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HISTORICAL TURNING POINTS

ANTALLOS



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35TP010



BEST LAID PLANS

**PORT KRIN
ANTALLOS
PERIPHERY
17 NOVEMBER 3067**

Mitch Reynolds winced as another green light disappeared from his *Valkyrie*'s tactical display. With no time to lament the loss of Dangerous Dan O'Brian, Reynolds triggered his jump jets once more. The hopscotch game continued as he and his one remaining lancemate cleared the penultimate line of buildings. With hardly a moment to pause after the landing he'd made so many times before, he stomped his jump jets once more.

A strangled crackle over the comm channel accompanied the extinguishing of Sweet Sandy McDonnell's telltale from the tactical display. She'd broken up midway through the last leap. The damn Clanners were closing the distance faster than the boss had expected. Even the twisted shantytown they were skipping through that had led many natives astray was no obstacle to the damn Snow Ravens. All the flyovers by those damn fighters must have done more than whittle down the air defenses. They must have been mapping the locales while they were about their other business. Fine. Let them think they had the upper hand. Reynolds and his lance had succeeded in luring a Raven Star of OmniMechs. As he landed his last jump and broke hard to the left, increasing to his top running speed to clear the firing lane, he knew the so-called Unkindness should have studied more than geography before falling for one of the oldest traps in warfare.

As he sped away from the scene, he heard and felt the exchange of fire behind him. The boss and his lance were unleashing hell upon the Raven Star. Reynolds let out a bark of laughter, happy that some measure of vengeance was being exacted for O'Brian, McDonnell, and of course, Bonny Bill McCarty, who had bought it before making the first jump to the trap.

Reynolds was so completely unprepared for the sudden impact that he took a pratfall to the suspect pavement of the slum. Wasting no time, he scrambled back to his feet and checked his tactical display. Reynolds' eyes widened in amazement. "What the hell?" he said out loud. The display was clear of friendlies. The heaviest lance in Eighth Company, and a single, fast-recon Star had taken them down? Four enemies glared at him from the display in baleful red.

A voice crackled over his comm. "Do not think we forgot about you, little one."

Reynolds swallowed hard. They were closing in. He triggered his jump jets again, knowing he could make it to Arthur's Pass from his current position on Raymondo's Place. He fought the acceleration to punch the tactical display to a wider coverage area. *There!* he thought. Another of the killer packs was lying in wait for the lures to bring enemies in. He could make it to them. Switching over to their comm frequency, he let them know he would be coming their way but from the south. He saw their indicators redeploy for the expected arrival direction.

Reynolds had lost his entire lance. The armor on his rear, meager to begin with, must've been hanging on by the baling wire the lance usually used to secure loot for extraction from a raid, but his motive systems were unimpeded. He had evaded them before, he could do it again. They had lost one while taking down seven. Not a good ratio. But they would not be expecting another trap. Would they?

Reynolds stuck the landing, straightened his *Valkyrie* to full height behind the covering buildings, and sped north. Reaching the dead end he fired the jets again. A wash of laser and missile fire passed where he had just been standing and annihilated the building's façade.

Coming back to Port Krin's low-grade asphalt on Anselm Boulevard, he jumped again. Smythe Avenue, Mikael Street, Bryson Road, and Trevaline Way blurred past him. The near-misses from Snow Raven guns left a trail of destruction like bread crumbs from some nightmarish, modern retelling of "Hansel and Gretel."

"Haha!" Reynolds could not restrain his elation as he vaulted the final, mismatched line of tightly clustered buildings and reached the new kill zone. This site being more of a cul-de-sac, he could not simply run away. Instead he jumped once more. At last he turned in mid-flight to launch a complement of missiles and lasers at his pursuers. Not even caring that he missed, he alit on one of the few buildings in the area that he knew could support his 'Mech's weight. He wanted to watch the fight this time. It would be a slaughter.

What he saw was anything but invigorating. These Clanners, they didn't make the same mistakes that their brethren made in the Invasion two decades before. They didn't issue challenges or engage in single combat. They concentrated their fire until a target fell then they moved to the next in line. Reynolds watched as four light and medium Clanners systematically tore apart a skilled and prepared lance of heavy BattleMechs. The Ravens were constantly in motion. Even in the close confines of the ambush area, the Clanners sped back and forth, evading the lower power guns of his comrades while pounding his allies with their more advanced and accurate weapons. It seemed Reynolds had just settled in to watch by the time the Clanners had used the dead end to prevent the escape of their enemies. Four more down at a cost of two of their own. The two remaining Clan OmniMechs turned his way.

Reynolds swallowed hard.

That same voice crackled into his ears once again. "We see you, little one." Reynolds could swear the voice had a teasing lilt to it. Did Clanners taunt their enemies? Did cats play with their prey?

He clumsily punched the tactical display, looking in vain for another bolt-hole. He saw one. As he triggered his jump jets again, he wondered why the Ravens had not simply annihilated him as he watched.

Had all those near-misses been on purpose? Could they want to be led to his comrades? *Nah.* He knew he was just better than they were. They'd go down at the next site. Wouldn't they?

HISTORICAL TURNING POINTSTM

ANTALLOS

Welcome to the next installment in the series of *Historical Turning Points* campaign books, designed to give players the opportunity to fight in some 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 Antallos, while the **Tracks** section gives details on some of the larger and more pivotal battles of the planetary struggle between the pirates and the invading Clan Snow Raven forces. The Tracks section can also be used with stand-alone games set in the pre-Jihad time frame.

The **Atlas** section presents a global view followed by some quick facts about Antallos. Included in this section are terrain tables broken into various categories. These tables can be used as a random chart to determine the terrain used in the tracks or simply as a guide to 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 the gameplay experience. All players should agree whether or not to use any or all of these features before play begins.

The **Combatants** section gives details on the units who participated in the conflict and can be used by players who wish to 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, though a maximum may be stated for one or both sides. 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 units, 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 the brackets. Optional points are awarded only if the group achieves at least one Objective while using the listed option. Objective points are cumulative as they are achieved, unless otherwise noted.

The **Annex** section contains one official Record Sheet for the modified *Buccaneer*-class DropShip *Red Raider* of Vance Rezak's Band of the Damned.

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Special Thanks: The BattleTech universe's pirates getting a little face time in a *Turning Points* has been long overdue. Hopefully the reception of this product won't mirror the pirate life: bitter, hard, and finite. Thanks to Ben for greenlighting this project, to the fans who keep the *TP* series alive, and to the developers who are keen to allow new corners of the BattleTech universe to be explored.

For more information about Antallos and the people who have lived and died there, please see first and second edition *Periphery* sourcebooks, *Field Manual: Periphery*, *Field Manual: Updates*, *Field Manual: Warden Clans*, *Field Manual Mercenaries* (original and revised), the various *Mercenaries Supplementals* and *Updates*, *Handbook: Major Periphery States*, *Masters and Minions: The StarCorps Dossiers*, *Field Report: Periphery*, and *Field Report: Clans*.

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA

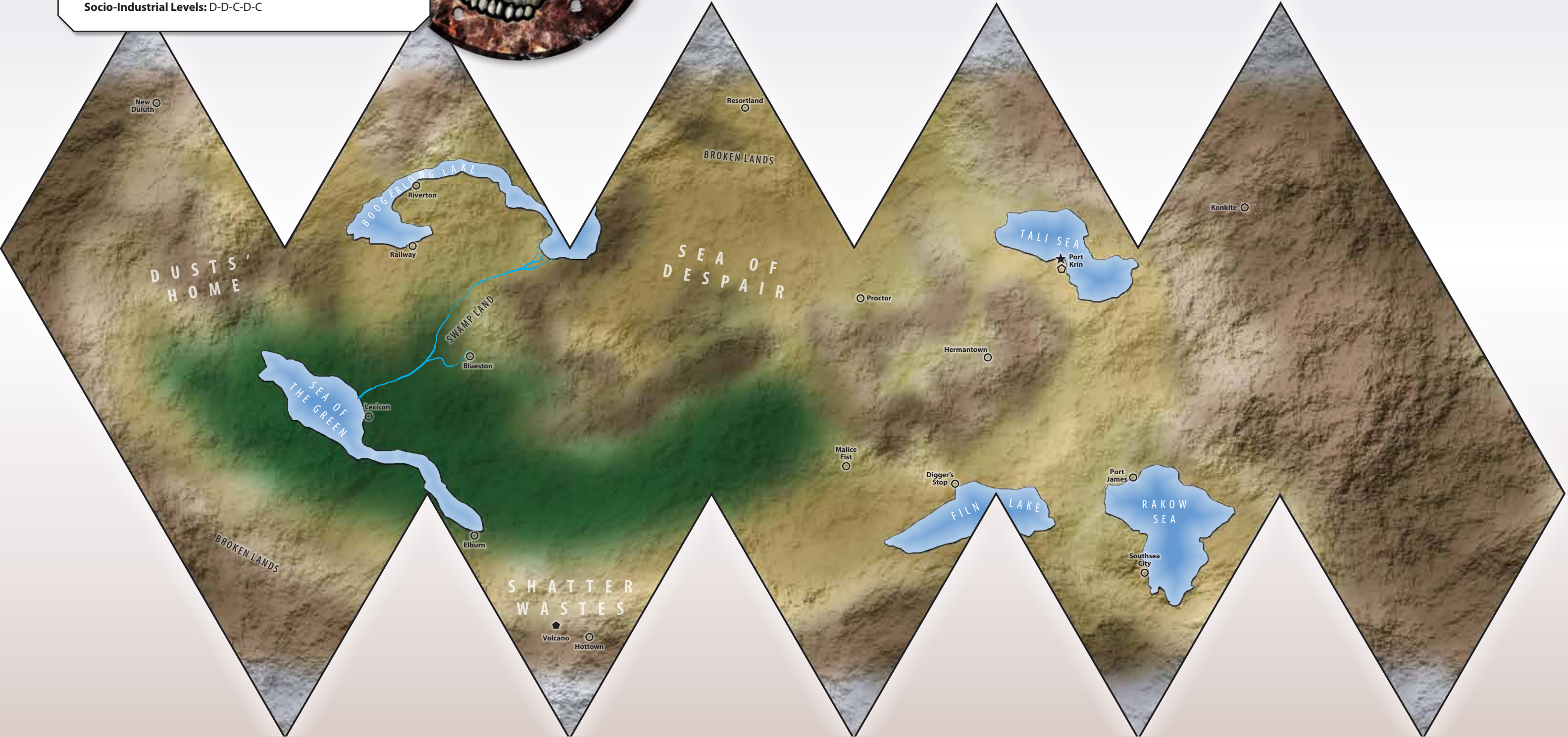


NOTE!

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

ANTALLOS (3067)

Ruler: Vance Rezak
Star Type (Recharge Time): K4IV (195 hours)
Position in System: 3
Time to Jump Point: 4.34 days
Number of Satellites: 2 (Quincy and Zeke)
Surface Gravity: 0.92
Atm. Pressure: Standard (Tainted)
Equatorial Temperature: 49°C (Desert)
Surface Water: 11 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Avian
Population: 5,035,000
Socio-Industrial Levels: D-D-C-D-C



ANTALLOS

Rendered mostly barren through centuries of warfare, the world of Antallos is dotted with death zones, long-lost treasure troves of Star League technology, and city-states that once vied for rulership. The consolidation of power by Vance Rezak and his Band of the Damned, along with their Word of Blake allies, centralized authority in Port Krin. The “new” capital is the world’s largest city-state in population, area, and economy.

Once a melting pot of several nations, Antallos was reduced to barbarism by the Succession Wars. Rather than try to eradicate that male-dominated pseudo-society, Rezak and his allies used it to their advantage. Throwing around their considerable might and Blakist-supplied technology, the pirates cemented their hold on Antallos after Clan Snow Raven took nearby Rezak’s Hole. The Band put down several vocal—if unrealistic—challenges from some of the smaller city-states by breaking environmental domes in the toxic zones and slaughtering the population in other regions. Their uncompromising method of warfare put an end to further challenges and served as a recruitment tool for Antallos’ self-appointed defenders. Vinson’s Vigilantes joined Rezak’s forces wholeheartedly, taking an oath of service as the better part of valor.

Under the auspices of their alliance with Rezak, the Word of Blake spent several years supposedly cleaning up a number of hot zones across Antallos’ surface. While the Word eventually declared the regions habitable, they kept the nature and disposition of the toxins—both chemical and biological—secret even from Rezak. In the days before the Word of Blake’s Jihad, ComStar ROM reports speculated that the Blakists used the collected materials for research and development of new weapons.

