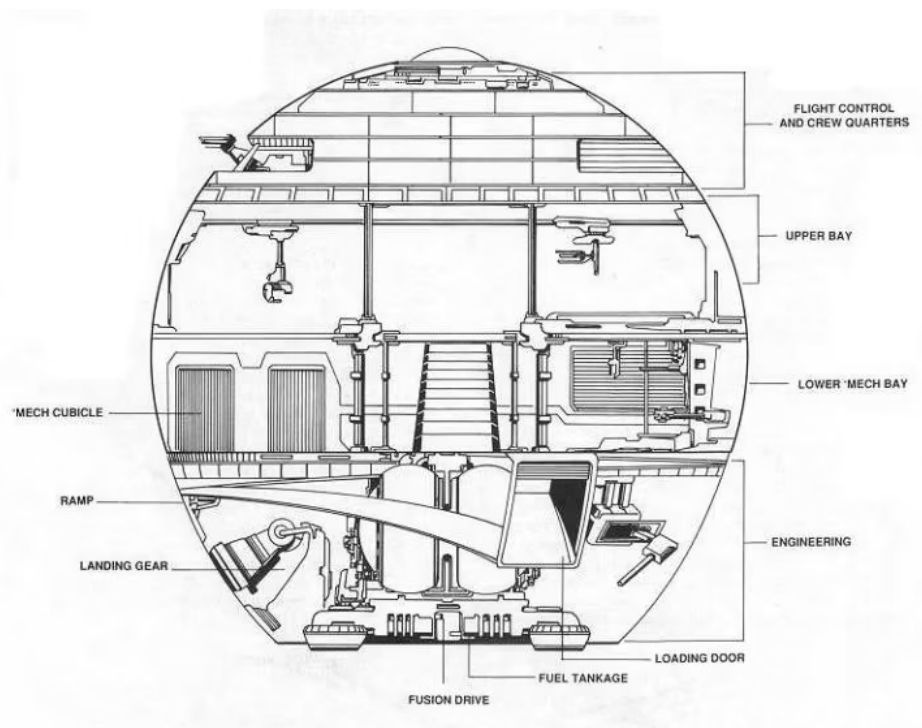
**(H18) Hamilton (Strachey):** Capital City. Port. Government. Command Centre [+2 Initiative]. Hospital (Elite Doctors). Recruitment Point. Repair Bay (BM). Repair Bay (CV). Supply Dump.

**(H18) Hamilton Space Port (Strachey):** DropPort (Large). Repair Facility (AF). Repair Facility (DS). Radar. Deep Space Array. Command Centre [+2 Initiative]. Ammo Dump. Supply Dump. Merchant DropShips (3 x Mules).

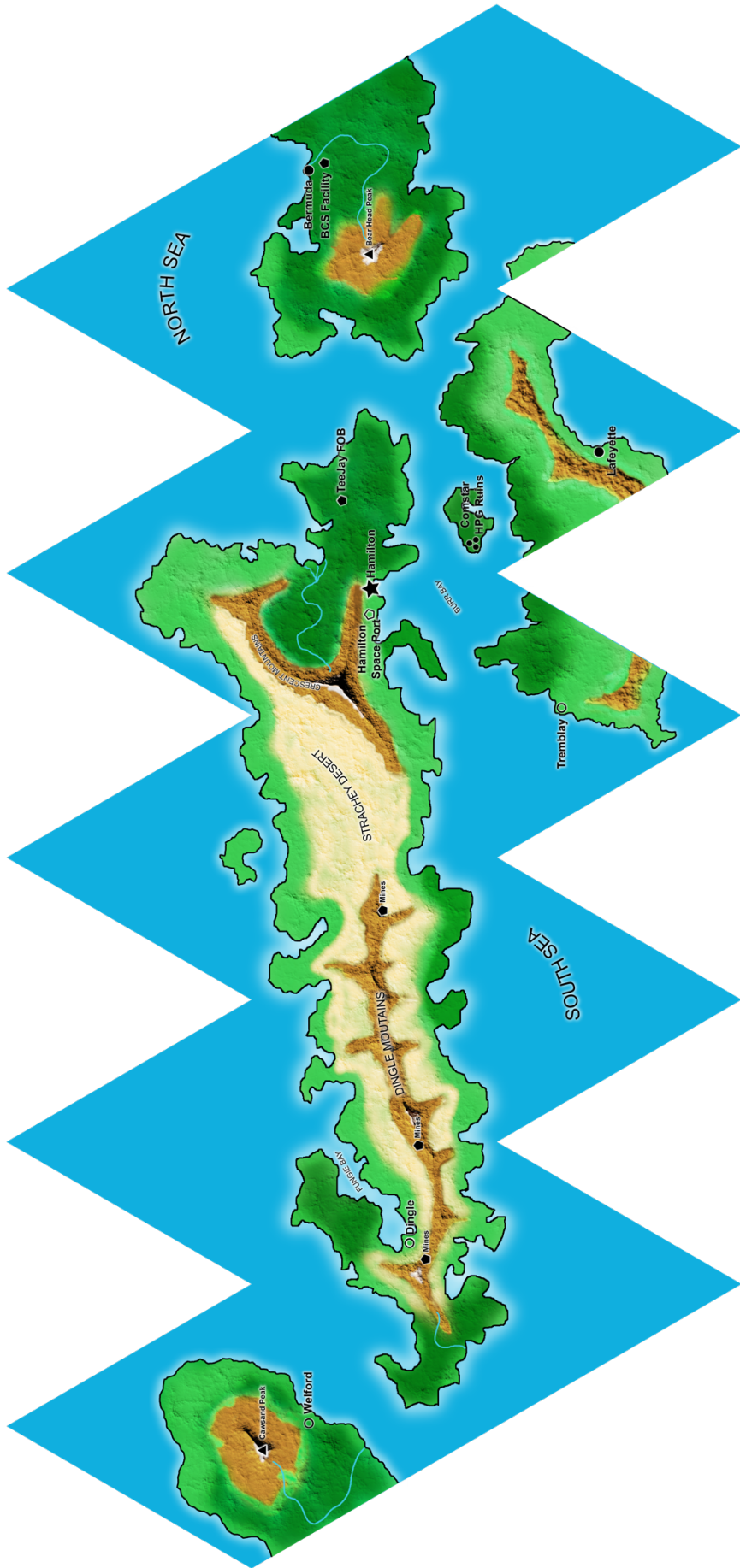
**(H20) TeeJay Forward Deployment Base (Strachey):** Turret Defence (2 x Twin AC10, 2 x Quad LRM15, 2 x Twin ER PPCs, 2 x Quad Lasers 1LL/2ML/1SL). Command Centre [+2 Initiative]. Repair Bay (BM). Repair Bay (CV). Drop Port (Small). Ammo Dump. Supply Dump.

**(J19) Abandoned ComStar HPG/ComCentre (Strachey):** Deep Space Array. Radar. Command Centre [+2 Initiative]. Drop Port (Small). Orbital Uplink: Satellites x 3.

**(M20) Lafayette (Hatteras):** City. Command Centre [+2 Initiative]. Hospital (Veteran Doctors). Recruitment Point. Repair Bay (BM). Repair Bay (CV). DropPort (Medium). Supply Dump.







# Combatants

## Magistracy of Canopus



### 1<sup>st</sup> Canopian Brigade “Farmers of the Outback”

Deployed to the far anti-spinward reaches of the Magistracy since the turn of the century, the First Canopian Brigade has seen more combat than most forces in the MAF. The deployment was originally seen as a punishment for the brigade’s lax command structure and unwillingness to heed directions from the high command, but now the distance from Canopus IV is seen as a gift.

With little overwatch on the fringes, the First Brigade enjoys the freedom to move from system to system at a moment’s notice, and to shift tactics when presented with new challenges without awaiting approvals from Canopus IV.

After the Duchy of Andurian invaded the Capellan Confederation, the 1<sup>st</sup> Canopian Brigade were reassigned from Booker to Candear to protect the Rimward border of the Magistracy.

The colors of the Brigade are light and dark browns.

**CO:** Colonel Ashley Gorman

**Average Experience:** Veteran/Fanatical

**Force Composition:** M/BM/B [Veteran] (3 x M/BM/C). M/BM/B [Regular] (2 x M/BM/C, 1 x L/BM/C). (Only 1<sup>st</sup> and 2<sup>nd</sup> Battalion are on Booker)

**DropShips:** 2 x Overlord [36BM], 1 Mule

**JumpShips:** 1 x Invader [3 Collars]

**Random Assignment Table:** Magistracy of Canopus

**Special Command Abilities:** Camouflage (see p. 84, CO or p. 103, AS:CE), Off-Map Movement (see p. 85, CO or p. 106, AS:CE)

#### *COLONEL ASHLEY GORMAN*

Ashley Gorman is an Elite-level MechWarrior who pilots a Tundra Wolf 5 salvaged from the wolf empire. She possesses the Tactical Genius (see p. 80 CO, and p. 100, AS:CE), Inspiring Commander [2] (see p.118 Empire Alone) and Human TRO (Mech) (see p. 76 CO, and p. 97, AS:CE) Special Pilot Abilities.

#### *Lt. COLONEL ISOLDE CENTRELLA*

Isolde Centrella is a Veteran-level MechWarrior and Officer and has a Natural Aptitude with Negotiation. She has taken command of the 2<sup>nd</sup> Battalion of the 1<sup>st</sup> Canopian Brigade. Piloting a customized Marauder MAD-7R and replacing the original X-Pulse medium lasers and ERPPCs with four Clan extended range large lasers and 2 additional heat sinks, Isolde possesses the Hot Dog (see p. 76 CO, and p. 97, AS:CE) and Weapon Specialist/ER Large Laser (see p. 82, CO and p. 101, AS:CE) Special Pilot Abilities.

## Gabrielle's Pride

Gabrielle's Pride was formed by Gabrielle Martino from the survivors of Emory's Eviscerators, a mercenary company that was decimated by Clan Wolf. The unit relocated to the Magistracy of Canopus, where Martino caught the eye of Countess Skyla Abbett-Centrella. Under the Countesse's matronship, the unit grew to regimental size after absorbing several smaller mercenary units.



Gabrielle's Pride employs a light gray paint scheme with orange accents, and adds a camouflage pattern of dark gray and blue gray to some portions.

**CO:** Colonel Gabrielle Martino

**Average Experience:** Regular/Reliable

**Force Composition:**

L/BM/B (3 x L/BM/C), M/BM/B (3 X M/BM/C), H/BM/C, L/AF/W, M/CV/B (2 x M/CV/C, 1 x L/CV/C), AR/C (4 Long Toms)

**DropShips:** 1x Overlord [36BM], 3 x Union [12BM/2AF], 3 x Aurora [4BM], 3 x Condor [15M/CV], 2 x Mule

**JumpShips:** 1 x Monolith *Kossandra Centrella* [9 Collars], 1 x Invader [3 Collars]

**Random Assignment Table:** Mercenary

**Special Command Abilities:** Off-Map Movement (see p. 85, CO or p. 106, AS:CE), Tactical Specialization/Attack (see p. 87, CO or p. 108, AS:CE)

**Notes:** Gabrielle's Pride is replete with salvage from their time fighting against the Clans. They may replace one unit per company with any unit of a lower weight class from the Wolf Empire RAT. In addition, on any RAT rolls of 18, they may choose any unit from the Wolf Empire RAT, regardless of weight class.

### *GABRIELLE MARTINO*

Gabrielle Martino is a Veteran-level MechWarrior in her captured Crossbow OmniMech (usually using the G loadout) and leads as an Elite-level Officer. She is well versed in fighting the Clans, with a Veteran level Protocol/Clans that grants her force a +2 Initiative roll modifier against a Clan force, and she possesses the Blood Stalker (see p. 73, CO or p. 93, AS:CE) Special Pilot Ability.





## Marian Hegemony

### VI Legio, “Ripariensis”

In the early 3120s, the Hegemony’s intelligence agency—the Ordo Vigilis—discovered that there were over a dozen active spies from the former states of the Free Worlds League working within VI Legio. An immediate purge took place, and an investigation of all other personnel revealed widespread corruption even among the “loyal” Hegemony citizens. Caesar Lucian O’Reilly ordered the *Ripariensis* redeployed away from the border with the former Free Worlds League, placing them on the rimward edge of the Hegemony. Twenty years later, the punishment posting has done wonders for the legion’s combat knowledge, as it sees significant raids from the Magistracy of Canopus and unaffiliated pirate bands—but this has done little for its morale.



VI Legio’s colors are royal blue trimmed with white.

Their insignia is a mounted legionnaire bearing a pilum spear and wearing a flowing red cape.

