

★ THE BATTLE FOR ★ TWYGCROSS

1053

BATTLETECH®



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INTRODUCTION

In the year 3050, the Inner Sphere seemed poised on the verge of a new golden age. Peace had reigned throughout the Inner Sphere for over a decade, and new technological advances heralded a return to the glory days of the Star League.

Then, from the vastness of space, came the Clans—high-tech barbarians bringing death and destruction into the Successor States. The Jade Falcons were the fiercest and most brutal of the Clans. While other Clans were attacking the Free Rasalhague Republic and the Draconis Combine, the Jade Falcons were storming through the Federated Commonwealth and mercilessly slaughtering anything that stood in their way.

The most successful and feared unit within the Jade Falcons was the Falcon Guards. Under the leadership of Star Colonel Adler Malthus, the Guards contributed an impressive string of victories to the Falcons' battle honors. Striking fast and hard, the Guards easily destroyed regiment after regiment of Commonwealth forces.

It was on the desolate world of Twycross that the tide finally turned. After a successful campaign against the planetary militia regiment, Adler Malthus' Cluster unexpectedly encountered the forces of the Federated Commonwealth counterattack. In a showdown with a lone 'Mech piloted by Lieutenant Kai Allard, the Falcon Guards' luck finally ran out.

The scenarios in this book re-create the battles for Twycross and follow the Falcon Guards from the heights of victory to a fateful last stand.

HOW TO USE THE SCENARIOS

Each of the scenarios in this book re-creates a battle or encounter involving the Falcon Guards. Several of the scenarios are interrelated, representing various phases of a single, continuous battle or campaign. Players may keep track of the results of one engagement to determine the forces for another, later battle.

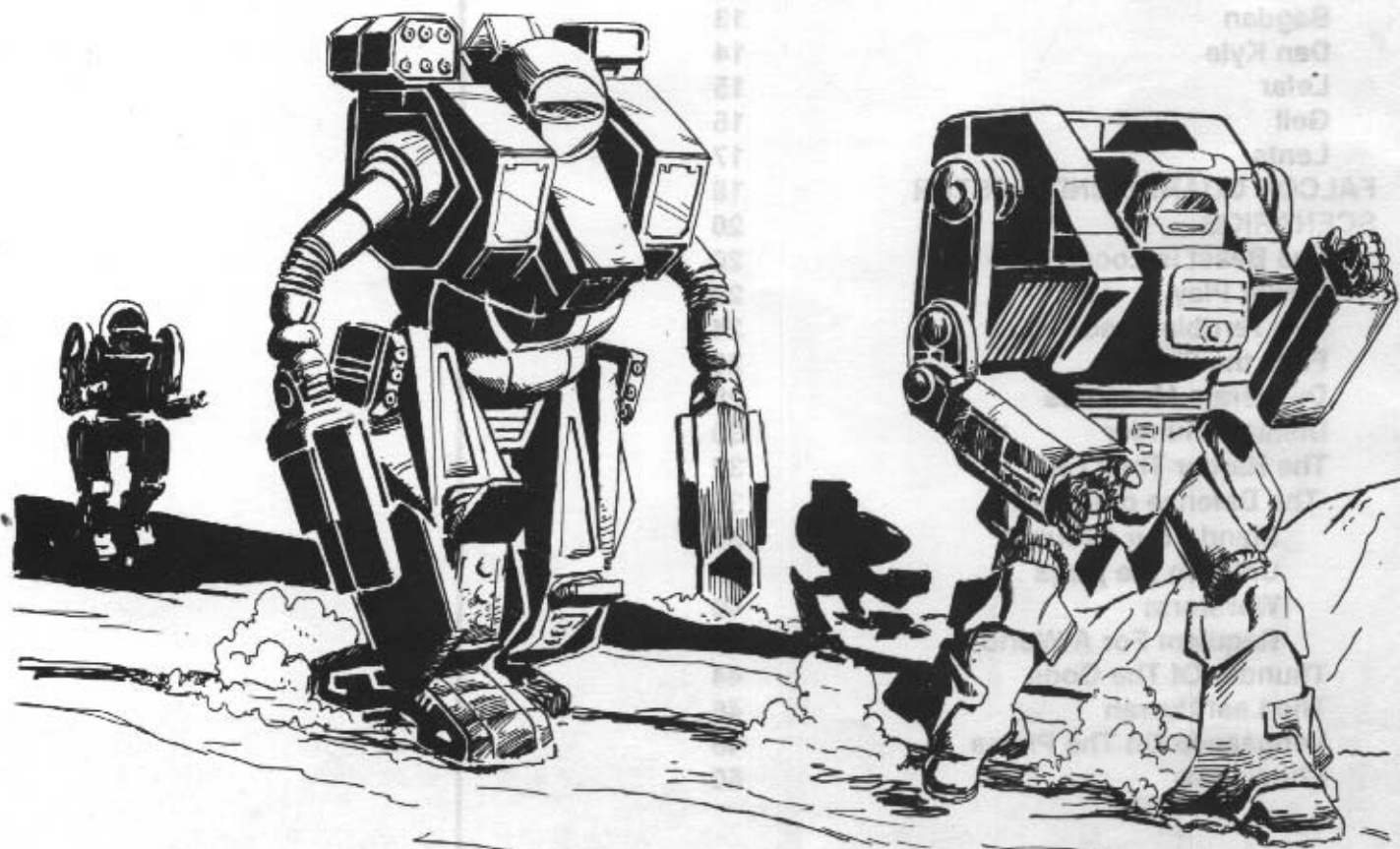
The scenario rules include all information necessary to understand and play the game situation. Each scenario begins with a personal account of the engagement and ends with a brief historical framework for the battle.

The **Game Set-Up** sections provide special game information needed to play the scenarios, including instructions on how to lay out the mapsheets, directions for special terrain features, and suggestions on the appropriate **BattleTech** rules to use.

Attacker and **Defender** forces for each scenario are described in detail. This information includes damage, problems, or special abilities of any 'Mechs or forces at the start of the battle. Also noted is each 'Mech's starting position on the map, or where and when it enters if the 'Mech arrives after the battle has already begun.

Several scenarios include ground forces for one or both sides.

Next come the **Victory Conditions**. These determine the outcome of the encounter and vary from scenario to scenario. In combat, it is rare that an action continues until one side is oblit-



erated. For this reason, the **Victory Conditions** usually list special objectives for one or both opponents. As in actual combat, both sides may claim victory in some engagements, based solely on whether or not tactical objectives were won.

Finally, if the scenario uses rules not covered in the general **BattleTech** rules, these are discussed as **Special Rules**.

Gunnery and **Piloting Skill** Ratings are given for all MechWarriors. For players who wish to convert the pilot's skill into a Quality Rating, consult the following table:

QUALITY RATING TABLE		
Quality	Gunnery	Piloting
Elite	1	2
Veteran	2	3
Regular	4	5
Green	5	6

The scenario **Thunder of the Gods** uses **BattleTroops** rules. Players should familiarize themselves with that game system before attempting to play this scenario. The format is similar to those of the **BattleTech** scenarios.

OPTIONAL RULES

WEATHER

Twycross is a place of high winds and other violent weather patterns. In several scenarios, the weather is specified; in others, the players may roll against the Weather Table to determine specific conditions. Weather determined by this table prevails for the entire game. Roll 2D6.

WEATHER TABLE	
Die Roll	Result
2	Cyclone
3	High Winds/Sandstorm
4	High Winds
5	Moderate Winds
6	Moderate Winds
7	Light Winds/Clear
8	Moderate Winds
9	Moderate Winds
10	High Winds
11	High Winds/Sandstorm
12	Cyclone

WEATHER GAME EFFECTS

Light Winds/Clear: No effect

Moderate Winds: -2 to Missile Hit Table; -2 to Streak SRM-hits

High Winds: -4 to Missile Hit Table; -4 to Streak SRM hits; -1 to all Long-Range fire

High Winds/Sandstorm: -4 to Missile Hit Table; -4 to Streak SRM hits; -2 to all Long-Range fire; -1 to all Medium-Range fire; Jumping 'Mechs must make a Piloting Skill Roll to avoid falling when landing.

Cyclone: No missile fire allowed; -2 to all Long-Range fire; -1 to all Medium- and Short-Range fire; Jumping 'Mechs must make a Piloting Skill Roll at +1 to avoid falling when landing.

DETERMINING FORCES

The scenarios in this book are historical, and thus reflect actual battles fought between the Falcon Guards and their F-C opponents. That is why they are often weighted to favor the Clan forces, providing a stiffer challenge for the Federated Commonwealth player.

If players wish to adjust the Clan forces or experiment with other combinations of 'Mechs and Elementals, they may use the following optional rules.

Bidding

When selecting targets, competing Clans engage in a curious "bidding" process. Each Clan makes bids to capture an objective using the fewest troops. The smallest bid gets the job. Individual Clan commanders follow a similar process, winning status and genetic privileges by defeating enemies with the smallest possible force.

To simulate this process, players bid for the right to represent the Falcon Guards. In each scenario, two Guards forces are listed. There is the standard force, which the players use if they do not wish to bid, and the Bidding Force.

To bid, players roll 2D6 to determine who starts, with the high roller bidding first. Using the Clans Bidding Force as an initial number, the first player may remove any number of 'Mechs or Elementals. The other player bids next, further reducing the Clan force. When one player refuses to reduce the Bidding Force any further, his opponent wins the right to play the Falcon Guards. The reduced Bidding Force is then set up and play begins.

Ambitious players may ignore the listed Bidding Force, using the entire Falcon Guards Cluster instead, providing a more varied starting force.

Variant OmniMechs

In the Falcon Guards roster on pp. 18 - 19, each Clan 'Mech is designated by a letter. This is the preferred variant, as used in standard scenarios. When no variant is listed, the 'Mech is assumed to be the Standard Configuration.

By mutual agreement, the players may experiment with alternate variants, deploying different configurations to see how they perform in various situations.

Clan Tactics

As warriors steeped in traditions of honor, the Clans disdain the standard Inner Sphere tactic of concentrating all available firepower on a single enemy, preferring one-on-one 'Mech combat. Thus, Clan forces can be prohibited from attacking F-C targets with anything more than one unit each turn.

REPORT TO THE PRIMUS

TO: Myndo Waterly, Primus, ComStar First Circuit Compound,
Hilton Head Island, North America, Terra
FROM: Adept III-Ω Theodore Parsons
RE: Clan activities on Twycross, Tamar March, 2 June - 10
September 3050
DATE: 15 December 3050

In the name of Blessed Blake, greetings.

For centuries, mankind has looked to the stars with fear and hope, always fascinated by what might lie beyond. Kerensky's people are out there, or so we say, lurking just beyond our reach, waiting for the right moment to return and restore the lost glory of the Star League.

Yet dark forces lie in the far beyond as well—pirates, barbarians, perhaps even alien lifeforms—any of whom could plot to destroy all that we hold precious and sacred. Some claim that only Kerensky can save us. If Kerensky were to return, they say, he must save us from ourselves.

But Kerensky fled the Inner Sphere over three centuries ago, and if his descendants still live, what have they become?

COMING OF THE CLANS

The recent history of the Inner Sphere has been, for the most part, encouraging. The lost Star League data core recovered by the Gray Death Legion, for example, has led to the rediscovery of numerous items of lostech. Then, in the wake of momentous changes brought about by the Fourth Succession War, a cultural and scientific renaissance seemed imminent.

Reports of increased pirate activity, as well as the loss of contact with outposts on Santander V, Elysian Fields, the Oberon Confederation, and Star's End did not cause much alarm. Even when a detachment of the Kell Hounds encountered BattleMechs of unknown design on the pirate world of Sisyphus's Lament, few outside our own Blessed Order paid any attention.

In that conflict, Lieutenant Jackson Tang of the Third Battalion of the Kell Hounds encountered a group of 'Mechs apparently engaged in mopping up the pirates known as Kenny Ryan's Rebels. Tang and his men at first believed that the unidentified 'Mechs were potential allies.

DUCE HOUND: Hound Leader, continue your present heading to make the plain. We've got help trapping the rats.

LIEUTENANT TANG: Who?...What?

DUCE HOUND: I can't identify our help, but they're on the ridge a kilometer off, driving Ryan toward us.

TANG: Enemy of my enemy is my friend?

Unfortunately for the Hounds, the unidentified 'Mechs were anything but friendly, as the destruction of Lieutenant Tang's Lance, indeed, the entire Battalion, amply demonstrates.

It was not until April 3050 that the Inner Sphere finally awoke to the threat, as the unknown raiders conquered Barcelona, Bone Norman, The Edge, Turtle Bay, and two dozen other worlds.

It was with the fall of these worlds and the few survivors' reports of indomitable 'Mechs, power-armored infantry, and Star League-design warships, that the enemy gained a face, as well as a name.

The Clans.

INVASION

Almost before the Inner Sphere realized what was happening, a wide front of worlds had fallen in the First Wave of the Clan invasion. The Clans were now advancing on their second-stage targets. Only on Trell I did the enemy show any signs of faltering. Here the gallant Twelfth Donegal Guards, under command of Lieutenant-General Jeremy Hawke, held out against the Jade Falcons Clan.

As world after world fell to the Clans, the leaders of the Successor States realized that an extraordinary enemy now threatened the very existence of the Inner Sphere. In hurried, often desperate meetings, each of the Successor Lords analyzed, speculated, and feverishly planned his own defense strategies. In the end, all preparation seemed futile, for no one seemed capable of standing alone against the Clans.

The mercenary regiments of Wolf's Dragoons, which had spent the past two decades rebuilding after their decimation on the planet Misery, withdrew to their homeworld of Outreach in Federated Commonwealth space. Two Dragoons regiments, still in service to House Marik, exercised escape clauses and terminated their own employment—an event that had happened only once before in the Dragoons' history. These actions, coupled with the sudden disappearance of Colonel Natasha Kerensky, led many observers to speculate that Jaime Wolf and his Dragoons knew more than they were letting on.

On the front lines, meanwhile, disaster followed disaster. The roll call of worlds taken by the Clans grew: Toland, Winfield, Richmond, Idlewind, Romulus, Apollo, Somerset, Pinnacle, Virentofta, and more. Then Twycross, the crossroads of the Tamar March, fell after a long and bloody fight.

It was during this period that our Precentor Martiál, Anastasius Focht, actually made contact with the Wolf Clan, learning much about their culture and background.

The Precentor Martial confirmed our worst fears. The Clans were far more than mere Periphery pirates armed with recycled parts of old Star League equipment. A vast and complex warrior-state was behind the invasion. The stunning truth about Kerensky's descendants began to emerge.

In early September, however, the Inner Sphere made its first successful countermove against the Clans at Twycross. A Federated Commonwealth force boldly retook the world, destroying the entire Falcon Guards Cluster in the process. Next, it was the Smoke Jaguars who were defeated by Kurita forces on Wolcott. Near the end of October, a squadron of Rasalhagian aerospace fighters ambushed a convoy of Clan warships near Radstadt and inflicted severe damage before being wiped out themselves.

The Inner Sphere awaited in fear for the Clans' next attack, but it never came.

By December of this year, it was obvious that the Clan advance had stopped dead in its tracks. Had two minor defeats really halted them? Had they come this far, only to give up? What would happen next?

Unfortunately, respected Primus, I cannot answer those questions. The situation remains unchanged, with the fate of the entire Inner Sphere hanging on the Clans' next move. At present, we cannot predict where, or in what form, that move will be.

JADE FALCONS

With 27 Federated Commonwealth worlds under their control as of September 3050, the Jade Falcons rank second only to the Wolf Clan in total victories. The Falcons are also responsible for the destruction of twelve Inner Sphere regiments. The Jade Falcons, along with the Smoke Jaguars, are noted for their utter ruthlessness in combat and reluctance to take prisoners.

Credit for much of the Falcons' success goes to their tactics—swift and direct attacks with little regard for such military procedures as scouting or flanking forces. Though these tactics have, on occasion, backfired (as in the final confrontation with Kai Allard on Twycross), the Falcons' superiority in weapons has offset any tactical deficiencies. In most cases, the only advantage the Falcons' enemies have is in sheer weight of numbers.

Furthermore, Primus, given the Jade Falcons' high level of success, it is surprising that we know so little about them. The name of their Khan, or leader, remains unknown, as does their full military deployment. The Jade Falcons have at their disposal at least five Galaxies, each consisting of three Clusters. Of these Clusters, only the Falcon Guards have been studied in detail because of detailed intelligence data obtained from civilian evacuees on Twycross.

The Falcons' OmniMech forces are in keeping with the Clans' strategy of mobile warfare. They deploy large numbers of the light *Uller* and *Puma* OmniMechs, with the 70-ton *Thor* the heavy OmniMech of choice. The lighter *Loki* and *Vulture* see fairly widespread deployment, but assault OmniMech chassis, such as the 80-ton *Man O' War* and the 85-ton *Masakari*, are also in use.

The only thing we know for certain about the Jade Falcons is that they are deadly opponents. The lack of concrete data available on the Falcons is one of their greatest weapons. It is unlikely that the Inner Sphere has seen the last of them.

FALCON GUARDS

Of the twelve F-C and mercenary regiments that the Jade Falcons have destroyed, at least four can be attributed to this versatile and highly successful Cluster known as the Falcon Guards.

Under the command of Star Colonel Adler Malthus, the Falcon Guards led the Clan assault on Barcelona and helped wipe out the F-C's Seventeenth Skye Rangers. Their successes continued on Toland, where they exterminated the Second Regiment of the Twelfth Star Guards, and on Apollo, where the Second Grave Walkers met their end despite brave resistance.

In all these engagements, Colonel Malthus and the Guards displayed the swift and ruthless tactics that have become their trademark. Relying on their OmniMechs' superior weapons and mobility, they easily defeated opponents outnumbering them by as much as four-to-one. The Skye Rangers, attempting to blunt the main thrust, found their 'Mechs cut down at long range. The engagement was lost before it even began.

It is noteworthy that the Guards were considerably more merciful toward their victims than most other Falcon Guard Clusters have been. The Guards allowed safe evacuation of civilian refugees, treated the wounded, and took many more prisoners than did their fellow Jade Falcons.

It is surprising that the Guards' first few setbacks came at the hands of an untested militia unit on a world that should have fallen without a fight.

TWYXCROSS CAMPAIGN

June 2, 3050 dawned hot and dusty on Twycross, with the Diabolis howling with unholy fury. This planet, a vital crossroads in the Federated Commonwealth's Tamar March, lay directly in the path of the invaders. It was garrisoned, however, by only a single, inexperienced unit—the Twycross TMM. In command of the Militia was Lieutenant-General John Cicero, a career military man who had taken the posting as a quiet assignment to occupy his few remaining years before retirement.

Everyone on Twycross knew of the Clans and the havoc they had raised on other worlds. The rumors running wild told of whole cities vaporized by the invaders, of slave ships carrying prisoners to an unspeakable fate beyond known space, of inhuman genetic aberrations released upon hapless defenders.

Despite the paranoia, the first contact with the Jade Falcons was totally unexpected. Shortly after the Clan convoy's arrival insystem, the quiet, cultured voice of Star Colonel Adler Malthus of the Falcon Guards Cluster came over the general comm circuit. He boldly asked what forces were defending Twycross.

Fearful of the invaders and more than a little perplexed, Lieutenant-General Cicero refused to respond. Immediately, the Falcon DropShips descended and vectored toward the vast Plain of Curtains. The Diabolis, a continual windstorm blowing across the planet, raged over Camora Starport, keeping Cicero's few aerospace fighters grounded and obscuring the Clan's precise deployment.

Cicero, an aging warrior who had grown weary of war, was forced to take up his sword one last time.

Within 24 hours, the Twycross TMM had deployed on the Plain of Curtains, surrounding the Clan forces. Though he enjoyed nearly a three-to-one advantage in 'Mechs, General Cicero harbored no illusions about the coming conflict.

The TMM's superiority was on paper only. His regiment was inexperienced and his equipment outdated, while the enemy was armed with weapons from some 'MechWarrior's nightmare—extended-range PPCs and lasers, Swarm LRMs, enhanced engine and armor technology, and especially the armored infantry the Inner Sphere armies were calling the Toads. These so-called Toads seemed out to avenge centuries of 'Mech superiority over infantry, determined to prove the deadliness of the soldier on foot.

The battle exceeded even General Cicero's most pessimistic predictions. The Twycross militia's numerical superiority melted away early, as Clan weaponry destroyed or crippled most of their 'Mechs before they were even in range.

Those that did reach effective firing range did not last long under the enemy barrage. Within hours, the assault had become a rout. Panicked MechWarriors and support personnel streamed away from the Plain of Curtains, falling back through the Great Gash in the Windbreak Mountains, rallying and reforming only after reaching the rugged terrain beyond the Plain.

General Cicero struggled to restore order to what was left of his regiment, but it was too late. Barring a miracle, nothing could stop the Falcon Guards.

Twycross was doomed.

ADVANCE ON CAMORA

With the Twycross defenders scattered in retreat, the Falcon Guards rapidly consolidated their gains and advanced. They smashed through the Great Gash, which served as the main route to the starport facilities at Camora. Beyond the pass, the Guards did encounter organized opposition from Bell's Company, one of the few militia units in any condition to fight.

The fight was short and brutal, with Bell's 'Mechs driven back, despite a spirited defense. The advance was soon underway again. Brushing aside the few 'Mech units that dared oppose them, the Falcon Guards stood at the gates of Camora within a matter of days.

