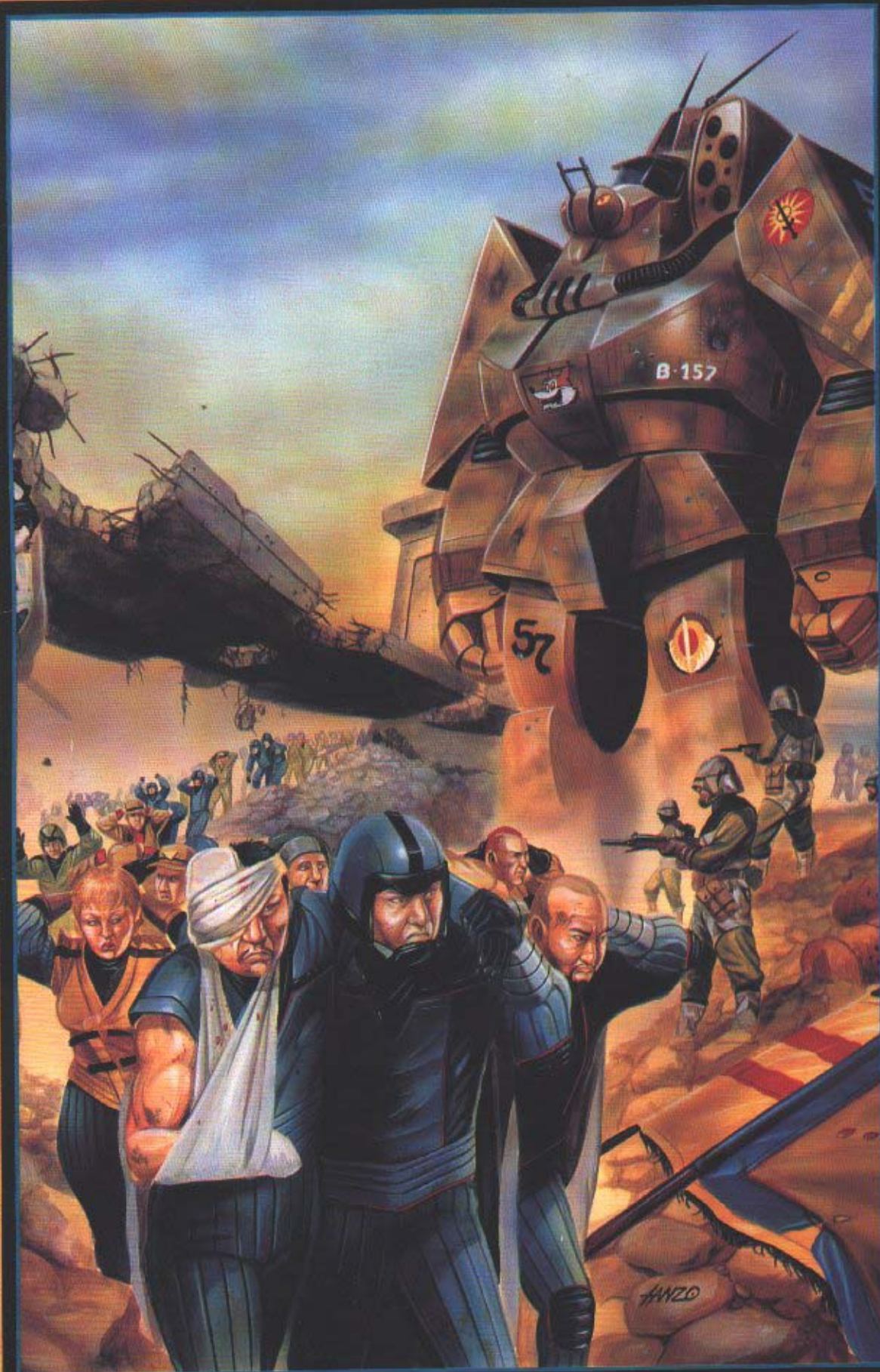


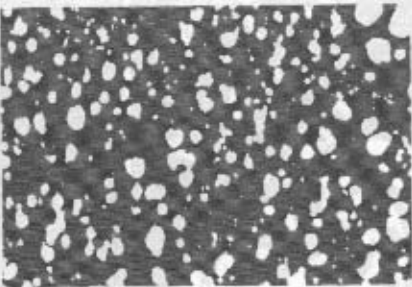
THE FOURTH SUCCESSION WAR SCENARIOS™

1654

VOLUME ONE



WARHAMMER 40,000®



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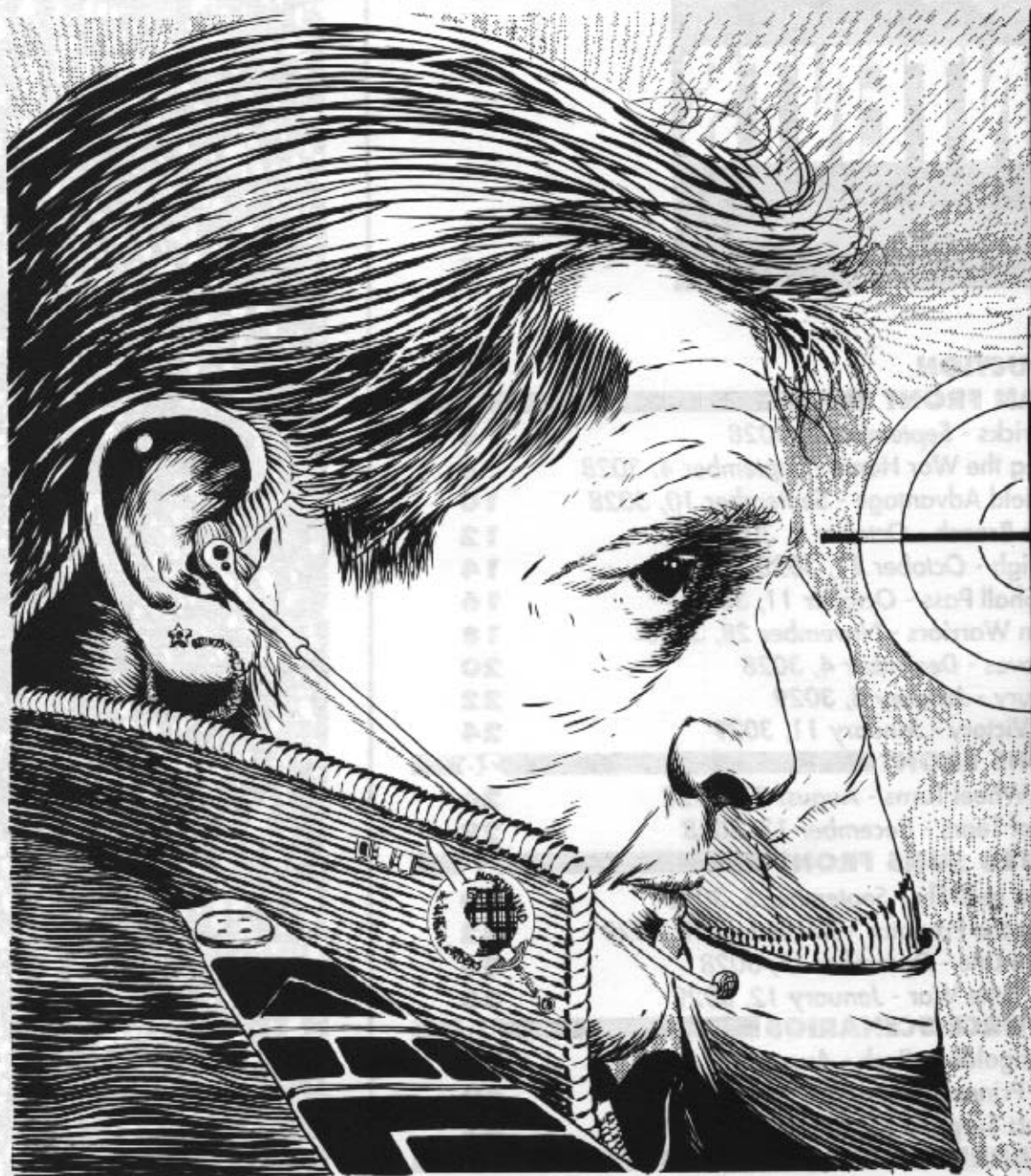
LAYOUT

Tara Gallagher

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COMMAND AND HEAVY LANCE

John D. R. R.

INTRODUCTION

The Fourth Succession War began with Hanse Davion's wedding toast to his bride Melissa Steiner on August 20, 3028. His gift to her of the Capellan Confederation signaled the start of a conflict that spanned the Inner Sphere. The initial invasion of nine Liao worlds was matched by a general invasion of Lyran forces into the Draconis Combine, Marik raids on the Commonwealth, and Kurita attacks aimed at Wolf's Dragoons, who garrisoned Davion worlds. The Inner Sphere had not seen combat on this scale since the start of the Third Succession War in 2866.

This volume examines selected engagements that occurred during the first year of the conflict. Representative battles from each active theater have been selected with an emphasis on unique situations and important people. The scale of the battles ranges from individual infiltrations to multi-regiment engagements. Subjects include the initial Davion drops and consolidations, the LCAF's attempts to capture Theodore Kurita on Marfik, his counterattacks on Vega, and the Combine's initial assaults against Wolf's Dragoons.

HOW TO USE THE SCENARIOS

Each of the scenarios in this book re-creates battles or encounters that occurred during the first year of the Fourth Succession War. Each scenario begins with a personal account of the engagement and ends with a brief historical framework for the battle.