**Random Assignment Table:** Marian Hegemony

**Special Command Abilities:** VI Legio possesses the Forcing the Initiative command ability (see p. 192, TO).

**Notes:** The VI Legio may select one ‘Mech per *Century* (5 ‘Units) on the Magistracy of Canopus RAT.

### Prima Cohors

**CO:** Prefect Dominic Brinkman

**Average Experience:** Veteran/Reliable

**Force Composition:**

2 x H/BM Maniple, 1 x A/BM Century, 1 x M/AF Century

**DropShips:** 3 x Leopard (Marian – AF Bays replaced with a Mech Bay), 1 x Overlord [36BM], 1 x Leopard CV [6 AF]



### *PREFECT DOMINIC BRINKMAN*

Prefect Brinkman is an Elite-Level MechWarrior piloting a heavily modified AS-7Dr Atlas, equipped with a Large Shield on the left arm, Triple Strength Monomer, Double HeatSinks, CASE, the LRM20 downgraded to an LRM10, the C3 Slave removed and a left arm Medium Laser moved to the Right Torso... and a sword. He possesses the Weapon Specialist Heavy PPC (see p. 82 CO, and p. 101, AS:CE), TRO (Mech) (see p. 76 CO, and p. 97, AS:CE) and Stand Aside Special Pilot Abilities (see p. 80 CO, and p. 97, AS:CE).



### Tertia Cohors

**CO:** *Prefect* Oswaldo Jude

**Average Experience:** Regular/Reliable

**Force Composition:**

2 x H/BM Maniple, 1 x M/BM Maniple

**DropShips:** 3 x Union [12BM, 2AF]

### *PREFECT OSWALDO JUDE*

Prefect Jude is a Veteran-level MechWarrior piloting a Star-League vintage MAD-2R Marauder. He possesses the Inspiring Commander (2) [p. 118 Empire Alone] Special Pilot Ability

### Quinta Cohors

**CO:** *Legatus* Jonas Haskins

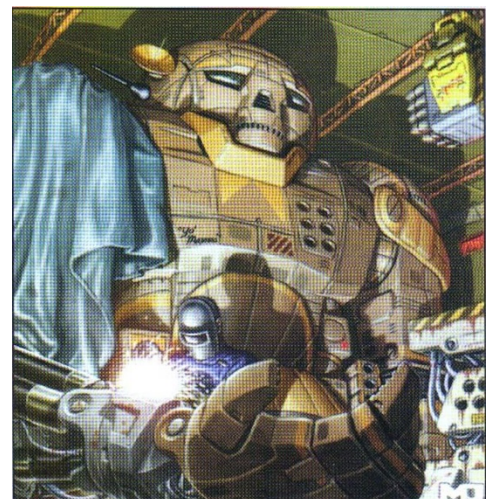
**Average Experience:** Regular/Reliable

**Force Composition:** 1 x M/BM Maniple (1 x H/BM Century, 1 x M/BM Century), 1 x H/CV Maniple (2 x H/CV Centruy), 1 x AR Maniple (4 Long Toms)

**DropShips:** 1 x Union [12BM, 2AF], 1 x Triumph (3057) [24H/CV, 4BM]

### *LEGATUS JONUS HASKINS*

Legatus Haskins is a Veteran-Level MechWarrior piloting a WVR-11M Wolverine. He possesses the Jumping Jack Special Pilot Ability (see p. 76 CO, and p. 97, AS:CE).



## Marian Hegemony Unit Structure

*Information from Sarna.net*

Like the Hegemony, the military is designed like Terra's Ancient Roman Empire.

The Marian military (as of 3063) consisted of six **Legions** (plural *Legiones*, singular *Legio* in Latin is commonly used). These which were further subdivided into two or more cohorts. These are further divided into centuries and maniples, which are the most basic unit of the Hegemony military. The Hegemony's forces themselves are very BattleMech-heavy, primarily due to Caesar Sean's deal with the Word of Blake. They also possess a few scattered infantry units. The Hegemony's largest weakness lies in its aerospace fighter wing, as they have a very small force and almost no pilots of notable skill.



Marian tactics calls for Light Centuries to scout & flank the main formation and not engaging the enemy directly. Medium Centuries stay together, taking lead ahead of the Heavy Century.

### Military Structure Breakdown

The MHAF operate using the following force structure:

#### *BattleMech & Vehicle Formations*

- *Contubernium*: 1 BattleMech, 1 vehicle, 1 aerospace fighter, 1 10-man conventional infantry squad, 1 5-man battle armor infantry squad
- Century: 5 BattleMechs or vehicles
- Maniple: 2 Centuries (10 units)
  - Light Century: (light & medium BattleMechs/vehicles) - speed & scouting
  - Medium Century: (medium & heavy BattleMechs/vehicles) - moderate speed & flanking
  - Heavy Century: (heavy & assault BattleMechs/vehicles) - hitting power
- Cohort: 3 Maniples (30 units)
- Legion: 3-5 Cohorts (90 - 150 BattleMechs/vehicles)

#### *Aerospace Formations*

- *Contubernium*: 1 fighter
- Century: 5 fighters
- Maniple: 10 fighters
- Cohort: 30 fighters



- Legion: 90-150 fighters

## Structure by Force Level

- *Contubernium* (Squad equivalent): 1 infantry squad (10 troopers), 1 battle armor Squad of 5 troopers, 1 BattleMech, 1 Combat Vehicle or 1 aerospace fighter

- Note: The plural of *contubernium* is *contubernii*

- Century (Lance equivalent): 4-10 infantry squads, 5 battle armor squads, 5 BattleMechs, 5 Combat Vehicles, 5 aerospace fighters

- Note: A Century is usually equivalent to 5 *Contubernii*, with conventional infantry often being the exception

- Maniple (Company equivalent): 8-20 infantry squads, 10 battle armor squads, 10 BattleMechs, 10 Combat Vehicles, 10 aerospace fighters

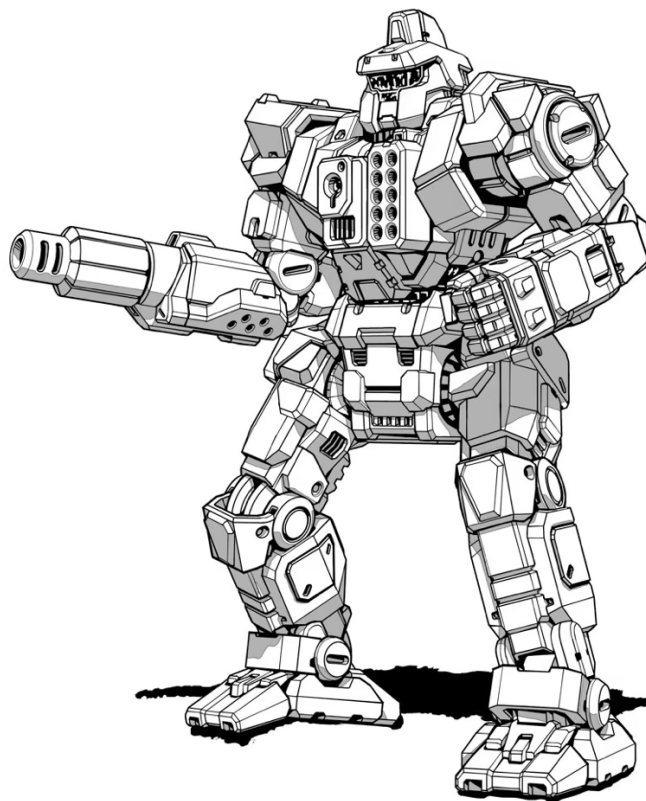
- Note: A Maniple is equivalent to two Centuries

- Cohort (Battalion equivalent): 24-60 infantry squads, 30 battle armor squads, 30 BattleMechs, 30 Combat Vehicles, 30 aerospace fighters









- Note: A Cohort is equivalent to three Maniples

- Legion (Regiment equivalent): 72-300 infantry squads, 90-150 battle squads, 90-150 BattleMechs, 90-150 Combat Vehicles, 90-150 aerospace fighters

- Note: a Legion is equivalent to 3-5 Cohorts



### Ranks in the Marian Hegemony

Rank	Insignia	Information
<i>Miles</i>	None	New recruits are given the rank of <i>miles</i> upon enlisting in the Legions. A <i>miles</i> wears no rank insignia; their uniform is their rank insignia.
<i>Miles probatus</i>		<i>Miles</i> who serve at least one full year in the Hegemony military and show some leadership qualities are promoted to <i>miles probatus</i> and often given charge over a <i>contubernium</i> or a work crew. A <i>miles probatus</i> wears a single silver chevron as his rank insignia.
<i>Miles gregarius</i>		Soldiers are promoted to <i>miles gregarius</i> only if they show outstanding leadership qualities and an utmost loyalty to the Hegemony. A <i>miles gregarius</i> wears a pair of silver chevrons, one set inside the other, as his rank insignia.
<i>Legionnaire</i>		All <i>patricians</i> that enter the Legions are given the rank of <i>legionnaire</i> , the most basic of officer ranks. <i>Plebeians</i> who distinguish themselves enough to earn a battlefield promotion or the attention of a prominent senior officer can be elevated to the rank of <i>legionnaire</i> , as are graduates of the Marian military academies. <i>Legionnaires</i> wear silver triangles as their rank insignia.
<i>Centurion</i>		<i>Centurions</i> are the next officer rank and command battlefield centuries. They wear a silver triangle inset with black and silver triangles as their rank insignia.
<i>Principes</i>		A <i>principes</i> commands a maniple. They wear a silver triangle inset with a black triangle to show their command status.
<i>Legatus</i>		A <i>legatus</i> commands an entire cohort. This position is also one of great political clout, as some <i>legati</i> serve as Senators and have access to the inner halls of power in the Hegemony. In the Marian Navy, a <i>legatus</i> commands a fighter squadron or a JumpShip. A <i>legatus</i> wears a silver triangle inset with a black triangle, surmounted by a silver star to show their rank.
<i>Prefect</i>		Each <i>prefect</i> or <i>general</i> commands an entire Legion, with the exception of the First Marian Legion, which is under the personal command of the <i>Caesar</i> . Because the legions tend to operate at a cohort level of command, the <i>generals</i> do not spend as much time on the field, instead remaining on Alphard. <i>Prefects</i> wear a gold bordered black triangle with an eagle in the center. <i>Generals</i> wear a gold triangle inset with a black triangle with a single gold star in the center.
<i>General</i>		

# Map-Based Campaign

## Campaign Turns

Each turn in the map-based campaign is 1 standard Terran week of 7 days. The steps of a campaign turn consist of:

1. Players secretly note the Action for each separate Force.
2. Roll Weather.
3. Resolve Actions.
  - a. Resolve player actions.
  - b. Resolve any Response actions.
  - c. Determine engagement scenarios.
4. Resolve scenarios.

## Day Zero

At the start of the campaign the Defender should note in secret where each formation and the DropShips of their forces are located. The Attacker's force starts at a pirate point and as a Free Action (see below) may perform either an Orbital Insertion action or an Achieve Orbit action.

## Actions

During the map base campaign, each separate formation can take one of the following Actions per standard day. A formation is any grouping of units as decided by the player e.g. A Battalion of BattleMechs, or a Lance of BattleMechs. Players may reorganise formations at the start of any campaign turn. Free actions may be taken in combination with another action. Response actions may be taken after the opponent has declared their action.

**Move** – The formation can move a number of Tactical Movement Points as shown in the below table. If at any time during that formation's movement they share a hex with an enemy formation, movement is stopped at that hex and a scenario begins.

Rather than a flat movement rate as per CampOps, consult the following table for the number of tactical movement points a unit or formation can move in one week assuming the units are travelling 6 hour per day.

Formation speed is calculated by taking the Walk/Cruise MP of the slowest unit in the formation.





<b>Movement Type/Unit</b>	<b>Tactical Movement Points /week</b>
Formation speed 1-2	1/2
Formation speed 3-4	1
Formation speed 5-6	2
Formation speed 7-8	3
Formation speed 9-10	4
Formation speed 11+	5
<b>Number of Movement Points to enter Hex</b>	
Normal Hex (Hills, Light woods)	1
Difficult terrain (forests, swamp, river crossing)	2
Very Difficult terrain (mountains)	3
Easy Terrain (Flat plains or road)	+1 Movement Point
Off-road Vehicle (Wheeled, Hover)	-1 Movement Point
<i>For each -1 mod below a 1 half the movement rate</i>	

\*VTOL's ignore these modifiers



*Forced March* – The formation makes great haste in its movement and has 1.5 x movement points. For each week in a forced march, the formation gains a point of fatigue. Also, units moving under forced march are easier to ambush.

*Maintenance/Repair/Rearm/Salvage* – **CampOps:** The formation gains 6 hours of maintenance/repair time per day for that week. Modifiers will depend on the facilities available and the technical teams. The Technical Crew may also go into overtime but this causes the technicians and crew involved to gain 1 fatigue point. Each fatigue point adds 1 to all target numbers for tests. **Chaos Campaign:** Players may spend WarChest points to repair units and heal personnel.

*Guard* – The formation stays stationary in a hex on guard for a potential attack which helps to prevent an ambush.

*Overflight (Aircraft only)* – An aircraft or aerodyne DropShip can move 1 hex per 15 points of fuel spent (or 10 points of fuel per hex on the high-altitude map) per day (remember the aircraft needs to return to its landing site). Aircraft should select the altitude they are moving at. While in Overflight, aircraft may make Surveillance test for every hex they cross.

