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HISTORICAL TURNING POINTS

LUZERNE™



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HISTORICAL TURNING POINTS

LUZERNETM

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35TP009



REDEMPTION

LAWRENCE PASS, LUZERNE

CLAN SMOKE JAGUAR OCCUPATION ZONE

20 JULY 3059

The smoke in the cockpit had gotten so thick it was making his eyes water. *Went too far up the scale again*, Seymour thought. A sudden coughing fit took his eyes off his heads-up display. Marshall James Seymour was glad no Jaguar units were in firing range.

So very tired.

His aging body cried out to crawl back to bed. He rubbed his dry and burning eyes, the product of forty-eight hours on zero sleep. In fact, Seymour had left his cockpit seat only twice to stretch his cramping legs.

He needed a few seconds to compose himself but the screaming sensors from his secondary radar display indicated another three Clan 'Mechs approaching at high speeds.

He keyed his comm. "Cobra Two and Four, intercept and delay, I'll move in afterward to support."

Two 'Mechs, a *Falconer* and a *Rakshasa*, immediately moved to engage without voicing confirmation. *They're just as exhausted as I am*. Most of his remaining troops had fell into a sort of sleepless daze, their verbal replies short—if anything was said at all.

The acrid smoke in his cockpit had cleared away. From a pouch in his vest, he pulled out a bent cigarette and a battered lighter. *Dammit, last one*. He watched his radar, the icons of his companions closing with the oncoming Jaguars, as he flipped up his neurohelmet visor. Two of the enemy's symbols went dark as he inhaled a long drag from the cigarette.

Absently, Seymour flicked the ash to his left. The ash and butts from four packs littered the floor of his *Rifleman's* cockpit.

Mich will kill me for having to clean this up.

He focused on the sole Jaguar 'Mech that burst past his companions and slapped his visor shut, the cigarette falling to the cockpit floor. The computer's warbook tagged it as a *Hankyu*, a light-class Clan OmniMech. Its approach would have it clear the foot of the hill in front of him. Kicking the throttle forward, he centered his lasers on a distant spot, anticipating the *Hankyu's* appearance. The boxy Jaguar 'Mech appeared a few seconds later. Seymour squeezed the triggers as the targeting dot pulsed on the enemy's center torso.

Both arm-mounted lasers drilled the center of the smaller machine, the damage done by his advanced weapons unbalanced the Jaguar 'Mech and it tumbled to the ground. Heat blossomed once again in the cockpit. Seymour smiled through the smoky blue haze, his dangling cigarette burning out. *Not expecting that, were you?*



His *Rifleman* slowed as the rising temperature overwhelmed the 'Mech's damaged heat sinks. His Third Guards had netted quite a bit of Clantech salvage early in the campaign; Seymour had swapped out his standard lasers for some of the sleeker Clan versions. The damage curve was worth his constant battle with the 'Mech's overtaxed cooling system.

"Incoming fighters, low and fast from the northwest." The voice from the mobile HQ was haggard, unrecognizable. Who was on watch now—Simms? Howard?

Seymour wrestled with the seemingly inane question as he instinctively backed off from the unmoving *Hankyu*, raising his 'Mech's barrel arms and anticipating the approaching fighters.

His mind clicked through various scenarios as he brought up an operational map on the HUD. The Jaguar fighters veered west, angling for his supporting tank platoon. Seymour frowned as he checked unit positions.

Seymour keyed his comm, "All units withdraw back to perimeter. No breakthrough today."

Unlike the last two times they tried to break the Jaguar line around the LZ, there were no objections. He suspected everyone was as tired as he was.

A pair of *Vandals* streaked in from the horizon. Cursing silently for not keeping tabs on them, Seymour fired off all his weapons at the lead *Vandal* as it started its attack run. Half the lasers connected. The Clan aerospace fighter shook, the lasers tracing up the nose and across the cockpit. The mottled gray fighter angled down, then in a moment of self-preservation, clawed for altitude.

Too late. The *Vandal's* wing clipped a thick tree as it leveled, forcing the fighter into a flat spin that ended when it slammed into the ground. The sleek machine spun apart as it skipped off the rocky soil. The other *Vandal* broke off its attack run, roaring off before Seymour could get a bead.

The *Rifleman's* warning sensors screamed as the HUD's radar display painted more contacts. A swarm of incoming fighters, straight at Seymour's line.

We may not make it back to the perimeter.

He cued up his lasers, targeting the two lead fighters. As they roared in close to the hardpan, Seymour mashed on both triggers. A blast of heat spiked through the cockpit. Beams of energy shot out from his *Rifleman's* arms, scoring a single hit on their respective targets. The fighters peeled off from their attack runs, circling for another approach.

That's right, focus on me.

"Cobra Actual will provide anti-air suppression during withdrawal," he said. "Everyone get behind me, I got your back."

The Davion icons on his display began turning, pulling back as quickly as possible. A private channel chimed. Major McCaffee, the last of his majors.

"Jim, what are you doing?"

"I'm giving suppression fire while withdrawing."

He could hear the frustration in her reply. "But you aren't withdrawing Jim. You're staying in place. Pull back with the rest of us."

He sighed, gritted his teeth. "Don't argue. I'll be fine. See you back at base."

McCaffee did not respond, knowing it would be pointless. Seymour would not run from those willing to further hurt his boys.

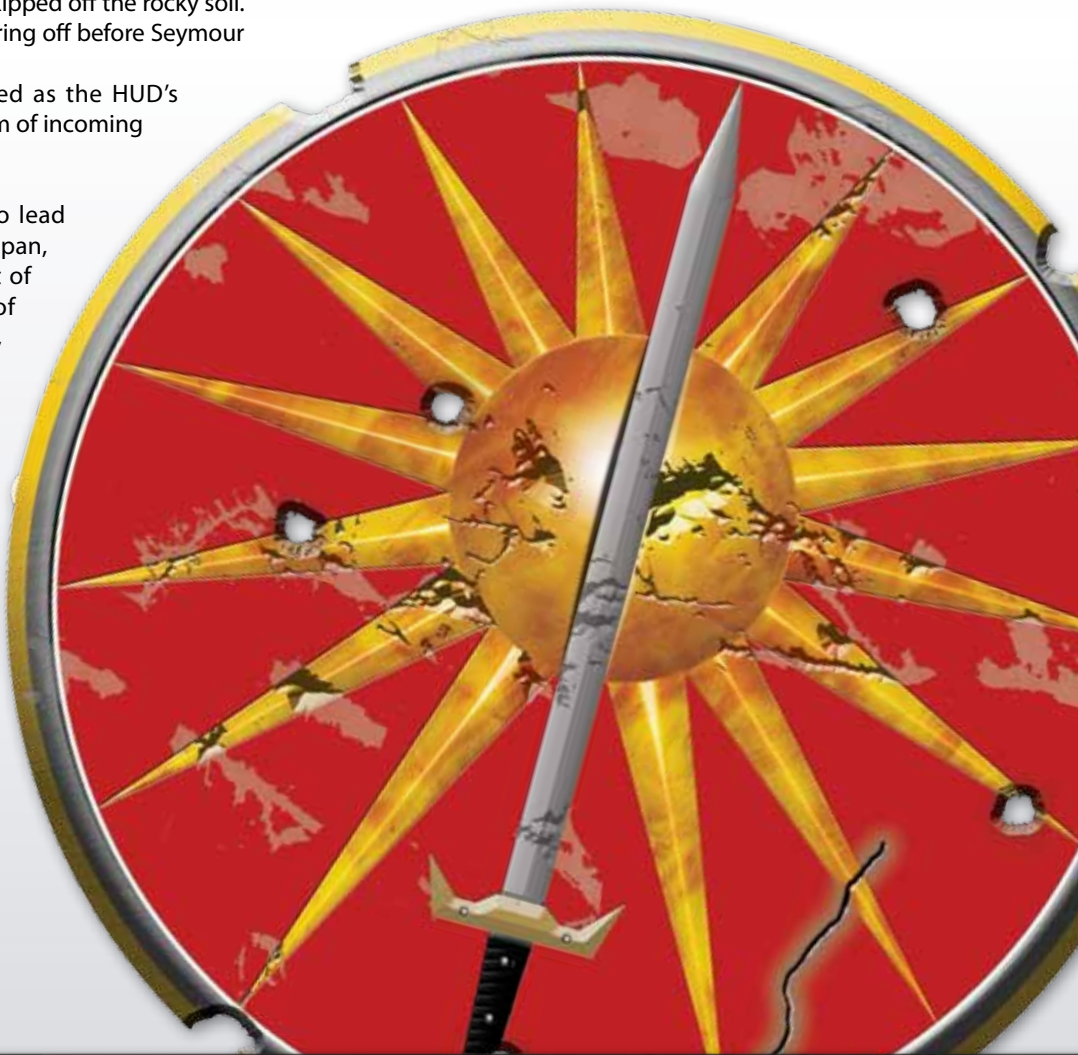
Warning klaxons blared, signaling multiple target locks. He ignored the two fighters that hammered his *Rifleman* with light autocannon, squinting into the HUD. His body tensed, willing the Rifleman to remain standing as his eyes found two more fighters downrange. Painting them with his target reticules, he fired. The computer indicated direct hits on both; they were too far away to visually verify.

The heat in the cockpit scorched his lungs. *Just like one of McCaffee's sour cigars.*

The Jaguar fighters seemed to scream in protest. Seymour grinned. He'd apparently broken their *zellbrigen*, just as he'd planned. All of the approaching fighters vectored towards his unmoving *Rifleman*.

Which meant his boys would make it back to the perimeter, under the shelter of Davion DropShip guns.

Sucking in the heat, relishing the pain, Seymour raised his 'Mech's arms at the closest fighter, a *Batu*, and fired.



HISTORICAL TURNING POINTS

LUZERNETM

Welcome to *Historical Turning Points: Luzerne*, a campaign designed to give players the opportunity to fight in one of the landmark conflicts of the Inner Sphere's tumultuous history.

The general information contained in the *Atlas* and *Combatants* sections gives players the tools needed to fight an infinite number of engagements on Luzerne, while the *Track* section gives details on some of the larger and more pivotal battles of the planetary struggle. These can also be used with stand-alone games set in 3059.

