BATTLETECH™

JIHAD TURNING POINTS
HESPERUS™

35TP011

CATALYST
game labs™

LAST PATROL

OUTSIDE DOERING ELECTRONICS, SOUTH WHITMAN
HESPERUS II, LYRAN ALLIANCE
14 MARCH 3068

Damn, I'm soaked. Markus Oder tugged at the collar of his heavy environmental suit. Even without the helmet, he was dripping with sweat from the humidity sucked in by what passed for a ventilation system in his dilapidated Rowell World Rover. Even on one of the most important planets in the Alliance, they couldn't assign him the bloody jungle variant. *Cheap bastards. I'd like to see one of Doering's fat executives or our sniveling sack of shit leutnant spend more than an hour in this soup. Why couldn't Doering just work in the mountains like everyone else on Hesperus?*

Markus pushed his Rowell through the thick jungle canopy along the security path. He knew exactly the route he was going to take; it was the same he took every day during his perimeter patrol of Doering Electronics. It was a lousy job, even for militia, and after being there for six months he could probably drive it in his sleep.

The waypoint on the Rowell's HUD beeped to life, and Markus slowed the rover to a complete stop before picking up the portable communicator on the seat next to him. "Stefan, Hans, we're here." The walkie-talkie connected to the other two members of his three-man patrol seated on the Rowell's exposed cargo bed. A quick knock to the cabin's rear window acknowledged his heads-up before they unloaded their equipment.

Poor bastards.

As much as Markus hated patrol, working on a jungle cutting crew was far worse. Though his job was tedious and mind-numbingly boring, at least it was easy. Cutting crews, however, were an unfortunate necessity for the inhabitants of South Whitman: the local flora was aggressive, and only constant pruning kept the thick vegetation from overrunning Doering's factory. From the side mirror he watched Hans and Stefan struggle to drag heavy chainsaws and jugs of industrial defoliant off the Rowell. Work on a cutting crew was hard physical labor in the worst conditions Hesperus II had to offer.

Though being a glorified gardener's driver wasn't something the Maria's Elegy recruiting office mentioned when he joined the LAAF, his job wasn't all bad. Patrol provided plenty of time to catch up on reading, and Markus was thankful he remembered to bring the latest copy of *Solarian Gun Enthusiast* today, or he'd be stuck counting komodos—Hesperus II's version of a wild turkey—again.

The little communicator crackled to life. "We're heading out," Hans said. "Back in sixty."

Markus punched sixty minutes into his chronometer's digital alarm. "Roger. See you in an hour. Have fun, boys."

Popping open the Rowell's center console storage bin, Markus reached for the rolled publication. "Let's see what goodies Mauser & Gray have for us this month," he muttered as he started thumbing through the glossy pages.

▲▽▲

Markus's wrist chronometer beeped to life. *One hour. Hans and Stefan should be back any minute.* He glanced back down at the magazine. He was halfway through the *Enthusiast*'s review of Mauser & Gray's G-150 Hunting Rifle; all he needed was five more minutes. *Maybe I can spot them, see how far they have to walk and how much time I have left.* Getting caught reading wasn't necessarily against the rules, but rubbing his cushy job in their faces would create trouble he didn't need.

Markus moved the magazine off his lap. His chronometer read one minute past the hour. Reaching down, he picked up a pair of binoculars from the Rowell's storage compartment. An early addition to the rover after his first patrol, the glasses were usually employed to secure a page as an impromptu bookmark, but today they were getting actual use.

He scanned the jungle. Nothing. It didn't help that the humidity inside the Rowell was fogging the windows enough to make seeing difficult. Even the rear glass was covered with tiny specks of water. He rubbed the glass with his glove, hoping to improve the view, but the heavy material only left a wet smear in its wake. "This is useless!"

Dropping the glasses on top of the magazine, he picked up his helmet from the cabin floor, its battery indicating a fifteen-minute charge; he had forgotten to recharge the unit—again. *Oh well; this shouldn't take long.* Attaching the helmet to his suit's collar, he twisted it into place. The helmet locked with a click, and a reassuring whoosh of filtered air confirmed the helmet successfully sealed with the rest of his suit. Markus leaned over, retrieved the binoculars, and opened the cabin door.