*Combat Air Patrol (Aircraft Only)* – Aircraft are actively airborne/in space and flying a patrol route, ready to intercept enemy units. The CAP can cover 1 hex on the ground map or on the space map (usually protecting a DropShip). If an enemy fighter/craft is detected, the CAP can react to intercept. Any fighter can provide a CAP over any hex it can travel to. A CAP uses 45 Fuel Points a day plus the fuel to reach that hex.

*Rest* – The unit rests for 1 week. The formation removes all fatigue points. While at rest units can't move, and are more vulnerable to ambush and can't be used for any other actions.

*Load/Unload* – This action costs 1 tactical movement point. Transport ships such as DropShips take time to unload and load cargo. Any units in bays do not take any time to deploy. Any units (apart from infantry) carried in a cargo hold also take a day to load/unload.

*Suborbital Hop (Free Action)* – DropShips and Aerospace fighters may take-off into a low orbit and then descend in the same turn to any place on a planet (in reality this takes about 1 hour). This action can be combined with another move action.

*Orbital Insertion/Achieve Orbit (Free Action)* – A DropShip or Aerospace Fighter may reach orbit or land/enter the atmosphere from orbit (stable orbits are between 6- 10 space hexes away from a planet). Spheroid Dropships require a 1-day strategic use of fuel (TM pg 186). For aerodyne dropships that have better flight profiles, it requires only half of this amount.

*Anti-Satellite Operations* – An AeroSpace Fighter or DropShip may move and destroy an enemy satellite by spending 10 thrust points.

*Reposition Orbit* – An AeroSpace Fighter or DropShip may change to a different geostationary orbit. A Satellite may only move its geostationary position by 1 planetary hex per day. This requires the expenditure of thrust points on the space map at atmospheric level 6. Satellites may only change their position by 1 hex per day. Once in orbit, they may observe 1D6 hexes per turn within 6 hexes of the hex they are above.

*Combat Drop* – A DropShip can only perform this action when in a GeoStationary orbit above the target hex. The DropShip can then combat drop either from orbit (using orbital pods) or from altitude (only requiring Jump Jets or strap-on jump packs). Any Radar Station can detect this any AeroSpace assets on Intercept or CAP can activate.

*Intercept (RESPONSE)*– An Aerospace unit at an airfield may intercept any airborne unit that enters that hex, before it is close enough to attack any locations, units in that hex.

*Respond (RESPONSE)* – A DropShip (and the loaded units) that is on standby either on the ground or in orbit may make a move action (e.g. Sub Orbital Hop) after the opponent has declared their move action. This action is only possible if the force has Radar (in range) or a Deep Space Array/Satellite (which will detect any Sub Orbital Hops, Orbital Insertion/Achieve Orbit or Reposition Orbit actions.)

*Shadow* – A force that has more movement points than the opposing force may “Shadow” them, remaining in the same hex but never close enough to engage. The Shadowing force moves with the opposing force. This is a common tactic for Recon Lances to Shadow larger Medium or Light Lancers. To catch a shadowing force the opponent must only use units that have equal or greater movement than the shadowing units even if that involves splitting the formation up.

*Peacekeeping* – Each week of peacekeeping in a civilian centre roll 1D6. On a 4-6 reduce unrest rating by 1.

*Martial Law* – This action requires a week and temporarily reduces the unrest in one population center at the end of the week by 1 point for each unit that are performing that action (Max of 4), it then needs to be maintained every week. If the units then stop the action, the unrest returns to its original value plus 1 extra).

*Round them up [War Crime]* – As per martial law but with more brutal methods. This temporarily reduces the unrest in one population centre by 2 points for each unit performing that action (Max of 4). If the units then leave, the unrest returns to its original value plus 2 extra).

*Looting [WarCrime]* – If a unit is in a city they may ransack the city for resources. Over the course of a week, they gain **CampOps**: 1d6x10,000 credits **Chaos Campaign**: 1D6 x 100 WarChest Points. This causes +2 Unrest. Looting actions can only be performed once per city.

*Destruction [WarCrime]* – The unit destroys a structure in the location. This causes +2 Unrest if it is a civilian feature e.g. Hospital or Supply Dump. DropPorts that are destroyed can be repaired if Engineers are present in 1 campaign turn.

*Recruit* – A formation may attempt to recruit new personnel once per week. At the start of each week make a new random test for availability. **CampOps**: AsTechs/Medical Staff may always be hired to bring technical teams to full strength. **Chaos Campaign**: This action allows the player to purchase new personnel using WarChest Points.

When a recruit action is taken roll 2D6 on the below table (This can be modified by unrest rating as per the Unrest and Warcrimes table):



	<b>BattleMech Pilot</b>	<b>Vehicle Crew</b>	<b>AeroSpace Pilot</b>	<b>Infantry</b>	<b>Technician</b>	<b>Admin</b>
2-5	-	-	-	-	-	-
6-7	-	1D6-3	-	1D6-2	-	-
8-9	1D6-3	1D6-2	1D6-3	1D6	1D6-3	1D6-3
10-11	1D6-2	1D6-1	1D6-2	1D6+2	1D6-2	1D6-2
12-13	1D6-1	1D6	1D6-1	1D6+4	1D6-1	1D6-1
14+	1D6	1D6+1	1D6	1D6+6	1D6	1D6

**Vehicle Crew 1D6:** 1-3 Gunner, 4-5 Driver, 6 Gunner/Driver

**Technician 1D6:** 1-2 Vehicle, 3-4 BattleMech, 5 AeroSpace, 6 DropShip

**Admin 1D6:** 1-2 HR, 3-4 Logistics, 5 Command, 6 Doctor

Roll personnel skills using Total Warfare.



*Surveillance* – An airborne unit using the Overflight action or unit in space may make a surveillance test. Aircraft must overfly the hex they are observing. Ships in orbit must take up a Geo-Stationary orbit directly above one hex. Satellites may only change their observed hex by 1 hex per day. Once in orbit, they may observe the hex they are above and the six hexes surrounding the centre hex.

To make a surveillance test roll a Piloting Skill Roll with the following modifiers.

<b>Condition</b>	<b>Modifier</b>
Altitude 1 (Nape of Earth)	+4
Altitude 2-3	+0
Altitude 4-5	+2
Altitude 6-8	+4
Altitude 9-10	+6
Geostationary Orbit	+8
Cloud Cover	+1-4
Active Probe	-1
Recon Camera	-2
Satellite Imager	-2
High-Resolution Imager	-4
Hyperspectral Imager	Removes modifiers for weather.
Infantry only	+4
Stealth System	+2 Stealth Armour +3 Null signature system/mimetic camo +4 Void signature system

The margin of success determines the information gained:

<b>Margin of Failure/Success</b>	<b>Information gained</b>
-4 or lower	No information
-3	Presence of "Something"
-2	Type of units (BattleMech/Vehicle)
-1	Class on unit (Light/Medium/Heavy/Assault)
0	Model of unit (e.g. Griffin)
+2	Load out of units e.g. Griffin GRF-6S
+4	Specific markings (Unit number), degree of damage

## Special Equipment/Sites

*RADAR* – Any aerospace asset that is not flying at level 1 (Nape of Earth) within 9 campaign map hexes of RADAR station and at Atmospheric level 1 (Altitude 1-10) is detected. Any aerial units on Intercept can then activate.

*Deep Space Array* – A Deep Space Array also can detect the emergence wave from a KF Jump. Any AeroSpace unit in space or in orbit or in Atmospheric row 2-6 is detected or up to 30 space hexes from the planet. AeroSpace assets on Intercept can then activate to reach orbit and attack. Deep Space Arrays can also predict the hex a DropShip will land from Orbit or from a sub-orbital hop. The Deep Space Array can monitor the sector it is in plus the two adjacent ones. Deep Space Arrays can control Satellites. Each Satellite can monitor 3 adjacent planetary sectors (the location it is above plus the two adjacent ones), if any of the Satellites are destroyed then that region is not monitored. If the Array detects any DropShip Orbital Insertion or Suborbital Hop actions, the player may use Response actions.

*Supply Dump* – Baggage trains (Food/Water) can be reset. Supply Dumps include 8 unarmed Flatbed Trucks. ICE Engine units can also be refuelled.

*Ammo Dump* – Any standard ammo type can be reset. Ammo Dumps include 4 J-37 Ordinance Transports. Ammo Dumps only have basic ammo types (AC, LAC, UAC, RAC, SRM, MRM, LRM, MG, Gauss).

*DropPort* – All DropPorts have a Control Tower (Command Building), refuelling tanks and Radar. Small: 1 Runway, 2 DropPits, 1 Hanger. Medium: 2 Runways, 4 DropPits, 2 Hangers. Large: Deep Space Array, 3 Runways, 6 DropPits, 3 Hangers, 1 underground hardened Aerospace Fighter hanger (for 1 Wing/6 AF) with launch shoots and an Ammo Dump.

*Turrets* – Turrets are CF150 1 Hex Level 2 Towers that may accept 15 tons of Weapons. Towers are powered by a central petrochemical generator (Medium, Level 1, 2 Hexes, CF40). If the generator is destroyed, energy weapons no longer function and turrets may turn to change facing by manual control, but may not fire the round they turn.

*Mule* – This type of DropShip where present acts as a Supply Dump and Ammo Dump location. It also has 8 unarmed Flatbed Trucks, 4 J-37 Ordinance Transports, a M.A.S.H. and civilian vehicles e.g. ground cars. Mule's can also supply speciality ammo types.



## Scenarios

Whenever two formations occupy the same hex (or cross a hex with another formation) a scenario begins in that hex and no further movement occurs.

First, determine if one side has a tactical advantage. Roll 2D6 and add the Force Commanders Skill Modifier (See the Random Skills section). If the roll is greater than 4 above the opponents an ambush is set. Forces at “Rest” receive a -4 to their ambush roll. Forces at “Guard” receive a +4 to their ambush roll. If an attacker moves into a hex while the Defender is Guarding, the Attacker may choose what time of day the engagement occurs [Expanded strategy rules can be found in [Commanding Skills](#)].

An ambush can be in one of two forms. 1st the ambusher can gain hidden deployment status for all units and wait for the enemy to enter the field. 2nd the ambusher can enter the field from any direction while the opponent deploys in the centre of the map.

There are several different types of scenarios (CO pg 154-157). Each player should state their intentions at the start of encounter to determine that forces objectives.

- **Probe** – The Attacker attempts to engage and cripple/destroy at least one target and disengage withdrawing back from their deployment edge.
- **Recon Raid** – The Attacker attempts to perform Identify Actions on at least half the opposing unit in the force and then disengages.
- **Breakthrough** – The Attacker attempts to move past the Defender.
- **Extraction Raid** – The Attacker tries to secure a strategic point or resources e.g. the planetary government, or supplies, and then escape.
- **Stand up Fight** – The Attacker/Defender attempt to destroy each other.
- **Hide and Seek** – The Defender tries to evade the Attacker.
- **Hold the line** – The Defender attempts to block the enemy from moving past into 3 adjacent hex sides.
- **Attack Mission (AeroSpace)** – An AeroSpace fighter on an overflight mission may engage the enemy ground forces through strafing, strike or bombing attacks but will take enemy fire. The mission is considered a success if one unit is destroyed/crippled.
- **Overflight (AeroSpace)** – An AeroSpace fighter on an overflight mission may come under enemy fire if at altitude 8 or below. If this happens the Defender organises his forces within 6 hexes of the centre of a single random map sheet (in hexes of their choice as they have heard the fighter coming). They will then get one chance to attack as the fighter flies overhead from short end to opposite short end of the map sheet on a hex row of their choice (assuming they are in range).

## Special Rules

### Extended Operations and the Baggage Train

BattleMech and Combat vehicles typically carry enough ration packs and water for 7 days per person (per cockpit/crew slot). For each week over this add +1 fatigue and roll a consciousness check modified by fatigue (as if each personnel was a Mech Warrior). If this fails, that personnel takes an effective damage (or counts as an injured crew/driver).

On extended operations the formation may travel with a baggage train that may include food (1 ton gives 200 personnel-days of food) or ammunition. If that baggage train is staying as part of a formation it may lead to them getting into combat.

### Forces Withdrawal

Any unit that has suffered crippling damage (pg. 258, TW) must withdraw from the battlefield and attempt to exit the map from the assigned retreat edge. A unit must always move towards its controlling player's board edge and always use the maximum MP possible that is allotted for the chosen movement selection; walking, running or jumping. MechWarriors whose BattleMech has taken crippling damage, and have either lost a leg, or have their gyro destroyed should eject.

### Identify/Scan Action

A unit attempts to identify units of the opposing forces. Units make a Piloting skill applying standard LoS and movement modifiers with the following additional modifiers.