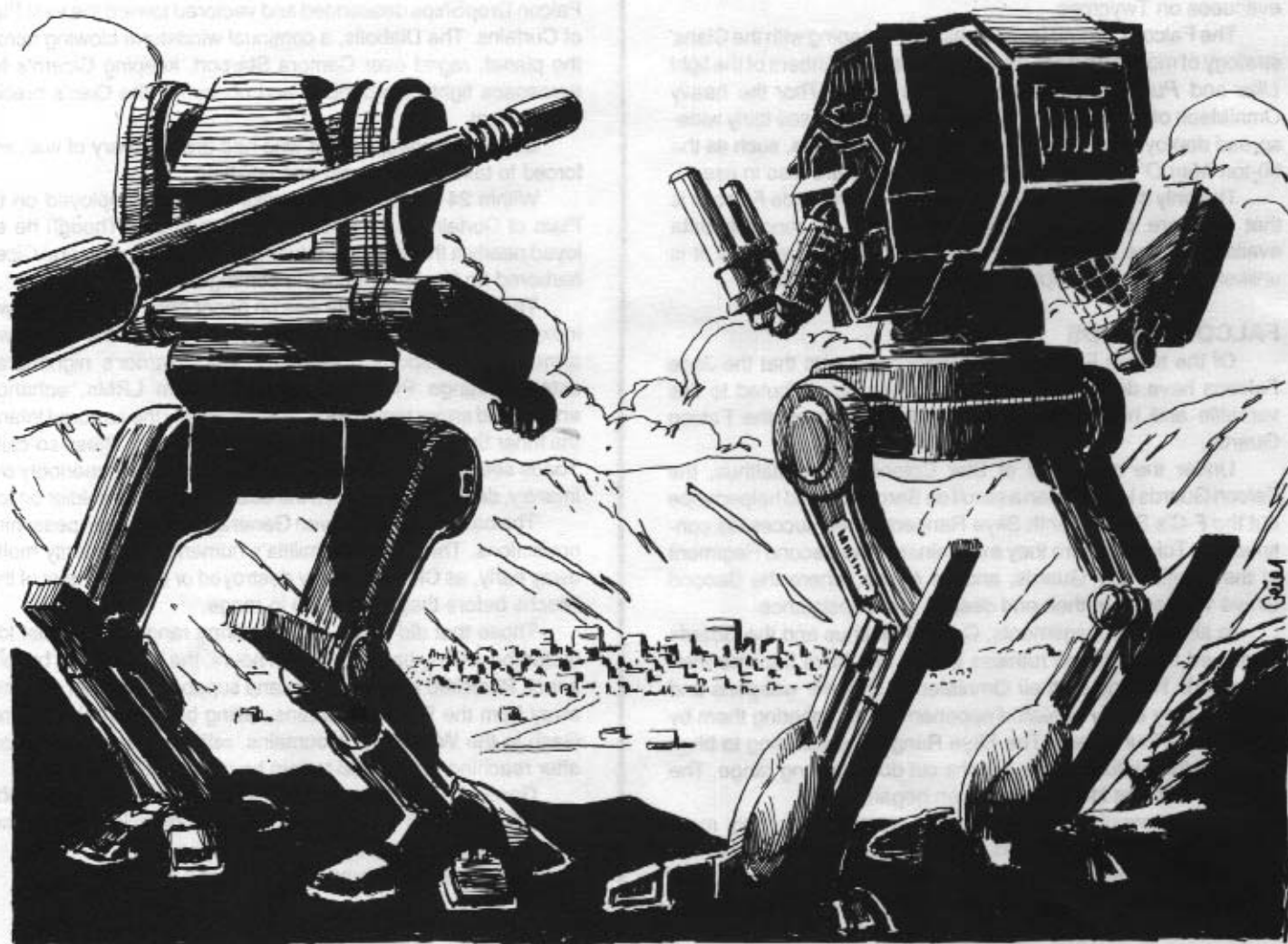
By advancing so rapidly and disregarding scouts or flank guards, some of the lead Falcons were caught in an ambush by a provisional force under Hauptmann Andrew Schuller in the rugged Hawkroost wilderness. Schuller's gallant men paid with their lives, delaying the Falcons' advance and granting Lieutenant-General Cicero some much-needed time to marshal his remaining defenses.

LAST STAND

There was not much left for Cicero to command. Little more than a battalion of 'Mechs had survived the previous battles, and many of those were badly damaged. A dispirited Cicero decided that his only option was to abandon Twycross. Cicero's recon 'Mechs gathered vital data on the Clan's arsenal, including heat profiles of their 'Mechs, schematics, and actual combat trivid footage, in hopes that that would redeem the situation.

To Cicero's surprise, his exhausted MechWarriors volunteered to hold the passes above Camora while the civilian refugees were evacuated. A last-ditch defensive effort would have to buy time while the DropShips were being loaded up. Round-the-clock evacuations were made in coordination with two F-C JumpShips still on station near Twycross IV.

The Falcon Guards threw themselves against the city's defenders, their forces still outnumbered by the F-C 'Mechs. This disparity has become so typical that many speculate that, in addition to the normal bidding procedure, an informal system also grants status to a Clan commander who achieves his objectives with minimal forces, regardless of whether he is in direct competition with another Clan.



Miraculously, the F-C defenders held out for nearly a day, falling back only under extremely heavy fire. The fighting was to the last man in the rugged lowlands surrounding Camora. As the Falcon Guards hit the city gates, they were further hampered by mines, vibrabombs, and hidden traps. Squads of SRM-armed snipers controlled the streets, harassing and slowing the Guards as more and more F-C DropShips climbed into the sky.

The end came when the spaceport fell to the Clan. Lieutenant-General Cicero was evacuated on the last DropShip to leave. He collapsed soon after lift-off, suffering from exhaustion.

Clan OmniFighters shadowed the fleeing DropShips, but did not attack once they realized they were pursuing civilian spacecraft. The rendezvous with the JumpShips proceeded without incident, and the survivors of Twycross, along with the vital Clan data, jumped out of the system.

The Twycross TMM was no more. From the Plain of Curtains to the heart of Camora, members of the militia had fought gallantly and died bravely. They had delayed the advance of the mighty Clans for nearly three weeks, and had helped to deliver vital data to their commanders. The battle may have been lost, but now there was hope for winning the war.

AFTERMATH

The Falcon Guards spent the next few weeks on Twycross wiping out pockets of F-C resistance and preparing for deployment for the next objective. Second-line Clan troops were brought in and assigned to garrison duties. In general, the remaining civilians were well-treated and began to resume their lives, almost oblivious to the occupying force. The conquerors had matters other than oppression on their minds.

Meanwhile, the Clans' advance through the Inner Sphere continued. Wotan, Kirchbach, Albiero, Planting, and other worlds fell. Though defeat followed defeat, the Federated Commonwealth High Command had begun planning a counterattack.

Using General Cicero's salvaged data, Kai Allard of the Tenth Lyran Guards and Prince Victor Steiner-Davion (both survivors of previous encounters with the Clans) formulated a plan to retake Twycross, using the planet's distinct natural features and weather patterns to confuse and, ultimately, defeat the Jade Falcon invaders at their own game.

After intense scrutiny by Lieutenant-General Andrew Redburn and Marshal Morgan Hasek-Davion, the plan was approved. Four regiments of F-C troops, the Tenth Lyran Guards, Ninth F-C RCT, and both regiments of the Kell Hounds mercenaries, would be dispatched to Twycross. An initial decoy force would draw the Jade Falcons into battle while the remaining F-C forces, shielded by the raging Diabolis, would remain in hiding until the Falcons had fully committed themselves.

The plan stood a good chance of success. All reports now indicated that Twycross was guarded by less than a regiment of second-line 'Mechs, not the dreaded OmniMechs.

Unfortunately for Allard and Davion, the Falcon Guards were still on Twycross.

COUNTERSTRIKE

Twycross's unpredictable weather had struck again. A sandstorm had grounded the Guards' DropShips, making them miss the rendezvous with the Jade Falcon JumpShips. The stranded Falcon Guards were forced into onerous garrison duty while waiting for the next scheduled JumpShip run. Lulled to compla-

cency by recent weeks of inactivity, the Guards were in for a shock when the F-C convoy appeared at a pirate point near Twycross III.

Landing on the Plain of Curtains, the F-C forces immediately encountered Clan 'Mechs.

The wind and sand roared across the plains, greatly reducing the Clan's weapon effectiveness. Davion and Allard watched with satisfaction as their plan unfolded, seemingly without a hitch. Their preponderance of forces enabled them to engage the Clan garrison and also to cut off all approaches to the Plains in the unlikely event that additional Clan forces appeared. Davion ordered the Great Gash wired with explosive charges, should reinforcements from Camora try to come through.

SHOWDOWN

As the two sides clashed on the Plain of Curtains, the Gash's defenders, Jungblud's Company of the Tenth Lyran Guards, were suddenly assaulted by the Falcon Guards, coming from Camora. When Lieutenant Kai Allard got to the Gash, he found that the Guards had destroyed Jungblud's Company.

Reaching the pass, Allard came face-to-face with the entire Falcon Guards Cluster. He knew that if they broke through here, the F-C flank was in danger, jeopardizing the entire operation.

Thinking quickly and drawing on General Cicero's information, Allard challenged the commander of the Falcon Guards to a one-on-one combat, hoping that during this he could somehow trigger the charges and bring the entire pass down on the Falcon Guards.

Colonel Malthus accepted the challenge and brought his 'Mech forward. The duel began. At the last instant, Allard pulled his 'Mech's fusion control elements, triggering the *Hatchetman's* ejection system. The F-C 'Mech's fusion engine went supercritical and exploded into white-hot plasma. Adler Malthus' OmniMech was destroyed in the explosion, and most of the Falcon Guards followed him into oblivion as the charges detonated and buried the Cluster under tons of slag.

VICTORY

With the destruction of the Falcon Guards, resistance on Twycross collapsed. Dozens of Clan MechWarriors were captured. The new prisoners seemed perplexed, continually wanting to know what Clan had captured them and now claimed their allegiance.

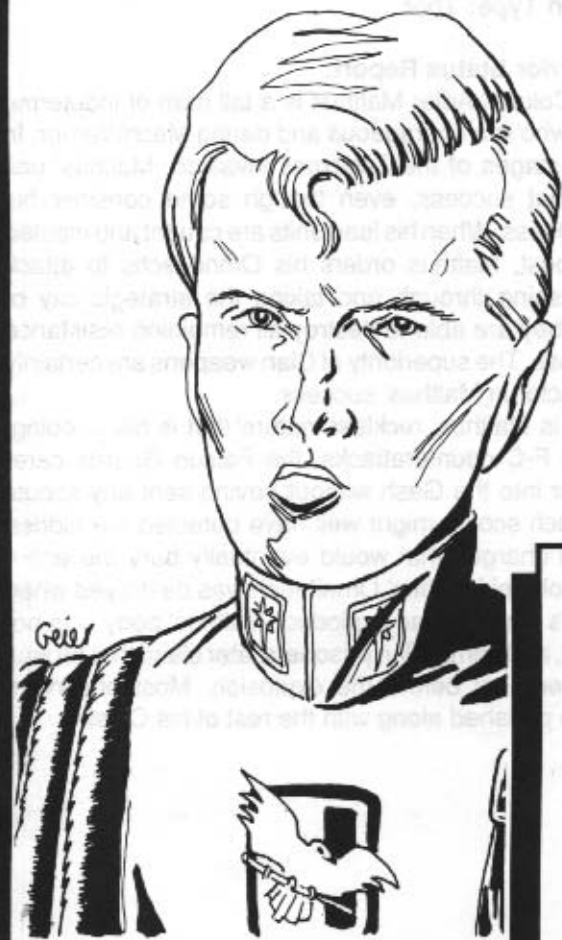
Meanwhile, the rest of the Jade Falcons Clan continued its inexorable march deep into F-C territory. It was unlikely, however, that they would accept the loss of one of their best Clusters without retaliation. The four F-C regiments prepared once more to meet the enemy, expecting a massive counterattack.

Days, then weeks, passed, but nothing happened. News arrived of the Kuritans defeating the Smoke Jaguars on Wolcott, and also of the heroic, but doomed, attack by a handful of Rasalhagian pilots on a Wolf Clan warship. November came and went, but no counterattack occurred on Twycross.

By early December, it was apparent that the Clan invasion had stopped, for the moment at least. Thus does Twycross remain in F-C hands. Despite the lull, the Clans will surely attack again. The only question is when, and whether the Inner Sphere can survive.

By the Blessed Order of Blake,
Adept III-Ω Theodore Parsons





Age: Unknown

Rank: Star Colonel

Affiliation: Jade Falcons Clan, Falcon Guards Cluster

Home Planet: Unknown

OmniMech Type: *Thor*

MechWarrior Status Report:

Star Colonel Adler Malthus is a tall man of indeterminate age who is a courageous and daring MechWarrior. In the initial stages of the Twycross invasion, Malthus' unit enjoys great success, even though some consider his tactics reckless. When his lead units are caught and mauled at Hawkroost, Malthus orders his OmniMechs to attack again. Pushing through and taking the strategic city of Camora, they are able to destroy all remaining resistance on Twycross. The superiority of Clan weapons are certainly a major factor in Malthus' success.

Yet it is Malthus' reckless nature that is his undoing. When the F-C counterattacks, the Falcon Guards carelessly pour into the Gash without having sent any scouts ahead. Such scouts might well have detected the hidden demolition charges that would eventually bury the entire Cluster. Colonel Malthus' OmniMech was destroyed when Kai Allard's *Hatchetman* exploded. Malthus' body was not recovered, and some Clan prisoners later claim that he was able to eject just before the explosion. Most observers believe he perished along with the rest of his Cluster.



Warrior Data

BODY - 9

DEX - 8

LRN - 11

CHA - 8

PIB - 8

HTK - 90

Total XP: 173,000

XP Available: 7,300

Known Skills	Skill Level	Attribute Target Modified	Skill Roll Target
Gunnery/Mech	8	8	0
Leadership	6	8	2
Piloting/Mech	5	8	3
Pistol	5	8	3
Rifle	4	8	4
Survival	2	8	6
Tactics	5	7	2
Technician	2	7	5

Age: Unknown

Rank: Star Captain

Affiliation: Jade Falcons Clan, Falcon Guards Cluster

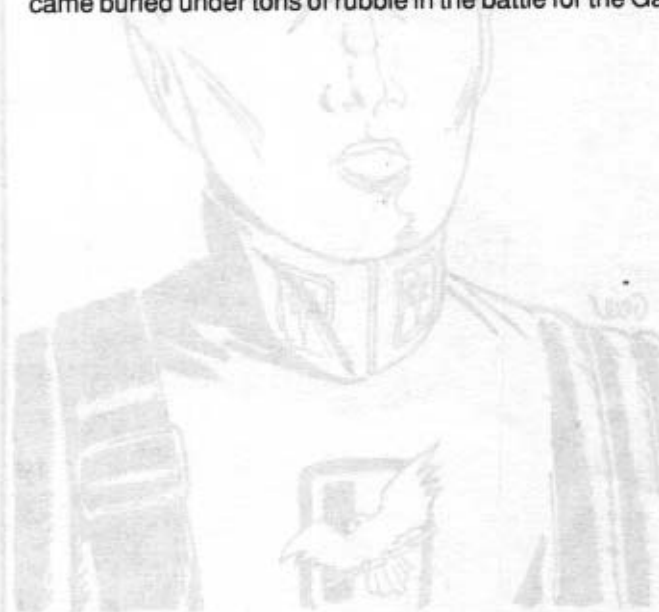
Home Planet: Unknown

OmniMech Type: *Thor*

MechWarrior Status Report:

A muscular man with the exaggerated physiology peculiar to Clan MechWarriors, Bagdan commands his unit, Trinary Able, with a stern hand. His repeated references to subordinates as "my sibko" do not seem to refer to a family-type relationship, but rather to a strict disciplinarian's errant students. In turn, members of the unit treat Bagdan with cold disdain, an attitude that seems to permeate the ranks of all the Clans.

With a kill total of eleven 'Mechs in the Twycross campaign alone, Bagdan is one of the most successful Jade Falcon MechWarriors. In September 3050, his *Thor* became buried under tons of rubble in the battle for the Gash.



Warrior Data

BODY - 10

DEX - 9

LRN - 9

CHA - 7

PIB - 8

HTK - 100

Total XP: 158,000

XP Available: 8,000

Known Skills	Skill Level	Attribute Target Modified	Skill Roll Target
Athletics	3	8	5
Gunnery/Mech	8	8	0
Leadership	4	8	4
Piloting/Mech	6	8	2
Pistol	6	8	2
Rifle	2	8	6
Survival	5	7	2
Tactics	5	8	3
Technician	3	8	5

Age: Unknown

Rank: Star Captain

Affiliation: Jade Falcons Clan, Falcon Guards Cluster

Home Planet: Unknown

OmniMech Type: *Thor*

MechWarrior Status Report:

Kyle is a tall, young man, with finely chiseled features and thick blonde hair. Kyle is a fanatical member of the Jade Falcons, and he takes great pride in his unit, Trinary Bravo.

He is the only member of the Falcon Guards Command, other than Malthus, who is "bloodnamed." The Clans' use and awarding of bloodnames is not fully understood by our Blessed Order, but Star Captain Kyle's case may offer a possible explanation on how it is accomplished.

Through rigorous research, Adepts at our First Circuit Command have discovered that Star Captain Kyle bears a striking resemblance to Colonel Marcus Kyle, commander of the Star League Twenty-ninth Royal Dragoon Regiment. As Colonel Kyle was one of those who left with General Aleksandr Kerensky during the Exodus from the Inner Sphere, Dan Kyle may be a descendant of the former Star League Colonel. If so, the Star Captain's almost identical resemblance to the ancient Colonel would indicate that the Kyle line somehow avoided centuries of genetic drift. Unfortunately, further investigation is impossible, as Kyle met his death in the Great Gash.



Warrior Data

BODY - 9

DEX - 10

LRN - 9

CHA - 9

PIB - 8

HTK - 90

Total xp: 62,000

xp Available: 1,000

Known Skills

Known Skills	Skill Level	Attribute Target Modified	Skill Roll Target
Athletics	4	8	4
Gunnery/Mech	5	7	2
Interrogation	5	8	3
Leadership	6	8	2
Piloting/Mech	8	8	0
Pistol	5	7	2
Survival	3	8	5
Tactics	5	8	3
Technician	1	8	7

Age: Unknown

Rank: Star Captain

Affiliation: Jade Falcons Clan, Falcon Guards Cluster

Home Planet: Unknown

OmniMech Type: *Loki*

MechWarrior Status Report:

Lefar is a model practitioner of the Jade Falcons' brand of warfare, favoring mobility over firepower. Her unit, Trinary Charlie, had the highest confirmed kill rate of the entire Falcon Guards Cluster during the Twycross campaign. It was her tendency to move quickly that often placed her beyond effective support from other Falcon Guard units, however. Her Trinary had more 'Mechs out of action due to simple lack of maintenance and repair than any other Clan unit on Twycross.

The reason Lefar drove her troops so hard was that she was in line for some form of honor or commendation. Though our Blessed Order has not ascertained the exact nature of this honor, it appears to be some formal acknowledgment of her status as a future Clan leader. Star Captain Lefar has risen rapidly through the ranks, and all indications are that she was being groomed for something more than a Cluster command. As in all matters dealing with the Clans, her performance on the battlefield would decide whether or not she received this honor.

The attractive, dark-haired Star Captain Lefar is a staunch supporter of Colonel Malthus. Captured after the battle for Twycross, she continues to claim that her Colonel escaped, though she has no proof.



Warrior Data

BODY - 10

DEX - 9

LRN - 8

CHA - 10

PIB - 8

HTK - 100

Total XP: 142,000

XP Available: 1,500

Known Skills

Skill	Level	Attribute Target Modified	Skill Roll Target
Diplomacy	3	7	4
Gunnery/Mech	8	8	0
Leadership	5	7	2
Piloting/Mech	7	8	1
Pistol	6	8	2
Survival	3	7	4
Tactics	6	8	2
Technician	1	8	7

Age: Unknown

Rank: Star Captain

Affiliation: Jade Falcons Clan, Falcon Guards Cluster

Home Planet: Unknown

OmniMech Type: *Vulture*

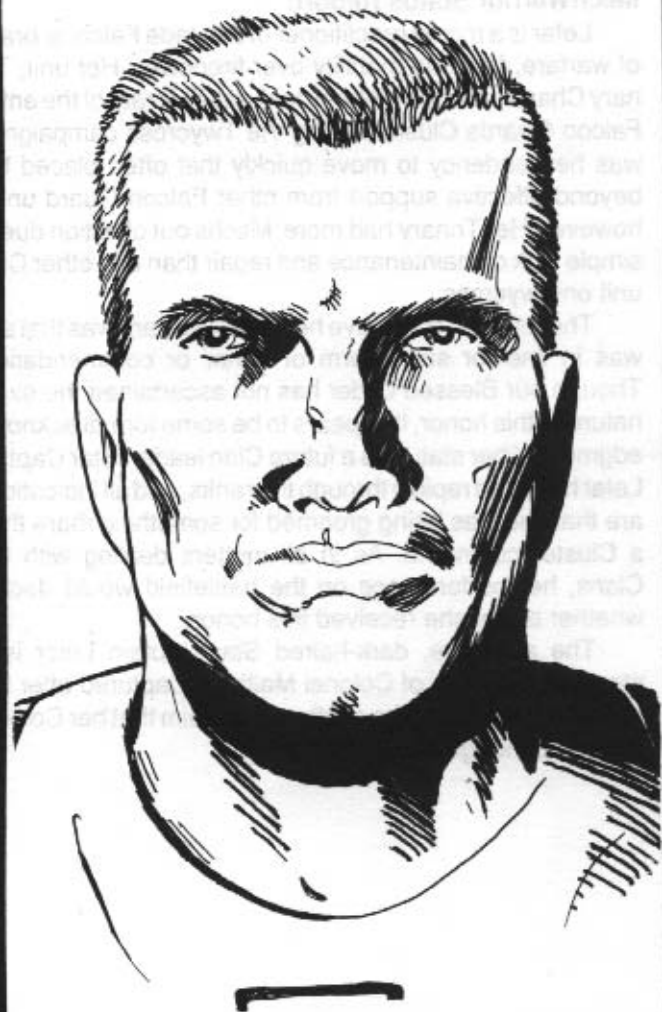
MechWarrior Status Report:

Star Captain Gell is a large, powerful man who seems better-suited for Clan Elemental service than MechWarrior duty. This may explain why he commands a mixed OmniMech/Elemental unit, Trinary Delta, in the Twycross campaign.

