

1664

CLANTROOPS



FASA
CORPORATION

BATTLETECH®

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CLANTROOPS

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INTRODUCTION

In **BattleTroops**, players command platoons of infantrymen against enemy soldiers and the unrelenting power of their BattleMechs. The coming of the Clans has brought a new enemy to the Inner Sphere, an enemy with advanced weaponry such as the battle armor worn by the Clan infantrymen known as Elementals. Using **ClanTroops**, players can do battle with the forces of the Clans in more environments and situations than ever before.

As a supplement to FASA's **BattleTroops** game, **ClanTroops** expands on the rules of the original game. When playing **ClanTroops**, the tables given here replace those provided in the original game.

COMPONENTS

The **ClanTroops** components supplement those provided in **BattleTroops**. Players should check the contents of the package against the following list to be sure all components are present.

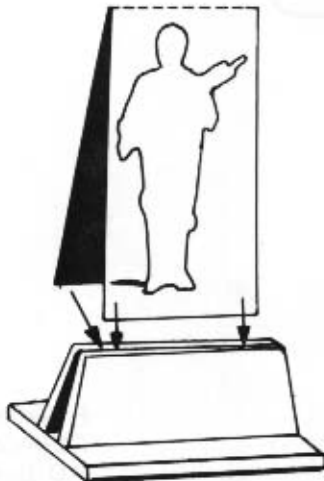
- 1 Rulebook/Scenario Pack
- 3 22" x 34" Two-sided Mapsheets
- 2 8 1/2" x 11" Counter Sheets

COUNTERS

ClanTroops includes a variety of counters and stand-up figures that are used exactly as in **BattleTroops**, except where noted below.

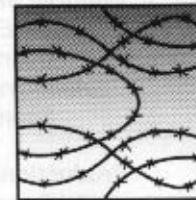
Stand-Up Figures

Each stand-up figure represents one infantryman equipped with battle armor. The two types of figures represent Clan Elementals in battle armor and Inner Sphere soldiers in power suits, the Successor States version of the special armor worn by Elementals.



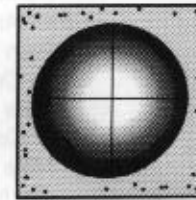
Artillery Impact

These counters show the centering target point of an off-board artillery barrage.



Barbed Wire

These long, narrow counters designate areas obstructed with barbed wire.



Bunkers

Bunkers are heavily fortified buildings with firing ports in the walls that protect the defender from fire combat. These ports are considered small windows for movement, line-of-sight, and placement of firing arcs.



Grapples

These counters represent powered grappling mechanisms used by anti-Mech infantry to climb BattleMechs.



'Mech Location

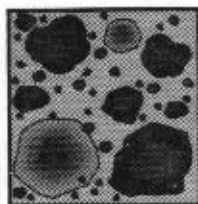
These counters are marked with abbreviations for locations on a BattleMech to mark the position of infantry or battle armor during assaults on a 'Mech.



Rafts

These counters represent combat rafts used by infantry during water crossings.

CLANTROOPS



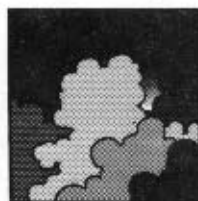
Rubble

These counters indicate broken terrain that hinders movement but provides cover for advancing ground troops. When converting for use with **BattleTech**, treat these areas as rough terrain.



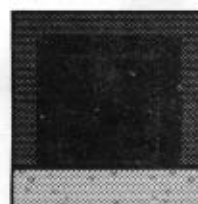
Scatter

This counter is identical to the Scatter Diagram printed on the maps. If no maps are used, place the scatter counter on the play surface to facilitate the use of the scatter rules.



Smoke

These counters show where smoke is blocking line-of-sight (LOS).



Tunnel Access

These counters show the location of access points to underground tunnels.

MAPSHEETS

Six 22 x 34 inch maps, on three sheets, are included with the game. They use the same dot pattern for movement and combat as **BattleTroops**, but depict a rural setting instead. The new terrain features are described below.



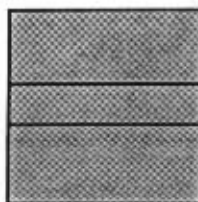
Rough Terrain

Areas on the map board marked as rough indicate broken terrain that hinders movement but provides cover for advancing ground troops.



Swamp Terrain

These areas are deep bogs, marshes, and muddy mires with thick brush that hinder movement. Swamps are treated as undergrowth for determining LOS.



Walls

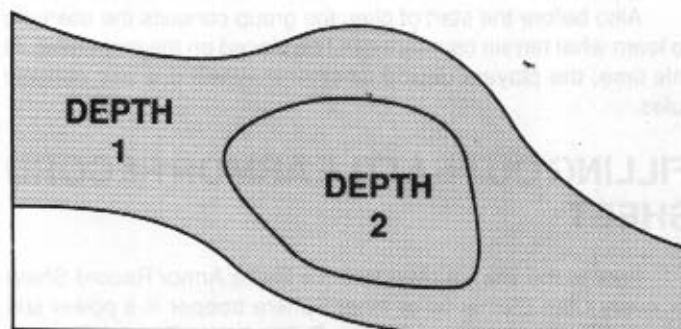
These are brick walls one to two meters tall that can be used as cover, but that infantry can only surmount by climbing over.

Water

These areas represent bodies of water such as rivers, streams, and the standing water of ponds and lakes. Units in the water cannot move quickly, but are harder to hit because less of their bodies are exposed.

In **ClanTroops**, only two depth levels of water concern ground troops: shallow and deep. These depths are differentiated by the pattern used to depict the water on the map, as illustrated below.

Infantrymen may wade through shallow water, but in deep water the only movement possible is by swimming or via a raft or boat. For purposes of **BattleTech** conversion, shallow water is considered Level 1 and deep water Level 2.



BATTLE ARMOR RECORD SHEETS

The Battle Armor Record Sheet is used to keep track of Elementals in battle armor and Inner Sphere troopers in power suits. The record block for a single battle-armored infantryman keeps track of his armor, Physical Status Track, ID number, and the weapons with which his armor is equipped. The sheet also includes space for recording the short and long ranges of those weapons and the damage they do.

14	14	13	13	12	12	11	10	10	9	8	7	6	5	4	3	2	1	D	E	A	D	
										+1	+1	+1	+1	+2	+2	+2	+2	+2	+3	+3	+3	+3
										xx									xx			

Troop Number: _____ Primary Weapon: _____
 Damage: _____ Short: _____ Long: _____

Armor: _____
 ○ ○ ○ ○

POWER SUIT RECORD SHEET

14	14	13	13	12	12	11	10	10	9	8	7	6	5	4	3	2	1	D	E	A	D	
										+1	+1	+1	+1	+2	+2	+2	+2	+2	+3	+3	+3	+3
										xx									xx			

Troop Number: - - - Primary Weapon: - - -
 Damage: _____ Short: _____ Long: _____

Armor: _____
 ○ ○ ○ ○

Primary Weapon: - - -
 Damage: _____ Short: _____ Long: _____

Secondary Weapon: - - -
 Damage: _____ Short: _____ Long: _____

ELEMENTAL RECORD SHEET

PREPARATION FOR PLAY

As in **BattleTroops**, players will decide in advance whether to use a published scenario or one of their own design. They then choose sides and fill out Battle Armor Record Sheets for all soldiers taking part in the battle.

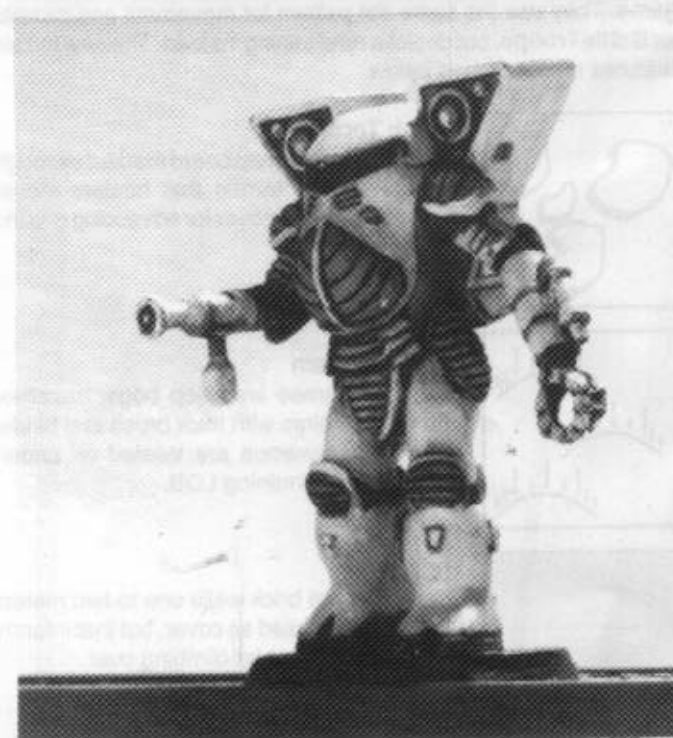
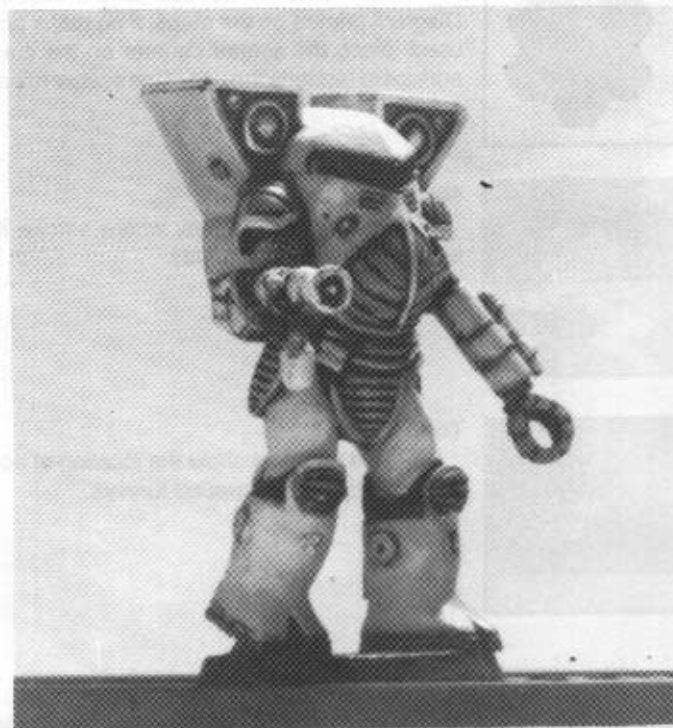
Also before the start of play, the group consults the scenario to learn what terrain counters must be placed on the mapsheet. At this time, the players decide whether they will use any optional rules.

FILLING OUT BATTLE ARMOR RECORD SHEET

Prior to the start of play, fill out a Battle Armor Record Sheet for every Clan Elemental or Inner Sphere trooper in a power suit involved in the engagement. The Battle Armor Record Sheet is similar to those used in **BattleTroops** and is filled out the same way.

A battle-armored Clan Elemental is equipped with an SRM 2 pack missile launcher, plus two secondary weapons. The less-sophisticated Inner Sphere power suits are limited to one weapon system. Battle-armored troops of both kinds have one manipulative claw for use in rending armor from BattleMechs.

Any secondary weapons assigned to battle-armored units are recorded on the sheet, along with the weapons' damage and range values. Some scenarios limit which weapons are available to certain players, so it is important to check for equipment restrictions when using the scenarios in this book.



CAPTAIN J. SMITH																											
14	14	13	13	12	12	11	10	10	9	8	7	6	5	4	3	2	1	D	E	A	D						
Troop Number: 11																Primary Weapon: SRM 2											
Armor:																Damage: 6L/4L/2L Short: Long: 108											
○ ○ ○ ○																Secondary Weapon: Small Laser						Damage: 12L Short: 90 Long: 270					
																Secondary Weapon: Flamer						Damage: 3L/4L/2L Short: 10 Long: 20					

RULES EXPANSIONS

When playing **ClanTroops**, the following expansions to **BattleTroops** rules will help players simulate movement, combat, and the use of special weapons appropriate to the new terrain and conditions of battle.

MOVEMENT

ClanTroops allows for several new terrain types and special actions, as summarized on the revised Movement Point Cost Table.

MOVEMENT POINT COST TABLE

Terrain Type	MP Cost
Barbed Wire	6
Clear/No Terrain Features/Jumping	1
Climb Exterior Wall/Hedge	5
Climb 'Mech/Change Location	5
Contour Line	3
Deep Water (Swimming)	4 *
Door	2
Enter/Exit Artillery Impact Crater	1
Enter/Exit/Move in Tunnel	2
Furniture	2
Interior Walls	Impossible
Rough	3
Shallow Water	4
Stairway	+3 if changing levels
Swamp	4
Tree Trunk	Impossible
Trench	3
Undergrowth/Tree Branches	2
Window	4

Special Actions

Call for Artillery	6***
Crawl	2 x Terrain Cost
Engage in Hand to Hand Combat	7
Exchange Ammo/Weapon	6
Get Into/Out of Boat/Raft	5**
Go Prone	1
Prepare Grenade/Weapon	3
Set Firing Arc	2, 4, or 6
Set Up/Break Down	
Support Weapons	4/ crew member
Stand Up	2
Throw Grenade	1/dot thrown

* See **Swimming**

** See **Rafts**

*** See **Off-Board Artillery**

SWAMPS

Swampy terrain slows ground-movement considerably. As in **BattleTroops**, swamps are considered undergrowth for combat purposes.

SWIMMING

In **ClanTroops**, combat troops moving in deep water are considered to be swimming. The only troops that can swim are those carrying only one weapon (not including grenades or special support weapons).

Swimming troops may not fire or place a firing arc while swimming. Swimming troops cannot prepare or throw grenades or make use of support weapons.

Explosives (grenades and satchel charges, missile fire, or autocannon fire) do 2 additional Damage Points at each of the ranges because of the underwater concussion effect of the explosion.

Any time a trooper becomes unconscious while in a water dot (any level), he is considered drowned. The dead trooper's counter is removed from the map.

TRENCHES

These ditches allow a trooper to fire from cover. A trooper in a trench is considered Prone when attacking and has Partial Cover when defending. Moving into a trench costs 3 MP, but moving along a trench costs the same as moving through clear terrain.

TUNNELS

In **ClanTroops** tunnels are underground passageways 1.5 to 2 meters in diameter used to move troops quickly without exposing them to surface combat. No tunnels are marked on the mapsheets. Certain scenarios may specify the existence and position of tunnels.

It is possible to enter or exit a tunnel only at locations where a tunnel access counter has been placed. Tunnel access counters are placed prior to the start of play and cannot be moved.

When a trooper enters a tunnel, this is indicated by either laying the stand-up figure representing him on its side or by turning it sideways on its base. The trooper may then move through the tunnel normally. When he returns to the surface at another tunnel access, his stand-up counter returns to its normal position.

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Hidden movement is possible if all players agree beforehand. To simulate hidden movement, note movement within the tunnels on a sheet of paper. When this occurs, the players both must show where their troopers are located in the tunnel.

Due to the confining nature of a tunnel, it hinders both movement and combat (see Movement and To-Hit Modifiers Tables). Weapons fire can only occur within a tunnel; no fire can be directed out of a tunnel.

Cave-Ins

All tunnels are assigned a Structural Integrity Rating that determines its ability to withstand extreme conditions, such as having to support the weight of a 'Mech.

Most tunnels encountered in the field are earthwork, reinforced with wooden supports and with a Structural Integrity of 12. Stronger tunnels are rare, but can be simulated by increasing the tunnel's Structural Integrity by as many as 6 points. If a tunnel has not been assigned a Structural Integrity rating, assume it is a 12.

If a BattleMech or other vehicle moves over the surface of a tunnel, roll 2D6, adding 1 point to the result for each 10 tons. If the modified roll exceeds the tunnel's Structural Integrity, a cave-in occurs. The area of the cave-in is defined by the width of the 'Mech or Vehicle Template that caused the cave-in.

A cave-in automatically kills anyone who is in the tunnel and under the 'Mech or vehicle when the tunnel collapses. The 'Mech or vehicle that caused the cave-in takes damage as if it had fallen one level, using the front/back column of the BattleMech Kick Location Table, p. 32, **BattleTech Compendium**, to allocate any damage.

Use rubble counters to mark the location of a caved-in tunnel on the map. From that point on, that section of the tunnel is the equivalent of rubble for units moving on the surface and is impassible to any units moving in the tunnels.

Bear in mind that these rules simulate field fortifications. Some underground passages are deep enough and strong enough to absorb the impact of a *Marauder II*'s landing from a jump, but these are passages rather than tunnels. They are considered part of installations and are not subject to the tunnel and cave-in rules.

WALLS

Walls are considered Level 1 terrain when determining line-of-sight. Like interior walls, they obscure direct LOS.

A player may attempt to breach a wall by firing at a specific wall dot, with a -2 modifier for firing at large targets. If 10 or more points of damage is done in any one turn (including damage by area-effect weapons), the wall is considered breached and a breach counter is placed on the targeted dot.

COMBAT

This section contains new rules that deal with the effects of bunkers, off-board artillery, and smoke. As these rules are optional, use them only if called for by a published scenario or if all players agree to use them before the start of play.

BUNKERS

Bunkers are single-story hardened buildings with viewports, small windows from which weapons may be fired.

To fire from a viewport, a trooper must be on a dot adjacent to it. To set up a firing arc out of a viewport, the apex, or origin, of the arc must touch the dot on which the attacker is standing, as in **BattleTroops**.



A trooper behind a viewport has Heavy Cover against any attacks made against him, including any grenade or satchel charges thrown at the bunker.

OFF-BOARD ARTILLERY

Some scenarios call for the use of off-board artillery. Off-board artillery consists of missile or artillery barrages launched by units that are not in play on the mapsheet. A scenario will define what kind of artillery is available in terms of a point value (150-point barrage) or weapon type (Thumper barrage) and what distance the artillery battery is from the battlefield (in **BattleTech** mapsheets). The procedure for resolving artillery fire is identical to that used in **BattleTech**, with the following exceptions.

Calling for Artillery Support

During the End Phase, any trooper equipped with communications gear may attempt to call for a barrage if he did not move or fire and if he did not come under attack during the turn.

It is expedient to assume that all troopers carry communications gear powerful enough to make contact. If all players agree, communications gear may be assigned to one man per squad. In this case, communications gear is a backpack that counts as a secondary weapon.

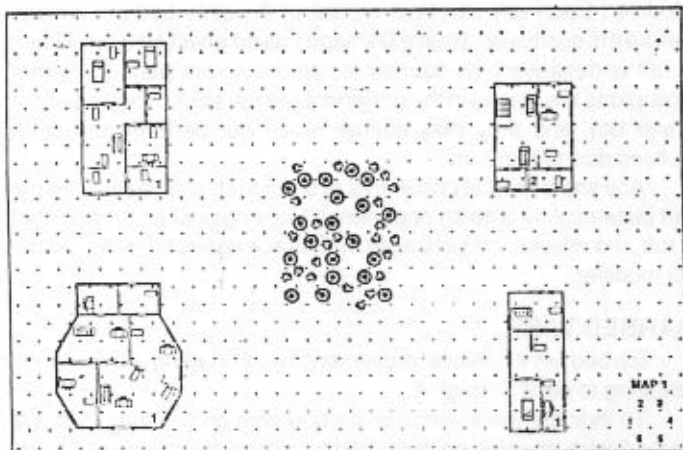
The player calling for a barrage rolls 2D6 to determine whether he has succeeded in making contact with the artillery unit. A result of 5 or better means that contact has been established. An unsuccessful roll means the soldier was unable to make contact, but he may try again in subsequent turns. Each player may only roll once per turn, regardless of the number of troopers trying to make contact.

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Targeting

As **ClanTroops** does not use numbered hexes, the target of an artillery barrage is designated by a two-figure number that results from counting the dots to the target. Beginning from the corner of the map with the scatter diagram, count the number of dots up the vertical edge of the map, then count the number of dots into the map horizontally.

For example, using **BattleTroops** Map 1, the player would record the numbers "20, 9" to call the coordinates of the dot in building #2 with the stairs. This represents counting up the narrow end of the map 20 dots (north) and then over 9 dots (west).



To determine in which turn a shell will land, use the Shell Time in Flight Table, p. 49, **BattleTech Compendium**, but the Time in Flight is expressed in dice instead of turns. The actual Time in Flight is determined by rolling these dice.

If, for example, any artillery unit is five boards away, the Time in Flight is determined by rolling 3D6. The result is the number of **BattleTroops** turns before the shell hits.

If a barrage misses, the shot scatters. The direction of the scatter is determined normally, but the distance is determined by multiplying the result of a 1D6 die roll by that of a second 1D6 roll. This could place the shot off the targeted mapsheet entirely. In that case, assume that, for purposes of adjusting fire, the point of impact was not in LOS of troopers on the mapboard.

For example, a barrage misses its intended target, and so it scatters. The player who called in the barrage rolls 1D6 to determine the direction of the scatter. He then rolls 1D6 twice, multiplying the result of the first roll by the result of the second to determine the distance of the scatter. If he rolls a 3 and a 5, for example, the shot scatters 15 dots in the direction determined by the first roll.

Damage

When and if a barrage hits, an artillery impact counter is placed on the target dot, indicating the formation of an impact crater. Once the impact point is determined, the appropriate damage is applied to all troops, 'Mechs, and buildings surrounding the impact dot, per the standard **BattleTroops** rules.

The damage inflicted by an artillery barrage is expressed in terms of a point value or weapon type. This point value represents the damage taken by anyone or anything in the target dot. Damage inflicted on surrounding dots is listed after the slashes (/).

If an off-board artillery barrage hits a **BattleMech**, the appropriate Armor-Piercing Value (APV) damage is applied. See p. 30, **BattleTroops**.

OFF-BOARD ARTILLERY VALUES

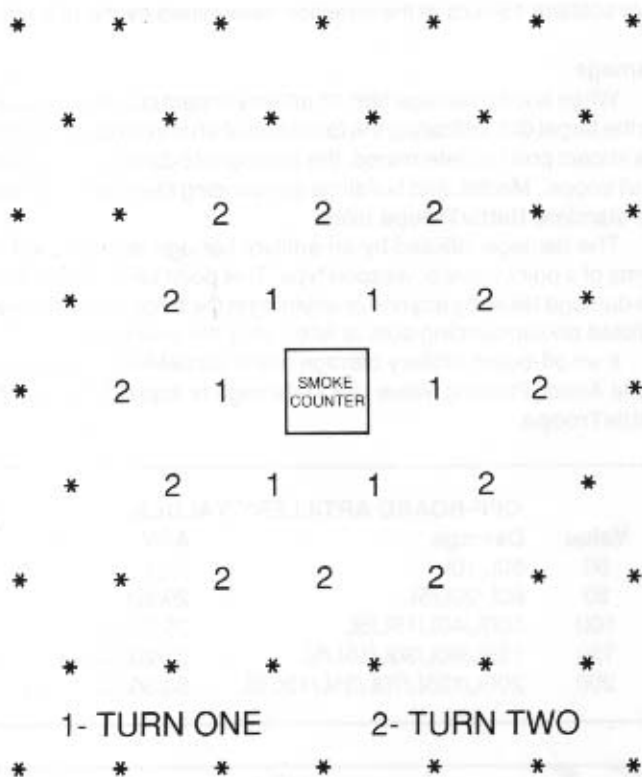
Value	Damage	APV
50	50L/10L	10/2
80	80L/20L/5L	20/4/1
100	100L/40L/15L/5L	25/8/3/1
150	150L/80L/30L/15L/5L	35/20/10/3/1
200	200L/125L/70L/35L/10L/5L	50/30/22/11/2/1



SMOKE

Smoke obscures line-of-sight, permitting troops to move with less risk of attracting enemy fire.