Situation	Modifier
Short Range (1-5)	+0
Medium Range (6-10)	+2
Long Range (11-15)	+4
Extreme Range (16-20)	+6
Active Probe (In range)	-2
No direct LoS (Sensors Only) (Ranges are halved)	+2

Margin of Success/Failure	Modifier
General type of unit e.g. BattleMech	-4
Tonnage Class (Light, Medium, Heavy, Assault)	-2
BattleMech Type	0
Identifying features (Damage, Unit Number)	+2

## Weather

Each section of the planetary map has a different weather system. Roll for starting weather conditions:

<b>Roll (2d6)</b>	<b>Weather</b>
2-6	Clear, no cloud.
7	Clear – Light (+1) Cloud
8	Clear – Medium (+2) Cloud
9	Light Rain and wind/Snow – Heavy (+3) Cloud
10	Medium Rain and wind/Snow – Dense (+4) Cloud
11	Heavy Rain and wind /Snow – Dense (+4) Cloud
12	Stormy Heavy Rain/Snow – Dense (+4) Cloud (Roll again. On a 8+ There is a lightning storm, on a 12 a Tornado develops.
Mod	Each area of the map can be given a mod of -2 to +2 depending on the climate.

## Changing weather

Each week, roll 2d6 and adjust the conditions by moving up and down the table. Players with access to Satellites can see the results of a roll 1 week in advance of the weather change.

<b>Roll (2d6)</b>	<b>Change in weather</b>
2	Move 2 places up
3-4	Move 1 place up
5-9	No change
10-11	Move 1 place down
12	Move 2 places down

## Unrest and War Crimes

Each force has an unrest rating depending on their actions to the population.

Unrest level	Effect
2	<b>Devoted</b> – double all Recruit Actions and mobs. Recruitment rolls are at +4.
3-4	<b>Supportive</b> – Each battle/peacekeeping action in a civilian population centre generates 1d3 supportive mobs. Recruitment rolls are at +2
5-6	<b>Friendly</b> – Recruitment rolls are at +1
7	<b>Neutral</b>
8-9	<b>Distrusted</b> – Recruitment rolls are at -1
10-11	<b>Hated</b> – Recruitment not possible. Each battle/peacekeeping action in a civilian population centre generates 1d3 angry mobs. Recruitment rolls are at -2
12	<b>Despised</b> – Double all mobs. Active sabotage attempts. Roll 1D6 per day while in a population center on a 6, one random unit suffers 1D6 x 5 Damage from a bombing. Recruitment rolls are at -4
+1 to +3	Per WarCrime
-1	Per Peacekeeping operation
-1	Control of the Government Building in the capital city



## Force Commanders

During a scenario the Force Commander gains an initiative bonus as shown in the Skill Modifier column of the Rank Modifier table. If that commander is killed or knocked out, the next highest commander can take over.

Alternatively you may use the additional rules found in A Time of War or [Commanding Skills](#).

## Command Centres

Command Centres may take several forms – either: Facility at a location, on board a DropShip, in a Mobile Command Centre Vehicle or even in a Mech using the Command Console.

For full rules on Command-Level Tactical Comms go to TacOps Advanced Rules page 159. (Note the abilities sections have been superseded by Special Command Abilities in CampOps).

## DropShip/AeroSpace Landing Zones

When DropShips land in a hex with a location of interest, the DropShip must choose how many map sheets away the land from the location. DropShips must also decide each week if they remain on hot standby or power down as per Campaign Operations. Each week on hot standby adds a point of fatigue to the DropShip. A DropShip can remain on indefinite hot standby if it has an extra full crew (which is unlikely).

Spheroid DropShips can either land in DropPits or may attempt to land in an area with 7 clear hexes (requiring a Piloting Roll). Aerodyne DropShips may land on Runways or other suitable flat areas e.g. Highways (requiring a Piloting Skill), or plains/desert (Engineers require 1 campaign turn to prepare these creating a temporary runway).

AeroSpace fighters have full VTOL abilities and do not require a runway. Conventional fighters do require a runway, although as with Aerodyne DropShips can use temporary runways or roads.

## Experience Points

Skill improvement can either be handled using the Chaos Campaign system or per Total Warfare pg 40-41 in which case personnel may gain experience points for the following:

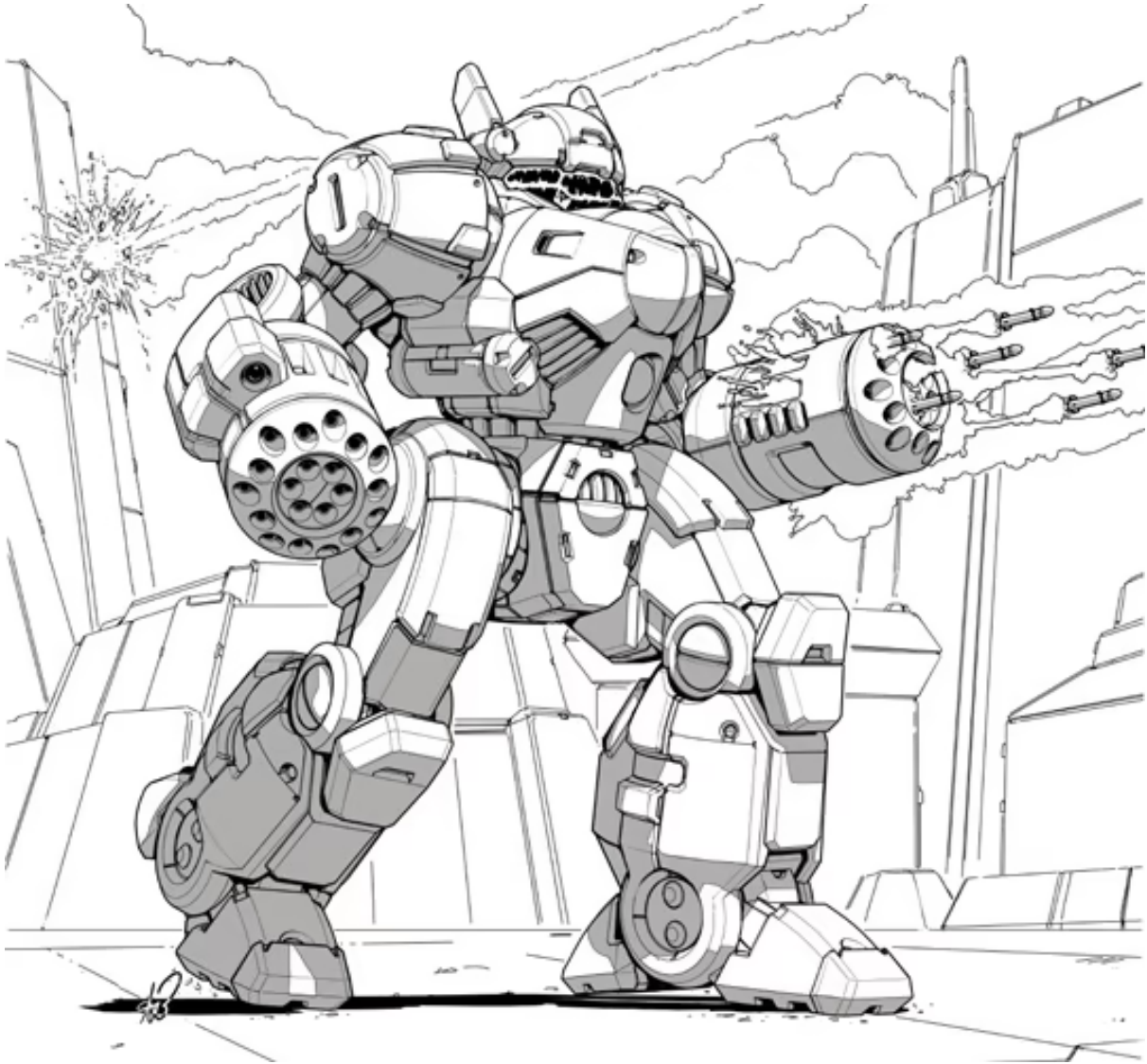
- 1XP for a successful scenario (Combat Personnel)
- 1XP per Kill (one unit must claim the kill who fired on the unit in the turn it was destroyed or placed in forced withdrawal) (Combat Personnel)

Optionally if tracking support personnel using Campaign Operations:

- 1XP (Admin/Technical) for each month in a contract.
- 1XP (technical/admin staff) per 25 successful skill rolls
- 1XP (technical/admin staff) for a successful roll on a 12.
- 1XP (Technical/admin staff) for a failed roll on a 2 (you learn by your mistakes)

## Victory

The campaign is a success when the opponent is reduced to less than 50% of their starting combat effectiveness, based on number of operational units, or units that could be repaired.



## Random Force Construction Tables

### Random Skills

Green (1D6)	Regular (1D6)	Veteran (1D6)	Elite (1D6)	Piloting / Drive	Gunnery
0	-	-	-	7	7
1	-	-	-	7	6
2-3	0	-	-	6	5
4-5	1-2	0	-	6	4
6-7	3-4	1-2	0	5	4
8	5-6	3-4	1-2	4	3
-	7-8	5-6	3-4	3	2
-	-	7-8	5-6	2	1
-	-	-	7-8	1	0

**Ranks Modifier:** Add the following modifier to the skill roll based on the rank of the MechWarrior/Crew.

	Mercenary	MAF	MHAF	Skill Roll Modifier
Lance/Century member	Sergeant	Corporal	Legionnaire	+0
Lance/Century leader	Lieutenant	Ensign	Centurion	+1
Company/Maniple Leader	Captain	Commander	Principies	+2
Battalion/Cohor Leader	Major	Major	Legatus	+3
Regiment/Legio Leader	Colonel	Colonel	Prefect	+4

*Company/Maniple Weight Classes Table*

[Marian Hegemony Century – 5 Units]

<b>1D6 Roll</b>	<b>Light</b>	<b>Medium</b>	<b>Heavy</b>	<b>Assault</b>
1-2	3L [2L]	1L, 2M [1L, 1M]	1M, 2H [1M, 1H]	2H, 1A [1H, 1A]
3-4	3L [2L]	3M [2M]	3H [2H]	1H, 2A [1H, 1A]
5-6	2L, 1M [1L, 1M]	1L, 1M, 1H [1M, 1H]	1M, 1H, 1A [1H, 1A]	3A [2A]

*BattleMech/Combat Vehicle Lance/Century Formation Weight Composition Tables*

[Unit number for Marian Century – 5 Units]

<b>1D6 Roll</b>	<b>Light</b>	<b>Medium</b>	<b>Heavy</b>	<b>Assault</b>
1	4L [5]	1L, 2M [3], 1H	1M [2], 3H	1M, 1H [2], 2A
2-3	3L [4], 1M	4M [5]	4H [5]	2H [3], 2A
4-5	2L, 2M [3]	3M [4], 1H	1M, 2H [3], 1A	1H [2], 3A
6	2L, 1M [2], 1H	2M [2], 2H [3]	3H, 1A [2]	4A [5]

*AeroSpace Wing/Century Formation Weight Composition Tables*

[Unit number for Marian Century 5 - Units]

<b>1D6 Roll</b>	<b>Light</b>	<b>Medium</b>	<b>Heavy</b>
1	6L [5]	6M [5]	3M, 3H [2]
2-3	5L [4], 1M	1L, 4M [3], 1H	1M, 5H [4]
4-5	4L [3], 2M	5M [3], 1H	2M, 4H [3]
6	4L [3], 1M, 1H	4M [3], 2H	6H [5]



# Random Assignment Tables

(Credit: Empire Alone)