The *Atlas* section presents a global view followed by some quick facts about Luzerne. 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, environment, and other rules that can be used to enhance your game experience. All players should agree whether or not to use any or all of these features before play.

The *Combatants* section gives details on the units who participated in the conflict and can be used by players who wish to add authenticity to their game. While the units who 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 as 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 custom mixed-tech *Grasshopper* of Hauptmann Reynolds Allen, CO of the Allen's Animals raiding company, followed by the custom configuration *Ebon Jaguar* of Star Colonel Samantha Kotare, Commander of the Smoke Jaguar's Sixth Striker Cluster.

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For more information on the Battle of Luzerne and Operation BULLDOG, see *The Dragon Roars* sourcebook by Loren L. Coleman and Chris Hartford.

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.

LUZERNE (3059)

Appointed Ruler: Clan Smoke Jaguar
Star Type (Recharge Time): MOV (201 hours)
Position in System: 6
Time to Jump Point: 3.14 days
Number of Satellites: 1 (Gaines)
Surface Gravity: 1.00
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 37° C (Warm)
Surface Water: 71 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Mammal
Population: 207,640,000
Socio-Industrial Levels: C-B-D-C-C



LUZERNE

Luzerne has always been a quiet world, with little industry of military value or swaths of resources. With a wide variety of terrain and pleasant climate, it nonetheless became a favored spot for those looking to get away from the ravages of the various conflicts that have plagued the Inner Sphere over the centuries.

The planetary capital of Topeka Bay is situated on the only deep water bay on the coast of the Topeka continent. Though listed as the capital, it is actually the second largest settlement on the planet. The largest is Homer, located in the middle of the Seattle Mountains at the center of the continent. The surrounding mountain chain limited the city's expansion outward. The citizenry expanded downward, crafting massive caverns and byways through the softer limestone of the mountains. Lawrence Pass is the only viable route through the mountains to the rest of the continent.

New Old Idaho has the largest footprint of civilization on Luzerne, but ranks only fifth in population. Its vast expanse of ferrocrete and pre-fabricated warehouses reveal the city's purpose as the planet's primary import/export portal. All commercial DropShip traffic routes through New Old Idaho; passenger vessels visiting the planet are redirected to the more modern facility halfway around the planet at the Kerensky International Spaceport.

Perot, the second continent, is vastly smaller than Topeka and only has one significant settlement. Thün started out as a resort for those looking to get further away from civilization. Over time, even Thün started to see the advancements in technology that turned it into a more traditional city. Its more austere roots still show through in the basic, ecologically friendly building materials and lack of obvious infrastructure.

Most of Luzerne's claim to fame before the arrival of Clan Smoke Jaguar was the Topeka Mining Strike from 2876-79. Several miner unions staged the three-year strike in protest of the Combine's oppressive use of indentured servitude. House Kurita imported thousands as slave laborers to build New Old Idaho after an earthquake demolished the original spaceport. The indentured workforce cut several quarries and mines, which were used in part to build the vast new commercial spaceport. Offworld business merchants then sourced their materials from the slave industries, taking advantage of the low costs. The competition bankrupted the local mining consortiums, leading to a three-year standoff. The union members blockaded the slave quarries, disrupted construction, and staged mass protests across the planet. Intervention by the DCMS ended the bloody stalemate in 2879. Shortly after the completion of New Old Idaho, House Kurita quietly removed the imported labor and closed all of its facilities. They were reopened a short time later under the rebuilt mining consortiums, greatly expanding the system's economic reach.

Before the Clans, Luzerne was considered a fairly mild and unassuming world in the Combine. It took the Jaguar invasion to ignite any sort of nationalistic passion from the citizenry. While acting submissive, the populace set up intelligence-gathering cells to relay vital information to the ISF. The enormous amount of detailed information on the occupying Clan force made Luzerne a prime candidate for Operation BIRD DOG.

Mapsheets

The following tables represent the categories of terrain that can be found on the battlefields of Luzerne. Players may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified by the scenario. MS = *Map Set*, MSC = *Map Set Compilation*, BT = *BattleTech Introductory Box Set*.

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 "Luzerne flavor" to this campaign.

LUZERNE MAPSHEETS TABLE

WOODLANDS	2D6 Result	Map
	2	Heavy Forest #1 (MS4, MSC1)
	3	Large Lakes #1 (MS4, MSC1)
	4	Woodland (MS6, MSC2)
	5	Open Terrain #1 (MS5, MSC1)
	6	Scattered Woods (MS2, MSC2)
	7	Wide River (MS6, MSC2)
	8	Open Terrain #2 (MS5, MSC1)
	9	River Delta/Drainage Basin #1 (MS4, MSC1)
	10	Wide River (MS6, MSC2)
	11	Large Lakes #2 (MS4, MSC1)
	12	Heavy Forest #2 (MS4, MSC1)
URBAN	2D6 Result	Map
	2	City (Hills/Residential)* #1 (MS3, MSC1)
	3	City Street Grid/Park* #1 (MS4, MSC1)
	4	City, Downtown (MS6, MSC2)
	5	City, Suburbs (MS6, MSC2)
	6	Drop Port #1 (MS7)
	7	City, Suburbs (MS6, MSC2)
	8	Drop Port #2 (MS7)
	9	City, Skyscraper (MS6, MSC2)
	10	City Street Grid/Park* #2 (MS4, MSC1)
	11	City (Hills/Residential)* #2 (MS3, MSC1)
	12	Seaport (MS7)
LOWLANDS	2D6 Result	Map
	2	Woodland (MS6, MSC2)
	3	BattleForce (MS6, MSC1)
	4	BattleTech (MS2, MSC1)
	5	River Delta/Drainage Basin #2 (MS4, MSC1)
	6	River Delta/Drainage Basin #1 (MS4, MSC1)
	7	Deep Canyon #1 (MS5, MSC2)
	8	Large Mountain #2 (MS5, MSC2)
	9	Desert Mountain #1 (MS3, MSC1)
	10	Box Canyon (MS6, MSC2)
	11	Desert Mountain #2 (MS3, MSC1)
	12	River Valley (MS2, MSC1)

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

Base Terrain Types

Level 1 Foliage (see TO, p. 36)
 Sheer Cliffs (see TO, p. 39)
 Ultra Heavy Woods (see TO, p. 40)

Weather Conditions

Light Gale (see TO, p. 51)
 Light Fog (see TO, p. 57)
 Light Rainfall (see TO, p. 59)

Terrain Modifications

Roads, Dirt and Gravel (see TO, p. 51)
 Swamp (see TO, pg 51)
 Mud (see TO, p.62)

Forced Withdrawal

Unless otherwise noted, the Forced Withdrawal rules (see TW, p. 258) are in effect for all forces except Clan Smoke Jaguar's Sixth Striker Cluster.

Honor Rules

Unless otherwise noted, the Smoke Jaguar forces will always begin any combat under *zellbrigen*, using Clan Honor Level 2 (see TW, p. 274).

Salvage

Unless otherwise noted in an individual track, the Salvage rules (see SO, pp. 191) may be used by the player that achieves the most Objective points in the track.

THE BATTLE OF LUZERNE

Never really considered a major blip in the reborn Star Leagues' plan, Luzerne—through simple chance—became listed in the history books as one of the longest and desperate campaigns during Operation BULLDOG.

Looking to expel the occupying Clan Smoke Jaguar, Luzerne was one of the nine selected systems for the preamble to the main show, Operation BIRDDOG. A group of volunteer MechWarriors from the Third Davion Guards (Allen's Animals) smuggled themselves on-world via merchant DropShips. They assembled in early March near the small city of Vladstok. Outfitted mostly with Clan and Combine OmniMechs, the goal of the company was to sow chaos and confusion, destroy supplies, and scatter the defenders for as long as possible. After making contact with rebel Combine cells, Allen's Animals set out on a series of raids to throw the Clan off balance.

The infiltrators soon realized things were not as simple as they were led to believe. Unbeknownst to them, the Smoke Jaguars' Kappa Galaxy Command Trinary had arrived two months prior to oversee the completion of a series of new facilities and supply depots on the sparsely populated continent of Perot, meant to assist in Khan Lincoln Osis' plan to hold a series of raids into the Clan Ghost Bear Occupation Zone. The Jaguars reacted quickly when the Animals began their raids, relentlessly pursuing the invaders.

The unexpected Galaxy Command Trinary changed Allen's Animals plans and turned their carefully calculated campaign into one of run-and-hide. Under fire from the Jaguars, the Davion Guardsmen managed to lose their pursuers during one of the planet's yearly monsoons. They immediately went to ground and remained in hiding until relief forces arrived.