The **Game Set-Up** section provides special game information needed to play the scenario, including instructions on how to lay out the mapsheets, directions for special terrain features encountered, and suggestions on the appropriate **BattleTech** rules to use. In some cases, there are also suggestions for using **CityTech** and/or **Aero-Tech** rules to make play more exciting or challenging. (A number of scenarios require both **CityTech** and **BattleTech** maps. When using the maps together, players can simply lay them out side by side.)

Three scenarios in this set use **BattleForce** rules, and two use **MechWarrior** rules. Players should familiarize themselves with the respective game systems before attempting to play these scenarios. The format for these scenarios is similar to those for the **BattleTech** scenarios.



DIRTY TRICKS



TO FIGHT OR NOT TO FIGHT

Lance Corporal Richard Rivers drew the knife's edge slowly across the small whetstone, watching Tien Shi carefully. He realized that he was probably over-sharpening the blade, but the soft whisk of steel against stone soothed him. He would have to begin The Act soon, but he didn't feel up to it.

Tien Shi was reading the Davion propaganda leaflet for the third time. Thousands of them had been dropped over the now-evacuated city.

Rivers looked around at the rest of his squad, scattered about the room. All were seemingly busy with one task or another, but he could feel their tension. Tien Shi's panic could very well unnerve them all.

Rivers tried to look casual, wiping the blade on his thigh. If he could not keep the 16-year-old recruit from coming apart, he would put the knife to the boy's throat and settle things that way. Rivers was ready to hold the ambush together at all costs.

Time to begin The Act. Time to lie to this 16-year-old schoolboy. Time to make him believe that he and 55 of his fellow "patriots" could use rifles and dirty tricks to stop the best BattleMech regiment House Davion could field.

Rivers stood. Tien Shi looked up at the Lance Corporal, his eyes wild.

Outside, there was the jet-sound of something passing overhead, then landing in the street. The ground underneath their feet shook violently and someone screamed, "Davion 'Mech!"

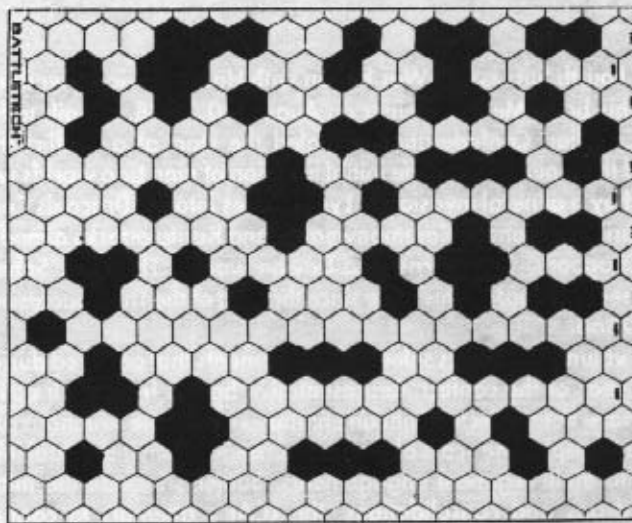
Rivers' heart pounded like a drum, and he tightened his grip on the knife hidden behind his back.

"The Davions are here, son," he said finally. "It's time."

GAME SET-UP

This scenario uses all **CityTech** rules, including the **Optional Rules** for Fires, Basements, and Limited Intelligence.

Lay out the **BattleTech** maps as shown, using the reverse side. The shaded areas represent Building locations. Place Building counters on the map to correspond with these areas. Buildings covering one or two hexes are Level 1 Light Buildings. Buildings covering three hexes are Level 2 Medium Buildings. Buildings covering four or more hexes are Level 3 Heavy Buildings. All ground is Paved.



Defender

The Defender consists of elements of the Shensi Planetary Militia:

- 1st, 3rd, 4th, and 5th Freeborn City Platoons (SRM Foot Infantry)
- 12th, 17th, and 23rd Shensi Irregulars (Portable Laser Foot Infantry)

Deployment

The Defender deploys first, anywhere on the map. The infantry are hidden initially. At this time, the Defender should secretly note the locations of his units, minifields, and Dirty Tricks (see **Special Rules**). He should also secretly designate five of the Buildings as the City Hall, the Central Communications Building, the Police Station, the Militia Barracks, and the Militia Arsenal.

Attacker

The Attacker consists of Recon Lance Tango, Third Company, Second Battalion, First Davion Guards RCT

- 1 Trebuchet
- 1 Whitworth
- 1 Dervish
- 1 Shadow Hawk

All MechWarriors have a *Piloting Skill* 5 and *Gunnery Skill* 4. All 'Mechs are in perfect condition.

Deployment

The Attacker deploys on the west edge of the map on Turn 1.

Victory Conditions

The Davion player must enter the town and locate five installations: the City Hall, the Central Communications Building, the Police Station, the Militia Barracks, and the Militia Arsenal. Each location must be spotted by moving adjacent to it. Buildings can be checked at walking speed only. Each installation is worth a number of Victory Points, as follows:

- City Hall: 5 points
- Central Communications: 5 points
- Police Station: 10 points
- Militia Barracks: 10 points
- Militia Arsenal: 20 points

The Liao player receives 1 Victory Point for every point of damage done to an enemy 'Mech, as well as the point value for any installation not discovered by the Davion player at the end of the scenario. This scenario has a time limit of twelve turns. The side with the highest Victory Point Total wins.

Special Rules

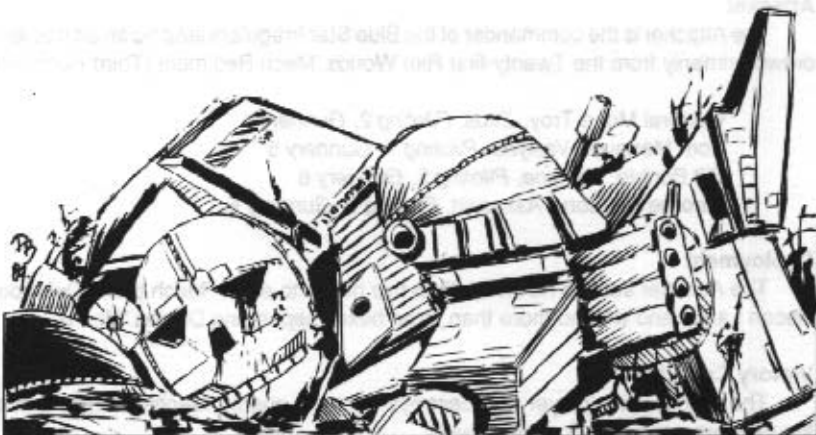
The Liao player has at his disposal two kinds of Dirty Tricks:

The Tripwire: This is a reinforced steel cable anchored across a city street, then drawn taut by a high-speed winch. A player whose 'Mech hits this wire must make a Piloting Skill Roll with a modifier of +2 if walking, or a modifier of +4 if running. If the roll is unsuccessful, the 'Mech falls, taking normal falling damage. Once the Tripwire has been used, its location is known and it cannot be used any longer.

The Pitfall: Liao combat engineers have set demolition charges along several sewer lines, intending to cause an explosion that will collapse the street above. When a Davion 'Mech moves over a hex containing such a charge, the Liao player rolls 2D6. On a roll of 4 or more, the street caves in and the 'Mech automatically falls, taking normal falling damage. From then on, the hex is considered Rubble for movement and combat purposes.

The Liao player has three Tripwires and three Pitfalls. Each fills one hex and can be placed on a Paved hex only. At the start of the scenario, the Liao player secretly notes their locations on a piece of paper.

The Liao player also has three Minefields at his disposal. These mines are placed like the Dirty Tricks, and do 3 points of damage to both legs of any 'Mech that enters the hex. Once the Minefield has done its damage, it is used up. These mines may also be placed on building roofs. Minefields are not set off by infantry entering their hex.



In Prince Davion's initial invasion of Liao space, AFFS forces moved to secure a number of smaller worlds that would serve both as a territorial buffer zone between the Sian and Tikonov sectors and as forward supply bases for further operations. One of the principal worlds on this list was Shensi, situated in the center of the Confederation's narrowest area.

As a small agricultural world, Shensi was lightly defended by only a small volunteer militia and a few armor units. Though the forces were not very well trained, the representatives of the Maskirovka on Shensi used every technique available to motivate the troops to offer fanatical resistance.

Assaulting Shensi was the First Davion Guards RCT. After damaging or destroying the entire Shensi AeroSpace Force in a brief atmospheric battle, the Guards dropped unopposed onto their assigned targets. Despite suicidal tactics by the militia commanders, the elite Guards had secured Shensi's major cities within 36 hours, reducing the planetary militia to a few scattered companies of unsupported infantry.

Then the enemy infantry adopted guerrilla tactics, and the 'Mechs of the Guards began to take casualties.

BRINGING THE WAR HOME



NOT WITHOUT SACRIFICE

—From an interview with Tom Mangual, MechWarrior of the Third Blue Star Irregulars, *Great Battles of Liao*, Frederick Landers, New Avalon Military Press, 3031

We'd been chasing the Confederation Reserve Cavalry for hours. We had destroyed two of their 'Mechs, but the other two stayed just ahead of us. They were lights, too, and should have been able to get away. I guess we must have damaged them enough to slow them down, or else they knew they were leading us into the ambush.

Anyway, we finally caught up with them and were just finishing them off when the Hussars showed up. The *Wasp* and *Stinger* were no trouble for us, but a fresh lance of *Griffins* was something else again.

Bill Bochte and I warned the General to leave, but she wanted to deliver the final blow to the *Stinger*. Then her *Zeus* was too slow to get away. We didn't want to leave her there, but she gave us the direct order three times, the last time so loud it hurt our ears.

I can still see her there, blazing away with her autocannon as one *Griffin* lay smoldering on the slab of rock and another stood as a headless spectator. The other two *Griffins* were relentless, hitting her with salvo after salvo even when her weapons fell silent.