Smoke is discharged by means of a smoke grenade, which is thrown in the same manner as any other grenade. When a smoke grenade goes off, it discharges a thick, tenebrous cloud. In the turn of impact this smoke cloud consists of the impact dot and the 6 surrounding dots. At the end of the Movement Phase of the next turn, the smoke cloud expands to cover the surrounding 12 dots. A smoke counter is placed at the center of the affected area.



Firing through a smoke cloud is possible, with a +3 modifier. The smoke cloud lasts for twelve turns, after which it disperses and the smoke counters are removed.

SPECIAL WEAPONS AND EQUIPMENT

This section describes special equipment used in field operations in rural settings. This equipment is for use when called for by a published scenario or if all players agree that one or both sides may employ the desired equipment.

RAFTS

Rafts move at a rate of three water dots per turn and require the presence of at least one occupant for movement. Each raft can hold a maximum of four infantrymen.

Rafts are treated as large targets, which receive a -2 To-Hit Modifier. Each raft can take a total of 3 points Lethal Damage before it is destroyed. Bruise Damage has no effect on a raft. When a raft is destroyed, its counter is removed from play. Its former occupants are placed in the dot where the raft sank or any adjacent water dot, and they may neither move nor perform any other actions during that turn.

Any shots fired at occupants of a raft that miss may strike the raft instead. Any time an opponent shoots against an occupant of a raft and misses, he gets a second attack against the raft, with a +3 modifier.

BARBED WIRE

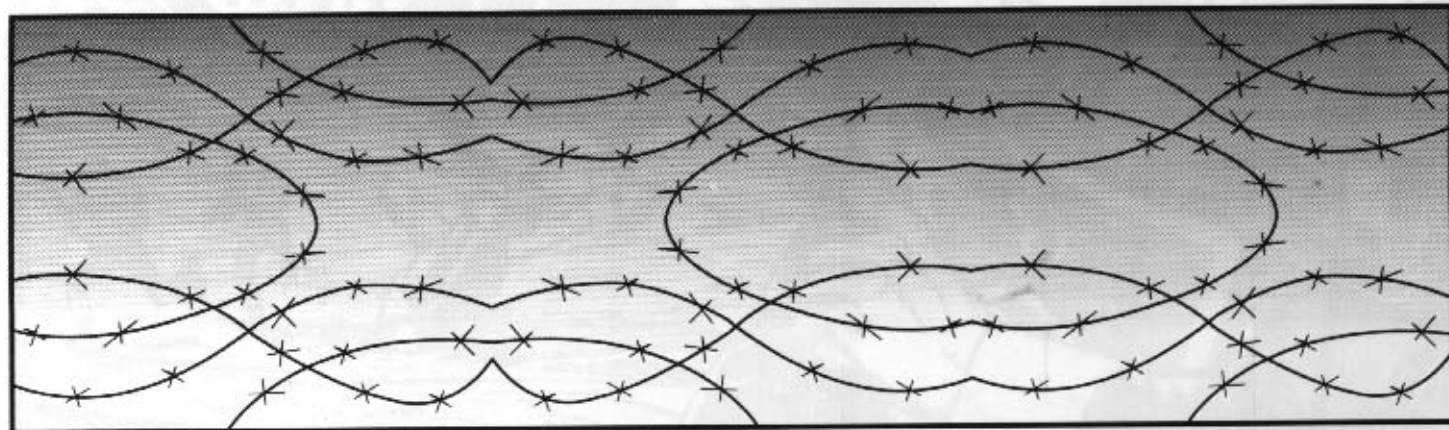
Barbed wire inhibits movement by damaging troopers attempting to pass through it.

To indicate the location of barbed wire on the map, place a barbed wire counter on any dot(s) blocked by the wire. These counters are placed prior to the start of play and cannot be moved during the course of the game.

It costs 6 MP to move through dots with barbed wire counters.

Every time a trooper crosses a dot marked with a barbed wire counter, he takes 1D6 points of Bruise Damage and must roll 2D6. If the result is 2-4, the trooper is tangled in the wire and must end his movement. The next turn the entangled trooper automatically takes 1D6 points of Bruise Damage and rolls again to see if he is still entangled. If not, he may move out of the wire with no additional penalties.

Troopers entangled in barbed wire may still attack with the appropriate modifier (see **To-Hit Modifiers Table**, p. 11, the next section). Barbed wire has no effect on LOS. Entangled troops are treated as Prone targets for combat purposes.



BATTLETECH INTEGRATION

The following rules are additions and modifications to those given for integrating **BattleTech** with **BattleTroops**. These rules will apply when specified by a scenario or when the players mutually agree in advance.

COMBAT

This section contains expansions and clarifications to the combat rules in **BattleTroops**.

TO-HIT MODIFIERS

The Base To-Hit Number is modified to account for terrain, protective cover, movement, and other factors. All applicable modifiers are cumulative, except where noted.

TO-HIT MODIFIERS TABLE

Terrain or Action	Modifier
Partial Cover	+1 per partial-cover hex entered or crossed by LOS
Heavy Cover	+4
Attacker Prone	-1
Target Prone (Range >1/Range 1)	+1/-1
Target in Artillery Impact Crater	+1
Attacker Entangled in Barbed Wire	+1
Defender is Large Target	-2
Combat in Tunnel	+2
Defender Swimming or in Deep Water	+1
Fire Grapple	+2
Boat/Raft: Accidental Shot	+3

HEAVY COVER

Bunker complexes provide Heavy Cover to a defender. Though firing ports exist for firing out of a reinforced bunker, firing *into* one of these facilities is much more difficult, for shots must be targeted to enter via openings, portals, and so on.

DAMAGE

The following is a list of new weapon types and their anti-personnel effects in **ClanTroops**.

Anti-Personnel Pods

Some Clan OmniMechs may be outfitted with specially designed anti-personnel pods. Mounted on a 'Mech's legs, these pods are single-shot weapons that shower a spray of shrapnel downward toward any attacking infantry.

Anti-personnel pods always attack as though at short range. When fired they have a range of 3 dots from the center dot on the 'Mech Template. Like area-effect weapons, these pods do damage in concentric rings out from the center dot on the 'Mech Template. The damage is 10/7/4L.

Thunder LRMs/FASCAM

By the year 3051, both the Clans and the Inner Sphere forces are making use of Thunder LRMs, or FASCAM (Field Artillery Scatterable Mines). These variant long-range missiles attack a given area and disburse mines in that targeted area, effectively turning it into a minefield. These mines are designed to damage 'Mechs/vehicles as well as personnel.

For game purposes, any BattleMech that uses this option must target a dot on the map. If the To-Hit Roll is successful, that dot and those within a 5-dot range are mined. These mines use the **BattleTroops** rules on p. 31, except that FASCAM mines can damage BattleMechs, vehicles, or personnel. They are rated as follows:

LRM Size	Anti-Personnel Damage	APV
5	20/5	5
10	40/10/2	10
15	60/20/5	15
20	80/30/10/2	20

Ultra Autocannon

Ultra autocannon, both the Clan and Inner Sphere versions, have the ability to fire at double the rate of standard autocannon. If a 'Mech uses its Ultra autocannon in this fashion, double the damage done in all ranges if the weapon successfully hits.

Area-Effect Weapon APVs

The following APVs were omitted from the original version of **BattleTroops**.

AREA-EFFECT APVS TABLE

Weapon	APV
SRM	2
Heavy SRM	3
LAW	1
Grenade Launcher	1
Auto Grenade Launcher	1
Light Recoilless Rifle	1
Satchel Charge	2
Flamer	1
Heavy Flamer	1
Inferno	1

'Mech Weapons

The 'Mech Weapon Table in this book replaces the one in **BattleTroops**.

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'MECH WEAPON TABLE

Type	Damage	Minimum	Maximum	MP to Fire
Clan Weapons				
ER Laser (Large)	40L	—	300	—
ER Laser (Medium)	28L	—	180	—
ER Laser (Small)	20L	—	72	—
ER PPC	60L	—	276	—
Flamer	8L/4L/2L	—	36	5
Pulse Laser (Large)	40L/20L/10L/5L	—	240	5
Pulse Laser (Medium)	28L/14L/7L/2L	—	144	5
Pulse Laser (Small)	12L/6L/3L	—	72	5
Gauss Rifle	60L	24	264	—
LB 2-X AC	8L/4L/2L	48	360	5
LB 5-X AC	20L/10L/5L/2L	36	288	5
LB 10-X AC	40L/20L/10L/5L/2L	—	216	5
LB 20-X AC	80L/40L/20L/10L/5L	—	144	5
Machine Gun	8L	—	36	—
Ultra AC/2	8L/4L/2L	24	324	5
Ultra AC/5	20L/10L/5L/2L	—	252	5
Ultra AC/10	40L/20L/10L/5L/2L	—	216	5
Ultra AC/20	80L/40L/20L/10L/5L	—	144	5
LRM 5	20L/10L/5L/2L	—	252	5
LRM 10	40L/20L/10L/5L/2L	—	252	5
LRM 20	80L/40L/20L/10L/5L/2L	—	252	5
SRM 2	16L/8L/4L/2L	—	108	5
SRM 4	32L/16L/8L/4L/2L	—	108	5
SRM 6	48L/24L/12L/6L/3L/1L	—	108	5
Streak SRM 2	16L/8L/4L/2L	—	144	5
Streak SRM 4	32L/16L/8L/4L/2L	—	144	5
Streak SRM 6	48L/24L/12L/6L/3L/1L	—	144	5
Inner Sphere Weapons				
ER Large Laser	12L	—	228	—
ER PPC	40L	—	276	—
Flamer	8L/4L/2L	—	36	5
Large Laser	32L	—	180	—
Medium Laser	20L	—	108	—
Small Laser	12L	—	36	—
PPC	40L	36	216	—
Pulse Laser (Large)	28L/14L/7L/2L	—	120	—
Pulse Laser (Medium)	24L/12L/6L/2L	—	72	—
Pulse Laser (Small)	12L/6L/2L	—	36	—
AC 2	8L/4L/2L	28	288	5
AC 5	20L/10L/5L/2L	36	216	5
AC 10	40L/20L/10L/5L/2L	—	180	5
AC 20	80L/40L/20L/10L/5L/2L	—	108	5
Gauss Rifle	60L	24	264	—
LB 10-X AC	40L/20L/10L/5L/2L	—	216	5
Machine Gun	8L	—	36	—
Ultra AC/5	20L/10L/5L/2L	—	240	5
LRM 5	20L/10L/5L/2L	—	252	5
LRM 10	40L/20L/10L/5L/2L	—	252	5
LRM 20	80L/40L/20L/10L/5L/2L	—	252	5
SRM 2	16L/8L/4L/2L	—	108	5
SRM 4	32L/16L/8L/4L/2L	—	108	5
SRM 6	48L/24L/12L/6L/3L/1L	—	108	5
Streak SRM 2	16L/8L/4L/2L	—	108	5

CLANTROOPS

ANTI-'MECH OPERATIONS

Use the standard **BattleTroops** rules, p. 31-2, for attacks made by troopers with anti-'Mech satchel charges. In **ClanTroops**, however, a soldier making such an attack can now climb up a 'Mech to set the charge, and so damage is taken on the location where the charge is set.

It is possible to fire at troopers that are assaulting a BattleMech. All troopers assaulting a BattleMech are considered Prone.

Grapples

In **ClanTroops** anti-'Mech infantry are usually equipped with grappling gear that allows them to climb a BattleMech quickly. Grapples are one-shot, disposable devices.

Each trooper can carry up to three grappling rods in lieu of a single secondary weapon. These grappling rods may, in times of emergency, serve as a direct-fire anti-personnel weapon. Their ranges and damage are as follows:

Short	Long	Damage
1-4	5-7	4B, 1L

The trooper attempting a grapple cannot fire or prepare any other weapons during the turn in which he makes the attempt, and he must be within 5 dots of the center dot of the target 'Mech Template.

Grappling requires a To-Hit Roll. Treat all shots with a grapple as short range.

A successful hit means that the grapple device has attached to the target 'Mech. The trooper can choose either to attack the legs of the BattleMech during the Movement Phase of the next turn or he can climb the 'Mech in order to place his charge in another location.

Once a grapple is attached, the trooper must proceed with an assault on the BattleMech or else detach the grapple (removing it from play).



Climbing a 'Mech

Anti-'Mech infantry using grapples can climb a 'Mech to carry out attacks against any location desired. Moving around the exterior of a BattleMech is slow, but allows the trooper to place an anti-'Mech satchel charge in a more sensitive location than the leg.

To climb a 'Mech, the trooper must first determine on which of the 'Mech's legs he is located (the legs being closest to the ground, they are the first areas that can be assaulted). Infantry that have successfully grappled a 'Mech determine in which firing arc they are.

If in the forward or rear arc, they may choose which leg to attack. If in either of the left arcs (front or rear), they are climbing the left leg. Similarly, if they are in either of the two right arcs, they are climbing the right leg.

The player places the appropriate 'Mech location counter in the stand with the trooper and sets the counter in the appropriate arc (dots do not apply when directly assaulting a 'Mech and are ignored).

When climbing a 'Mech, it costs 4 MP to move from one component to another. Movement is not executed in terms of dots moved, but in terms of locations on the 'Mech itself. The 'Mech location counters are used to show the location of a trooper who is climbing a 'Mech. Insert the counter into the stand along with the trooper counter.

When a trooper is climbing a BattleMech, consult the Climbing Table below to determine what possible moves he may make from one location on the 'Mech to another.

CLIMBING TABLE

Current Location	Possible Movement
Left Leg	LT, LT (R), CT, CT (R)
Right Leg	RT, RT (R), CT, CT (R)
Left Torso	CT, CT (R), LL, LA, H, LT (R)
Left Torso (Rear)	CT, CT (R), LL, LA, H, LT
Right Torso	CT, CT (R), RL, RA, H, RT (R)
Right Torso (Rear)	CT, CT (R), RL, RA, H, RT
Center Torso	CT (R), RT, RT (R), RL, LT, LT (R), LL, H
Center Torso (Rear)	CT, RT, RT (R), RL, LT, LT (R), LL, H

When the trooper has completed his move, place the most current 'Mech location counter in the trooper's stand. Remember that a trooper may always move one location, regardless of how many MP he has, as long as it is his only action during the turn in which he moves.

Riding a 'Mech

While a trooper or troopers are assaulting a 'Mech, they remain on the 'Mech Template, moving with the 'Mech as it moves. The 'Mech's movement alone may be enough to shake off the troopers, however. The player piloting the BattleMech must declare whether he is walking, running, or jumping at the start of his movement.

When the 'Mech moves, roll 2D6 for each trooper assaulting the 'Mech against the target numbers given on the Shaking Table below. This target is modified by the trooper's location. If the result of the roll is equal to or better than the modified target, the trooper remains secure on the 'Mech. Otherwise the trooper falls from the BattleMech.

SHAKING TABLE

'Mech Movement/Action	Target Number
Walking/Cruise	4
Running/Flank	6
Jumping	8

Location Modifiers

Legs	+3
Front Center (Right/Left Torso)	+1
Head	0
Rear Center (Right/Left Torso)	-1
Arms	+2

Other Modifiers

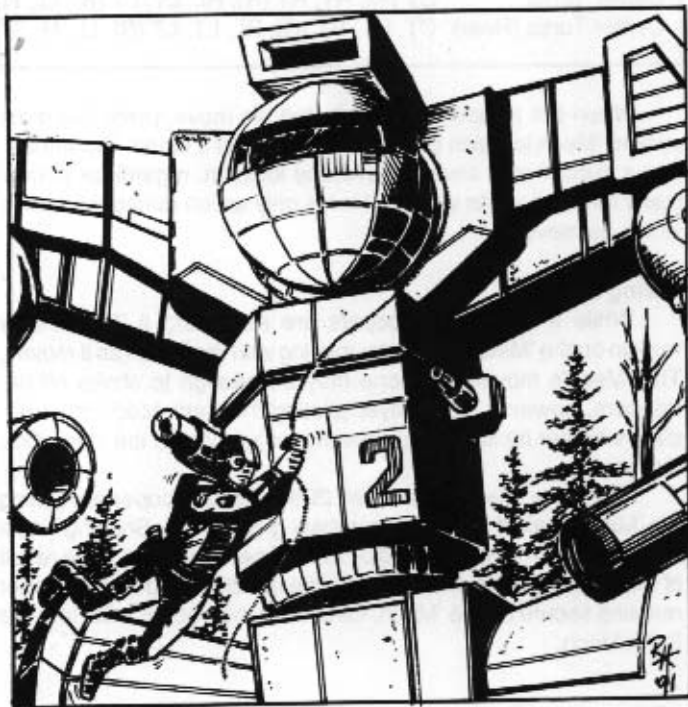
Battle Armor/Elemental	-4
BattleMech Arm Attack	+1*
'Mech/Vehicle Moving Through	
Brush or Adjacent to Trees	+2
Vehicle Moving Through Rubble/Rough	+1

* Cannot be used against troops in rear locations.

For example, a trooper on the leg of a 'Mech that is jumping must roll a Target Number 8 for Jumping, with a +3 modifier because he is on the 'Mech's legs. To remain grappled to the 'Mech, the trooper-player must roll an 11 or 12.

A BattleMech pilot can attempt to remove grappled troopers by using its arms (if present). If a 'Mech has arms and is walking or running, it may attempt to knock off any grappling troopers. Obviously, the pilot cannot attack troopers on the rear of his 'Mech (Rear CT, Rear R/L Torso) in this manner.

The MechWarrior may carry out such maneuvers, which cost 10 MP, at any time during the 'Mech's movement. Use the Shaking Table as though the 'Mech were jumping (Target Number 8), with the +1 BattleMech Arm Attack modifier.



Falling Damage

Should a grappling trooper fall off the 'Mech, he takes damage upon impact. The damage done depends on from what part of the 'Mech the trooper fell. If the BattleMech is jumping when the trooper falls, double the damage. To determine the damage, consult the Falling Damage Table below.

FALLING DAMAGE CHART

Trooper Location	Damage
Head	8B, 3L
Center/Left/Right Torso	6B, 2L
Arms	6B, 1L
Legs	4B, 1L

The trooper's location after a fall also depends on from what part of the 'Mech he tumbled. If he was on the right leg, arm, or torso, place him in the forward right-arc dot of the 'Mech template in the location where the template was when the trooper fell. If he was on the left leg, arm, or torso, he is in the forward left arc. If he was on the center torso or head, place him in the forward arc, and if he was on any part of the rear torso, place him in the rear arc.

For example, Federated Commonwealth infantryman Sergeant Brandon Alexander has successfully grappled a *Vulcan* in the previous turn (Turn 1). He was in the Mech's forward arc, and chooses to begin his assault on the left leg. In Turn 2, he inserts a left-leg counter into the trooper's stand.

Sergeant Alexander decides to climb the *Vulcan* to attack the center torso with a satchel charge. The MechWarrior player (Side A) starts to run in an attempt to shake off Alexander. Sergeant Alexander must roll a 9 or better (running is a Target Number 6 on the Shaking Table, +3 for being on the 'Mech's leg). A lucky die result of 11 will permit the infantryman to maintain his grasp on the moving 'Mech.

During his phase of the turn, he spends a total 5 MP to move from the left leg to the center torso. He uses his 3 remaining MP to prepare a satchel charge. A center torso 'Mech location counter is added to the stand holding Sergeant Alexander's counter.

On Turn 3 the *Vulcan* moves again (walking this time), then stops abruptly in an effort to try and knock the trooper off its torso. First, Sergeant Alexander must roll a Target Number 5 or better against the Shaking Table (4 for walking, and 1 for the center torso location). A result of 7 means he maintains his grip on the *Vulcan*.

The BattleMech pilot stops his *Vulcan* in the middle of the move and spends 10 MP attempting to knock off the wily sergeant with an arm attack. The Target Number is 10 or better (8 for the base, +1 for the center torso location, +1 for BattleMech Arm Attack). Sergeant Alexander's player rolls a 3, a dismal failure despite a valiant effort.

Trooper Alexander falls into the forward-arc dot where the 'Mech is located during the attack. He sustains 8 Bruise and 2 Lethal Damage points, having fallen from the center torso.

EJECTING

Players whose 'Mechs have taken serious damage may punch out (eject) in battle. Once the pilot has ejected, his 'Mech can neither move nor fire for the rest of the game.

For example, a MechWarrior lands 10 dots in front of his 'Mech, counting from the center dot. Upon landing, he takes 4 Bruise Damage Points from the impact. It costs 4 MP to climb out of the escape seat. From that point on, the MechWarrior uses a Battle Armor Record Sheet to record his damage, and he moves and fires like any other trooper.

BATTLE ARMOR

The following rules allow players to make use of either Clan Elemental battle armor or power suits, the Inner Sphere version. Both Elementals and power suits are highly mobile, heavily armed and armored specialized troops. Equipped with powerful armored suits, a handful of these combat troops can pose a deadly threat to even some of the more heavily armed BattleMechs.

MOVEMENT

Troopers in battle armor suits are faster and more mobile than standard infantry because their suits are equipped with myomer muscles similar to those on a 'Mech. Starting with no damage, an Elemental or power suit has 14 MP per turn. Either may move a total of 14 dots by walking/running, or up to 16 dots of jumping per turn.

MOVING IN WATER

In water, battle-suited troops can swim or move along the lake or river bottom. The latter is only possible if the infantryman has taken no damage other than armor damage. Otherwise swimming is his only option. If moving underwater, use the standard MP cost for swimming.

RIDING A BATTLEMECH

Many Clan BattleMechs, or OmniMechs, are equipped to transport up to five Elementals as part of a combat Star. These 'Mechs have special hand- and foot-holds to allow the Elementals to ride on the 'Mech's lower legs. In 3050, Inner Sphere 'Mechs are not yet equipped with this useful gear.

When riding an OmniMech, the Elementals are positioned two each in the right forward and left forward arcs of the 'Mech Template. For targeting purposes, the Elementals are located on the same dot in those appropriate arcs (ignoring stacking limitations). They move along at their Mech's rate of speed. Elementals may move on and off the Mech by spending 5 MP for climbing a 'Mech.

Elementals may not fire any of their weapons while riding an OmniMech.

JUMPING

Troops in this sophisticated armor may also execute jumps rather than being ground-bound. Jumping in battle armor allows troops to move according to the jump troop rules, p. 22, **BattleTroops**. Jumps in these armored suits span between 6 and 16 dots (regardless of terrain). Jumping is not possible in dots located underwater. Unlike jump troops, Elemental infantry or Inner Sphere power suits DO NOT have to spend 3 MP to activate their suit's jump capability.

Battle-armored infantry can exchange distance for levels of altitude. All jumps are automatically assumed to be Level 1 (per jump troops rules). The rate of exchange is three dots in distance for one in altitude. Thus, if an Elemental wishes to jump from Level 1 to Level 3, it costs him an additional six dots of horizontal movement for the additional two levels of altitude.

MINES AND BARBED WIRE

Given the remarkable protection provided by battle armor, barbed wire has absolutely no effect on these troops. Treat dots with these obstacles as clear terrain.

The mines used in 3050 are standard weight-sensitive mines. For these to explode against battle-suited troops, the soldiers must be walking/running on the surface of the minefield. If a suited trooper is jumping, the mines cannot do damage.

After July 3050 the M1423 pop-up mine was modified to be set off and discharged high enough in the air to damage jumping troops. If the scenario indicates the presence of these mines, they will do the same damage as if the troops had walked over them, per the **BattleTroops** mine rules, p. 31.