The main SLDF assault occurred on 29 June. Using the same tactics from a successful raid in 3055, the flotilla of DropShips arrived under the escort of the heavy cruiser *Harmonious Thought*. The SLDF was shocked to find not just one, but two Jaguar WarShips in system and close to Luzerne. With the Galaxy Commander refusing to even acknowledge the incoming batchall, the SLDF braced for a fight. The Jaguar defenders went after the troop transports, ignoring the cover fire. Though fighting admirably, the *Harmonious Thought* was destroyed along with half the transports carrying the ground troops. The Jaguars lost their *Lola III*-class *Storm Cat* in the opening salvos. With the crippling of the *Congress*-class *Snow Leopard*, the flotilla began their combat drops. Instead of focusing on one large landing

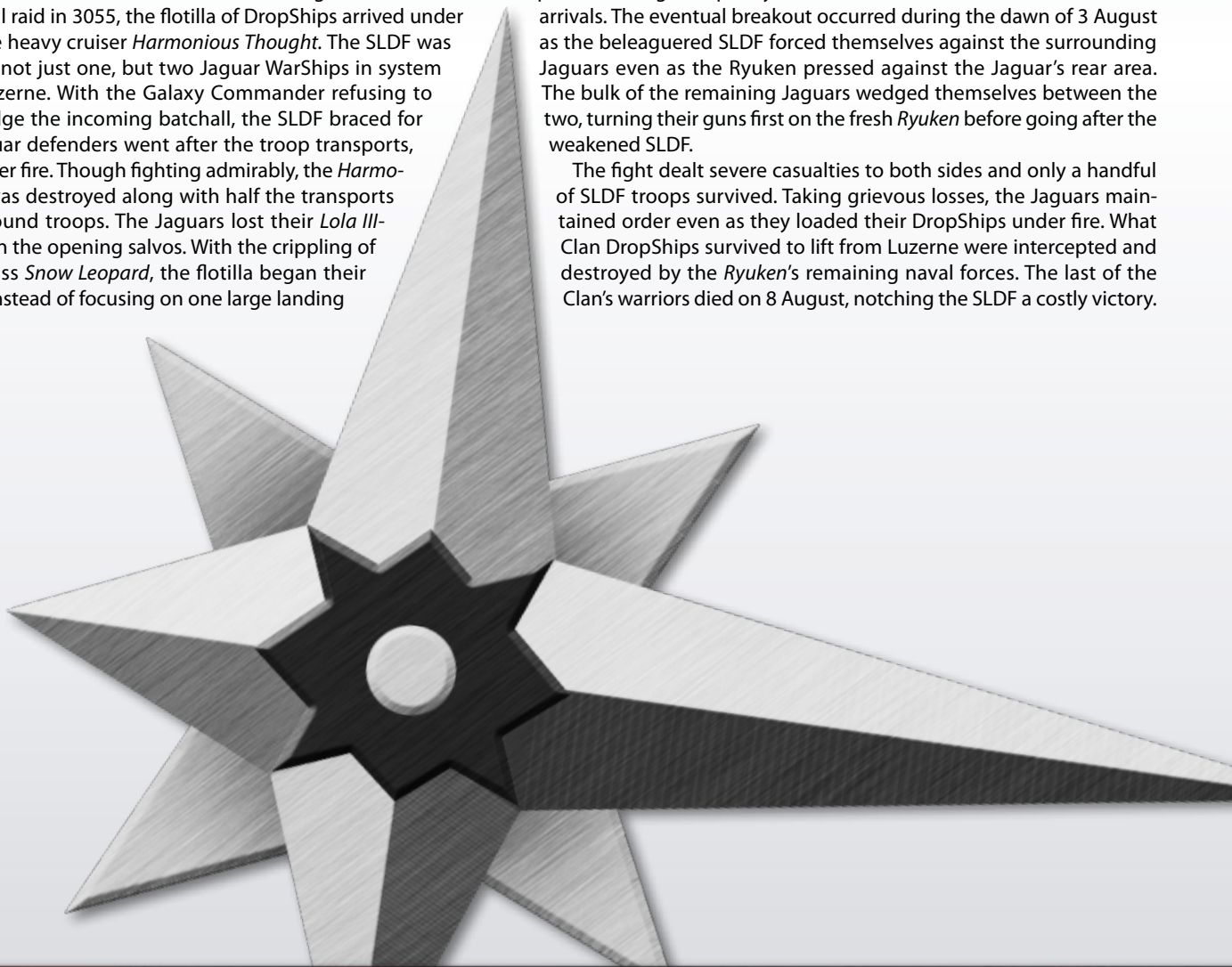
zone, *Tai-Sho* Chamfort ordered the transports to land wherever they could as his command DropShip succumbed to critical damage from Jaguar fighters.

Within hours of landing, the SLDF was down to two battalions of BattleMechs. The forces trying to land in the Jeremiah Highlands grounded under fire and barely maintained coherency, coming up against a series of steep cliffs that kept them from withdrawing. The only thing that kept them from annihilation was the last-second arrival of several DropShips. The vessels provided heavy fire support and drove off the Jaguar defenders. The SLDF forces still believed they could win—up until they ran headlong into the ferocity of the Jaguar's Sixth Striker Cluster.

The SLDF formed three encampments on the planet's surface. Jaguar hunter-killer groups slowly broke through the invaders' perimeters. Their constant attempts continually weakened the invaders and depleted already-low supplies. After the fall of their bases near New Old Idaho and Jeremiah City, the SLDF retreated across Topeka and withdrew to Perot. There, both sides settled into a series of low intensity raids and traps, with the only major operation occurring when the Jaguars attempted to eliminate the coalition's last encampment near Thün. Using diversionary attacks, the Jaguar's Sixth and Fourth Clusters broke through the base perimeter and destroyed several makeshift command centers before being forced to withdraw. With supplies depleted and the bulk of their officers killed, the surviving SLDF forces waited for the final bite of the Jaguar.

The sudden and timely arrival of the *Ryukun-roku* on 1 August swung the tide back to the SLDF. The Combine aerospace fighters swept aside the remnants of the Jaguar's air cover, allowing the *Ryukun* to land unopposed. The Jaguars quickly shifted most of its force to combat the new arrivals. The eventual breakout occurred during the dawn of 3 August as the beleaguered SLDF forced themselves against the surrounding Jaguars even as the *Ryukun* pressed against the Jaguar's rear area. The bulk of the remaining Jaguars wedged themselves between the two, turning their guns first on the fresh *Ryukun* before going after the weakened SLDF.

The fight dealt severe casualties to both sides and only a handful of SLDF troops survived. Taking grievous losses, the Jaguars maintained order even as they loaded their DropShips under fire. What Clan DropShips survived to lift from Luzerne were intercepted and destroyed by the *Ryukun*'s remaining naval forces. The last of the Clan's warriors died on 8 August, notching the SLDF a costly victory.



RANDOM ASSIGNMENT TABLES: LUZERNE, 3059

The Random Assignment Tables are meant to be used by players wishing to determine their forces randomly, or help them determine the likely equipment used by each side during the campaign. Players are not required to use these tables, especially when using player-group units. To randomly assign pilot quality, see the appropriate tables in Total Warfare (see p. 273).

Units marked with an asterisk (*) are OmniMechs. Players may choose any Omni variant from TRO 3050U and TRO 3058U.

LIGHT 'MECHS	2D6 RESULT	COM GUARDS	CLAN SMOKE JAGUAR	FEDERATED SUNS	DRACONIS COMBINE
	2	NXS1-A Nexus	Jenner IIC±	WLF-2 Wolfhound	RTX1-O Raptor*
	3	RTX1-O Raptor*	Locust IIC	SCB-9A Scarabus	JVN-10P Javelin
	4	OW-1 Owens*	Incubus	FS9-S Firestarter	SDR-7M Spider
	5	HSR-400-D Hussar	Cougar*	BH-K305 Battle Hawk	HM-1 Hitman
	6	HER-1S Hermes	Arctic Cheetah*	COM-5S Commando	OW-1 Owens*
	7	MCY-97 Mercury	Mist Lynx*	VLK-QA Valkyrie	PNT-10K Panther
	8	MON-66 Mongoose	Fire Moth*	DRT-3S Dart	RTX1-O Raptor*
	9	THE-N1 Thorn	Cougar*	JVN-10F Javelin	JR7-K Jenner
	10	HSR-200-D Hussar	Arctic Cheetah*	BZK-F3 Hollander	SDR-9K Venom
	11	TLN-5W Talon	Horned Owl	ALM-7D Fireball	PNT-10K Panther
	12	MON-66 Mongoose	Adder*	WLF-2 Wolfhound	OW-1 Owens*

MEDIUM 'MECHS	2D6 RESULT	COM GUARDS	CLAN SMOKE JAGUAR	FEDERATED SUNS	DRACONIS COMBINE
	2	WVE-5N Wyvern	Great Wyrms±	NGS-4S Nightsky	DMO-1K Daimyo
	3	GRM-R-PR29 Grim Reaper	Grendel*	TBT-7M Trebuchet	WFT-1 Wolf Trap
	4	KTO-19 Kintaro	Shadow Cat*	FS9-O Firestarter*	PXH-3K Phoenix Hawk
	5	WVE-9N Wyvern	Viper*	DV-7D Dervish	KTO-20 Kintaro
	6	GRM-R-PR29 Grim Reaper	Hunchback IIC	WVR-7D Wolverine	BJ2-O Blackjack*
	7	CRB-27 Crab	Stormcrow*	CN9-D Centurion	SR1-O Strider*
	8	KTO-19 Kintaro	Stormcrow*	ENF-5D Enforcer	FS9-O Firestarter*
	9	CRB-27 Crab	Nova*	BJ-2 Blackjack	WVR-7K Wolverine
	10	BJ2-O Blackjack*	Griffin IIC	HCT-5S Hatchetman	GRM-R-PR29 Grim Reaper
	11	STN-3L Sentinel	Wyvern IIC±	PXH-3D Phoenix Hawk	KIM-2A Komodo
	12	WVE-5N Wyvern	Ice Ferret*±	BSW-X1 Bushwacker	LNK-9C Lynx

HEAVY 'MECHS	2D6 RESULT	COM GUARDS	CLAN SMOKE JAGUAR	FEDERATED SUNS	DRACONIS COMBINE
	2	CHP-1N Champion	Matador±	WR-DG-02FC War Dog	DAI-01 Daikyu
	3	EXT-4A Exterminator	Guillotine IIC±	GAL-1GLS Gallowglas	QKD-5K Quickdraw
	4	EXC-B2 Excalibur	Rifleman IIC	PTR-4D Penetrator	MAD-5D Marauder
	5	BMB-12D Bombadier	Glass Spider	FLC-8R Falconer	DGR-3F Dragon Fire
	6	LNC25-01 Lancelot	Cauldron-Born*	ARC-5S Archer	BHKU-O Black Hawk-KU*
	7	BL-9-KNT Black Knight	Mad Dog*	CES-3R Caesar	DRG-5K Grand Dragon
	8	GLT-3N Guillotine	Summoner*	CTF-3D Cataphract	MTR-5K Maelstrom
	9	BL-6-KNT Black Knight	Timber Wolf*	RFL-5D Rifleman	AV1-O Avatar*
	10	FLS-8K Flashman	Night Gyr*	JM6-DD JagerMech	GAL-1GLS Gallowglas
	11	ST-8A Shootist	Mad Dog*	AXM-1N Axman	JM6-DD JagerMech
	12	AV1-O Avatar*	Timber Wolf*±	MDG-1A Rakshasa	NDA-1K No-Dachi