Despite the environmental suit, the jungle's thick, humid air pounded against his body like a hammer, while the chirping, hissing sounds of Hesperus's native life filled his ears. He hated wearing the helmet almost as much as he wished it came with a sound filter. Putting the binoculars to his faceplate, Markus could already hear the little motors in the helmet struggling to keep the sweltering heat from cooking his head. *God, I hate wearing this thing.*

He started scanning the tree line, hoping to catch a glimpse of Hans or Stefan, but a slight flurry of movement within the jungle caught his attention. Not sure what it was, he tried to zoom in, but the thick foliage revealed nothing. Whatever it was, it was bigger than a komodo and moving slowly towards his position. He lowered his glasses. *Probably one of those fat belly snakes*, Markus thought.

Continuing his scan, he saw nothing else; the crew was nowhere to be found.

As he shrugged and turned toward the rover's open door, Markus was thrown forward, as if a gigantic sledgehammer had just smashed into him from the rear. His helmet slammed into the door's edge with a resounding crack, and he was faintly aware of the spray of blood – his blood – splattering the Rowell's interior. He bounced backward, his helmet's collision landing him hard on his back as an explosion of pain washed over his body. It was a hot, searing, paralyzing pain. Markus tried to move but couldn't, he coughed, tasting blood. He laid there for what felt like an eternity, wavering on the edge of consciousness. Then he heard them, the crunch of heavy footfalls just outside of his field of vision. *Hans, Stefan, help me.*

A shadow fell over Markus's prone form. It was getting dark and cold, but Markus could still make out the Purifier battlesuit and the faint outline of a stylized broadsword on its chest. He moved to speak, but no sound left his lips. The Purifier leaned over him, pointing the barrel of is anti-personnel weapon at Markus's forehead.

Its external speakers sprung to life: "Peace of Blake be with you."

The Word of Blake had come to Hesperus II.

JIHAD TURNING POINTS
HESPERUS ™

Welcome to *Jihad Turning Points: Hesperus II*, a campaign designed to give players the opportunity to fight in one of the landmark conflicts of the Word of Blake Jihad.

The general information contained in the **Atlas** and **Combatants** sections gives players the tools needed to fight an infinite number of engagements on Hesperus II, while the **Tracks** section gives details on some of the larger, pivotal battles of the planetary struggle.

The **Atlas** section presents a global view followed by some quick facts about Hesperus II. Included in this section are 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 provide ideas on the types of terrain found on the world. This section also contains a list of various additional terrain types, environments, and other rules that can be used to enhance your game experience. All players should agree whether or not to use any of these features before play.

The **Combatants** section gives details on the units that participated in the conflict and can be used by players wishing to add authenticity to their game. While the units that actually participated in the battles are noted, in most cases the numbers on each side are left undetermined. This allows the players to pursue the tracks with different forces if they wish. The rough ratio of forces on each side is provided as a guideline. Players should feel free to balance the forces in each track as they see fit, whether by battle value, tonnage, total number of 'Mechs, or whatever else suits them.

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 *Chaos Campaign* campaigns should use the Warchest Points (WP) listed in brackets. Optional points are awarded only if the group achieves at least one Objective while using the selected option. Objective points are cumulative as they are achieved unless otherwise noted.

The **Annex** contains two official record sheets. The first is the customized *Galahad* of Phantom Demi-Precentor Delta Laodices, a commander in the Fortieth Shadow Division, followed by the custom Sturmfeur Heavy Tank manufactured by Defiance Industries during the Word of Blake occupation.