COMBAT

The presence of battle-armored troops requires some changes to the standard **BattleTroops** combat rules. These variations are described below.

TAKING DAMAGE

Troops in battle armor absorb damage differently than those in normal combat armor.

Because of the heavy 'Mech-style armor and sealed insulation on Elementals and power suits, even BattleMech or vehicle-sized flamers cannot harm the suits.

Bruise Damage does not harm Elementals or troops in battle armor, so it is not recorded on the Battle Armor Record Sheet. Lethal Damage, however, does affect these soldiers and it is recorded.

If an Elemental/power suit takes 9 or more points of Bruise Damage while remaining on the same dot in a single turn, that trooper is considered Knocked Down/Prone. Remove all firing arcs as soon as the 9th damage point is taken, at which point the trooper is Prone.

When taking Lethal Damage, Elemental and power-suited troops do NOT make the standard Hit Location Roll. Instead Lethal Damage is marked off on the armored blocks of the record sheet. Clan Elementals use 6 armored blocks, while Inner Sphere power suits use only 4. The normal die rolls for damage only begin AFTER all armored blocks have been marked off/destroyed.

Once the armor has been destroyed, make the standard 2D6 die roll, counting off the boxes from the LEFT TO RIGHT, with the first box being a 1, and so on. This reflects the fact that these heavily armed and armored troopers are more powerfully equipped for combat than standard infantry.

On the record sheet are three boxes marked with XX's. At each one of these levels, one Elemental/power suit weapon is considered damaged. The opposing player determines which component is damaged. Once declared damaged, the weapon is no longer available for the duration of play. When two of the XX's have been hit, the Elemental/power suit can no longer perform jumps for movement.

WEAPONRY

Each Elemental is equipped with an SRM 2 pack, as shown on the record sheet. Each is also equipped with a primary weapon (right arm) weapon and a secondary weapon (slung under the left arm).

Inner Sphere power suits are equipped with only one weapon system.

Weapons suitable as primary weapons are listed on the Battle Armor Weapons Table below. Most normal weapons are suitable for use as secondary weapons.

BATTLE ARMOR WEAPONS TABLE

Primary Weapon	APV*	Damage	Short Range	Long Range
Small Laser	2	12L	1-90	91-270
Flamer	1	8L/4L/2L	1-10	11-20
Machine Gun	1	6L	1-30	31-84

* Armor Piercing Value for **BattleTech** conversion

Elementals and power suits cannot use hand grenades, but can place satchel charges, per **BattleTroops**, p. 21.

For combat purposes, each weapon has its own firing arc, which must be placed separately. Thus, it is possible for a battle-armored trooper to set up several arcs of fire and use his weapons accordingly.

When a battle armored trooper uses his manipulative claw as a powerful club, it does MP/2 Blunt Damage +1 Lethal Damage (round up) against other infantry troops. This means that the more MP he spends, the more damage is inflicted.

ELEMENTALS

Clan warriors are driven by a code of honor that defines their fighting tactics. In contrast to the Inner Sphere tactic of all troops engaging and wiping out a single target or enemy, a Clan Elemental will target a single opponent, fighting it out until either he or his enemy is destroyed.

To simulate this in scenarios⁹ using Clan Elementals, the following rules apply. Once an Elemental fires on an infantry trooper, no other Elemental can fire on that trooper unless the first Elemental attacker is destroyed. When Elementals of the same Point (5 Elementals) engage a BattleMech or vehicle in combat, **ONLY** Elementals of that point may fire on the 'Mech/vehicle until all members of the original Point are destroyed/killed.

						+1	+1	+1	+1	+2	+2	+2	+2	+2	+3	+3	+3	+3	D
14	14	13	13	12	12	11	10	10	9	8	7	6	5	4	3	2	1		E
							xx					xx			xx				A
																			D

Troop Number: -- Primary Weapon: --

Damage: Short: Long:

Primary Weapon: --

Damage: Short: Long:

Secondary Weapon: --

Damage: Short: Long:

Armor:

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BATTLE ARMOR VS. MECHS AND VEHICLES

Elementals and power suits can make direct assaults on BattleMechs and OmniMechs; indeed, that is their primary function. All the **ClanTroops** rules for 'Mech assault apply, with the following modifications for battle-armored troops.

Swarming

Though Elementals and power suits can climb a 'Mech, per the swarming rules, below, their mobility and jump capability give them a more direct method of attack. These troops can jump up to almost any point on a 'Mech and then secure a position to do damage.

To do this these troopers must move so that they end their movement on a dot in the BattleMech Template of the 'Mech they wish to assault. If moving on the ground, it is assumed that the troops are attempting to climb the legs of the 'Mech.

When jumping onto a BattleMech, the trooper-player must declare at what level the Elemental/power suit will arrive. The location is determined by the level and arc from which the trooper begins his jump. To determine where the trooper can take hold of the 'Mech, consult the table below, cross-referencing the arc in the first column with the appropriate level.

CLANTROOPS

Swarm attacks are made as if using a short-range weapon (To-Hit Number 6). A successful swarm is treated as all that player's fire movement for that turn and the battle-armored trooper then "rides" that 'Mech from that point on, moving with the BattleMech.

Movement with the BattleMech occurs in accordance with the tables in the **Anti-Mech Operations** section of this book, with normal MP costs for reaching the different locations on a 'Mech.

All normal rolls against the 'Mech pilot's attempt to shake off battle-armored troopers also apply. Because of the strength of the armored suits, battle armor receives a -4 modifier to all attempts to shake them off.

ATTACKS AGAINST 'MECHS

Elementals/power suits can carry out attacks against 'Mechs in two ways. The first is attempting to do either critical or armor damage by firing a weapon at the target 'Mech. The other possibility is using the manipulative claw to rip off the 'Mech's armor.

When attacking, the player may use a weapon against a component or armor. Such attacks do not require setting up firing arcs.

If the attack is against armor, the To-Hit Roll is for a short-range attack with a -4 modifier. If the roll is successful, apply the weapon's APV value to the specific area where the trooper is located (e.g., rear center torso). The armor/internal structure is removed from that area. No roll is made for hit location.

If the attack is against components, the To-Hit Number is 9+ on 2D6, with no modifiers. If the 'Mech has no armor in that location, the To-Hit Number is 6 or better. If the roll is successful, the BattleMech player must roll against the BattleMech Critical Hit Effects Table, p. 28, **BattleTech Compendium**, to determine if a critical hit has occurred.

Both Elementals and Inner Sphere power suits have a manipulative claw powerful enough to rip off armor if the suit is still relatively functional. To make such an attack, the To-Hit Number is 7 or better, with no modifiers. If the roll is successful, the amount of armor removed from the trooper's location is equal to the trooper's current speed/3 (rounding down).

ATTACKING VEHICLES

Elementals and power suits also have the ability to swarm and assault vehicles. This is done in the same manner as BattleMechs, with all vehicles considered to be at Level 1.

In contrast to swarming a 'Mech, whose size affects which location the trooper can attempt to grasp, an Elemental/power suit can attack any location on the vehicle by expending 5 MP—the same as for Change 'Mech Location. Troops can swarm at the side



of the vehicle that corresponds to their approach arc to the template or they may grapple with the turret, if they so desire.

Vehicles can shake attackers by only two methods, moving and rotating the turret. This maneuver is carried out according to the Shaking Table, p. 14. When troopers have swarmed a vehicle, consider them to be on the Center Torso for Shaking Rolls. Turret-shaking attempts can be done against troops on ANY location on the vehicle.

The rules for attacks against vehicles are the same as those outlined above for BattleMechs. For critical damage, use the Ground Vehicle Critical Hits Table, p. 42, **BattleTech Compendium**.

JUMP DESTINATION TABLE

Arc	Ground	Level 1	Level 2	Level 3
Forward Left	LL	LT/CT	LT/CT/LA	LT/CT/LA/H
Forward Right	RL	RT/CT	RT/CT/RA	RT/CT/RA/H
Forward	LL/RL	CT/RT/LT	RT/LT/CT/RA/LA	RT/LT/CT/RA/LA/H
Left Side	LL	LT/CT	*LT/CT/LA	*LT/CT/LA/H
Right Side	RL	RT/CT	*RT/CT/RA	*RT/CT/RA/H
Rear	LL/RL	CT/RT/LT	*RT/LT/CT/RA/LA	*RT/LT/CT/RA/LA/H

* Indicates player's choice for rear or frontal armor

MINIATURES CONVERSION

The **BattleTroops** and **ClanTroops** games are designed to be compatible with games using miniature lead figures. The following rules and guidelines are intended for such conversion.

ClanTroops is fought in the 20–25 mm scale. Ral Partha produces an excellent line of **BattleTech/BattleTroops** miniatures especially for this scale of play. These can be purchased in individual packs or in boxed sets.

PREPARING PLAY AIDS

For tips on painting miniatures, players will find suggestions in the **Preparing Miniatures** section of the **BattleTech Compendium**. Many of the same techniques apply to painting infantry personnel as well. For color schemes used by the various Successor Houses of the Inner Sphere, refer to the **House Book** for the individual state for color illustrations of various uniforms and camo patterns. **MechWarrior, Second Edition** also contains a guide to uniforms of the Inner Sphere and the Clans.

Terrain can be prepared using the same guidelines given in the **BattleTech Compendium**, except for structures and buildings. Because of the difference in scale, HO Scale railroad structures are most highly recommended to represent the buildings in the **ClanTroops** game setting.

When constructing a building, it is best to leave the roof detachable. For true miniatures play, all internal floors can be built from scratch out of cardboard or modeling plastic. If players feel that they do not have the necessary "kit-bashing" skills, simply substitute the blueprints of structures from the original **BattleTroops** game.

BattleMech and vehicle miniatures are available in a wide range of commercial model kits. Science-fiction robots and tanks available from various manufacturers may also be suitable for use with this game. The recommended scales range between 1:48 and 1:76.



RULES CONVERSION

Playing with miniatures is not much different from playing on the mapsheet. Prior to the start of play, fill out all record sheets, but use the miniature troopers instead of the stand-up figures. The only counters required for miniatures play are the Firing Arcs, Grenades, the Scatter Counter, BattleMech and Vehicle Templates, the Artillery Impact Counter, Mech/Vehicle Location Counters, and the Breach and Rubble counters.

MOVEMENT

Movement from dot to dot is replaced by simple movement in inches. Where a normal infantry trooper can move 8 dots on the map version, the same trooper can move 8 inches during miniature play.

Terrain reduces movement at the same rates specified by the Movement Point Cost Table, but uses inches instead of dots. Thus, it costs 6 MP to move through 3 inches of undergrowth.

Though BattleMech and vehicle miniatures can be moved physically, it is recommended that the Mech or Vehicle Template be moved on the terrain. When movement is complete, leave the template in place and position the miniature on top of it.

COMBAT

Line-of-sight is determined by using a straight edge, taking into account any intervening terrain. For game purposes, any elevation change or hill of 5/8 of an inch is treated as Level 1 (three meters).

Firing arcs are set up in miniature play just as in normal board play. To determine if a figure is in a trooper's firing arc, simply lay two straight edges along the same lines as the arc to determine if the target is within the firing arc.

Grenades and other scattering weapons that can miss their target must use the scatter counter provided. The counter is always placed on the point of scattering, with the arrow in the center of the counter always pointing north on the miniatures board.

For area-effect weapons that do damage in concentric rings, simply convert to inches. The conversion for a grenade that does 3 Lethal Damage Points to victims within one dot and 1 point of Lethal Damage to infantry within two dots would be 3 Lethal Damage Points to a trooper within 1 inch of the grenade's impact point, 1 point of damage if within 2 inches, and so on.

SCENARIOS



FIRST TO FALL

ATTACK ON SANTANDER

—From the journal of Bondsman Felix Nowakowski, 20 August 3049

The old man himself, Captain Helmar Valasek, told us he had received word we were going to be attacked by an unknown force. "Alien," was the word he used.

His orders were to hold to the last man to defend the palace. We dug in tight—those of us that didn't run away—with barbed wire, mines, trenches, and whatever else we could muster. I couldn't shake the feeling that this was going to be some kind of last stand. Word was that there were no aliens, but that either the F-C or the Combine had finally decided to put an end to us. I thought about running away myself, but on that desolate rock there was no real place to hide.

Santander's World had only a battalion or so of BattleMechs and two ad hoc platoons of infantry. Me, I was the lieutenant in charge of First Platoon. Our orders were to hold the outer perimeter while our 'Mechs jockeyed into position.

When our communicators picked up their broadcast, the name was clear and crisp. Star Colonel Erik Kerensky, he said. Kerensky! The very name sent a chill down my spine. He claimed to be from some unit called Clan Wolf and actually asked Helmar how many forces were defending Santander V.

The old man tried to bluff his way out of it, saying we had two battalions of 'Mechs. The bluff failed miserably when their DropShips landed and their units began to pinch in on the palace at Vadra.

When I first saw them from my trench, I couldn't tell if they were small 'Mechs or huge infantry. As they closed in, I could see that these were massive infantry troopers, wearing some kind of phenomenal combat armor. When they hit the mines on the outer perimeter, some of them disappeared in a ball of flame and smoke. But the others barely paused before they began to fly at us, moving like the wind.

I plugged one square with my gyrojet rifle, but I don't think I even scratched the paint on his suit. I fired again, and again, pumping rounds so fast and hard it was all a blur. I saw him fall, I think...

Suddenly, something hit me across the face and I flew through the air and onto my back. I remember looking up and seeing two of them leap over me into what was left of my platoon. Then one of those armored hellions leaned over me like a vision from hell. In its claw-like hand was a white cord. It was a small, harmless-looking thing, yet it was about to change my life.

SANTANDER'S WORLD, VADRA PALACE, AUGUST 3049

SITUATION BRIEFING

Operation Revival was the first stage in the invasion of the Inner Sphere. During these strikes at the pirate kingdoms of the Periphery, the Clans took their first measure of the Inner Sphere's fighting ability. Often the impression they got was false, as was the case on Santander V, the pirate hold of Helmar Valasek.

Valasek had secret supply dumps in several minor systems of the Periphery to which he made an occasional resupply run, leaving a handful of troops on an isolated moon or asteroid. On one such run, a Valasek JumpShip was just leaving the Santander system when the forces of Clan Wolf arrived. Seeing this impressive fleet of apparently unknown BattleMech classes, the captain sent Valasek a warning of a possible attack.

Instead of scattering his forces, Valasek made the rash decision to make a grand stand at the palace of Vadra. With only a battalion of semi-functional BattleMechs and infantry, the pirate leader ordered his forces to dig in.

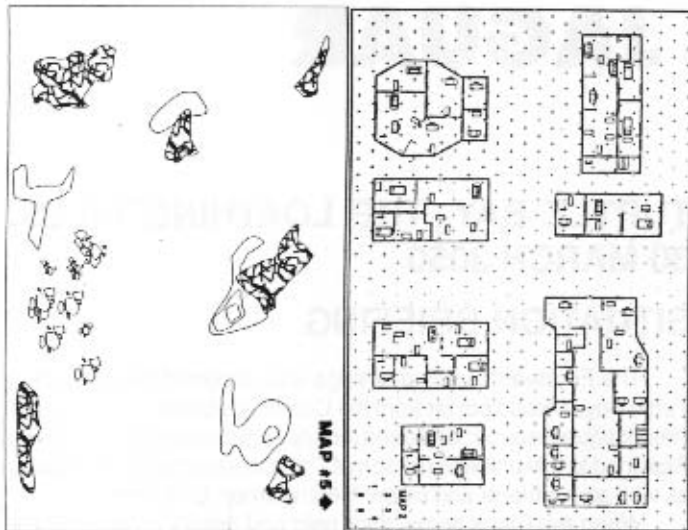
The 352nd Assault Cluster of Clan Wolf led the attack. Elemental Star Able, under Star Captain Marijane Shaw, led the initial softening attack on the city's outer defenses. Valasek's mines went off as the Elementals closed in, causing some damage, but it only enraged the invaders, who would not be denied an honorable combat test.

As the Elementals began their drive through the outer perimeter of the palace, the First Infantry Platoon of Helmar's forces bore the brunt of their fury. Given the speed of the Elementals and their heavy-hitting weaponry, the battle tended to be lopsided. It was soon over, proving the worthiness of the Elemental armor and the foolhardiness of the pirate king of Santander's World.

CLANTROOPS

GAME SET-UP

Lay out the **ClanTroops** maps as shown.



DEFENDER

The Defender consists of the first and second squads of the First Infantry Platoon of Santander's World. They may set up anywhere on either map prior to the start of play.

First Squad (7 Men)

Squad and Platoon Leader: Lieutenant Felix Nowakowski

Leadership Skill Rating: 2

Experience Level: Regular

Equipment (player's discretion):

- 2 Gyrojet Rifles

- 2 Blazers

- 2 SMGs

- 1 Laser Rifle

- 1 SRM

- 2 Satchel Charges

3 troopers have Flak Vests.

The Defender may assign each man any hand-to-hand secondary weapon.

Second Squad (8 Men)

Squad Leader: Sergeant Dakara Tooth

Leadership Skill Rating: 2

Experience Level: Green

Equipment (assigned at player's discretion)

- 3 Rifles

- 1 Heavy MG

- 1 Gyrojet Rifle

- 1 SRM

- 1 Auto Grenade Launcher

One man has a Flak Vest and one has a Flak Body Suit.

The player may assign each man any secondary weapon.

Deployment

These two squads may set up anywhere on the map prior to the start of play. Also the Defender may deploy a total of 25 mines anywhere on the mapsheet. Write down the locations of the mines prior to the start of play.

ATTACKER

The Attacker is the First Point of Clan Wolf, Beta Galaxy, 235nd Attack Cluster, Elemental Star Able.

Point One (5 Elementals)

Star Commander Marijane Shaw

Leadership Skill Rating: 3

Experience Level: Elite

Equipment: All Elementals equipped with Small Lasers and HP Gyrojet Rifles.

Deployment

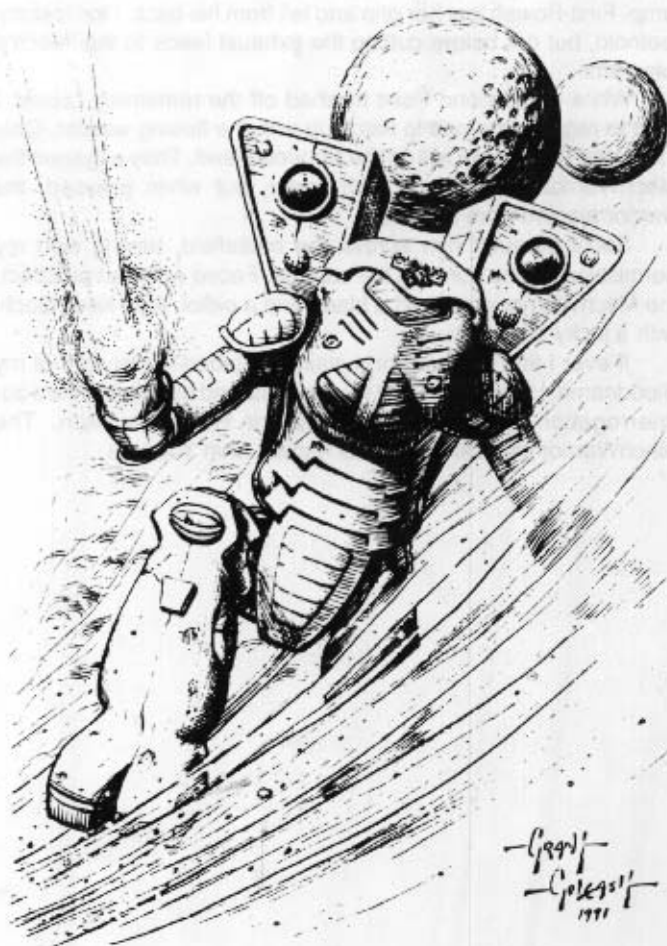
This Point may enter the east edge of the east map at the beginning of Turn 1.

VICTORY CONDITIONS

The Clan Wolf player wins, if he can exit three or more Elementals off the west edge of the west map at the end of 15 turns of play. Any other result is a Defender victory.

SPECIAL RULES

The Clan Wolf Elementals are walking when they enter the map on the first turn. They cannot execute a jump until a mine is set off or they are fired upon. Once any one Elemental is fired at, all may move and jump freely.



—Crawf—
—Golest—
1971

ENTER THE JAGUAR

HONOR OR DEATH

—From a report submitted to Loremaster Atkin Hoff by Elemental Warrior Davis Grey, Clan Smoke Jaguar, 20 April 3050

We had landed on Turtle Bay and our two Clusters had begun their engagement with the Combine's Fourteenth Legion of Vega when the order came to hit their flank. My Star and I closed in to hit the 'Mechs of our foes.

Leading my Command Point, we swept over an Inner Sphere *Phoenix Hawk*, an aged machine even less worthy than any piloted by our elder warriors. We had obviously caught the Combine troops off guard. The 'Mech fired at me with only its machine guns, hardly enough force to turn my attack. Indeed, I took it merely as a challenge, a test of honor in combat.

Within seconds we were swarming everywhere on the *Hawk*. The pilot was a good warrior, and nearly shook us loose with a fast jump. First Rowsh lost her grip and fell from his back. I too lost my foothold, but not before cutting the exhaust feeds to the 'Mech's jump jets.

While the Second Point finished off the remaining *Locust*, I tried to regroup my unit to catch up with the fleeing warrior. Only Trent and Sachi were still on the *Phoenix Hawk*. They engaged the MechWarrior bravely and with honor, but when pressed, the warrior ejected from his 'Mech.

Sachi pursued him across the battlefield, having won my permission for the honor of the capture. Faced with that prospect, the MechWarrior produced a blade and a pistol, then killed Sachi with a lucky shot.

If ever I find that warrior, I claim the blood-kill by right of my Bloodname. He escaped, but we have learned his identity from our interrogation of the Combine warrior Harunobu Mori. The MechWarrior who killed Sachi is named Shin Yodama.

TURTLE BAY, THE LOATHING HILLS, 30 MARCH 3050

SITUATION BRIEFING

The Fourteenth Legion of Vega was assigned the defense of Turtle Bay, a world not far from the Combine's border with the Free Rasalhague Republic and used mostly as a training headquarters. Assigned to this unit was the son of Theodore Kurita, Hohiro Kurita, as well as his friend and fellow MechWarrior, Shin Yodama.

When the Clans began their bold and deadly invasion of the Inner Sphere, one of the first Combine worlds they struck was Turtle Bay. The Smoke Jaguars had the right of assault because the planet lay in their corridor of attack. They engaged with two Clusters from their First Galaxy, giving the Inner Sphere its first test against the advanced technology of Clan Elemental battle armor.

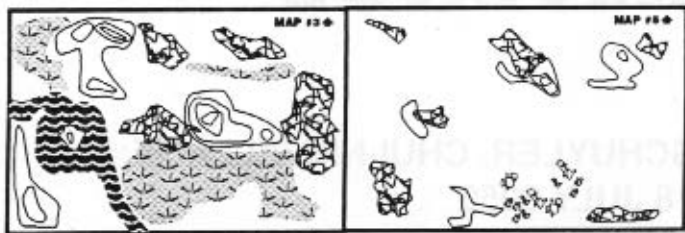
The Jaguar attack against the Fourteenth Legion of Vega was a stunning success, thanks mostly to Stealth Trinary's elite Strike Star Jungle, a Star of Elementals. While most of the Fourteenth attempted to hold against the advancing Clan OmniMechs, the Elementals of Strike Star Jungle swung wide of the battle and hit the flank of the Combine that was slowly falling back.

Faced with the sheer power and strength of the Elementals and the Jaguars' skill at 'Mech combat, the Legion did not fare well. Before they could bring all their firepower to bear against the Elementals, the Clan troopers had crippled or destroyed most of their 'Mechs.