ASSAULT 'MECHS	2D6 RESULT	COM GUARDS	CLAN SMOKE JAGUAR	FEDERATED SUNS	DRACONIS COMBINE
	2	KGC-001 King Crab	Highlander IIC±	MAD-5A Marauder II	OBK-M10 O-Bakemono
	3	BLR-2C Battlemaster	Executioner*	PPR-5S Salamander	MR-V2 Cerberus
	4	KGC-000 King Crab	Stone Rhino	VTR-9K Victor	VTR-9K Victor
	5	CRK5003-1 Crockett	Gargoyle*	AWS-9M Awesome	MAL-1R Mauler
	6	THG-11E Thug	Warhawk*	GUN-1ERD Gunslinger	CGR-3K Charger
	7	HGN-732 Highlander	Dire Wolf*	AS7-S Atlas	HTM-27T Hatamoto-Chi
	8	THG-11E Thug	Dire Wolf*	CP-10-Z Cyclops	AS7-K Atlas
	9	AS7-K Atlas	Warhawk*	BNC-5S Banshee	SD1-0 Sunder*
	10	LGB-7Q Longbow	Warhammer IIC 2	BLR-3S Battlemaster	NG-C3A Naginata
	11	SPT-N2 Spartan	Kingfisher*	ZEU-9S Zeus	GUN-1RD Gunslinger
	12	KGC-001 King Crab	Marauder IIC±	MAL-1R Mauler	AKU-1X Akuma

± Player may substitute this result with a Star of Elementals, Machine Gun or Small Laser variants

COMMANDERS

JAMES SEYMOUR

Rank: Marshal, Commander of Third Davion Guards RCT

Born: 3002 (57 in 3059)

Placed in charge of the Third Davion Guards on the onset of the War of 3039, Seymour and his unit was humiliated after leaving Vega under the Combine's control. He would later be roped into the political intrigue that plagued the Lyrans for years: the Free Skye Movement. Sparring with the Gray Death Legion, Seymour's Third Guards would fail yet again, leading his subordinates to believe they were cursed. Seymour spent months talking up Luzerne as the Third's chance for redemption, hoping to defeat the Clans like the other task forces did in wave one. Unfortunately the presence of additional Jaguar WarShips saw his bravado burn in flames along with half his unit, leaving him to command a force more in need of hiding holes than glory.

Marshal Seymour perished in combat after sounding a withdrawal from another probing raid against the Jaguars soon after making landfall. As other SLDF forces came under fire from an attacking Clan fighter star, Seymour's *Rifleman* lagged behind to provide cover fire. He died just as the last of his raiders made it under the protective umbrella of the Third's DropShip's guns.

Special Abilities: Marshall Seymour is a Veteran MechWarrior and adds a +1 modifier to all Administration, Leadership, Tactics, and Strategy rolls. Seymour is also considered to have the Multi-Tasker Gunnery special ability (see *ATOW*, p.220) and can fire upon multiple airborne aerospace units in a turn as if targeting multiple ground targets.

GRAVELY ZANE

Rank: Precentor VII, Commander of the 208th Com Guard Division

Born: 3013 (46 in 3059)

Born into ComStar, Zane followed in his parent's footsteps into the mysterious order. His natural aptitude netted him a slot in its growing aerospace corps. Zane rose quickly up the ranks and found himself in charge of the 208th after Tukayyid. Former Precentor Luckiesh, paralyzed from the dramatic battle against the Clans on Tukayyid, sent a glowing personal recommendation about then-Demi Precentor Zane.

Zane's piloting abilities were proven again in the skies above Luzerne. Not only did he insist on being the line when escorting the troop transports to the planet, he continually took to the air to fend off Clan fighters in his Star League-era *Ironsides*.

Special Abilities: Gravelly Zane is an Elite Aerospace pilot. In addition, when fighting alongside Com Guard ground forces, the Com Guard gains a +2 Initiative bonus.

WILLIAM PEREZ

Rank: Clan Smoke Jaguar Kappa Galaxy Commander

Born: 3017 (42 in 3059)

Galaxy Commander William Perez first came to the command of Delta Galaxy in 3040. Though considered cautious outside the combat arena by his Clan peers, he constantly threw himself into battle, personally leading his troops into every conflict. His ferocious recklessness was unmatched during his Galaxy's actions in preparing for REVIVAL.

Perez's reputation took a huge hit when rumors about possible War-den beliefs began circulating through the Clan Council. As they gained momentum, he faced a marked increase in challenges to his position. In 3048 Perez was transferred to Kappa Galaxy as the invasion of the Inner Sphere began.

Special Abilities: William Perez is an Elite Elemental with the Tactical Genius special ability (see *ATOW*, p. 225). Perez also has the Patient trait and Bad Reputation when dealing with Clansmen with Crusader beliefs.

SAMANTHA KOTARE

Rank: Star Colonel, Commander of the Sixth Striker Cluster

Born: 3029 (30 in 3059)

One of the newer *ristars* in Clan Smoke Jaguar, Kotare took the Clan's beliefs to heart, advocating more aggressive tactics against both Inner Sphere and Clan foes. While a Star Captain, she led her Trinary to several impressive victories over the Nova Cats and Ghost Bears before winning a promotion to Star Colonel and command of the newly formed Sixth Striker Cluster.

If Kotare had a deficiency, it was the contempt she held for her peers and the Clan's leadership. It was her personal belief that it was the Khans' failings that placed the Jaguars into an inferior position and caused their humiliating losses on Tukayyid and Luthien. As she harbored her discontent—looking to the day she could challenge the Khans properly—she infected her cluster, making it difficult for other units to work with them.

Special Abilities: Samantha Kotare is an Elite MechWarrior with the Combat Intuition trait (see *ATOW*, p. 225). She also has a -3TP Compulsion/Hates Spheroid and a -1TP Compulsion/Arrogance trait.

COMBATANTS

This section lists the combat units active during the Luzerne campaign. The Experience Level indicates which column to roll on using the *Random Skills Table* (see TW, p. 273) for the combatants.

RAT shows which Random Assignment Tables (see p. x) 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 TW, p. 264). To see which faction tables to roll, see the RAT entry for each combatant, taking care not to select any units which may not have yet been constructed. This can be accomplished generally using the lowest quality rated columns (C, D, or F), as more advanced equipment usually fills in the higher-rated columns (such as A and B). Alternately, when applicable, choose a variant of the unit that did exist in 3058 in place of one created later.

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: Federated Suns* (FMFS), *Field Manual: ComStar* (FMCS), *Field Manual: Draconis Combine* (FMDC), *Field Manual: Updates* (FMU), and *A Time of War* (ATOW). Note that because some of these materials have a later in-universe date than this campaign, players participating in an authentic era campaign will need to select a variant of the unit that did exist in 3059 in place of one created later. (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 Luzerne campaign.



Allen's Animals

CO: Hauptmann Allen Reynolds

Average Experience: Veteran

RAT: Federated Suns, Smoke Jaguar, *FMFS, FMU, ATOW*

Unit Abilities: Allen's Animals may roll on any Clan table to determine their units. They may also Bank Initiative, but can only deploy BattleMechs and are limited to no more than 12 units in any track.

Notes: A company of volunteers from the Third Davion Guards, Allen's Animals were gifted with Clan weapons and OmniMechs to wage one of the several guerrilla campaigns in Operation BIRD DOG. Though successful in softening up the Jaguar defenses, the sudden arrival of and relentless pursuit by the Jaguar's Sixth Striker Cluster forced them to halt operations sooner than expected. The Animals went to ground until their rescue by the main SLDF force.



Third Davion Guards RCT

CO: Marshal James Seymour

Average Experience: Elite

RAT: Federated Suns, *FMFS, FMU, ATOW*

Unit Abilities: The Third gains a -1 to-hit bonus, as long as every unit that turn uses a Run/Flank, Jump, or an advanced *Tactical Operation* movement mode.

Notes: Not fully recovered yet from their combat on Hesperus during the Skye Rebellion, the Third saw Luzerne as its chance for redemption. Not only did they volunteer for the risky BULLDOG, it was mostly the Third's desire to win despite taking heavy casualties that kept the unit in the fight until the *Ryukun-roku* could arrive.



208th Com Guard Division

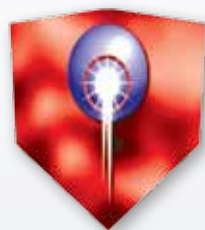
CO: Precentor VIII Gravely Zane

Average Experience: Veteran

RAT: ComStar, *FMCS, FMU, ATOW*

Unit Abilities: On a turn where a unit from the 208th remains stationary, that unit gains a -1 Piloting Skill bonus.

Notes: Always looking for an edge, the 208th trained relentlessly for Operation BULLDOG but was unprepared for the disastrous naval fight over Luzerne. Nonetheless, the Guard held firm with the Third Davion Guards, creating a strong bond with the Third that would last for years.



Ryukun-roku

CO: *Tai-sa* Alexis Vanharobik

Average Experience: Veteran

RAT: Draconis Combine, *FMDC, FMU, ATOW*

Unit Abilities: In battalion-sized or larger engagements, the side with the *Ryukun-roku* gains a +2 Initiative bonus. The *Ryukun-roku*'s controlling player also may apply a +1 or -1 modifier to any dice roll made when selecting terrain or map sheet—including rolls made by the opposing player.

Notes: One of the most modern and prestigious regiments in the DCMS, the *Ryukun* were being held in reserve on Courchevel until sent to relieve the besieged SLDF force on Luzerne.



Kappa Galaxy Command Trinary

CO: Galaxy Commander William Perez

Average Experience: Elite

RAT: Smoke Jaguar

Unit Abilities: When designated a Command Unit, no unit on the Jaguar side can be forced to withdraw. Should the Command Unit be destroyed, all units under Kappa become enraged, gaining a -2 bonus to both Piloting and Gunnery skill rolls. The Kappa Galaxy Command Trinary may not deploy more than fifteen units in any track.

Notes: At the time of Operation BIRD DOG, Kappa Galaxy had begun moving to Luzerne to oversee the buildup of a major staging area for attacks into the Ghost Bear Occupation Zone. When Allen's Animals landed, Kappa GCT took a keen interest in personally hunting them down, often bidding hard against its rivals, the Sixth Striker Cluster.