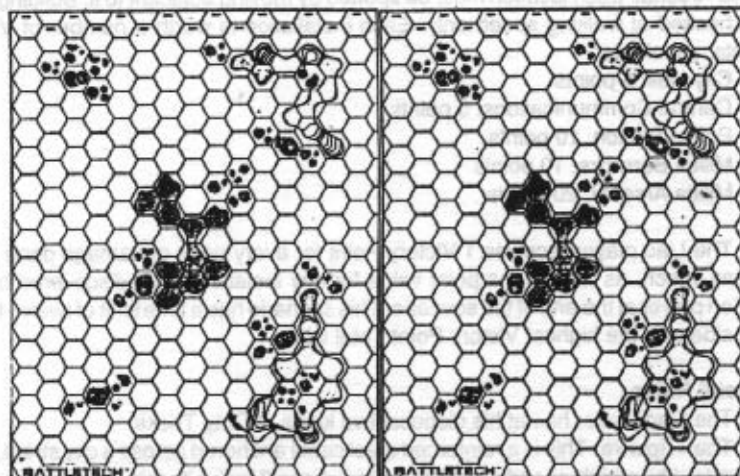
We didn't see her fall. We were spared that grief, at least. The infantry that found her *Zeus* after Liao had fallen said the reactor exploded before she could eject. I wonder if she even tried.

I suppose I should be happy that the Federated Suns captured Liao. I'm sure the Marshals consider that the most important thing. But I'd give a dozen Capellan worlds to have my commander alive again. She gave her life for ours...a General dying to save three grunts.

The Blue Star Irregulars will never have another commander like Mona Troy.

GAME SET-UP

This scenario uses **Expert BattleTech** rules. Lay out the maps as shown.



Defender

The Defender consists of the remnants of the Recon Lance, Alpha Company, Second Battalion, First Confederation Reserve Cavalry. Reinforcing them is the Fire Lance, Charlie Company, Second Battalion, Prefectorate Guard, Capellan Hussars.

Recon Lance (remnants)

Hank Groth, *Stinger*, Piloting 5, Gunnery 4
Jim Whitney, *Wasp*, Piloting 4, Gunnery 4

Fire Lance

Commander Ted Jacobs, *Griffin*, Piloting 3, Gunnery 3
Lou Meyer, *Griffin*, Piloting 4, Gunnery 4
Emmett Phillips, *Griffin*, Piloting 5, Gunnery 4
Delos Knowles, *Griffin*, Piloting 5, Gunnery 4

Deployment

The Recon Lance sets up first at least seven hexes from any map edge. The Fire Lance enters on Turn 3 on any map edge the Defender chooses.

Attacker

The Attacker is the commander of the Blue Star Irregulars leading an ad hoc lance drawn primarily from the Twenty-first Rim Worlds 'Mech Regiment (Third Regiment).

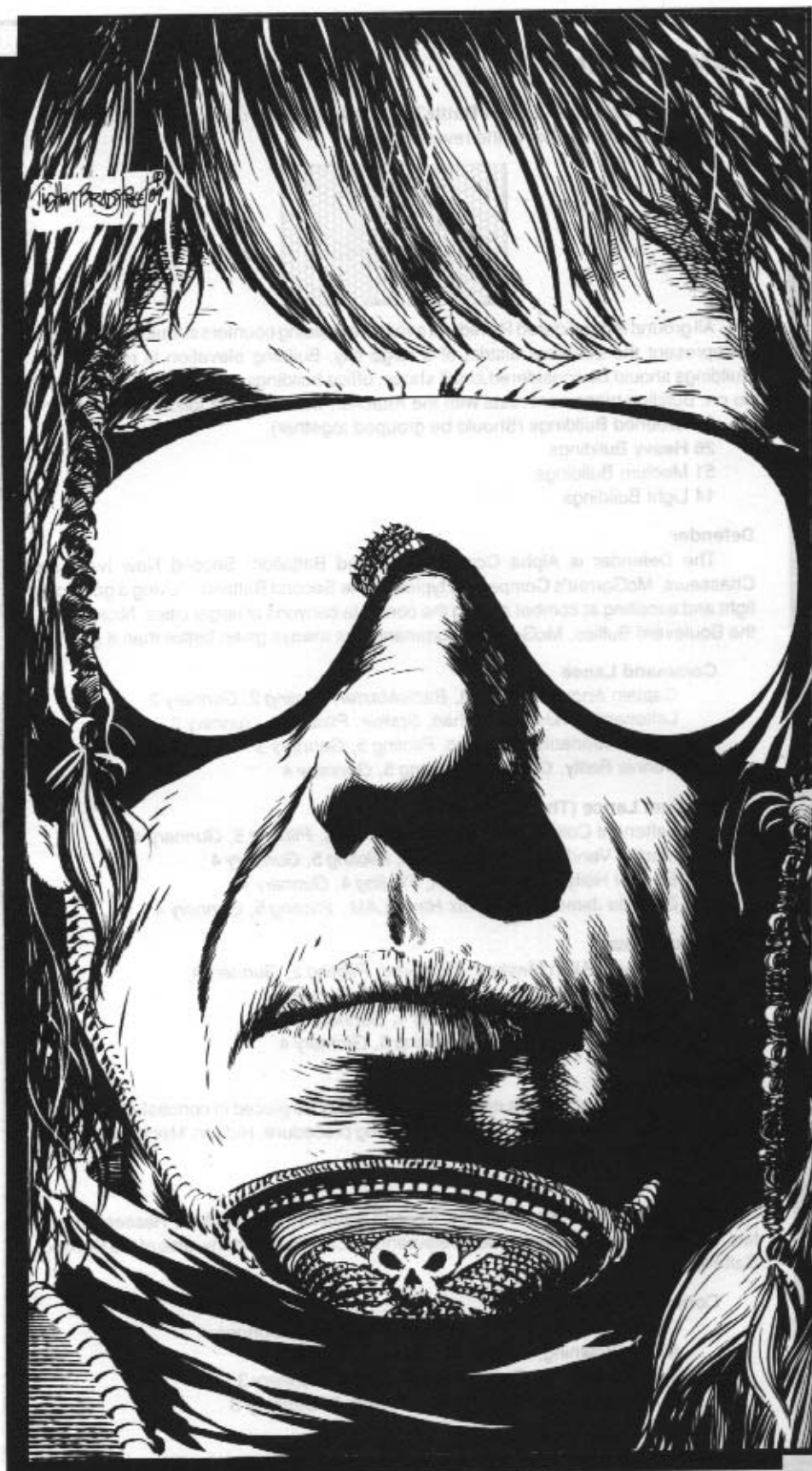
General Mona Troy, *Zeus*, Piloting 2, Gunnery 1
Tom Mangual, *Valkyrie*, Piloting 7, Gunnery 5
Bill Bochte, *Valkyrie*, Piloting 5, Gunnery 6
George Chesbro, *Assassin*, Piloting 7, Gunnery 6

Deployment

The Attacker sets up no closer than five hexes to either 'Mech of the Defender's Recon Lance and with no more than three hexes separating Davion 'Mechs.

Victory Conditions

The winner is the player who destroys the most enemy 'Mechs. 'Mechs that exit the map are not counted as destroyed.



The planet Liao was one of the most important battlegrounds of Hanse Davion's First Wave invasions. It had value to the Federated Suns as a potential jumping-off point for further invasions into Capellan space. It also was important symbolically as the ancestral homeland of the Liao family.

Both sides committed a large number of Mech units to the campaign. Defending the planet were Liao's First Confederation Reserve Cavalry, Vincent's Commandos, and House LuSann. Unknown to the Davion invaders, the Second Regiment (Prefecture Guard) of the Capellan Hussars had also recently arrived on Liao for maneuvers. To capture the world, Prince Davion sent the Thirty-third Avalon Hussars RCT and three regiments of Blue Star Irregulars.

With Vincent's Commandos pinned by the First Blue Star Irregulars on the Southern Continent and with House LuSann and the Capellan Hussars protecting the Forbidden City, the Confederation Reserve Cavalry was being pushed around, first by the Avalon Hussars and then by the Third BSI.

Pursuing the Reserve Cavalry in an attempt to finish off the unit, the Third BSI ran into the Capellan Hussars. General Mona Troy of the Blue Star Irregulars destroyed the last of a Reserve Cavalry lance and then blocked Dreyman Pass so her green MechWarriors could escape the Hussars.



PANIC AND ROUT

—From recently declassified AFFS battle debriefing following the battle of Buchvaal, New Hessen. Report by Mech-Warrior Marcos Moriarty, Command Lance, Alpha Company, Second Battalion, New Ivaarsen Chasseurs

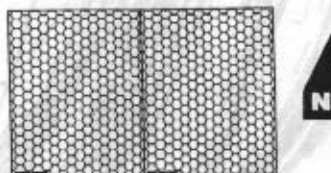
As cities go, it wasn't bad. Lots of buildings to hide behind and plenty of big, flat rooftops. Our flanking move worked and we arrived in the capital before they even knew what happened. We hadn't planned to fight in the city, but they were so angry about our waltzing into their capital that we didn't have much choice. We had a little time before the Irregulars came at us, and so the Captain prepared them a real nice surprise.

Not that these guys were rookies. I mean, most of them had grown up in the same streets where we were marching around. Anyway, a couple of dustoffs told the airboys that we were due for company. And from the sound of things, lots of it. Just light stuff but, hey, a *Locust* can kill you just as dead as a *BattleMaster*. So, before you know it, we're tearing down walls. Not destroying them exactly. Just making some holes in them. We'd make a hole in the back of the building and in would walk a 'Mech. From the front, you'd never know there was even any damage to the place, which was just what the Captain had ordered.