STAR LEAGUE ERA   CLAN INVASION ERA   **JIHAD ERA**
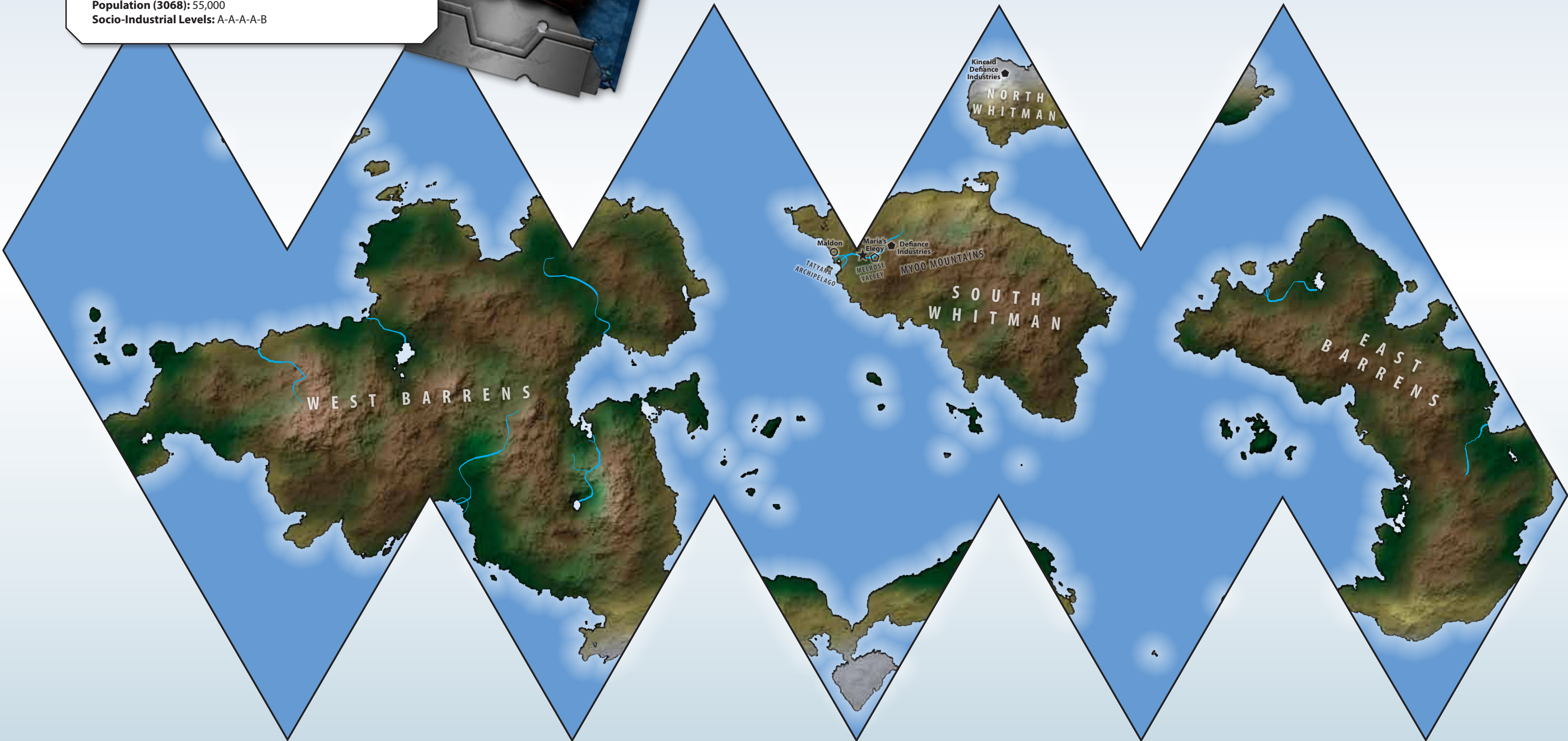
SUCCESSION WARS ERA   CIVIL WAR ERA   DARK AGE ERA

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

HESPERUS II (3067)

Noble Ruler: Duke Daniel Brewer
Star Type (Recharge Time): F2IV (172 hours)
Position in System: 2nd
Time to Jump Point: 18.75 days
Number of Satellites: 1 (Hesperus II-Alpha)
Surface Gravity: 1.01
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 85º C (Jungle)
Surface Water: 40 percent
Recharging Station: Zenith, Nadir
HPG Class Type: A
Highest Native Life: Reptiles
Population (3068): 55,000
Socio-Industrial Levels: A-A-A-A-B

WEST BARRENS

Kincaid
Defiance
Industries

NORTH WHITMAN

Maldon
Maria's
Elegy
Defiance
Industries
TATYANA
ARCHIPELAGO
MELROSE
VALLEY
MYOO MOUNTAINS

SOUTH
WHITMAN

EAST
BARRENS

HESPERUS II

Long considered the most vital planet in the Lyran realm after Tharkad, Hesperus II is far from a picturesque garden world. Instead, it is a planet of barren mountains and deep valleys dividing and crisscrossing its four main continents. Most of Hesperus II's landmasses and the numerous islands and archipelagos that dot the world's shallow oceans resemble a blasted wasteland or untamed jungle.

Most of Heseprus II's small population resides on the continent of South Whitman. Located in the planet's northern latitudes, South Whitman is home to Maria's Elegy, the planetary capital in Melrose Valley, and the massive Defiance Industries of Hesperus II BattleMech plant. As the primary supplier of 'Mechs for the Lyran military for centuries, Hesperus II has always enjoyed above-average protection against raiders and assault forces alike. This strong defensive force, often bolstered by the Defiance Self-Protection Force, has enabled the world to withstand more than fifteen major assaults aimed at capturing or destroying the factories. The last invasion, which occurred during the FedCom Civil War only a few short years before the start of the Jihad, significantly weakened the planet's defenses. Still recovering from the last war when the Word of Blake launched Operation STEEL HAMMER in early 3068, the Lyran defenders were ill-prepared for the Blakist raids and subsequent invasion.