After Gell's Trinary cleared out the infantry militia in and around Camora, his armored infantry safely approached and disarmed the hundreds of weight-sensitive vibrabombs littering the streets and alleys of Camora. Gell himself dismounted from his *Vulture* to help disarm a mine so that the Elementals might continue their advance.

In battle, Gell directly commands a unit known as a Nova, consisting of five OmniMechs and a Star of Elementals. With them, he perfected a new and innovative tactic. Because Elemental units lacked the mobility to pursue and overtake a 'Mech, until now they had been used primarily in defensive roles. Gell, however, has each of his OmniMechs mount a Point of Elementals. 'Mechs are able to drop into the middle of a withdrawing enemy formation and then deploy the Elementals. This tactic constantly disrupted the withdrawal of the Twycross TMM and prevented the militia from establishing a strong line of defense outside Camora.

Gell and his Elementals are believed to have perished along with Colonel Malthus and the rest of the Falcon Guards.



Warrior Data

BODY - 11
DEX - 10
LRN - 8
CHA - 7
PIB - 8
Total xp: 152,000
xp Available: 2,000

Known Skills	Skill Level	Attribute Target Modified	Skill Roll Target
Athletics	5	7	2
Gunnery/'Mech	6	7	1
Leadership	6	8	2
Mechanical	2	8	6
Piloting/'Mech	7	8	1
Pistol	5	7	2
Survival	4	7	3
Tactics	5	8	3

Age: Unknown
Rank: Star Captain
Affiliation: Jade Falcons Clan, Falcon Guards Cluster
Home Planet: Unknown
OmniMech Type: *Mad Cat*

MechWarrior Status Report:

Star Captain Lents pilots her heavy OmniMech as though it were a light recon vehicle, but handles her Trinary like it is a lumbering elephant, steadily plodding forward. Solid on the defense, but unimaginative in attack, Star Captain Lents' Trinary Echo normally serves as the anvil that the rest of the Falcon Guards uses to smash their opponents.

Lents apparently lacks any ambition beyond serving her Clan. During the Twycross campaign, she followed orders to the letter, but shows no hint of her own initiative. Speculation is that she would not have "tested up" during her next evaluation. Like many aspects of the Clans' military culture, the meaning of this term is unclear. It should be noted that the few Clan warriors we have identified as having "tested down" are generally older and weaker. They seem to experience great shame and disgrace about their reputations.

Star Captain Lents' loyal nature is coupled with a meticulous personality. Her *Mad Cat* is kept clean and well-maintained at all times.



Warrior Data

BODY - 8
 DEX - 11
 LRN - 8
 CHA - 6
 PIB - 9
 HTK - 80
 Total XP: 53,000
 XP Available: 3,400

Known Skills	Skill Level	Attribute Target Modified	Skill Roll Target
Athletics	4	8	4
Gunnery/Mech	4	7	3
Leadership	5	9	4
Piloting/Mech	8	8	0
Pistol	3	7	4
Survival	4	8	4
Tactics	3	8	5
Technician	1	8	7

UNIT ROSTER, FALCON GUARDS CLUSTER, JADE FALCONS CLAN

Name: The Falcon Guards

Commander: Star Colonel Adler Malthus

Unit Composition: 9 Mech Stars, 6 Elemental Stars

Unit Status: Elite

Unit Insignia: A swooping green-eyed Black Falcon, wings outstretched, descending

Unit Ship Assignments: JumpShip *Jade Talon* (Aegis Class), DropShips *Raptor* and *Starbird* (Overlord-sized)

Falcon Guard Command

Star Colonel Adler Malthus (Gunnery 0, Piloting 3), Thor (A)

Star Commander Conn (Gunnery 1, Piloting 2), Loki

MechWarrior Sauy (Gunnery 2, Piloting 3), Koshi (B)

MechWarrior Hartic (Gunnery 2, Piloting 3), Koshi (B)

MechWarrior Koviev (Gunnery 2, Piloting 3), Uller (A)

Trinary Alpha

Alpha Striker

Star Captain Bagdan (Gunnery 0, Piloting 2), Thor (A)

MechWarrior Flahar (Gunnery 2, Piloting 3), Thor (A)

MechWarrior Hochs (Gunnery 2, Piloting 3), Masakari (B)

MechWarrior Braghero (Gunnery 2, Piloting 3), Man O' War (A)

MechWarrior Ng (Gunnery 4, Piloting 5), Mad Cat

Alpha Heavy

Star Commander Stein (Gunnery 2, Piloting 3), Thor (A)

MechWarrior Landis (Gunnery 2, Piloting 3), Loki

MechWarrior Bradus (Gunnery 2, Piloting 3), Loki

MechWarrior Keagbine (Gunnery 4, Piloting 5), Vulture (B)

MechWarrior Cook (Gunnery 4, Piloting 5), Vulture (B)

Alpha Fire

Star Commander Spitul (Gunnery 1, Piloting 2), Vulture (B)

MechWarrior Rokay (Gunnery 1, Piloting 2), Thor (A)

MechWarrior Makai (Gunnery 2, Piloting 3), Thor (A)

MechWarrior Vaars (Gunnery 2, Piloting 3), Loki

MechWarrior Sharger (Gunnery 4, Piloting 5), Fenris

Trinary Bravo

Bravo Heavy

Star Captain Dan Kyle (Gunnery 2, Piloting 0), Thor (A)

MechWarrior Inez (Gunnery 2, Piloting 3), Thor (A)

MechWarrior Roter (Gunnery 2, Piloting 3), Masakari (B)

MechWarrior Amard (Gunnery 4, Piloting 5), Loki

MechWarrior Denal (Gunnery 4, Piloting 5), Mad Cat

Bravo Fire

Star Commander Cascato (Gunnery 2, Piloting 3), Ryoken (A)

MechWarrior Harreen (Gunnery 2, Piloting 3), Ryoken (A)

MechWarrior Grec (Gunnery 2, Piloting 3), Thor (A)

MechWarrior Tyrett (Gunnery 4, Piloting 5), Thor (A)

MechWarrior Gera Buhallin (Gunnery 4, Piloting 5), Loki

Bravo Chase

Star Commander Dechev (Gunnery 1, Piloting 2), Uller (A)

MechWarrior Yeager (Gunnery 2, Piloting 3), Uller (A)

MechWarrior Carrows (Gunnery 2, Piloting 3), Puma (C)

MechWarrior Mhong (Gunnery 2, Piloting 3), Koshi (B)

MechWarrior Bara (Gunnery 4, Piloting 5), Koshi (B)

Trinary Charlie

Charlie Heavy

Star Captain Lefar (Gunnery 0, Piloting 1), Loki

MechWarrior Rodham (Gunnery 2, Piloting 3), Thor (A)

MechWarrior Kenbarg (Gunnery 2, Piloting 3), Fenris

MechWarrior Ulston (Gunnery 4, Piloting 5), Masakari (B)

MechWarrior Fuchida (Gunnery 4, Piloting 5), Loki

Charlie Fire

Star Commander Mart (Gunnery 2, Piloting 3), Ryoken (A)

MechWarrior Kirl (Gunnery 2, Piloting 3), Thor (A)

MechWarrior Fredasa (Gunnery 2, Piloting 3), Loki

MechWarrior Skeld (Gunnery 2, Piloting 3), Loki

MechWarrior Drison (Gunnery 4, Piloting 5), Ryoken (A)

Charlie Chase

Star Commander Zoll (Gunnery 1, Piloting 2), Uller (A)

MechWarrior Burke (Gunnery 4, Piloting 5), Uller (A)

MechWarrior Mabrams (Gunnery 4, Piloting 5), Puma (C)

MechWarrior Ennis (Gunnery 4, Piloting 5), Puma (C)

MechWarrior Tara (Gunnery 4, Piloting 5), Koshi (B)

Trinary Delta

Delta Nova

Star Captain Gell (*Gunnery 1, Piloting 1*), *Vulture (B)*
 Point Commander Farn, 4 Elementals
 MechWarrior Quist (*Gunnery 1, Piloting 2*), *Loki*
 Point Commander Gugg, 4 Elementals
 MechWarrior Han (*Gunnery 2, Piloting 3*), *Thor (A)*
 Point Commander Nym, 4 Elementals
 MechWarrior Carl (*Gunnery 4, Piloting 5*), *Uller (A)*
 Point Commander Rena, 4 Elementals
 MechWarrior Blas (*Gunnery 4, Piloting 5*), *Uller (A)*
 Point Commander Caits, 4 Elementals

Delta Elemental One

Elemental Star Commander Wil, 4 Elementals
 Point Commander Fren, 4 Elementals
 Point Commander Hee, 4 Elementals
 Point Commander Hemsl, 4 Elementals
 Point Commander Grendel, 4 Elementals

Delta Elemental Two

Elemental Star Commander Xan, 4 Elementals
 Point Commander Tyler, 4 Elementals
 Point Commander Ghita, 4 Elementals
 Point Commander Cystros, 4 Elementals
 Point Commander Tamm, 4 Elementals

Trinary Echo

Echo Nova

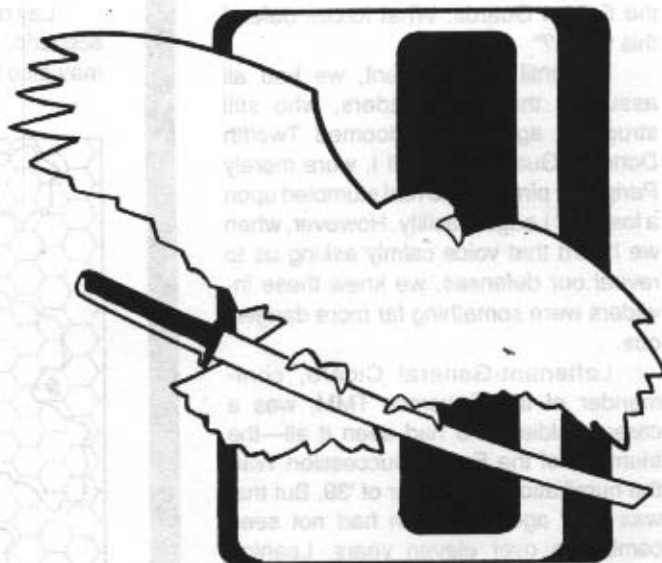
Star Captain Lents (*Gunnery 3, Piloting 0*), *Mad Cat*
 Point Commander Gom, 4 Elementals
 MechWarrior Blada (*Gunnery 2, Piloting 3*), *Ryoken (A)*
 Point Commander Treh, 4 Elementals
 MechWarrior Kinnol (*Gunnery 2, Piloting 3*), *Puma (C)*
 Point Commander Rus, 4 Elementals
 MechWarrior Harr (*Gunnery 2, Piloting 3*), *Vulture (B)*
 Point Commander Dolan, 4 Elementals
 MechWarrior Dane (*Gunnery 2, Piloting 3*), *Thor (A)*
 Point Commander Edora, 4 Elementals

Echo Elemental One

Elemental Star Commander Zorin, 4 Elementals
 Point Commander Dougall, 4 Elementals
 Point Commander Jall, 4 Elementals
 Point Commander Eran, 4 Elementals
 Point Commander Moder, 4 Elementals

Echo Elemental Two

Elemental Star Commander Taio, 4 Elementals
 Point Commander Ziegl, 4 Elementals
 Point Commander Stamm, 4 Elementals
 Point Commander Karla, 4 Elementals
 Point Commander Mardia, 4 Elementals



THE BEAST IS LOOSE

FIRST CONTACT

"I am Star Colonel Adler Malthus of the Falcon Guards. What forces defend this world?"

Up until that moment, we had all assumed that the invaders, who still struggled against the doomed Twelfth Donegal Guards on Trell I, were merely Periphery pirates who had stumbled upon a lost Star League facility. However, when we heard that voice calmly asking us to reveal our defenses, we knew these invaders were something far more dangerous.

Leftenant-General Cicero, commander of the Twycross TMM, was a career soldier who had seen it all—the triumphs of the Fourth Succession War, the humiliation of the War of '39. But that was long ago. The man had not seen combat in over eleven years. Leaning over the command console, he tried to make sense of the Clansman's words.

"Say again, please," Cicero said, more to buy time than anything else. "We do not understand."

The voice came back again. "This is Colonel Adler Malthus of the Falcon Guards. What forces defend this world?"

A wave of low murmurs swept the control room. I heard one comtech make a sarcastic comment about innovative intelligence-gathering practices, at which several operators chuckled nervously.

Cicero frowned. "I'm sorry, Colonel, that information is not available," he said, oblivious to the absurdity of what he was saying.

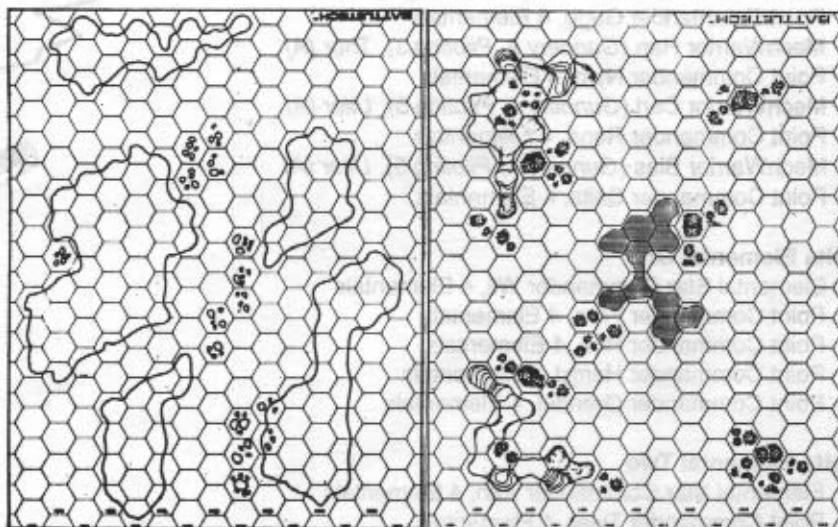
There was no immediate reply from the orbiting armada. I looked down at my radar screen and saw a mass of tiny blips suddenly deploy from the main body of Clan ships.

"DropShips inbound," I called out, trying to keep my voice steady. "Unknown design. Negative force estimate. Landing zone appears to be..."—I paused as trajectory data scrolled across the screen—"the Plain of Curtains."

General Cicero was silent. I could almost guess what it was he was thinking. A soldier's duty was never done. He would have to fight again.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the **Expert BattleTech** rules in this scenario, as well as the rules in **Technical Readout 3050**. Optional Weather Rules may also be used.



Defender

The Defender is Tertiary Alpha of the Falcon Guards Cluster. All 'Mechs are in good operating condition with no damage.

Alpha Striker

Star Captain Bagdan (Gunnery 0, Piloting 2), Thor (A) ✓
MechWarrior Flahar (Gunnery 2, Piloting 3), Thor (A) ✓
MechWarrior Hochs (Gunnery 2, Piloting 3), Masakari (B)
MechWarrior Braghero (Gunnery 2, Piloting 3), Man O' War (A)
MechWarrior Ng (Gunnery 4, Piloting 5), Mad Cat

Alpha Heavy

Star Commander Stein (Gunnery 2, Piloting 3), Thor (A) ✓
MechWarrior Landis (Gunnery 2, Piloting 3), Loki ✓
MechWarrior Bradus (Gunnery 2, Piloting 3), Loki ✓
MechWarrior Keagbine (Gunnery 4, Piloting 5), Vulture (B) ✓
MechWarrior Cook (Gunnery 4, Piloting 5), Vulture (B) ✓

Alpha Fire

Star Commander Spitul (Gunnery 1, Piloting 2), Vulture (B) ✓
MechWarrior Rokay (Gunnery 1, Piloting 2), Thor (A) ✓
MechWarrior Makai (Gunnery 2, Piloting 3), Thor (A) ✓
MechWarrior Vaars (Gunnery 2, Piloting 3), Loki ✓
MechWarrior Sharger (Gunnery 4, Piloting 5), Fenris

Deployment

Set up first anywhere on the board.

Attacker

The Attackers are Darnell's Company and Gruber's Battalion Command Lance of the Twycross TMM. The unit is accompanied by a regimental armored platoon.

Battalion Command Lance

Kommandant Dieter Gruber (Gunnery 3, Piloting 2), Marauder ✓
 Lieutenant Ashley York (Gunnery 3, Piloting 2), Cyclops ✓
 Grant Holman (Gunnery 4, Piloting 5), Ostrac ✓
 Alma Tor (Gunnery 4, Piloting 5), Quickdraw ✓

Assault Lance

Hauptmann Cyril Darnell (Gunnery 3, Piloting 2), Zeus ✓
 Lieutenant Kristina Krieger (Gunnery 4, Piloting 5), Stalker ✓
 Ira Marone (Gunnery 4, Piloting 5), Awesome ✓
 Klaus Ruger (Gunnery 4, Piloting 5), Warhammer ✓

Fire Lance

Lieutenant David Iziaski (Gunnery 4, Piloting 5), Crusader ✓
 Sergeant Rockne Scaller (Gunnery 4, Piloting 5), Scorpion ✓
 Paulina Follett (Gunnery 5, Piloting 6), Thunderbolt ✓
 Iris Gore (Gunnery 5, Piloting 6), Rifleman ✓

Medium Lance

Lieutenant Robert Kerr (Gunnery 4, Piloting 5), Whitworth ✓
 Sergeant Tomasina Mack (Gunnery 5, Piloting 6), Phoenix Hawk ✓
 Francis Holland (Gunnery 5, Piloting 6), Dervish ✓
 Harold Stein (Gunnery 5, Piloting 6), Ostsol ✓

Ninety-Ninth Armored Platoon

2 Condor Heavy Tanks ✓
 2 Scimitar Medium Tanks ✓

Deployment

Set up second anywhere within 2 hexes of the northern, eastern, or southern edge of the map.

Victory Conditions

The Jade Falcons receive 1 Victory Point for each enemy 'Mech destroyed. The Twycross Militia receives 2 Victory Points for every Clan 'Mech that is destroyed. Non-'Mech vehicles do not count for Victory Points. The side with the highest VP total at the conclusion of Turn 12 is the winner.

Clan Bidding Force

Falcon Guard Command Star, Trinaries Alpha and Delta.

As the battle for Trell I reached its final stages, the remainder of the Blackjack Operations area braced for the next assault by the Clans.

All intelligence indicated that the next blow would come at Twycross. And it did. A massive convoy of Clan starships appeared at that system's jump point. Then came the astonishing communication asking for a detailed account of the planet's defenses. Shortly thereafter, a blanket of Clan DropShips descended on the Plain of Curtains.

The chaotic weather on Twycross precluded any major air-defense operations, so the Clan's landings were unopposed. Lieutenant-General Cicero rushed his F-C troops out to the Plain in hopes of attacking the Falcons before they had time to organize and set up proper defense perimeters.

Unfortunately for Cicero, the Falcons were all too ready. The militia's attack was easily repulsed and resulted in a chaotic defeat for F-C forces. The Twycross Militia had no choice but to retreat, finally regrouping days later in the rugged country beyond the Plain of Curtains. The invasion of Twycross was underway.

RELAY STATION

Hauptmann Tyrell lowered his binoculars and wiped the dust from his eyes. "I can't see much in the blowing sand, but I don't think there's anything out there."

Sergeant Cohan chewed a fingernail. "The regiment's getting butchered out there and we're stuck guarding a minor power relay station."

"That may be for the best, Sergeant," Tyrell said. "By all reports, we may be the only survivors."

Cohan kicked a pebble, sending it bouncing across the dusty ground. "We should be out there."

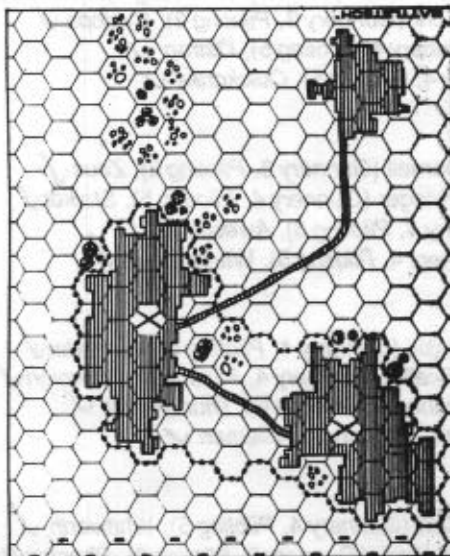
Tyrell picked up the binoculars and resumed his scan. Then suddenly he stiffened.

"What is it?"

"A lance of Clan 'Mechs, Sarge. Heading this way. Tell the man to saddle up. We're going to see some action after all."

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the **Expert BattleTech** rules in this scenario, as well as the rules in **Technical Readout 3050**. The optional Weather Rules may also be used.



Defender

The Defenders are two lances of Tyrell's Third Company, First Battalion, Twycross TMM. All 'Mechs are in good condition.