I don't know what those homeboys were thinking, but the way they came storming up the streets, you'd have thought they were trying to run through the city, not capture it. Well, that's about all there is to tell. We held our fire until ordered, then blasted everything in sight. It was over even before it started.

GAME SET-UP

This scenario uses **Expert BattleTech** and **CityTech** rules. Lay out the **BattleTech** maps as shown, using the reverse side.



All ground is considered Paved. All available Building counters should be arranged to represent the business district of a large city. Building elevation is random. All Buildings should be considered small shops, office buildings, banks, restaurants, and so on. Building placement rests with the Attacker, who uses the following counters:

- 5 Hardened Buildings (Should be grouped together)
- 26 Heavy Buildings
- 51 Medium Buildings
- 14 Light Buildings

Defender

The Defender is Alpha Company, Second Battalion, Second New Ivaarsen Chasseurs. McGarrett's Company is typical of the Second Battalion, loving a good city fight and excelling at combat among the concrete canyons of larger cities. Nicknamed the Boulevard Bullies, McGarrett's command has always given better than it got.

Command Lance

- Captain Angus McGarrett, *BattleMaster*, Piloting 2, Gunnery 2
- Leftenant Henderson Felhad, *Stalker*, Piloting 3, Gunnery 3
- Marcos Moriarity, *Rifleman*, Piloting 5, Gunnery 3
- Dennis Reilly, *Crusader*, Piloting 5, Gunnery 4

Medium Lance (The Werehawks)

- Leftenant Colette Antonio, *Phoenix Hawk*, Piloting 5, Gunnery 4
- Martha Vandalia, *Shadow Hawk*, Piloting 5, Gunnery 4
- Ed Earl Holly, *Shadow Hawk*, Piloting 4, Gunnery 4
- Daniella Jamshid, *Phoenix Hawk LAM*, Piloting 5, Gunnery 4

Strike Lance

- Leftenant Allan Masters, *Marauder*, Piloting 2, Gunnery 4
- Barbi O'Donnell, *Crusader*, Piloting 5, Gunnery 4
- Fenton L'Outre, *Griffin*, Piloting 4, Gunnery 4
- Gary O'Malley, *Rifleman*, Piloting 5, Gunnery 4

Deployment

The Bullies set up first on either map. Units may be placed in concealed positions within buildings. See **Special Rules** for sighting procedure. Hidden 'Mechs should be noted on a piece of paper.

Attacker

The Attacker is Bravo Company, Second Battalion, Second New Hessen Irregulars. Bravo Company is reinforced by elements of Charlie Company, also of the Second Battalion.

Command Lance

- Captain Paul Browning, *Wolverine*, Piloting 2, Gunnery 1
- Alexis Browning, *Centurion*, Piloting 3, Gunnery 2
- Marshal Ti-Fang, *Commando*, Piloting 4, Gunnery 3
- Quinnella Svender, *Commando*, Piloting 5, Gunnery 3

Light Attack Lance

Commander Benton Greer, *Phoenix Hawk*, Piloting 3, Gunnery 4
 Damina Higgins, *Locust*, Piloting 5, Gunnery 4
 Edgar St. Olmar, *Locust*, Piloting 5, Gunnery 4
 Joshua Huang, *Locust*, Piloting 5, Gunnery 4

Recon Lance

Commander Martin Hendrix, *Commando*, Piloting 4, Gunnery 3
 Blaine Witworth, *Vindicator*, Piloting 5, Gunnery 3
 Adrian J. Jax, *Valkyrie*, Piloting 5, Gunnery 4
 Skeeter Vores, *Locust*, Piloting 4, Gunnery 4

Elements of Charlie Company's Pursuit and Recon Lances

Commander Uria Kane, *Cicada*, Piloting 5, Gunnery 3
 Badicus Pen, *Cicada*, Piloting 5, Gunnery 4
 Kiets Sutherland, *Jenner*, Piloting 5, Gunnery 4
 Sean Hastings, *Locust*, Piloting 5, Gunnery 5
 Allison Cooke, *Locust*, Piloting 5, Gunnery 5

Deployment

Each lance from Browning's Company enters on Turn 1 from either the south or west side of the mapboard. All 'Mechs from a single lance must enter from the same edge.

Charlie Company 'Mechs enter from the south map edge on or after Turn 3.

Victory Conditions

The game lasts for 15 turns. The objective is to control the city. Victory Points are awarded for each Building controlled by a player, according to the table below. A player controls a Building if he has a functioning 'Mech in or on it, or if he was the last one to occupy it with a functioning 'Mech. To represent who currently controls a Building, use the House Counters. Contested Buildings do not count for Victory Points of either side.

Except for the Buildings occupied by the Davion forces, no Buildings are controlled at the start of the game.

The winner is the side with the highest Victory Point Total.

Victory Point Table

Hardened Buildings	10 Points
Heavy Buildings	5 Points
Medium Buildings	4 Points
Light Buildings	1 Point

Special Rules

1. Hidden Placement of the Boulevard Bullies. The Davion player may elect to hide some or all of his 'Mechs within the buildings of the city. The Davion player should record the entry hex side into the Building and the location of each hidden 'Mech. Hidden 'Mechs may not be targeted by the Liao player until the turn after they shoot or until they leave hiding or are spotted through the entry hexside or by the special spotting procedure that follows.

2. Spotting Hidden 'Mechs. During the Fire Declaration portion of the Attack Phase, a 'Mech may search three continuous hexes within its line of sight instead of declaring weapons fire. Searching 'Mechs may not, therefore, fire weapons on any turn spent searching. The searching pilot will be running a complete scan of the target area, looking for thermal, UV, MagScan, or audio signals that would identify an enemy 'Mech. If the pilot locates an enemy 'Mech in any of the target hexes, the Davion player should identify the class (light, medium, heavy, or assault) and the hex location for all spotted 'Mechs. The 'Mech is placed on the board at the start of the next turn. Pilots making spotting checks will also automatically detect the entry hex of a 'Mech.

On paper, the battle for New Hessen appeared to be almost even. The speed and terrain knowledge favored the New Hessen Irregulars, who had rarely fought anywhere but on their homeworld. Size and firepower favored the New Ivaarsen Chasseurs. Unfortunately for the Irregulars, the battle was not even close. Ignoring their opponent's reputation, they played right into the hands of the Chasseurs.

Allowing the enemy to drop virtually unopposed, the Second New Hessen decided to engage the Chasseurs in an area about ten kilometers north of their capital city of Buchvaal. The Chasseurs, however, had no intention of cooperating with the Irregulars' battle plans. Using a small force to fix the main body of the Irregulars in place, the rest of the Chasseurs flanked the Second New Hessens and moved directly into Buchvaal. The Capellan forces quickly wheeled around and sped into the city. What erupted was a classic example of urban warfare, with the advantage going to the Chasseurs, a unit famous for its city-fighting skill.

The Chasseurs split their forces among three sections of the city. Colonel Reginald Stephenson, the Chasseur commander, passed the word to his officers: "Let them come and get us."

INTO THE BREACH



NO OTHER MASTER

—From the unpublished journals of Colonel Pavel Ridzik, entry dated October 7, 3028

For three hours, Davion concussion shells have pounded the fields outside the city walls, but they have detonated nothing. They have cleared the last of our minefields. Now the battle for Tikograd will truly begin.

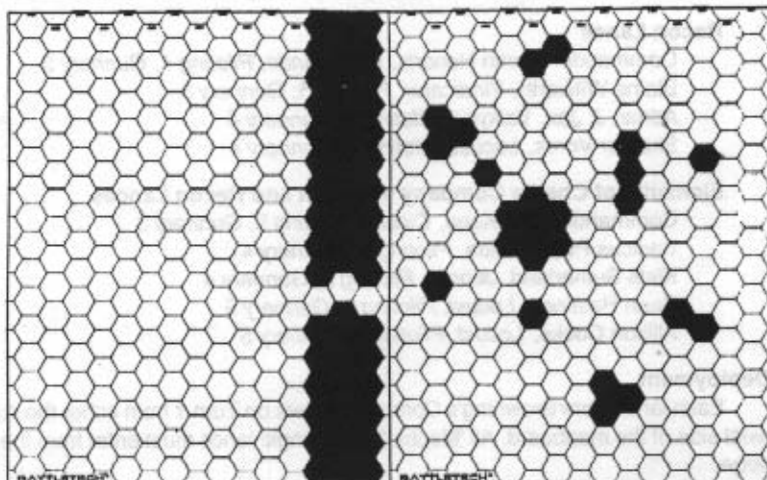
My staff tells me that we may yet have options open for turning the Davions away from Tikograd. Those noble-born cowards! If they're going to put their stock in three badly mauled armor regiments and half a dozen infantry regiments against two Davion Regimental Combat Teams, they may as well pray for reinforcements from long-lost General Kerensky. The Davions have smelled blood and are reaching for the planet's heart. Nothing will turn them aside. In truth, I would not have it any other way. This is my world, my command, and no other will decide its fate, be it victory or defeat.

When the Davions march to the walls tomorrow, they will find me and my men waiting for them. I will set the price for this little world, and demand payment in blood.

But let no one say we were not prepared to bid even higher. There are 4,000 soldiers and two million civilians in this city, and I will throw them all to the fire before I will be moved!

GAME SET-UP

This scenario uses standard **CityTech** rules. Lay out the reverse side of the **BattleTech** maps as shown.



The heavy shaded line running down the center of the map is the Tikograd City Wall. The other shaded areas are Buildings. Those covering two to three hexes are Level 2 Medium Buildings. Those covering four or more hexes are Level 3 Heavy Buildings. All other Buildings are Level 1 Light Buildings. The City Wall may be represented on the map by a strip of paper. The wall's elevation is Level 3.