## BattleMech Random Assignment Table

MAGISTRACY OF CANOPUS				
Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
3	STG-3R Stinger [20] (3039)	GRF-1N Griffin [55] (SW)	ARC-2R Archer [70] (3039)	LGB-7Q Longbow [85] (3058U-I)
4	WSP-3L Wasp [20] (3085-CE)	SHD-2H Shadow Hawk [55] (SW)	MAD-3R Marauder [75] (3039)	STK-3F Stalker [85] (SW)
5	LCT-7V Locust [20] (RG16)	HUR-WO-R40 Huron Warrior [50] (3055U)	WHM-4L Warhammer [70] (3085-PP)	BNC-3Mr Banshee [95] (3085-ONN)
6	D9-G9 Duan Gung [25] (3060)	SNK-2Br Snake [45] (3085-ONN)	TSG-9H Ti Ts'ang [60] (3060)	GOL-3L Goliath [80] (3085-CE)
7	WSP-7MAF Wasp [20] (3085-PP)	SYU-2B Sha Yu [40] (3067)	PEN-2MAF Penthesilea [75] (3085-CE)	VTR-10L Victor [80] (3050U-I)
8	ABS-3T Anubis [30] (3067)	PXH-4W Phoenix Hawk [45] (3085-PP)	KSC-5MC Koschei [65] (3075)	LGB-12C Longbow [85] (3085-PP)
9	RVN-4L Raven [35] (3050U-I)	VND-3Lr Vindicator [45] (3085-ONN)	MAD-5L Marauder [75] (3085-PP)	Y-H9GB Yu Huang [90] (3060)
10	ABS-4C Anubis [30] (3067)	SHD-2Hb Shadow Hawk [55] (Klondike)	CPLT-CSA Catapult [65] (3085-ONN)	BLR-4L BattleMaster [85] (3085-PP)
11	STG-6L Stinger [20] (3085-PP)	CAL-1MAF Calliope [40] (3145)	CRD-8L Crusader [65] (3085-PP)	XNT-40 Xanthos [100] (3075)
12	MEB-9 Ebony [35] (3085-CE)	MHL-6MC Marshal [55] (3060)	CTF-3LL Cataphract [70] (3050U-I)	LGB-14C Longbow [85] (3085-PP)
13	D9-G10 Duan Gung [25] (3060)	EYK-45A Eyleuka [55] (3075)	PEN-2H Penthesilea [75] (3085-CE)	TR-XL Trebaruna [95] (3085-CE)
14	DOL-1A1 Dola [30] (Proto)	SHD-7H Shadow Hawk [55] (RG12)	LHU-3L Lao Hu [75] (3067)	EMP-6A Emperor [90] (3058U-C)
15	MEB-13 Ebony [35] (3145)	AGT-1A Agrotera [50] (3145)	TSG-9J Ti Ts'ang [60] (3060)	Y-H11G Yu Huang [90] (3060)
16	ABS-5Y Anubis [30] (3145)	EYK-45B Eyleuka [55] (3075)	THR-C4 Thunder [70] (Proto)	XNT-50 Xanthos [100] (3075)
17	RVN-5X Raven [35] (3145)	OSP-26 Osprey [55] (3085-CE)	CTF-4L Cataphract [70] (3050U-I)	STK-9F Stalker [85] (RG24)
18	Koshi [25] (3145)	MS1-O Men Shen* [55] (3060)	ARC-9M Archer [70] (3085-PP)	PLG-5Z Pillager [100] (3058U-C)

MERCENARY				
Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
3	ALM-10D Fireball [20] (3055U)	B3-HND Bloodhound [45] (3067)	ANV-3M Anvil [60] (CI)	CP-11-B Cyclops [90] (3085-ONN)
4	STG-6R Stinger [20] (RG13)	ICR-2S Icarus II [40] (3075)	CPLT-CSA Catapult [65] (3085-ONN)	VTR-9K Victor [80] (3050U-I)
5	LCT-7V2 Locust [20] (RG16)	PXH-9 Phoenix Hawk [45] (RG11)	CRD-9R Crusader [65] (RG17)	GOL-4S Goliath [80] (3085-PP)
6	MON-96 Mongoose [25] (RG10)	BJ-5 Blackjack [45] (RG4)	AGS-4D Argus [60] (CI)	THG-11E Thug [80] (SW)
7	HMC-13 Hermit Crab [25] (RG10)	WVR-9R Wolverine [55] (RG18)	GHR-8K Grasshopper [70] (RG1)	BKW-9R Black Watch [85] (3060)
8	NXS1-C Nexus [25] (RG23)	DV-6Mr Dervish [55] (3085-ONN)	OTL-8E Ostsol [60] (RG14)	AWS-9Q Awesome [80] (3050U-I)
9	VLK-QDD Valkyrie [30] (RG9)	ENF-6M Enforcer III [50] (CI)	HD-2F Hound [70] (3145)	GUN-1ERD Gunslinger [85] (CI)
10	GRM-01B Garm [30] (3060)	LGN-2D Legionnaire [50] (3075)	RFL-7N Rifleman [60] (RG8)	LGB-12R Longbow [85] (3085-PP)
11	EGL-2M Eagle [25] (3060)	CMA-2K Chimera [40] (3067)	ON2-M Orion [75] (3050U-I)	STK-6M Stalker [85] (3050U-I)
12	V4-LNT-K7 Valiant [30] (3075)	GDR-1C Gravedigger [50] (3145)	FLC-8R Falconer [75] (CI)	CRK-5006-1 Katana [85] (RG23)
13	NX-80 Nyx [30] (3085-CE)	RWD-R1 Rawhide [55] (RG15)	TDR-7S Thunderbolt [65] (RG15)	TR-XB Trebaruna [95] (3085-CE)
14	SDR-9M Spider [30] (RG13)	BSW-X4 Bushwacker [55] (RG2)	WHD-8R Warhammer [70] (RG7)	NLT-AG Neanderthal [80] (3145)
15	PNT-13K Panther [35] (3085-CE)	ERS-2H Eris [50] (RG18)	CRN-7M Carronade [70] (3145)	AS8-KE Atlas [100] (RG24)
16	WLF-6S Wolfhound [35] (RG17)	SCP-1BR Scorpion [55] (RG19)	MAD-7R Marauder [75] (RG6)	MAD-6A Marauder II [100] (RG5)
17	Piranha 5 [20] (RG13)	Dasher II 2 [40] (3085-CE)	Ha Otoko 3 [65] (3060)	Phoenix Hawk IIC 10 [80] (RG15)
18	Jenner IIC 5 [35] (RG18)	Black Hawk* [50] (CI)	Mad Cat Mk IV [75] (3145)	Mad Cat Mk. II [90] (3067)

MARIAN HEGEMONY				
Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
3	ED-X4M-E Crosscut MOD [30] (Irregulars)	BC XXI-M Buster MOD [50] (Irregulars)	GLT-4L Guillotine [70] (SW)	VTR-9A Victor [80] (SW)
4	STG-3R Stinger [20] (3039)	CN9-H2H Centurion [50] (Irregulars)	TDR-SS Thunderbolt [65] (SW)	LGB-0W2 Longbow [85] (RG20)
5	WSP-1A Wasp [20] (3039)	PXH-1 Phoenix Hawk [45] (3039)	ON1-K Orion [75] (SW)	AWS-8Q Awesome [80] (SW)
6	LCT-1V Locust [20] (SW)	TBT-5N Trebuchet [50] (SW)	STK-4P Stalker [75] (SW)	STK-3F Stalker [85] (SW)
7	UM-R60 UrbanMech [30] (3039)	HBK-4H Hunchback [50] (3050U-I)	MLN-1C Merlin [60] (3058)	CGR-2A2 Charger [80] (3050U-I)
8	FLE-19 Flea [20] (3050U-I)	GRF-1N Griffin [55] (SW)	RFL-5M Rifleman [60] (3085-CE)	LGB-13C Longbow [85] (3085-CE)
9	LCT-1V2 Locust [20] (3085-CE)	WHT-2 Whitworth [40] (3050U-I)	QKD-5M Quickdraw [60] (3050U-I)	CP-11-H Cyclops [90] (3050U-I)
10	STG-3P Stinger [20] (3085-CE)	WHT-2H Whitworth [40] (RG27)	WHM-6R Warhammer [70] (3039)	EMP-6A Emperor [90] (SW)
11	COM-2D Commando [25] (SW)	CN9-Ar Centurion [50] (3085-CE)	JM6-H JagerMech [65] (3050U-I)	LGB-0H Longbow [85] (RG20)
12	JVN-10N Javelin [30] (SW)	ICR-2S Icarus II [40] (3075)	ARC-2R Archer [70] (3039)	AWS-9M Awesome [80] (3050U-I)
13	COM-4H Commando [25] (3050U-I)	SHD-7H Shadow Hawk [55] (RG12)	TDR-7M Thunderbolt [65] (3085-CE)	GOL-6H Goliath [80] (3085-CE)
14	JA-KL-1532 Jackal [30] (3055U)	GLD-5R Gladiator [55] (3075)	CPLT-H2 Catapult [65] (3050U-I)	BLR-3M BattleMaster [85] (3085-CE)
15	FS9-M3 Firestarter [35] (3145)	CNS-5M Cronus [55] (3067)	CTF-3D Cataphract [70] (3050U-I)	MR-V2 Cerberus [95] (3055U)
16	STM-R3 Storm Raider [35] (3145)	WVR-11M Wolverine [55] (RG18)	ARC-4M2 Archer [70] (RG10)	HGN-740 Highlander [90] (RG10)
17	BZK-D1 Hollander III [35] (3145)	GST-11 Ghost [50] (3085-CE)	TDR-9T Thunderbolt [65] (3085-PP)	MAD-4H Marauder II [100] (CI)
18	SDR-9M Spider [30] (RG19)	SCP-10M Scorpion [55] (3085-PP)	MAD-2R Marauder [75] (3075)	AS7-Dr Atlas [100] (3085-CE)

WOLF EMPIRE				
Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
3	Valliant V4-LNT-K7 [30] (3075)	Apollo APL-4M [55] (Proto)	Archer ARC-2Rb [70] (RG10)	Albatross ALB-3Ur [95] (3085-ONN)
4	Gambit GBT-1G [25] (3145)	Hunchback HBK-7R [50] (Proto)	Thunderbolt TDR-7S [65] (RG15)	Trebaruna TR-XB [95] (3085-CE)
5	Stinger STG-3Gb [20] (RG13)	Shockwave SKW-6G [50] (3085-CE)	Crusader CRD-9R [65] (RG17)	Awesome AWS-10KM [80] (3050U-I)
6	Locust C [20] (RG16)	Trebuchet TBT-3C [50] (3050U-I)	Blood Reaper [70] (3085-CE)	BattleMaster BLR-1Gb [85] (3075)
7	Stinger C 2 [20] (RG13)	Bloodhound B2-HND [45] (3067)	Galahad (Glass Spider) [60] (RG13)	Highlander IIC [90] (CI)
8	Valkyrie C [30] (RG9)	Hellhound (Conjurer) 8 [50] (RG5)	Tundra Wolf 5 [75] (3145)	Phoenix Hawk IIC [80] (RG15)
9	Locust IIC [30] (RG16)	Phoenix Hawk C 2 [45] (RG11)	Rifleman C 3 [60] (RG8)	Crucible [100] (RG10)
10	Wasp C [20] (RG4)	Hunchback C [50] (RG21)	Orion C 2 [75] (RG19)	Goliath GOL-7M [80] (RG22)
11	Stinger C [20] (RG13)	Griffin C [55] (RG1)	Dominator [65] (RG1)	BattleMaster C 2 [85] (3150)
12	Pack Hunter 5 [30] (RG1)	Hellhound (Conjurer) [50] (RG5)	Galahad (Glass Spider) 4 [60] (RG13)	Amarok [100] (RG17)
13	Peregrine (Horned Owl) [35] (RG11)	Scorplon C [55] (RG19)	Orion C [75] (3150)	Goliath C [80] (RG1)
14	Locust IIC 10 [30] (RG16)	Goshawk (Vapor Eagle) [55] (RG9)	Dominator 2 [65] (RG1)	Amarok 2 [100] (RG17)
15	Vixen (Incubus) [30] (RG7)	Firestorm [50] (RG13)	Woodsmen* [75] (GC)	Crucible 2 [100] (RG10)
16	Piranha 5 [20] (RG13)	Stormwolf* [50] (RG16)	Linebacker* [65] (RG6)	Alpha Wolf* [90] (RG24)
17	Wulfen* [30] (3145)	Stormwolf* [50] (RG16)	Mad Cat (Timber Wolf)* [75] (RG5)	Tomahawk II* [100] (3145)
18	Wulfen* [30] (3145)	Ryoken III (Skinwalker)* [55] (RG24)	Warwolf* [75] (3145)	Tomahawk II* [100] (3145)

## Vehicle Random Assignment Table

[Option – Uniform Vehicle Formations] When rolling Vehicles – roll once for all vehicles in a Lance/Century of the same weight class.