Port Krin is a sprawling and disorganized center of chaos bordered on the northeast by the Tali Sea and by desolation in other directions. The lack of city planning is noticeable in the small skyscrapers sprouting from slum and shantytown gardens. The streets are more guided pathways than modes of transportation, given the lack of building standards and oversight. The crowded and cramped warrens are too narrow for a BattleMech to pass without scraping its shoulders; surrounding buildings often lean drunkenly into their neighbors for structural support, forming precarious arches above the streets. Landing sites for DropShips haphazardly dot the city, while manors and estates of rich pirates and other criminals flaunt their wealth before the eyes of the slaves who till their fields and work their factories. The decades of warfare did not spare Port Krin, but the city-state did avoid the use of weapons of mass destruction. Unregulated pollution from various industries, coupled with the lingering, drifting taint of age-old weapons liberally used elsewhere on Antallos, forced the installation of atmospheric scrubbers. Installed around and throughout the city-state, the large processing units were upgraded or rebuilt over the past decade by the Blakists. In exchange, the Word had free rein in exploring the world’s surface. The scrubbers eliminated the need for a dome over most cities, though the few cities in more highly toxic areas retain their domes as a form of psychological protection.

Mapsheets

The following tables represent the categories of terrain found on the battlefields of Antallos. 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*.

ANTALLOS MAPSHEETS TABLE

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

*Place buildings of varying size, height, and strength in all non-Paved hexes.

DESERT	2D6 Result	Map
	2	Desert Mountain #1 (MS3, MSC1)
	3	Moonscape #1 (MS5, MSC1)
	4	Desert Sinkhole #1 (MS3, MSC1)
	5	Open Terrain #1 (MS5, MSC1)
	6	Desert Hills (MS2, MSC1)
	7	Open Terrain #2 (MS5, MSC1)
	8	City Ruins* (MS2, MSC1)
	9	Moonscape #2 (MS5, MSC1)
	10	Desert Sinkhole #2 (MS3, MSC1)
	11	Mountain Lake (MS2, MSC1)
	12	Desert Mountain #2 (MS3, MSC1)

*Place buildings of varying size, height, and strength in all non-Paved, non-Rubble/Rough hexes.

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 effects from *Tactical Operations* (TO) are suggested to add specific aspects of Antallos to the various tracks.

Desert Flatlands: *Sand*, *Blowing Sand*, and *Tainted Atmosphere* (Radiological/Poisonous).

Urban: *Rough* (Ultra), *Rubble* (Ultra), *Level 1 Foliage*, and *Buildings*.

Base Terrain Types

Buildings (see p. 166, TW and p. 114, TO)

Level 1 Foliage (see p. 36, TO)

Rough (Ultra) (see p. 39, TO)

Rubble (Ultra) (see p. 39, TO)

Sand (see p. 39, TO)

Terrain Modifications

Fire (see p. 43, TO)

Smoke (see p. 47, TO)

Hazardous Liquid Pools (see p. 49, TO)

Terrain Conditions

Tainted Atmosphere, *Radiological/Poisonous* (see p. 56, TO)

Weather Conditions

Blowing Sand (see p. 62, TO)

Moonless Night (see p. 58, TO)

THE CLEANSING OF ANTALLOS

October 3067 saw a brazen raid by Thanos' Terribles on Prinis Prime. The Terribles not only made off with large amounts of precious gemstones, but they also dealt significant damage to the capital—especially the jewelry district. The Terribles also mauled the Outworlder garrison force. Clan Snow Raven felt this event to be a perfect moment to prove their value as allies to the Alliance by demonstrating their might to the regional pirate forces. The Clan wasted no time in diverting the bulk of Alpha Galaxy from their stations on Rezak's Hole and Farstar and invaded Antallos in November 3067.

The Snow Raven arrival came on the heels of one of Vance Rezak's returning DropShips. Although not carrying combat assets, the modified *Buccaneer*-class *Red Raider* was transporting loot taken as tribute from nearby worlds as a "protection fee." As the DropShip fled from the incoming Snow Raven fleet, OmniFighters from the Fourth and Fifth Raven Wing Clusters overtook the DropShip and its escorts. Their repeated passes eliminated the pirate aerospace and sent the DropShip to an unpleasant crash landing on the surface of Antallos. The OmniFighters held off from entering the planet's atmosphere, instead establishing a series of patrol routes through the system to prevent the escape or landing of any inbound forces.

Following the unannounced blockade, the Snow Ravens conveyed their contempt for the *dezgra* pirates by refusing to offer *batchall* or any other honor considerations. Instead, the Sixth Raven Battle Cluster and Ninth Raven Striker Cluster sent their considerable OmniFighter assets to perform incessant air-to-ground attacks against Port Krin. These raids pummeled the defenders and crushed air defenses, quickly paving the way for the unopposed landing of two Clusters.

The Sixth and Ninth set up their bases outside of Port Krin only a few kilometers apart, intending to coordinate their operations and obtain optimum efficiency. The Ravens constructed a new landing strip, which reduced damage OmniFighters were taking by using the old, ill-kept airstrips located on the edge of the Clan's landing zones. Given Port Krin's lack of aerospace response, the Ravens scaled back constant patrols. Galaxy command ordered pilots to stand down and perform patrols only under adverse weather conditions that would prevent the Clan's DropShip sensors from operating at full capacity.

Unknown to the new invaders, Vance Rezak had Word of Blake allies in Port Krin and a larger encampment at Tali City, several hundred kilometers distant. The Blakists hated the Ravens for destroying their fledgling operation on Rezak's Hole three years prior. To assist Rezak in repulsing the Clan, the Word promised their meager yet technologically superior forces. This aid first manifested in the modernization of Port Krin's air defense installations. The same technology that shielded the turrets and spotters from initial detection masked the expeditionary force of Blakists and the Band of the Damned as they sallied forth to attack the Snow Raven airstrip.

Without constant flyovers the Snow Ravens were caught by surprise. The pirates and Blakists used the broken terrain of Antallos to avoid sensor contact and approach the Clan LZ undetected. As many pilots slept in

their barracks, the pirates slipped past the minimal ground defenses and demolished the OmniFighters parked in neat rows alongside the airstrip. Snow Raven OmniMechs responded quickly to the incursion. With heavy losses taken on both sides, especially to the Damned's tank battalions, the Clan pushed away the defender's assault. At best, the Snow Ravens could claim to hold the ground, but the cost was staggering. Half their OmniFighters were destroyed or damaged beyond flight capability. The damage would hinder the two Clusters' performance for the rest of the campaign as the OmniFighters that remained were busy eliminating a near-constant stream of ignorant pirate arrivals.

The Star Colonels of the two Clusters split their forces, with the Sixth Battle Cluster remaining in place southeast of the city and the Ninth Striker Cluster relocating to the far side of Port Krin. Using some of the damaged OmniFighters in scouting roles, the Snow Ravens located a number of small bases outside the city. These bases housed smaller pirate bands, including Thanos' Terribles. The Snow Ravens eliminated these bases and their defenders piecemeal before concentrating on taking Port Krin with a direct assault.

The Clan's ground forces attacked Port Krin and encountered heavy resistance. The Damned and their nominal allies had two full weeks to prepare for the inevitable invasion. Wading through minefields planted on the narrow and winding streets of Port Krin, the Snow Ravens also contended with surprise ambushes, booby-trapped buildings that leveled entire city blocks, and continuous hit-and-run attacks by enemies that seemingly melted away. The Clan's assault consumed the city as collateral damage caused uncontrollable fires that engulfed several square kilometers of the city.

Nonetheless, the Ravens were unable to kill all their enemies. A breakout attempt pierced the Snow Raven lines and allowed the Word of Blake and some of the Band to escape. A relief force, comprised of pirate bands located elsewhere on Antallos, arrived and broke through the Clan's rear line. The counterstrike inflicted considerable damage to the Raven's supplies and opened the way for more pirates to flee.

As the battle for Port Krin devolved into a mass free-for-all, a series of small tactical nuclear explosions went off at the main Word of Blake encampment near Tali City. The explosions destroyed several secret Word facilities located there, irradiating the city and its environs. The violent destruction distracted the Ravens, who pulled back and prepared for an escalation of violence. The Word's purpose became clear after several DropShips lifted from Antallos and assumed vectors away from Raven aerospace forces. The Word and what few pirates that managed to join them escaped Antallos with little further engagement from the Clan.

In the end, the Snow Ravens were victorious. They had crushed various large and small pirate bands on Antallos, and very few pirates escaped with the Word's flotilla. The region remained free from piracy for some time, and the ties between Clan Snow Raven and the Outworlds Alliance strengthened. However, new enmity arose between the Word of Blake and the Snow Ravens, setting up future conflicts along the Periphery border.



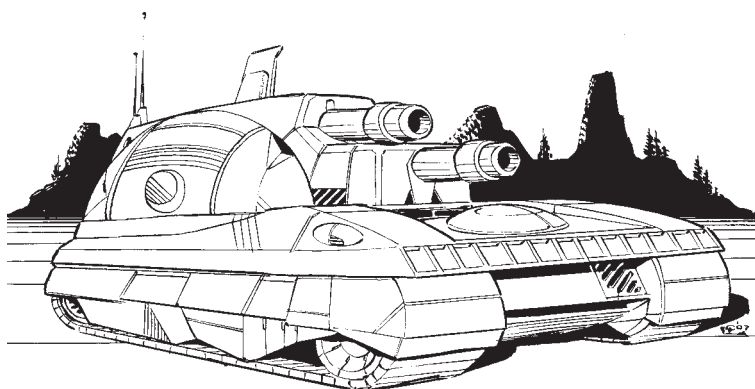
RANDOM ASSIGNMENT TABLES: ANTALLOS, 3067

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).

2D6	LIGHT 'MECHS	MEDIUM 'MECHS	HEAVY 'MECHS	ASSAULT 'MECHS	AEROSPACE FIGHTERS
2	PNT-9R Panther [35]	VND-5L Vindicator [45]	CPLT-K2 Catapult [65]	MAD-4H Marauder II [100]	HCT-213 Hellcat [60]
3	WLF-2 Wolfhound [35]	TR-1 Wraith [55]	DRG-5K Grand Dragon [60]	ZEU-9S Zeus [80]	SL-17 Shilone [65]
4	SDR-5V Spider [30]	WTH-1 Whitworth [40]	TDR-7SE Thunderbolt [65]	STK-3F Stalker [85]	LTN-G15 Lightning [50]
5	LCT-5V Locust [20]	HBK-4P Hunchback [50]	WHM-8D Warhammer [70]	CP-11-H Cyclops [90]	CHP-W5 Chippewa [90]
6	LDT-1 Brigand [25]	PXH-1D Phoenix Hawk [45]	DRG-1N Dragon [60]	AWS-8Q Awesome [80]	TR-7 Thrush [25]
7	STG-3G Stinger [20]	SHD-2K Shadow Hawk [55]	ARC-4M Archer [70]	AS7-S Atlas [100]	LCF-R15 Lucifer [65]
8	COM-4H Commando [25]	GRF-1N Griffin [55]	MAD-3M Marauder [75]	VTR-9K Victor [80]	SL-21 Sholagar [35]
9	LDT-X2 Brigand [25]	ASN-21 Assassin [40]	CRD-5K Crusader [65]	AWS-8Q Awesome [80]	SYD-21 Seydlitz [20]
10	BH-K305 Battle Hawk [30]	CRB-27 Crab [50]	ON1-K Orion [75]	CGR-2A2 Charger [80]	TR-10 Transit [50]
11	UM-60L UrbanMech [30]	HCT-3F Hatchetman [45]	CHP-1N Champion [60]	BLR-K3 BattleMaster [85]	SL-15 Slayer [80]
12	JR7-D Jenner [35]	WVR-8K Wolverine [55]	QKD-4G Quickdraw [60]	AWS-9Q Awesome [80]	CNT-1D Centurion [30]