CLANTROOPS

GAME SET-UP

Lay out the **ClanTroops** maps as shown. For this scenario, treat all trees as underbrush.



DEFENDER

The Defender consists of two BattleMechs of the Fourteenth Legion of Vega's elite First Battalion's Arrow Lance.

Phoenix Hawk

Shin Yodama (*Piloting 2, Gunnery 3*)

Shin carries a sword and an Auto Pistol in his cockpit.

Locust

Harunobu Mori (*Piloting 4, Gunnery 3*)

Deployment

The Defender sets up anywhere on the west map prior to the start of play.

ATTACKER

The attacking forces are elements of the Smoke Jaguar's First Galaxy, Stealth Trinary, Strike Star's Command and First Points.

Command Point (5 Elementals)

Point Leader: Elemental Davis Grey

Leadership Skill Rating: 2

Experience Level: Elite

Equipment: All Elementals are outfitted with Small Lasers and HP Gyrojet Rifles as primary and secondary weapons, respectively.

First Point (5 Elementals)

Point Leader: Deamon

Leadership Skill Rating: 3

Experience Level: Regular

Equipment: 2 Elementals with Flamers and 3 with Small Lasers as primary weapons. All have HP Gyrojet Rifles as secondary weapons.

Deployment

The Attacker sets up anywhere on the east map, at least 10 dots from the edge of the west map.

VICTORY CONDITIONS

The Combine (Defender) player wins by destroying 6 or more Elementals by the end of Turn 15 and by exiting one BattleMech off the east edge of the east map. Any other result is a Smoke Jaguar (Attacker) victory.

SPECIAL RULES

Because of previous fire by the Legion of Vega, the Command Point must attack Shin's *Phoenix Hawk*, and the First Point must attack Harunobu Mori's *Locust*. No Elemental from one Point may assist or fire on the other's target until his own target is destroyed.



RAID AND REVENGE

THE GHOST WARRIORS

"This is madness," *Sho-ko Daga* muttered. "Ever since the arrival of these so-called Ghost Bears, we have been forced to live in the mountains like wild goats. Now, after all of this waiting, you propose we attack?"

Chu-i Hassad rubbed his forehead for a long moment before speaking. "The Ghost Bears are formidable opponents. They may have won a battle, but they are not invincible. We are the sons of the Dragon. We will strike at them by night, in the shadow hours. We will take them by surprise."

Daga understood, but resisted. "But what of their armored men, *Chu-i*? I killed one of them, but it took eight hits from my laser rifle to bring him down. And their 'Mechs are unlike anything we have ever seen. I fear that these Ghost Bears are Kerensky's Star League Army come back to haunt us. How can we fight such a force?"

Hassad picked up the portable SRM launcher and held it out to Daga. "Even the mightiest of warriors can fall. These Ghost Bears attacked us for a full day and forced us to retreat here. But they have not fought since then, and many of their forces have already been rotated off-world. The time to strike these Bears is now, when they least expect it. We will hit them hard, and show them the power of the Dragon."

Sho-ko Daga picked up his laser rifle and slung it over his arm. "If we are to succeed, we too must be as ghost warriors. We must move quickly and cripple them before they can call in reserves."

Chu-i Hassad smiled. "I have such a plan in mind. The unit we have scouted, the one called the White Grizzlies, has five of their armored men in the village. Nightly they walk patrol."

Hassad rubbed his hands together in anticipation. "Tomorrow night will be their last such walk. Tomorrow, they will learn the true fury of the Dragon."

SCHUYLER, CHUI-NIN VILLAGE, 18 JULY 3050

SITUATION BRIEFING

Clan Ghost Bear heralded its arrival into the invasion corridor with strikes against the Combine worlds of Thule, Damian, Holmsbu, and the agricultural world of Schuyler on 1 July 3050. Because the planet's importance was minor, it was garrisoned with only a battalion of infantry from the Ninth Pesht Regulars to supplement some three battalions of locally trained and outfitted militia. The only support for the infantry was a lance of mostly old and outdated BattleMechs.

The Ghost Bear attack force was elements of the First Galaxy, First Cluster, Second Strike Trinary (The Bear's Claws). One Star of OmniMechs and a Star of Elementals attacked Schuyler, in less than 24 hours killing or capturing most of the planetary militia.

The survivors of the Ninth Pesht Regulars Third Infantry Battalion had engaged the enemy, but the Bear Elementals overwhelmed them. The Combine troops retreated into the Stire Mountains, holing up in one of their supply depots, a warren of caves in the nearly impassable mountains.

Over the next few weeks the remaining two companies of infantry began to scout out their adversaries. With the world pacified, the Ghost Bears had rotated in elements of the White Grizzlies, a Binary consisting primarily of Elementals. Though only two Stars were assigned to the world, one Point's worth was assigned to garrison the town of Chui-nin.

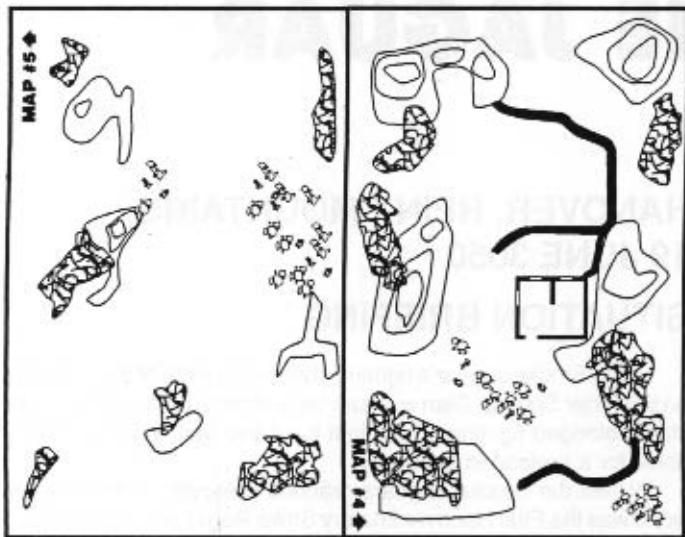
Knowing a head-on fight would be a disaster, the commanding officer in charge of the remnants of the Ninth Pesht Regulars decided to launch a series of guerrilla raids. With each raid his men would cripple or damage several Elementals while also obtaining food supplies. The goal was not to wipe out the enemy, but to erode him slowly through attrition. The tactic would become popular throughout the occupied zones, enraging the Clan invaders.

This scenario duplicates a typical raid by the Ninth Pesht Regulars infantry on the town of Chui-nin, guarded by the Point of Elementals from the White Grizzlies.

CLANTROOPS

GAME SET-UP

Lay out the **ClanTroops** maps as shown.



DEFENDER

The Defender is from the Second Galaxy, First Cluster, Third Attack Binary (The White Grizzlies), Fifth Ivory Star, Third Elemental Point.

Third Point (5 Elementals)

Point Leader: Elemental Yosh

Leadership Skill Rating: 2

Experience Level: Regular

Equipment: All Elementals have a Flamer as primary weapon and an HP Gyrojet Rifle as secondary weapon. Only one Elemental is equipped with two SRMs.

Deployment

The Defender sets up prior to the start of play anywhere on the map, at least 8 dots from any edge.

ATTACKER

The Attacker consists of surviving elements of the Ninth Pesht Regulars, Third Regiment, Third Infantry Battalion, First Company (Reformed), First Squad (The Bear Skinners).

First Squad (7 Men)

First Squad Leader: *Sho-ko Titin Daga*

Leadership Skill Rating: 3

Experience Level: Regular

Equipment (assigned at player's discretion)

1 Semi-Portable Laser

1 Heavy SRM

1 Laser Rifle

1 Rifle

1 SMG

1 Blazer

1 Gyrojet Rifle

The player may assign each trooper any secondary weapon, including up to 4 Satchel Charges.

Deployment

The Attacker enters the map on Turn 1. His force enters from any map edge, or from all map edges.

VICTORY CONDITIONS

The Attacker wins by successfully killing two Elementals and exiting any map edge with at least 4 troopers by the end of Turn 15. Any other result is a Defender's victory.

SPECIAL RULES

The Attacker (Combine) player cannot fire intentionally at a building or structure.

The Defender (Ghost Bear) Elementals cannot move or fire until they have been fired upon or until an opposing trooper has entered their line-of-sight. When this happens for any one Elemental, the entire force is free to move and fire.



NIGHT OF THE JAGUAR

ELEMENT OF SURPRISE

—From *A Lucky Star*, by Chu-sa Hitiro Ven, Dragon Press, 3053

Until that day in June of 3050, Hanover was a forgotten backwater in the Draconis Combine, garrisoned by the regiment of infantry under my command.

The Clan invasion suddenly changed all that. Hanover was no longer a little dirtwater, but on the front lines. For a ground-pounder like me, nothing could have been better than to meet a strong enemy for a fight to the end. It was how I wanted to die. In battle.

Not long after a handful of JumpShips appeared in the Hanover system. I received a communication from Lincoln Osis of Clan Smoke Jaguar, asking that I declare what force defended Hanover. Damnedest thing I ever heard of, an enemy asking how many troops we had so he could send down a minimum attack force.

Crazy as it sounds, I responded with the history of my unit. We were all infantry because our 'Mech garrison had been rotated to another, more important post two weeks earlier. What I didn't tell him was even more important. Osis replied that he would attack with two Clusters of Elementals, which he said was just under 200 troops. It would be a straight-up infantry battle, but compared to my full infantry regiment, the enemy force was a mere pittance.

If I was confident, it didn't last long once the fight began. Their "infantry," those damnable Elementals, were on us in a matter of seconds. We took a lot of them down, but our losses were almost four-to-one. When some of them jumped onto my command HQ, I hit one with my portable SRM. I thought I had him when I saw the explosion, then the sucker got right back up and at me.

I ordered a retreat, but the Smoke Jaguars were hot on our tail. I still had one surprise for them though, my heavily armored jump troops. I ordered in two reserve squads to cover our retreat. It was a mess, but it bought us a few hours to pull out the survivors. By the Christian hell, I swore I'd get my revenge on those buggers.

HANOVER, HEINX MOUNTAINS,
19 JUNE 3050

SITUATION BRIEFING

Clan Smoke Jaguar's fighting style was typical of the invasion on the Inner Sphere. Clan warriors favor direct, quick, battles, with little prolonged fighting. They fight hard and fast, setting nothing aside for a prolonged campaign.

When the Smoke Jaguars reached Hanover, defending the world was the First Hanover Infantry Strike Regiment, consisting of two battalions of infantry regulars and the rest local militia reserves. The Commanding Officer, *Tai-sa* Vegrus, was ill. Acting CO *Chu-sa* Hitiro Ven, a former mercenary, lured the Clan force into the foothills of the Heinix Mountains, near where a *Union* Class infantry DropShip was hidden. Despite heavy losses, he kept his troops in constant motion, hoping to prolong the fight. Ven kept his jump infantry in reserve, not turning them loose until the Smoke Jaguars closed in for the kill.

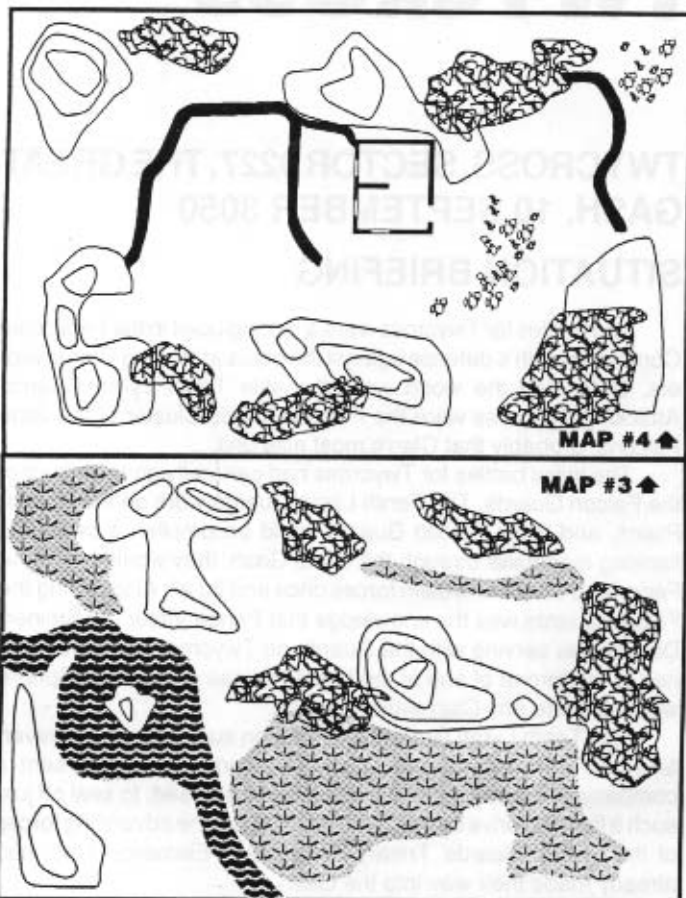
The sudden appearance of other jump-capable forces caught the Jaguar Elementals off guard. Heavily armored and armed, these troops could inflict heavy damage even against Elementals. When the Smoke Jaguars pulled back to regroup, it gave *Chu-sa* Ven time to get the remains of his regiment to the lone JumpShip secreted in the system.



CLANTROOPS

GAME SET-UP

Lay out the **ClanTroops** maps as shown. Treat all swamp terrain as underbrush.



ATTACKER

The Attack consists of elements of the Second Galaxy, Fourth Combat Cluster, Second Trinary (Jaguar's Tail), Command Star, First and Second Points.

First Point (5 Elementals)

Point Leader: Elemental Ti Freeland

Leadership Skill Rating: 1

Experience Level: Elite

Equipment: All Elementals have a Small Laser as primary weapon and an SMG as secondary weapon.

Second Point (5 Elementals)

Point Leader: Elemental Martin

Leadership Skill Rating: 2

Experience Level: Regular

Equipment: 2 Elementals have a Flamer as primary weapon and an HP Gyrojet Rifle as secondary weapon. The remaining 3 Elementals have a Small Laser as primary weapon and an SMG as secondary weapon.

Deployment

Prior to the start of play, the Attacker sets up the First Point anywhere on the south map. The Second Point arrives on Turn 4.

DEFENDER

The Defender consists of the First Hanover Infantry Strike Regiment, Third Battalion, Second Jump Company, Fire Support Platoon Bravo (The Mad Rabbits), First, Second, and part of Third Squad.

First Squad (5 Men)

Squad Leader: *Sho-ko* David Morrill

Leadership Skill Rating: 3

Experience Level: Elite

Equipment (assigned at player's discretion)

3 Gyrojet Rifles

1 Medium Machine Gun

1 LAW

All men equipped with Jump Packs and Combat Armor (p. 18, **BattleTroops**).

The Defender may distribute 4 Satchel Charges among his men as secondary weapons.

Second Squad (6 Men)

Squad Leader: *Gunsho* Adrian Hollis-Rice

Leadership Skill Rating: 3

Experience Level: Regular

Equipment (assigned at player's discretion)

2 Laser Rifles

1 Gyrojet Rifle

1 SMG

1 Heavy SRM

All men equipped with Jump Packs and Combat Armor (p. 18, **BattleTroops**).

Defender may distribute 5 Satchel Charges among his men as secondary weapons.

Third Squad (4 Men)

Squad Leader: *Go-chu* Baxter Pudlu

Leadership Skill Rating: 2

Experience Level: Regular

Equipment (assigned at player's discretion)

1 Medium Machine Gun

1 Heavy SRM

2 SRMs

All troops equipped with Jump Packs and Combat Armor (p. 18, **BattleTroops**).

Defender may assign one secondary weapon of his choice to each squad member.

Deployment

The Defender sets up prior to the start of play anywhere on the north map (after Attacker sets up).

VICTORY CONDITIONS

Victory Points are awarded at the end of Turn 20. If the point-value is positive, the Defender has won. If the value is negative, the Attacker wins. Victory Points are awarded as follows:

Action	Points
Each Elemental killed	+3
Each Elemental exited off north edge of north map by Turn 20	-3
Each trooper alive and on map on Turn 20	+2
Each Elemental on north map on Turn 20	-2

BATTLE FOR TWYXCROSS

SURVIVAL IN SECTOR 0227

Only a handful of us survived that battle. Our plan was simple enough, to sweep through the mountain pass the Federated Commonwealth troops called the Great Gash. That would let us flank the main body of the Tenth Lyran Guards so that we could deliver the crushing blow that would give us Twycross.

I was in the lead Point, with the honor of paving the path for the rest of the Falcon Guards. There, on the rugged floor of the Gash, we engaged the heavily armed Federated Commonwealth infantry. They fought us so well that eventually three Points of my Star were forced to engage them.

Then he showed up. Kai Allard in his *Hatchetman*. Those of us left opened fire, but not to much avail. Though I managed to gouge his 'Mech with my SRMs, a volley from his laser left me unconscious. The last thing I remember was seeing Allard use his 'Mech's massive hatchet to swat Teel off his *Hatchetman*.

It was only moments before my suit's LSMS (Life-Sustaining Medical System) began to function and I was up again. Further past our position I saw the rest of the Falcon Guards moving in. My comm system was damaged, but I heard the challenge of honor that Alder Malthus made Kai Allard. As the two of them moved to meet in close combat, I tried to gain the advantage of the high ground on the north side of the Gash, in case Allard should win.

I was working my way up the path, about 100 meters from the valley floor when it happened. I did not see what happened to Alder Malthus, but only felt the *Hatchetman*'s initial explosion and then saw the ball of flame. This was followed by another explosion, as though the whole of Twycross had erupted. The walls of the Great Gash sank inward as if the planet were imploding.

I jumped higher and harder than I ever had before. Burial in an avalanche of rock was no death for a Clan warrior. Boulder and rock slammed into me, burying me instantly to the neck when I landed. The dust and debris alone were suffocating.

My suit destroyed, it took me more than two hours to dig myself free of the rock and ruin, all the while listening to the sounds of the dying being picked up over the wide comm channel. An Elemental is trained to believe that he is one with his suit, and so a part of me perished with my comrades in the Great Gash.

After the shame of our defeat, when would the Falcon Guards ever again be able to hold their heads high with honor?

TWYXCROSS, SECTOR 0227, THE GREAT GASH, 10 SEPTEMBER 3050

SITUATION BRIEFING

The battles for Twycross were a turning point in the Federated Commonwealth's defense against the onslaught of the Clan invaders. Defending the world were the elite Tenth Lyran Guards. Attacking Twycross were the Falcon Guards Cluster of the Jade Falcons, probably that Clan's most elite unit.

The initial battles for Twycross had generally gone in favor of the Falcon Guards. The Tenth Lyran Guards were on the Curtain Plains, and if the Falcon Guards could accomplish a sweeping flanking maneuver through the Great Gash, they would break the Federated Commonwealth forces once and for all. Also driving the Falcon Guards was the knowledge that Prince Victor Ian Steiner-Davion was serving with the Guards on Twycross. Capturing the heir to the throne of one of the Great Houses of the Inner Sphere would elevate any Clan warrior in rank.

The Tenth Lyran Guards had foreseen such a tactic, however, and had mined the Great Gash. The commander had sent a company of infantry into the Gash to blow it closed, to seal off just such a flanking drive by the Jade Falcons. But the advancing forces of the Falcon Guards' Trinary Delta, Delta Elemental One, had already made their way into the Gash.

They immediately engaged the F-C infantry, inflicting heavy losses, killing the commanding officer, and scattering the troops. If not for the arrival of Kai Allard in his *Hatchetman*, the Elementals would have killed or captured every enemy infantryman.

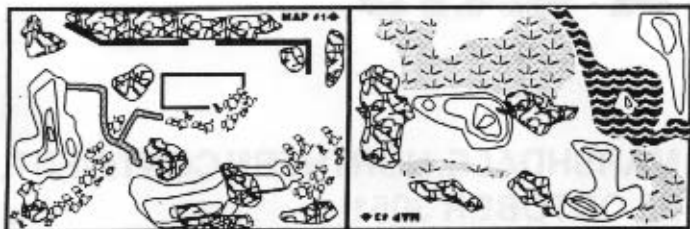
In the end Kai Allard managed to set off the explosives planted in the walls of the Great Gash. Within minutes, almost all the Falcon Guards were buried under tons of rock and debris. The Clan forces had lost the battle of Twycross because of the deeds of a handful of infantry and the brave efforts of MechWarrior Kai Allard.

This scenario recreates the final minutes of fighting between the Twenty-Fourth Infantry Company of the Tenth Lyran Guards and the advance elements of the Falcon Guards Elementals in their pitched battle for control of the Great Gash.

CLANTROOPS

GAME SET-UP

Lay out the **ClanTroops** maps as shown. Treat all brush and trees as clear terrain.



DEFENDER

The Defender consists of the two remaining squads of the First Platoon, Twenty-Fourth Infantry Company, Third Battalion of the Tenth Lyran Guards.

Third Squad (6 Men)

Squad Leader: Sergeant Major David Forrest

Leadership Skill Rating: 3

Experience Level: Elite

Equipment (assigned at player's discretion)

- 2 Rifles

- 1 Laser Rifle

- 1 Heavy Machine Gun

5 men equipped with Flak Vests, one with Flak Body Suit.

The Defender may assign secondary weapons of his choice to the squad members, but may not assign more than 1 Blazer and 2 Satchel Charges.

Fourth Squad (7 Men)

Squad Leader: Corporal Thomas Thule

Leadership Skill Level: 3

Experience Level: Regular

Equipment (assigned at player's discretion)

- 1 Gyrojet Rifle

- 1 LAW

- 1 Heavy SRM

- 1 Grenade Launcher

All the men in this squad are equipped with Flak Body Suits.

The Defender may assign secondary weapons of his choice to the squad members, but may not assign more than 1 Blazer, 2 Laser Rifles, and 2 Satchel Charges.

Hatchetman

Leftenant Kai Allard (*Piloting 2, Gunnery 1*)

Deployment

The Defender sets up both squads on the east map prior to the start of play. Kai Allard's 'Mech enters the west edge of the west map on Turn 8.

ATTACKER

The Attacker consists of the Jade Falcons, Falcon Guards Cluster, Trinary Delta, Delta Elemental One Command and Third Point.

Command Point (5 Elementals)

Point Leader: Star Commander Wil

Leadership Skill Rating: 2

Experience Level: Elite

Equipment: All Elementals have a Small Laser as primary weapon and a Flamer as secondary weapon.

Third Point (5 Elementals)

Point Leader: Elemental Hee

Leadership Skill Rating: 4

Experience Level: Elite

Equipment: All Elementals have a Small Laser as primary weapon and an HP Gyrojet Rifle as secondary weapon. Two Elementals (player's choice) have no SRMs remaining.

Deployment

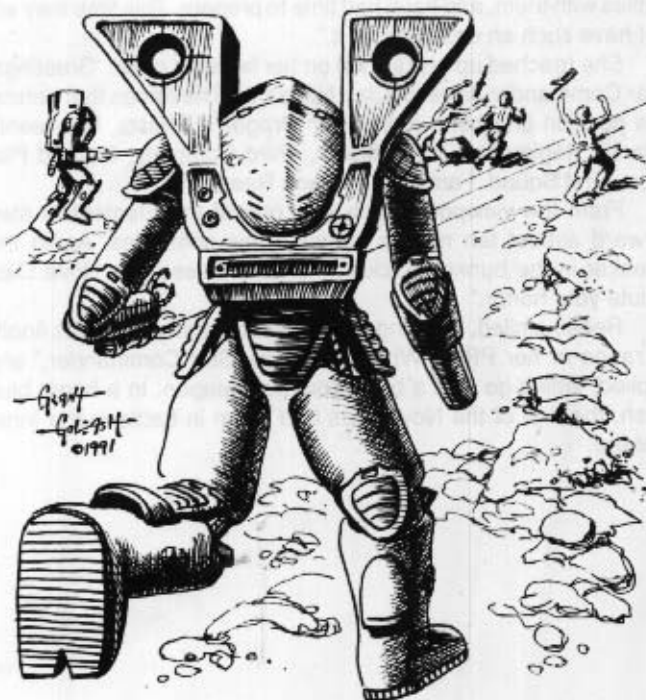
The Attacker's forces enter the north, south, or east edge of the east map at the beginning of Turn 1.