Fourth Provisional Garrison Cluster

CO: Star Colonel Jonathan Osis

Average Experience: Elite

RAT: Smoke Jaguar

Unit Abilities: When deploying BattleMechs and Elementals, the Fourth PGC gains a +1 Initiative Bonus and no hidden enemy unit may use point-blank shots against them.

Notes: Technically a second-line Cluster, the Fourth was considered one of the best of all the Jaguars PGC, able to fight and often win, against a wide array of front-line forces.



Sixth Striker Cluster

CO: Star Colonel Samantha Kotare

Average Experience: Elite

RAT: Smoke Jaguar

Unit Abilities: When rolling on a Smoke Jaguar RAT, if the result is a non-OmniMech, the controlling player may replace it with an OmniMech of equal weight, provided the Omni is available as of 3059. If a comparable Omni is not available, then the original rolled result is used.

When deployed with any other Jaguar force prior to 10 July 3059, that side gains a -2 Initiative Penalty.

Notes: The Sixth arrived on Luzerne just before the arrival of Allen's Animals. Their original orders had this newly-created Cluster preparing for raids against Clan Ghost Bear. Their added presence gave the Clan an edge at the start of the Luzerne campaign, though internal bickering between Star Colonel Kotare and Galaxy Commander Perez prevented the Jaguars from permanently ending the Star League's operation.



OPENING GAMBIT

SITUATION

Gateway, Lawrence Pass
Luzerne, Smoke Jaguar Occupation Zone
21 May 3059

Using the Smoke Jaguar's confidence in their hold on the world, a group of volunteers from the Third Davion Guards smuggled themselves onto the world through the use of a pirate point and a polar approach. Once grounded, they made their way to one of the smaller cities to wage a guerilla war in anticipation of the reconstituted Star League invasion. Looking to weaken the Smoke Jaguar garrison as much as possible before the SLDF's arrival, they selected several weak targets. The first objective was a supply depot near the entrance to Lawrence Pass.

GAME SETUP

Recommended Terrain: Lowlands

Use a minimum of four map sheets. The Attacker chooses their home edge; the opposite map edge is the Defender's home edge.

The Defender places/nominates ten building hexes as supply buildings containing supplies and ammunition. These are heavy Level 1 buildings (75 CF) and must be placed within five hexes from the edge farthest from the Attacker's home edge.

Attacker

Recommended Forces: Allen's Animals

The Attackers enter from their home edge at the start of the track. The Animals may begin withdrawing in full at the start of Turn 10.

Defender

Recommended Forces: Fourth Provisional Garrison Cluster

The Defender is 100% of the Attacker's deployed force. The Defender begins the game anywhere within twelve hexes of the Defender's home edge.

WARCHEST

Track Cost: 300

Optional Bonuses

+75 Commanders: Designate one unit on each side as the Commander; roll for their skills on the Random Skills Table (Expanded) (see TW, p. 273) on the Veteran column with a +2 bonus to the result.

I will admit, those rebel cells were well-prepared for us when we arrived. Somehow they smuggled in replacement armor and ammunition, almost all specific to our company's composition. Hell, they even presented Mary with a bouquet of purple and green orchids—her favorite flower and color combination—as a token of goodwill and good luck. The look on her face was priceless.

Anyway, we've been waiting a week before making our first strike, knowing that once we did there would be no rest. I've had the team scoping out a lot of the possible targets in the area; we decided the first one would be a supply depot far from the safe houses.

Kitties won't see this one coming. Not by a long shot.

If the unit containing the Commander is destroyed, apply a -2 modifier to all subsequent Initiative rolls. Additionally, all units on that side must operate under *Forced Withdrawal* and begin their retreat.

+75 Highly Volatile: For every supply depot hex reduced to 0, roll 2d6: on a result of 9 or higher, the stored ammunition explodes with the force equivalent to a 30-point Artillery attack on that hex and half damage to each adjacent hex.

+75 Nighttime Raid: Use the Night rules from *Tactical Operations* (see pg. 58).

OBJECTIVES

Burn It to the Ground. Destroy/Protect each of the supply depot buildings [20 per building]

Do Your Job. Prevent half or more of the opposing force from escaping their home edge [150]

SPECIAL RULES

There are no special rules for this track.

AFTERMATH

Taken completely by surprise, the Jaguars were unprepared for the brazen charge of the raiders. The Animals held the Clan defenders back long enough to destroy a significant portion of the supply depot before being forced to withdraw. Though a quarter of Allen's Animals' Mechs were destroyed in the fighting, all of the pilots were able to safely eject and rendezvous with their comrades.

BIRDBOGGING THE BIRD DOGS

SITUATION

Drake Woods, Topeka Highlands
Luzerne, Smoke Jaguar Occupation Zone
2 June 3059

After their initial losses to the raiders, the Smoke Jaguar garrison moved to eliminate them. Sending out various hunter-killer groups, the Galaxy Command Trinary observed their prey, watching as the raiding party ran circles around the Fourth PGC. When fatigue looked to have caught up to the raiders, Galaxy Commander Perez made his move. Allen's Animals walked right into the claws of the Command Unit.

GAME SETUP

Recommended Terrain: Woodlands

The Attacker places a minimum of four map sheets and designates one of the edges as their home edge. The opposite map edge is the Defender's home edge.

Attacker

Recommended Forces: Allen's Animals

The Attackers enter via their home edge at the start of the track. There should be at least four units in the Attacker's deployed force.

Defender

Recommended Forces: Kappa Galaxy Command Trinary, Fourth Provisional Garrison Cluster

The Defender is 100% of the Attacker's deployed force. The Defender sets up anywhere within five hexes of their home edge.

WARCHEST

Track Cost: 400

Optional Bonuses

+100 Nonstop Combat: Each unit (Attacker and Defender) begins the track with half their normal ammunition load and 3D6 damage, randomly assigned in groups of 5. Reroll any damage that would destroy or cripple a unit.

+100 No More Running: The *Forced Withdrawal* Special Rule is not in effect for this track.

+100 Lousy Weather: Use rules for Gusting Rain (see *TO*, p. 59)

These Spheroids think they can continue to humiliate us with their pinprick raids and strikes? Let them rest in their assumptions. We are Clan Smoke Jaguar. We hunt as our name-sake—follow our prey, exhaust them with our pursuit. When they tire, we will be there, waiting.

Then there will be no more running. Just death.

OBJECTIVES

Survival of the Fittest. At least half of the player's force survives the track. (Crippled units remaining on the battlefield counts towards this objective.) [300]

No Guts, No Galaxy. Prevent no more than half of the opposing unit from escaping. (Units must exit the battlefield from the edge opposite their home edge under its own power to qualify for this objective.) [300]

SPECIAL RULES

The following rules are in effect for this track:

Commanders

Secretly designate one unit on each side as the Commander; roll for their skills on the Random Skills Table (Expanded) (see *TW*, p. 273) on the Veteran column with a +2 bonus to the result. If the unit containing the Commander is destroyed, apply a -2 modifier to all subsequent Initiative rolls. Additionally, all units on that side must operate under *Forced Withdrawal* and begin their retreat.

AFTERMATH

Allen's Animals were pursued relentlessly by the Kappa's Galaxy Command as they looked for safe haven. Only a handful got away safely, finding cover in the heavy storm that rolled through as their pursuers followed. The Animals found themselves scattered across the countryside after the storm. While a blessing in keeping them from being easily located by the alert Jaguars, it effectively stalled the Animal's raiding plan as they struggled to reunite. It would be at least three weeks before the Animals could field a cohesive force on the field.

SCATTERED LANDINGS

SITUATION

Jeremiah Highlands, Topeka
Luzerne, Smoke Jaguar Occupation Zone
30 June 3059

The battle that swirled around Luzerne's orbit went from bad to worse for the SLDF. Not only did they lose their Com Guard WarShip escort, but the Jaguars wiped out nearly half of the incoming troops before they hit the atmosphere. With the unanticipated combat and their Kuritan commander dead, the Regimental and Com Guard Division commanders activated their contingency plans. The SLDF force broke apart, aiming for simultaneous landings at three separate sites. The most difficult would be near the center of the Jeremiah Highlands, where the Jaguar defenders gathered for the slaughter.

GAME SETUP

Recommended Terrain: Lowlands, Hills

The Attacker places a minimum of four map sheets and designates their home edge. The opposite map edge is the Defender's home edge.

Attacker

Recommended Forces: Third Davion Guards, 208th Com Guard Division

Up to half of the Attackers enter the battlefield via combat drop (see SO, p. 22) at the beginning of the track. The remainder arrives via combat drop during the Movement Phase of Turn 6. Attackers may target any hex beyond 6 hexes from any map edge.

Defender

Recommended Forces: Kappa Galaxy Command Trinary, Fourth Provisional Garrison Cluster, Sixth Striker Cluster

The Defenders may deploy up to 100% of the Attacker's total deployed force. The Defender enters the battlefield with a maximum of 25% of their deployed force at the start of the track. Up to 25% may enter during the next five turns, with all of the Defender's force on the battlefield by the end of the Movement Phase of Turn 6.

I wasn't looking out a viewport or holotank watching the battle unfold, instead relying on radio chatter relayed through the cockpit's pod feed. The cockpit stifled as we waited for the order to drop. The fighting that was occurring right outside the skin of our Dropper was brutal. Already, Remmy was gone—as was Jerry and Suzy. Bastards wiped out their transports. Not even a chance to die on the ground fighting. They were just sitting there helplessly in those huge metal eggs. Just like me.

They told us we may come under Jaguar fire as soon as we touch down. I hope so. Gives me a chance for some immediate payback.

WARCHEST

Track Cost: 400

Optional Bonuses

+100 Rough Ground: All rubble, rock, and mountain hexes are considered to be Rough (Ultra) hexes (see TO, p. 39).