2D6	LIGHT OMNIMECHS	MEDIUM OMNIMECHS	HEAVY OMNIMECHS	ASSAULT OMNIMECHS	AEROSPACE FIGHTERS
2	Mist Lynx C [25]	Pouncer Prime [40]	Hellbringer A [65]	Naga D [80]	Sabutai C [75]
3	Fire Moth H [20]	Viper A [40]	Mad Dog B [70]	Executioner D [95]	Sulla Prime [45]
4	Kit Fox B [30]	Shadow Cat B [45]	Linebacker D [65]	Warhawk B [85]	Chaeronea [25]
5	Adder Prime [35]	Nova C [50]	Summoner D [70]	Naga Prime [80]	Visigoth Prime [60]
6	Fire Moth Prime [20]	Viper Prime [40]	Mad Dog Prime [60]	Kingfisher Prime [90]	Bashkir A [20]
7	Kit Fox D [30]	Nova Prime [50]	Timber Wolf Prime [75]	Dire Wolf Prime [100]	Visigoth B [60]
8	Mist Lynx Prime [25]	Ice Ferret Prime [45]	Hellbringer Prime [65]	Warhawk Prime [85]	Jagatai Prime [65]
9	Kit Fox Prime [30]	Stormcrow D [55]	Summoner Prime [70]	Gargoyle Prime [80]	Turk B [50]
10	Adder A [35]	Ice Ferret C [45]	Mad Dog A [60]	Dire Wolf A [100]	Jagatai B [65]
11	Mist Lynx B [25]	Phantom B [40]	Timber Wolf C [75]	Gargoyle C [80]	Kirghiz A [100]
12	Fire Moth A [20]	Nova S [50]	Cauldron-Born C [65]	Executioner A [95]	Issus [40]

2D6	LIGHT 'MECHS	MEDIUM 'MECHS	HEAVY 'MECHS	ASSAULT 'MECHS	AEROSPACE FIGHTERS
2	Kit Fox Prime [30]	BJ2-O Blackjack [50]	Summoner Prime [70]	Warhawk Prime [85]	Sabutai Prime [75]
3	LCT-5M Locust [20]	GRF-3M Griffin [55]	CHP-3P Champion [60]	MR-5V Cerberus [95]	IRN-SD1 Ironsides [65]
4	HSR-400-D Hussar [30]	BLF-21 Blue Flame [45]	WHF-3B White Flame [70]	KGC-005 King Crab [100]	F-700 Riever [100]
5	MON-76 Mongoose [25]	STN-3L Sentinel [40]	BMB-14C Bombardier [65]	STK-5M Stalker [85]	TRN-3T Trident [20]
6	MCY-102 Mercury [20]	RJN101-C Raijin [50]	RFL-7M Rifleman [60]	THG-12E Thug [80]	HCT-213B Hellcat II [50]
7	HER-3S Hermes [30]	INI-02 Initiate [40]	TYM-1A Toyama [75]	CRK-5003-1 Crockett [85]	HMR-HD Hammerhead [75]
8	GUR-2G Gurkha [35]	CRB-27 Crab [50]	CDR-5M Crusader [65]	HGN-736 Highlander [90]	F-94 Stingray [50]
9	THE-N Thorn [20]	BCN-3R Buccaneer [55]	GLT-3N Guillotine [70]	VQR-2A Vanquisher [100]	RGU-133E Rogue [40]
10	NXS1-B Nexus [25]	WVE-10N Wyvern [50]	CHP-1N Champion [60]	BLR-5M BattleMaster [85]	SPD-502 Spad [30]
11	WSP-3L Wasp [20]	SHD-7CS Shadow Hawk [55]	BL-9-KNT Black Knight [75]	LGC-01 Legacy [80]	SWF-606 Swift [25]
12	OTT-9CS Ostscout [35]	Ice Ferret Prime [45]	Timber Wolf Prime [75]	Dire Wolf Prime [100]	Jagatai Prime [65]



2D6	PERIPHERY	WORD OF BLAKE
2	Cavalry [25]	Demolisher [80]
3	Drillson [50]	Lightning [35]
4	Pegasus [35]	Fury [80]
5	Manticore [60]	Burke [75]
6	Hetzer [40]	Maxim [50]
7	Bulldog [60]	Chevalier [35]
8	Demolisher [80]	Condor [50]
9	SRM Carrier [60]	Demon [60]
10	Saladin [35]	Blizzard [25]
11	Patton [65]	Regulator [45]
12	Savannah Master [5]	Behemoth [100]

COMMANDERS

VANCE REZAK

Rank: None

Born: 3025 (42 in 3067)

Born into the Draconis Combine nobility, Vance Rezak's early life was marked by advantage and comfort. The exceptional Rezak attended the Sun Zhang MechWarrior Academy. Although he did not graduate at the top of his class, his organizational abilities coupled with his MechWarrior skills saw him rise to command of the Seventh Pesht Regulars' Second Battalion. However, his ambition and patronizing attitude toward his superior officers led to Rezak's 3048 assignment to track down the Band of the Damned pirate force operating along the Combine's spinward Periphery border.

Rezak's battalion, stranded on a distant planet after the Band of the Damned damaged his JumpShip, found their calls for aid unanswered. Rezak suspected the Band's collusion with his commander, *Tai-sa* Kurtis Benzinger. After Rezak killed the pirate leader, he assumed command and merged the remains of his own battalion with the Damned. Having cemented their loyalty by convincing the Regulars of the Dragon's betrayal, they happily joined his efforts to punish the Combine. The new Band of the Damned began raiding the Combine soon after. As their power base grew, Rezak used his connections in the Combine to establish smuggling and other criminal enterprises. Before long Rezak was among the richest and most influential pirate leaders along the Combine's Periphery border.

Paranoid after his betrayal by the DCMS, Rezak established a safe haven for his operations on an uninhabited planet he named Rezak's Hole. A chance discovery by the Word of Blake led to a partnership that saw Demi-Precentor Jebidiah "Dicky" Smith becoming Rezak's second-in-command. The Blakists built their own secret facilities on Rezak's Hole. All their preparations and secrecy were for naught when Clan Snow Raven happened upon the planet in 3064. Fortunately, the Clan was as surprised by the contact as the pirates were. This allowed much of the personnel on Rezak's Hole to evacuate, though the Damned took heavy losses as the noncombatants fled. Rezak and Smith formed a strong enmity toward the Snow Ravens.

As Rezak consolidated his forces on Antallos, Smith strengthened the pirate's ties to the Word of Blake. With secret facilities scattered across Antallos, the Word bolstered Antallos' defenses and added cutting edge technology. Rezak also benefited personally from the partnership, as his left hand is now an advanced, natural-looking prosthetic and he has a number of other enhancements to bolster his personal combat ability.

Special Abilities: Vance Rezak is an Elite-level MechWarrior and former officer with a four-year career in the DCMS. He commands the Band of the Damned and the Port Krin Militia with a 12 TP *Rank* (*Bandit King*). He has a 9 TP *Connection* (Draconis Combine), and a 7 TP *Connection* (Periphery). He has a *Type 5 Prosthetic Hand* (5 TP). He is an unconventional BattleMech commander and uses combined-arms tactics as much as possible. He has Skill Roll Modifiers of +5 to Leadership, +3 to Strategy, and +5 to Tactics rolls for land-based combat, and he gains an additional +1 to Leadership, Strategy, and Tactics rolls when commanding a combined-arms force.

DORIAN HOWE

Rank: Star Colonel

Born: 3032 (35 in 3067)

Dorian Howe rose through the ranks during the Snow Raven efforts to gain control over the holdings of Clans Smoke Jaguar and Nova Cat on Homer. As commanding officer of the Sixth Battle Cluster, Dorian Howe is greatly respected among the Clan and his Bloodline. However, a failed Howe-Magnus sibko led to these two Bloodlines feuding over which geneparent caused the inferior result. This placed Dorian Howe at odds with Galaxy Commander Thorsten Magnus.

While Star Colonel Dorian Howe prosecuted the efforts to secure holdings on Homer, combat with Clan Steel Viper resulted from his harassment and baiting efforts. These tactics have been less successful with Galaxy Commander Magnus, as the Sixth has encountered logistics issues stemming from the dispute. With some of the Cluster's OmniMech losses to Periphery combat replaced by second-line BattleMechs, Star Colonel Howe has been forced to issue Trials of Possession to keep his OmniMech Trinaries properly supplied.

Despite commanding the Clan's premier ground combat Cluster, Dorian Howe is concerned over the opposing forces they have faced since leading the Snow Ravens from the Homeworlds. Their overwhelming victories against *dezgra* pirates have not raised his warriors' morale, and he worries they may be losing their edge.

Special Abilities: Dorian Howe is an Elite-level MechWarrior and commands the leading Cluster of Alpha Galaxy. He has an 11 TP *Rank* (*Star Colonel*) and *Reputation* (+2). He is an ambidextrous *Marksman* and is an able commander, with Skill Roll Modifiers of +7 to Leadership, +5 to Strategy rolls, and +7 to Tactics rolls for land-based combat. Add +1 to all when he commands all three force types present in his Cluster.

COMBATANTS

This section lists the combat units active in the battle for Antallos in 3067. The Experience Level indicates which column to roll on the Random Skills Table (see p.273, *TW*) for the combatants.

RAT shows which Random Assignment Tables (see Antallos, 3067 *RAT*, pg. 6) to roll units from if randomly determining a force. Abbreviations in italics are suggestions for sources other than the Antallos 3067 *RAT* included in this product. 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*). For the faction tables to roll from, locate the *RAT* entry for each combatant. Pirates can choose any variant of rolled units.

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



Band of the Damned [Pirate]**CO:** Vance Rezak**Average Experience:** Veteran**RAT:** Mercenary, Periphery, Draconis Combine, *FMMR, FMP, FMDC, FMU*

Unit Abilities: When facing a unit of lesser experience, the Band of the Damned gains the *Overrun Combat* special ability (see p. 193, *TO*). If the Band's BattleMechs outnumber their vehicles, they gain an Initiative bonus. For every multiple of 'Mechs to vehicles, the Band of the Damned gains a +1 Initiative bonus. That is, if the ratio of 'Mechs to vehicles is 2:1, they gain +1 Initiative; for 3:1, they gain +2. When fighting in the confines of Port Krin, the Band of the Damned gains +1 MP while using running or flanking movement.

Notes: The Band of the Damned were an Elite fighting force until they accepted Vinson's Vigilantes and other smaller bands into their collective force. This has reduced the overall quality only for the Band's Second and Third Battalions; Rezak's personal command in First Battalion is still Elite quality. Vance Rezak's second-in-command is Operations Agent Jebidiah Smith. Smith is a Word of Blake operative who serves Rezak both in coordinating the Band of the Damned's operations and in liaising with the Word of Blake.

**The Dark [Pirate]****CO:** Unknown**Average Experience:** Elite**RAT:** Crusader Clan, *FM Crusader Clans, FMU*

Unit Abilities: When fighting against any pirate force, the Dark gain a +1 bonus on all To-hit rolls. When fighting against any legitimate Clan force, the Dark suffer a -1 Initiative roll penalty.

Notes: The Dark are mainly survivors of Clan Smoke Jaguar who became Dark Caste to survive. They reside on Antallos only because they had nowhere else to go. They have exterminated pirate bands who attempted to force a relationship upon them. On the rare occasion they have faced Clan enemies, some of their number revert to their old ways and offer single combat. Such offers are never accepted, as their Clan opponent considers The Dark part of the Dark Caste and worthy only of extinction.

**Mark Brady Gang [Pirate]****CO:** Mark Brady**Average Experience:** Veteran**RAT:** Mercenary, Periphery, *FMMR, FMP, FMU*

Unit Abilities: The Brady Gang is expert at securing loot and shooting their way to safety. When carrying their maximum load capacity, they do not suffer a loss of Movement Points. They may also fire any weapons without risk of damaging their loot. If randomly rolling 'Mechs, the player may swap a rolled unit for an adjacent unit in the table, but only if the new unit has more hand actuators than the rolled unit. If a 2 or 12 is rolled on the RAT, the result on the next higher weight class table may be used, but only if the heavier unit has 5 or more Walking MP.

Notes: The five-company-strong Brady Gang is made up of romantics who believe they epitomize outlaws of Terra's Old West. They specialize in pulling bank jobs and jewelry heists. However, they use indiscreet methods such as kicking in walls and vaults to obtain the goods. The Brady Gang prefers light and medium 'Mechs but will use some heavy 'Mechs if their Walking MP is 5 or higher.

**Thanos' Terribles [Pirate]****CO:** Thanos**Average Experience:** Elite**RAT:** Mercenary, Periphery, *FMMR, FMP, FMU*

Unit Abilities: When fighting in a city, the Terribles will not observe restrictions on collateral damage. When firing their weapons within an urban environment, roll all misses as attacks on any buildings in the path of the weapons fire. If any building is unintentionally destroyed in this manner, the Terribles gain a +1 bonus on their Initiative roll the following turn. If randomly rolling 'Mechs, the player may swap a rolled unit for an adjacent unit in the table but only if the new unit has more hand actuators than the rolled unit.