VICTORY CONDITIONS

The Defender (Federated Commonwealth) wins by exiting troops off the west edge of the west map. The Defender must exit a total of five troops off that map by the end of Turn 12. Any other result is a victory for the Attacker (Jade Falcons).

SPECIAL RULES

If Kai Allard is attempting to use his 'Mech's hatchet, he receives a -2 on all Shaking Rolls.



THE NOVA CATS

READY AND WAITING

"I thought these Clans had been stopped cold," the *Heishi* muttered, peering through the field glasses.

"Licking their wounds was more like it," replied *Sho-ko* Reese, tightening her grip on the PPC firing-control grip. "Command staff reassigned us here to prepare for their return."

"The communications channels have been lit up all day talking about the Smoke Jaguar landing," the *Heishi* said. "They are said to be dangerous opponents, worthy of the Dragon's honor."

Suddenly his back stiffened and he focused his view. "*Sho-ko* Reese, I have spotted enemy troops—Elementals—approaching. Numbering ten, possibly more."

The *Sho-ko* grinned. "Inform all commands that Elementals of Clan Smoke Jaguar are approaching our position."

"Negative, *Sho-ko*. These Elementals are in dark armor, almost a blue-black. I do not believe they are our former adversaries."

Without warning the communications speaker in the bunker came to life. "I am Star Commander Alexander Jarrel of Clan Nova Cat," the voice said. Outside, the Elementals ceased their approach, just out of range. "What forces defend this position?"

"*Sho-ko*, they bait us into a fight. We have seen what they can do. Perhaps surrender would be best?"

Dana Reese grinned. "No, we have learned from our previous battles with them, and have had time to prepare. This time they will not have such an easy time of it."

She reached up and turned on her headset mike. "Greetings, Star Commander Jarrel of Clan Nova Cat. The forces that defend this position are those of the Fifth Dragon's Ghosts, Fourteenth Infantry Regiment, First Battalion, Third Company, Second Platoon, First Squad. I am *Sho-ko* Dana Reese."

From the viewport Reese saw one of the Elementals step forward almost ten meters ahead of his comrades. Again the speaker in the bunker crackled. "*Sho-ko* Reese, the Nova Cats salute your honor."

Reese smiled, knowing that the Star Commander was finally in range of her PPC. "Why, thank you, Star Commander," she replied, letting go with a blast from her weapon. In a bright blue flash, the first of the Nova Cats had fallen in battle in the Inner Sphere.

MARSHDALE, NORTHERN CONTINENT, 29 OCTOBER 3051

SITUATION BRIEFING

When the Clans resumed their invasion of the Draconis Combine, they attacked the planet Marshdale. Two of the Clans, the Smoke Jaguars and the Nova Cats, worked together, dividing up the continents. Their attacks were not coordinated, making the defense somewhat easier, but it was still a lopsided contest.

The Nova Cats were new to the Clan invasion, not having participated in the original wave that gobbled up so much of the Inner Sphere the year before. They were unaccustomed to the fighting style of Inner Sphere troops, a factor that worked against them almost immediately.

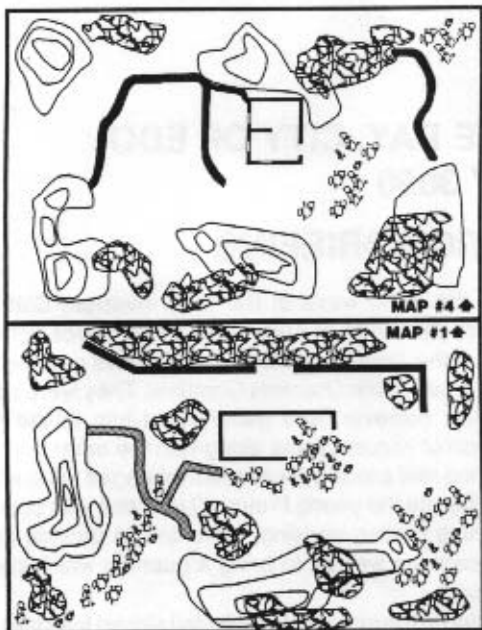
What neither Clan knew was how intensively the Combine military had worked to improve their infantry's fighting ability. Combat armor, once a rarity, had become commonplace. They had also beefed up weapons and other equipment to deal with the Elemental threat. Combine troops also trained heavily in new tactics with the new equipment. As a result, they were ready to meet the new threat in a deadly manner.

This scenario recreates the initial engagement between the Combine defenders and the Nova Cats on Marshdale. Their Elemental forces, clad in the signature midnight blue of their Clan, stood out sorely against the winter snows. The planetary defenders consisted mostly of elements of one of Theodore Kurita's infamous "Ghost" regiments, mysterious units not officially cataloged in the Combine's military roster.

CLANTROOPS

GAME SET-UP

Lay out the **ClanTroops** maps as shown. Treat the building on the northern map as a bunker. It is considered to be a Hardened Building.



DEFENDER

The Defender consists of elements of the Fifth Dragon's Ghosts, Fourteenth Infantry Regiment, First Battalion, Third Company, Second Platoon, First Squad.

First Squad (8 Men)

First Squad Leader: *Sho-ko* Dana Reese

Leadership Skill Rating: 2

Experience Level: Elite

Equipment (assigned at player's discretion)

1 Man-Pack PPC

1 Heavy SRM

1 Grenade Launcher

1 Semi-Portable Laser

2 Gyrojet Rifles

1 Auto-Grenade Launcher

Five troopers are equipped with Combat Armor, p. 18, **BattleTroops**, the remainder with Flak Body Suits.

The Defender may assign any secondary weapons desired, including up to 3 Satchel Charges.

Mines

The Defender may plant a total of 12 pop-up mines for damaging Elemental jump troops. Record the location of these mines prior to the start of play.

Deployment

The Defender may set up anywhere on the north map. The Defender may use the optional Hidden Units rules, p. 33, **BattleTroops**, for setting up his troops.

ATTACKER

The Attacker consists of the Nova Cats, Beta Galaxy, 200th Aggressor Cluster, Alpha Assault Trinary (The Lightning Cats), First Star (The Claws of Lightning), Command Point.

Command Point (5 Elementals)

Command Point Leader: Star Commander Alexander Jarrel

Leadership Skill Rating: 3

Experience Level: Elite

Equipment: All Elementals are equipped with Small Lasers as primary weapons and HP Gyrojet Rifles as secondary weapons.

Deployment

The Attacker enters the south edge of the south map at the beginning of Turn 1. These Elementals cannot fire until they have been fired upon or have set off a mine.

VICTORY CONDITIONS

The side with the most surviving conscious troops after Turn 12 is the winner.



STORM BEFORE THE SILENCE

STREETS OF FIRE

—From official report of Star Commander j.g. Fallonis

"The trouble erupted shortly after the break-out at the prison known as Kurushiyama. A heavily armed band of locals had staged a prison break to free the young heir to the Draconis Combine, who was imprisoned there.

"The whole city of Edo seemed to erupt with that one action. Rioting broke out on every street. Our Star Commander ordered us to use our 'Mechs to force the civilians into some semblance of order, but it was too late for that. First, they began to throw rocks, then Molotov cocktails. When some unarmored civilians hit Star Commander Tallis' 'Mech with their SRMs, we finally lost our patience.

"We started down an alley in pursuit of our attackers, not suspecting a trap. On both sides of us heavy support weapons moved into position. Then my *Fire Moth* must have hit a tunnel, because the next moment I was on the ground, leaving only Star Commander Tallis' *Ice Ferret* ahead of me in the street.

"As I struggled to get my *Fire Moth* back upright, the mass of civilians opened up on him from all sides. Weapons fire seemed to blaze from every window, while the people screaming in the street suddenly turned their blasted inferno rockets on both the Star Commander and me.

"He responded as I would have, destroying one of the buildings, which showered the street with bricks and debris as it toppled. His act also brought down another hail of fire from other buildings. As I righted my 'Mech, three SRMs struck its back. I turned to fire at my attackers, but saw only dozens of panicked civilians rushing by in the streets. In frustration I fired to scatter them, only to be hit myself by a shot from a laser cannon.

"Turning to learn how Star Commander Tallis was faring, I saw only his downed *Ice Ferret* in the street, swarming with a dozen or so civilians. They pulled him from the cockpit and beat him to death with sticks and clubs. It was not a death deserving of a warrior.

"The next day we were ordered out of Edo, leaving the civilians to believe they had beaten us. Our flagship, *The Veiled Huntress*, then let loose a long and continuous bombardment, reducing Edo and its people to a cinder."

TURTLE BAY, CITY OF EDO, 11 MAY 3050

SITUATION BRIEFING

During the initial wave of the Clan invasion, Clan Smoke Jaguar struck the world of Turtle Bay. In the fierce fighting that accompanied the Jaguars' landing, the invaders captured Hohiro Kurita, young heir to the Draconis Combine. They were not aware of his identity, however, and merely sent him to the massive fortress/prison of Kurushiyama along with the other prisoners.

In a daring raid a local yakuza team managed to penetrate the prison and liberate the young Prince. This action was coordinated with a massive civilian uprising, fomented to provide cover for Hohiro's escape as well as to bring a guerrilla war home to the Smoke Jaguars.

The rioting in the streets of Edo lasted almost five days. Armed with weapons smuggled in by the local yakuza, the civilians turned every street into an inferno of ambush and death. This scenario portrays the kind of city fighting that occurred between the Clan Smoke Jaguar Omnis and the Edo street-fighters.

The Smoke Jaguars had never encountered civilian unrest on the scale they witnessed in Edo. It was as though unseen, ghost-like foes stalked their 'Mechs and Elementals. The city's vast sewer-tunnel network made it almost impossible to corner their opposition. Each time a Clansman turned to attack, he came once again under fire himself.

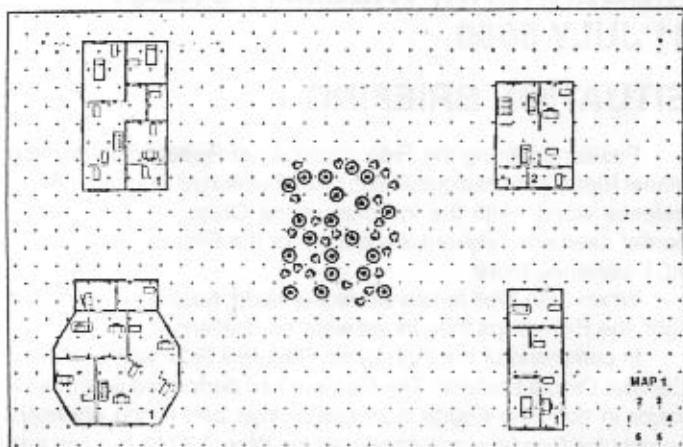
To Clanspeople, a civil rebellion like that on Edo is considered dishonorable. Indeed, the Smoke Jaguar Khan deemed that only a Trial of Annihilation could bring the rioters to their senses.

The Jaguars pulled all their troops out of Edo on May 12. At sunrise the next day, their massive flagship fired a long, steady bombardment that leveled Edo, effectively wiping it off the map. Only a handful of people survived to tell the story of Edo's destruction by Clan Smoke Jaguar.

GAME SET-UP

Lay out the **ClanTroops** map as shown. See the **BattleTech Technical Readout: 3050** for Clan OmniMech statistics. All buildings are considered two-story structures with identical floor plans on each floor. If no stairs are shown, assume them to be in the northwest corner of the building.

The shaded areas on the map represent tunnels. Place a tunnel access counter on the locations marked with X. All tunnel access is assumed to be on the first floor.



DEFENDER

The Defender consists of two Smoke Jaguar OmniMechs from Beta Galaxy, Third Attack Cluster (Hunters All), Second Strike Star.

Ferris-D

Star Commander Tallis (*Piloting 2, Gunnery 3*)

Dasher-B

Star Commander j.g. Fallon (*Piloting 3, Gunnery 3*)

Deployment

The Defender's *Ferris* OmniMech sets up anywhere within 10 dots of the east edge of the map prior to the start of play. The *Dasher* OmniMech enters the map on Turn 5.

ATTACKER

The Attacker consists of yakuza, local militia, and paramilitary reserve civilians armed with weapons. Because their efforts are not formally organized, the rebels are not confined to squads; the Attacker may set them up in any desired fashion or grouping. The two leaders shown as yakuza are, however, more or less coordinating their efforts.

Attackers (16 Men)

Yakuza Kullan Kist

Leadership Skill Rating: 2

Yakuza Zephon Ty

Leadership Rating: 3

Troop Quality: Regular

Equipment (assigned at player's discretion)

2 Heavy Semi-Portable Lasers

1 Heavy Machine Gun

15 Heavy SRMs

8 SRMs

8 Grapples

2 LAWs

1 Medium Machine Gun

1 Man-Pack PPC

10 Satchel Charges

Five of the men are equipped with Flak Vests, one with Flak Body Armor.

Secondary weapons may be assigned from those listed above.

Deployment

The Attacker sets up anywhere on the map after the Defender places his first OmniMech.

VICTORY CONDITIONS

The Defender (Smoke Jaguar) player wins if both OmniMechs are still on the map and able to move at the end of Turn 15. If either 'Mech is unable to move or is destroyed, it is an Attacker victory.

SPECIAL RULES

The Defender (Smoke Jaguar) cannot fire from his *Ferris* or *Dasher* until the 'Mech is fired upon and takes damage (APV).

OLD DOG, OLD TRICKS

PATH OF DEFEAT

Yaskevich looked out from his position near the edge of the swamp and saw the approaching Elemental infantry hopping across the landscape like maniacal toy soldiers.

To his left, Corporal William Scotty nudged him. "By the blade of Kerensky," he muttered. "Those buggers move like lightning!"

"That old fool Stellwar told us to dig in and let the infantry come to us. Straight-up fight. That idiot! These are no normal infantry. They're fast and almost impossible to kill." In the distance the Elementals paused and fired.

"Stellwar's still in charge, though, and he's calling the shots," Scotty replied, leveling his SRM launcher.

"Something happens to a man's mind when someone pins general's stars on his lapel, Scotty. Well, he can bust me to latrine duty for the rest of my career, but I'm not going to lead my squad to their deaths!" Yaskevich switched on his helmet microphone.

"Carrier Two Seven, this is Alpha Squad," he muttered, throwing the safety off his gyrojet rifle.

"Yo, Yaskevich, this is Carrier Two-Seven. I understand it's about to get hot in your sector."

"Can the crapola. We haven't got the muster to take these boys out. Linda, I need you to kick free one of your iron boxes and send it here for some fire support."

"General Stellwar's standing order is for us to hold back, old friend."

Yaskevich gritted his teeth and aimed his weapon as the first Elemental began to close to short-range. He had ordered his squad to wait until the enemy was close enough to take some heavy damage.

"Linda, Stellwar's fighting the wrong damn war. If I'm going to take these guys out, I need some of your tread action down here ASAP."

There was a pause. Yaskevich lined up his shot and drew a deep breath. Suddenly his earphone squeaked to life.

"We'll probably both end up in the clink, but you've got your wish," Linda said. "One Galleon on the way."

As the message ended, Sergeant Yaskevich squeezed the trigger and the whole world erupted around him.

RIDDERKERK, THELMA FOREST, 11 JULY 3050

SITUATION BRIEFING

Positioned along the Free Rasalhague Republic border, the planet Ridderkerk had once been a key Federated Commonwealth defense world. With the invasion of the Clans, defense of that border seemed irrelevant, especially for the First Lyran Regulars RCT stationed there.

When Clan Wolf forces struck the world, hoping for a glorious fight, the F-C troops they found were no challenge.

In command of the First Lyran Regulars RCT was Lieutenant General Ostola Stellwar. The General had performed well in as a major in both the Fourth Succession War and in the offensive against the Combine now known as the War of 3039, but age and stubbornness had taken their toll.

When first reports of the Clan invaders began to arrive, the General dismissed the attackers as merely a particularly successful group of pirates. Though he passed on the intelligence to his subordinates, he saw no reason to deviate from his usual response to a threat.

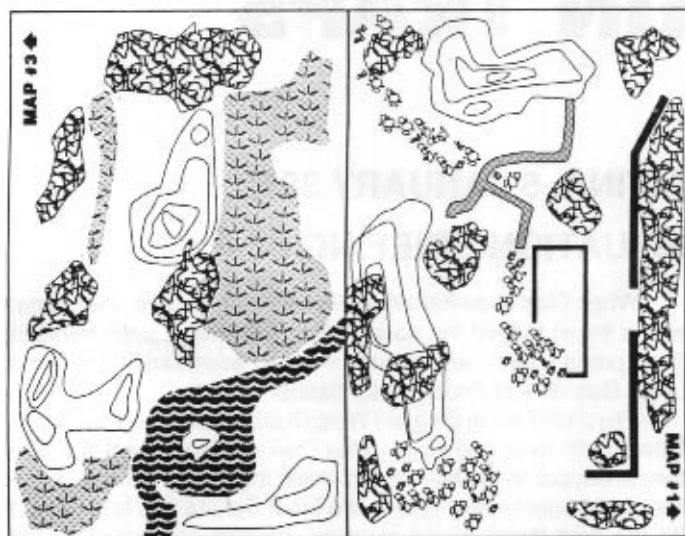
On July 1 Clan Wolf forces issued a challenge to the defenders of Ridderkerk, a message the General chose to ignore. Ordering his troops to dig in, he planned to use his infantry as a perimeter defense, followed by support armor, then his BattleMech forces. General Stellwar did not commit any recon or quick-response groups, but simply remained dug-in just outside Thelma Forest.

The Clans prefer combat with a highly mobile opponent, which at times provides the best defense against them. By digging in and throwing only his infantry at the advancing Elementals, Stellwar forced his troops down the path of certain defeat. Despite valiant efforts and a number of units that directly disobeyed Stellwar's orders, Clan Wolf all but destroyed the once-fearsome First Lyran Regulars within a matter of hours.

CLANTROOPS

GAME SET-UP

Lay out the **ClanTroops** maps as shown.



DEFENDER

The Defender consists of the First Lyran Regulars RCT, Third Regiment, First Infantry Battalion, Second Company (Eyes and Ears), Second Platoon, Second Squad.

Second Squad (8 Men)

Second Squad Leader: Sergeant Major Hans Yaskevich

Leadership Skill Rating: 1

Experience Level: Elite

Equipment (assigned at player's discretion)

1 Heavy Machine Gun

2 Gyrojet Rifles

1 SRM

1 LAW

1 SMG

1 Blazer

1 Laser Rifle

5 men are equipped with Flak Body Suits, 2 with Flak Vests, and one with Combat Armor, p. 18, **BattleTroops**.

The Defender may assign any secondary equipment he desires, including up to 4 Satchel Charges.

Galleon Tank Driver

Antouin Gabriel (*Piloting* 3)

Galleon Tank Gunner

Gareth Morell (*Gunnery* 4)

Deployment

The Defender sets up the second squad anywhere on the map. The player may set up using the optional Hidden Units rules, p. 33, **BattleTroops**. The Galleon tank arrives on Turn 5 anywhere on the east edge of the map.

ATTACKER

Elements of Clan Wolf's First Galaxy, First Supernova, Gold Elementals Able, First Point.

First Point (5 Elementals)

First Point Leader: Star Commander Normu

Leadership Skill Rating: 2

Experience Level: Elite

All Elementals equipped with a Small Laser as primary weapon and an SMG as secondary weapon.

Deployment

The Attacker must enter the west edge of the map on Turn 1.

VICTORY CONDITIONS

The Attacker (Clan Wolf) player wins by exiting 3 or more troopers off the east edge of the map after Turn 10 but before Turn 15 (the end of the game). Any other result is a Defender (Federated Commonwealth) victory.

SPECIAL RULES

The Defender may use one 50-point artillery barrage any turn after Turn 4.



TRAPS WITHIN TRAPS

HOLY CRUDSTUNK!

Leftenant Craven surveyed his troops one final time. If the reports were correct, time was running out. The Jade Falcons would be closing in on his position any moment, threatening the Federated Commonwealth with the loss of both the planet Aiyina and the heir to the throne of the realm.

"Here's the low-down, troops," Craven said, checking his timepiece. "Ten minutes ago we picked up signals indicating that a Star of Elementals is closing in on us. We have only one mission and that is to protect the Headquarters unit long enough to buy them and the Prince time to get off of this rock if necessary.

"We have spent the last five months training you to respond to Clan tactics and fighting style. Until we get our own battle-armored troops on-line, you troopers are the best edge we have at hitting these Jade Falcons on their own level.

"About three kilometers from here is a perfect point to intercept the Jade Falcons. They will reach that point in 25 minutes, and so will we. As much as I would like to say that we're going to slug it out with them, we won't be—not this time anyway. Our mission is to punch through their lines and go for their command center. The hope is that we can force them to pull back a good chunk of their assault force to hunt us down, buying HQ and Prince Davion some time.

"Load up on meal kits and gear. If we do manage to cut through them, we'll split up and lure them off. But don't press the fight if outnumbered. Make your way to one of the small supply caches in the area and then regroup. From there we'll try to make them pay dearly for their little stay here."

The leftenant checked his watch again as his troops rechecked their gear. In the distance he saw the glimmering shape of Mar Negro and the flashes of battle along its shore. As the artillery at HQ began to discharge barrage after barrage, Craven pulled on his combat helmet.

"Holy crudstunk," he muttered, hearing the hellish blasts from nearby artillery. "What are we getting ourselves into?"

"Say again, Leftenant. Your last message didn't copy," came back the voice of Sergeant Major Burns.

"I said, sound 'Boots and Saddles,' Sergeant Major. We have a battle to fight."

AIYINA, 5 JANUARY 3052

SITUATION BRIEFING

When Clan Jade Falcon renewed their offensive, they began with a thrust toward the core of the Federated Commonwealth. Their primary push was against their old adversaries, the Tenth Lyran Guards and Prince Victor Steiner-Davion.

The Jade Falcon Emerald Wing Cluster struck the Tenth Lyran Guards with force and fury, yet the Clan warriors did not find what they expected. In the time during which the Clans had halted their invasion to elect a new ilKhan, the Inner Sphere had braced itself for the next thrust of the invasion, training, re-equipping, and adapting to Clan tactics and weaknesses. Instead of poorly armed infantry, the Jade Falcons were facing crack marksmen in combat armor, many with the firepower to damage and kill Elementals.

The plan to assault Aiyina was twofold. A primary attack force of OmniMechs from the 300th Attack Cluster would strike at the bulk of the BattleMech and armored forces along the narrow passes leading down to Mar Negro, the massive lake near the Tenth Guard HQ. Meanwhile, the Elemental forces of the Jade Falcons' elite Emerald Wing Cluster would drive through the nearby woods and farmlands, flanking the Mech battle near the lake, then striking at the Headquarters of the Guards. If successful, the maneuver would shatter the unit's chance to escape Aiyina, and would leave the BattleMech forces crippled, without support or supplies.