Beyond South Whitman lies the northernmost continent of North Whitman, the only other landmass where humans can tolerate the jungle-like conditions and make a decent living. Hesperus II's other continents are the blasted, equatorial wastelands collectively called the Barrens by locals. Completely inhospitable to human life, East Barren and West Barren are overrun by badlands, jungles too thick to explore, and creatures that have never been catalogued.

Mapsheets

The following tables represent the categories of terrain found on the battlefields of Hesperus II. Players should create a playing area using terrain suitable for the terrain type noted under *Game Setup* for each track. Players using mapsheets may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified by the track. MS = *Map Set*, MSC = *Map Set Compilation*, BT = *BattleTech Introductory Box Set*.

If miniature rules are used instead of mapsheets, players should do their best to mimic the type of terrain features and elevations found on the listed mapsheets.

OPTIONAL RULES

If all players agree, the following particular effects from *Total Warfare* (*TW*), *Tactical Operations* (*TO*), and *Strategic Operations* (*SO*) may be used to add specific Hesperian aspects to the battles played out.

Base Terrain Types

Jungle (see p. 31, *TO*)
Heavy Industrial Zone (see p. 31, *TO*)
Rough (see p. 39, *TO*)
Sheer Cliffs (see p. 39, *TO*)

Terrain Modifications

Mud (see p. 50, *TO*)
Roads, Dirt and Gravel
    (see p. 51, *TO*)
Swamp (see p. 51, *TO*)

Weather Conditions

Light Rainfall (see p. 59, *TO*)
Light Gale (see p. 61, *TO*)
Extreme Temperatures (see p. 62, *TO*)

Forced Withdrawal

Unless otherwise noted, the *Forced Withdrawal* rules (see p. 258, *TW*) are in effect for all forces.

Salvage

Unless otherwise noted in an individual track, the Salvage rules (se p.191, *SO*) may be used if the player group achieves at least one Objective in the track.

HESPERUS II MAPSHEETS TABLE

2D6 Result	Map
MOUNTAIN	
2	River Valley (MS2, MSC1)
3	BattleForce (MS6, MSC1)
4	Box Canyon (MS6, MSC2)
5	Large Mountain #1 (MS5, MSC2)
6	Deep Canyon #1 (MS5, MSC2)
7	Desert Mountain #1 (MS3, MSC1)
8	Large Mountain #2 (MS5, MSC2)
9	Deep Canyon #2 (MS5, MSC2)
10	Desert Mountain #2 (MS3, MSC1)
11	Desert Sinkhole #1 (MS3, MSC1)
12	Moonscape #2 (MS5, MSC1)

2D6 Result	Map
URBAN	
2	Scattered Woods (MS2, MC2)
3	Drop Port #1 (MS7)
4	City Street Grid/Park* #1 (MS4, MSC1)
5	City (Downtown) (MS6, MSC2)
6	CityTech Map* (MS2, MSC1)
7	City (Hills/Residential)* #2 (MS3, MSC1)
8	City (Skyscraper) (MS6, MSC2)
9	City Street Grid/Park* #2 (MS4, MSC1)
10	City (Hills/Residential)* #1 (MS3, MSC1)
11	City (Suburbs) (MS6, MC2)
12	Woodland (MS6, MC2)

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

2D6 Result	Map
URBAN RUINS	
2	Drop Port #2 (MS7)
3	City Street Grid/Park* #1 (MS4, MSC1)
4	City (Downtown) (MS6, MSC2)
5	City Street Grid/Park* #2 (MS4, MSC1
6	City (Suburbs) (MS6, MSC2)
7	City (Hills/Residential)* #1 (MS3, MSC1)
8	City (Suburbs) (MS6, MSC2)
9	CityTech Map* (MS2, MSC1)
10	City (Skyscraper) (MS6, MSC2)
11	City (Hills/Residential)* #2 (MS3, MSC1)
12	Military Base #1 (MS7)

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

2D6 Result	Map
JUNGLE	
2	Heavy Forest #1 (MS4, MSC1)
3	Large Lakes #1 (MS4, MSC1)
4	Woodland (MS6, MSC2)
5	Open Terrain #1 (MS5, MSC2)
6	BattleTech (BT, MS2, MSC1)
7	Scattered Woods (MS2, MSC2)
8	Open Terrain #2 (MS5, MSC2)
9	River Delta/Drainage Basin #1 (MS4, MSC1)
10	Lake Area (MS1, MSC1)
11	Large Lakes #2 (MS4, MSC1)
12	Heavy Forest #2 (MS4, MSC1)

COMBATANTS

This section lists the combat units that had a major contribution to the Hesperus II campaign during the Jihad era. The Experience Level indicates which column to roll on using the *Random Skills Table* (see p. 273, *TW*) for the combatants.