Command Lance

Hauptmann Marcus Tyrell (*Gunnery 4, Piloting 5*), Grasshopper
Sergeant Shab Cohan (*Gunnery 3, Piloting 2*), Enforcer
Mariko Takeo (*Gunnery 5, Piloting 6*), Rifleman
Thurston Mueller (*Gunnery 5, Piloting 6*), Griffin

Fire Lance

Leftenant Ilsa Wemmer (*Gunnery 4, Piloting 5*), Warhammer
Sergeant Tyrone Powell (*Gunnery 4, Piloting 5*), Thunderbolt
Alan Mason (*Gunnery 5, Piloting 6*), Centurion
Mila Czechulovo (*Gunnery 5, Piloting 6*), Griffin

Deployment

Set up anywhere within the relay station.

Attacker

The Attacker is Charlie Fire of the Falcon Guards.

Charlie Fire

Star Commander Mart (*Gunnery 2, Piloting 3*), Ryoken (A)
MechWarrior Kirl (*Gunnery 2, Piloting 3*), Thor (A)
MechWarrior Fredasa (*Gunnery 2, Piloting 3*), Loki
MechWarrior Skeld (*Gunnery 2, Piloting 3*), Loki
MechWarrior Drison (*Gunnery 4, Piloting 5*), Ryoken (A)

Deployment

Enter from the western edge of the map on Turn 1.

Victory Conditions

The Attacker must occupy all hexes marked "X" at the end of Turn 6. If an Attacker is forced off one of the hexes, that hex may be reoccupied by the Defender. In such a case, the hex cannot be used for victory purposes.

Special Rules

The dotted line on the map represents a concrete-reinforced fence that surrounds the facilities. A 'Mech whose path is obstructed by the fence must stop and spend the next Movement Phase tearing down the fence in order to create a one-hex breach. The 'Mech may then move through it on the following Movement Phase, leaving the breach open for other 'Mechs.

Clan Bidding Force

Trinary Charlie.



Relay Station Eight was one of the power transmission facilities that linked up and supplied energy for the city of Camora. Each station was located several hundred kilometers apart. Relay Station Eight was not heavily guarded for the simple reason that it was not expected to become a primary target of the invaders.

Colonel Malthus, however, was quick to realize the station's strategic value, and he detached a Fire Star to take the position. The Jade Falcons launched their attack at dawn, catching the two F-C 'Mech lances garrisoned there completely off guard.

In the struggle that followed, the station's defenders dodged hits from the Falcons' long-range artillery by hiding behind cover within the station itself. The Clan 'Mechs just kept coming, and the station facilities began to crumble under the barrage. Despite their numerical superiority, the F-C lances soon had to abandon the station. The Falcons then moved in and destroyed what was left of the facility, causing severe power shortages in Camora and outlying areas.

THE TERRIBLE TOADS

THE KING IS DEAD

"The BattleMech is the king of the battlefield. Nothing can stand against it." They drilled this into you from the first day of Academy training. In books, in lectures, in F-C propaganda, the mighty BattleMech stood invincible against whatever the enemy could throw at it—tanks, armored cars, helicopters, even other 'Mechs unlucky enough to have come across a heavier opponent.

Most unfortunate were the infantry, the footsloggers, the grunts. They were little more than meat on a BattleMech's table. In the tight, hidden spaces of the city, infantry might have a chance at victory, but in the open field, the best a lone footsoldier could ever hope for was to escape with his life.

Until the Clans came. The ugly, armored infantry of the alien Clans came to be known as Toads.

MechWarrior Albert Sterns' head snapped around at the frightening sound of two SRM rounds slamming into the battered cockpit of his *Javelin*. An ugly apparition flashed past him, a sword-wielding menace with a death's-head leer. With a clang, a second Toad attached itself to his 'Mech's arm and methodically began to melt away armor with its laser.

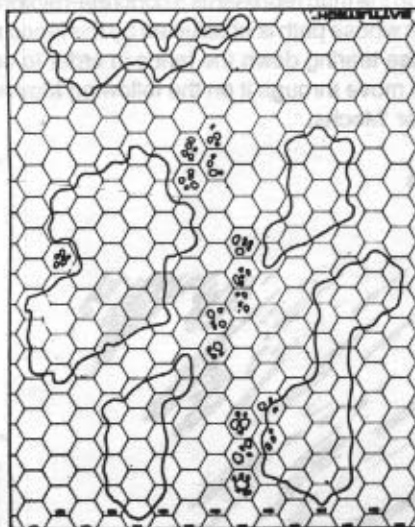
The *Javelin* shook its arm like a man trying to shake off an annoying insect. The Toad fell to the ground but bounced right back up and resumed the attack.

King of the battlefield? Sterns' mind raced as he withdrew his 'Mech from the frenzied reach of the infantrymen with the grotesque armor. The King is dead.

Long live the King.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the **Expert BattleTech** rules in this scenario, as well as the rules in **Technical Readout 3050**. The optional Weather Rules may also be used.



Defender

The Defender is Lieutenant Shiner's Pursuit Lance, Third Company, First Battalion, Twycross TMM. The lance is retreating from combat and is damaged as noted.

Leftenant Rolf Shiner (*Gunnery 4, Piloting 5*), *Valkyrie* (6 LRM volleys remaining, 5 points of damage to CT)

Sergeant Juanita Moriz (*Gunnery 4, Piloting 5*), *Spider* (3 points of damage to right leg, 2 points of damage to left leg)

Albert Sterns (*Gunnery 5, Piloting 6*), *Javelin* (15 SRM volleys remaining, 10 points of damage distributed at player's discretion)

Stuart Mallory (*Gunnery 5, Piloting 6*), *Stinger*

Deployment

Set up within three hexes of the western edge of the map.

Attacker

The Attacker is Echo Elemental One, Falcon Guards Cluster.

Elemental Star Commander Zorin, 4 Elementals

Point Commander Dougall, 4 Elementals

Point Commander Jall, 4 Elementals

Point Commander Eran, 4 Elementals

Point Commander Moder, 4 Elementals

Deployment

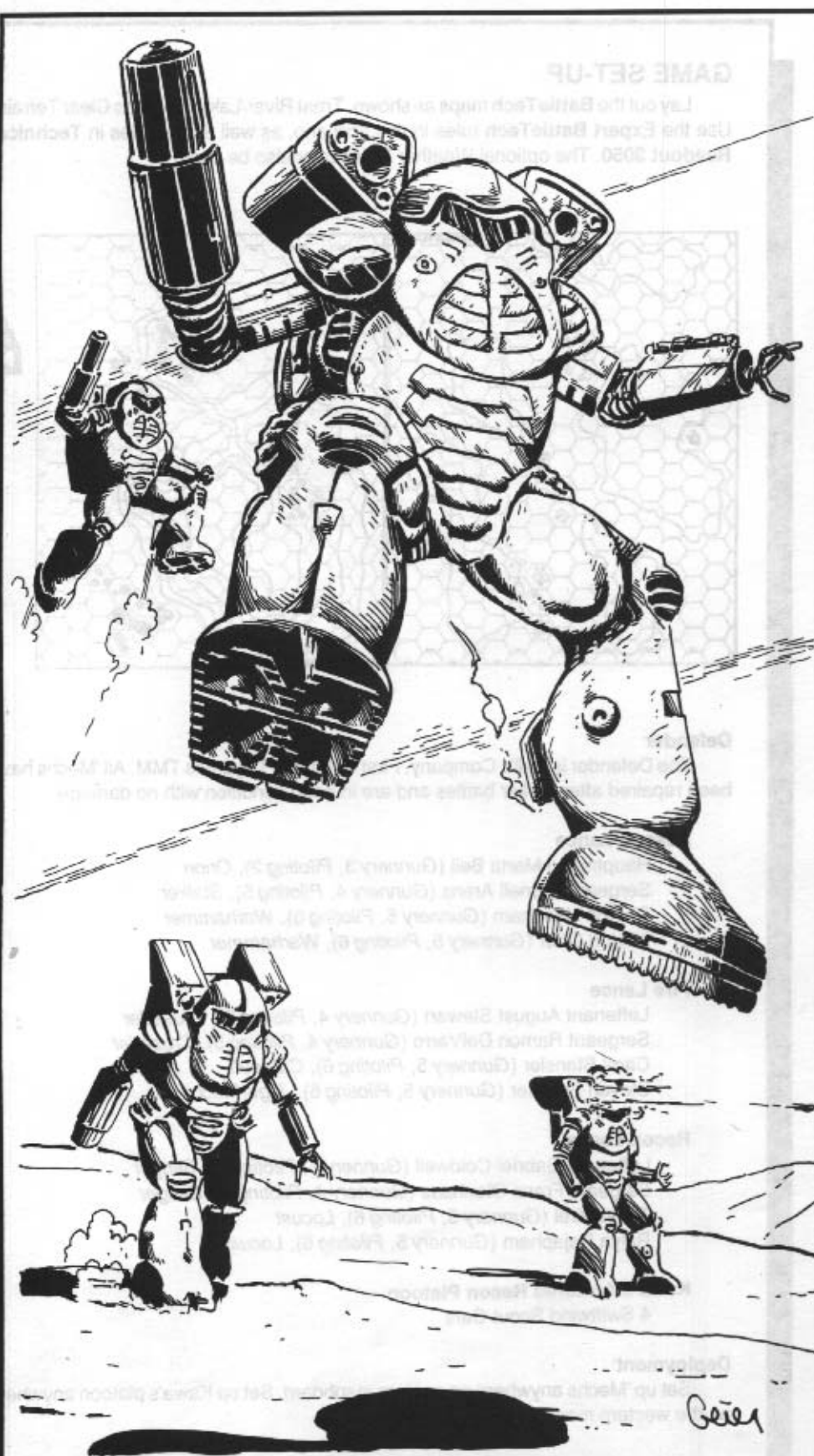
Set up within three hexes of the eastern edge of the map.

Victory Conditions

The Defender must exit his 'Mech off the eastern edge of the map. If he exits all four 'Mechs, he has won a decisive victory. If he exits three, he has a marginal victory. Any other result is a Clan victory.

Clan Bidding Force

Trinary Echo.



By early June, all communication with the world of Trell I had been lost, and its gallant defenders, the Twelfth Donegal Guards, were presumed dead.

Among the bits of information gathered from the battles on Trell were frightening stories of the Clans' infantry, with their special armor. The strength and effectiveness of this armor was not fully known until the early stages of the Twycross invasion when Jade Falcon Elementals overwhelmed elements of the Twycross Militia.

This was the first time that F-C forces witnessed the results of the Clans' bizarre bidding tradition. Observers were at a loss to explain why nearby Falcon 'Mech' forces were not brought in to smash the light 'Mechs' that crawled away in retreat. It was not until later that the reason was discovered.

Adler Malthus, commander of the Falcon Guards, had sent in his Elementals hoping to gain status by using minimal force to defeat his enemy. In this, he was successful. The members of the inexperienced militia were terrified and demoralized from their recent defeat. One look at the oncoming Elementals and they fled. Unknown numbers of F-C 'Mechs' and MechWarriors were captured.

MEET THE FALCONS

—From Cockpit Recorder Transcript, GCL-1911B; Hauptmann Marta Bell, Bell's Company, First Battalion, Twycross TMM.

LEFTENANT KAWA: One-Six, this is Recon Leader. We have a positive contact.

HAUPTMANN BELL: Roger, Ku. What are we up against?

KAWA: We read one lance of unidentified 'Mechs, 20- to 30-ton range. Looks like we've found their scouts.

BELL: Good. Keep your distance, Ku, and keep us informed. Do not, repeat, do not engage.

KAWA: Affirmative, Hauptmann. They seem mobile, but they're out of effective range, and...

BELL: Say again, Recon Leader.

KAWA: [unintelligible]

BELL: You're breaking up, Leftenant. Say again, please.

KAWA: [unintelligible] under fire...repeat, under fire, Command.

LEFTENANT STEWART: I read them as well out of effective range of enemy 'Mechs, Hauptmann. What the hell's going on?

BELL: Shut up, Stewart! Ku, are you still there? Fall back on my position. Engage at long range.

KAWA: We can't—they're faster than we are. We've been cut off—[unintelligible]—and require...

BELL: Say again, Recon Leader. Please say again.

STEWART: We have contacts, Hauptmann. Two lances—mediums and heavies. Hauptmann, I'm not reading anything from Ku. I think he's bought it.

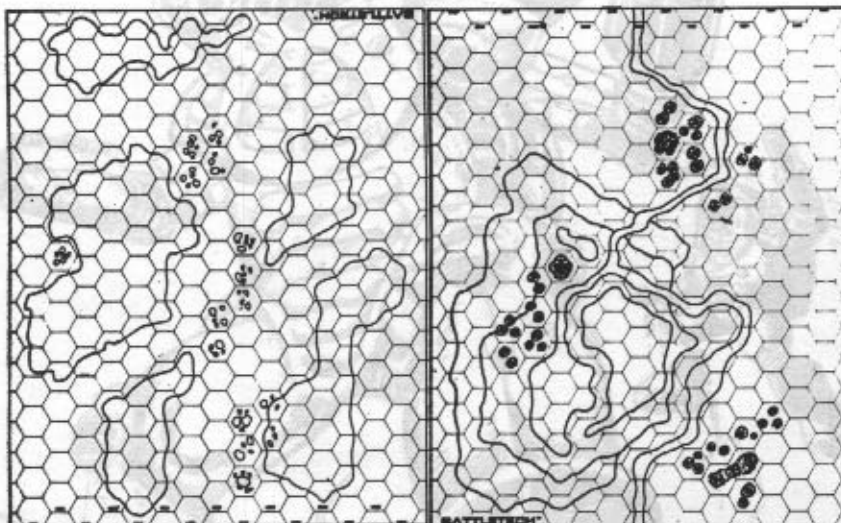
BELL: Damn. O.K., Augie, set up a perimeter around Hill Sam-India-X-ray-Six. Fire when ready.

STEWART: Roger, Command. With pleasure. This one's for Kawa.

End Transmission.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Treat River/Lake Hexes as Clear Terrain. Use the **Expert BattleTech** rules in this scenario, as well as the rules in **Technical Readout 3050**. The optional Weather Rules may also be used.



Defender

The Defender is Bell's Company, First Battalion, Twycross TMM. All 'Mechs have been repaired after earlier battles and are in good condition with no damage.

Assault Lance

Hauptmann Marta Bell (*Gunnery 3, Piloting 2*), *Orion*
Sergeant Darnell Arens (*Gunnery 4, Piloting 5*), *Stalker*
Sharon Needham (*Gunnery 5, Piloting 6*), *Warhammer*
Marlon Otter (*Gunnery 5, Piloting 6*), *Warhammer*

Fire Lance

Leftenant August Stewart (*Gunnery 4, Piloting 5*), *Crusader*
Sergeant Ramon DelVarro (*Gunnery 4, Piloting 5*), *Crusader*
Carol Stansler (*Gunnery 5, Piloting 6*), *Catapult*
Steven Schiffler (*Gunnery 5, Piloting 6*), *JagerMech*

Recon Lance

Leftenant Gabriel Coldwell (*Gunnery 3, Piloting 2*), *Stinger*
Sergeant Franz Olenhaus (*Gunnery 4, Piloting 5*), *Stinger*
Tanya Krel (*Gunnery 5, Piloting 6*), *Locust*
Ralya Rajapham (*Gunnery 5, Piloting 6*), *Locust*

Kawa's Armored Recon Platoon

4 Swiftwind Scout Cars

Deployment

Set up 'Mechs anywhere on eastern mapboard. Set up Kawa's platoon anywhere on the western map.

Attacker

The Attackers are the Fire and Chase Stars of Trinary Bravo, Falcon Guards Cluster.

Bravo Fire

Star Commander Cascato (Gunnery 2, Piloting 3), Ryoken (A)
 MechWarrior Harreen (Gunnery 2, Piloting 3), Ryoken (A)
 MechWarrior Grec (Gunnery 2, Piloting 3), Thor (A)
 MechWarrior Tyrett (Gunnery 4, Piloting 5), Thor (A)
 MechWarrior Gera Buhallin (Gunnery 4, Piloting 5), Loki

Bravo Chase

Star Commander Dechev (Gunnery 1, Piloting 2), Uller (A)
 MechWarrior Yeager (Gunnery 2, Piloting 3), Uller (A)
 MechWarrior Carrows (Gunnery 2, Piloting 3), Puma (C)
 MechWarrior Mhong (Gunnery 2, Piloting 3), Koshi (B)
 MechWarrior Bara (Gunnery 4, Piloting 5), Koshi (B)

Deployment

Deploy second within four hexes of the western edge of the map.

Victory Conditions

The Attacker must exit at least half his 'Mechs off the eastern edge of the map by the conclusion of Turn 10. Failure results in a victory for the Defender.

Clan Bidding Force

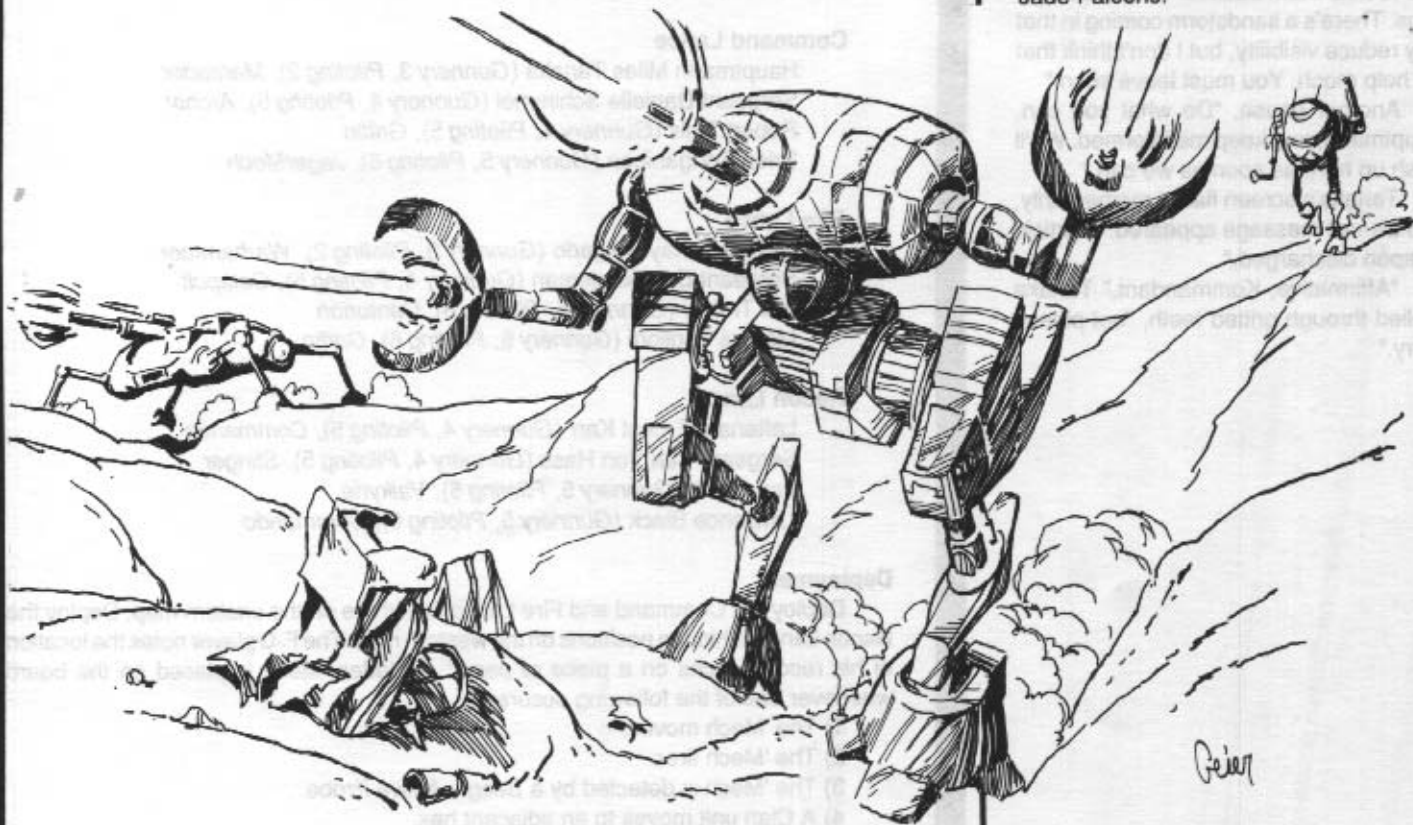
Trinary Bravo, Trinary Delta.

Following the defeat on the Plain of Curtains, Bell's Company of the Twycross TMM had the unenviable task of regrouping and meeting the Falcon Guards' first thrust out of the landing zone.

Leftenant Kawa's armored recon platoon, a Swiftwind scout unit attached to Bell's Company, made contact with Bravo Chase at 0930 hours on the Carswell Barrens, approximately 100 kilometers east of the Guards' initial position. For Kawa and his troops, the contact was fatal.

Meanwhile, Bell doggedly set up a defense in the Barrens' rugged hill country, using the terrain for shelter against the superior Clan weapons. The Guards were frustrated in their attempts to engage Bell at long range, and so they had to go in after them. As the Guards began to climb the rugged hills, a suicidal charge of F-C 'Mechs came rushing down from the heights. Fierce fighting ensued, but the Falcon Guards proved to be too strong, even in difficult terrain.

The militia's heroic defense on Hill Six only served to slow the Guards' advance. Within a few hours, the last of Bell's Company had been rooted out and either destroyed or driven off, leaving the Carswell Barrens firmly in the hands of the Jade Falcons.



DESPERATE MEASURES

FLEEING

"Evacuation status?" Hauptmann Tanaka asked.

The commlink squawked and hissed before a voice replied, "Ninety percent loaded, Hauptmann. We'll be ready to leave within the hour."