MAGISTRACY OF CANOPUS				
Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
3	Sprint [10] (3058U-I)	Regulator (RAC) [45] (3058U-I)	SRM Carrier [60] (3039)	Partisan [80] (3039)
4	Scorpion (ML) [25] (3039)	Vedette [50] (3039)	Manticore [60] (3039)	Demolisher (Defensive) [80] (3039)
5	Centipede (SRM) [20] (3058U-I)	Hetzer (LB-X) [40] (3058U-I)	LRM Carrier (3055 Upgrade) [60] (3058U-I)	Ontos [95] (3039)
6	Sprint (Laser) [10] (3058U-I)	Light SRM Carrier [40] (3060)	Po [60] (3058U-I)	Partisan (LRM) [80] (3085-ONN)
7	Scorpion (ML) [25] (3039)	Maxim [50] (3039)	Pike [60] (3039)	Behemoth [100] (3039)
8	Tamerlane [20] (3075)	Regulator [45] (3058U-I)	Po (LB-X) [60] (3058U-I)	Heavy LRM Carrier [80] (3060)
9	Scorpion [25] (3039)	Vedette (Ultra) [50] (3058U-I)	Zhukov (Liao) [75] (3085-ONN)	Schrek PPC Carrier (Armor) [80] (3085-ONN)
10	Tamerlane (Flamer) [20] (3075)	Light SRM Carrier [40] (3060)	Po (Light Gauss) [60] (3058U-I)	Ontos (Light Gauss) [95] (3058U-I)
11	Hunter [35] (3039)	Vedette (Cell) [50] (3085-ONN)	Pike (RAC) [60] (3058U-I)	Demolisher (Gauss) [80] (3058U-I)
12	Pegasus (3058 Upgrade) [35] (3058U-I)	Sheriff [50] (3145)	Po II [60] (3085-CE)	JES II [95] (3085-CE)
13	Galleon GAL-102 [30] (3058U-I)	Regulator II [50] (3085-CE)	SRM Carrier [60] (3039)	Heavy MML Carrier [80] (3060)
14	Aeron (BAP) [25] (3085-CE)	Danai [45] (3075)	Po II (Arrow IV) [60] (3085-CE)	Heavy NLRM Carrier [80] (Proto)
15	Main Gauche [30] (3067)	Sheriff [50] (3145)	Manticore (HPPC) [60] (3085-ONN)	Arrow IV Assault Vehicle [80] (3145)
16	Luduan [25] (3145)	Predator [45] (3145)	Pixiu [70] (3145)	Behemoth II [100] (3145)
17	Nisos [35] (3145)	Regulator II (Stealth) [50] (3085-CE)	Zahn [65] (3145)	Demolisher (Arrow IV) [80] (3058U-I)
18	Warrior S-9 [21] (Proto)	Shun [40] (3145)	Pike (Clan) [60] (3058U-I)	Behemoth II [100] (3145)

MERCENARY				
Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
3	Crow (Export) [15] (3075)	Light SRM Carrier [40] (3060)	Laser Carrier [60] (3039)	SturmFeur [85] (3039)
4	Warrior H-7 [21] (3039)	Maxim [50] (3039)	Pike [60] (3039)	Demolisher [80] (3039)
5	Tamerlane (RL) [20] (3075)	Hetzer (LB-X) [40] (3058U-I)	LRM Carrier (3055 Upgrade) [60] (3058U-I)	Heavy LRM Carrier [80] (3060)
6	Hunter (3054 Upgrade) [35] (3058U-I)	Myrmidon [40] (3060)	Brutus [75] (3058U-I)	Fortune [80] (3067)
7	Scorpion [25] (3039)	Vedette [50] (3039)	Manticore [60] (3039)	Ontos (Fusion) [95] (3039)
8	Cavalry [25] (3058U-I)	Musketeer [50] (3067)	Manticore (3055 Upgrade) [60] (3058U-I)	Glory [85] (3067)
9	Tamerlane 2 [20] (3075)	JES I (3082 Upgrade) [45] (3085-ONN)	Patton (Ultra) [65] (3058U-I)	Partisan (Cell) [80] (3085-ONN)
10	Warrior H-8 [21] (3058U-I)	Stygian (Armor) [40] (3067)	Pilum [70] (3058U-I)	Challenger Mk. XV [90] (Proto)
11	Hunter (ERLL) [35] (3058U-I)	Maxim Mk. II [50] (3085-CE)	Rommel (Gauss) [65] (3058U-I)	Demolisher II (Thunderbolt) [100] (3060)
12	Winterhawk APC [20] (3145)	Zephyr [40] (3050U-C)	Tokugawa [60] (3058U-I)	JES II [95] (3085-CE)
13	Striker (3061 Upgrade) [35] (3058U-I)	Predator [45] (3145)	Brutus (PPC 2) [75] (3058U-I)	DI Morgan [100] (3075)
14	Main Gauche (XL) [30] (3067)	Hasek MCV [40] (3145)	Kinnol [70] (3085-CE)	DI Schmitt [80] (3145)
15	Pegasus (3058 Upgrade) [35] (3058U-I)	Condor (Upgrade Laser) [50] (3058U-I)	Marksman (Light PPC) [65] (3050U-C)	Puma PAT-005b [95] (3075)
16	Nisos [35] (3145)	Cardinal [50] (3145)	Manticore (HPPC) [60] (3085-ONN)	DI Morgan (Gauss) [100] (3075)
17	Yellow Jacket (PPC) [30] (3058U-I)	Fulcrum III [50] (3085-ONN)	Hanse [75] (3145)	Behemoth II (Support) [100] (3145)
18	J12A1 Attack APC [25] (3145)	R10 ICV* [45] (3145)	Burke (Royal) [75] (Klondike)	Bulwark [85] (3145)

<b>MARIAN HEGEMONY</b>				
<b>Roll</b>	<b>Light Vehicles</b>	<b>Medium Vehicles</b>	<b>Heavy Vehicles</b>	<b>Assault Vehicles</b>
3	Centipede (SRM) [20] (3058U-I)	Hetzer (AC/10) [40] (3039)	AC/2 Carrier [60] (3039)	Partisan [80] (3039)
4	Maultier [15] (3058U-I)	Maxim [50] (3039)	Bulldog [60] (3039)	Ontos [95] (3039)
5	Sprint [10] (3058U-I)	Prowler (Succession Wars) [55] (3085-CE)	Po [60] (3058U-I)	SturmFeur [85] (3039)
6	Harasser Missile Platform [25] (3039)	Gladius [40] (3060)	SRM Carrier [60] (3039)	Heavy LRM Carrier [80] (3060)
7	Galleon GAL-100 [30] (3058U-I)	Vedette [50] (3039)	Pike [60] (3039)	Demolisher [80] (3039)
8	J. Edgar [25] (3039)	Light SRM Carrier [40] (3060)	Mortar Carrier [60] (3145)	Behemoth [100] (3039)
9	Harasser (Thunderbolt) [25] (3145)	JES I [50] (3075)	Manticore [60] (3039)	Demolisher (Gauss) [80] (3058U-I)
10	Hunter [35] (3039)	Gladius (Mk. II) [40] (3060)	LRM Carrier [60] (3039)	Schrek PPC Carrier [80] (3039)
11	Scorpion (LAC) [25] (3085-CE)	Goblin [45] (3058U-I)	AC/2 Carrier (LB-X) [60] (3058U-I)	Heavy NLRM Carrier [80] (Proto)
12	Plainsman [35] (3058U-I)	Hetzer (LB-X) [40] (3058U-I)	Manticore (3055 Upgrade) [60] (3058U-I)	JES II [95] (3085-CE)
13	Pegasus (3058 Upgrade) [35] (3058U-I)	JES I (3082 Upgrade) [50] (3085-ONN)	Zhukov (Liao) [75] (3085-ONN)	Fortune [80] (3067)
14	Main Gauche [30] (3067)	Fulcrum [50] (3058U-I)	LRM Carrier (3055 Upgrade) [60] (3058U-I)	Partisan (Cell) [80] (3085-ONN)
15	Cyrano (ML) [30] (3050U-C)	Vedette (Cell) [50] (3085-ONN)	Po (LB-X) [60] (3058U-I)	Alacorn Mk VI [90] (3058U-I)
16	Plainsman (Streak) [35] (3058U-I)	Goblin II [45] (3058U-I)	Testudo [75] (3058U-I)	Ontos (3053 Upgrade) [95] (3058U-I)
17	Lamprey [30] (3145)	Myrmidon [40] (3060)	Patton (Ultra) [65] (3058U-I)	Demolisher II [100] (3060)
18	Main Gauche (XL) [30] (3067)	Swallow [45] (3145)	Kinnol [70] (3085-CE)	Behemoth II [100] (3145)

<b>WOLF EMPIRE</b>				
<b>Roll</b>	<b>Light Vehicles</b>	<b>Medium Vehicles</b>	<b>Heavy Vehicles</b>	<b>Assault Vehicles</b>
3	Shandra [25] (3145)	Vedette [50] (3039)	Mortar Carrier [60] (3145)	Behemoth [100] (3039)
4	Tribune [35] (EDDA)	Demon Medium Tank [45] (3085-CE)	Laser Carrier [60] (3039)	Ontos [95] (3039)
5	Scorpion (MRM) [25] (3058U-I)	Condor Multi-Purpose [50] (XTRRepl)	LRM Carrier [60] (3039)	SturmFeur [85] (3039)
6	Saxon [25] (3075)	JES I (3082 Upgrade) [50] (3085-ONN)	Laser Carrier [60] (3039)	Partisan [80] (3039)
7	Scorpion (SRM) [25] (3039)	Glaive [45] (3067)	SRM Carrier [60] (3039)	Demolisher Mk II [80] (3039)
8	Heavy Wheeled APC [20] (3060)	Fulcrum [50] (3058U-I)	JES III (MML) [60] (3145)	Rhino [80] (3050U-C)
9	Scorpion (LRM) [25] (3039)	Hetzer [40] (3039)	SRM Carrier [60] (3039)	Sniper Artillery [80] (3150)
10	Heavy Tracked APC [20] (3060)	Maxim Mk II [50] (3085-CE)	LRM Carrier [60] (3039)	JES II [95] (3085-CE)
11	Scorpion [25] (3039)	Fulcrum II [50] (3058U-I)	AC/2 Carrier (LB-X) [60] (3058U-I)	Sniper Artillery [80] (3150)
12	Heavy Hover APC [20] (3060)	Drillson (Streak) [50] (3058U-I)	JES III [60] (3145)	JES II (Support) [95] (3085-CE)
13	Scorpion (LAC) [25] (3085-ONN)	Hetzer [40] (3039)	AC/2 Carrier (LB-X) [60] (3058U-I)	Ontos (3053 Upgrade) [95] (3058U-I)
14	Pegasus (3058 Ugr) [35] (3058U-I)	Drillson (Sealed) [50] (3085-ONN)	Bardiche (Minesweeper) [70] (3150)	DI Schmitt [80] (3145)
15	Pegasus (Sealed) [35] (3085-ONN)	Aesir [55] (3145)	Kinnol [70] (3085-CE)	Kelswa [95] (3150)
16	Red Kite [25] (3150)	R10 ICV* [40] (3145)	Bardiche C [70] (3150)	Demolisher (Clan) [80] (3058U-I)
17	Red Kite [25] (3150)	Aesir (HAG) [55] (3145)	JES III (Thunderbolt) [60] (3145)	DI Morgan [100] (3075)
18	Red Kite [25] (3150)	R10 ICV* [40] (3145)	Bardiche C [70] (3150)	Morrígu [80] (3067)