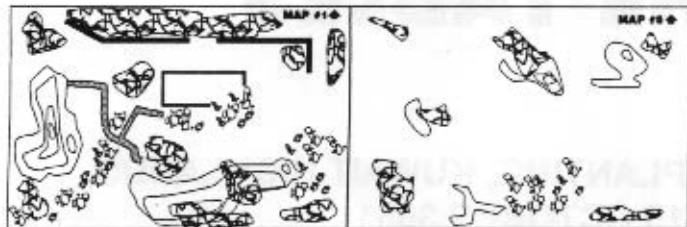
The Tenth Lyran Guards were, however, prepared for such a flanking attack. They had re-armed and re-grouped their Third Infantry Battalion with jump packs and combat armor. Their goal was to meet the threat of the Emerald Wing Cluster in the abandoned Kellogg Artillery Test Firing Range. There the Third Battalion would hit the Falcons hard, then disperse to their rear area. This would force the Falcons to halt their advance on the HQ while they attempted to track down the quickly moving infantry troopers before their rear area was hit. This scenario recreates the opening salvos of this infantry battle.

Though the Tenth Lyran Guards were badly damaged when the Jade Falcons took control of Aiyina, the Third Battalion's bold move blunted the Emerald Wing Cluster's attempt to strike at the HQ. Though most of the F-C troops were captured several days after the battle, a handful continued to wage an ongoing guerrilla struggle against the Falcons until captured by the ComStar garrison forces several weeks later.

CLANTROOPS

GAME SET-UP

Lay out the **ClanTroops** maps as shown.



ATTACKER

The Attacker consists of elements of Clan Jade Falcon, Beta Galaxy, Emerald Wing Cluster, First Attack Trinary, Sweep Wing Elemental Star Able, Command and Fourth Points.

Command Point (5 Elementals)

Command Point Leader: Star Commander Uthan Wayne

Leadership Skill Rating: 1

Experience Level: Elite

All Elementals have a Small Laser as primary weapon and an HP Gyrojet Rifle as secondary weapon.

Fourth Point (5 Elementals)

Fourth Point Leader: Star Commander j.g. Fowels

Leadership Skill Rating: 3

Experience Level: Regular

All Elementals have a Small Laser as primary weapon and an HP Gyrojet Rifle as secondary weapon.

Deployment

The Attacker enters the east edge of the east map on Turn 1.

DEFENDER

Elements of the Tenth Lyran Guards, Second Infantry Regiment (The Archon's Blade), Third Assault Battalion, First Company, Third Jump Infantry Platoon (Thunderstorm), First, Second, and Third Squads.

First Squad (7 Men)

First Squad Leader: Lieutenant Dale Craven

Leadership Skill Rating: 1

Experience Level: Elite

Equipment (assigned at player's discretion)

2 Gyrojet Rifles

1 Grenade Launcher

1 Heavy Machine Gun

1 Semi-Portable Laser

2 Laser Rifles

All squad members equipped with Jump Packs and Combat Armor (p.18, **BattleTroops**).

The Defender may assign any secondary equipment of his choice.

Second Squad (7 Men)

Second Squad Leader: Sergeant Rolland Dingus

Leadership Skill Rating: 3

Experience Level: Regular

Equipment (assigned at player's discretion)

2 Gyrojet Rifles

1 Light Machine Gun

3 SRMs

1 Laser Rifle

1 Auto Grenade Launcher

All squad members have Jump Packs and wear Combat Armor (p.18, **BattleTroops**).

The Defender may assign any secondary equipment of his choice, not to exceed 4 Satchel Charges.

Third Squad (7 Men)

Second Squad Leader: Sergeant Major David Burns

Leadership Skill Rating: 2

Experience Level: Elite

Equipment (assigned at player's discretion)

1 Gyrojet Rifle

1 Heavy Machine Gun

2 Grenade Launchers

1 Heavy Semi-Portable Laser

All squad members have Jump Packs and wear Combat Armor (p.18, **BattleTroops**).

The Defender may assign any secondary equipment of his choice, not to exceed 4 Satchel Charges.

Deployment

At the start of play, the Third Squad sets up anywhere on the west map. They may use the optional Hidden Units rules, p. 33, **BattleTroops**, for hiding troops. On Turn 1 the First and Second Squads enter from the north, south, or west edge of the west map.

VICTORY CONDITIONS

Each side is attempting to penetrate the lines of his opponent. The Attacker is attempting to exit forces off the west edge of the west map. The Defender is attempting to exit forces off the east edge of the east map.

Each time a player exits a trooper off his respective target edge, the opposing player must also exit a trooper off the same edge within two turns (considered in pursuit). Each time this does NOT occur, 2 Victory Points go to the team that originally exited that edge. The team with the most points at the end of Turn 20 is the winner.

SPECIAL RULES

The Defender can call for two 80-point artillery barrages starting on Turn 2.

TURNING THE TABLES

GORILLAS VS. THE TOADS

"After several months of redesign and outfitting, we're ready to roll. Our strike platoon has trained hard, and I'm impressed with the results," Clovis Holstein said, patting the suit of battle armor.

"The results are impressive, yes," said Morgan Hasek-Davion, "but our power suits are still not as effective as the Clan battle armor."

"You're right, Field Marshal, the Clans are ahead of us technologically. This is the best we can produce in any quantity at this time, but Dr. Banzai's research looks hopeful. Within five to eight years our suits should be equivalent to what the Clans field."

If we have that long, Hasek-Davion thought as he inspected the suit. Aloud, he said, "What kind of limitations do our troopers face wearing these?"

"Blackwell Industries tells us that the conventional light armor plating we use is only 50 percent as effective as that of the Clan suits, and we have still not yet mastered the internal medical system they use. Also, where the Toads are able to support up to three weapon systems, including SRMs, our gorilla suits, as the men have begun to call them, can support only a single primary weapon. The one good thing is that our weapon systems are modular, which allows us to modify them to fit the needs of a particular mission."

"So we're ready to test these gorilla suits, correct?" Hasek-Davion said.

"Yes, we've pulled together a strike platoon with some fresh troopers from the NAIS. We have several companies of troops trained in this gear, which we hope to use as a training cadre to get the suits to the front-line units. The platoon is ready to go. All we need is your permission."

Morgan looked at the map projected on the wall, tracing his fingers along the border of what had been the Free Rasalhague Republic only a year and a half before. "It looks like the world of Planting may be the place to do it. The planet is deep inside the Jade Falcon occupation zone, but there's a feisty guerrilla resistance there. They've been giving the Jade Falcons headaches, but supplies and firepower are getting low."

"Send this new platoon to Planting to make contact with our forces there, resupply them, and evacuate those that need it. This operation should give these new battle armor suits the kind of test they need. If all goes well, Blackwell Industries can start full production."

Clovis saluted the Field Marshal, who did not lift his gaze from the wall map. Knowing time was short, with much to do, he did not linger, but turned quickly from the room and went down the hall.

PLANTING, KUWAIT HIGHLANDS, 15 OCTOBER 3051

SITUATION BRIEFING

The technology and sophistication of the Elemental battle armor was at first beyond the technological grasp of the Inner Sphere. But once the Combine and the Federated Commonwealth had each captured some suits, they combined it with information supplied by Wolf's Dragoons to develop their own versions.

Though not as sophisticated as the Clan suits, the Inner Sphere version did offer significant advances over mere jump packs and standard combat armor. Known as power suits, their improved strength and anti-Mech capabilities made them worth their weight in C-Bills.

Resistance groups formed on almost all planets in the Clan occupied zones, though a lack of supplies hampered many of these operations. Such was the case on Planting, where several companies of infantry carried out constant raids against the Jade Falcons, while always remaining out of their grasp.

Planting gave the Federated Commonwealth an opportunity to field-test the new battle armor, plus provide some relief to the resistance forces on that isolated world. Field Marshal Morgan Hasek-Davion wanted to strike before a new Clan offensive erupted, hoping that would help the guerrillas tie up even more of the Jade Falcon force.

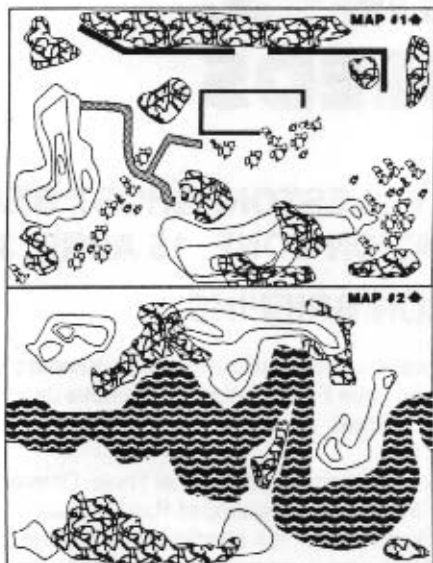
The operation would be quick. A small JumpShip would deploy a *Leopard* Class DropShip to Planting from a pirate jump point. Once there, an elite team specially trained in the new battle armor would strike at the Falcons, make contact with the resistance fighters, and provide them with needed supplies. They would then make their getaway before the Jade Falcons could fully respond.

The battle went better than expected. The Jade Falcon defenders did not commit enough troops to combat the newly outfitted Team Banzai strike force. This overconfidence was their undoing as the first squad of the F-C strike team crushed the lone Point sent out to capture them. Within several hours, the team helped move more than eight tons of supplies into the nearby mountains and evacuated several dozen seriously injured resistance fighters off-world. Planting continued to be a thorn in the side of the Jade Falcons for months to come.

CLANTROOPS

GAME SET-UP

Lay out the **ClanTroops** maps as shown.



ATTACKER

The Attacker consists of the Team Banzai's First Special Forces Infantry Strike Platoon (The Steel Gorillas), First Squad.

First Squad (8 Men)

Squad Leader: Lieutenant Carter Hammerstone

Leadership Skill Rating: 2

Experience Level: Regular

All troops are equipped with Inner Sphere power suits. Three of the suits are equipped with SRMs, one with HP Gyrojet Rifles, and four with Small Lasers.

Deployment

The Attacker sets up first anywhere on the north map, at least 10 dots from the edge of the south map.

DEFENDER

The Defender consists of elements of Clan Jade Falcon, 612th Reserve Cluster (The Green Claws), Delta Tango Charlie (DTC) Trinary, First Star (The Golden Grasp), First Point.

First Point (5 Elementals)

Point Leader: Star Commander Pribak

Leadership Skill Rating: 2

Experience Level: Elite

All Elemental Troops are equipped with a Flamer as primary weapon and an HP Gyrojet Rifle as secondary weapon. Two Elementals (player's choice) do not have SRMs in their suits.

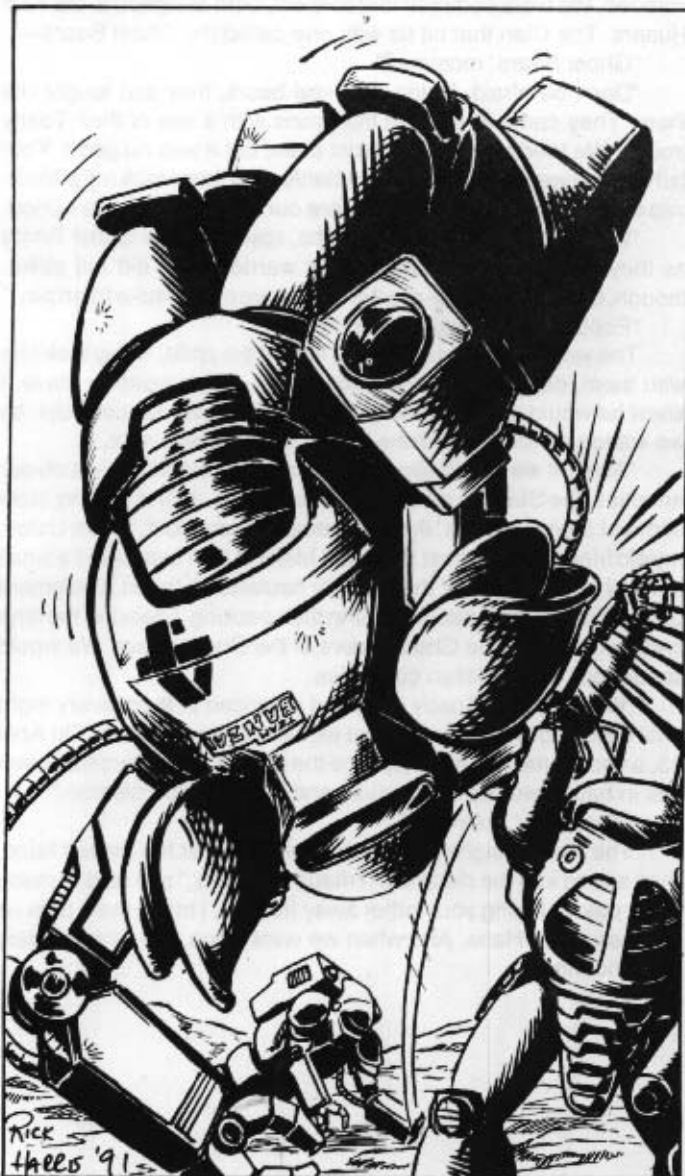
Deployment

The Defender sets up second anywhere on the south map, at least 10 dots from the north edge.

VICTORY CONDITIONS

Simply put, the job of the First Squad of the Attacker is to test the new suits. The goal of the Defender is to kill or capture the enemy. To reflect this, points are awarded to each side for actions conducted prior to the end of the game on Turn 12. The player with the most points at the end of the game is the winner. Victory Points are awarded as follows:

Action	Points
Attacker	
Each battle armor suit operational at the end of the game	4
Each Elemental killed/unconscious	3
Defender	
Each battle-armored trooper killed/unconscious	3



DESPERATE TIMES, DESPERATE DEEDS

TALE OF THE GHOST RIDERS

"What did you do in the war, mommy?"

The woman stirred uncomfortably, staring down at the black leather glove that covered her replaced right hand.

"I was stationed on Thule with your father when the Clans invaded. We were common foot soldiers, both assigned to the First Husars. The Clan that hit us was one called the Ghost Bears—"

"Ghost Bears, momma?"

"Don't be afraid, Helga. Not real bears, they just fought like them. They came at us from the plains with a sea of their Toady troops. We tried to defend against them, but it was no good. Your father and I were separated in the battle, and then I took my platoon into the foothills of Avonshire, where our supply silos were buried.

"We lived in the silos for months, spying on the Ghost Bears as they hunted our kin and brother warriors. We did not strike, though, but waited for the moment when we could make them pay."

"Poppa. Where was poppa then?"

The woman leaned down and kissed the child. "They took him with them, dear, called him a bondsman—their word for slave. I knew he would have wanted me to fight on, never to surrender, so we waited almost six months before the time was right.

"At night we would slip into the town of Foleston to watch our enemies, the Star known as the Ghost Riders. At first we only stole some of their weapons, then we became more bold. When Ustov, my old friend and the best Sergeant Major in the Husars, led a small ambush against one of their supply haulers, he found a shipment of their Toady suits, new and still in their packing. I decided the time had come to visit the Ghost Riders of the Ghost Bears. We would strike back for our fallen comrades.

"We took their Toady suits and practiced in them every night until we could work them almost as well as the Clanners. On April 15, a year to the day from the time the other First Husars had been lost in battle, we put on the suits and slipped into Foleston."

"Then what, mommy?"

The mother sighed deeply, looked down at her gloved hand, then stared into the distance. "I made them pay," she said. "I made them pay for taking your father away from us. I made them ante up the loss of my Hans. And when we were done, the Ghost Riders were no more."

THULE, FÓLESTON, GHOST BEAR OCCUPATION ZONE, 15 APRIL 3051

SITUATION BRIEFING

The first wave of the Clan invasion was marked mostly by the actions of Clans Jade Falcon, Wolf, and Smoke Jaguar. With the arrival of Clan Ghost Bear, the Inner Sphere encountered a powerful new foe.

The Ghost Bears struck primarily at Thule, Damian, Holmsbu, and Schuyler in the Free Republic of Rasalhague. They hit each planet in just four months, the attacks stealthy yet potent. As bits and pieces of information on this new Clan made their way to the front-line units, it often was too late.

When the Ghost Bears landed on Thule, they launched several quick probing operations designed to irritate and force their opposition into action. As soon as the probes inflicted damage, Overstè Joanie Swigard threw most of her First Husars into those areas. In response the Ghost Bears out-flanked the Husars, catching many in the narrow valleys of the Mursak Mountains. Within a few hours the Husars were cut off, isolated, and wiped out.

The infantry of the First Husars support regiment fared no better. Almost all the ground troops were captured or killed in battles with the Elementals of Beta Galaxy's First Assault Cluster (The Ghost Riders). A few platoons did manage to escape, however, seeking refuge in the Avonshire foothills, where the First Husars had secreted their supply bases.

Instead of initiating an immediate guerrilla action, the infantry waited until most of the invasion force had left Thule. All that remained were several Stars of Ghost Riders.

The First Husars infantry staged several raids, one of which netted them several new Elemental suits. The guerrillas trained with the suits and mastered most of their components.

On the anniversary of the invasion, the First Husars troops staged an ambush in the small town where a Point of Ghost Riders was garrisoned. Caught off guard, the Clan forces were overwhelmed and wiped out to the last man.

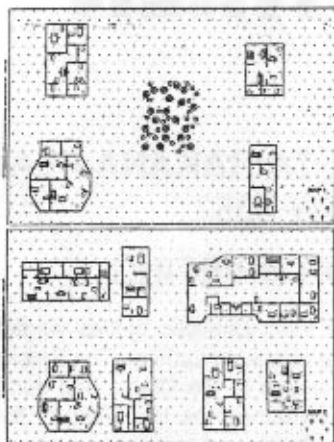
In response the Cluster commander carried out a series of raids over the rest of 3051 and into the spring of 3052 to find and capture the perpetrators of the actions in Foleston. By May 3052, the few survivors of the First Husars had managed to steal a commercial DropShip and to make their way out of the system. They linked up with a Ghost Bear JumpShip, captured its crew, and then safely made their way into the Draconis Combine.

Since then the Ghost Riders of Clan Ghost Bear have sworn a vendetta to win back the honor the Husar survivors stole from them on Thule.

CLANTROOPS

GAME SET-UP

Lay out the **ClanTroops** maps as shown. Consider all buildings to be one-story structures. Ignore all staircases.



DEFENDER

The Defender consists of the Clan Ghost Bear's Beta Galaxy, First Elemental Assault Cluster, (The Ghost Riders), Charlie Trinary, Beta Star, Fifth Point.

Fifth Point (5 Elementals)

Fifth Point Leader: Star Commander Maddock

Leadership Skill Rating: 2

Experience Level: Regular

Equipment: All Elementals are equipped with a Small Laser as primary weapon and an SMG as secondary weapon. Two of the Elemental Suits have been damaged from previous fighting and have only 2 points of Armor and no SRMs.

Deployment

The Defender sets up first anywhere on either map outside of any building. This is because the Point is currently patrolling the streets.

ATTACKER

Surviving elements of the First Husars, First Infantry Regiment, First Battalion, Fifth Company, First Platoon, Third Squad (The Iron Knights). This squad is supported by several Husars wearing captured Clan Elemental suits.

Third Squad (5 Men)

Third Squad Leader: Sergeant Major Ustov Foltz

Leadership Skill Rating: 3

Experience Level: Regular

Equipment (assigned at player's discretion)

1 Gyrojet Rifle

2 SMGs

1 Laser Rifle

1 LAW

No member of this squad has secondary equipment and each man has only two Hand Grenades.

Additional Support (3 Elementals)

Experience Level: Green

These captured Elemental suits are equipped with a Flamer as primary weapon and an HP Gyrojet Rifle as secondary weapon.

Deployment

The Attacker sets up after the Defender and begins by placing the Third Squad anywhere on the map, at least 12 dots from any Ghost Bear Elemental with a line-of-sight.

The Third Squad's Elementals arrive from any map edge(s) on Turn 1.

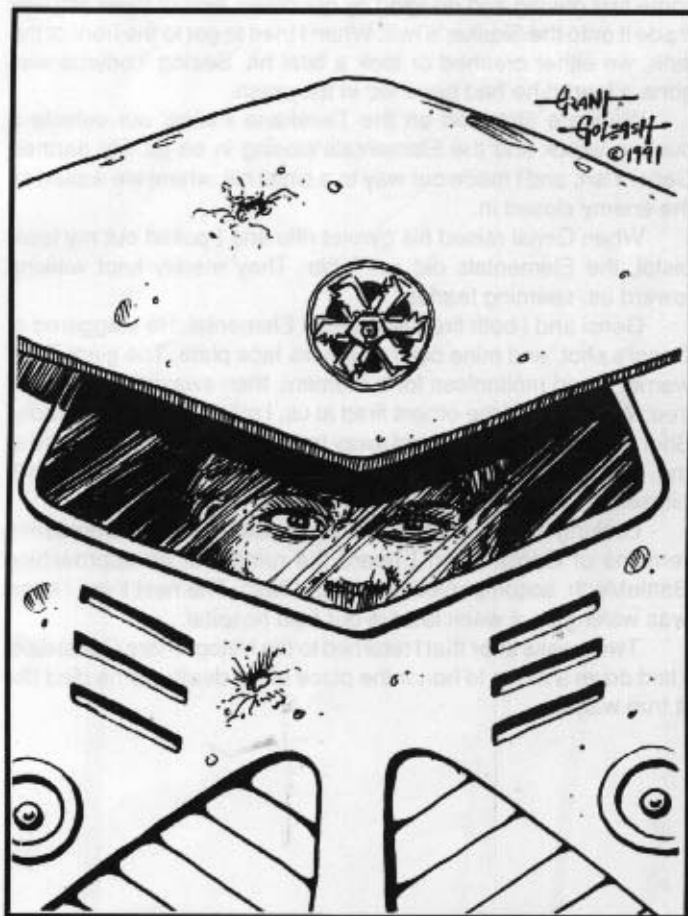
VICTORY CONDITIONS

The goal of the Attacker is to strike hard and fast, cripple the enemy, then get out of the area. The duration of this scenario is 10 turns of play. To win, the Attacker must destroy 3 Ghost Bear Elementals and lose no more than 4 personnel (including his own Elementals).

Any other result is a Defender victory.

SPECIAL RULES

Inner Sphere pilots are ill-suited to the rigors of using an Elemental suit. Even though they have been training with the suits, they receive a +2 modifier to all Gunnery and Piloting Rolls while using the incompatible system. In addition, Inner Sphere pilots employing Elemental battle armor may only fire one weapons system per turn.



BATTLE FOR LUTHIEN

FIRST BLOOD

How I survived that day is still a mystery.

I was assigned as a crewman to the point Skulker tank, poised just ahead of the advance force of Clan Smoke Jaguar. *Sho-sa* Yodama was our forward observer, mostly because of his experience with battling the Clans on Turtle Bay.

Our task was to visually observe the approach of the Smoke Jaguar forces, then pull back and report the units and composition to our rear outpost. We felt no fear, so great was the honor of standing between Unity Palace and the menace of an almost unbeatable invader.

Almost immediately visual sightings detected the approach of their Elementals, who had somehow avoided our sensors. Within minutes we were facing two of their Points, almost ten of these Toad warriors.

They did not hesitate to attack the Skulker, though I was able to get off a radio message before the storm of battle broke. Despite some fast driving and dodging by our driver, one of them actually made it onto the Skulker's hull. When I tried to get to the front of the tank, we either crashed or took a fatal hit. Seeing Yodama was gone, I feared he had perished in the crash.

We were stranded on the Tairakana Plains, our vehicle a burning wreck and the Elementals closing in on us. My partner, Gensi Yish, and I made our way to a small hill, where we waited as the enemy closed in.

When Gensi raised his gyrojet rifle and I pulled out my laser pistol, the Elementals did not falter. They merely kept walking toward us, seeming fearless.