Notes: The four companies of Thanos' Terribles exhibit no human compassion. They will target civilian infrastructure to cover their escape from a robbery and apparently award a bonus for every verified casualty. The Terribles also delight in turning locals. Once they have obtained the loyalty of several inside men, the Terribles pull off their heist and leave their erstwhile allies behind to take the blame. The Terribles use only light and medium 'Mechs, preferring those with hands to carry off their loot.

**Word of Blake Light of Mankind [Pirate Ally]****CO:** Agent Jebidiah Smith**Average Experience:** Veteran**RAT:** Word of Blake, *FMC, FMU*

Unit Abilities: When fighting as a combined-arms force, the Word of Blake on Antallos gains a +1 bonus to their Initiative rolls. When fighting as a uniform unit type, they suffer a -1 penalty to their Initiative rolls.

Notes: The Blakists that fought on Antallos were members of a covert team. They will fight to the death to prevent capture of their equipment. If any Word of Blake BattleMech is crippled, the MechWarrior will not eject but will commit suicide by setting off a fusion engine explosion (see p. 77, *TO*). If the MechWarrior is killed and the BattleMech is salvageable, the nearest Word of Blake unit will target it to destroy it at the expense of other targets starting the following turn. One turn of dedicated fire (no dice rolling necessary) destroys the Word of Blake BattleMech beyond salvageability.

**Port Krin Militia [Pirate]****CO:** Colonel Lawrence Lee Chamberlain**Average Experience:** Veteran**RAT:** Word of Blake, Periphery, *FMC, FMP, FMU*

Unit Abilities: When fighting aerospace units, the militia's turrets may make two attacks and still be considered *Hidden Units*, but only if one or more of the attacks hits its target. Turrets which miss their target(s) are revealed as per normal.

Notes: The Port Krin Militia commands the defense of the city, primarily against airborne opponents. They have authority over the defense turrets. Recently, a battalion of unarmed Purifier (light TAG) battlesuits were provided to them by the Word of Blake. These are deployed in 4-troop squads to serve as spotters for the defense turrets and as forward observers to detonate mines against ground incursions. Their forces are limited to infantry and vehicle assets only. They have one regiment of unarmored infantry, one battalion of Purifier (light TAG) battlesuits (as noted above), and one battalion of vehicles.



First Long Road Legion [Outworlds Alliance]**CO:** Chairman Seymore Hares**Average Experience:** Regular**RAT:** Outworlds Alliance, *FMP, FMU*

Unit Abilities: Command Company gains a +1 Initiative bonus when fighting pirates. Second Battalion suffers a -1 penalty to To-hit rolls when fighting BattleMech units.

Notes: A new formation in the Outworlds Alliance, the Long Road Legions experienced more defeat than victory in their early years. The First had the best of the lot, but their defeats highlighted numerous deficiencies in their training. To this end, Chairman Hares was en route to Prinis Prime for training maneuvers. First Battalion is composed mainly of medium BattleMechs and has regular quality. Second Battalion is a vehicle unit of Green experience. Twenty percent of the Long Road Legion fields Star League technology.

**Sixth Raven Battle Cluster [Clan Snow Raven]****CO:** Star Colonel Dorian Howe**Average Experience:** Elite**RAT:** Clan Snow Raven, *FMWC, FMU*

Unit Abilities: When fielding at least three different unit types in battle, the Sixth gains a +1 bonus on Initiative rolls. The Sixth suffers a -1 penalty to Piloting Skill Rolls when fighting as the Defender. Because of the dispute between Galaxy Commander Thorsten Magnus and Star Colonel Dorian Howe, replace one OmniMech in each Star with a second-line BattleMech of the same weight class.

Notes: A Cluster with a long history of leading aggressive actions, the Sixth under Star Colonel Dorian Howe has maintained their status as the premier unit of Alpha Galaxy. Having hardened their edge against Clan Steel Viper on Circe just seven years earlier, they disdained the dishonorable forces they had faced in the Periphery as posing too little a challenge. This saw their tactics become more brutal and less in keeping with Clan honor. However, as these actions were directed against pirates and mercenaries, the Sixth was not considered to have violated *zellbrigen*.

**Ninth Raven Striker Cluster [Clan Snow Raven]****CO:** Star Colonel Marilena Reinhold**Average Experience:** Elite**RAT:** Clan Snow Raven, *FMWC, FMU*

Unit Abilities: When operating in arctic conditions, the Ninth gains a +1 bonus to Initiative rolls and Piloting Skill Rolls. When fighting in desert conditions, the Ninth suffers a -1 penalty to Initiative rolls.

Notes: Commanded by a Clan Wolf *abtakha* warrior, the Ninth has nonetheless performed exceedingly well. However, Star Colonel Marilena Reinhold holding warrior status for over a quarter century saw a number of warriors in her command wishing for a younger hand to guide them. Though no outright challenges have been raised to her position, the Ninth's use to eradicate pirates in the Periphery has made the warriors of the Ninth ever more restive.

**Fourth Raven Wing Cluster [Clan Snow Raven]****CO:** Star Colonel Andery McKenna**Average Experience:** Elite**RAT:** Clan Snow Raven, *FMWC, FMU*

Unit Abilities: The Fourth Wing Cluster specializes in space combat. Whenever engaged in battle outside a gravity well, the Fourth's aerospace pilots gain a +1 bonus on all Control Rolls.

Notes: Star Colonel Andery McKenna's command of the Fourth has been marked by a period of low intensity clashes with Clan Wolf in the Clan Homeworlds. Since engaging enemy pilots in the Periphery, he feels their edge is losing its keenness due to the poor skill of their enemies. To alleviate this decline, he has staged high-risk training drills. Pitting his warriors against one another constantly, he hopes their combat skills will be maintained.

**Fifth Raven Wing Cluster [Clan Snow Raven]****CO:** Star Colonel Maury Lankenau**Average Experience:** Elite**RAT:** Clan Snow Raven, *FMWC, FMU*

Unit Abilities: The Fifth Wing Cluster is expert at atmospheric dogfighting. When facing enemy fighters in a planet's atmosphere, they gain a +1 bonus to Control Rolls and Initiative Rolls.

Notes: A clever commander, Star Colonel Maury Lankenau is known for his ability to harass an enemy both verbally and militarily into engaging his forces in a direct confrontation. Though it failed in the last few attempts prior to leaving Clan space, the Star Colonel believed this to be his opponents acknowledging his superiority.



GIMME THE MONEY

SITUATION

Maqqavelwan

Prinis Prime

Outworlds Alliance

5 October 3067

Thanos'Terribles have struck once more. Their raid on the capital Maqqavelwan used corrupted locals to smooth their entry to the local DropPort. They easily outclassed the local militia and robbed the local gem market with the First Long Road Legion's Second Battalion being outside the city on training maneuvers. However, the Terribles' informants were unaware that the command company of the Legion's First Battalion had arrived to take part in the training. Now the vastly outnumbered pirates have to escape the city without giving up their loot or the entire operation will be a failure.

GAME SETUP

Use Urban terrain. Set up the playing area to produce a battlefield three times as long as it is wide. The Defender chooses one of the narrow edges of the playing area as their home edge. Place 3D6+10 buildings to create the gem district of Maqqavelwan.

ATTACKER

Recommended Forces: Command Company and Second Battalion of First Long Road Legion

Attacking units set up on the playing area at least 4 hexes from the Defenders; companies of vehicles are grouped together, with at least 5 hexes separating the members of one company from those of another at the start of the battle. The Attacker's force is the vehicle-only Second Battalion and the medium BattleMech First Battalion command company. The Attacker's total force outnumbers the Defender's by a ratio of 4:1. For example, if the Defender is 1 'Mech lance, then attacker is 1 'Mech lance and 1 vehicle company.

DEFENDER

Recommended Forces: Thanos'Terribles

The Defender has a total of four companies of BattleMechs available for this track. The Defender declares their units before the Attacker's force size can be decided. Defending units set up on the edge opposite their home edge. All 'Mechs with hand actuators are carrying loot; each hand carries loot (see Special Rules). 'Mechs attempt to exit via their home edge without leaving the loot behind. A Defending unit that exits via any edge other than its home edge is considered captured.

WARCHEST

Track Cost: 400

Optional Bonuses

+100 Backup. The enemy has reserves equal to one-fourth their starting numbers. Starting in Turn 3, these units may begin arriving four units per turn.

OBJECTIVES

1. No money left behind! Defender must escape with at least half the starting loot; Attacker must limit escape to less than half the starting loot. [400]

2. Shootout. Kill or capture half or more of the opposing units. [250]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

Both sides are operating under *Forced Withdrawal* rules (see p. 258, TW) unless negated by special unit rules.

Loot

The pirate 'Mechs should be limited to those with hand actuators that enable them to carry the loot from the city. Each 'Mech's hand is filled with sacks of loot at the start of the battle; each BattleMech carries a maximum 5 tons of loot per hand, limited to less by the unit's tonnage only. The pirates have to escape off their home edge with as much loot as possible. The rules for *Cargo Carriers* (see p. 261, TW) should be used for the pirates, with the following alterations. If loot is dropped for any reason, the sacks break open and cannot be picked back up. Hits to the arms force a Piloting Skill Roll to hold onto the loot in that arm's hand; otherwise, hits do not damage the loot. A critical hit to a hand actuator destroys the loot. Any movement besides Walking forces a Piloting Skill Roll (Running adds a +1 penalty to the target number, Jumping adds +2) to avoid dropping the loot. Failure drops only the loot in the hand being rolled for.

AFTERMATH

Thanos'Terribles managed to surprise the local militia in Maqqavelwan, but they were in turn surprised by the sudden appearance of two battalions of the First Long Road Legion. Outnumbered four to one, the Terribles gave as good as they got. While they sacrificed most of their loot, all their 'Mechs escaped more or less intact. The wreckage of two tank companies spoke to their effectiveness in dealing with the Outworlder threat. However, the terrible loss of life enraged the Alliance who called on their new Snow Raven allies to deal with the situation. Thanos' Terribles, after all, were known to reside on Antallos...

AN UNKINDNESS IN SPACE

SITUATION

Near Antallos orbit
 Antallos
 Periphery
 3 November 3067

Responding to their Outworlder allies, Clan Snow Raven has dispatched forces from Rezak's Hole, which they liberated from the hands of the same pirates lording over Antallos now. Knowing they face *dezgra* forces, the Snow Ravens look forward to punishing the pirates who raided Prinis Prime. Beyond that, the Clan realizes the usefulness of adding the world to their domain, which would provide a way station between their holdings on Farstar and Rezak's Hole. At the very least, wiping out the pirates currently on Antallos will spare their Outworlds allies the depredation of pirates for the near future and allow the Snow Ravens to get in some good target practice.

GAME SETUP

Set up a minimum of 4 space maps for this track. The world Antallos and its gravity well should be placed at one end of the space map. The Defender's forces are placed on the map one-half map from the edge opposite Antallos. The Attacker's forces enter from the edge opposite the planet starting on Turn 1.

ATTACKER

Recommended Forces: One OmniFighter Star each from the Fourth and Fifth Raven Wing Clusters, three DropShips (1 *Overlord-C*, 1 *Sassanid*, and 1 *Titan*) each from the Sixth Battle and Ninth Striker Clusters

Clan Snow Raven arrives in the Antallos system and wastes no time in securing the space lanes. The Fourth Raven Wing Cluster is detailed to patrol the zenith jump point, and the Fifth Raven Wing Cluster defends the nadir jump point. Escorting the DropShips of the Sixth Raven Battle Cluster and Ninth Raven Striker Cluster to Antallos are their own OmniFighter Trinaries. One Star from each races ahead and overtakes the inbound *Buccaneer* DropShip *Red Raider* of Vance Rezak's Band of the Damned and its own escort fighters. Attacking units begin the track with a velocity equal to their Maximum Thrust rating.

DEFENDER

Recommended Forces: Band of the Damned Dark Angels aerospace squadron, Red Raider (modified *Buccaneer*-class DropShip)

The *Buccaneer* DropShip is modified per the record sheet included at the end of this product and is capable of defending itself adequately. However, it is also escorted by 16 aerospace fighters from the Dark Angels aerospace squadron. As they near the planet, the remaining 8 members of the Dark Angels arrive from the planet's surface to aid the defense. They have to choose between attacking enemy fighters or incoming Snow Raven DropShips. Defending units begin the track with a velocity equal to their Safe Thrust rating.