Defender

The Defender is the Third Company, First Battalion, Hamilton's Highlanders, with Colonel Ridzik leading it.

Command Lance

Colonel Pavel Ridzik, *Orion*, Piloting 2, Gunnery 1
Commander Yao Li, *Catapult*, Piloting 2, Gunnery 2
Gordi Sorschikov, *Dervish*, Piloting 3, Gunnery 1
Karl Kolkovos, *Phoenix Hawk*, Piloting 1, Gunnery 1
Raymond Taylor, *Jenner*, Piloting 3, Gunnery 3

Strike Lance

Commander Lee Chou-Li, *Thunderbolt*, Piloting 3, Gunnery 2
Valexi Doffan, *Stalker*, Piloting 3, Gunnery 3
Jake Rawlinson, *Commando*, Piloting 3, Gunnery 3
Demetri Valdemar, *Commando*, Piloting 3, Gunnery 3

Scout Lance

Commander Stephan DeVries, *Phoenix Hawk*, Piloting 4, Gunnery 4
Georgi Suvarov, *Phoenix Hawk*, Piloting 4, Gunnery 4
Pete Myers, *Valkyrie*, Piloting 4, Gunnery 4
Alexi Gvorshin, *Valkyrie*, Piloting 4, Gunnery 4

Deployment

The Defender deploys anywhere on the south side of the map, no more than four hexes from the city wall.

Attacker

The Attacker is Alpha Company, First Battalion, Eighth Crucis Lancers.

Command Lance

Captain Sal Ingram, *Thunderbolt*, Piloting 3, Gunnery 2
 Lieutenant Gleason Marks, *Marauder*, Piloting 3, Gunnery 2
 Janet Kikuya, *Warhammer*, Piloting 4, Gunnery 3
 Marshal Weaver, *Warhammer*, Piloting 4, Gunnery 3

Assault Lance

Lieutenant Jon McClure, *Goliath*, Piloting 4, Gunnery 4
 Allen Forster, *BattleMaster*, Piloting 6, Gunnery 4
 Jane Rochelle, *Griffin*, Piloting 5, Gunnery 5
 Janet Chelshire, *Shadow Hawk*, Piloting 7, Gunnery 5

Pursuit Lance

Lieutenant Mark Johnson, *Phoenix Hawk*, Piloting 5, Gunnery 4
 Phillip Strong, *Phoenix Hawk*, Piloting 5, Gunnery 4
 Harold Henshaw, *Grasshopper*, Piloting 4, Gunnery 4
 Ambrose Strong, *Victor*, Piloting 4, Gunnery 4

Deployment

The Attacker deploys anywhere along the northern edge of the map.

Victory Conditions

This scenario has a time limit of 15 turns. When time is up, the players total up Victory Points. The side with the highest total wins. Victory Points are awarded as follows:

Every enemy 'Mech destroyed: 10 points

Every building secured: 15 points

To secure a building, an undestroyed 'Mech must be within two hexes of the building and have no functioning enemy 'Mechs within that range.



The First Wave of Operation Rat had succeeded beyond the AFFS High Command's hopes, with the Capellan Confederation cut almost in half. Jubilant, Prince Davion authorized the second wave of the invasion. The primary objective of the attacks was the planet Tikonov, commonality capital, home of the 'Mech producers Earthwerks Limited, and the base of operations for Colonel Pavel Ridzik, commander of the Capellan forces.

The Capellans met the initial AFFS landings with stiff resistance and new tactics. Colonel Ridzik had organized his forces into units that closely resembled the Davion Regimental Combat Teams. Though the Capellans put up a furious fight, the AFFS commanders also pushed their troops to the limit. By October 3, the Sixth and Eighth Crucis Lancers RCTs had reached Tikograd, the planet's capital city. Defending the city and its important 'Mech production center were the elite First Battalion of Hamilton's Highlanders, as well as a company of Ridzik's personal guards, Stapleton's Iron Hand.

Though initially stalled by extensive minefield and gun emplacements surrounding Tikograd, by dawn of October 8, the Davion forces were ready to push into the city. As the 'Mechs of the Eighth Lancers approached a breach in the city wall, they met a fierce defense by Pavel Ridzik and a company of Highlanders.



BAD TIMING

The cramped cockpit of the *Leopard* Class DropShip filled with the sullen, continuous roar of thrusters flaring to full power as the three ships of Aces Flight dove toward land at 4,000 kilometers per hour.

The Davion Flight Leader's hands were locked on his control stick, his eyes seeming to look everywhere except at the stormy sky ahead. "Westhouse, call the altitude every 300 meters," he yelled. "We level off at 600."

The co-pilot, Westhouse, nodded dumbly and began checking the altimeter. He looked very pale.

Overby, the radioman, grabbed the back of the Flight Leader's chair and yelled. "Yo! Crazy Eddie! The Squadron Commander is on the line. He says that he was under the impression that he ordered a high-orbit drop in close formation, but since you've evidently promoted yourself to Admiral and can ignore his orders, he'd like your advice on the situation."

"Every fighter pilot on Tikonov for the last 50 years is holding a reunion up here, and there're thunderheads over the city up to 5,000 meters," Eddie screamed. "If we drop our people into that, they'll be lucky to land on the right continent! I don't know about him, but I'm putting my people where they want to be."

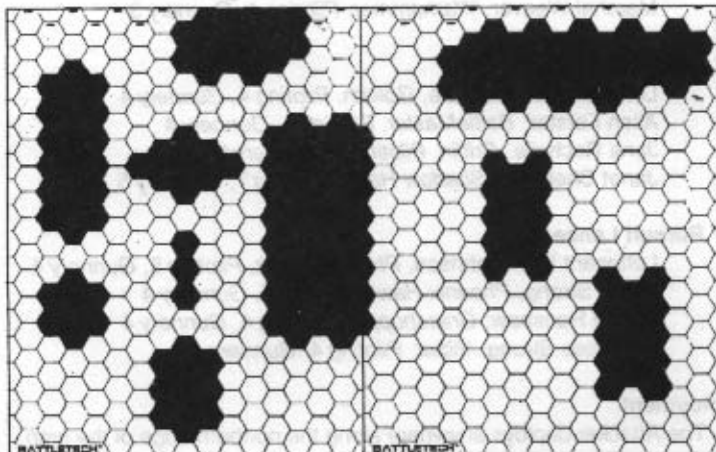
"Six hundred!" Westhouse cried, yanking back on his stick. "Twelve seconds to drop."

"Aces Flight, open bay doors," Eddie called out over the radio. "Bravo Company! It's time to cough up cab fare. This is where you get off."

GAME SET-UP

This scenario uses Expert **BattleTech** and **CityTech** rules, along with the **Optional Rules** for Hidden Units, Limited Intelligence, and Atmospheric Drops found in the **BattleTech Manual**.

Lay out the reversed **BattleTech** maps as shown.



The shaded areas represent Buildings. The large Building in the center represents the major production facility of Earthwerks Limited in Tikograd. The outlying buildings are all Level 1 Medium Buildings. The major production facility is considered a Level 2 Hardened Building. The roofs of all of these buildings are a maze of exhaust pipes and ducts. Treat the roofs as Light trees for line-of-sight and combat purposes. Each hex can be cleared per the **Optional Rules** on page 38 of the **BattleTech Manual**, but there is no chance of accidental fire.

Players can use slips of paper to represent the structures on the mapboard.

Defender

The Defender is First Company, First Battalion, Hamilton's Highlanders.

Command Lance

Captain Kevin Morgan, *Phoenix Hawk*, Piloting 1, Gunnery 3
Commander Scotty Marstaine, *Phoenix Hawk*, Piloting 2, Gunnery 3
Joseph Tunbull, *Commando*, Piloting 3, Gunnery 2
Clayton Powell, *Enforcer*, Piloting 2, Gunnery 2

Urban Warfare Lance

Commander Russel Chambers, *Phoenix Hawk*, Piloting 4, Gunnery 4
Robert Stevens, *Phoenix Hawk*, Piloting 4, Gunnery 4
Nancy Warren-Adams, *Charger*, Piloting 4, Gunnery 4
Ryan O'Rourke, *UrbanMech*, Piloting 3, Gunnery 4

Support/Pursuit Lance

Commander Chance DeLaney, *Phoenix Hawk*, Piloting 3, Gunnery 3
Bob Cochrane, *Phoenix Hawk*, Piloting 3, Gunnery 3
Judy Meadows, *Phoenix Hawk*, Piloting 3, Gunnery 3
Peter McAllister, *Wasp*, Piloting 3, Gunnery 3

Deployment

The Defender deploys anywhere on the map, except in the factory buildings.

Attacker

The Attacker is Bravo Company, First Battalion, Seventh Crucis Lancers.

Command Lance

Captain Rebecca Sellers, *Thunderbolt*, Piloting 2, Gunnery 3
Peter Warden, *Warhammer*, Piloting 3, Gunnery 3
Hans Gagarin, *Crusader*, Piloting 3, Gunnery 3
Rachel Lewis-Dumbroski, *Marauder*, Piloting 3, Gunnery 3

Fire Lance

Leftenant Jim Morell, *Griffin*, Piloting 3, Gunnery 3
Jennet Rand, *Griffin*, Piloting 3, Gunnery 3
Harry Stein, *Rifleman*, Piloting 3, Gunnery 3
José Rivierez, *Quickdraw*, Piloting 4, Gunnery 4

Recon Lance

Leftenant Harry Robertson, *Locust*, Piloting 5, Gunnery 4
Lisa Everly, *Stinger*, Piloting 5, Gunnery 4
Gary Finch, *Stinger*, Piloting 5, Gunnery 4
Peter Miller, *Stinger*, Piloting 5, Gunnery 4

Deployment

The Attacker deploys according to the Atmospheric Drop rules in the **BattleTech Manual**.