OBJECTIVES

Revenge. Destroy/Cripple at least 60% of the opposing force. **[400]**

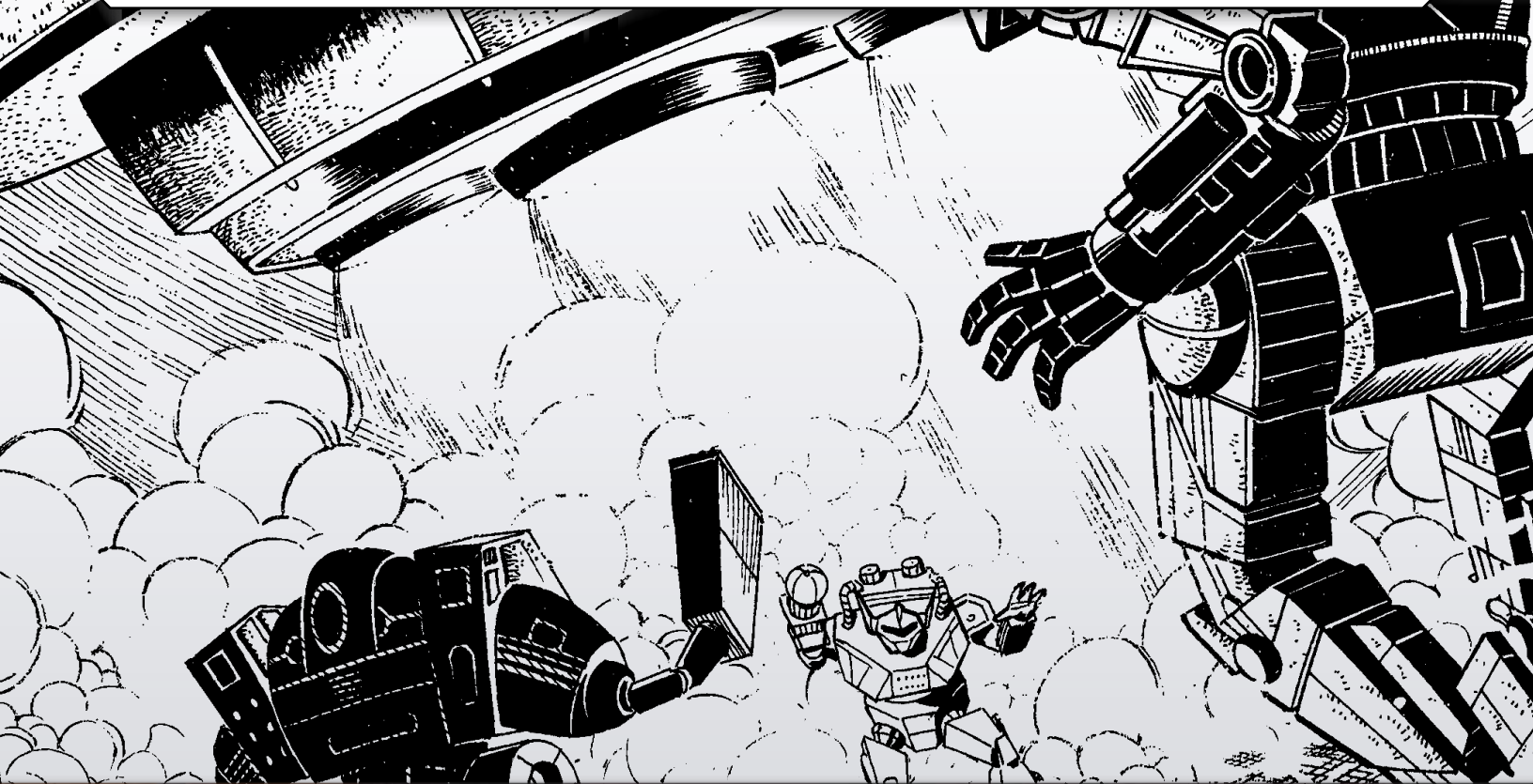
Bloodlust. Destroy/Cripple at least 95% of the opponent's force. **[400]**

SPECIAL RULES

There are no special rules for this track.

AFTERMATH

The SLDF dropped at various locations and fought hard to maintain a landing zone for their conventional forces. As a testament to the SLDF's battle prowess, only the landing zone over the Jeremiah Highlands was repulsed. The Third Guards and the 208th were forced to scatter almost immediately after touching dirt. With less than half of their original force than anticipated and scattered across the planet's surface, things looked grim for the SLDF.



CAT AND MOUSE

SITUATION

Drake Woods, Old Mesa Commons
Luzerne, Smoke Jaguar Occupation Zone
6 July 3059

With several of their supply transports shot down and others scattered across the planet, many of the separated SLDF groups found themselves running low on supplies right after landing. Not willing to just lay down and die for the Smoke Jaguars, they took it upon themselves to obtain supplies any way they could—even if it meant ripping them from the defending Clan.

GAME SETUP

Recommended Terrain: Woods

The Defender places a minimum of three map sheets in a Chase format (see *TW*, p. 262) and designates their home edge. The opposite edge is the Attacker's home edge. The Attacker places six buildings on the centermost map(s); these are Medium Level 1 buildings (50 CF) and each contains 10 tons of supplies.

Attacker

Recommended Forces: Third Davion Guards, 208th Com Guard Division

The Attacker is 100% of the Defender's total deployed force. Add six J-27 Ordinance transports (or other cargo-carrying support vehicles with minimal to no armament); their crews have Regular skills. The Attacker's force enters from their home edge at the start of the track. The six transport vehicles enter the battlefield at the end of the Movement Phase of Turn 4.

Defender

Recommended Forces: Sixth Striker Cluster, Fourth Provisional Garrison Cluster

The Defender places 75% of its force within eight hexes of their home edge. The remaining 25% may be placed around the buildings. Units may not occupy a building hex and may not be farther than 2 hexes from a building.

WARCHEST

Track Cost: 400

Optional Bonuses

+100 Tired: Use *Fatigue* rules (see *TO*, p. 198), but halve the turn duration before fatigue sets in.

+100 Upgraded Transports: Change the Attacker's transports to Heavy Wheeled or Tracked APCs.

OBJECTIVES

Avoid damage. The player's force should have 25% or less as Destroyed/Crippled at the end of the track. [350]

Load Up! (Attacker only) Exit the battlefield with at least 18 tons of supplies. [250]

We have those insolent Spheroid barbarians right where we want them. We still hold all the major spaceports and cities. They are scattered across the face of the planet: uncoordinated, outmatched, demoralized. It is only a matter of time before they succumb to death or run out of bullets to fight back.

Either way, Luzerne remains the property of Clan Smoke Jaguar. Once we are finished here, we will strike outward and reclaim our other systems.

These Spheroids know not the rage of the Jaguar. But they will.

Oh No You Don't! (Defender only) At least 30 tons of supplies remain on the battlefield by the end of Turn 20. [250]

SPECIAL RULES

The following rules are in effect for this track:

Loading Up Supplies

To load up on supplies, a transport must start the turn in a hex adjacent to one of the supply buildings. During that turn the transport may not move or declare any attacks but is not considered immobile. For every full turn doing so, the Transport loads one ton of supplies. The transport must leave the map via the Attacker's home edge to count towards the objective.

Honor Rules

While the Jaguars consider the transports non-combatants, they will quickly change their mind once the transports start loading up on supplies. The Defenders may not declare fire on a supply transport unless fired upon by it or until after it has successfully loaded at least one ton of supplies. However, due to honor rules, Defending units may not do so if they are currently involved in a duel and the Attacker has not broken *zellbrigen*.

Forced Withdrawal

The Forced Withdrawal rules (see *TW*, p. 258) are in effect for all forces.

AFTERMATH

Using Clan Smoke Jaguar's own honor rules against them, the Com Guards successfully tied up the Jaguar defenders while the transports loaded up on badly needed food rations and medical supplies. Due to the success of Operation BIRD DOG elsewhere, it became apparent the Jaguars were conserving their ammunition and trying to avoid damage in the duels as much as possible, aiming their weapons fire for maximum affect. If Luzerne turned into a war of attrition, the SLDF stood a good chance to eke out a victory.

HOLD OUT

SITUATION

Thün, Perot
Luzerne, Smoke Jaguar Occupation Zone
9 July 3059

The SLDF invaders had been worn down and pushed back to only three outposts: the initial landing zone situated on the border between the Lawrence Pass and the Wurm Lowlands, the outskirts of the plateau of the Jeremiah Highlands, and the city of Thün on Perot. Thün was the weakest point, located far from the other bases and undermanned but loaded with supplies.

The Clan saw a way to deal significant damage to the invaders by taking out the SLDF's main supply base. Jaguar commanders shifted their forces out of sight of SLDF reconnaissance. As night fell, the Jaguars launched diversionary attacks on the two Topeka bases. Two hours later, they hammered Thün.

GAME SETUP

Recommended Terrain: Urban

Both sides alternate setting up the battlefield. The Defender selects their home edge first. The Attacker's home edge is opposite of the Defender's. There should be a minimum of 4 maps used.

The Defender declares two building hexes as the perimeter Command centers; these buildings are Heavy with a CF of 175. These buildings are located on the map farthest away from the Attacker's home edge.

Attacker

Recommended Forces: Sixth Striker Cluster, Fourth Provisional Garrison Cluster

The Attacker enters the battlefield via their home edge at the start of Turn 1.

Defender

Recommended Forces: Third Davion Guards, 208th ComGuard Division

The Defender is 75% of the Attacker's force. The Defender begins anywhere within eight hexes of their home edge.

WARCHEST

Track Cost: 800

Optional Bonuses

+200 The roof is on fire! Roll 2d6 for each building hex next to a successfully hit target. On a result of 9 or better it is considered to be on fire; determine wind and smoke normally (see *TO*, p. 47).

+200 Prior damage: The player begins the track with only half of their normal ammunition load (round up) and 3D6 damage, randomly assigned. Reroll any damage that would destroy or cripple a unit

+200 Nighttime assault: Use the *Moonless Night* rules from *Tactical Operations* (see p. 58)

OBJECTIVES

Breakthrough. At least half of the player's force makes it off the opponent's home edge before the end of Turn 8. **[400]**

Command Authority. Control an operational Command Center when the first Objective is achieved **[300 each]**

Blitzkrieg! Take less than 50% losses by Turn 10. **[500]**

We all know something big is going to happen. Unfortunately, it'll probably be a big bad thing. The DropShips from site Alpha arrived two days ago with supplies, but with the weather worsening across the continent, they won't be back for at least a week. Everyone can feel that something's coming, something big. And now the locals are asking why don't we move to somewhere with back-up.