Tanaka's eyes narrowed. The tactical display was linked to his recon 'Mechs three clicks away, and now it showed a cluster of blips ominously tagged "Unknown." His recon lance stayed in hiding, cautiously monitoring the Falcons' advance.

"You may not have an hour, Kommandant Simms. I estimate Clan arrival in less than fifteen minutes. I suggest you take what you have and leave."

There was a static-filled pause before Simms' reply came back over, "We've still got tons of vital supplies to transport—spare parts, medicine, records. You'll have to get us some time."

Tanaka swallowed. Despite the fact that Simms was an inexperienced officer, he was still Tanaka's commanding officer.

"With all due respect, Kommandant, if last week was any indication, we won't be able to hold them back for long once they hit us. There's a sandstorm coming in that may reduce visibility, but I don't think that will help much. You must leave soon."

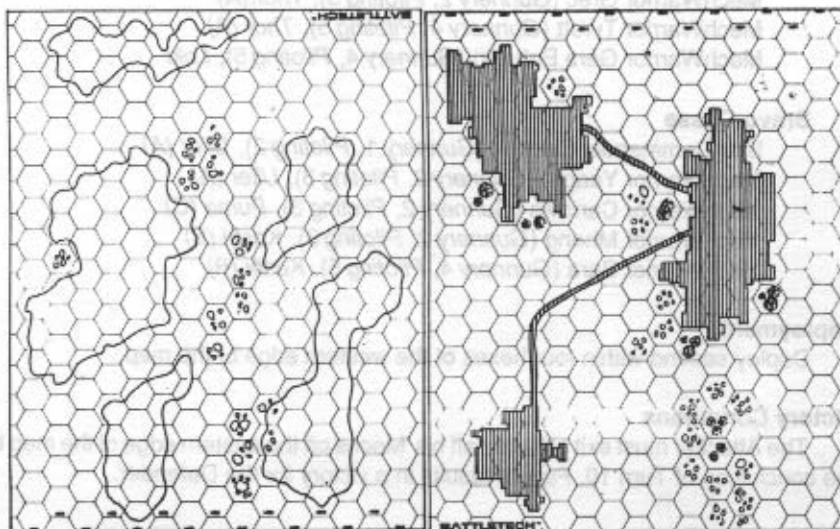
Another pause. "Do what you can, Hauptmann, and keep me informed. We'll finish up here as soon as we can."

Tanaka's screen flared momentarily, and a small message appeared: "Particle weapon discharged."

"Affirmative, Kommandant," Tanaka replied through gritted teeth, "but please hurry."

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the **Expert BattleTech** rules in this scenario, as well as the rules in **Technical Readout 3050**. The weather is Moderate Winds. Roll 1D6 at the beginning of each turn. On a result of 6, the weather is High Winds for the rest of the game.



Defender

The Defender is Tanaka's Reserve Company in the Twycross Militia. All 'Mechs are in good condition, with no damage.

Command Lance

Hauptmann Miles Tanaka (*Gunnery 3, Piloting 2*), *Marauder*
Sergeant Danielle Schimmel (*Gunnery 4, Piloting 5*), *Archer*
Robert Tolls (*Gunnery 4, Piloting 5*), *Griffin*
Brian Panganiban (*Gunnery 5, Piloting 6*), *JagerMech*

Fire Lance

Leftenant Kay Delgado (*Gunnery 3, Piloting 2*), *Warhammer*
Sergeant Eric Singleman (*Gunnery 4, Piloting 5*), *Catapult*
Hal Trulow (*Gunnery 5, Piloting 6*), *Centurion*
Marcus Taglioni (*Gunnery 5, Piloting 6*), *Griffin*

Recon Lance

Leftenant Ernest Karr (*Gunnery 4, Piloting 5*), *Commando*
Sergeant Karl Von Hass (*Gunnery 4, Piloting 5*), *Stinger*
Teri Bates (*Gunnery 5, Piloting 6*), *Valkyrie*
Lawrence Black (*Gunnery 5, Piloting 6*), *Commando*

Deployment

Deploy the Command and Fire Lance anywhere on the eastern map. Deploy the Recon Lance in hidden positions on the western map. The F-C player notes the location of his recon 'Mechs on a piece of paper. A hidden 'Mech is placed on the board whenever one of the following occurs:

- 1) The 'Mech moves.
- 2) The 'Mech fires.
- 3) The 'Mech is detected by a Beagle Active Probe.
- 4) A Clan unit moves to an adjacent hex.

Attacker

The Clan attacks with the Heavy and Fire Stars of Trinary Charlie, Falcon Guards.

Charlie Heavy

Star Captain Lefar (Gunnery 0, Piloting 1), Loki
 MechWarrior Rodham (Gunnery 2, Piloting 3), Thor (A)
 MechWarrior Kenbarg (Gunnery 2, Piloting 3), Fenris
 MechWarrior Ulston (Gunnery 4, Piloting 5), Masakari (B)
 MechWarrior Fuchida (Gunnery 4, Piloting 5), Loki

Charlie Fire

Star Commander Mart (Gunnery 2, Piloting 3), Ryoken (A)
 MechWarrior Kiri (Gunnery 2, Piloting 3), Thor (A)
 MechWarrior Fredasa (Gunnery 2, Piloting 3), Loki
 MechWarrior Skeld (Gunnery 2, Piloting 3), Loki
 MechWarrior Drison (Gunnery 4, Piloting 5), Ryoken (A)

Deployment

Set up within six hexes of the northern edge of the western map.

Special Rules

The Defender secretly designates an exit hex for the underground bunker in each city area and notes the location on a piece of paper. The Defender may exit one transport hovercraft from each of these bunkers per turn. The hovercraft are unarmed civilian vehicles that can move six hexes per turn. If they take any damage, they become disabled. If Clan forces occupy an exit hex, that hex may not be used for evacuation. If the hex subsequently becomes unoccupied, the Defender may once again exit hovercraft.

Victory Conditions

The escaping hovercraft contain spare parts, medical supplies, records, and other vital cargo. Victory is based on how many hovercraft the Defender may exit off the southern edge of the map by the conclusion of Turn 6.

Hovercraft Exit Table

Hovercraft Exited	Outcome
0 - 4	Attacker Decisive Victory
5 - 8	Attacker Marginal Victory
9 - 11	Draw
11 - 14	Defender Marginal Victory
15+	Defender Decisive Victory

Clan Bidding Force

Trinaries Bravo and Charlie.

After the decisive victory over the Twycross Militia in the opening phase of the invasion, the Falcon Guards moved with frightening speed. Their next targets were the vital depots, communication facilities, and population centers of Culvertino Province.

Virtually unopposed, the Guards arrived at Auburn Depot nearly a day ahead of all projections. The depot was an underground military facility defended only by Tanaka's Company, a reserve TMM unit that had yet to see action. Support personnel frantically loaded what they could onto transport vehicles for shipment out, while the rest of the Company bravely engaged the enemy. Tanaka's determination was not enough, though, and within an hour, the defenders were in full retreat. They left behind the base, with underground bunkers still intact. All this fell to the victorious Falcon Guards.



ON THE RUN

Leftenant Seline's *Jenner* danced skittishly across the gravelly slope, resembling a giant metal insect more than a humanoid 'Mech. Its pace was urgent as the ponderous feet moved east.

Radio silence. Remain in visual contact only. Gather intelligence and withdraw. Engage only if absolutely necessary.

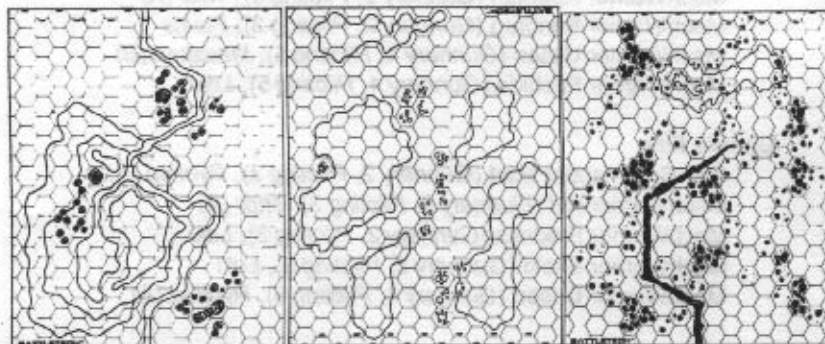
Seline's orders ran over and over in his mind, along with fragmented glimpses from the last twelve hours. There was the utter blackness of night as he and his lancemates slipped through the Gash into the stormy Plain of Curtains, the distant thunder of battle as the decoy force maneuvered around the Jade Falcons' position, the thudding of his own heart when he first caught sight of the Clan 'Mechs' grim silhouettes. All part of the terror and reality of confronting one's enemy.

Weariness pulled at Seline's head like a heavy weight.

Then his scanner sparked to life in the darkness of the cockpit. His heart sank. One...two...three...and more unidentified contacts appeared on the screen. Peering out through his dust-covered canopy, Seline could actually see objects in the distance—Clan 'Mechs. They were monstrous metal things, bristling with weapons and standing directly in the path of the fleeing F-C scouts.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the **Expert BattleTech** rules in this scenario, as well as the rules in **Technical Readout 3050**. The optional Weather Rules should be used.



Defender

The Defender has two lances of F-C recon 'Mechs. All 'Mechs are in good condition, with no damage. At the Defenders' option, he may equip any or all of his 'Mechs with Guardian ECM Suites. If he wishes to do so, he must use the modifications noted in parentheses.

Lance One

Hauptmann Marva Hanson (*Gunnery 3, Piloting 2*), *Commando* (Replace SRM 4 and ammo with ECM Suite)
 Sergeant Drussan Petrovitch (*Gunnery 3, Piloting 2*), *Commando* (Replace SRM 4 and ammo with ECM Suite)
 Michael Cooper (*Gunnery 3, Piloting 2*), *Javelin* (Replace CT jump jets and 1 ton ammo with ECM suite; reduce jump movement to 4)
 Rianna Allman (*Gunnery 4, Piloting 5*), *Javelin* (Replace CT jump jets and 1 ton ammo with ECM suite; reduce jump movement to 4)

Lance Two

Leftenant Thomas Seline (*Gunnery 3, Piloting 2*), *Jenner* (Replace 1 ton ammo and one Medium Laser with ECM suite)
 Sergeant Laura Fowler (*Gunnery 3, Piloting 2*), *Ostscout* (Replace 2 jump jets with ECM suite; reduce jump movement to 6)
 Michael Braun (*Gunnery 3, Piloting 2*), *Cicada* (Replace 1 Medium Laser and 1 Small Laser with ECM suite)
 Ala Serfass (*Gunnery 3, Piloting 2*), *Commando* (Replace SRM 4 and ammo with ECM Suite)

Beginning on Turn 2, the Defender rolls 1D6. If the result is less than (not equal to) the current turn number, then the following reinforcements enter along the eastern edge of the map.

Kimball's Heavy Lance

Leftenant Kimball (*Gunnery 3, Piloting 2*), *Marauder*
 Sergeant Emil Schneider (*Gunnery 4, Piloting 5*), *Rifleman*
 Sandra Threlshire (*Gunnery 4, Piloting 5*), *Archer*
 Kevin Dellums (*Gunnery 4, Piloting 5*), *Ostroc*

Deployment

Set up within six hexes of western edge of Center map.

Attacker

The Attackers are Bravo Chase and Charlie Chase of the Falcon Guards.

Bravo Chase

Star Commander Dechev (Gunnery 1, Piloting 2), Uller (A)
 MechWarrior Yeager (Gunnery 2, Piloting 3), Uller (A)
 MechWarrior Carrows (Gunnery 2, Piloting 3), Puma (C)
 MechWarrior Mhong (Gunnery 2, Piloting 3), Koshi (B)
 MechWarrior Bara (Gunnery 4, Piloting 5), Koshi (B)

Charlie Chase

Star Commander Zoll (Gunnery 1, Piloting 2), Uller (A)
 MechWarrior Burke (Gunnery 4, Piloting 5), Uller (A)
 MechWarrior Mabrams (Gunnery 4, Piloting 5), Puma (C)
 MechWarrior Ennis (Gunnery 4, Piloting 5), Puma (C)
 MechWarrior Tara (Gunnery 4, Piloting 5), Koshi (B)

Deployment

Bravo Chase sets up within eight hexes of the western edge of the map. Charlie Chase sets up within eight hexes of the eastern edge of the map.

Victory Conditions

The Defender's recon 'Mechs carry vital intelligence on Clan equipment and deployment. He receives 1 Victory Point for each 'Mech of Lance One and Two exited off the eastern edge of the board by the end of Turn 5.

The Defender should note at the beginning of the game that one of the F-C 'Mechs carries particularly sensitive data. If this 'Mech escapes, the Defender receives 1 additional Victory Point.

At the end of Turn 5, the players determine victory based on the following chart.

Defender Victory Table	
Victory Points	Outcome
0 - 1	Attacker Decisive Victory
2 - 3	Attacker Marginal Victory
4 - 5	Draw
6 - 7	Defender Marginal Victory
8 - 9	Defender Decisive Victory

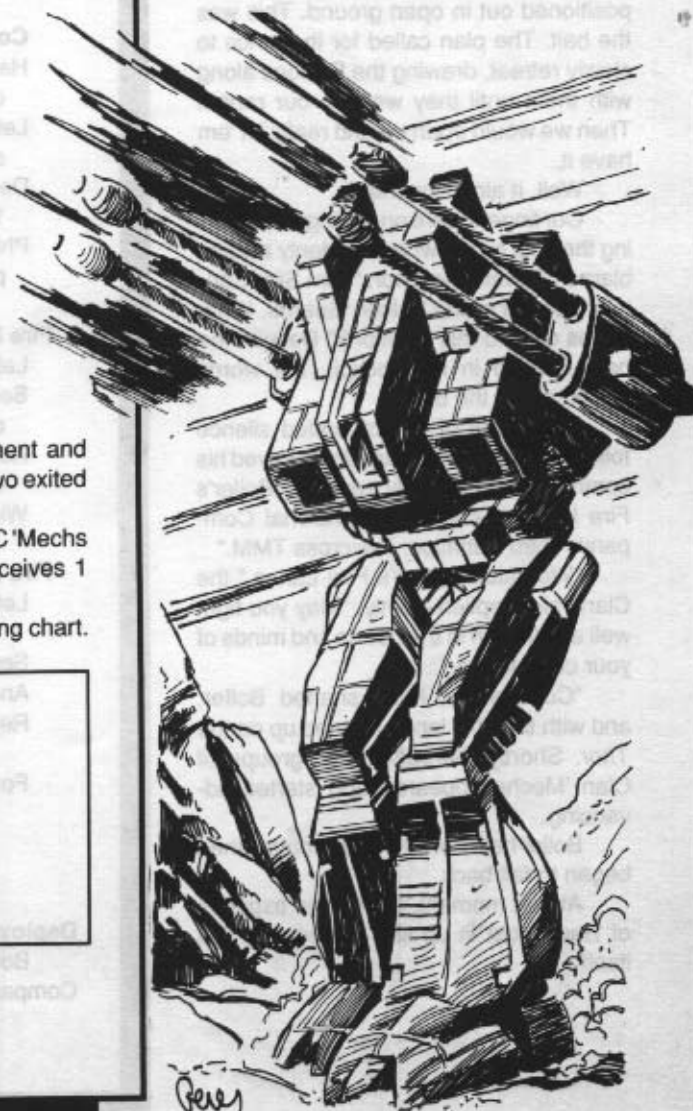
Clan Bidding Force

Bravo Chase, Charlie Chase, Delta Nova, Delta Elemental One.

When a small unit of specially equipped F-C recon 'Mechs slipped past the Falcon Guards' lead forces, Colonel Malthus dispatched two Chase Stars to intercept them. The F-C 'Mechs had already spent hours monitoring activities and recording Clan communications by the time the Chase Stars finally caught up with them.

Suddenly the F-C 'Mechs found themselves pinned down in rugged terrain. The situation looked hopeless, until Kimball's Heavy Lance arrived. With Kimball's lance laying down heavy cover fire, most of the recon 'Mechs were able to slip away.

This seemingly minor engagement was actually a major victory for the Inner Sphere. The data gathered by the recon force proved invaluable in planning the counterattack on Twycross, the fateful world that would play an important role in the downfall of the Falcon Guards.



AMBUSH

After the thrashing we took down on the Plain of Curtains, we were itching for some payback. I'd lost two lancemates down there, and watched those Toads tear my Kommandant's 'Mech to pieces. Dammit, I wanted payback so bad I could taste it.

We finally got our chance at Hawkroost. A Cluster of Falcons was moving through the area, apparently heading for the spaceport and repair facilities at Camora. Lieutenant-General Cicero had deployed us in rough ground, with instructions to stay hidden while the Clan was lured into an ambush.

The lead elements made contact at around 1100 hours. Fortunately, a fierce windstorm was howling, so visibility was limited. We saw the first Clan recon 'Mech approach—a *Thor*. Fire Lance Alpha was positioned out in open ground. This was the bait. The plan called for the lance to slowly retreat, drawing the Falcons along with them until they were in our range. Then we would open up and really let 'em have it.

Well, it almost worked.

Our fingers were on the trigger, awaiting the final order, when suddenly a voice blared out from the *Thor*. "I am Star Captain Bagdan of the Falcon Guards. What forces defend this position?" Despite the heat buildup in my cockpit, the words chilled me to the bone.

A moment of dumbfounded silence followed before Lieutenant Boller keyed his commlink and proudly replied, "Boller's Fire Lance, Schuller's Provisional Company, Third Battalion, Twycross TMM."

"We salute Boller's Fire Lance," the Clan voice replied calmly. "May you fight well and live on in the hearts and minds of your conquerors."

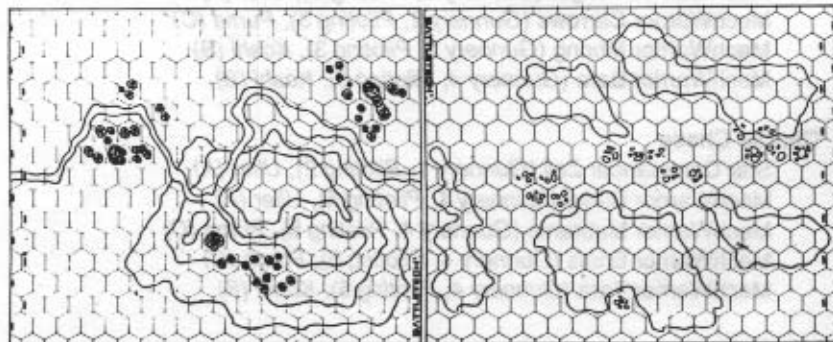
"Conquerors, hell!" snarled Boller, and with that, his lance opened up on the *Thor*. Shortly thereafter, two groups of Clan 'Mechs appeared and started advancing.

Boller held out for a few minutes, then began to fall back.

At that moment, the barren expanse of Hawkroost lit up like a corner of hell itself.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Treat River/Lake Hexes as Clear Terrain. Use the **Expert BattleTech** rules in this scenario, as well as the rules in **Technical Readout 3050**. The optional Weather Rules may also be used.



Defender

The Defender is Schuller's Provisional Company, Twycross TMM. These 'Mechs have been in combat and have taken damage as noted.

Command Lance

- Hauptmann Andrew Schuller (*Gunnery 3, Piloting 2*), *Marauder* (10 points damage by Defender, allocated in two groups of 5)
- Leftenant Parker Greer (*Gunnery 4, Piloting 5*), *Warhammer* (SRM 6 out of ammo; 12 points of damage to CT)
- Denzel Cross (*Gunnery 4, Piloting 5*), *Catapult* (All armor on RL destroyed; 12 LRM volleys remaining)
- Phillip Dorsey (*Gunnery 4, Piloting 5*), *Phoenix Hawk* (Left arm destroyed, 6 points of damage to CT; 4 points of damage to RL)

Fire Lance Alpha

- Leftenant Rodney Boller (*Gunnery 3, Piloting 2*), *Awesome*
- Sergeant Hamilton Miller (*Gunnery 4, Piloting 5*), *Archer* (20 points of damage; distributed by Defender)
- Adnna Williams (*Gunnery 4, Piloting 5*), *Thunderbolt* (20 rounds of SRM-2 ammo remaining; all LA armor destroyed)
- Wing Lal (*Gunnery 5, Piloting 6*), *Dervish* (Left arm destroyed)

Fire Lance Bravo

- Leftenant Eva Grunnik (*Gunnery 4, Piloting 5*), *Archer* (Right arm destroyed; 10 points damage to RT, 5 points damage to LT)
- Sergeant Erik Thorgirson (*Gunnery 4, Piloting 5*), *Crusader*
- Andrea Li (*Gunnery 5, Piloting 6*), *Quickdraw* (12 SRM-4 volleys remaining)
- Reginald Thompson (*Gunnery 5, Piloting 6*), *Trebuchet*

Fourth Armored Platoon

- 1 Shreck PPC Carrier
- 2 Striker Light Tanks
- 1 Hunter Support Tank

Deployment

Boller's Fire Lance deploys anywhere on the western map. The remainder of the Company sets up in hidden positions (see Special Rules) on the eastern map.

Attacker

The Attackers are Alpha Striker and Alpha Heavy, Falcon Guards.