WARCHEST

Track Cost: 500

Optional Bonuses

+300 I need a challenge! The enemy force has twice the number of aerospace fighters.

OBJECTIVES

1. You're kidding, right? Prevent the landing of the enemy DropShip(s). [500 per DropShip destroyed or turned back]
2. Dogfight. Shoot down enemy fighters. [50 for each enemy fighter destroyed in space]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

Both sides are operating under *Forced Withdrawal* rules (see p. 258, *TW*).

AFTERMATH

The Dark Angels squadron earned its pay on 3 November. Sadly, none of its pilots would be around to spend it. While the Snow Raven fighters took moderate losses, their DropShips approached unimpeded. Vance Rezak flew into a rage. Not only were his aerospace forces wiped out, *Red Raider* succeeded in making atmosphere only to crash due to damage sustained from the Snow Raven fighters. If *Red Raider* could be repaired and Rezak could arrange for a friendly JumpShip to arrive at one of Antallos' many pirate points, he would still have a possible avenue of escape.

DEATH FROM ABOVE

SITUATION

Port Krin
Antallos
Periphery
3 November 3067

As the Clan Snow Raven ground forces are making their landing and organizing their landing zone into an ad hoc base, the OmniFighters of the Sixth Raven Battle Cluster and Ninth Raven Striker Cluster are tasked with softening up the city of Port Krin for the coming arrival of their OmniMechs. They found the pirate city a complex tangle that sprang up over time with zero city planning. Hostile targets are scattered throughout the winding warrens of streets narrower than other cities of its age and importance. Powerful defensive installations are equally well-equipped to repel aerial attacks as ground attacks. The pilots requested free rein to demolish the city, but Galaxy command instructed them to limit collateral damage as much as possible. After all, if Clan Snow Raven wanted simply to destroy the city, their WarShips could easily accomplish the task. However, the pirates were experts at fighting planetary defenses, which meant Antallos was exceptionally well-defended by hardened troops accustomed to the internal conflicts that constantly threatened their homes.

GAME SETUP

Set up using Urban terrain. The city should be set up with buildings crowded together, leaving few streets or open areas. Each aerospace Star has enough fuel for three passes over the playing area. Then they must land to refuel. Note: If the Stars that took part in the *An Unkindness in Space* track are used, they have only enough fuel for two passes over the battlefield.

ATTACKER

Recommended Forces: Sixth Raven Battle Cluster and Ninth Raven Striker Cluster OmniFighter Trinaries

The Attacker uses aerospace units only for this track, drawn from the OmniFighter Trinaries of the Sixth Raven Battle Cluster and Ninth Raven Striker Cluster. The OmniFighters operate as Stars. One Star per Cluster at a time enters from the edge of the city to identify and make ground attacks on defensive installations. The OmniFighters do not carry bombs and are limited to strafing and striking attacks. The Attacker announces prior to the start of play how many OmniFighter Stars will take part in the attack. Since each Cluster has three Stars, there are six available to use, for a total of 60 OmniFighters. Entire Stars must be used. Only one Star from each Cluster may make their passes in any turn. Attacking units begin the track with velocity 6.

DEFENDER

Recommended Forces: Band of the Damned ground vehicles, Antallos Militia

The Band of the Damned's two battalions of ground vehicles may be used in this track. All units begin hidden per the *Hidden Units* rules (See p. 259, TM). The number of ground units used is equal to the number of the Attacker's aerospace fighters. Units may be placed in buildings or anywhere else that unit type is allowed per that unit type's rules. Also, the Defender places two turrets per Star of OmniFighters (see Special Rules).

WARCHEST

Track Cost: 600

Optional Bonuses

+200 Outnumbered. The opponent is well-prepared. Instead of even numbers, the ratio of OmniFighters to ground vehicles (or vice versa) is 2:1.

+200 Blackout Conditions. The attack comes at night, and Vance Rezak ordered the city to extinguish all lights on a *Moonless Night* (see p. 58, TO)

OBJECTIVES

1. Static fortifications, pfft! (Attacker only) The Attacker must destroy at least half the turrets, barracks, garages, and ammo dumps [600] (otherwise [10 per each site destroyed])

2. Swat the flies! (Defender only) Destroy at least half the OmniFighters [600] (otherwise [10 per each fighter destroyed])

SPECIAL RULES

The following rule is in effect for this track:

Forced Withdrawal

The Defender's vehicles and the Attacker are operating under *Forced Withdrawal* rules (see p. 258, TW).

BUILDINGS

Turrets

The Defender places two turrets per OmniFighter Star fielded by the Attacker. Each turret mounts two LRM 20 and two LB 10-X AC. There are 40 shots per weapon type. Each turret uses semi-guided LRMs (see p. 231, TM) and cluster ammo only. The turrets are single-hex Level 3 Heavy buildings (CF 65) concealed initially as normal structures; the turrets have 20 armor per side. The turrets' Gunnery Skill is Veteran, but every fifth turret is Elite. Each turret also mounts a Guardian ECM, preventing discovery from Beagle Probes. The turrets are revealed only by direct flyover (allowing a Pointblank Shot by Hidden Unit) or if the Defender chooses to reveal one by firing its weapons. Also, for each turret deploy 3 squads of Purifier battlesuit infantry equipped by the Word of Blake with light TAG. The infantry can act as spotters and allow indirect LRM fire without the turret location being revealed. The infantry squads have Veteran Gunnery Skill and must begin the game as hidden units deployed anywhere on the battlefield. They have no other means of attack save to spot for the turrets. As long as the Purifier squads have not already been revealed to the Attacker, they may move without revealing themselves.

Other Buildings

The Defender should also place a barracks, vehicle repair garage, and ammo dump for each OmniFighter Star used by the Attacker. These will only be considered Hidden if they are within the coverage of a turret's Guardian ECM. These are all single-hex Level 1 buildings (CF 20).

AFTERMATH

The Clan Snow Raven OmniFighters expected the same low level of defense the Clans had encountered in their Invasion two decades earlier. They were unprepared for the determination and skill of the local militia and the Band of the Damned's tanks. While many of the installations were reduced to rubble, a great many remained intact. With their OmniFighter numbers greatly depleted and the aerospace Trinaries of the Fourth and Fifth Raven Wing Clusters occupied with system defense, the Snow Ravens would have to face the pirates on the ground, without their vaunted air support.

WHAT'S WRONG WITH THIS PICTURE?

SITUATION

*Outskirts of Port Krin
Antallos
Periphery
5 November 3067*

Pirates are accustomed to raiding other worlds and facing their defenders, but Vance Rezak would be damned (which, despite being the leader of the Band of the Damned, was an undesirable status) if he let the Snow Ravens invade his own world and set up shop without a fight. Once the Ravens' aerial attacks ceased, he mobilized his Blakist-augmented force and moved in on the emerging Snow Raven base of operations. Ostensibly, this was to prevent a true foothold and drive them off. However, he told his men that their only means of escape was to capture the Ravens' DropShips. The lie proved a very powerful motivating tool. In addition, Agent Smith ordered his Word of Blake Level III of BattleMechs to support the Band of the Damned in what might be their only chance to push the Clan Snow Raven forces off of Antallos.

GAME SETUP

Set up using Desert Flatlands terrain. The Attacker chooses one edge as their home edge. The opposite edge is the Defender's home edge. The Attacker outnumbers the Defender 7:4 (comparing 'Mechs and OmniMechs only) in addition to fielding a large number of ground vehicles. The players are encouraged to use BattleForce or QuickStrike rules to facilitate using the entire force from each side (two Clusters versus two regiments). Note: This battle may be played as two separate engagements: instead of locating the two Snow Raven bases so close, the Defender may deploy them separately to opposite sides of Port Krin. While this splits their forces, it also forces the Attacker to split forces. Have the Attacker assign half the available forces to each track instead of all at once. Then the Defender deploys within the same distance of the home edge but can do so anywhere along the playing area instead of in one corner.

ATTACKER

Recommended Forces:
Band of the Damned, Word of Blake

The Attacker enters the playing area on Turn 1 from the Attacker's home edge. The Attacker's available forces consist of a Word of Blake Level III (36 'Mechs) and the Band of the Damned's full regiment plus command company (120 BattleMechs). The Attacker also has 2 ground vehicle battalions (72 vehicles), minus any losses in the *Death from*

Above track. Besides destroying the enemy OmniMechs, Omni-Fighters, and Elementals, the pirates seek to capture or destroy the Snow Raven DropShips.

DEFENDER

Recommended Forces: Sixth Raven Battle Cluster and Ninth Raven Striker Cluster

Each Cluster has 3 Trinaries of OmniMechs and 1 Trinary of Elementals. The Defender must choose 1D6+1 OmniMech Stars (not necessarily from a single Trinary) to deploy on the playing area at the start of play; the rest are considered to be on their DropShips and can exit onto the playing area according to the disembarkation rules (see p. 89, *TW* and p. 188, *TO*). The Defender's OmniMechs must deploy within 17 hexes of their home edge. The two Clusters must deploy at opposite corners of the playing area. There are also grounded aerospace units, each near their own landing strip (see Special Rules).

WARCHEST

Track Cost: 1000

Optional Bonuses

+200 Commanders. Designate units on each side to represent the unit commanders (Vance Rezak and Agent Smith for the Attacker, Star Colonel Dorian Howe of the Sixth Battle Cluster and Star Colonel Marilena Reinhold of the Ninth Striker Cluster for the Defender). Kill or cripple an enemy commander's unit (including killing the MechWarrior) to collect the bonus (each kill is worth [200]).



OBJECTIVES

1. DropShip capture/preservation. Control the DropShips. [300 per DropShip owned at the end of the track]
2. Sitting ducks. Destroy/protect the OmniFighters. [50 per OmniFighter destroyed/saved]
3. Bury them here and now. Destroy half or more of the opposing ground units [600]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Attacker's units are operating under *Forced Withdrawal* rules (see p. 258, *TW*). The Defender's units are fanatical in their effort to protect their DropShips and landing zone, and will not retreat.

Grounded Aerospace Units

The Snow Raven OmniFighters that survived the *Death from Above* track have been refueled enough for takeoff and up to 3 passes over the battlefield. Each Cluster has an improvised landing strip running along the Defender's home edge. Arrange three DropShips (1 *Overlord-C*, 1 *Sassanid*, and 1 *Titan*) per Cluster within the last 6 hexes of the Defender's home edge; each DropShip houses a Star of Elementals and the remaining OmniMech Stars not deployed at the start of play. These units may exit the DropShips at the rate specified in the rules for boarding/exiting a DropShip (see p. 89, *TW* and p. 188, *TO*). The OmniFighters are parked adjacent to the landing strip. However, the OmniFighter pilots are not in their cockpits. Beginning in Turn 1, the OmniFighter pilots may exit the DropShip (treat each Star's pilots as one unarmored infantry Point for movement and targeting) and run for their OmniFighters. These Points may "split up" when pilots are adjacent to their fighters. A pilot must end a turn adjacent to their OmniFighter to spend the next turn getting into the cockpit and preparing for takeoff. They may attempt to take off the turn following the startup per the rules for takeoff and landing (see p. 87, *TW*).



DropShip Capture

Capturing a DropShip requires a unit to carry out a boarding action per the rules on Boarding (see p. 89, *TW* and p. 188, *TO*). If the boarding unit is the only combat unit aboard the DropShip and the unit remains Boarded for the next full turn, the DropShip is considered captured. However, the opposing side can recapture the DropShip. Whoever has control at the end of the track is considered the owner of the DropShip. If units from both sides are aboard the DropShip, then neither side has control. If the track ends and both sides have units aboard, then the side with more units aboard is considered to have control and the other side's units are captured. When the same number of units is present, each player should roll 2D6, with the highest roll winning control and the enemy units being captured. Attacks inside a DropShip (see p. 188, *TO*) against the DropShip itself automatically hit (including all missiles from any missile rack) and the damage is applied directly to the Structural Integrity. Attacks against other units that miss automatically deliver their full damage to the Structural Integrity.

AFTERMATH

While pilots scrambled to their OmniFighters, many were cut down by enemy fire as they ran for their cockpits. Many more OmniFighters were destroyed before they could get airborne. However, the Ravens exacted a heavy toll on the pirates. They destroyed nearly all Band of the Damned ground vehicles and more than half of the pirate and Blakist 'Mechs. The Ravens lost two DropShips to weapons fire, but that was a lesser concern since they also lost one-third of their OmniMechs and Elementals.