Gensi and I both fired at the lead Elemental. He staggered at Gensi's shot, and mine cut through his face plate. The giant Toad warrior stood motionless for a moment, then swayed like a felled tree. When one of the others fired at us, I rolled, firing back madly. Shot after shot hit. He turned away from my compatriot and fired at me, but was unable to make a hit. After taking four direct hits himself, he finally fell.

Looking back up the hillside, I saw only the smoldering remains of Gensi. Then I heard the rumble of an approaching BattleMech, accompanied by a bright flash. The next thing I knew was waking up a week later in our field hospital.

Two weeks after that I returned to the hilltop where Gensi died. I laid down a stone to honor the place of his death, for he died like a true warrior.

LUTHIEN, TAIRAKANA PLAINS, 5 JANUARY 3052

SITUATION BRIEFING

One of the most climactic battles waged during the Clan invasion was the attack on Luthien. The Smoke Jaguars, a long-time Crusader faction in the Clans, had suffered a humiliating defeat on Wolcott during the first wave of the invasion a year before. The loss of pride and prestige at the hands of an enemy the Jaguars considered inferior was humbling.

To regain their honor, the Smoke Jaguars came to Khan Alexander Hammond of Clan Nova Cat with a plan to attack the capital of the Draconis Combine when the invasion began anew. A victory over an Inner Sphere capital world would prove that the Smoke Jaguar loss on Wolcott was merely a fluke.

The invasion of Luthien was, at that time, the largest military operation undertaken in the Inner Sphere in more than 250 years. In a surprise move, the Federated Commonwealth sent two of its elite mercenary units, the Kell Hounds and Wolf's Dragoons, to bolster the defense of the Combine capital. Meanwhile, Theodore Kurita called home his best warriors and most select regiments to aid in the defense of Luthien.

The Smoke Jaguars and Nova Cats landed at the far end of the Tairakana Plains just outside of the imperial city. Per their agreement, the Jaguars would lead the attack, with the Nova Cats providing flank support.

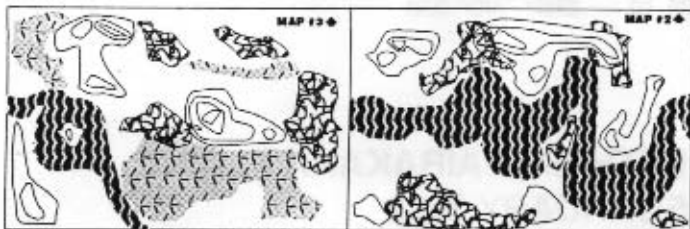
Sho-sa Shin Yodama was assigned to lead a reconnoiter of the advancing Clan Smoke Jaguar forces, but two lead Points of the Smoke Jaguar Delta Galaxy Elementals ambushed and destroyed the Skulker tank in which he rode. Shin Yodama escaped and eventually made his way to an observation post to reveal the enemy strength and position. His crew also survived the initial destruction of the Skulker, and managed to inflict their own damage on the Elementals.

This scenario re-creates the ambush of Yodama's Skulker by the elite Elementals of Clan Smoke Jaguar.

CLANTROOPS

GAME SET-UP

Lay out the **ClanTroops** maps as shown. See **BattleTech Technical Readout: 3026** for game statistics on the Skulker tank.



ATTACKER

The Attacker consists of elements of Clan Smoke Jaguar's Delta Galaxy, 1106th Aggressor Cluster, Alpha Trinary, Strike Star One, Command and First Points.

Command Point (5 Elementals)

Point Leader: Star Commander Salmon Sharrete

Leadership Skill Rating: 2

Experience Level: Elite

All Elementals are armed with a Small Laser as primary weapon and an HP Gyrojet Rifle as secondary weapon.

First Point (5 Elementals)

Point Leader: Star Commander j.g. Diane

Leadership Skill Rating: 4

Experience Level: Regular

All Elementals are armed with a Small Laser as primary weapon and an HP Gyrojet Rifle as secondary weapon.

Deployment

The Attacker enters the map at the beginning of Turn 1. He can enter on any map from the north, south, or east edges.

DEFENDER

The Defender consists of the advance recon forces attached to the Second Legion of Vega, Second Regiment, First Armored Strike Battalion (Eyes of the Dragon).

Skulker Scout Tank

Crew (3 Men)

Leader: *Sho-sa Shin Yodama*

Leadership Skill Rating: 1

Experience Level: Elite

Equipment: *Sho-sa Shin Yodama* is carrying a Pistol and is wearing no armor. The other crew members all wear Flak Vests. One is carrying a Gyrojet Rifle, the other has a Laser Rifle.

Deployment

Prior to the start of play, the Defender sets up first anywhere on the east map, at least six dots from any edge. The crew is inside the Skulker at the start of the game.

VICTORY CONDITIONS

The Defender (Combine) player wins points for actions achieved prior to the end of Turn 12. If the Defender has a positive point-value at that time, he wins the victory. A negative result is an Attacker (Smoke Jaguars) victory. Victory Points are awarded as follows:

Action	Points
Skulker exits west edge of west map after Turn 3, with Shin Yodama aboard	6
Shin Yodama exits west edge of west map by Turn 12	5
Each Elemental unconscious or killed by Turn 12	3
Shin Yodama killed	-6
Each other trooper killed or unconscious by Turn 12	-2
Skulker destroyed/unable to move	-4

SPECIAL RULES

Ignore any crew damage if the Skulker is hit.



PAYMENT DUE

DATE WITH A DRAGONFLY

The explosions rocked the hillside and shook us inside our suits. Making a quick check, I saw that all systems were still operational, but the blast had stirred up my nerves.

Clan Nova Cat was closing in on our 'Mechs, and Colonel Wolf had given the word that we were to move in. There were ten of us total, two squads of five. Just on the other side of the hill were another fifty or so of our boys, in power suits like us. Major Marx told us this would be our first "field test" of battle armor in a "combat-rich environment." It wasn't until a spray of shrapnel from the Nova Cats rained down on me that I realized that this was no test, but the real thing.

The Nova Cats waded right into Beta Regiment with everything they had, turning the road below us into a wild melee of fire. I wondered if anything could survive that inferno.

Then I saw it, lumbering past a Dragoon *Firefly* and moving toward our position. An OmniMech, *Dragonfly* Class. It had come through the fight with only a scratch or two, and now had broken through the lines.

At a signal from me, my squad and I charged that ungodly looking thing in our gorilla suits. My SRM boys let go with their volleys, clobbering the 'Mech's legs. The rest of us just jumped and latched onto the 'Mech. Almost immediately the pilot began to try and shake us off. We held on, ripping away at his armor. I saw Lewison jab his laser into a joining plate in the ferro-fibrous armor and let go with a shot that tore up the Omni's internal guts.

That crazy pilot kept on fighting. I saw him turn his PPC on Tuller, who was still on the ground. A bright blue flash, and then Tuller wasn't there any more. Against that kind of weapon, he didn't stand a chance.

I scrambled to the cockpit of that monster, all the time thinking of Tuller. Jabbing my laser into a small power port, I fired, shot after shot. Each blast seemed to dig deeper, and after three minutes of firing, it was all over. My shots had killed the warrior. Looking around, I saw the rest of our company giving the same treatment to two dark blue Nova Cat *Pumas* further up the hillside.

I have been through many battles on many worlds. But since the day I stood on that *Dragonfly*, looking down over the Combine capital as the rest of the Dragoons pushed back the Nova Cats, my outlook has never been the same.

LUTHIEN, TAIRAKANA PLAINS, 5 JANUARY 3052

SITUATION BRIEFING

When the Clans closed in on Luthien, Hanse Davion could also have struck at the Combine, probably dealing a killing blow. Instead he did the unthinkable, reinforcing the capital of his former enemy against the common foe of the Clans.

Though the decision was difficult, his choice of the units he would send to shore up the defense of Luthien was not. He assigned the elite mercenary forces of Wolf's Dragoons and the Kell Hounds to help save the Combine capital.

Following the highway that cut through the Tairakana Plains, the attacking elements of the Smoke Jaguars and the Nova Cats bore down on the imperial city. On both hillsides surrounding their drive were the Dragoons and Kell Hounds, pincering in on the enemy.

Among the secret ploys Jaime Wolf had planned for the battle were his two companies of troops trained in the new Blackwell power suits and ready to enter the fight. Just as the Nova Cats were about to break through the Dragoon lines, he ordered these special shock troops into action.

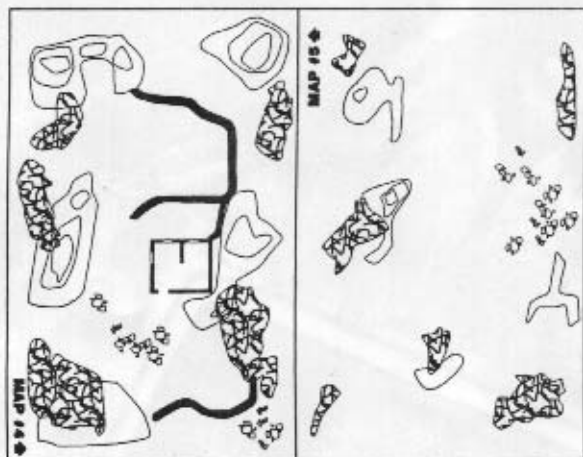
Until then the Clans had only unconfirmed intelligence reports that the Inner Sphere had developed its own battle armor. The Wolf's Dragoons troops confirmed that nightmare. Though Clan MechWarriors were well-trained in fighting battle-suited troops, their sudden appearance caught them off guard.

Expecting only normal anti-Mech infantry, most of the Clan OmniMechs were not configured with anti-personnel pods. This gave a good fighting edge to the Inner Sphere power suits, whose mission was to destroy any Clan forces that broke through the lines. The battle-armored forces of the Dragoons' Beta Regiment got their first taste of battle, proving that the new method of fighting was in the Inner Sphere to stay.

The battle on Tairakana Plains lasted for hours, becoming one of the bloodiest in the history of the Inner Sphere. Though Beta Regiment's battle-armored forces suffered heavy casualties, they prevented the Nova Cat 'Mechs from penetrating the western Dragoon flank.

GAME SET-UP

Lay out the **ClanTroops** map as shown. For game statistics on the *Dragonfly* OmniMech, see **BattleTech Technical Readout: 3050**.



ATTACKER

The Attacker is a lone *Dragonfly* OmniMech from the Nova Cats, Delta Galaxy, 5003rd Harasser Cluster, First Trinary (The Red Eyes), Command Star.

Dragonfly-D

Center Torso has 6 points of Armor remaining, Right Leg has 2 points.

Deployment

The Attacker enters the map from the east edge on Turn 1.

DEFENDER

The Defender is made up of the Wolf's Dragoons, Beta Regiment, Third Battalion, First Company (Tin Men of Outreach), First Platoon (The Tin Soldiers), First and Second Squads.

First Squad (5 Men)

Squad Leader: Lieutenant Farren Hoppi

Leadership Skill Rating: 2

Experience Level: Elite

All troops are equipped with battle armor. Two have SRMs. The rest may have any primary weapon of the player's choice.

Second Squad (3 Men)

Squad Leader: Sergeant Carmen Borst

Leadership Skill Rating: 2

Experience Level: Elite

All troops are equipped with battle armor. Troops may have any primary weapon of the player's choice.

Deployment

Prior to the start of play the Defender sets up first anywhere on the map.

VICTORY CONDITIONS

The Defender must destroy or render the Attacker's OmniMech unable to move by the end of Turn 10. Any other result is an Attacker victory.





RETRIBUTION

PAYMENT IN FULL

"What you are talking about verges on the insane, Davis. The Jade Falcons have been dug in on Winfield since the end of March almost two years ago. Striking at them now would be an act of revenge, not the deed of a military commander. I am a Marshal, and I am trying to look at the big picture." Marshal Bryant glanced down again at the request and winced.

"Bob, I lost my right hand to the Falcons, as well as my daughter and a lot of good troops," Lieutenant General Winfield said, "I have spent the last year rebuilding and I think we are ready for this kind of mission."

"Damn it, Davis, we've known each other for a dozen years. Look at the map. Right now Winfield is sitting smack dab in the middle of the Jade Falcon occupation zone. You'd be unsupported and strung out. To be honest, I don't know if any regiment we have could hold out for very long."

The Lieutenant General stood and pulled his dress uniform straight. "Just hear me out. One, our reports on the Falcons show that they have rotated in only second-string occupation forces. Two, I won't be going in to retake Winfield. I am going in to rescue some men and women that we left behind. Third, other units have made sorties into the occupation zone. Snord's Irregulars, the

Tenth Lyran Guards, as well as Colonel Catlin's Twelfth Star Guards' return strike on Icar."

"But Winfield is a lot deeper, and the benefits are thin. Pulling out a handful of people is not going to make a dent like the other raids did."

Davis Winfield tossed a classified report on to the Marshal's desk. "A message smuggled out in code indicates that the Jade Falcons are setting up some kind of armaments factory on Winfield. If they do, they'll have a major supply-line capability to launch strikes into the Coventry Operational Area. Whatever we have left in the Blackjack Ops Area would be isolated and starved out." Davis paused for a long moment. "You don't really have a choice, Bob."

The Marshal stared back for a long time. "All right, Davis, you have your raid. Your number-one priority is to strike at this armaments and munitions works. Level it. You may also attempt to rescue our troops being held in the prison there, but only if there is little risk."

"And Davis—he paused, making sure he held eye contact—"I want to make one thing clear. I permit this because of our friendship. You have used up your last favor with me. If this mission falls apart, it will be YOUR butt, not mine, in the sling. Understood?"

Lieutenant General Winfield nodded, knowing this would be a dangerous mission, risking the lives of almost a full regiment of troops.



WINFIELD, 3 FEBRUARY 3052

SITUATION BRIEFING

Winfield's Regiment was assigned the defense of the Federated Commonwealth planet of Winfield at the time of the Clan invasion. The Jade Falcons struck in March 3050, issuing a challenge to Lieutenant General Winfield.

A full Cluster was brought to bear against the mixed forces of Winfield's Regiment. The two sides met in the Territe Valley, and the fighting was particularly bloody. Despite the best efforts of Winfield's forces, the Jade Falcons' 612th Assault Cluster was too agile and well-armed for them. Broken and in full rout, only two battalions of F-C troops, mostly infantry and light armor, escaped the planet alive.

The Falcons captured those left behind. Many became bondsmen, but those who refused to cooperate were locked in a makeshift prison.

The Jade Falcons immediately rebuilt and refitted the old Fairfield Munitions works for the production of weapons and missiles. They pressed the local population into service, which lasted a year and a half. This factory would permit the Jade Falcons to sustain an offensive without long supply lines.

A message, smuggled in code via ComStar, tipped off Federated-Commonwealth intelligence to the existence of the new factory. The newly rebuilt Winfield's Regiment was assigned to destroy the munitions and armaments works.

Winfield's previous experience fighting the Clans had taught him that trickery and deceit were alien to them. Arriving at a pirate point, Winfield immediately issued a challenge to the Jade Falcons for the rights to the munitions works. The Falcons responded that they would defend with Epsilon Galaxy's 101st Defense Cluster, composed mostly of medium OmniMechs.

Winfield's forces landed but did not launch an immediate attack. Instead he sent his infantry on a long sweep along the south flank while his light hover armor probed the center and northern flanks of the Falcons.

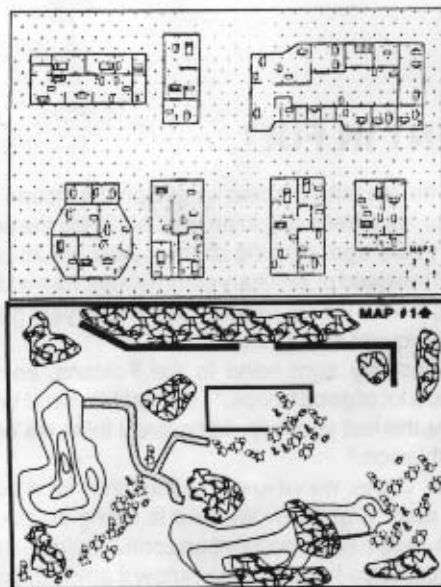
His efforts to draw attention away from the infantry seemed to work, as most of the 101st's OmniMechs rushed forward to attack Winfield's heavy BattleMechs. The Lieutenant General kept pulling his forces back and to the north, further distracting attention from his true plans.

Only a handful of second-line Elementals defended Kerensky Munitions and Armaments. Winfield's infantry crossed the Harrison River and infiltrated the works before they could be detected. The Falcon Elementals tried to engage the enemy, but the damage had already been done. When a storage facility filled with pentaglycerine exploded, the entire works went up in a ball of flame.

The Jade Falcons halted their advance and turned to fight around the burning factory. Meanwhile Davis Winfield's forces struck at the prison facility, liberating their former compatriots. After 20 long hours of fighting, the Jade Falcons had suffered a stunning loss at the hands of Winfield's Regiment. Payment in full, in the eyes of Davis Winfield.

GAME SET-UP

Set up the **ClanTroops** map as shown. The shaded building in the center is the pentaglycerine storage facility (see **Special Rules**).



DEFENDER

The Defender consists of Clan Jade Falcon's Epsilon Galaxy, 101st Defense Cluster, First Military Police Trinary, Fifth Elemental Garrison Guards, Fourth and Fifth Points.

Fourth Point (5 Elementals)

Point Leader: Star Commander j.g. Catlin

Leadership Skill Rating: 5

Experience Level: Regular

Two Elementals are equipped with SRMs. All have a Flamer as primary weapon and a secondary weapon of choice.

Fifth Point (5 Elementals)

Point Leader: Star Commander j.g. Ivan

Leadership Skill Rating: 2

Experience Level: Regular

One Elemental is equipped with an SRM. The others have a Flamer as primary weapon and an HP Gyrojet Rifle as secondary weapon.

Additional Resources

15 barbed wire counters.

Deployment

The Defender sets up first, prior to the start of play anywhere on the north map, at least twelve dots from the north edge of the south map. Elementals may set up inside buildings or on roofs. Barbed wire may be set up on any dot on either map board prior to the start of play.

CLANTROOPS

ATTACKER

The Attacker consists of Winfield's Regiment, Third Battalion, First Company (Revenge Inc.), First Platoon (The Coffin Makers).

First Squad (6 Men)

Squad Leader: Sergeant Holland Fort

Leadership Skill Rating: 2

Experience Level: Regular

Equipment (assigned at player's discretion)

1 Medium Machine Gun

1 Heavy SRM

2 Laser Rifles

1 Gyrojet Rifle

1 Grenade Launcher

All troops are equipped with Flak Body Suits.

Each squad member may have a Satchel Charge as secondary weapon, or the player may assign secondary weapons from the Hand-to-Hand Weapons listed on p. 14, **BattleTroops**.

Second Squad (8 Men)

Squad Leader: Sergeant Doris Aibiter

Leadership Skill Rating: 3

Experience Level: Regular

Equipment (assigned at player's discretion)

1 Heavy Machine Gun

2 LAWs

1 Laser Rifle

1 SMG

1 Auto Grenade Launcher

All squad members are equipped with Combat Armor, p. 18, **BattleTroops**.

Each man may take a Satchel Charge as a secondary weapon, or the player may assign secondary weapons from the Hand-to-Hand Weapons listed on p. 14, **BattleTroops**.

Third Squad (6 Men)

Squad Leader: Sergeant Danti Varajan

Leadership Skill Rating: 2

Experience Level: Regular

Equipment (assigned at player's discretion)

1 Heavy SRM

1 Laser Rifle

2 Rifles

2 SMGs

All squad members are equipped with Flak Vests and Jump Packs. Each man may have a Satchel Charge as a secondary weapon, or the player may assign secondary weapons from the Hand-to-Hand Weapons listed on p. 14, **BattleTroops**.

Additional Resources

6 Boats

Deployment

The Defender sets up second, anywhere south of the river on the south map, at least ten dots from any water. The boats were deposited by an underground cell and may be set up on any water dot prior to the start of play.

VICTORY CONDITIONS

The Attacker wins only by destroying the storage facility (and subsequently most of the surrounding area) by the end of Turn 12. Any other result is a Defender victory.

SPECIAL RULES

The Attacker may treat grenades as smoke grenades.

Clan Elementals cannot fire at any buildings or structures.

Treat all buildings (except the storage facility) as Medium Buildings (40 CF).

The shaded building is a storage unit of explosives. Any damage of 40+ points incurred in any one turn on a wall of the structure will set it off. The storage tank can also be set off by successful detonation of a satchel charge on any wall dot. If this happens, the damage begins with the dots of the building itself, counting outward from the outer walls. Damage is done as follows: 200/150/100/75/50/20/10/5/2.



EPIC BATTLE

CLANS AGAINST COMSTAR

The flames from the Clan DropShips confirmed their landing vector in the deepest portion of the Kozice Valley. The commanding officer of the infantry company stared through his binoculars.

"We just got confirmation, sir," one of the Adepts said. "Clan Diamond Shark is the one currently landing in the valley."

"Sergeant Mortori, order our men to prepare to move out as soon as we get word from Precentor Yseth," Captain Dickerson said.

The Adept returned less than ten minutes later with a field communicator. Dickerson picked it up. "Captain Dickerson here."

"Peace of Blake be with you, Captain," came back the cool voice of the Precentor.

"Precentor, we have confirmed landings less than five kilometers from our position. Request permission to move down into the valley and provide cover to the south flank of the division's 'Mechs."

"I cannot approve that action, Captain. You and your troops are ordered to dig in deeply. We want you to hide your companies' position. Run full ECM."

"Begging your pardon, Precentor, but in half an hour the valley floor is going to be a major battlefield. You will need my troops to support your operations."

"I have spoken with the Precentor Martial and we agree that your jump infantry will hit them as planned, but lightly. Our 'Mech forces will pull back and our ground armor will strike their flanks, always pulling back. We are going to lead them down the valley for almost 75 kilometers, always fighting and then moving."

"Precentor, the losses in such an action will be staggering. The 401st is an untried division."

"I understand fully the implications," the Precentor said coldly. "After three days of such prolonged battle, I will signal your troops to come out of hiding a short distance from their landing zones. You will strike at their rear-area supply dumps, beginning with their LZ."

Captain Dickerson shook his head at the thought. "They are likely to have some reserve forces of considerable strength. Our losses are going to be heavy, too."

"Trust, Captain. If successful, your action could cripple the Diamond Sharks. We have two other such companies dug into the hills across the valley. Prevail and wait. Patience is a virtue in battle."

"May the Peace of Blake go with you, Precentor," Dickerson said, wondering what chance the Com Guards would have against the invaders.

TUKAYYID, KOZICE VALLEY, 6 MAY 3053

SITUATION BRIEFING

The primary goal of the Clan invasion was not the conquest of the entire Inner Sphere, though that might be the end result. Rather, the Clans' goal was to capture Terra, once the seat of the mighty Star League. When ilKhan Ulric so informed the Primus of ComStar, the stage was set for the largest military operation since the time of General Aleksandr Kerensky.

Tukayyid was a small, isolated world in the Free Rasalhague Republic that would play proxy for Terra in the battle for that prize. Neither ComStar nor the Clans wished to destroy the very planet for which they would fight. This battle, which pitted all the invading Clan factions against the Com Guards, was epic.

Having analyzed Clan battle tactics, which were not geared to long-term confrontations, Precentor Martial Anastasius Focht decided to exploit that weakness. Favoring short, quick battles, the Clans were not prepared to move supplies over vast areas or to field units damaged in battle. The Inner Sphere forces, on the other hand, were expert in such matters.