Alpha Striker

Star Captain Bagdan (*Gunnery 0, Piloting 2*), Thor (A)
 MechWarrior Flahar (*Gunnery 2, Piloting 3*), Thor (A)
 MechWarrior Hochs (*Gunnery 2, Piloting 3*), Masakari (B)
 MechWarrior Braghero (*Gunnery 2, Piloting 3*), Man O' War (A)
 MechWarrior Ng (*Gunnery 4, Piloting 5*), Mad Cat

Alpha Heavy

Star Commander Stein (*Gunnery 2, Piloting 3*), Thor (A)
 MechWarrior Landis (*Gunnery 2, Piloting 3*), Loki
 MechWarrior Bradus (*Gunnery 2, Piloting 3*), Loki
 MechWarrior Keagbine (*Gunnery 4, Piloting 5*), Vulture (B)
 MechWarrior Cook (*Gunnery 4, Piloting 5*), Vulture (B)

Deployment

Attackers enter from the western edge of the map on Turn 1.

Victory Conditions

The Defender receives 2 Victory Points for each Clan 'Mech destroyed, while the Attacker receives 1 point for each destroyed F-C 'Mech. Non-'Mech units do not count for Victory Points. The side with the highest VP total by the end of Turn 12 is the winner.

Special Rules

F-C forces deployed on the eastern map are considered hidden. The player does not place them on the map, but notes their location on a piece of paper. An F-C unit is placed on the map when any of the following occurs:

1. The unit moves.
2. The unit fires.
3. An enemy unit moves into an adjacent hex.
4. The unit is detected by a Beagle Active Probe.

Note that in the actual battle Colonel Malthus' 'Mechs did not use Beagle Probes, and as a result took severe damage. To simulate this, players can agree not to use Clan variants with Beagle Probes or to allow only limited use of Probes.

Clan Bidding Force

Trinaries Alpha, Bravo, and Echo.

After the catastrophic opening phases of the Twycross campaign, Lieutenant-General Cicero changed strategy and relied on covert attacks and ambush rather than direct, open-field confrontation. It was becoming more and more apparent that Twycross was lost, but the F-C defenders fought on bravely, attempting to at least delay the Falcons' advance.

Hawkroost was located on a strategic approach to the starport city of Camora, and thus served as an ideal setting for an ambush with its numerous hiding places for 'Mechs, armored vehicles, and infantry squads. The survivors of earlier battles with the Clans were reorganized into Provisional Companies that were then dispatched to the region.

Moving with characteristic boldness, the Falcon Guards advanced into the Hawkroost area with total disregard for any opposition that might await them. When Star Colonel Malthus saw the one Fire Lance out in the open, he ordered two Stars of his 'Mechs to the attack. The hidden F-C units then opened up and caught the Falcons in a blistering cross-fire.

Malthus immediately sent in reinforcements and the problem was soon resolved, but his losses were heavy. The Clan invasion did move onward, but the battle at Hawkroost succeeded in buying valuable time for Lieutenant-General Cicero.

SITUATION: CAMORA SPACEPORT, 17 JUNE 3050

With the Falcon Guards advancing faster than ever, the situation grew desperate for the defenders of the strategic spaceport city of Camora. All that was left was little more than a battalion of combat-ready 'Mechs, along with a handful of armored infantry vehicles. Lieutenant-General Cicero called for volunteers to defend the three approaches to Camora while both wounded and civilians were loaded onboard DropShips for evacuation. Most of the surviving MechWarriors readily agreed to man the defenses.

Despite their obvious strength and superiority, the Jade Falcons still treated Camora's defenders with utmost respect as part of an honor code between warriors. The Falcons considered the troops defending the heights above Camora to be the bravest and most noble of all those they had fought on Twycross.

CAMPAIGN RULES

The following three scenarios simulate the battles fought over the approaches to Camora. Any forces that survive the first three can participate in the final push on Camora. The F-C defenders must fight to hold the Falcons back and to give their evacuees time to escape.

As with the other scenarios, players may fight the following battles with the standard forces described, or they may bid for the right to represent smaller Clan forces.

Bidding proceeds differently in the campaign battles. With the entire Falcon Guards Cluster at their disposal, the players must allocate deployments from the Cluster for each of the first three scenarios. The player who allocates the smallest force for a given battle represents the Falcon Guards in that battle.

The survivors of the first three battles form the Clan bidding force in the fourth scenario. The players then exchange bids, with the lowest bidder playing the Falcons in the final scenario.



STAND YOUR GROUND: SCENARIO 1

WASHING THE SPEARS

When Kommandant Amos Uncizi closed his eyes, he saw the image of his father shouting and gesturing with his ceremonial *Assegi*. "We must wash our spears!" he shouted as deadly 'Mechs approached. "Wash them in the blood of our enemies!"

His father had died in 3039 when his unit was overwhelmed by a Kurita counterattack. Miko Uncizi and his *Crusader* had stood defiant against the onslaught, shouting like ancient warriors until the end. "*Mana Lapho!*" Amos knew that it meant "Stand your ground!" The words had echoed in his dreams ever since that day so long ago.

Miko Uncizi had died a hero of the Federated Commonwealth, and for the next eleven years, his son had lived in the man's shadow, trying to live up to his father's standards but always failing.

Now the Clans were coming. Miko Uncizi's son stood in a barren defile, still in command of the few BattleMechs that remained of his battalion. After all the years of pain and struggle to be like the father he had never known, Amos could not help but think that his life had been a failure.

He addressed his unit over the command circuit. "General Cicero has given us orders to hold this defile to buy time for the evacuation of Camora. The Jade Falcons are less than an hour from our current position, and every minute we buy means more evacuees who can escape.

"It is unlikely that any who stay and fight will ever see our homes again. The General stresses that this is strictly a voluntary assignment. Those who wish to leave may do so."

The gathered MechWarriors stood silently in the blowing sand.

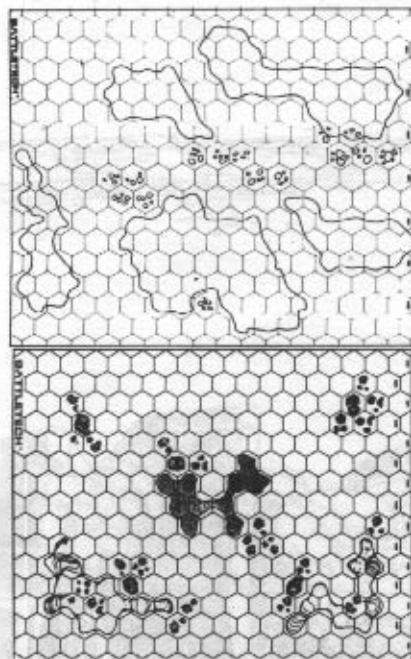
"Then I will hold the pass alone and stand against the foe, as my father would have," Amos said defiantly.

Then, rising above the rush of wind, came a voice, then another, and another. Every warrior offered his life in a pledge to defend the pass.

"*Mana Lapho!*" they shouted. "*Mana Lapho!*"

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the **Expert BattleTech** rules in this scenario as well as the rules in **Technical Readout 3050**. The optional Weather Rules may also be used.



Defender

The Defenders are survivors from Uncizi's Battalion, Twycross TMM. The 'Mechs have been repaired, their ammo replenished, and all are in good condition.

Command Lance

Kommandant Amos Uncizi (*Gunnery 1, Piloting 2*), Archer
Lieutenant Karyl Rule (*Gunnery 2, Piloting 3*), Dervish
Phillip Morrow (*Gunnery 4, Piloting 5*), Catapult
Lura Demmi (*Gunnery 4, Piloting 5*), Assassin

Fire Lance

Lieutenant Steven East (*Gunnery 4, Piloting 5*), Centurion
Sergeant Lawrence Trell (*Gunnery 5, Piloting 6*), Hunchback
Hamilton Ludahl (*Gunnery 5, Piloting 6*), Enforcer
Natalia Vishevski (*Gunnery 5, Piloting 6*), Quickdraw

Medium Lance

Lieutenant Gerald Rivers (*Gunnery 4, Piloting 5*), Rifleman
Sergeant Martha Susolo (*Gunnery 4, Piloting 5*), Thunderbolt
Emil Striker (*Gunnery 5, Piloting 6*), Scorpion
Martin Drake (*Gunnery 5, Piloting 6*), Shadow Hawk

Deployment

Set up anywhere on the map.

Attacker

The Attackers are Alpha Heavy, Alpha Fire, Falcon Guards Cluster.

Alpha Heavy

Star Commander Stein (Gunnery 2, Piloting 3), Thor (A)
 MechWarrior Landis (Gunnery 2, Piloting 3), Loki
 MechWarrior Bradus (Gunnery 2, Piloting 3), Loki
 MechWarrior Keagbine (Gunnery 4, Piloting 5), Vulture (B)
 MechWarrior Cook (Gunnery 4, Piloting 5), Vulture (B)

Alpha Fire

Star Commander Spitul (Gunnery 1, Piloting 2), Vulture (B)
 MechWarrior Rokay (Gunnery 1, Piloting 2), Thor (A)
 MechWarrior Makai (Gunnery 2, Piloting 3), Thor (A)
 MechWarrior Vaars (Gunnery 2, Piloting 3), Loki
 MechWarrior Sharger (Gunnery 4, Piloting 5), Fenris

Deployment

Enter the western edge of the map on Turn 1.

Victory Conditions

The Falcon Guards player receives 1 Victory Point for every 'Mech exited off the eastern edge of the map at the end of Turn 10. Victory is based on the following table:

VICTORY TABLE

Number Exited	Result
0 - 2	Defender Victory
3 - 5	Draw
6+	Attacker Victory

Clan Bidding Force

Special bidding rules. See Campaign Rules, p.34.

The second of the three major approaches to Camora was held by the surviving 'Mechs of Amos Uncizi's battalion. The Falcon Guards hit Uncizi hard, and within an hour, it became clear that the Clan was throwing the bulk of its forces against Larkspur Canyon.

The F-C defenders adopted a mobile strategy of falling back from position to position while harrying the Falcons with long-range fire. They inflicted minimal damage but did slow down the Clan advance.

Uncizi, son of a Federated Commonwealth war hero, led his troops into battle and held out until his 'Mech was blown out from under him. He was seriously wounded and had to be evacuated. As for the rest of the battalion, they fell back to join in the final defense of Camora.



UNLEASH THE DOGS: SCENARIO 2

TO THE BITTER END

Leftenant-General Cicero's eyes were now like sunken black pits in his skull. In the past two weeks, he had slept little as the Clan wiped out nearly three-fourths of his entire command in its relentless onslaught.

"Hauptmann Mowbray," Cicero began, "we have fewer than 40 'Mechs in working condition and few soldiers who are neither wounded nor exhausted."

Mowbray reflected on the words. Nine of his lancemates were gone, as were most of the gallant soldiers who had defended this miserable rock known as Twycross. Brave men cut down like little toy soldiers.

"I can't promise you anything, Hauptmann," Cicero continued. "All I can tell you is that several thousand refugees are in Camora awaiting evacuation. We must hold the Edmond Pass at all costs."

Mowbray nodded wearily. "Yes, sir."

A handful of ragged 'Mechs stood nearby, their armor disfigured by ugly holes and improvised patches. A small army of Techs scrambled around them, repairing and reloading what they could. The glorious life of a MechWarrior seemed little more than a distant dream to Mowbray now, a lie that had driven hundreds, maybe thousands, to their deaths.

"We've managed to scrape together a company-sized force to hold the pass," Cicero said. "As you are the highest-ranking officer still on his feet, I am offering command to you. This is a voluntary assignment, Hauptmann. I will not force you to take it."

Mowbray slowly nodded his head. It didn't matter much anymore. Nothing mattered. "I accept the assignment, sir."

Cicero sighed. "Thank you, Hauptmann. Your service to the Federated Commonwealth will always be remembered."

Then the weary General mounted his hovercraft and departed in a swirl of grit. Mowbray climbed into the cockpit of his own scarred *BattleMaster*. He settled into his seat, donned his neurohelmet, and said the words he had chosen as his 'Mech's voiceprint code so long ago. "Authorization Code Delta Tango Bravo Niner." His voice was hoarse, but tinged with a renewed strength of purpose. "Cry havoc...and unleash the dogs of war."

GAME SET-UP

Lay out the **BattleTech** maps as shown. Treat River/Lake Hexes as Clear Terrain. Use the **Expert BattleTech** rules in this scenario, as well as the rules in **Technical Readout 3050**.



Defender

The Defenders are a Provisional Company of survivors from the Twycross TMM under the command of Hauptmann Mowbray. All 'Mechs have sustained damage as noted.

Command Lance

Hauptmann Quentin Mowbray (*Gunnery 2, Piloting 3*), *BattleMaster* (MG out of ammo; 15 SRM-6 volleys remaining; 12 points damage to CT; 6 points damage to RT; 6 pts damage to LL)

Sergeant Charles Sulley (*Gunnery 4, Piloting 5*), *Warhammer* (8 points damage to CT; 8 points damage to LR; 6 points damage to LL; 5 SRM-6 volleys remaining)

Linda Purcell (*Gunnery 4, Piloting 5*), *Cyclops*

Aaron Scheel (*Gunnery 5, Piloting 6*), *Rifleman* (LA destroyed; 20 points of damage distributed in 5-point groups by defender)

Fire Lance

Sergeant Carmine Gomez (*Gunnery 4, Piloting 5*), *Archer* (12 LRM-20 volleys remaining; 11 points damage to RT)

Vance Loman (*Gunnery 5, Piloting 6*), *Dervish* (10 points of damage to RA; one RA SRM destroyed)

Alvaro Mariconi (*Gunnery 5, Piloting 6*), *Crusader* (8 points damage to RA, 6 points damage to LA; 8 SRM-6 volleys remaining)

Theo Mann (*Gunnery 5, Piloting 6*), *Griffin*

Recon Lance

Leftenant Lawrence Ely (*Gunnery 2, Piloting 3*), *Phoenix Hawk* (2 points damage to head; 9 points damage to CT; 6 points damage to RL; 100 MG rounds remaining)

Sergeant Amanda Snyder (*Gunnery 5, Piloting 6*), *Vulcan*

Red Deville (*Gunnery 5, Piloting 6*), *Ostscout* (4 points damage to CT; RA destroyed)

Marjorie Borens (*Gunnery 5, Piloting 6*), *Commando*

2 Platoons of Mechanized Infantry (MG)

2 Platoons of Mechanized Infantry (Laser)

Deployment

Set up anywhere on map. Infantry may be set up in hidden positions. The Defender notes the infantry's location on a piece of paper. The infantry's position is revealed if:

1. It moves.
2. It fires.
3. An enemy unit moves adjacent to it.
4. The unit is detected by a unit with a Beagle Active Probe.

Attacker

The Attackers are Bravo Heavy and Bravo Fire, Falcon Guards Cluster.

Bravo Heavy

Star Captain Dan Kyle (Gunnery 2, Piloting 0), Thor (A)
 MechWarrior Inez (Gunnery 2, Piloting 3), Thor (A)
 MechWarrior Roter (Gunnery 2, Piloting 3), Masakari (B)
 MechWarrior Amard (Gunnery 4, Piloting 5), Loki
 MechWarrior Denal (Gunnery 4, Piloting 5), Mad Cat

Bravo Fire

Star Commander Cascato (Gunnery 2, Piloting 3), Ryoken (A)
 MechWarrior Harreen (Gunnery 2, Piloting 3), Ryoken (A)
 MechWarrior Grec (Gunnery 2, Piloting 3), Thor (A)
 MechWarrior Tyrett (Gunnery 4, Piloting 5), Thor (A)
 MechWarrior Gera Buhallin (Gunnery 4, Piloting 5), Loki

Deployment

Enter western edge of the map on Turn 1.

Victory Conditions

The Falcon Guards player receives 1 Victory Point for every 'Mech exited off the eastern edge of the map by the end of Turn 10. Victory is based on the following table:

VICTORY TABLE

Number Exited	Result
0 - 2	Defender Victory
3 - 5	Draw
6+	Attacker Victory

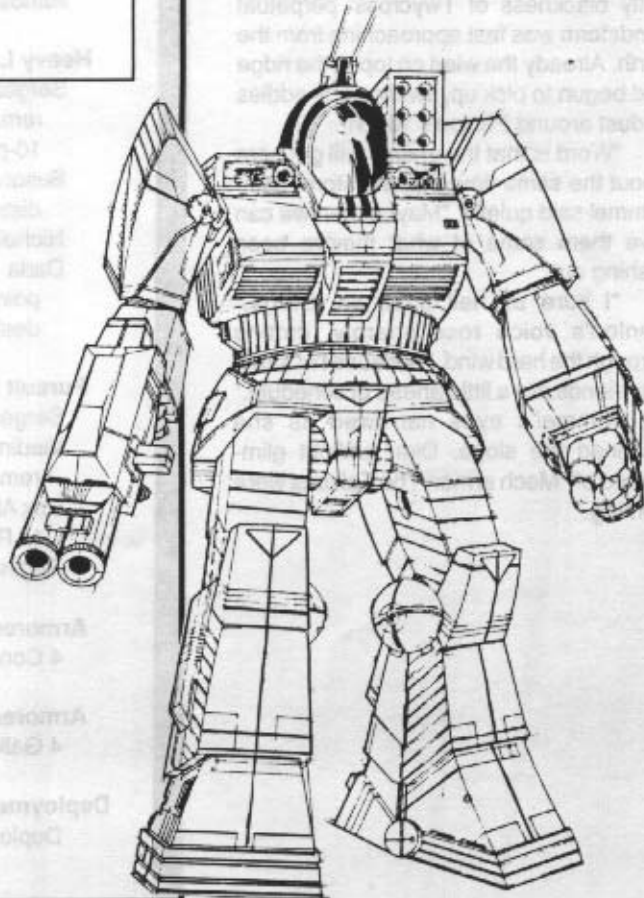
Clan Bidding Force

Special bidding rules. See **Campaign Rules**, p. 34.

Remnants of the Twycross Militia's Second Battalion, led by Hauptmann Quentin Mowbray, held the rugged Redmond Pass. Against Inner Sphere opponents, the Pass would have been an impregnable position, but the Jade Falcons were no ordinary opponents. The Clans had demonstrated time and again that their superior weapons and swarming tactics could render useless even the most sophisticated Inner Sphere defenses.

Mowbray and his fellow volunteers knew there would be no retreat from Redmond Pass. One look down at the stream of DropShips pouring out of Camora's underground silos told him that. If the Falcons broke through here, no more would escape from Twycross. Mowbray and his men knew they had to fight to the last man in trying to hold their position.

The ensuing battle was a nightmare, with neither side holding back. Mowbray and his battered lancemates knocked out nearly a full Star of Falcon 'Mechs before finally being overwhelmed. Their defiance and their bravery brought them a victory of sorts. The lives sacrificed in Redmond Pass bought the lives of more evacuees in Camora.



FALCONS DESCENDING

"We're all that's left," Sergeant Kimmel said, her voice raw with determination and pride. "We have to hold the most exposed and indefensible approach to Camora against an army that hasn't been stopped yet."

MechWarrior Fenlon surveyed the smoldering expanse of ground that they were to defend. For a brief moment, he had to question why it was he had volunteered. The land, strewn with rocks and craters, stood at the top of a long, wind-swept ridge. Below lay launching silos of the Camora Spaceport, tempting targets for the advancing Jade Falcons.

"Hey Sarge, tell me how I get out of this chicken-track outfit," Fenlon said, trying to break the tension.

Kimmel smiled for an instant, then went on with her briefing. "We may have some help. The edge of the Diabolis is supposed to be passing through here in an hour. That should reduce the effectiveness of their long-range weapons. Let's hope so."

True to Kimmel's word, the rolling, gritty blackness of Twycross' perpetual sandstorm was fast approaching from the north. Already the wind on top of the ridge had begun to pick up, swirling tiny eddies of dust around Fenlon's 'Mech.

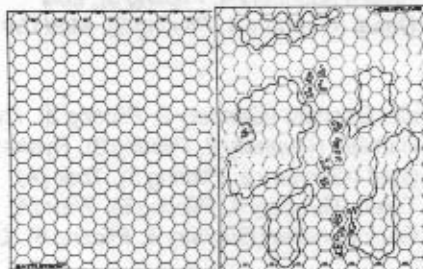
"Word is that the enemy will get here about the same time that the storm hits," Kimmel said quietly. "Maybe then we can give them some of what they've been dishing out."

"I sure as hell hope so, Sarge." Fenlon's voice rose sharply, cutting through the hard wind. "Because I'm afraid our friends are a little ahead of schedule."

Kimmel's eyes narrowed as she scanned the slope. Dim sunlight glimmered off 'Mech armor. The Falcons were coming.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the **Expert BattleTech** rules in this scenario as well as the rules in **Technical Readout 3050**. Weather at the beginning of the game is High Winds. Beginning on Turn 2, roll 1D6 at the start of each turn. If the number rolled is less than, or equal to, the turn number, then the Diabolis has arrived with Cyclone conditions. The Cyclone persists until the end of the game.



Defender

The Defender is a Provisional Company of survivors from the Twycross TMM. All 'Mechs are damaged as noted.