Realizing the desperate defense the Ravens were putting up, Vance Rezak ordered his surviving forces to retreat. While he believed his troops would carry the day, he wanted enough of them to survive whatever else the Ravens might be bringing against Antallos. The Snow Ravens redeployed the Sixth Battle Cluster to the opposite side of the city to split their eggs between two nests. The surviving OmniFighters conducted around-the-clock air raids on Port Krin, keeping the Band of the Damned occupied while Raven ground forces rooted out the lesser forces outside the city.

TURN OUT THE DARK

SITUATION

Free Zones

Antallos

Periphery

13 November 3067

While Vance Rezak buttoned himself up in Port Krin, both sides licked their wounds from the largest single battle ever fought on Antallos. The Snow Ravens, benefiting from both smaller numbers and a better support apparatus, recovered sooner than the pirates. Instead of pushing ahead into the city itself, the Ravens elected to eliminate the smaller, satellite enclaves outside the city. These included the base of the Dark, a gathering of Clan Dark Caste, mainly survivors of Clan Smoke Jaguar who had descended from honorable Clan warriors to the depths of piracy. Clan Snow Raven would not allow such *dezgra* to live once they had been located. Since the Dark still possessed a large complement of Clan OmniMechs, the Snow Ravens hoped to secure any ammunition or replacement parts to make up for their losses in the battle with the Damned. However, rather than leave their base undefended, Raven aerospace fighters remained behind on a close CAP to prevent unwelcome visitors from wreaking havoc.

GAME SETUP

Set up using Desert Flatlands terrain. The Defender chooses a home edge, with the opposite edge being the Attacker's home edge. The Defender's OmniMechs should outnumber the Attacker's OmniMechs at a ratio of 5:4.

ATTACKER

Recommended Forces: Sixth Raven Battle Cluster

All the Sixth Raven Battle Cluster's OmniMechs and Elementals that survived the prior track may be used in this track. The Attacker's units begin the game off the playing area. They enter the battlefield one Trinary at a time beginning on the first turn. The Elementals may enter with OmniMechs if they are carried using *Mechanized Battle Armor* rules (see p. 226, *TW*). The Attacker must destroy the Dark and try to secure the ammunition and supply storage buildings.

DEFENDER

Recommended Forces: The Dark

The entire force of the Dark (48 OmniMechs in strength) may be used in this track. The Dark must set up on the playing area at the start of play, within 6 hexes of the Defender's home edge. Up to one-third of these units may begin hidden, using standard *Hidden Units* rules (see p. 259, *TW*), where the terrain permits.

WARCHEST

Track Cost: 500

Optional Bonuses

+200 The Clan Way. Both sides attempt to demonstrate to the other that they are true Clan warriors and thus superior. Each side uses their (former) *Clan Honor* rules (see p. 273, *TW*). Use Strict adherence for the Dark.

+200 Be Unkind. The Snow Ravens leave behind some of their OmniMechs in favor of their OmniFighters in a one-for-one swap. The OmniFighters have enough fuel to pass over the battlefield three times and still make it back to their base. Each may carry a maximum of one HE bomb.

+400 Reserves. Both sides call in additional forces. These will be units with unrepaired damage. Mark off half (round up) of the armor on all locations. Also, the last weapon in the Weapons and Equipment Inventory box is damaged and cannot be fired (do not mark off any critical slots, though). The units may enter two per turn from the home edge starting on Turn 8.

OBJECTIVES

1. No mercy. Destroy or force the withdrawal of half or more of the enemy forces. [500]
2. Secure the supplies. Control the ammunition and storage buildings at the end of the track. [200 per building]

SPECIAL RULES

The following rules are in effect for this track:

Buildings

The Defender places 6 buildings within the Defender's deployment zone. The buildings are single-hex, Level 2 Heavy buildings that have sustained damage without being repaired. Their undamaged CF is 60, but assign 4D6 points of damage to each prior to the start of play. The Defender secretly assigns and records the contents of the buildings as 2 each of living quarters, ammunition bunkers, and supply storage. The buildings are identical with no outward indication of their purpose.

The Attacker must try to identify the contents of the buildings. This is accomplished by ending a turn adjacent to or inside of a building, then spending the entire next turn taking no action (that is, standing still and not firing; if forced to fall due to damage, this counts as an action and negates the identification attempt). Each side is attempting to control the ammunition and supply buildings. Control is accomplished by having more units adjacent to (or inside) the building at the end of the track than the opposing player. Neither side controls the building if it is destroyed. Destruction of either ammunition storage building delivers a powerful explosion. Apply 60 damage to units in the building (to the front side of units inside the building), 50 damage to units in adjacent hexes, 40 damage to units 2 hexes away, 30 damage to units 3 hexes away, 20 damage to units 4 hexes away, and 10 damage to units 5 hexes away. Apply damage in 5-point groups.

Forced Withdrawal

The Attacker is operating under *Forced Withdrawal* rules (see p. 258, *TW*). The Defender will not retreat.

AFTERMATH

As the Clan Snow Raven forces approached the Dark's base of operations, they received a strange communication from the Dark. The unidentified speaker sought to redeem the honor of the warriors in the Dark, hoping to be taken as bondsmen if they were captured. Star Colonel Dorian Howe laughed at the suggestion. He replied that Clan Snow Raven had no use for the Dark Caste and would deal with them appropriately. Though some of the Dark attempted to initiate duels, the Snow Raven MechWarriors did not honor the challenges of the *dezgra*. They slammed into the Dark and annihilated them. While the Dark showed their true lack of honor by destroying the supplies and ammunition, which claimed some Snow Raven 'Mechs in the process, the Sixth Raven Battle Cluster was victorious in convincing fashion. At the least, though, the Dark showed some courage and did not retreat. They faced their end like the Clansmen they once had been.

PIYBICK'S A BITCH

SITUATION

Free Zones

Antallos

Periphery

15 November 3067

While the Sixth Raven Battle Cluster dealt with the Dark, the Ninth Raven Striker Cluster succeeded in tracking down the perpetrators of the Prinis Prime raid that led the Snow Ravens to Antallos in the first place. Thanos' Terribles had holed up in their base outside the city and hoped to avoid notice, but the Snow Ravens were not just carrying out a retaliatory raid. The Ravens sought to eliminate the pirate threat on Antallos entirely, and they especially sought the Terribles. Desperate once word came of the Snow Ravens' approach, the Terribles reached out to their erstwhile allies, the Mark Brady Gang, in hopes of hammering out a cooperative plan to escape Antallos. Unfortunately for the Mark Brady Gang, they arrived at the same time as the Snow Ravens...

GAME SETUP

Set up using Desert Flatlands terrain. The Attacker chooses a home edge. The opposite edge is the Defender's home edge. The Attacker declares the number of Points (OmniMech and Elemental) to be used before the Defender selects forces.

ATTACKER

Recommended Forces: Ninth Raven Striker Cluster

All of the Ninth Raven Striker Cluster's OmniMechs and Elementals that survived the *What's Wrong with This Picture?* track may be used in this track. The Attacker's units enter the battlefield three Stars at a time beginning on Turn 1. The Elementals may enter with OmniMechs if they are mounted, though both are counted separately towards the 3 Stars per turn limit. Designate one unit as Star Colonel Marilena Reinhold.

DEFENDER

Recommended Forces: Thanos' Terribles, the Mark Brady Gang

All of Thanos' Terribles and the Mark Brady Gang may be used in this track. The total number of Thanos' Terribles and Mark Brady Gang BattleMechs should equal the number of Ninth Striker Points (OmniMechs plus Elemental Points). Thanos' Terribles begin the track deployed in the center playing area, within 17 hexes of their home edge. Starting on Turn 1, the Mark Brady Gang enters 1 company per turn via the Defender's home edge. Designate units for both Mark Brady and Thanos. The Defender must exit via the Attacker's home edge. Exiting via any other edge leads to the Badlands of Antallos and certain death.

WARCHEST

Track Cost: 500

Optional Bonuses

+400 Loot. Use the rules of the *Gimme the Money* track above. Pirates to the last, Thanos' Terribles and the Mark Brady Gang try to make off with loot from their storage buildings. Their 'Mechs begin the track with their arms full. For each 'Mech that escapes with loot, the Defender gets [50] bonus, while the Attacker gets [50] bonus for each that does not make off with loot (either by making the 'Mech drop the loot or by destroying the carrying unit).

OBJECTIVES

1. Road block. (Attacker Only) Prevent half the Defending units from exiting via their home edge. [750]
2. Run Free. (Defender Only) Exit half the Defending unit via the home edge. [750]
3. Cripple them. Kill or capture more than half the enemy units. [500]
4. Headhunters. Kill the enemy commander(s). [200 (100 each for the Defender's commanders)]

SPECIAL RULES

The following rules are in effect for this track:

Commanders

If either side loses a commander, the following turn that force will suffer a -1 Initiative penalty and a -1 penalty to their To-Hit rolls. For the Defender, the latter condition only affects either Thanos' Terribles or the Mark Brady Gang, whichever lost their commander.

Buildings

The Defender should place 6 buildings within 10 hexes of the home edge. There are 2 bunkhouses (single-hex, Level 2 Light buildings with CF 15), 2 'Mechbays (6-hex, Level 3 Heavy buildings with CF 75), and 2 storage buildings (single-hex, Level 1 Medium buildings with CF 45). The Defender also should designate 3 ammo dumps (1 hex each). These are treated as Light buildings with CF 10. They will explode the same as the buildings in the *Turn Out the Dark* track.

Forced Withdrawal

The Attacker is operating under *Forced Withdrawal* rules (see p. 258, *TW*).

AFTERMATH

Amused that the pirates did not simply attempt to flee but first filled their arms with booty from their prior raids, the Snow Ravens showed no mercy. They waded into the enemy and brutally assaulted them. They continued to fire upon downed 'Mechs and targeted ejected MechWarriors without consideration for surrender. For their part, the pirates focused more on breaking through the Snow Raven lines, but their outmoded equipment was not up to the challenge. The Ninth Raven Striker Cluster ended the adventures of both pirate units by leaving no survivors.

WHAT A BEAUTIFUL BRAWL

SITUATION

Pirate Point XX

Antallos System

Periphery

16 November 3067

A JumpShip arrived at a pirate point and disgorged a sextet of DropShips for Antallos. Port Krin came to life like never before as a motley fleet of DropShips escorted by a ragtag group of rattletrap aerospace fighters lifted off in hopes of escaping the Snow Ravens. Sadly, the *Star Lord*-class JumpShip Blake's Benevolence had only six docking collars. With four times that many DropShips seeking to dock, the mad rush became a race with deadly stakes. Not only did the pirates have to compete with one another, but OmniFighters diverted from both the Fourth and Fifth Raven Wing Clusters sought to interdict them all.

GAME SETUP

Arrange six space maps to create the playing area. The Defender declares one edge of the battlefield as their home edge. Place a counter or miniature for the *Star Lord*-class JumpShip *Blake's Benevolence* within 6 hexes of that edge.

ATTACKER

Recommended Forces: Fourth and Fifth Raven Wing Clusters

Each Cluster has allocated one Star of OmniFighters for this interdiction mission. They may deploy within a triangular zone defined by the corner of the playing area near the Defender's home edge and points halfway along the mapsheet edges from the corner. Attacking units begin the track with velocity equal to their Safe Thrust rating.

DEFENDER

Recommended Forces: Pirate DropShips and aerospace fighters

The Defender's force enters from the edge opposite their declared home edge with a maximum Velocity of 4.

With no affiliation with each other, these pirates share only the need to escape the system before the Snow Ravens kill them all. The fleeing pirates total 24 DropShips and 20 aerospace fighters. The pirate forces will not engage in combat within 6 hexes of the JumpShip. This track is best played with multiple players for the Defender side. Defending units begin the track with velocity equal to their Maximum Thrust rating.

WARCHEST

Track Cost: 500

Optional Bonuses

+400 Double the odds. Double the number of the enemy and add a second JumpShip adjacent to the first.

OBJECTIVES

1. Escape. (Defender only) Dock six DropShips with the JumpShip. [300]
2. Interdict. (Attacker only) Prevent pirate DropShips from escaping on the JumpShip. [300]
3. Turkey shoot. Destroy as many of the enemy as possible. [50 per destroyed unit]

SPECIAL RULES

The following rules are in effect for this track:

FORCED WITHDRAWAL

The Attacker is operating under *Forced Withdrawal* rules (see p. 258, *TW*).