The Com Guards of the 401st Division (The White Eagles) were assigned as a strike force against the troops of Clan Diamond Shark. They fought a running battle against the Clan OmniMechs in the deep Kozice Valley, forcing the Sharks to waste precious ammunition and missiles, all the while stretching their supply lines dangerously thin.

After three days of fighting, the 401st and 207th Divisions had tied down the Diamond Sharks in the marshes of Kozice, almost 65 kilometers from their supplies. Precentor Cathilly Yseth decided that now was the moment for her hidden infantry troops to strike at the Diamond Shark supply dumps.

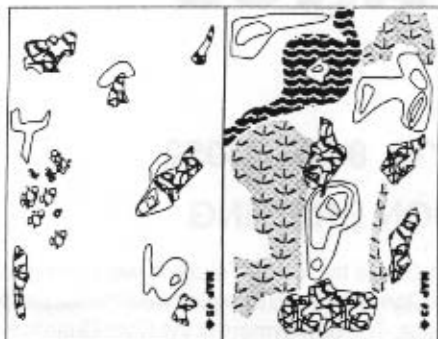
A mere handful of troops guarded some dumps. Others were protected by OmniMechs that had been crippled or heavily damaged in earlier fighting. The jump infantry of the 401st swept down from the hillsides, striking remorselessly at the Diamond Sharks' vital munitions and supplies.

Within a day the Sharks were almost totally cut off from their LZ in the Kozice Valley. Rather than be trapped and surrounded in the river valley, they pulled out onto the long, flat plains of the north countryside. Pursued by 50th and 299th Divisions of the Com Guards, the Diamond Sharks were all but crippled by the time ilKhan Kerensky called an end to the hostilities.

CLANTROOPS

GAME SET-UP

Lay out the **ClanTroops** maps as shown. For game statistics, see **BattleTech Technical Readout: 3050** and **Technical Readout: 3025**. Note: This scenario requires two Vehicle Templates.



DEFENDER

Elements of Clan Diamond Shark's Alpha Galaxy, 203rd Attack Cluster, Bravo Trinary (The Shark's Teeth). These troops and equipment were some of the first committed to the battle and have suffered damage. Because field repair facilities are not common in the Clans, most were left to garrison duty.

J-27 Ordnance Transports (2)

Ad Hoc Garrison (3 Elementals)

Leader: Star Commander j.g. Fuller

Leadership Skill Rating: 2

Experience Level: Elite

Equipment

Elemental One: (Star Commander j.g. Fuller) One SRM; no armor; Small Laser as primary weapon; HP Gyrojet Rifle as secondary weapon.

Elemental Two: 2 Armor points. No jump capability; trooper may only walk/run. Small Laser for primary weapon; HP Gyrojet Rifle as secondary weapon.

Elemental Three: 1 Armor point. Small Laser for primary weapon; no secondary weapon. One SRM remaining.

Vulture

Star Commander Felixx (*Piloting 2, Gunnery 3*)

The *Vulture* is in the following condition:

Center Torso 5 Armor Points

Right Torso No Armor

Left Torso 3 Armor Points

Left Leg No Armor

Head 1 Armor Point

LRM 20 in Right Torso Destroyed

Right Arm Destroyed

LRM 20 in Left Torso has only one volley of ammunition remaining

Both Large Pulse Lasers destroyed

One Medium Pulse Laser destroyed

Engine has taken one hit.

Deployment

The Defender sets up first prior to the start of play. The two J-27s must set up within four dots of each other and at least eight dots from any edge of either map. The *Vulture* must set up within 15 dots of the J-27s.

ATTACKER

The Attacker consists of infantry elements of the 401st Com Guards Division (The White Eagles), Third Strike Regiment, First Battalion, First Company (The Ivory Talons), First Platoon, First, Second, and Third Squads.

First Squad (5 Men)

Squad Leader: Captain Arthur Dickerson

Leadership Skill Rating: 2

Experience Level: Regular

Equipment (assigned at player's discretion)

1 Light Recoilless Rifle 1 Laser Rifle

1 Grenade Launcher 1 Blazer

1 Heavy SRM

All the men of this squad are equipped with Flak Body Suits and Jump Packs.

Each man may have any secondary weapon of the player's choice, with a limit of 1 Satchel Charge each.

Second Squad (5 Men)

Squad Leader: Sergeant Dancer Windwalker II

Leadership Skill Rating: 3

Experience Level: Regular

Equipment (assigned at player's discretion)

1 Gyrojet Rifle 1 Light Recoilless Rifle

1 Auto Grenade Launcher 2 Laser Rifles

All squad members are equipped with Flak Body Suits, Jump Packs, and two Grapples each.

Each man may be assigned any secondary weapon of the player's choice, with a limit of 1 Satchel Charge each.

Third Squad (5 Men)

Squad Leader: Sergeant Elvis Thurstivi

Leadership Skill Rating: 2

Experience Level: Regular

Equipment (assigned at player's discretion)

1 Grenade Launcher 2 Laser Rifles

1 SRM 1 Gyrojet Rifle

Each man may be assigned any secondary weapon of the player's choice, with a limit of 1 Satchel Charge each.

All squad members are equipped with Combat Armor (p. 18, **BattleTroops**), Jump Packs, and two Grapples each.

Deployment

The Attacker enters the first and second squads on the first turn from up to any two edges of either map (player's discretion). The third squad enters the map from any edge on Turn 4.

VICTORY CONDITIONS

The Attacker (Com Guards) wins by destroying both J-27s. Any other result is a Defender (Diamond Sharks) Victory.

SPECIAL RULES

The J-27 carriers cannot move until Turn 6. They can be moved off the map after that turn if the Defender desires.

If either ordnance carrier takes internal damage, it will explode. Exploding carriers do 100/50/25/12/6/3 in damage. Damage to the OmniMech or other carrier (if caught in the blast radius) is in terms of APV and is -3/2/1.

THE VIPER'S FANGS

BATTLE OF HLADNO SPRINGS

—From Battle Report by Khan Curtis Black, Clan Steel Viper

Realizing that our situation had grown precarious in the lowland region of Hladno Springs, I ordered one final offensive at 0900 hours on 8 May 3052. The battle went against us, but it also allowed us to remain in the field as a combat force for the rest of the campaign.

The goal was to send combined 'Mech and Elemental Stars into the swampy region along the southern flank of the Hladno Springs. According to intelligence reports, the only enemy in the area were Com Guard infantry companies that had not been deployed in battle as of that time. I had hoped that an assault in the swamps would dislodge these primarily untried troops, allowing us to sweep the south flank and drive straight into the core of the 104th Division (aka The Rhinos).

I grossly misjudged our opposition and did not deploy nearly enough forces to hit the 104th's infantry hard enough. My lead unit of the 333rd Combat Assault Cluster, The Viper's Fangs, became bogged down in a slow and deadly battle in the swamps.

The Com Guard forces had planted various anti-personnel and anti-'Mech mines. Given the nature of the terrain and the use of these dishonorable devices, our troops were slowed considerably.

The 104th Division's infantry staged several ambushes in both the swamps and the surrounding hillsides. As the 333rd Cluster pushed harder into the 104th's flank, our 'Mechs became the target of swarming tactics by the infantry. When we deployed our Elementals, they had to confront both heavy mine concentrations and several devastating artillery barrages.

It took more than eight hours of battle to work our way out of the springs, and my forces were a full ten kilometers from where I had hoped to position them. Given the damage we had already endured, and the fact that the 104th Division still fielded a considerable BattleMech force, as yet undamaged, I ordered the withdrawal of our forces from Hladno Springs.

I assume full responsibility for our failure to dislodge our opponents.

TUKAYYID, 8 MAY 3052

SITUATION BRIEFING

The Com Guard tactics on Tukayyid were designed primarily to weaken the Clan forces and to exploit weaknesses in their fighting styles and tactics. The deployment of the Com Guards Fourth Army under the leadership of Precentor Aryan Tolliver was a case in point.

Clan Steel Viper was the last of the Clans to land on Tukayyid, and had chosen an LZ in the Hladno Springs region. An area of several large swamps at the delta of the Nestlie River, because of a high volcanic plate, Hladno Springs was heavy with geyser and hot springs activity.

The Fourth Army of the Com Guards moved in to intercept and prevent the Steel Vipers from breaking free of the area. Two divisions, the 104th and the 311th, had been deployed there prior to the landing, having entrenched themselves deeply into the swamps near the springs.

While Precentor Tolliver moved the other divisions to encircle the Vipers, he ordered the 311th Division to begin to prod at the still-deploying Clan forces. For two days the 311th ran a series of short running fights with the Vipers, hitting and then pulling back. Such actions tied down most of the Steel Vipers, buying the Fourth Army time to move in and surround them.

The 87th Division (White Thoughts) was the first committed into full battle with the Steel Vipers. For two days this division continually threw itself into the heart of the Vipers' unit concentration. When the 87th was withdrawn, the 130th Division replaced it, then had to be pulled back to skirmish action because of heavy losses. They had succeeded in killing Khan Sheila Olezko, however, demoralizing the Vipers.

The Steel Vipers tried on three occasions to break through the Com Guard troops surrounding them. The first two attempts were powerful attacks, but lacked the necessary reserves to succeed. By day seven of the battle, it was clear that the Com Guards had stockpiled much more ammunition and repair parts than the Vipers had brought. With supplies running low, Khan Black ordered one final attempt at break-out.

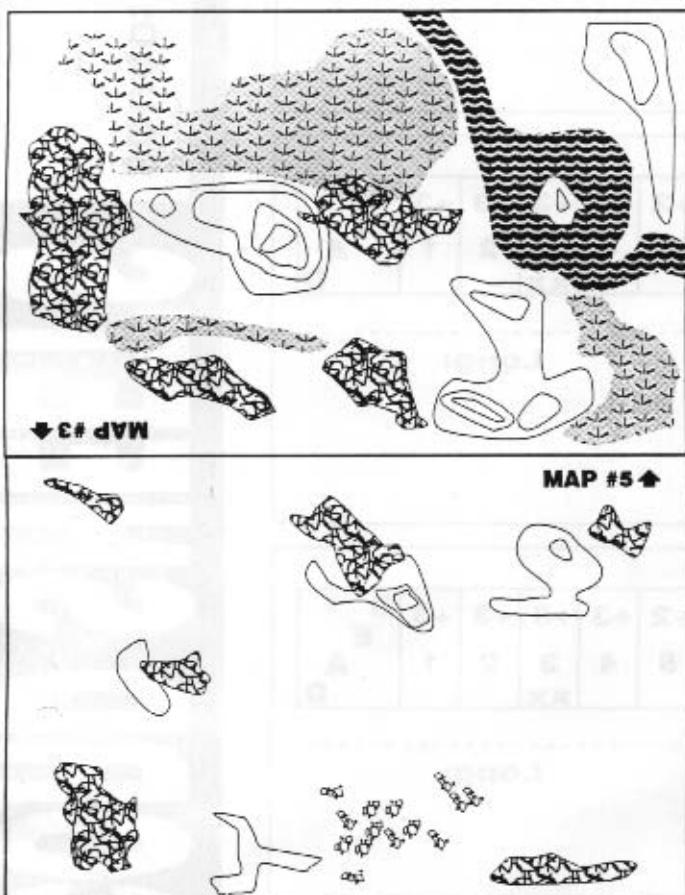
If the attempt had succeeded, he would have struck at the heart of the 104th Division and probably forced the Fourth Army into retreat. Instead, the 104th's infantry was ready and waiting in the Hladno swamps. In a stunning series of combined infantry and artillery attacks, the 104th pinned the Clan forces. The Com Guards had buried mines throughout the swamps, which created constant problems for the enemy 'Mechs and Elementals.

The 333rd Cluster of the Vipers led the attack, but suffered heavy losses. By the end of the day on 8 May, the Steel Viper forces were squeezed out of the Springs and back toward their landing zones.

CLANTROOPS

GAME SET-UP

Lay out the **ClanTroops** maps as shown. See **BattleTech Technical Readout: 3050** for *Uller* OmniMech statistics.



ATTACKER

The Attacker consists of Clan Steel Viper's Alpha Galaxy, 333rd Combat Assault Cluster (Viper's Fang), Venom Trinary Alpha, First Nova, Command Star.

Uller-C

Pilot: Star Commander Navis Hartford (*Piloting 2, Gunnery 3*)

First Nova Elementals (4 Elementals)

Nova Leader: Point Commander Hank

Leadership Skill Rating: 3

Experience Rating: Elite

All Elementals have a Small Laser as primary weapon and a Flamer as secondary weapon.

Deployment

The Elementals are riding the *Uller* prior to the start of the game. The Clan forces enter the north edge of the north map on Turn 1.

DEFENDER

The Defender consists of the 104th Division, Third Infantry Battalion (The Hunters), First Company, Third Platoon.

First Squad (5 Men)

Squad Leader: Lieutenant Fallon Gayl

Leadership Skill Rating: 2

Experience: Regular

Equipment (assigned at player's discretion)

4 Laser Rifles

1 Laser Pistol

Each of the squad members wears Combat Armor (p. 18, **BattleTroops**), and carries a Grapple.

Player may assign any secondary weapons of choice, including up to 4 Satchel Charges.

Second Squad (8 Men)

Squad Leader: Sergeant Alfredo Corleoni

Leadership Skill Rating: 4

Experience: Regular

Equipment (assigned at player's discretion)

2 Heavy SRMs

1 Heavy Machine Gun

1 Man-Pack PPC

3 Gyrojet Rifles

Each squad member is equipped with a Flak Suit and a Grapple.

Player may assign any secondary weapons of choice, including up to 6 Satchel Charges.

Third Squad (8 Men)

Squad Leader: Sergeant Artemis Bellows

Leadership Skill Rating: 3

Experience: Regular

Equipment (assigned at player's discretion)

3 SMGs

2 Laser Rifles

1 SRM

2 Auto Grenade Launchers

Each squad member is equipped with a Flak Body Suit and a Grapple.

Player may assign any secondary weapons of choice, including up to 2 Satchel Charges.

Additional Resources

15 Anti-Personnel Mines

3 Anti-Mech Mines

2 Artillery Barrages (1-50, 1-100)

Deployment

Prior to the start of play, the Defender writes down the location of all mines on the map. The player may use the artillery barrages on any turn after Turn 3, but must specify in writing which turn it will be. If not used during the specified turn, the artillery is forfeited.

The second squad sets up within 5 dots of the bunker on the south map. The 2 remaining squads set up anywhere on the map. The Defender sets up first prior to the start of play.

VICTORY CONDITIONS

The Attacker (Steel Viper) wins by exiting the OmniMech and at least two Elementals off the south edge of the south map by the end of Turn 12. Any other result is a Defender (Com Guards) victory.

14	14	13	13	12	12	11	10	10	9	8	7	6	5	4	3	2	1	D	E	A	D
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Troop Number: Primary Weapon:

Damage: Short: Long:

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Troop Number: Primary Weapon:

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Troop Number: Primary Weapon:

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Armor:

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Troop Number: Primary Weapon:

Damage: Short: Long:

Armor:

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Troop Number: Primary Weapon:

Damage: Short: Long:

Armor:

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SQUAD:

POWER SUIT RECORD SHEETS

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Troop Number:..... Primary Weapon:.....

Damage:..... Short:..... Long:.....

Armor:.....

Primary Weapon:.....

Damage:..... Short:..... Long:.....

Secondary Weapon:.....

Damage:..... Short:..... Long:.....

					+1	+1	+1	+1	+2	+2	+2	+2	+2	+3	+3	+3	+3	D
14	14	13	13	12	12	11	10	10	9	8	7	6	5	4	3	2	1	E
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Troop Number:..... Primary Weapon:.....

Damage:..... Short:..... Long:.....

Armor:.....

Primary Weapon:.....

Damage:..... Short:..... Long:.....

Secondary Weapon:.....

Damage:..... Short:..... Long:.....

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Troop Number:..... Primary Weapon:.....

Damage:..... Short:..... Long:.....

Armor:.....

Primary Weapon:.....

Damage:..... Short:..... Long:.....

Secondary Weapon:.....

Damage:..... Short:..... Long:.....

					+1	+1	+1	+1	+2	+2	+2	+2	+2	+3	+3	+3	+3	D
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Primary Weapon:.....

Damage:..... Short:..... Long:.....

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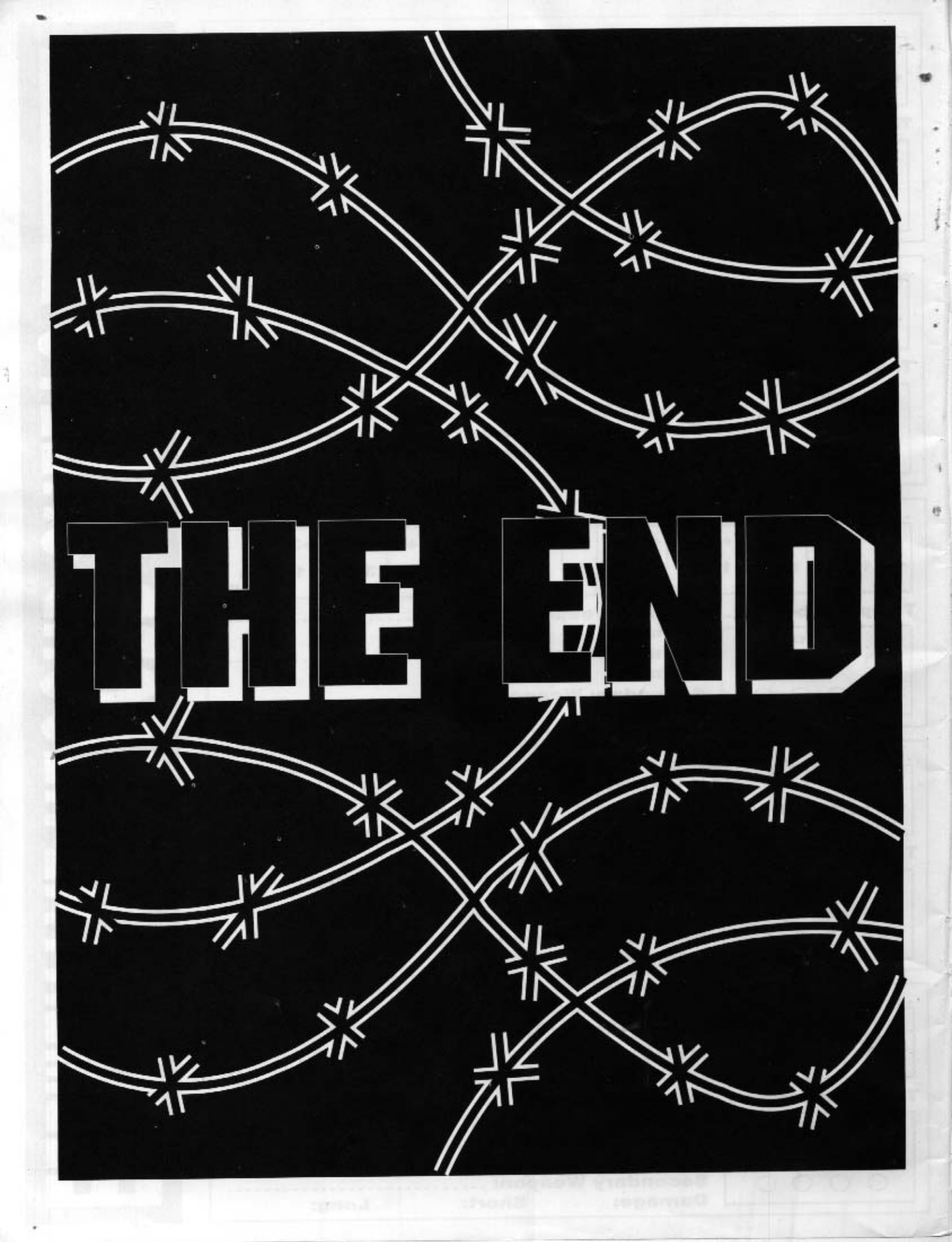
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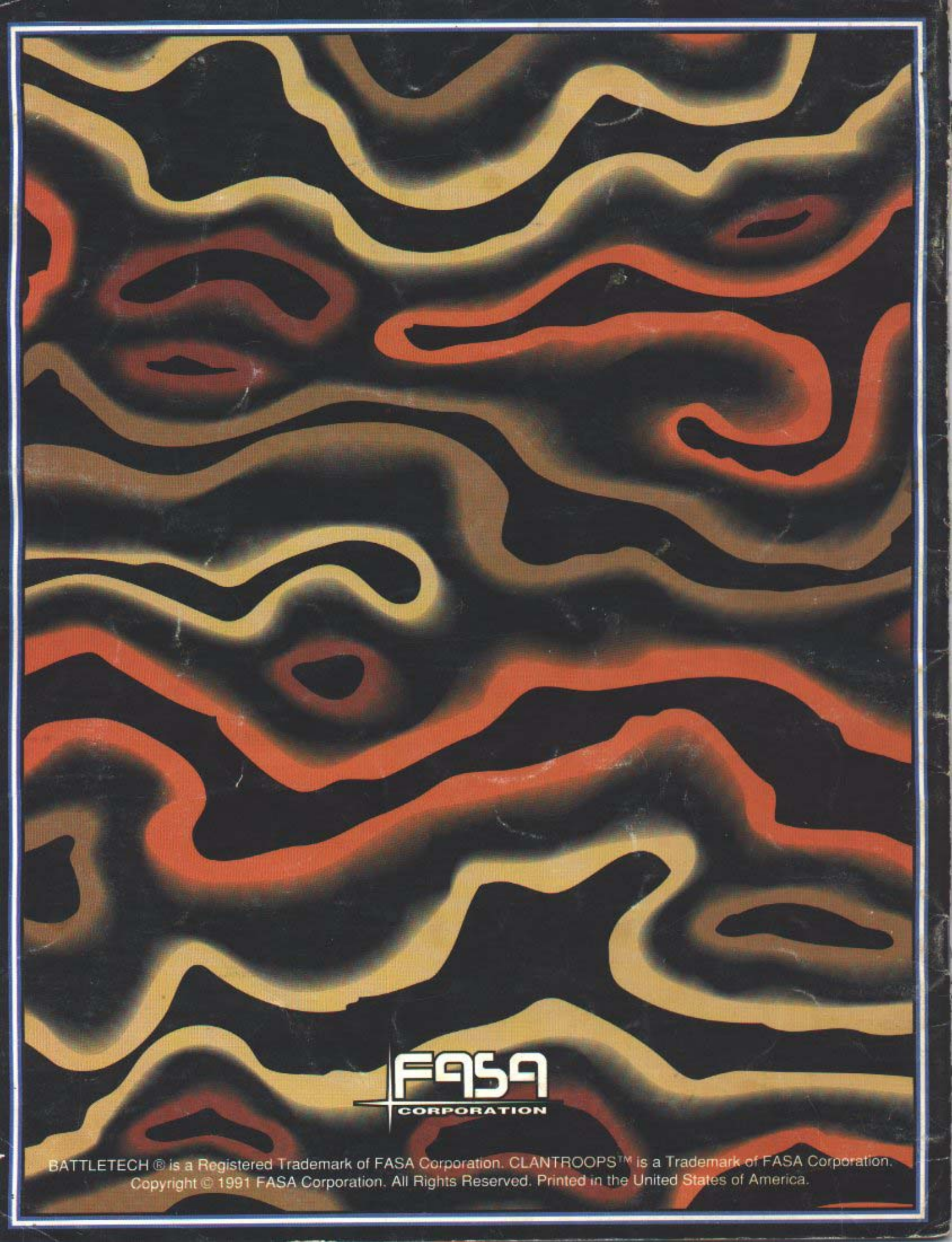
Damage:..... Short:..... Long:.....

POINT:
STAR:
CLUSTER:

ELEMENTAL RECORD SHEETS



THE END



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