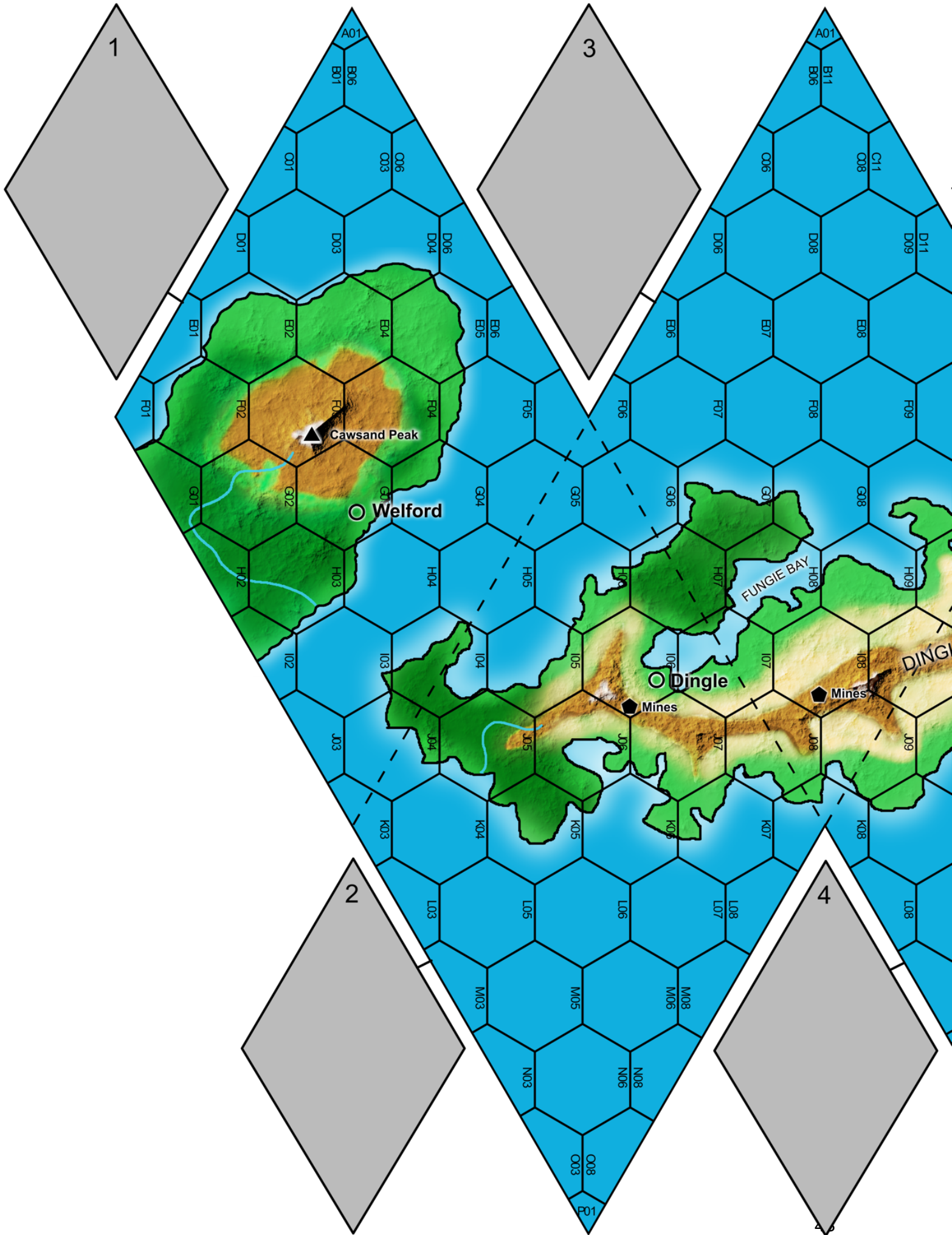
## AeroSpace Random Assignment Table

MAGISTRACY OF CANOPUS				
Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
3	TR-7 Thrush [25] (3039)	HCT-213 Hellcat [60] (3075)	F-100 Riever [100] (3039)	Dictator (3075)
4	SYD-Z1 Seydlitz [20] (3039)	SL-17 Shilone [65] (3039)	TR-14 Transgressor [75] (3039)	Seleucus (3145)
5	F-10 Cheetah [25] (3039)	LTN-G15 Lightning [50] (3075)	TR-16 Transgressor [75] (3039)	Avenger (2816) (3057)
6	TR-7 Thrush [25] (3039)	TR-12 Transit [50] (3039)	F-700b Riever [100] (3039)	Overlord (3056) (3057)
7	SB-27b Sabre [25] (Klondike)	F-95 Stingray [60] (3039)	TRB-D46 Thunderbird [100] (3075)	Leopard (PPC) (3057)
8	SYD-Z4 Seydlitz [20] (3039)	LTN-G16L Lightning [50] (3075)	TR-15 Transgressor [75] (3039)	Condor (3054) (3057)
9	SB-27b Sabre [25] (Klondike)	CMT-3T Troika [65] (3067)	F-700b Riever [100] (3039)	Seeker (3054) (3057)
10	SYD-Z4 Seydlitz [20] (3039)	F-92 Stingray [60] (3039)	TRB-D46 Thunderbird [100] (3075)	Lung Wang (3057)
11	F-11 Cheetah [25] (3039)	CMT-4U Troika [65] (3067)	TR-15 Transgressor [75] (3039)	Triumph (2593) (3057)
12	TR-8 Thrush [25] (3039)	TR-13G Transit [50] (Proto)	TRB-D46 Thunderbird [100] (3075)	Union (3055) (3057)
13	SYD-Z4 Seydlitz [20] (3039)	CMT-3T Troika [65] (3067)	F-700b Riever [100] (3039)	Achilles (3055) (3057)
14	TR-8 Thrush [25] (3039)	SL-18 Shilone [65] (3039)	MNG-8L Mengqin [95] (3085-CE)	Kuan Ti (3057)
15	SB-27b Sabre [25] (Klondike)	DFC-0 Defiance* [55] (3067)	CHP-W7T Chippewa [90] (3039)	Overlord-A3 (3067)
16	F-13 Cheetah [25] (3039)	TR-13G Transit [50] (Proto)	F-77A Deathstalker [80] (3075)	Vengeance-DC (Proto)
17	Issedone* [30] (GC)	DFC-0 Defiance* [55] (3067)	MNG-8L Mengqin [95] (3085-CE)	Gorgon Carrier (3145)
18	Avar* [35] (3055U)	Tyre [55] (3067)	MNG-8L Mengqin [95] (3085-CE)	Lung Wang P2 (Proto)

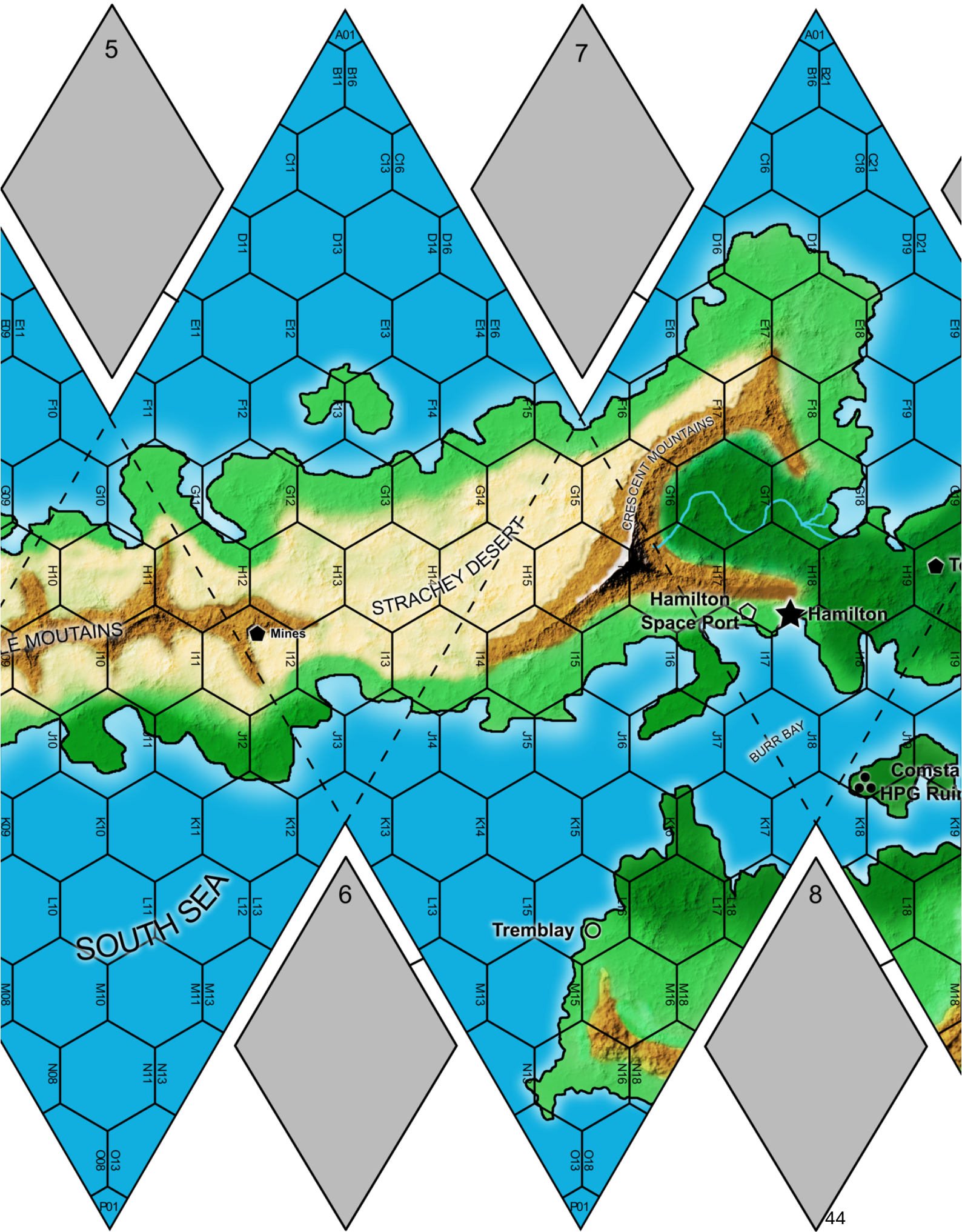
MARIAN HEGEMONY				
Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
3	SYD-Z4 Seydlitz [20] (3039)	SL-17 Shilone [65] (3039)	F-700a Riever [100] (3039)	Leopard PWS (3075)
4	F-10 Cheetah [25] (3039)	BAM-1A1 Malaika [65] (XTRRetro)	STU-K5 Stuka [100] (3039)	Union (3055) (3057)
5	S-2 Star Dagger [30] (XTRRetro)	HCT-213 Hellcat [60] (3075)	F-100 Riever [100] (3039)	Aurora (3075)
6	S-2 Star Dagger [30] (XTRRetro)	F-90 Stingray [60] (3039)	CHP-W5 Chippewa [90] (3039)	Overlord (2762) (3057)
7	SYD-Z2 Seydlitz [20] (3039)	LX-2 Lancer [50] (3067)	TRB-D36 Thunderbird [100] (3075)	Leopard (2537) (3057)
8	F-11 Cheetah [25] (3039)	LTN-G15 Lightning [50] (3075)	EGL-R6 Eagle [75] (3075)	Union (2708) (3057)
9	SB-27 Sabre [25] (3075)	SL-17 Shilone [65] (3039)	SL-15 Slayer [80] (3039)	Triumph (2593) (3057)
10	TR-7 Thrush [25] (3039)	F-90 Stingray [60] (3039)	TR-13 Transgressor [75] (3039)	Leopard CV (2581) (3057)
11	SYD-Z1 Seydlitz [20] (3039)	LTN-G15 Lightning [50] (3075)	EGL-R6 Eagle [75] (3075)	Danais (Jihad Secrets)
12	F-13 Cheetah [25] (3039)	LCF-R16 Lucifer [65] (3039)	SL-15R Slayer [80] (3039)	Condor (2801) (3057)
13	SYD-Z4 Seydlitz [20] (3039)	F-92 Stingray [60] (3039)	F-700a Riever [100] (3039)	Avenger (3048) (3057)
14	F-11 Cheetah [25] (3039)	SL-17 Shilone [65] (3039)	SL-15R Slayer [80] (3039)	Vengeance (2682) (3057)
15	SYD-Z4 Seydlitz [20] (3039)	HCT-313 Hellcat [60] (3075)	CHP-W7 Chippewa [90] (3039)	Achilles (3055) (3057)
16	F-13 Cheetah [25] (3039)	CMT-3T Troika [65] (3067)	F-700b Riever [100] (3039)	Gazelle (2531) (3057)
17	TR-8 Thrush [25] (3039)	LX-2 Lancer [50] (3067)	F-77A Deathstalker [80] (3075)	Mule PWS (3075)
18	Issedone* [30] (GC)	DFC-0 Defiance* [55] (3067)	TRB-D46 Thunderbird [100] (3075)	Union PWS (3075)