JUMPSHIP (AND DOCKING)

Any pirate DropShip that enters the "protected" zone with a radius of 3 hexes of the JumpShip is considered to be docking. Remaining within the zone and moving at 1 hex per turn until in the JumpShip's hex means the DropShip must succeed in a Control Roll (accounting for any critical damage incurred to that point) to be considered docked. No other pirates will attempt to interrupt the docking within that zone for fear of damaging the JumpShip. The Clan forces have no such restriction.

During the End Phase of Turn 5 and every turn thereafter, roll 2D6 and subtract the number of docked DropShips on the JumpShip. If the result is 4 or less, the JumpShip jumps away, leaving behind any stragglers, and destroying any units within the K-F drive envelope's 15-hex radius. If the JumpShip fills its 6 docking collars, it will immediately jump away. If all DropShips not already docked are destroyed, the JumpShip immediately jumps away. Should the Snow Raven fighters violate the pirates' rule on combat near JumpShips, the battle will become less about racing to safety and more about combat. Roll 2D6. On a 9 or higher, the pirates spend three turns focused on cooperative combat rather than racing towards the JumpShip. During this time, the pirates gain a +2 bonus to Initiative and Control Rolls. If the JumpShip is destroyed or jumps away, the DropShips left behind unite and seek to destroy as many OmniFighters as possible while returning to Antallos. This is accomplished by exiting the playing area via the Defender's Entry Zone edge.

AFTERMATH

The in-system arrival of a pirate JumpShip with a lithium-fusion battery came as a surprise to Clan Snow Raven. Scrambling their closest fighters, the two Wing Clusters sought to prevent any pirates from escaping. While the Ravens demolished the ragtag "fleet" of DropShips, the pirate bands inflicted more damage on each other than the Ravens did. Still, the number of fleeing DropShips proved too much for the two Stars of OmniFighters. The JumpShip escaped with all its docking collars filled, leaving the Snow Ravens with the stragglers who paid the price for wounded pride. No pirate DropShips or fighters survived to return to the planet's surface.

SHOWDOWN

SITUATION

Port Krin

Antallos

Periphery

17 November 3067

With the pitiful resistance of the small outlying pirate bands crushed, the Snow Ravens have returned their attention to Port Krin itself. Using their split deployment, the two Clusters moved into the city in a pincer fashion, destroying all resistance. However, the close confines of the city presented their own problems, with the pirates lying in ambush positions and setting off mines and booby traps throughout the streets and buildings. Static defenses that survived the air strikes were employed in the defense. The Band of the Damned is making its last stand. Agent Smith has promised Vance Rezak extraction, but Rezak still wanted to make the Snow Ravens pay for every meter they intruded into his city. He still had hopes of repelling the invaders and being secure in Port Krin once more. With powerful jamming preventing electronic probes from detecting enemies, the Snow Ravens advanced in blind. And the Band of the Damned, with their Blakist allies, was waiting for them...

GAME SETUP

Set up using Urban terrain. The city should be set up with buildings crowded together, leaving only narrow streets and few open areas. BattleForce or QuickStrike rules are recommended for use to accommodate the large force sizes involved. The Attacker chooses two opposite edges of the playing area as home edges.

ATTACKER

Recommended Forces: Sixth Raven Battle Cluster, Ninth Raven Striker Cluster

All OmniMechs and Elementals of the two Clusters that survived the *Payback's a Bitch* and *Turn Out the Dark* tracks may be used in this battle. The total number of Attacker and Defender 'Mech units should be equal, while the number of defending tanks should equal the number of Elemental Points. One Cluster enters from one home edge, the other Cluster from the opposite home edge. They must link up in the middle and clear the city of all pirate forces without allowing any to escape. The Clan forces attempt to avoid collateral damage and do not target any building unless they are first fired on from it. Any Attacker's unit exiting the battlefield by any edge other than a home edge is considered captured. Any Attacker's unit exiting the playing area via a home edge, including under Forced Withdrawal, is considered to be driven off.

DEFENDER

Recommended Forces: Band of the Damned, Word of Blake Level III

All BattleMechs and tanks of the Band of the Damned that survived the *What's Wrong with This Picture?* track above may be used in this track, including the Damned's command lance. The Word of Blake Level III in this track is a combined-arms Level III, composed of one Level II of Purifier battle armor, two Level IIs of combat vehicles, two Level IIs of BattleMechs, and one command Level II of OmniMechs. The Defender must designate units for Vance Rezak and the rest of his command lance, and Word of Blake commander Agent Smith and the rest of his command Level II. The Defender's units begin the track on the playing surface at least 10 hexes from the Attacker's home edges. Up to half these units may begin Hidden per the *Hidden Units* rules (see p. 259, TW). The Defender's units must try to exit the battlefield via the Attacker's home edges to escape. Any Defender's unit exiting the playing area by any other edge is considered captured. Prior to the start of play, the Defender deploys special defenses (see Special Rules).

WARCHEST

Track Cost: 1000

Optional Bonuses

+500 Aerospace support. The Snow Ravens may use their remaining OmniFighters, while the Defenders may use an equal number of Word of Blake aerospace fighters. Aerospace units may make ground attacks and fight one another. Aerospace units begin to arrive on the battlefield starting on Turn 2. The Snow Raven fighters will arrive from their home edges. The Blakist fighters will arrive from the other two map edges.

+200 Cannon fodder. The enemy makes use of unarmored foot infantry. Clan Snow Raven uses 25-man Points of Green rifle infantry. Pirates use 5-man squads of suicide bombers who start as hidden units but can reveal themselves during the Movement Phase to attack an adjacent enemy by detonating themselves as though performing *Pointblank Shots from Hidden Units* (see p. 260, TW) for 2 points of damage per trooper alive at the time of the explosion. Apply damage to 'Mech legs in 2 point groups. Determine location using Kick Location Chart, Front/Back. Apply damage to Elementals as per normal damage resolution.

OBJECTIVES

1. No survivors. Kill, capture, or drive off all of the enemy units. [1200]
2. Shatter them! Kill, capture, or drive off at least 75% of the opposing units. [1000]
3. Demoralize them! Kill, capture, or drive off at least 50% of the opposing units. [800]
4. The better part of valor. The command lance of the Band of the Damned and the command Level II seek to flee. [100 per unit that escapes (Defender) or is prevented from escaping (Attacker)]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Attacker is operating under *Forced Withdrawal* rules (see p. 258, TW).

SPECIAL DEFENSES

Turrets

Prior to the start of play, the Defender places 3 turrets (identical to the *Death from Above* track, see above) for every 10 buildings used. The turrets are concealed as per *Hidden Units* rules. The Defender must secretly record the locations of the turrets prior to the start of play.

Minefields

The Defender deploys 2D6+5 command-detonated minefields (see p. 209, *TO*). The Defender must secretly record the locations of the mines prior to the start of play.

Booby-trapped Buildings

Prior to the start of play, the Defender secretly assigns booby traps to 2D6+2 buildings. These will explode when the Defender chooses. They will deal damage as per the ammo dumps/storage buildings in the *Payback's a Bitch* and *Turn out the Dark* tracks.

AFTERMATH

Despite having prepared ground, the Clan Snow Raven forces would not be denied. Their methodical advance saw them fall prey only to a few of the planned ambushes and traps. They weathered the minefields and booby traps without slowing their push on the city center and the Band of the Damned's headquarters. As the Snow Ravens slowly tightened their grip, they called in air support to prevent any breakout attempts. When aerospace fighters of unknown design suddenly appeared and challenged the Snow Raven OmniFighters, the tide nearly turned. Instead of prosecuting an air war and following up by supporting the ground forces, the strange Blakist units only secured the escape efforts of the Word's ground forces. With Vance Rezak's body unaccounted for among the Damned's remains, the Snow Ravens concluded the pirate leader had made good his escape. Still, the world was theirs, and the pirate menace in that region of space greatly diminished.



BATTLETECH



Nose Damage
Threshold
(Total Armor)
22 (211)

ARMOR DIAGRAM

Standard Scale



AERODYNE DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: **Buccaneer Rezak**

Name: Tonnage: 3,500
Thrust: Tech Base: Inner Sphere
Safe Thrust: 4 Era: Civil War
Maximum Thrust: 6

Weapons & Equipment Inventory

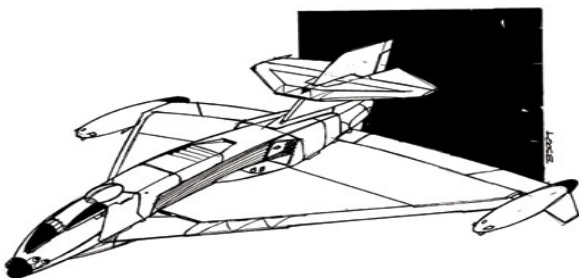
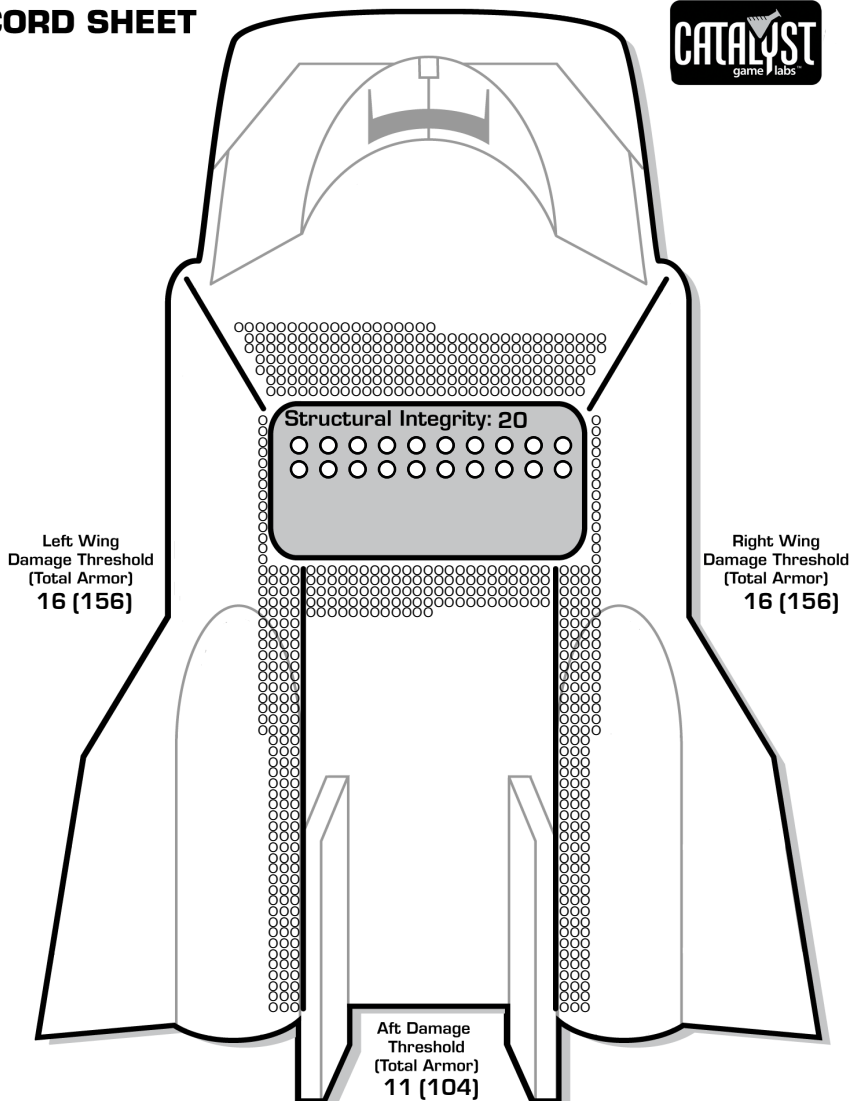
Standard Scale (1-6) (7-12) (13-20) (21-25)

Bay	Loc	Ht	SRV	MRV	LRV	ERV
5 ER Large Laser	N	60	4 (40)	4 (40)	4 (40)	—
2 ER PPC	N	30	2 (20)	2 (20)	2 (20)	—
2 LRM 15	N	10	2 (18)	2 (18)	2 (18)	—
[24 misl]						
3 ER Large Laser	FL/FR	36	2 (24)	2 (24)	2 (24)	—
2 Gauss Rifle	FL/FR	2	3 (30)	3 (30)	3 (30)	—
[24 rnds]						
3 ER Medium Laser	A	15	2 (15)	2 (15)	—	—
1 Streak SRM 6	A	4	1 (12)	—	—	—
[15 misl]						

Cargo:

Bay 1: Cargo Space - 1,509 tons (2 doors)