RAT shows which Random Assignment Tables (see p. 267, *TW*) to use if 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, *TW*). Try to remember that RATs are approximate estimations 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: Lyran Alliance (FMLA), Field Manual: Updates (FMU), Jihad Secrets: The Blake Documents (BD), Field Manual: Crusader Clans (FMCC), Field Manual: Mercenaries, Revised (FMM), Mercenaries Supplemental (MS1), Mercenaries Supplemental II (MS2), Mercenaries Supplemental Update (MSU), and A Time of War (ATOW)*. (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.)

Unit Abilities are special game rules that apply to that unit in combat. These rules are optional, and all players should agree to their use before gameplay begins. The *Notes* section gives in-universe details on the unit to provide players a "feel" for the command during the Hesperus II campaign.

## Fifteenth Lyran Guards RCT [Lyran Alliance] (March 3068–February 3070)
CO: Leutnant-General Gina Ciampa
Average Experience: Regular
RAT: House Steiner, *FMU, FMLA, ATOW*
Unit Abilities: The Fifteenth Lyran Guards suffer considerable micromanagement from the RCT command, leading to a lack of tactical flexibility and responsiveness in small-unit operations. If fewer than 12 units are fielded, they suffer a –3 Initiative penalty. In deployments between a company and a battalion, the Initiative penalty is –2. Large deployments suffer a –1 Initiative penalty. In all cases, the Initiative penalties apply for the entire game.
Notes: Hammered by Free Skye forces during the FedCom Civil War, the Fifteenth Lyran Guards unit was still in the process of rebuilding when the Word of Blake launched their first attacks against the planet. Undermined by Blakist Light of Mankind teams inserted during the raids, the Fifteenth was unprepared for the viciousness of the Fortieth Shadow Division and was annihilated by the Word's elite cybernetic warriors.
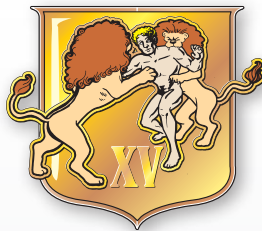
Defiance Self-Protection Force [Defiance Industries] (March 3068–February 3070)
CO: Duke Daniel Brewer
Average Experience: Regular
RAT: House Steiner, *FMU, FMLA, ATOW*
Unit Abilities: Built with the best technology Defiance Industries has to offer, the A-rated DSPF may re-roll any RAT result. However, the results of the second roll must be kept.
Notes: Mauled by Free Skye Forces during the FedCom Civil War, the DSPF had barely reconstituted when the first Word of Blake raids hit Hesperus II. Battered a second time and stretched to the breaking point, the corporate security force—volunteering themselves under local LAAF command—put up a valiant but futile defense of the factory complexes during the final Blakist invasion.

Planetary Militia [Lyran Alliance] (March 3068)
CO: Kommandant Cesaré Brehmer
Average Experience: Green
RAT: House Steiner, *FMLA, ATOW*
Unit Abilities: All infantry of the Hesperus II militia are counted as XTC troops at no extra cost. Poorly supplied despite their prestigious posting, when rolling for lance weight on the vehicle RAT, subtract –2 from the result.
Notes: Forced to take on a greater role in the protection of their planet following the FedCom Civil War, part of the planetary militia was reassigned to protect the vulnerable Doering Electronics Melrose Valley facilities. Present for the initial Blakist raids, the militia was no match for the advanced Sixteenth Division.

Sixteenth Division [Word of Blake] (March 3068–January 3070)
CO: Precentor X Roi Azulai
Average Experience: Regular
RAT: Word of Blake, *FMU, FMCS, BD, ATOW*
Unit Abilities: Favoring chameleonic tactics learned in preparation for its raid on Hesperus II, the Sixteenth may use the RAT of any House or Periphery faction most appropriate to their mission (controlling player's choice). However, when building the Sixteenth's force, all units must be rolled from the declared table.
Notes: The first of two new Word of Blake Divisions that raided Hesperus II in 3068, the Sixteenth briefly attacked the Doering Electronics factory, causing heavy damage to the factory and destroying the defending militia units before departing the system.