Victory Conditions

This scenario lasts for 15 turns. At the end of that turn, players total up their Victory Points. Points are awarded for factory Buildings controlled or contested. A controlled Building has no enemy units inside it and was last occupied by a friendly unit. A contested Building contains 'Mechs of opposing sides. Enemy units on the roof of a Building do not count toward contesting it.

The Liao forces are considered to have control of all Buildings at the start of the game. Control of the main Complex Center Building is worth 50 Victory Points. Control of each of the outlying Buildings is worth 5 Victory Points. Each contested Building is worth 1 Victory Point for the Davion player. The player with the greatest number of Victory Points wins.

Special Rules

The Buildings on the map represent Earthwerks Limited, a 'Mech production facility. They have huge doors on both ends that allow 'Mechs to enter and leave. These doors may be locked. For each friendly 'Mech that is inside a Building and that does not engage in combat during that turn, the player rolls 2D6. On a result of 11 or more, the doors are locked. Thereafter, all 'Mechs must crash through the walls to enter or leave that Building. 'Mechs can also move through the walls, treating them as Heavy or Hardened Buildings, as appropriate.

Two days after the Davion forces entered the city of Tikograd, the exhausted commanders of the Sixth and Eighth Crucis Lancers RCTs found themselves solidly in control of the largely worthless outer parks of the city. The residential, administrative, and vital industrial sectors belonged to the Capellan forces.

The Davion Marshals feared that all the factories, including Earthwerks Limited, the second largest 'Mech production plant in the Successor States, had been mined with demolition charges to prevent capture. Because Earthwerks alone was nearly as valuable as the entire planet, the Marshals knew that they had to capture it quickly. The Davion commanders planned a two-pronged diversionary assault by both Lancer RCTs while the Seventh Crucis Lancers made an assault drop on top of the factories.

The Davion plan promptly fell to pieces. The Sixth and Eighth RCTs attacked too early, tipping off Colonel Ridzik to the possibility of a suborbital drop. He quickly pulled all his forces back into the city's industrial sector and ordered all his fighters into the air.

The presence of a storm front over Tikograd further worsened the Seventh Lancers' drop. The high winds and the fighters scattered the Seventh all over the industrial sector. Thanks to the heroic efforts of their DropShip pilots, only Bravo Company landed on its target, the Earthwerks Factory. It also landed on top of an entire company of Hamilton's Highlanders.

NONE SHALL PASS



LETTER HOME

Dear Dad:

I'm sending this short letter just to you because I'll be coming back to Mallory's World soon, and I need your help breaking some bad news to Mom. You see, I've lost our *Wasp*, and my legs with it.

It was a hell of a fight, Dad. For what it's worth, we can add two more kills to the family record! For the longest time, I didn't think my company would see any combat at all once we landed on Tikonov, but then some regimental staff officer had one of those "brilliant" ideas that the AFFS is so famous for and my lance ended up being cross-attached to Third Battalion's Charlie Company. Instead of fighting with the people that we trained with, my lance was assigned as a recon element to a gaggle of lead-footed heavy 'Mechs.

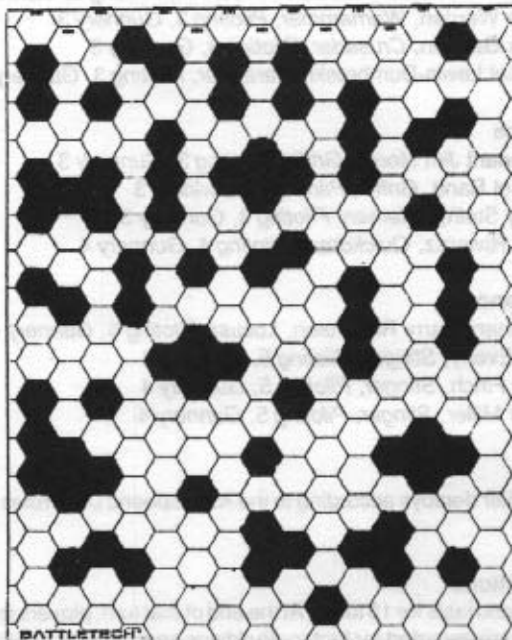
My new unit was assigned to maintain security in the rear areas, and so when our time did come to fight, it was sheer accident. Just like you always said, you can never tell which way the enemy will jump.

It happened in Tikograd. Our regiment and the Eighth Crucis Lancers attacked the residential and administrative sectors of the city to divert attention from the Seventh Lancers' assault drop. Well, the timing got botched, and the Seventh dropped right into the midst of Ridzik's forces, who hadn't fallen for the ruse. Our regiment moved to link up with them. The Capellans threw everything they had left at us, and it looked like the be-all, end-all battle for the entire planet.

Now, where was my company in all this? We were guarding the roads leading from the area, about half a click away! They told us we were there to catch any stragglers. The company CO decided that his newly acquired light 'Mechs should be deployed well forward of the company area. That was just fine, but he had us outside the range of supporting fire. If anyone hit us hard, we would be hung out to dry. About four that afternoon, somebody did come to do the laundry. It was Colonel Pavel Ridzik himself and about half his bodyguards who came roaring down the road straight at us, and they weren't stopping for anybody...

GAME SET-UP

This scenario uses all the standard **CityTech** rules and the Ejection rules, per page 46 of the **BattleTech Manual**. Lay out the reversed **BattleTech** maps as shown.



Shaded areas represent Buildings. Place Building counters on the map to correspond with these areas. Buildings covering one or two hexes are Level 1 Light Buildings. Buildings covering three hexes are Level 1 Medium Buildings. Buildings covering four or more hexes are Level 3 Heavy Buildings. All ground is Paved.

Defender

The Defender is Charlie Company, Third Battalion, Sixth Crucis Lancers.

Command Lance

Captain Olaf Johnson, *Archer*, Piloting 3, Gunnery 4
Lieutenant Ken Iverson, *BattleMaster*, Piloting 5, Gunnery 4
Jamie Orvill, *Awesome*, Piloting 5, Gunnery 4
Leslie Jersey, *Orion*, Piloting 5, Gunnery 4

Fire Lance

Lieutenant Rengild Helverson, *Cyclops*, Piloting 4, Gunnery 4
Kris Lowry, *Victor*, Piloting 5, Gunnery 4
Norman Teague, *Awesome*, Piloting 5, Gunnery 4
Susan Mannerly, *Atlas*, Piloting 5, Gunnery 4

Recon Lance (detached from Charlie Company, 2nd Battalion)

Sergeant Will Devlin, *Wasp*, Piloting 2, Gunnery 2
Sharon Arnold, *Stinger*, Piloting 3, Gunnery 3
Westly Smith, *Spider*, Piloting 3, Gunnery 3
Nat Solios, *Assassin*, Piloting 3, Gunnery 3

Deployment

The Defender deploys first anywhere on the map.

SITUATION: TIKONOV (TIKOGRAĐ), 1600 HOURS TST, 11 OCTOBER 3028

Attacker

The Attacker is the First Company, First Battalion, Stapleton's Iron Hand.

Command Lance

Colonel Pavel Ridzik, *Orion*, Piloting 2, Gunnery 1
 Commander Raymond Navarre, *Centurion*, Piloting 5, Gunnery 4
 James Matthews, *Vindicator*, Piloting 5, Gunnery 4
 Karl Kramer, *Thunderbolt*, Piloting 5, Gunnery 4

Assault Lance

Commander Kerry Lee, *Banshee*, Piloting 4, Gunnery 4
 Thomas Forney, *Centurion*, Piloting 5, Gunnery 4
 Saul McVey, *Centurion*, Piloting 5, Gunnery 4
 Georgette Allison Sawyer, *Centurion*, Piloting 5, Gunnery 4

Fire Lance

Commander Hans Dovermeyer, *Banshee*, Piloting 5, Gunnery 4
 Conrad Heems, *Centurion*, Piloting 5, Gunnery 4
 Morgan Akmed, *Centurion*, Piloting 5, Gunnery 4
 April Trime, *Centurion*, Piloting 5, Gunnery 4

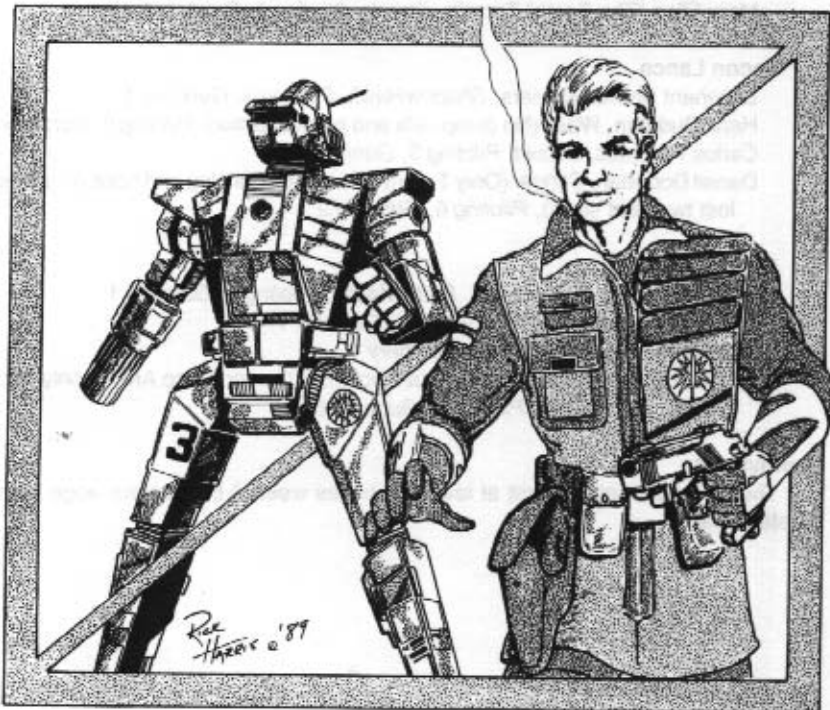
All 'Mechs except Colonel Ridzik's have been damaged. Each 'Mech has taken 30 points of damage, broken into 5-point groups; allocate randomly using the Front Hit Location table four times and the Rear Hit Location Table twice. Ignore any critical hit results, and roll again. Each missile weapon's ammo is reduced to one-half.