Command Lance

- Leftenant Alan Krueger (*Gunnery 2, Piloting 3*), *Marauder*
- Sergeant Gregory Orlos (*Gunnery 4, Piloting 5*), *Crusader* (produces 2 extra points of heat per turn, 25 points of damage distributed in 5-point groups by Defender)
- Karla Moskone (*Gunnery 4, Piloting 5*), *Banshee* (20 points damage to CT; 12 points damage to RT; 8 points damage to LL)
- Randall Fordman (*Gunnery 5, Piloting 6*), *Dervish* (Both arms destroyed)

Heavy Lance

- Sergeant Sharo Kimmel (*Gunnery 4, Piloting 5*), *Stalker* (20 LRM 20 volleys remaining; 15 SRM-6 volleys remaining; 40 points of damage distributed in 10-point groups by Defender)
- Susan Orloff (*Gunnery 4, Piloting 5*), *Warhammer* (10 points of damage distributed by Defender; 8 SRM-6 volleys remaining)
- Nicholas Fenlon (*Gunnery 5, Piloting 6*), *Orion*
- Darla Livingston (*Gunnery 5, Piloting 6*), *Thunderbolt* (RA destroyed; 25 points of damage distributed in 5-point groups by Defender; SRM 2 destroyed)

Pursuit Lance

- Sergeant Elmo Doran (*Gunnery 4, Piloting 5*), *Phoenix Hawk*
- Vladimir Gustan (*Gunnery 5, Piloting 6*), *Hermes II* (8 rounds AC/5 ammo remaining; 8 points of damage to CT; 4 points of damage to each leg)
- Rex Allen (*Gunnery 5, Piloting 6*), *Valkyrie* (LA destroyed; 6 points of damage to RA)
- Regina Butler (*Gunnery 5, Piloting 6*), *Javelin* (15 SRM-6 volleys remaining)

Armored Platoon Alpha

4 Condor Heavy Tanks

Armored Platoon Bravo

4 Galleon Light Tanks

Deployment

Deploy anywhere on the board.

Attacker

Attackers are Charlie Heavy, Charlie Chase, and Delta Elemental One, Falcon Guards Cluster.

Charlie Heavy

Star Captain Lefar (Gunnery 0, Piloting 1), Loki
 MechWarrior Rodham (Gunnery 2, Piloting 3), Thor (A)
 MechWarrior Kenbarg (Gunnery 2, Piloting 3), Fenris
 MechWarrior Ulston (Gunnery 4, Piloting 5), Masakari (B)
 MechWarrior Fuchida (Gunnery 4, Piloting 5), Loki

Charlie Chase

Star Commander Zoll (Gunnery 1, Piloting 2), Uller (A)
 MechWarrior Burke (Gunnery 4, Piloting 5), Uller (A)
 MechWarrior Mabrams (Gunnery 4, Piloting 5), Puma (C)
 MechWarrior Ennis (Gunnery 4, Piloting 5), Puma (C)
 MechWarrior Tara (Gunnery 4, Piloting 5), Koshi (B)

Delta Elemental One

Elemental Star Commander Wil, 4 Elementals
 Point Commander Fren, 4 Elementals
 Point Commander Hee, 4 Elementals
 Point Commander Hemsl, 4 Elementals
 Point Commander Grendel, 4 Elementals

Deployment

Enter from the western edge of map on Turn 1.

Victory Conditions

The Falcon Guards player receives 1 Victory Point for every 'Mech or full Point of Elemental infantry exited off the eastern edge of the map by the end of Turn 10. Victory is based on the following table:

VICTORY TABLE

Number Exited	Result
0 - 4	Defender Victory
5 - 8	Draw
9+	Attacker Victory

Clan Bidding Force

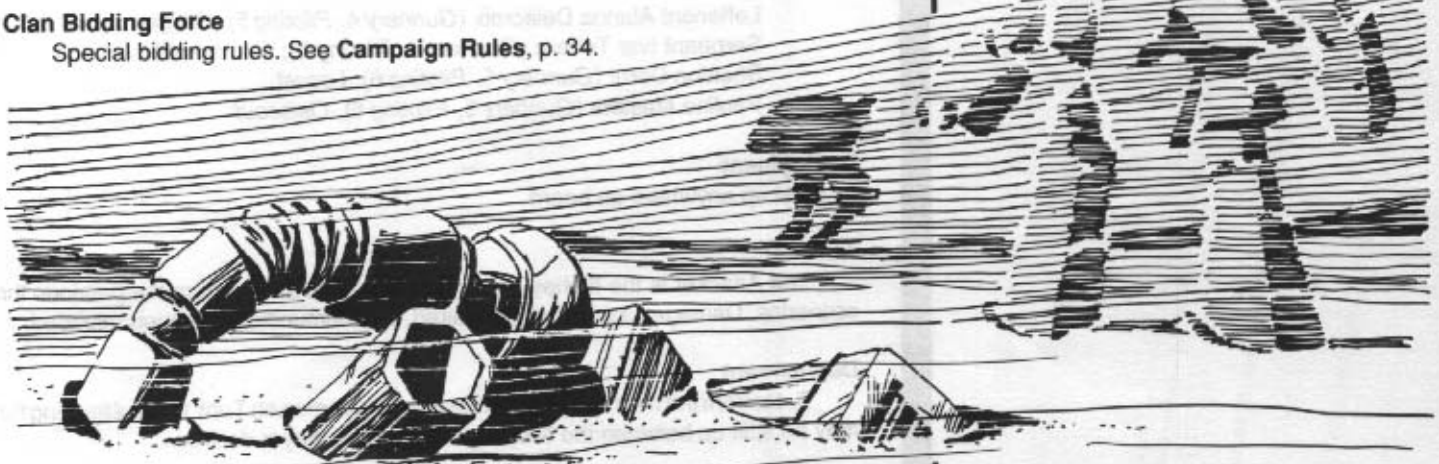
Special bidding rules. See **Campaign Rules**, p. 34.

Schreuder Heights lay along the route most widely used by travelers going into Camora. For this reason, it was also the most heavily guarded by F-C defense forces. Even though the main Clan thrust struck at Larkspur Canyon, the battle for the Heights lived up to every expectation.

The Falcon Guards swept in just ahead of the Diabolis, a savage storm that continually ravaged Twycross. As the F-C's defenders felt the full force of superior Clan weaponry, the Diabolis roared onto the battlefield, interfering with the Falcons' long-range targeting, neutralizing their missiles, and forcing them to move in much closer. Now, at least, the defenders had a chance.

The motley F-C force concentrated their fire first on one Falcon 'Mech, then on another. After that, they raced in for close combat. In time, they actually had forward Clan forces in retreat.

When it was all over, the defenders had fought the Falcon Guards to a bloody stalemate, holding their ground in what was one of the few victories for the F-C forces during the Twycross campaign.



REQUIEM FOR A WORLD: SCENARIO 4

FLIGHT FROM CAMORA

As we moved down the street under the watchful eye of F-C Security men, I clutched my portfolio tightly. In it were complete transcripts of communication and intelligence reports regarding the Jade Falcon invaders. It was only one of many such packages being smuggled off the doomed planet. Soon we found ourselves in a long line of humanity shuffling toward the loading ports for the F-C DropShips.

With the ComStar facilities now overrun, Twycross was completely isolated from the rest of the Federated Commonwealth. The only intelligence information our forces would receive would be what we carried with us.

In the hills above Camora, we could see flashes of light, followed by the crack and whine of heavy weapons' fire. The barbarians from beyond the Periphery were almost upon us now.

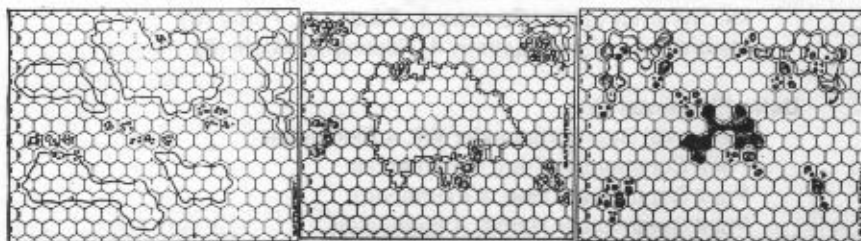
No one knew who they were or what exactly it was they wanted. Stories had filtered down that told of massacres of Combine civilians by the Smoke Jaguars, as well as vast slaveship armadas taking away thousands of women and children from the Rasalhague Republic. Was there truth to these terrible rumors? In those fearful hours, anything seemed possible.

—Maria Dunlap, F-C civil servant, quoted in *The Clans*, a series of articles distributed by the Federated Commonwealth wire service.

GAME SET-UP

Lay out the **BattleTech** and **CityTech** maps as shown. Use the **Expert BattleTech** rules in this scenario, as well as the rules in **Technical Readout 3050**. Each player should randomly select and place ten building counters of various types in the City area. No buildings should be placed on Hex 0909 or any of the hexes adjacent to it. This area represents the spaceport launching platform. The launching area is two levels lower than the surrounding terrain, even though DropShips are four levels tall. Thus, for line-of-sight and movement purposes, these seven hexes should be treated as Level 2 Terrain.

The Defending player may hide twelve vibrabombs within the City area, noting their location and detonation range on a separate piece of paper. The optional Weather Rules may also be used.



Defender

The Defender is Wyman's Company, Twycross TMM. BattleMechs have been repaired and are in good condition.

Command Lance

Hauptmann Garth Wyman (*Gunnery 2, Piloting 3*), *Marauder*
Sergeant Lanna Mallard (*Gunnery 4, Piloting 5*), *Rifleman*
Drew Kinnock (*Gunnery 4, Piloting 5*), *Grasshopper*
Alison Mino (*Gunnery 4, Piloting 5*), *Catapult*

Fire Lance

Leftenant Patrick Gough (*Gunnery 4, Piloting 5*), *Trebuchet*
Sergeant Barbars Svennis (*Gunnery 4, Piloting 5*), *Blackjack*
Michael Polli (*Gunnery 5, Piloting 6*), *Dervish*
Vincent Morrison (*Gunnery 5, Piloting 6*), *Catapult*

Recon Lance

Leftenant Alanna Delacroix (*Gunnery 4, Piloting 5*), *Stinger*
Sergeant Ivar Tehern (*Gunnery 4, Piloting 5*), *Commando*
Sheldon Dorrit (*Gunnery 5, Piloting 6*), *Locust*
Pauline Masters (*Gunnery 5, Piloting 6*), *Ostscout*

Deployment

Set up anywhere on board.

Attacker

The Attacker is the highest-scoring Falcon Guards unit from the previous three scenarios. Damage has not been repaired, but ammunition has been reloaded.

Deployment

Enter from the northern or southern edge of the map on Turn 1. The attacking force may be split up between the two map edges if the player desires.

Victory Conditions

Hex 0909 and adjacent hexes represent the launching area for the underground Camora Spaceport. One unarmed DropShip is launched on each turn. When a Clan unit occupies Hex 0909 or any of those adjacent to it, all DropShip launches must stop. The game continues until Hex 0909 is occupied. Victory is based on the number of DropShips that have departed before this occurs.

VICTORY TABLE

Number of Dropships	Result
5 or less	Attacker Decisive Victory
6 - 8	Attacker Marginal Victory
9 - 10	Draw
11 - 13	Defender Marginal Victory
14 or more	Defender Decisive Victory



As the valiant defense of the hills surrounding Camora broke down, those who survived began retreating to the Camora Spaceport where DropShips were still loading the city's civilian and government personnel. The Falcon Guards followed close behind and approached the city like hungry predators who had finally cornered their prey.

The only barrier that remained between the Falcons and victory was Wyman's Company, the last surviving unit of the Twycross TMM. Determined to avenge their fallen comrades, Wyman and his MechWarriors carefully dodged enemy fire and lured the Guards' lead elements into the outskirts of Camora. Here, hidden mines, vibrabombs, and concealed infantry helped blunt the Clans' attack, enabling more refugees to escape.

At liftoff, the DropShips were escorted by F-C aerospace fighters in anticipation of a fierce battle in space. To their surprise, however, the Falcons' own fighters put up only token resistance, breaking off upon seeing that their targets were not actually military vessels.

Twycross had, indeed, fallen to the invaders, but the Clan's bizarre code of honor had enabled thousands of refugees to escape, bringing with them vital information on how the Clans operate.

THUNDER OF THE GODS

KICK THE CAN

The heavy crunch of 'Mech feet echoed throughout the deserted buildings of Camora. Near the center of the city, yet another DropShip rose up on a column of flame, carrying more refugees to safety. The ship wobbled and danced as high atmospheric winds caught hold of it. Then it stabilized and continued its ascent to freedom.

Corporal DuChamp returned his attention to his sector, the sector into which the Jade Falcon 'Mechs were now moving. Hundreds of destroyed F-C BattleMechs lay like scrap metal in the passes above Camora. There was nothing left to stop the Clan now. Nothing, that is, but "The Canning Crew," Third Company, Second Battalion, Twycross Planetary Guards.

A medium-size Clan 'Mech, tentatively tagged "Ryoken," moved slowly down Ellman Avenue right toward DuChamp's squad.

"Hold fire till he's closer," Lieutenant Myer whispered over DuChamp's commlink. "Then let him have it."

"Roger," DuChamp whispered back.

This Clan 'Mech was an ugly vehicle. DuChamp reminded himself that this thing, and others like it, had massacred his entire Regimental Combat Team. Rage began to burn inside him.

The alien machine was well within range now, advancing steadily with what seemed an arrogant disregard for any possible threat or danger.

"First squad, open fire!" Myers ordered. "Give him all you've got!"

SRM volleys screamed from the Clan 'Mech's head and chest, while massed concentrations of automatic infantry fire chipped away at its armor. The great 'Mech paused, then stumbled backward. Perhaps its pilot was confused, puzzled that mere infantry had the audacity to challenge its power. A satchel charge exploded against the metal beast's leg, causing it to stumble some more.

DuChamp opened fire with his own weapon.

"It's called Kick the Can!" he roared, drowned out by the explosions all around him. "Now who's playing games?"

SITUATION: CAMORA SPACEPORT, 1700 HOURS, 18 JUNE 3050

The fall of Camora brought an end to most organized resistance on Twycross. The bulk of the city's defenders were either dead or evacuated, and as the Falcon Guards entered the city, only a few scattered platoons of infantry remained to put up a fight.

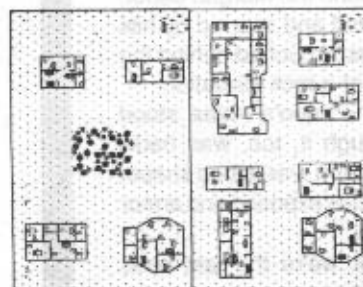
Despite the Clan's amazing superiority in range and firepower, they were vulnerable to infantry in an urban setting. The speed of the Clan advance had been such that few, if any, of their 'Mechs had been fitted with anti-infantry weapons. The mighty Guards sustained considerable damage from small units such as Corporal DuChamp's squad.



BATTLETROOPS SCENARIO

GAME SET-UP

Lay out **BattleTroops** Maps 1 and 2 as shown. Use the **BattleTroops** rules for this scenario. Weather Rules are not used.



Defender

The Defenders are the First and Second Squads, First Platoon, Second Battalion, Twycross Planetary Guards.

First Squad

- 3 SRM
- 2 SMG w/ Grenade Launchers
- 1 Light MG

Second Squad

- 4 SMG
- 2 SRM
- 1 Heavy Semi-Portable Laser

All men are equipped with flak vests.

Deployment

Set up anywhere.

Attacker

The Attacker is MechWarrior Harreen (*Gunnery*2, *Piloting*3), *Ryoken* (A). This 'Mech has taken ten armor hits, distributed in two groups of five using the Front Hit Location Table.

Deployment

MechWarrior Harreen enters the from the eastern edge of the board at the beginning of Turn 1.

Victory Conditions

The Clan player wins if he kills or renders unconscious all members of both infantry squads. The F-C player wins if he destroys the Clan 'Mech. The game continues until one side has achieved victory.

Special Rules

If using variants, the Clan player may not use one equipped with A-Pods.

A Clan Medium Pulse Laser has the following BattleTroops stats:

Weapon Type	Damage	MaximumRange
Clan Medium Pulse Laser	28L	144

Clan Bidding Force

There is no bidding in this scenario.



SOLE SURVIVORS

MechWarrior Owens squinted through his cockpit glass at the Clan forces forming around the Morgan depot. His *Wolverine*, pitted and scarred by hits from Clan weapons, crouched behind the protective shelter of a rock formation.

MechWarrior Zuquo's *Atlas* stood nearby, even though it, too, was badly damaged. The left arm was in bad shape, with myomer muscles exposed and armor fused and battered.

"Do you think we're the last ones left?" Zuquo asked.

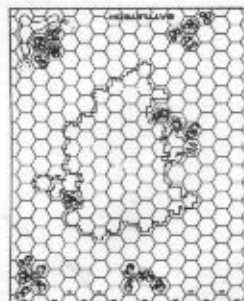
"Looks like it, Zuke. Those devils have garrisoned the depot, but they look like second-line stuff—converted Inner Sphere 'Mechs. The way I see it, we either surrender or go out fighting. What do you think?"

Zuquo sighed. "I've got nothing left to lose. I say we take a few of them with us before we go?"

"What the hell?" Owens agreed. "Better to die a hero than live as a slave."

GAME SET-UP

Lay out the **CityTech** map as shown. Use the **Expert BattleTech** rules in this scenario, as well as the rules in **Technical Readout 3050**. The paved area represents a Remote Supply Depot. The defending player should place six Light Level 1 buildings and two Hardened Level 1 buildings anywhere in the city area except Hex 0909. The optional Weather Rules may also be used.



Defender

The Defenders are two second-line Clan 'Mechs. They are designed along the lines of standard Inner Sphere 'Mechs, but have been modified as listed below. Note that some of the conversions result in lighter-weight 'Mechs. This indicates these conversions are field modifications only.

Star Commander Movron (*Gunnery 4, Piloting 5*), *Warhammer* (Replace PPCs with Clan Large Pulse Lasers; replace SRM-6 with Streak SRM-6; replace Medium Lasers with Clan ER Medium Lasers; replace Small Lasers with Clan ER Small Lasers)

MechWarrior Baytor (*Gunnery 5, Piloting 6*), *Rifleman* (Remove RT and LT lasers; replace RA and LA Large Lasers with Clan Large Pulse Lasers; replace AC/5 with Clan LV-5X Autocannon)

Deployment

Set up within the paved area.

Attacker

The Attackers are two damaged F-C 'Mechs. Their condition is listed.

Thaddeus Owens (*Gunnery 3, Piloting 4*), *Wolverine* (4 points damage to head; 8 points damage to CT; Medium Laser destroyed; 10 rounds of AC/5 ammo remaining)

Han Zuquo (*Gunnery 3, Piloting 4*), *Atlas* (18 points damage to CT; 16 points damage to RT; 9 points damage to LT; left arm destroyed; 5 rounds of AC/20 ammo remaining)

Deployment

Enter southern edge of map on Turn 1.

Victory Conditions

The Attacker wins by occupying Hex 0909 for one full turn, then, in the following turn, firing a weapon and setting off an ammo explosion that destroys the depot. If this has not been accomplished by the end of Turn 5, then Falcon reinforcements have arrived and the two F-C 'Mechs are destroyed. The Defender has won.

Clan Bidding Force

None.



With nearly all the defenders of Twycross dead or evacuated, the Jade Falcons' hold on the world seemed complete.

Sporadic resistance continued, most notably the assault by two F-C MechWarriors on an isolated depot. Even though one of the F-C 'Mechs was destroyed and the other one crippled, the depot was destroyed. Concerned that there were still F-C forces out there, Colonel Malthus delayed his Guards' departure in order to help mop up any last pockets of resistance.

During the delay, however, heavy sandstorms grounded the transport, causing the Guards to miss their rendezvous with the Falcon JumpShips. The Falcon Guards were now stranded on Twycross while the rest of the Falcon Clan marched on to further conquest.

PAYBACK TIME

A scattering of blips, glowing red on the tactical display, approached the lead elements of the Commonwealth's Tenth Lyran Guards. Lieutenant-General Milstein noted with satisfaction that they were conventional 'Mechs such as *Rifleman* and *Thunderbolts*. Intelligence was correct. The Clan had deployed only converted Inner Sphere 'Mechs on Twycross.

"Kommandant Drake, you may begin your attack," Milstein said, struggling to keep his voice calm. They were on the verge of the first major victory over the Clans, but he had to avoid overconfidence. Victory had slipped away from the Inner Sphere's grasp too many times.

Ignoring the rush of wind and sand against his *BattleMaster's* cockpit, Milstein watched his own 'Mechs move against the Clan vehicles. A spray of Clan LRMs erupted from the enemy line, but were lost and deflected by the roaring wind. Milstein allowed himself a smile; the meteorologists were right, too.

Within seconds, the Clan's range and firepower advantage had been neutralized. Flashes of laser and particle beam fire shot out from the F-C 'Mechs. A Clan *Rifleman* blazed to momentary prominence before vanishing from the tactical display screen. The Tenth Lyran Guards boldly advanced, while the Clansmen, sensing possible defeat, fell back.

Milstein clenched his hand as he followed the action. A wave of elation begun to wash over him.

Then he saw the Clan reinforcements.

Another wave of red blips bore down on the Lyran position. The initial assault had been too easy. The real battle had yet to begin.

Heart hammering, Milstein growled, "Come on, you Clan SOBs. It's payback time."

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the **Expert BattleTech** rules in this scenario, as well as the rules in **Technical Readout 3050**. Treat River/Lake Hexes as Clear. Weather conditions at the beginning of the game are High Winds. Roll 1D6 at the start of each turn, beginning on Turn 2. If the result is less than or equal to the current turn number, then the weather conditions change to High Winds/Sandstorm and remain that way until the end of the game.



Defender

The Defender is a Provisional Company of converted Inner Sphere 'Mechs piloted by inexperienced Jade Falcon MechWarriors. The 'Mechs are modified with Clan weaponry, as listed. Note that some of the conversions result in lighter-weight 'Mechs. This indicates that these conversion are field modifications only.