Twentieth Division [Word of Blake] (September 3068–January 3070)
CO: Precentor IX Mireille Dechanet
Average Experience: Veteran
RAT: Word of Blake, *FMU, FMCS, BD*
Unit Abilities: The Enlightened Ministry gains a +1 Initiative bonus when it is the Attacker and may deploy half of its force as *Hidden Units* (see p. 259, *TW*).
Notes: The second Word of Blake Division to raid Hesperus, the Twentieth spent only enough time in-system to maul the Defiance Self-Protection Force, destroy a number of outlying factory defense posts, and insert a group of Light of Mankind special operation teams.

Fortieth Shadow Division [Word of Blake] (March 3068–December 3074)
CO: Precentor Sariel
Average Experience: Elite
RAT: Word of Blake, *FMU (WoB and LA), BD,* House Steiner, *FMLA*
Unit Abilities: When rolling for BattleMech weight, the controlling player may increase the result by 2 once for every three units being selected, and use the Augmented Warrior special force rules (see p. 137, *BD*). The Fortieth Shadow Division is immune to *Forced Withdrawal* rules and negates any *Overrun Combat* or *Forcing the Initiative* special abilities the opposing force may have.

HARD RAIN

SITUATION

Doering Electronics, Melrose Valley
Hesperus II, Lyran Alliance
14 March 3068

Landing under the cover of darkness, elements from the Word of Blake's Sixteenth Division deployed into the thick Melrose Valley jungles surrounding the Doering Electronics plant. Protecting the facility was a detachment of local militia; they would become the first casualties of the Blakist invasion.

> *Hesperus II. The very name evokes a strange sense of desire. Like the primal emotion to procreate or possess a toy you were denied as a child, there is an intense craving to exercise ownership over this place. Despite soil drenched in hundreds of years of blood and death, or perhaps in spite of it, the challenge to conquer the unconquerable is a strong one. So many have tried, and so many have failed in their conquests of greed. That is why we will succeed. We do not reclaim Hesperus II for riches but for humanity.*
>
> *Blake's blessed are bringing Hesperus II home.*

GAME SETUP

Recommended Terrain: Jungle

Use a minimum of 4 maps: 3 from the Jungle Terrain table, and a single map from the Light Urban Table. The Attacker's edge is furthest from the Light Urban map. The Defender's is the opposite. The Defender places/nominates 12 building hexes as the Doering Electronics factory on the Urban map. These are heavy Level 4 buildings (80 CF) and must be placed within 5 hexes of the Defender's home edge.

Attacker

Recommended Forces: Sixteenth Division

The Attacker may deploy 25% of its forces as *Hidden Units* (see p. 259, *TW*) within 4 hexes of its home edge before the start of the track. The remainder deploy from their home edge at the start of the game.

Defender

Recommended Forces: Planetary Militia

The Defender equals 150% of the Attacker's deployed force. At least half of the Defender must be infantry and vehicles. The Defender begins the game anywhere within 11 hexes of the Defender's home edge.

WARCHEST

Track Cost: 400

Optional Bonuses

+100 Danger in the Mist: Use the rules for *Light Fog* (see p. 57, *TO*).

+200 Rain, Rain, Go Away: The *Moderate Rainfall* rules (see p. 59, *TO*) are in effect beginning with Turn 4.

OBJECTIVES

Leave no survivors. Cripple/Destroy at least 75% of the opposing force. [**300**]

Rumble in the Jungle. Destroy or Protect at least half of the Doering Electronics factory. [**200**]

Reduced to Rubble. Destroy or Protect all of the Doering Electronics factory. [**100**]

SPECIAL RULES

There are no special rules for this track.