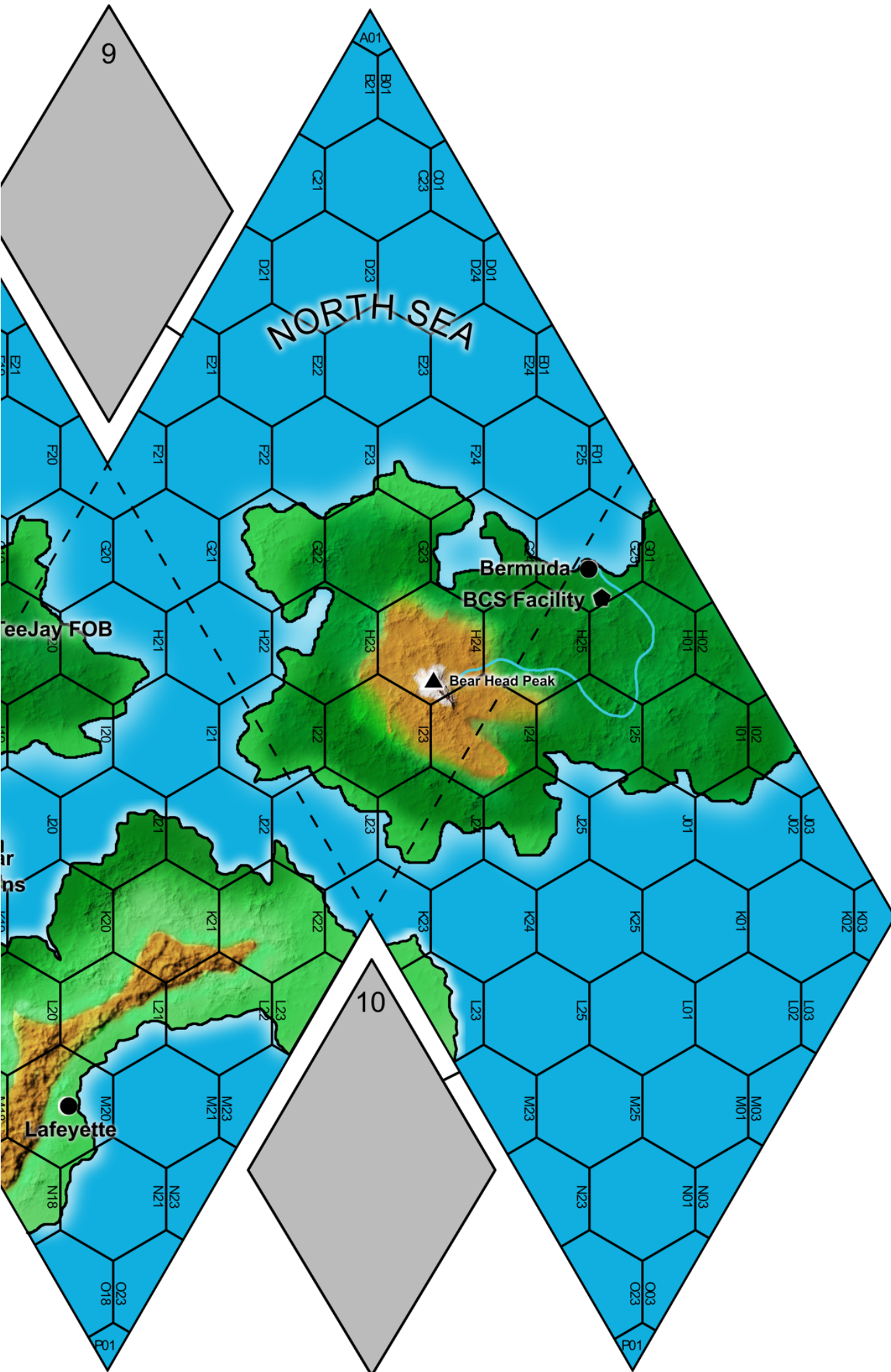
MERCENARY				
Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
3	SPR-6D Sparrowhawk [30] (3039)	BAM-1A1 Malaika [65] (XTRRetro)	TRB-D36b Thunderbird [100] (Klondike)	Overlord (3056) (3057)
4	SB-27b Sabre [25] (Klondike)	LCF-R16 Lucifer [65] (3039)	STU-K5b Stuka [100] (Klondike)	Condor (3054) (3057)
5	TR-8 Thrush [25] (3039)	LTN-G15b Lightning [50] (Klondike)	VLC-8N Vulcan [80] (3075)	Union (3055) (3057)
6	SYD-Z3A Seydlitz [20] (3039)	F-92 Stingray [60] (3039)	RPR-300 Rapier [85] (3050U-C)	Avenger (3048) (3057)
7	F-11 Cheetah [25] (3039)	CSR-V14 Corsair [50] (3039)	F-700b Riever [100] (3039)	Triumph (3057) (3057)
8	THK-63CS Tomahawk [45] (3050U-C)	LCF-R16 Lucifer [65] (3039)	STU-D6 Stuka [100] (3039)	Aurora (3075)
9	SB-27b Sabre [25] (Klondike)	SL-17R Shilone [65] (3039)	EST-O Eisensturm* [95] (3067)	Intruder (3056) (3057)
10	SYD-Z4 Seydlitz [20] (3039)	LTN-G16S Lightning [50] (3075)	TR-15 Transgressor [75] (3039)	Aurora (3075)
11	SB-29 Sabre [25] (3075)	SL-18 Shilone [65] (3039)	CHP-W7T Chippewa [90] (3039)	Aurora (3075)
12	SL-22 Sholagar [35] (3039)	CMT-3T Troika [65] (3067)	SL-15K Slayer [80] (3039)	Achilles (3055) (3057)
13	PGD-Y3 Poignard [35] (3085-CE)	LTN-G16D Lightning [50] (3075)	STU-D7 Stuka [100] (3039)	Gorgon Carrier (3145)
14	F-13 Cheetah [25] (3039)	F-95 Stingray [60] (3039)	TRB-D56 Thunderbird [100] (3075)	Seleucus (3145)
15	PGD-R3 Poignard [35] (3085-CE)	LX-3 Lancer [50] (3067)	HSCL-1-0 Huscarl* [75] (3067)	Vengeance (3056) (3057)
16	WKT-1S Wildkatze [45] (Proto)	SL-27 Samurai [50] (3039)	SHV-O Shiva* [85] (3067)	Union (3055) (3057)
17	SB-31D Sabre [25] (Proto)	MR-1S Morgenstern* [70] (3085-CE)	F-77A Deathstalker [80] (3075)	Overlord-A3 (3067)
18	SGT-2R Sagittarii [45] (3085-CE)	MIK-O Tatsu* [70] (3067)	EGL-R11 Eagle [75] (3075)	Excalibur (3056) (3057)

WOLF EMPIRE				
Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
3	TRN-3Tb Trident [20] (3075)	LCF-R16 Lucifer [65] (3039)	HSCL-1-0 Huscarl* [75] (3067)	Lion (Clan) (3057)
4	ZRO-116b Zero [35] (Klondike)	LX-3 Lancer [50] (3067)	Xerxes [85] (3067)	Broadsword (3057)
5	SGT-2R Sagittarii [45] (3085-CE)	MR-1S Morgenstern* [70] (3085-CE)	HSCL-1-0 Huscarl* [75] (3067)	Union-C (3057)
6	S-4C Sai [40] (3039)	Ammon-XR [65] (XTRClans)	Hydaspes [95] (3067)	Aurora (3075)
7	SYD-Z4 Seydlitz [20] (3039)	GTHA-500b Gotha [60] (3075)	F-77A Deathstalker [80] (3075)	Overlord (3056) (3057)
8	F-11-RR Cheetah [25] (3039)	LTN-G16S Lightning [50] (3075)	SL-15R Slayer [80] (3039)	Claymore V3 (Proto)
9	F-13 Cheetah [25] (3039)	LX-2 Lancer [50] (3067)	F-700b Riever [100] (3039)	Broadsword (3057)
10	WKT-1S Wildkatze [45] (Proto)	Goth C [60] (GC)	TRB-D56 Thunderbird [100] (3075)	Aurora (3075)
11	Issedone* [30] (GC)	Lucifer III C [65] (3150)	RPR-100b Rapier [85] (3075)	Overlord (3056) (3057)
12	Cheetah IIC [25] (3150)	LX-3 Lancer [50] (3067)	STU-D7 Stuka [100] (3039)	Aurora (3075)
13	Seydlitz C [20] (3150)	Goth C [60] (GC)	SL-15K Slayer [80] (3039)	Claymore (3057)
14	Cheetah IIC [25] (3150)	Ammon [65] (3067)	EGL-R6b Eagle [75] (Klondike)	Overlord-C (3057)
15	Cheetah IIC [25] (3150)	Tyre [55] (3067)	Xerxes [85] (3067)	Broadsword (3057)
16	PGD-Y3 Poignard [35] (3085-CE)	F-96R Stingray [60] (3145)	Hydaspes 3 [95] (Proto)	Overlord-A3 (3067)
17	Seydlitz C [20] (3150)	Ammon [65] (3067)	RPR-200 Rapier [85] (3050U-C)	Lion (Clan) (3057)
18	Issedone* [30] (GC)	F-95 Stingray [60] (3039)	EST-O Eisensturm* [95] (3067)	Overlord-C (3057)















# BATTLETECH™

## CONVENTIONAL FIGHTER RECORD SHEET

### FIGHTER DATA

Type: UAV Drone (Spotter)

Thrust: \_\_\_\_\_ Tonnage: 5  
 SafeThrust: 1 Tech Base: Inner Sphere  
 Maximum Thrust: 2 Rules Level: Advanced  
 Engine Type: 5 ICE Role: None

### Weapons & Equipment Inventory

Standard Scale		(1-6)	(7-12)	(13-20)	(21-25)	
Qty	Type	Loc	SRV	MRV	LRV	ERV
1	Drone (Remote) Operating System [E]	FSLG	-	-	-	-
1	Hi-Res Imager [E]	FSLG	-	-	-	-

Fuel Points: 0  
 Features VSTOL Equipment

BV: 2



### ARMOR DIAGRAM

Standard Armor

Nose Damage Threshold (Total Armor)  
0 (0)

Left Wing Damage Threshold (Total Armor)  
0 (0)

Right Wing Damage Threshold (Total Armor)  
0 (0)

Structural Integrity:  
0

Aft Damage Threshold (Total Armor)  
0 (0)



### NOTES

### CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

### PILOT DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### GROUND MAP STRAIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

	FIGHTER	SMALL CRAFT AND FIXED WING SUPPORT VEHICLES
1	8	8
2	12	14
3	16	20
4	20	26
5	24	32
6	28	38
7	32	44
8	36	50
9	40	56
10	44	62
11	48	68
12	52	74

Velocity above 12 is not possible on ground maps.

### VELOCITY RECORD

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

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

### FIGHTER RETURN TABLE

	URNS BEFORE RETURN
1-4	3
5-8	2
9-12	1
13+	0

**AERODYNE DROPSHIP RECORD SHEET**

 Nose  
 Damage Threshold  
 (Total Armor)  
 14 ( 140 )

**DROPSHIP DATA**

Type: Leopard (3056 - Marian)

 Name: \_\_\_\_\_ Tonnage: 1,900  
 Thrust: \_\_\_\_\_ Tech Base: Inner Sphere  
 SafeThrust: 4 Rules Level: Standard  
 Maximum Thrust: 6 Role: None

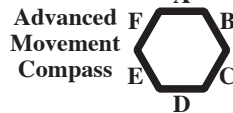
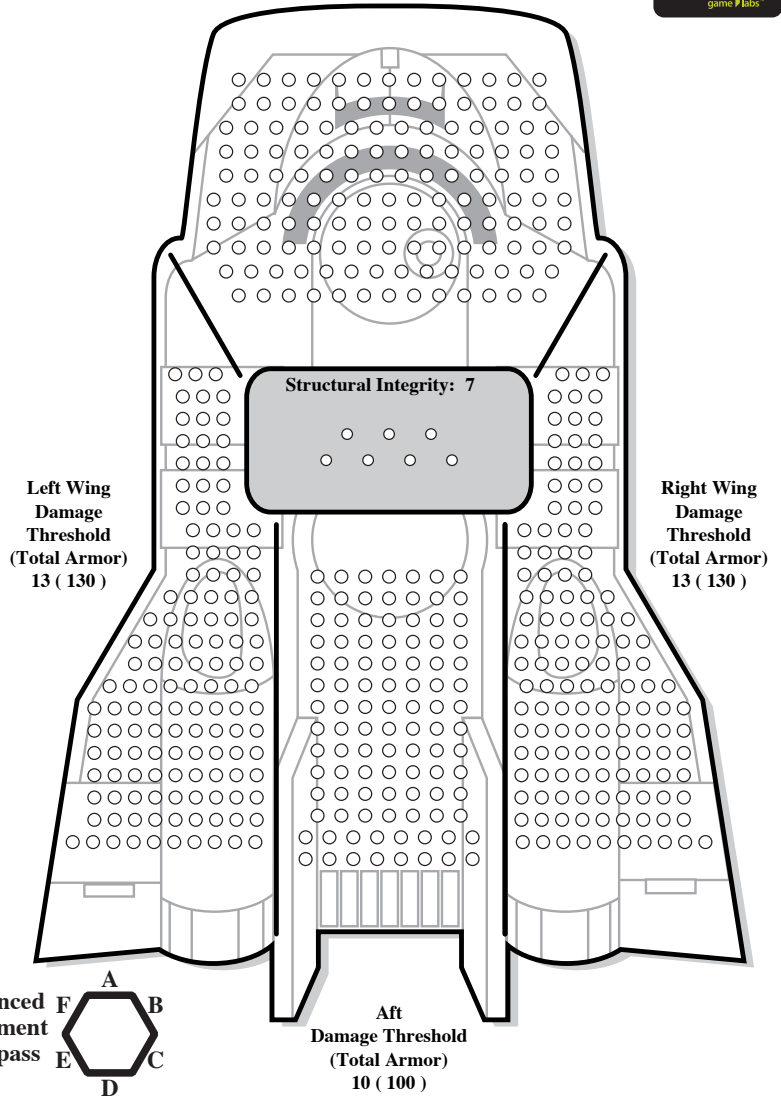
**Weapons & Equipment Inventory**

Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
2	ER PPC	NOS	30	2 (20)	2 (20)	2 (20)	—
1	LRM 20 (12 rounds)*	NOS	6	2 (16)	2 (16)	2 (16)	—
3	Medium Pulse Laser	NOS	12	2 (18)	—	—	—
1	LRM 20 (12 rounds)*	LW/RW	6	2 (16)	2 (16)	2 (16)	—
2	ER Large Laser	LW/RW	24	2 (16)	2 (16)	2 (16)	—
1	Medium Pulse Laser	LW/RW	4	1 (6)	—	—	—
1	ER Large Laser	AFT	12	1 (8)	1 (8)	1 (8)	—
2	Medium Pulse Laser	AFT	8	1 (12)	—	—	—

 Cargo:  
 Bay 1: Mech (4) (4 Doors)  
 Bay 2: Cargo (72) (0 Doors)  
 Bay 3: Mech (1) (1 Door)  
 Bay 4: Cargo (150) (1 Door)

Fuel Points: 4,000

BV: 3,376


**NOTES**
**PILOT DATA**

Gunnery Skill:	_____	Piloting Skill:	_____			
Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.
Crew:	19	Marines:	0			
Passengers:	0	BattleArmor:	0			
Other:	0					
Life Boats/Escapes Pods: 0/2						

**CRITICAL DAMAGE**

Avionics	+1	+2	+5	Landing Gear	+5	
FCS	2	4	D	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	D	
Thrusters				Docking Collar	D	
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										
Altitude										

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

**HEAT DATA**

Heat Sinks:	70	Heat Generation Per Arc:	
(140)		Nose:	48
		Left/Right Wing:	34/34
		Left/Right Wing (Rear):	0/0
		Aft:	20