Deployment

The Attacker enters the north side of the map on Turn 1.

Victory Conditions

The Attacker must exit Pavel Ridzik, but not necessarily his 'Mech, off the south side of the map. If the Defender kills or incapacitates Ridzik, he wins.



The Seventh Crucis Lancers' ill-fated drop into the industrial sector of Tikograd rapidly escalated into the decisive battle for Tikonov. The Davion Marshals of the Sixth and Eighth Lancer RCTs pushed their forces ahead, trying to support their beleaguered comrades. The Seventh Lancers scrambled to fight off the Capellan defenders long enough to form up and fight as a unit. Amid all the confusion, Bravo Company of the Seventh Lancers locked themselves in the Earthwerks factory, trying to hold out until help could arrive.

The Capellans were caught in a vise. With every passing moment, more of the Seventh Lancers came together, forming a more effective force, while two more Davion RCTs continued to advance upon their positions. Despite the best efforts of the Capellans, the Sixth and Eighth RCTs reached the industrial sector. Colonel Pavel Ridzik, commander of the Capellan forces, knew that the game was up. Along with his personal guards, a company of the Stapleton's Iron Hand, Ridzik pushed toward the Tikograd starport.

In his path was a single company of the Sixth Lancers.

WOMEN WARRIORS



NEWS FROM THE FRONT

—From a transcript of *The Herald News Hour*, Dack Arkmer reporting via vidtape, broadcast 3 December 3028, Federated Independent Broadcaster New Avalon

[Vidtape footage of burning House Liao tank in background]

[VOICEOVER]: "This reporter has seen some heavy fighting in his day, but not since St. Andre has he seen such ferocity in combat." [Vidtape footage of a House Liao *Locust* at long range exploding under a barrage of PPC fire. Camera refocuses on reporter.]

"This is Dack Arkmer for *The Herald News Hour*, reporting from the planet Tigress, where elements of the Third Crucis Lancers tangled with Capellan forces outside the major metropolitan complex of The Four Cities." [Vidtape footage of two Liao tanks being knocked aside by a *Stinger*.]

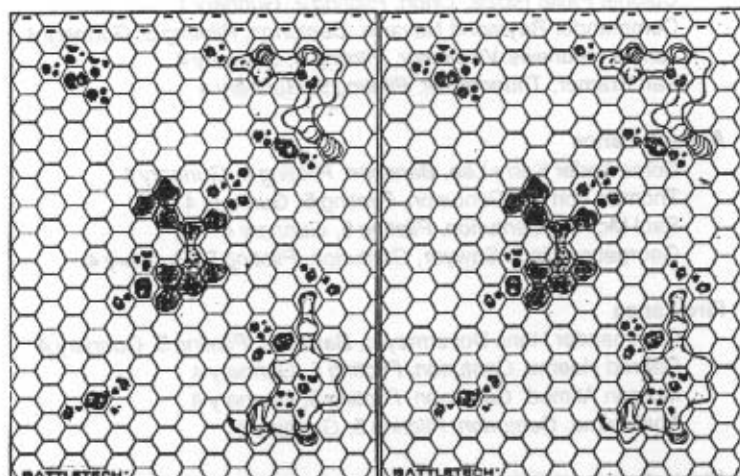
"Tigress is considered the scientific center in this region of Capellan space and thus has been the focus of conflict since mid-November. The Davion Second and Third Crucis Lancers have faced heavy opposition from Kerr's Intruders and House Hirsu 'Mechs, but today the resistance came from a different source.

"A local unit known as Laurel's Legion today carried out a ferocious counter-attack on the headquarters of the Third Crucis Lancers." [Vidtape footage of Davion hover tanks firing on Liao *Phoenix Hawk*.] "The Legion, made up entirely of women, nearly overwhelmed Alpha Company, Second Battalion, of the Third Crucis Lancers. The battle lasted for the better part of an hour between the two companies and resulted in a victory for the men of Alpha Company. The commanding officer of the Third Lancers has declined to comment for *The Herald News Hour*, but reports from reliable sources indicate that the Davion victory this afternoon signaled a turning point in the struggle for control over this vital world." [Vidtape close-up of Arkmer, with a burning Liao tank in background.]

"Keeping you informed is our job. This is Dack Arkmer from Tigress. Back to you, Jane."

GAME SET-UP

This scenario uses **Expert BattleTech** rules. Lay out the maps as shown.



Defender

The Defender is Alpha Company (Might Makes Right), Fourth Battalion, Third Crucis Lancers.

Command Lance

Captain Mark Deamon, *Warhammer*, Piloting 3, Gunnery 2
Lieutenant Biff Harmelt, *Wolverine*, Piloting 6, Gunnery 4
Alexi Dammane, *Wolverine* (Lost all but 2 points of armor in its right torso and has only 3 points of armor on left leg), Piloting 5, Gunnery 6
Mary Ellen "The Teeth" Torreth, *Cicada*, Piloting 2, Gunnery 3

Recon Lance

Lieutenant Sheila Marviers, *Shadow Hawk*, Piloting 3, Gunnery 4
Hank Dudman, *Wasp* (No Jump Jets and no rear armor), Piloting 5, Gunnery 5
Carlos Remmus, *Locust*, Piloting 5, Gunnery 5
Daniel Doorman, *Stinger* (Only 1 point of armor on right leg and none on left leg; lost two heat sinks), Piloting 6, Gunnery 2

Attack Lance

Lieutenant Antonio Masskvez, *BattleMaster*, Piloting 4, Gunnery 1
Maxwell Carmoon, *Griffin*, Piloting 4, Gunnery 1
Dirk Horrs, *Archer*, Piloting 2, Gunnery 1
Misha Torres, *Catapult* (Lost all but 2 points of Center Torso Armor; only three reloads of missiles), Piloting 2, Gunnery 6

Deployment

The Defender sets up first at least ten hexes west of the eastern edge of the Western map.

SITUATION: TIGRESS (THE FOUR CITIES), 1300 HOURS TST, 28 NOVEMBER 3028

Attacker

The Attacker is the Ladies of Light, First Company, Laurel's Legion.

Command Lance

Captain Amber Pommell, *Warhammer*, Piloting 3, Gunnery 2
Ariel Dors, *Vindicator* (Only 2 points of armor on left leg), Piloting 5, Gunnery 6
Angelique Mawer, *Griffin*, Piloting 2, Gunnery 1
Dorial Salver, *Locust*, Piloting 1, Gunnery 5

Attack Lance

Commander Tasha Hert, *Phoenix Hawk*, Piloting 1, Gunnery 4
Carmen Torrilis, *Vindicator*, Piloting 3, Gunnery 6
Denise Darram, *Vindicator*, Piloting 6, Gunnery 6
Dish Farnen, *Locust* (2 points of right torso armor), Piloting 2, Gunnery 1

Recon Lance

Commander Moira Philist, *Spider*, Piloting 2, Gunnery 3
Kaman Karmal, *Locust*, Piloting 2, Gunnery 2
Bishmil Horris, *Locust*, Piloting 2, Gunnery 6
Andrea Buhallian, *Vindicator* (Two heat sinks not functional), Piloting 2, Gunnery 2

Deployment

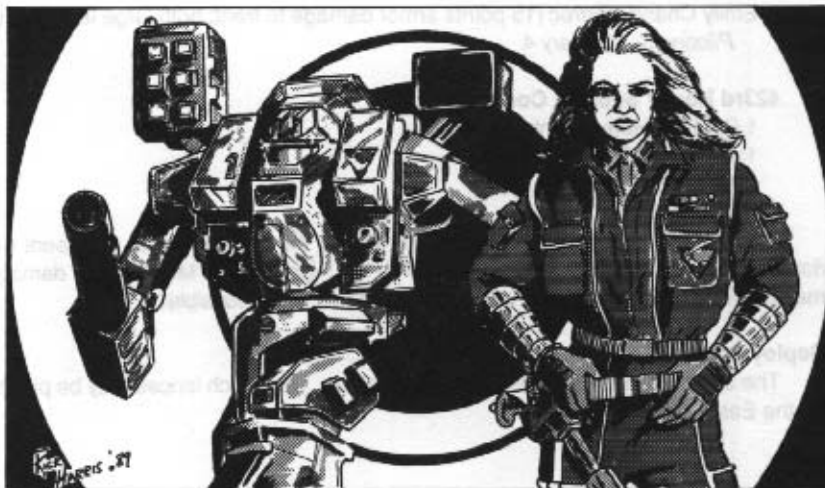
The Attacker enters on the eastern edge of the East map on Turn 1. The Attacker moves first.

Special Rules

At the start of the first turn, the Davion player rolls 2D6 for each of his BattleMechs. A result of 8 or more indicates that the BattleMech is powered up and may move normally. A failed roll means that the 'Mech may neither move nor fire for that turn, and it is treated as a shut-down target. This process is repeated at the start of Turn 2 for any Davion 'Mechs that were not successfully powered up. All remaining Davion 'Mechs are automatically powered up at the start of Turn 3.