AFTERMATH

The Sixteenth Division's raid on the Doering Electronics was an unmitigated success. The Blakist troops devastated the local militia detachment and significantly damaged a large portion of the factory. Production at Doering was reduced by eighty percent, while covert insertion of ROM and Light of Mankind teams set about infiltrating the Word's next target: Defiance Industries.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Galahad GLH-3D Laodices

Movement Points:		Tonnage:	60
Walking:	4	Tech Base:	Inner Sphere
Running:	6		(Experimental)
		Era:	Jihad

Weapons & Equipment Inventory　(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C³ CPU	HD	—	[E]	—	—	—	—
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	Light PPC	CT	5	5 [DE]	3	6	12	18
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	PPC Capacitor	RA	—	[E]	—	—	—	—
1	Light Gauss Rifle	LA	1	8 [DB,X]	3	8	17	25

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Head (9)

Left Torso (20)　Right Torso (20)

Left Arm (20)　Center Torso (30)　Right Arm (20)

Left Leg (28)　Center Torso Rear (10)　Right Leg (28)

Left Torso Rear (8)　Right Torso Rear (8)
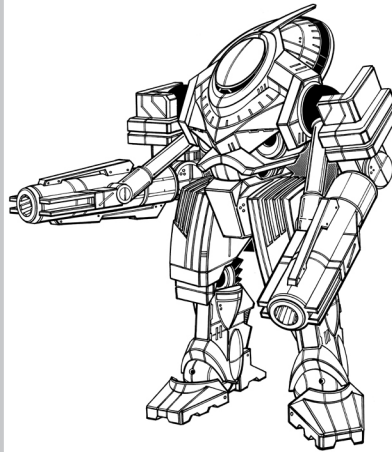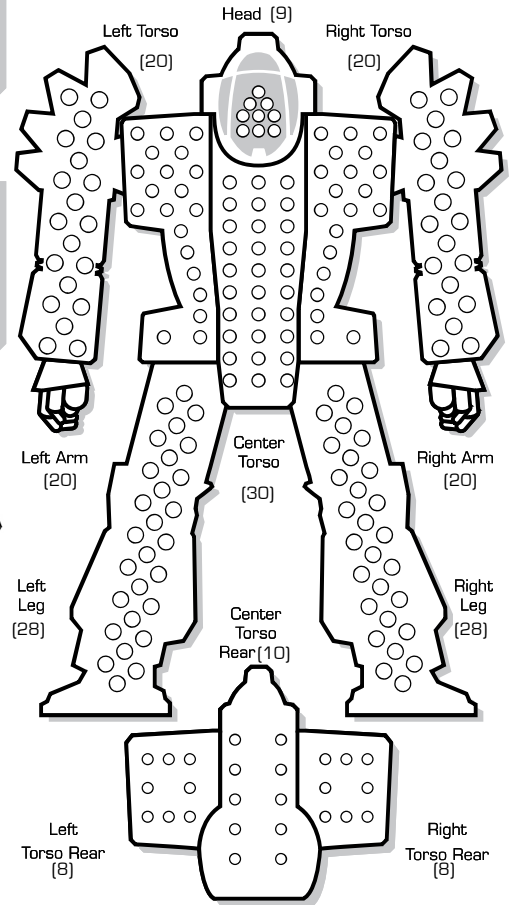
CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Light Gauss Rifle
4. Light Gauss Rifle
5. Light Gauss Rifle
6. Light Gauss Rifle

4-6
1. Light Gauss Rifle
2. Ammo (Light Gauss) 16
3. Ammo (Light Gauss) 16
4. Ammo (Light Gauss) 16
5. Endo Steel
6. Endo Steel

Left Torso
1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
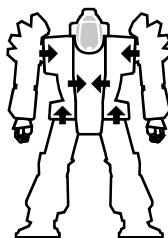4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Improved C³ CPU
6. Improved C³ CPU

Center Torso
1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. Light Fusion Engine

4-6
1. Light Fusion Engine
2. Light Fusion Engine
3. Light PPC
4. Light PPC
5. Guardian ECM Suite
6. Guardian ECM Suite