Fuel: 4,800



CREW DATA

Gunnery Skill: _____ Piloting Skill: _____

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

Crew: 30 Marines: 0

Passengers: 0

Other: 10 Battle Armor: 0

Life Boats/Escapes Pods: 0/2

CRITICAL DAMAGE

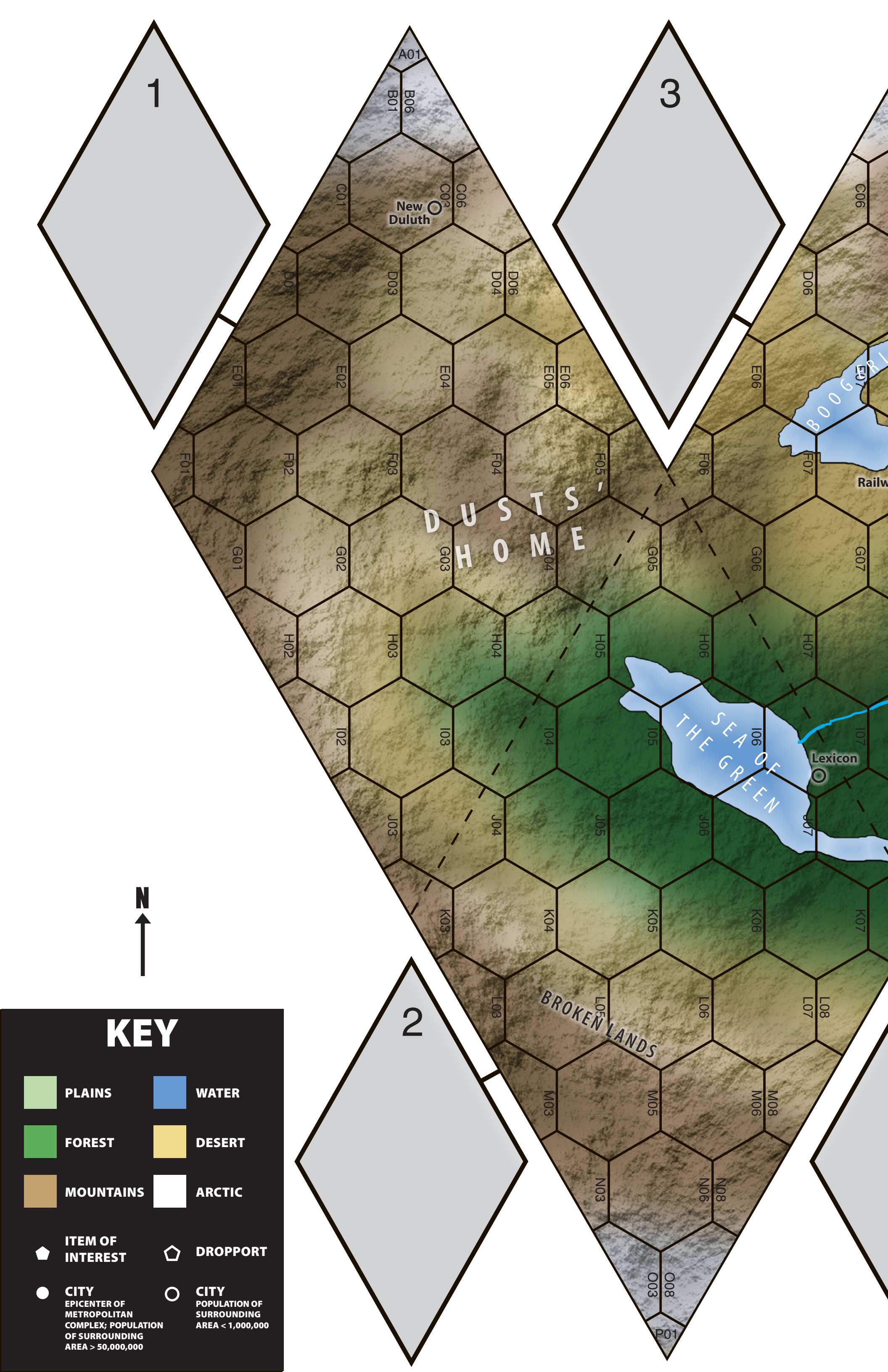
Avionics	+1	+2	+5	Gear	+5
FCS	+2	+4	D	Life Support	+2
Sensors	+1	+2	+5	K-F Boom	D
Thrusters				Docking Collar	D
Left	+1	+2	+3	D	
Right	+1	+2	+3	D	
Engine	-1	-2	-3	-4	-5 D

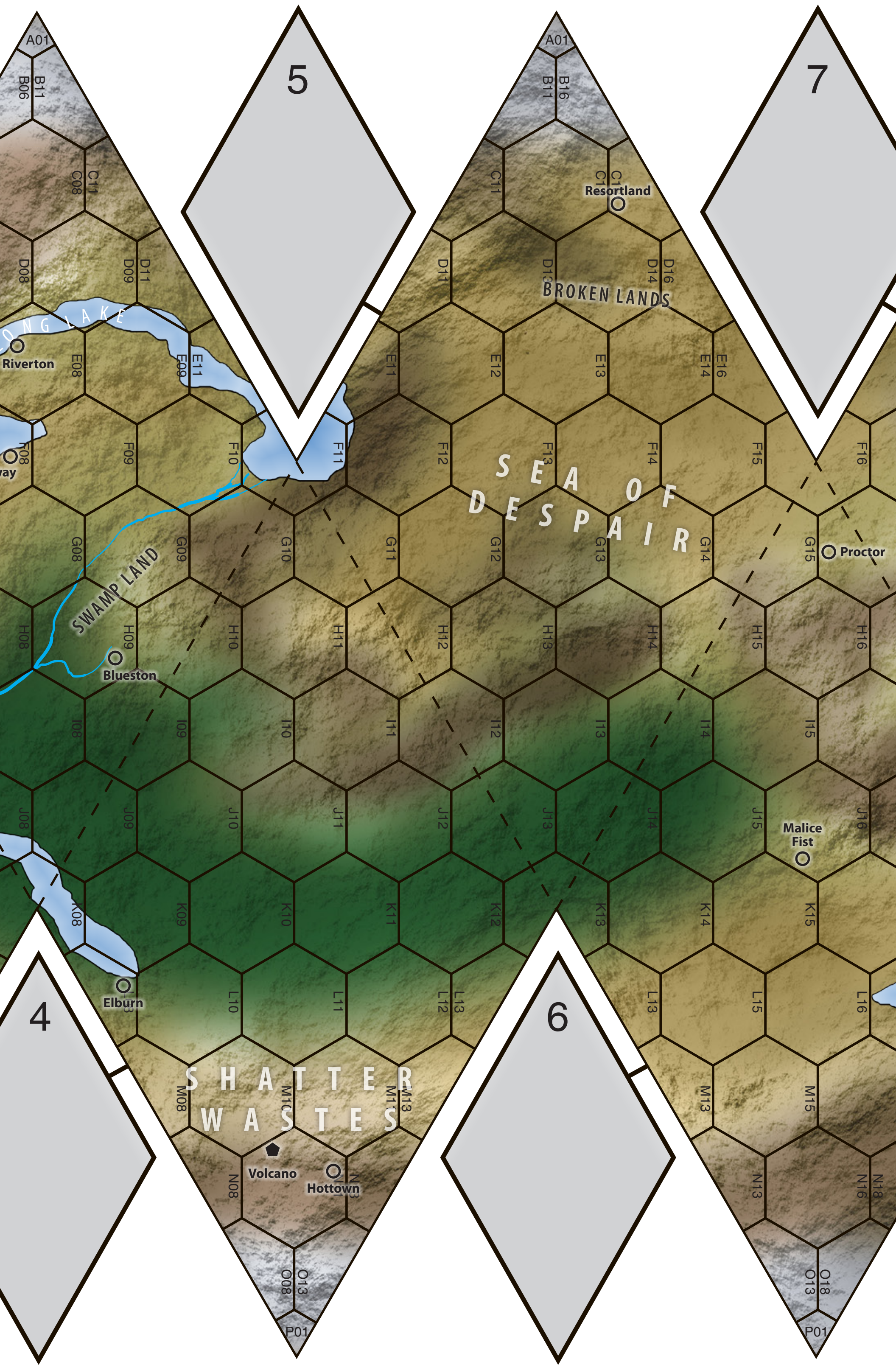
VELOCITY RECORD

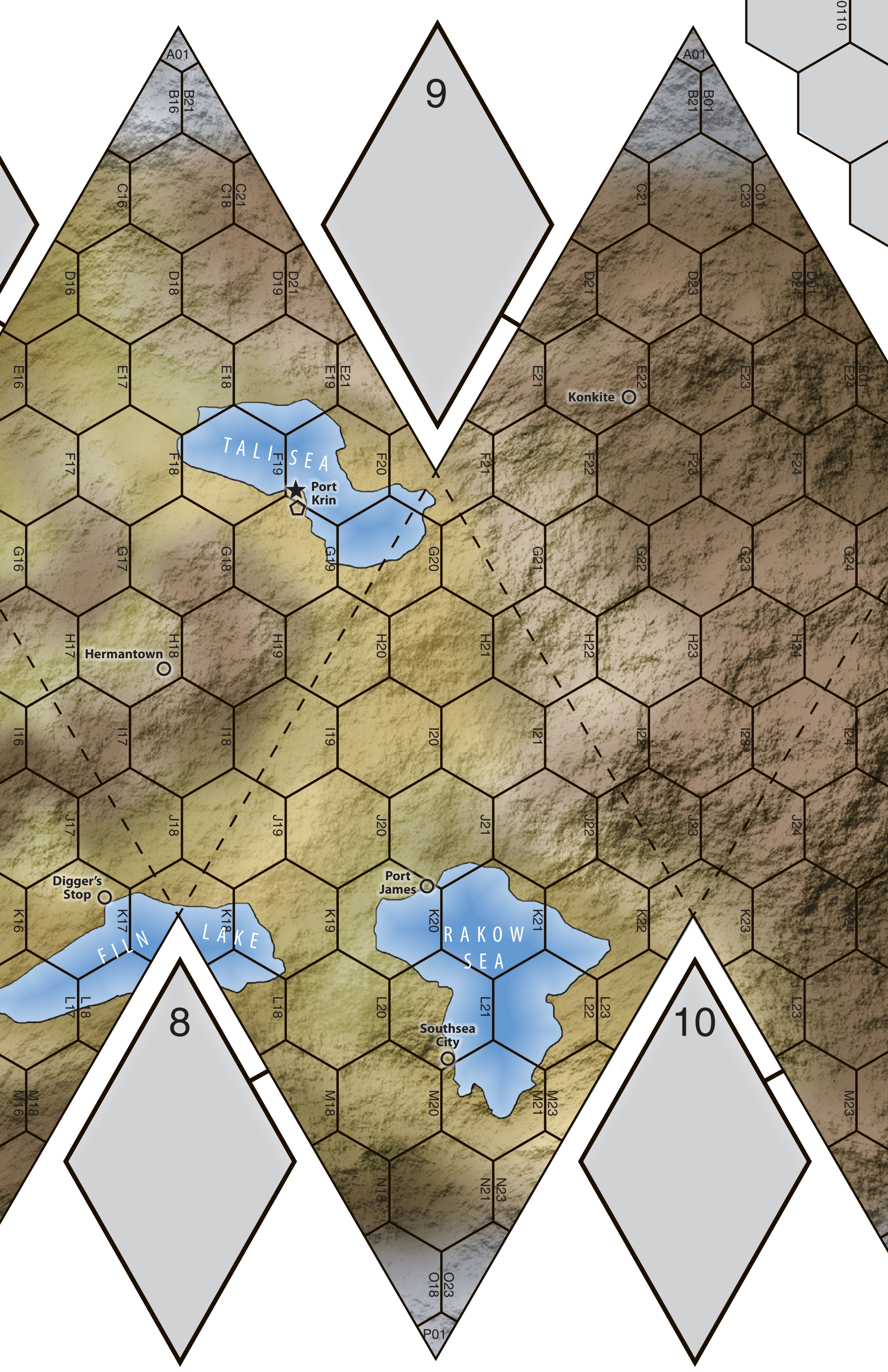
Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks:	Heat Generation Per Arc		
100 (200)	Nose: 100	Aft: 19	
Double	Left Wing: 38	Right Wing: 38	
	Fwd: 0	Fwd: 0	
	Aft: 0	Aft: 0	







6

TALISEA

Port Krin

Konkite

Hermantown

Digger's Stop

FILN LAKE

Port James

RAKOW SEA

Southsea City

8

10