Command Star

Star Commander Halcap (*Gunnery 3, Piloting 4*), *Marauder* (Replace PPCs with Clan Large Pulse Lasers; replace AC/5 with Clan Ultra AC/5; add CASE to all ammo)

MechWarrior Veller (*Gunnery 4, Piloting 5*), *Thunderbolt* (Replace Large Laser with Clan Large Pulse Laser; replace LRM-15; replace all LT Medium Lasers with Clan ER Large Laser; remove SRM-2 and ammo; replace LA machine guns with 1 Clan ER Medium Laser and 2 Clan ER Small Lasers)

MechWarrior Sheller (*Gunnery 4, Piloting 5*), *Rifleman* (Remove RT and LT lasers; replace RA and LA Large Lasers with Clan Large Pulse Lasers; replace AC/5 with Clan LB-5X Autocannon)

MechWarrior Banoff (*Gunnery 4, Piloting 5*) *Shadow Hawk* (Replace AC/5 with Clan LB-5X Autocannon; replace LRM-5 with Swarm LRM-5; replace SRM-2 with Streak SRM-2; replace RA Medium Laser with Clan ER Medium Laser)

MechWarrior Resh (*Gunnery 4, Piloting 5*), *Rifleman* (same as *Rifleman* above)

Heavy Star

Star Commander Alith (*Gunnery 4, Piloting 5*), *Atlas* (Replace AC/20 with Clan Ultra AC/20; replace LRM-20 with Swarm LRM-20; replace LT SRM-6 with Streak SRM-6)

MechWarrior Thark (*Gunnery 4, Piloting 5*), *Warhammer* (Replace PPCs with Clan Large Pulse Lasers; replace SRM-6 with Streak SRM-6; replace Medium Lasers with Clan ER Medium Lasers; replace Small Lasers with Clan ER Small Lasers)

MechWarrior Brand (*Gunnery 4, Piloting 5*), *Archer* (Replace LRM-20 with Swarm LRM-20; replace all Medium Lasers with Clan ER Medium Lasers)

MechWarrior Danner (*Gunnery 4, Piloting 5*), *Thunderbolt* (same as Thunderbolt above)

MechWarrior Wick (*Gunnery 4, Piloting 5*), *Victor* (Replace AC/20 with Clan Gauss Rifle; replace AC/20 ammo with 24 Gauss Rifle rounds; replace Medium Lasers with Clan ER Medium Lasers; replace SRM-4 with Streak SRM-4)

Deployment

Deploy within four hexes of the northern edge of the map.

Attacker

The Attacker is Brubaker's Company, Drake's Battalion, Tenth Lyran Guards.

Command Lance

Hauptmann Vance Brubaker (*Gunnery 1, Piloting 2*), *BattleMaster*

Sergeant Cindy Emmet (*Gunnery 2, Piloting 3*), *Awesome*

Tighe Schuller (*Gunnery 2, Piloting 3*), *Warhammer*

Millicent Thoreaux (*Gunnery 2, Piloting 3*), *Zeus*

Fire Lance

Leftenant David Monik (*Gunnery 1, Piloting 2*), *Stalker*

Sergeant Joanne Wilk (*Gunnery 2, Piloting 3*), *Warhammer*

Krista Potter (*Gunnery 2, Piloting 3*), *Victor*

Frederick Sawyer (*Gunnery 4, Piloting 5*), *Ostsol*

Medium Lance

Leftenant Peter Menovich (*Gunnery 2, Piloting 3*), *Hunchback*

Sergeant Lester Frull (*Gunnery 2, Piloting 3*), *Scorpion*

Gary Miller (*Gunnery 2, Piloting 3*), *Griffin*

Karla Vitale (*Gunnery 2, Piloting 3*), *Enforcer*

Deployment

Set up anywhere on southern map board.

Victory Conditions

The side with the last surviving 'Mech is the winner.

Clan Bidding Force

Bidding is not allowed in this scenario.

The first stage of the Twycross counterattack began when the Tenth Lyran Guards and the Kell Hounds landed in the midst of a raging sandstorm on the Plain of Curtains. The Ninth F-C RCT moved up under cover of the raging Diabolis and prepared to launch a devastating assault as soon as the Falcons had fully committed themselves.

At first, all went well. The Falcons walked into the trap, moving to meet the Tenth Lyran's lead elements, only to discover that the winds of the Diabolis rendered their long-range weapons useless.

The Tenth Lyran Guards and the Jade Falcons squared off in bloody fighting at close range. The battle developed into a grinding stalemate. Lieutenant-General Milstein, in charge of the entire F-C operation, was confident that the situation would swing to their favor when the Ninth F-C arrived.

As the Ninth approached from behind the storm, dire news reached General Milstein. A massive force of first-line Clan 'Mechs were attacking the Great Gash on his flank. It was the Falcon Guards, racing ahead to head off the F-C attack. The battle on the Plain was going well, but an attack on the flank could spell disaster. Milstein tensely awaited the outcome of the fight in the Gash.

SECTOR 0227, ONE HOUR LATER

General Dieter waved an arm to silence the jubilant troops. "Save it," he bellowed. "It's not over yet." From here, it certainly looked to be over. A Lyran 'Mechman appeared out of nowhere like an evening angel, his scattered the Clan Troops pursuing the platoon out of the Gash. Dieter knew that a few hundred meters to the east lay the main bulk of the Jade Falcon forces, the same ones who had advanced unopposed to the Ninth F-C's position less than an hour ago.

Dieter scrambled down from the rocks where he and his men had taken

Continued on page 52

JUNGBLUD'S LAST STAND

"What's your status on setting those charges, Lieutenant?" asked Hauptmann Jungblud impatiently.

Lieutenant Kroger's voice was distorted, his communication transmission subject to interference from the swirling winds of the Diabolis. "We're almost finished, Hauptmann. We're programming the maglock on the detonator right now. We'll be down in a few minutes."

"Roger." Despite the good news, Jungblud was troubled. Several clicks away, the remainder of his regiment was engaging the main Clan force on the Plain of Curtains. Intelligence had warned him to expect an attack somewhere in his sector, but they told him to expect only second-line 'Mechs.

So far, the sector had remained quiet. Too quiet. Jungblud found himself almost hoping that the enemy would throw something—anything—his way.

Soon thereafter, a blue-white explosion against a nearby cliff told Jungblud that he was about to get his wish. The tension and fear was instantly washed away in the swirling rush of combat. Jungblud checked the enemy's position on his tactical display screen. There was at least a battalion of 'Mechs out there, and his targeting computer indicated that these were unidentified Clan 'Mechs.

The Clan infantry came charging through the canyon. Jungblud knew they had been wrong. Dead wrong. And now he was about to pay for it.

SECTOR 0227, ONE HOUR LATER

Sergeant Dieter waved an arm to silence his jubilant troops. "Save it, squad!" he bellowed. "It's not over yet."

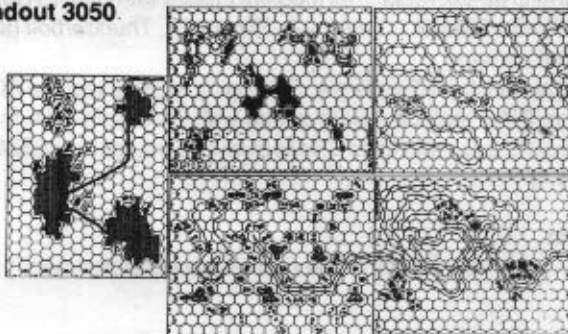
From here, it certainly looked to be over. A Lyran *Hatchetman*, appearing out of nowhere like an avenging angel, had scattered the Clan Toads pursuing his platoon out of the Gash. Dieter knew that a few hundred meters to the east lay the main bulk of the Jade Falcon forces, the same ones who had butchered Jungblud's Company less than an hour ago.

Dieter scrambled down from the rocks where he and his men had taken

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GAME SET-UP

Lay out the **BattleTech** maps as shown. The northern and southern edges are sheer cliffs. Units may not exit the board on these sides. Just beyond the map lies an F-C field hospital, and beyond that, the exposed flank of the F-C invasion force. The Stream is actually a riverbed that is two levels deep and costs 3 MP to enter or exit. It can provide complete cover. The Lake is considered Clear Terrain. The Woods Hexes are actually geological rock formations that have the same effect as Heavy or Light Woods. Use the **Expert BattleTech** rules in this scenario, as well as the rules in **Technical Readout 3050**.



Defender

The initial Defender is Jungblud's Company, Tenth Lyran Guards.

Command Lance

Hauptmann Karl Jungblud (*Gunnery 1, Piloting 2*), *BattleMaster*
 Lieutenant Honor Bordman (*Gunnery 2, Piloting 3*), *Marauder*
 Terrance Snodgrass (*Gunnery 2, Piloting 3*), *Thunderbolt*
 Erin Morian (*Gunnery 2, Piloting 3*), *Archer*

Assault Lance

Lieutenant Marco Zuckerman (*Gunnery 2, Piloting 3*), *Awesome*
 Sergeant Robin Apperson (*Gunnery 2, Piloting 3*), *Zeus*
 Kwan Hu Kan (*Gunnery 4, Piloting 5*), *Zeus*
 Leona Pollock (*Gunnery 4, Piloting 5*), *Goliath*

Fire Lance

Lieutenant Gratton Krupp (*Gunnery 2, Piloting 3*), *Crusader*
 Sergeant Norton Snyder (*Gunnery 2, Piloting 3*), *Warhammer*
 Mano Kokoma (*Gunnery 2, Piloting 3*), *Thunderbolt*
 Felice Rule (*Gunnery 2, Piloting 3*), *Archer*

Pursuit Lance

Lieutenant Edgar Fielding (*Gunnery 2, Piloting 3*), *Phoenix Hawk*
 Sergeant Daniel Clossen (*Gunnery 2, Piloting 3*), *Hermes II*
 Amanala Brumberg (*Gunnery 4, Piloting 5*), *Valkyrie*
 Harrison Mollens (*Gunnery 4, Piloting 5*), *Commando*

Tenth Lyran Armored A/1

2 Behemoth Heavy Tanks
 2 Ontos Heavy Tanks

Tenth Lyran Infantry A/1

3 Platoons Mechanized Infantry (laser)

Tenth Lyran Infantry A/2

3 Platoons Mechanized Infantry (MG)

Reinforcements

Allard's Lance and supporting infantry have been ordered into the Gash. The F-C player secretly rolls 1D6 at the beginning of the game to determine Kai Allard's turn of entry on the western edge of Map 1. He then consults the following table.

PLAYER ENTRY TABLE	
Die Roll	Kai Enters
1 - 2	Turn 2
3 - 4	Turn 3
5 - 6	Turn 4

The F-C player then rolls a second 1D6 to determine when the rest of Kai's Lance appears.

UNIT ENTRY TABLE	
Die Roll	Remainder of Kai's Unit Enters
1 - 2	1 turn later
3 - 4	2 turns later
5 - 6	3 turns later

Allard's Lance

Leftenant Kai Allard (*Gunnery 1, Piloting 2*), *Hatchetman*
Sergeant Jeff Coleman (*Gunnery 2, Piloting 3*), *Vindicator*
Margaret Woodruff (*Gunnery 2, Piloting 3*), *Trebuchet*
Harold Norton (*Gunnery 2, Piloting 3*), *Hunchback*

Infantry

2 Platoons of Mechanized Infantry (MG)
2 Platoons of Mechanized Infantry (SRM)

Deployment

Jungblud's 'Mech forces set up anywhere on Maps 2 and 3. Jungblud's infantry and armor units set up in hidden positions on Maps 4 and 5. These units are not placed on the map, but their position is noted on a separate piece of paper by the F-C player. A hidden unit is revealed if:

- 1) It fires.
- 2) It moves.
- 3) An enemy unit moves into an adjacent hex.
- 4) It is detected by a Beagle Active Probe.

Attacker

The Attackers are Trinary Alpha and Echo Elemental One of the Falcon Guards. The remainder of the Guards may be brought onto the board by the Attacker, but at a cost in Victory Points.

Alpha Striker

Star Captain Bagdan (*Gunnery 0, Piloting 2*), *Thor (A)*
MechWarrior Flahar (*Gunnery 2, Piloting 3*), *Thor (A)*
MechWarrior Hochs (*Gunnery 2, Piloting 3*), *Masakari (B)*
MechWarrior Braghero (*Gunnery 2, Piloting 3*), *Man O' War (A)*
MechWarrior Ng (*Gunnery 4, Piloting 5*), *Mad Cat*

The F-C's daring counterattack on the Plain of Curtains caught the Falcon Guards by surprise. The Guards were still in Camora, awaiting the arrival of the next scheduled JumpShip. As word got out that second-line Clan 'Mechs were battling insurgent F-C forces on the Plain, the Falcon Guards moved out with their customary speed toward the Great Gash, in hopes of smashing through the F-C's exposed flank. All that lay in the Guards' path was Jungblud's Company of the Tenth Lyrn Guards and several units of supporting infantry.

Unaware that the Falcon Guards were still on Twycross, the F-C had expected relatively little opposition from second-line Clan 'Mechs. The pass going into the Gash had been rigged with explosive charges as a precaution against any Clan reinforcements getting through. The detonation was bungled, however, and the Guards poured into the Gash.

Sensing the urgency of the situation, Alder Malthus dropped any notion of taking the pass with minimal force, and threw his entire Cluster at Jungblud. Within an hour, the F-C company had been completely wiped out.

The surviving infantry fled back through the Gash, pursued by several Points of armored Elementals. Outside the Gash lay a field hospital, and beyond that, the vulnerable flanks of the Keil Hounds and the First Lyrn Guards. The Clan had broken through, and the entire counterattack operation was in peril.

Prince Victor Steiner-Davion dispatched Leftenant Kai Allard to check up on Jungblud's status. Allard arrived at the Gash in his *Hatchetman* BattleMech and made short work of some Elementals, but the respite was brief. Within minutes, another mass of infantry attacked. Allard had begun to drive them back when he was confronted by Adler Malthus and all the Falcon Guards amassed in the valley.

Allard knew that now only he and a few exhausted F-C infantrymen stood between the Jade Falcons and total conquest. That was when he issued his formal challenge to the Clan, knowing full well it was a fight he might not survive, but could not afford to lose.

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JUNGBLUD'S LAST STAND

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shelter and followed the mysterious 'Mech as it thundered down toward the field hospital. "Whoever he is, he's gonna need our help."

Dieter turned his attention to his own troops. To a man, they were dirty, tired, and still somewhat in shock from the quick destruction of Jungblud's company. But they were warriors.

As the squad neared the base of the *Hatchetman's* footpad, firing suddenly erupted from the entrance to the Gash. Dieter looked up and saw a horde of Clan Toads emerging from the canyon with their SRM launchers blazing.

Within seconds, Dieter's veteran infantry were pumping slugs into the armored Clan infantry. Yet even direct hits seemed to have little effect on the Toads. An SRM round slammed into the canyon face just a few meters from Dieter. Elsewhere, a Toad turned his attention to a clump of F-C infantry and sprayed the area with murderous fire.

The *Hatchetman* quickly joined the fray and gave the Toads another taste of Commonwealth fury. By the time the Toads had been eliminated, however, the Lyran 'Mech was in sad shape. The armor had been burned away from its chest and arms, and one of its lasers was knocked out. Still, the great humanoid machine advanced.

"Follow him!" Dieter shouted again, his voice almost raw. "Remember Steiner!"

The survivors of Dieter's squad again took up their weapons and followed in the 'Mech's awesome footsteps, echoing the battlecry, "Steiner!"

At the entrance to the Gash, Dieter stopped short. At least a battalion of Jade Falcons were there, predators just waiting to overwhelm the *Hatchetman* and its meager escort of infantry.

Then the *Hatchetman's* PA system crackled to life.

"I am Kai Allard-Liao. I am a killer of men." Dieter's heart skipped a beat when he heard who it was he had been fighting alongside. "This pass is mine to ward," Allard went on. "I offer those who wish to challenge me a warrior's death..."

Alpha Heavy

Star Commander Stein (Gunnery 2, Piloting 3), Thor (A)
MechWarrior Landis (Gunnery 2, Piloting 3), Loki
MechWarrior Bradus (Gunnery 2, Piloting 3), Loki
MechWarrior Keagbine (Gunnery 4, Piloting 5), Vulture (B)
MechWarrior Cook (Gunnery 4, Piloting 5), Vulture (B)

Alpha Fire

Star Commander Spitul (Gunnery 1, Piloting 2), Vulture (B)
MechWarrior Rokay (Gunnery 1, Piloting 2), Thor (A)
MechWarrior Makai (Gunnery 2, Piloting 3), Thor (A)
MechWarrior Vaars (Gunnery 2, Piloting 3), Loki
MechWarrior Sharger (Gunnery 4, Piloting 5), Fenris

Echo Elemental One

Elemental Star Commander Zorin, 4 Elementals
Point Commander Dougall, 4 Elementals
Point Commander Jall, 4 Elementals
Point Commander Eran, 4 Elementals
Point Commander Moder, 4 Elementals

Deployment

Enter eastern edge of map on Turn 1.

Special Rules

In this situation, the concepts of bidding and use of minimal forces are suspended. However, some of the Guards' forces must be held in reserve for the upcoming battle on the Plain of Curtains. The Clan player may call for reinforcements, but for every 20 tons of 'Mech (rounding up) or Point of Elemental infantry called up, the Clan's Victory Point level is reduced by 1.

Kai Allard is familiar with Clan tactics and can issue a challenge to the Clan forces in the Gash. This challenge may only be issued on any turn in which Allard's *Hatchetman* can trace a line-of-sight contact to a Clan 'Mech. He may not issue a challenge to the Elementals.

Detonating explosives buried in the Gash remains the best way for the F-C to achieve victory. In doing so, they can bring the canyon walls down on the attacking Falcon Guards. This is a difficult task in game terms, but it is possible. Players who feel that such rules spoil the tactical nature of the battle are free to ignore this option.

The charges must be placed in the same hex where an infantry platoon is located. After the defending units have been set up, the F-C player rolls on the following table to randomly determine the Demolition Hex.

DEMOLITION SET-UP TABLE

Die Roll	Set-Up Hex
1	Map 4, Hex 1110
2	Map 4, Hex 1103
3	Map 4, Hex 0403
4	Map 5, Hex 0608
5	Map 5, Hex 0712
6	Map 5, Hex 1215

To set the charges, the F-C player must move an infantry platoon into one of these hexes. Then he rolls 1D6 to determine how many turns he must remain there before the charges are set. If the platoon is destroyed or forced to retreat before the designated number of turns are up, the turns are not lost and can be resumed when another F-C infantry moves into that same hex.

After the charge is successfully placed, the F-C player may roll 2D6 on every turn that he has forces located on Maps 4 and 5. On the first turn, he must roll a 12, on the second an 11, the third a 10, and so on. If the roll is successful, the charges detonate and all units on Maps 4 and 5 are destroyed. Map areas 4 and 5 are then regarded as impassible.

Units destroyed in the explosion are counted for Victory Points. If the Clan player still has forces off the map, those forces will eventually reach the Plain of Curtains by a different route and may still affect the battle. So even if the demolition is successful, the F-C player can still lose the battle.

Kai Allard cannot set off the charges electronically. He can only do it by setting his own fusion reactor to overload in an attempt to blow up a few of the Falcon Guards and possibly detonate the charges. On any turn in which he is on Map 4 or 5, Kai may declare that he is destroying his 'Mech. He then utilizes the unique ejection system of the *Hatchetman*, whereby the head of Kai's 'Mech is launched with rockets and travels twelve hexes in any direction before landing. Kai must still undergo normal landing procedures.

After Kai has ejected, his 'Mech explodes and destroys any other 'Mechs in that or any adjacent hexes. Any 'Mechs located two hexes away take 10 points of damage.

The F-C player then rolls 2D6. That number is reduced by 1 for every hex that separated Kai's *Hatchetman* from where the demolition charges were planted. If the die roll results in 4 or higher, the charges will detonate. Note that if Kai's ejection pod is still on Map 4 or 5, he will be crushed in the cave-in as well, causing severe difficulties for future Inner Sphere history.

Only Kai Allard may set off charges in this fashion.

Victory Conditions

The F-C player receives 2 Victory Points for each Clan 'Mech destroyed, and 1 Victory Point for each full Point of Elemental infantry destroyed. The Clan player receives 1 Victory Point for each F-C 'Mech destroyed, and 1 Victory Point for every two non-'Mech vehicles or infantry platoons destroyed. Fractions do not count. Several conditions exist that subtract or add Victory Points from the Clan Player:

Subtract 1 VP for every 20 tons of OmniMech or Elemental Point brought in as Reinforcements.

Subtract 10 VP if Clan player refused challenge by Kai Allard.

Subtract 10 VP if the F-C player successfully gets off demolition charges.

Add 10 VP if Clan player exits any units off the western edge of Map 1.

Add 10 VP if Kai Allard is killed.

The side with the highest Victory Point total at the end of Turn 15 wins the battle, and probably takes all of Twycross as well.

Clan Bidding Force

This battle is crucial for both the Falcon Guards and F-C forces. Clan bidding has been incorporated into the victory conditions and thus is not used.



**FALCON
GUARD
COMMAND**



STAR
COLONEL

ADLER
MALTHUS,
THOR



STAR
COMMANDER

CONN,
LOKI



MECHWARRIOR

SAUY,
LOKI



MECHWARRIOR

HARTIC,
LOKI



MECHWARRIOR

KOVIEV,
LOKI

THE CLANS

From beyond known space come the Clans...hightech barbarians bring war and destruction to the Inner Sphere. The Jade Falcons were one of the fiercest and most brutal of these Clans. Preying on the Federated Commonwealth, they mercilessly slaughtered its defending forces.

The most successful of the Jade Falcons forces were the Falcon Guards. Led by Star Colonel Adler Malthus, the guards amassed an incredible string of victories.

Their fate was to end up buried under tons of rock, entombed forever by Lieutenant Kai Allard, giving and the Federated Commonwealth its first victory over the Clans.

This scenario pack recreates the battles for Twycross, with 15 BattleTech scenarios and 1 Battleforce scenario, following the Falcon Guards from their greatest success to their final stand.

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