Back-up? We are the back-up site. If things went south on the main continent, the plan was to shift the troops over here and hold out until reinforcements arrived. There's no abandoning this site anytime soon. We stand here—or we die.

SPECIAL RULES

The following rules are in effect for this track:

Commanders

Secretly designate one unit on each side as the Commander; roll for their skills on the *Random Skills Table (Expanded)* (see *TW*, p. 273) on the Veteran column with a +2 bonus to the result. If the unit containing the Commander is destroyed, apply a -2 modifier to all subsequent Initiative rolls. Additionally, all units on that side must operate under *Forced Withdrawal* and begin their retreat.

Commanders may seize a command center in one turn less than the required minimum.

Command Centers

A Command Center confers bonuses to whoever controls them. Each building is considered to have a inherit Guardian ECM and allows the controller to move two units at the end of the Movement Phase, after all other forces on the battlefield have moved. If a Center is lost through destruction, the controlling player at the time automatically loses Initiative for the next three turns. If both sides lose a Command Center, determine Initiative as normal.

In order to take control of a command center, an operational unit (including units that are Crippled but not Destroyed) must remain in an adjacent hex (infantry may occupy the hex) for at least 3 uncontested turns. If an enemy unit is adjacent to the building, the turn does not count towards the 3 turns needed to seize control.

Once controlled, the Center's bonus transfers to its new owner at the start of the next turn. The track starts with the Command Center under the Defender's control.

AFTERMATH

The Jaguars hit all sides of Thün, overwhelming the besieged troops. The fighting was bitter and bloody. A few Jaguar BattleMechs breached the perimeter, destroying nearly three-quarters of the base's supply depot. Thüne would have been overrun completely if not for the internal bickering between the Sixth Striker Cluster and the Kappa Galaxy Command Trinary. Disputes over command of the defense of Luzerne ended a short time later; Kappa Galaxy Commander Perez was killed during the diversionary attack at the Lawrence pass. With authority falling strictly to Star Colonel Kotare, both sides settled into a low-intensity siege as supplies dwindled.

REELING THEM IN

SITUATION

Wyrms Lowlands, Topeka
Luzerne, Smoke Jaguar Occupation Zone
17 July 3059

The SLDF had grown weary of reacting to the Jaguar forces and desperately looked to take the initiative. Hauptmann Reynolds presented a risky plan to draw a portion of the Clan forces away from the siege into an ambush. Sneaking into the night, Allen's Animals and some additional volunteers would avail themselves of several deep fissures while a convoy of empty transports pretended to make a desperate supply run from the main landing zone to the Jeremiah Highlands firebase.

Recognizing the obvious trap, the Clan defenders sent out a sizable force to intercept the convoy and foil the ambush through superior force. Success here would allow the Jaguars the opening they needed to overwhelm the remaining SLDF defenders at the landing zone.

GAME SETUP

Recommended Terrain: Lowlands/Woods

Both sides alternate placing map sheets in a Chase formation (see *TW*, p. 262). The Defender chooses one of the narrow edges as their home edge; the Attacker's home edge—and Defender's objective edge—is the opposite side.

Attacker

Recommended Forces: Fourth PGC, Sixth Striker Cluster

The Attacker's force is 125% of the Defender's deployed force. Half of the Attacker's force enters from their home edge at the beginning of the track. The remaining half enters 1D6 turns later.

Defender

Recommended Forces: Allen's Animals, 208th Com Guard Division, Third Davion Guards.

Up to half of the Defenders must be placed as Hidden Units (see *TW*, p. 259) before the start of the game anywhere on the two maps closest to the Defender's home edge, up to halfway across the battlefield. The Defender also secretly places 2 makeshift minefields (see below) per 5 hidden units anywhere on the map.

The Defender also adds 8 Heavy Wheeled Armor APCs of Regular skill; these units are considered Transports. In addition, the Defender also receives 4 Sniper Artillery pieces of Regular skill located 2 maps off board. The artillery has a total of 16 rounds of ammunition to use between them.

WARCHEST

Track Cost: 800

Optional Bonuses

+300 Quantity over quality: Increase the opponent's deployed force by 50%.

OBJECTIVES

They are bait, not sacrificial lambs (Defender only). The Defender must have at least 3 transports reach the halfway point of the battlefield before they are allowed to withdraw. [300]

Make a Hole (Attacker) Destroy at least half of the Defender's force. [500]

Wanton Violence. Destroy/Cripple at least 75% of the opposing force. [800]

SPECIAL RULES

The following rules are in effect for this track:

Interesting. A convoy. An obvious ploy by the Spheroids. They either wish to distract us from their real moves or are attempting to lure us into an ambush. Do they really think we underestimate their intelligence?

Let them try. We will be ready. Deception has little value when the claws come out. And ours are sharp and ready.

Makeshift Minefields

Out of conventional mines, the Defenders resorted to unused missiles and artillery shells to create their minefields, making their power and sensitivity an unknown quantity. When a minefield explodes, it does 3D6 damage in that hex with half the rolled damage to units in the adjacent hex. Location is determined normally.

AFTERMATH

It was obvious from the start the Jaguars suspected the ambush. Hauptmann Reynolds opted to press forward rather than abort, believing that the Clan had brought most of its force on Topeka into the fray. A Star League breakthrough here would allow the invaders full access into the Jaguar's rear area and most likely break the Clan's defenses.

The ambush, poorly sprung, turned into a long, bloody battle that saw the death of Reynolds and the remains of his BIRD DOG raiders. Savaged, the SLDF withdrew back to the safety of their DropShip guns and awaited the inevitable Jaguar assault, one that would surely break the back of the invasion force.



HAMMER AND ANVIL

SITUATION

*Outskirts of Thün, Perot
Luzerne, Smoke Jaguar Occupation Zone
3 August 3059*

Relief arrived on 1 August in the form of the *Ryukun-roku*. Brushing aside the remnants of the aerospace defense force, the DCMS reinforcements made a lightly contested landing. Once the *Ryukun* forces started moving, however, they found themselves facing stiff resistance at all points.

Initially unable to reach the holdouts, the remaining SLDF forces in Thün took advantage of the Jaguar's split attention and moved to link up with the advancing relief forces. The Clan defenders attempted to block their sallying charge, wedging themselves tightly between the two SLDF groups just as they approached combat range.

GAME SETUP

Recommended Terrain: Lowlands/Urban

Both sides alternate setting up the battlefield, with the Defender placing first. The Defender designates any edge as their home edge; the Attacker's home edge consists of the remaining three sides.

Attacker

Recommended Forces: Third Davion Guards, 208th Com Guard Division, *Ryukun-roku*

The Attackers are a mix of all three units, half from the *Ryukun-roku*. The *Ryukun-roku* forces enter from the Attacker's home edge at the beginning of the track; the rest of the force enters from the edge opposite the *Ryukun* at the start of Turn 3.

Defender

Recommended Forces: Sixth Striker Cluster, Fourth Provisional Garrison Cluster

The Defender is 100% of the Attacker's deployed force. The Defender's forces enter via their home edges at the start of turn 1 but no closer than 4 hexes from the Attacker's home edge.

WARCHEST

Track Cost: 1000 WP

Optional Bonuses

+250 Move it!: Use Hurried Movement rules (see *TO*, p. 20)

+250 Not just BattleMechs fighting: 30% of each force must be non-BattleMech units

You really cannot fault our vanguard for their performance on the ground. Not after having over half their force destroyed before landing and their remaining transports scattering them all over the continent. But they did not surrender. Nor did they break. They obeyed the one order they had left—they held the line.

They were not even fighting for their own homeland, but ours. It's time we show them our gratitude, by doing what we would have done for our own. We are going to bring them home victorious.

We will finish what they started. Liberation is at hand.

OBJECTIVES

Smashmouth (Attacker) Cripple/Destroy at least half of the Jaguar's 'Mech forces by the end of Turn 6. [700]

Obliteration (Defender) Cripple/Destroy all of the *Ryukun* units by the end of Turn 10. [700]

World of Hurt. Cripple/Destroy at least two-thirds of the opponent's total force by the end of Turn 15. [700]

SPECIAL RULES

The following rule is in effect for this track:

It Was a Long Month

Each Attacking unit not belonging to the *Ryukun-roku* starts the track with only half of their normal ammunition load and 1D6 random damage per 20 tons of the unit's weight (round up; infantry squads/platoons are considered to have taken 1D6 damage). Reroll any damage that would destroy or cripple a unit. In addition, those same units and two-thirds of the Defender's units begin the track fatigued (+1 Piloting Skill, +1 Targeting Modifier).

AFTERMATH

Stuck between both SLDF forces, the Smoke Jaguars first looked at the battlefield as a "target-rich environment." The Clusters held fast at first, keeping the two forces from linking up until fatigue began grinding them down. Though only a handful of Davion and Com Guard troops survived the battle to link up with the Kuritan relief, the heavy casualties forced the Smoke Jaguars into an untenable position.

LAST STAND

SITUATION

Deadfall Pass, Jeremiah Highlands
Luzerne, Smoke Jaguar Occupation Zone
7 August 3059

*The shadowed cat slinks
Its body crushed and wounded
Dangerous spirit lives*

~death haiku of Chu-sa Reginald Matsuida, Ryoken-roku

The remains of Clan Smoke Jaguar saw the writing on the wall after the disaster near Thün. All of the remaining forces of the Clan began streaming towards Cameron Plateau, where several Jaguar DropShips awaited. Star Colonel Kotare planned on taking the remaining warriors and hitting the Star League elsewhere in some form of counterattack, unaware of the Clan's rolling collapse across the rest of the Occupation Zone.

GAME SETUP

Recommended Terrain: Lowlands

Both sides alternate setting up the battlefield, with the Defender placing first. The Defender designates their home edge, with their objective edge on the opposite side. The Attacker's home edge is the same as the Defender's objective edge.