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

Damage Transfer Diagram

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. ER PPC
6. PPC Capacitor

4-6
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
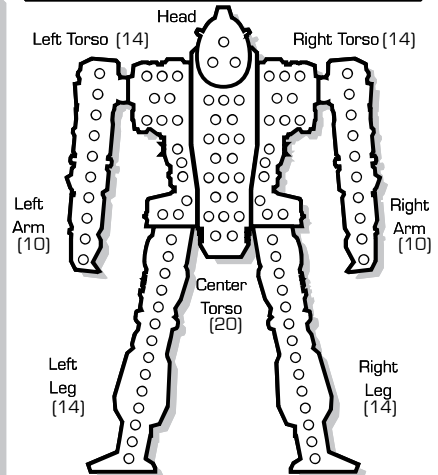5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso
1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
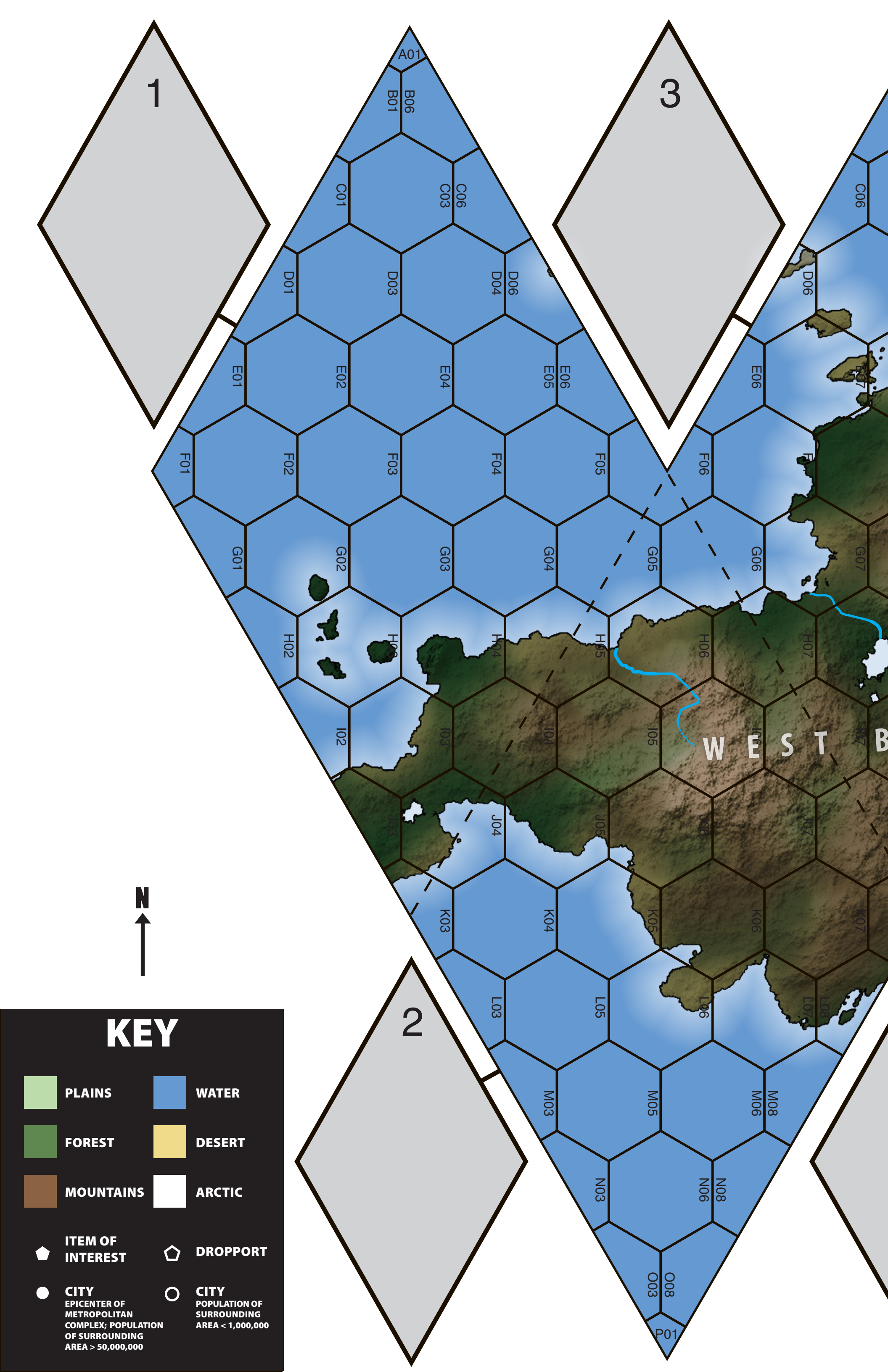5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM

Head

Left Torso [14]　Right Torso [14]

Left Arm [10]　Right Arm [10]

Center Torso [20]

Left Leg [14]　Right Leg [14]

Heat Scale

Overflow

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

HEAT DATA

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

1

2

3

N

W E S T   B

A01
B01 B06
C01 C03 C06
D01 D03 D04 D06
E01 E02 E04 E05 E06
F01 F02 F03 F04 F05 F06
G01 G02 G03 G04 G05 G06 G07
H02 H04 H05 H06 H07
I02 I03 I04 I05
J03 J04 J05
K03 K04 K05 K06 K07
L03 L05 L06 L07
M03 M05 M06 M08
N03 N06 N08
O03 O08
P01

C06 D06 E06 F06