Attacker

Recommended Forces: Ryuken-roku

The Attacker is 100% of the Defender's deployed force. The Attacker sets up anywhere within 3 hexes of their home edge.

Defender

Recommended Forces: Sixth Striker Cluster

The Defender enters the battlefield at the beginning of the track.

WARCHEST

Track Cost: 800

Optional Bonuses

+200 Nighttime assault: Use the *Night/Pitch Black* rules from *Tactical Operations* (see p. 58)

OBJECTIVES

World of Hurt Cripple/Destroy at least half of the opposing force. [300]

Shatter Cripple/Destroy at least 75% of the opposing force. [500]

Obliterate Cripple/Destroy all of the opposing force. [800]

Blood Bound For every Jaguar unit successfully exiting the Objective edge. [+25 per unit]

SPECIAL RULES

The following rule is in effect for this track:

Desperation

The Jaguar player receives a +1 bonus to all Initiative and -1 bonus to all To-Hit rolls for every two units that successfully exit their objective edge, for a maximum bonus of +3 (Initiative) or -3 (To Hit). The bonus goes into effect at the beginning of the following turn.

AFTERMATH

Intercepted among the rocky hills and cliffs of Deadfall Pass, the Jaguars attempted to blast through the stalwart line of Ryuken. Though roughly a Binary escaped, the remaining warriors tore into the Combine force with unmitigated savagery. The Jaguars fought to their deaths, buying time for their few Bloodnamed and officers to escape. Ryuken fighter cover harried the remaining few stragglers as they boarded the last Jaguar transports.

The Clan's escape lasted but a brief time. A swarm of Star League fighters converged on the lifting DropShips as they broke Luzerne's orbit and destroyed them. As 8 August dawned across the continent of Topeka, Luzerne was free.



BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Cauldron-Born Samantha**

Movement Points: Tonnage: 65
Walking: 5 Tech Base: Clan
Running: 8 Era: Clan Invasion
Jumping: 0

Weapons & Equipment Inventory (hexes)

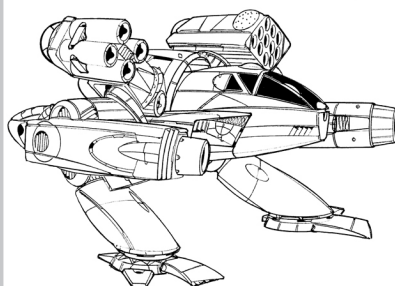
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	LRM 10	RT	4	1/Msl [M.C.S]	—	7	14	21
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	Ultra AC/20	LA	7	20/Sht [DB,R/C]	—	4	8	12

WARRIOR DATA

Name: _____

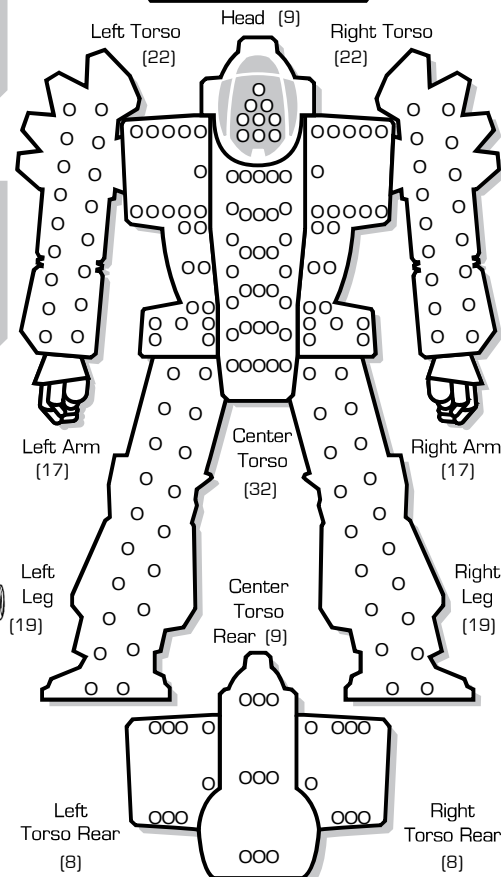
Gunnery Skill: _____ Piloting Skill: _____

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



BV: 2,372

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Ultra AC/20
- 4 Ultra AC/20
- 5 Ultra AC/20
- 6 Ultra AC/20
- 1 Ultra AC/20
- 2 Ultra AC/20
- 4-6 3 Ultra AC/20
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- 1-3 ER Small Laser
- 4 Ammo [Ultra AC/20] 5
- 5 Ammo [Ultra AC/20] 5
- 6 Endo Steel
- 1 Ferro-Fibrous
- 2 Roll Again
- 3 Roll Again
- 4-6 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- 4 Ferro-Fibrous
- 5 Sensors
- 6 Life Support

Center Torso

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

- 1 Gyro
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4-6 4 XL Fusion Engine
- 5 Endo Steel
- 6 Ferro-Fibrous

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

Right Arm

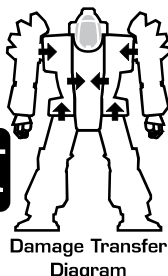
- Shoulder
- Upper Arm Actuator
- 1-3 3 ER PPC
- 4 ER PPC
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous
- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4-6 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- 1-3 LRM 10
- 4 LRM 10
- 5 LRM 10
- 6 Ammo [LRM 10] 12
- 1 Ammo [LRM 10] 12
- 2 Endo Steel
- 3 Roll Again
- 4 Roll Again
- 4-6 5 Roll Again
- 6 Roll Again

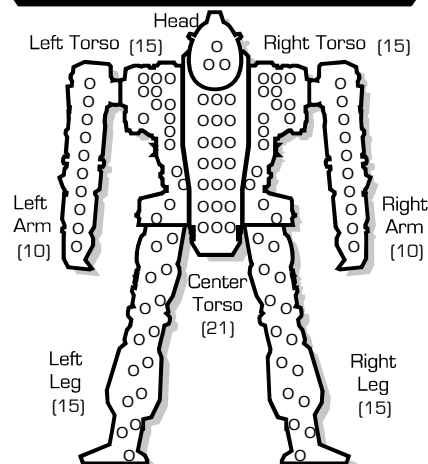
Right Leg

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



CATALYST
game labs

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Grasshopper Reynolds

Movement Points: Tonnage: 70
Walking: 4 Tech Base: Mixed Tech (I.S.)
Running: 6 [Experimental]
Jumping: 4 Era: Clan Invasion

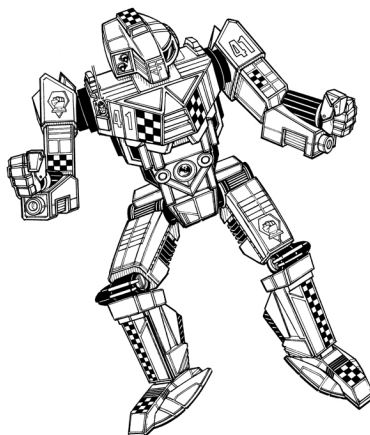
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser (Clan)	HD	12	10 [DE]	—	8	15	25
2	ER Large Laser (Clan)	CT	12	10 [DE]	—	8	15	25
1	ER Medium Laser (Clan)	RT	5	7 [DE]	—	5	10	15
1	ER Medium Laser (Clan)	LT	5	7 [DE]	—	5	10	15
1	ER Medium Laser (Clan)	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser (Clan)	LA	5	7 [DE]	—	5	10	15

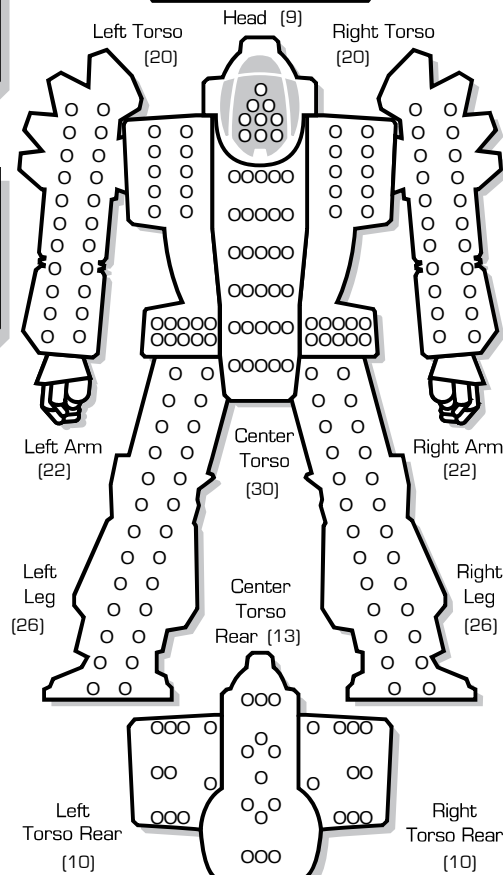
BV: 2,344

WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken: 1 2 3 4 5 6
Consciousness# 3 5 7 10 11 Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser (Clan)
- Roll Again
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- ER Large Laser (Clan)
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser (Clan)
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- ER Large Laser (Clan)
- ER Large Laser (Clan)

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser (Clan)
- Roll Again
- Roll Again

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser (Clan)
- Roll Again
- Roll Again

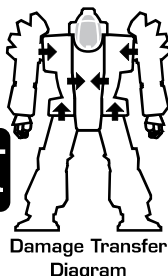
Left Leg

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

Right Leg

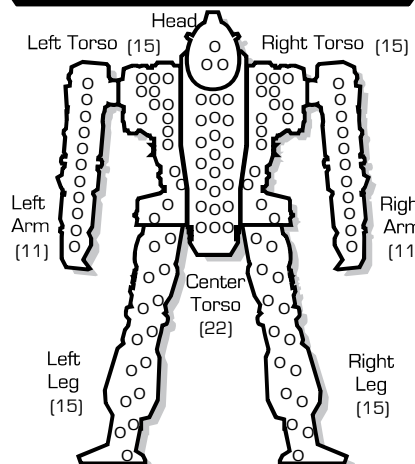
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

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



CATALYST
game labs

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 18 (36) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale
Overflow
30*
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26*
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