Victory Conditions

The Ladies of Light must destroy five Davion BattleMechs for a Marginal Victory or seven for a Decisive Victory. Any other outcome is considered a Davion victory.



Tigress (also known as Laurel's World) was one of the hubs of advanced civilization in the Capellan Confederation, and so was a target during the Third Wave of Davion's Operation Rat.

The planet was well-defended by elements of House Hirsutsu, with two battalions of 'Mechs and two battalions of elite infantry, as well as the Second Battalion of Kerr's Intruders. The toughest combat unit proved to be a battalion known as Laurel's Legion, composed almost entirely of Tigress women dedicated to defense of their world at any cost.

Most of the fighting centered on Four Cities, the major scientific and industrial center on Tigress. It was also the planetary capital.

Tigress was not a world to be taken easily. The Liao defenders pushed back initial thrusts by both the Second and Third Crucis Lancers. On November 28, the 'Mechs of House Hirsutsu and Laurel's Legion bypassed the forward elements of the Third Crucis Lancers and attacked the Lancers' Fourth Battalion, which was being held in reserve and guarding the RCT Headquarters. A flanking attack from the south by House Hirsutsu came very close to overrunning the Lancer Headquarters, but it was quickly thrown back in disarray by the timely arrival of Davion armor and heavy 'Mechs.

Laurel's Legion took on the bulk of the Third Crucis Lancers Fourth Battalion. Its First Company (Ladies of Light), led by Captain Amber Pommell, caught the Second's Alpha Company unprepared. Alpha Company had been in the midst of reloading operations when the Ladies engaged them.

KID GLOVES



PROTECTING FAMILY

"What do you mean, don't hurt them too badly?" Arleen looked out across the city from her vantage point on the third-floor roof of the Federal Bank Building.

"We're outnumbered at least two to one, and that's counting our sorry-looking tank company."

"Yes, sir, Able Six out."

Arleen watched as the approaching Highlanders passed the buildings at the edge of Dust Hill. Even in the fading light, she could tell they were a battered command. *Maybe we have a chance after all*, she thought.

"Red Three, what does your Six say about these guys?"

Arleen could practically hear the young tanker fumble with the microphone before answering.

"Six is down, ma'am. Before One-One went down, he reported hitting them pretty hard. No kills," he added dejectedly, "but plenty of hits. We were the rear guard and were ordered to fall back. You saw the beating we took, and we were on the fringe."

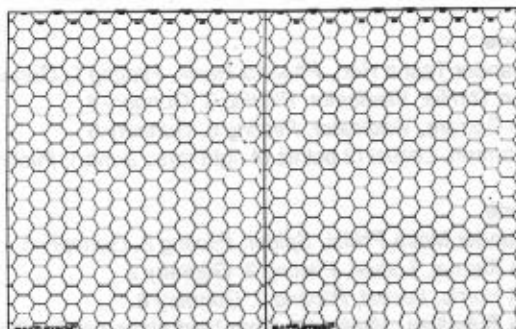
"Yeah, they slapped you around like an unwanted stepchild." Two-thirds of a heavy tank company gone, with nothing to show for it. Either the Highlanders were very good or very mad.

"All Able and Red units, listen up. The rest of the battalion is still moving into position, so it looks like we're the front line. You've got your orders, so follow them to the letter. TO THE LETTER! We've got to hold them for as long as possible. Stay sharp. Able Six out"

Arleen triggered the jets on *Straight Shot* and rode her 'Mech down to the street. *Those tankers better have done their job*, she thought grimly, *or this will be one short battle.*

GAME SET-UP

This scenario uses **Expert BattleTech** and **CityTech** rules. Lay out the **BattleTech** mapboards as shown, using the reverse side. The available Building counters should be arranged to form the streets and avenues of a mixed residential and business section of the capital city. Building elevation is selected by drawing the counters at random. The Attacker places the following counters: 12 Heavy Buildings, 2 Medium Buildings, and 30 Light Buildings.



Defender

The Defender consists of elements of Bravo Company (Busch's Company), First Battalion, Sixth Crucis Lancers. Nicknamed "The Determined," the unit has enjoyed overall success in numerous raids. Assisting Busch's command are rear-guard elements of the 423rd Heavy Support Company, the Sons of Destruction.

Command Lance

Captain Arleen Busch, *Quickdraw*, Piloting 1, Gunnery 1
Johann Steelgart, *Griffin*, Piloting 3, Gunnery 3
Rachelle DePagan, *Phoenix Hawk* (Minus 1 heat sink), Piloting 4, Gunnery 4
Timothy Fogarty, *Awesome*, Piloting 5, Gunnery 4

Strike Lance

Leftenant Sara Hunter-Thomas, *Wolverine*, Piloting 4, Gunnery 2
John John Silver, *Zeus* (Medium lasers produce 5 heat points when fired), Piloting 5, Gunnery 3
Timothy Mantibou, *Phoenix Hawk* (20 points armor damage to front; 3 heat sinks out), Piloting 5, Gunnery 4
Emily Chang, *Ostroc* (15 points armor damage to front; both large lasers out), Piloting 5, Gunnery 4

423rd Heavy Support Company

1 Partisan Heavy Tank
1 Manticore Tank
1 Behemoth Tank

Distribute 24 points of armor damage among the three tanks to represent the damage taken during their initial contact with the Highlanders. 'Mech Armor damage may be distributed as desired, but in groups of five when possible.

Deployment

The Sons of Destruction deploy on either map. The 'Mech lances may be placed on the East map.

SITUATION: JONATHAN (DUST HILL), 1900 HOURS, 4 DECEMBER 3028

Attacker

The Attacker is Charlie Company (Fleetwood's Company), Second Battalion, Second Kearny Highlanders. It has been the spearhead of the charge into Dust Hill.

Command Lance

Captain Riannon Fleetwood, *Wolverine* (15 points armor damage; 9 autocannon rounds; minus 1 heat sink), *Piloting 2, Gunnery 0*
Kemo Shalazar, *Assassin* (18 points armor damage; medium laser out; 6 LRM rounds), *Piloting 4, Gunnery 3*
Tracy Kay Barnes, *Jenner* (11 points armor damage; right arm gone), *Piloting 5, Gunnery 4*
Ali Al-Ahmed, *Whitworth* (16 points armor damage; 9 LRM rounds), *Piloting 4, Gunnery 4*

Fire Lance

Commander Lance Pour-el, *Vindicator* (19 points armor damage; 6 LRM rounds; minus 2 jump jets), *Piloting 3, Gunnery 3*
Neil Bijou, *Vindicator* (12 points armor damage; 8 LRM rounds; Engine Critical Hit), *Piloting 3, Gunnery 2*
Otto Maches, *Valkyrie* (16 points armor damage; 12 LRM rounds; Gyro Critical Hit), *Piloting 5, Gunnery 4*
Zebulon Ramses, *Firestarter* (13 points armor damage; both machine guns out), *Piloting 1, Gunnery 2*

Heavy Lance

Assistant Force Leader Herman Allistar, *Hermes II* (11 points armor damage; 12 autocannon rounds), *Piloting 4, Gunnery 4*
Cassi Chambers, *Jenner* (11 points armor damage; SRM inoperable; minus 2 jump jets), *Piloting 3, Gunnery 4*
Cromwell Bates, *Vindicator* (10 points armor damage; 14 LRM rounds; minus 1 heat sink), *Piloting 5, Gunnery 4*
B. B. Logan, *Phoenix Hawk* (10 points armor damage; right arm gone), *Piloting 5, Gunnery 4*

Armor damage may be distributed as desired, but in groups of five when possible. Missing limbs are in addition to the amount of armor damage listed. 'Mechs with critical hits should be marked as having received that critical, with the normal effects.

Deployment

The Attacker enters from the west edge of the map on Turn 1.

Victory Conditions

The Attacker must exit more 'Mechs off the eastern edge of the map than he loses. Units exiting any other map edge are not counted toward victory conditions. The Defender wins by diverting more Highlander 'Mechs off the other edges than escape off the eastern edge. Any other result is a Draw.

Special Rules

The Attacker believes he is rescuing the Highlanders' families. He automatically wins the Initiative on Turns 1 through 3. Thereafter, he receives a +1 bonus to the die roll.

The Defender has orders not to injure the Highlanders too badly and therefore may not call head shots nor fire at a fallen or shut-down Highlander 'Mech.

The battle for the planet Jonathan was among the most tense on the Capellan front. One of the clans of the Northwind Highlanders defended the planet and Hanse Davion was negotiating with the Clan Elders to end the Highlanders' service with the Capellan Confederation. The Federated Suns forces, the Fifth and Sixth Crucis Lancers, did not know why they were to treat Freemont's Cuirassiers as the enemy and the Second Kearny Highlanders with kid gloves. The Highlanders, in turn, wrongly assumed that the Davion forces were holding the Highlanders' families hostage in Dust Hill.

Riding out of the mountains, the Highlanders attempted to break the Lancers at Dust Hill and to "free" their already-safe families. With rumors of a settlement near, the Lancers were ordered to "go easy" on the Highlanders while holding their positions. It was not an easy order to follow.



FATAL FURY



NO TOMORROW

—From transcripts of commlink tapes recovered from the cockpit of Ben Cheney's destroyed *Hatchetman* after the AFFS's successful defense of Basalt

"Ben, what keeps them coming after us? Sure, they were angry because the warehouses were empty, but is that any reason to commit suicide?"

"It doesn't make any sense to me, either, Joe. Maybe we should be looking over our other shoulder. Maybe they're trying to link up with some other Capellans outside Controssa. Why else would they push right past the spaceport and their ticket home?"

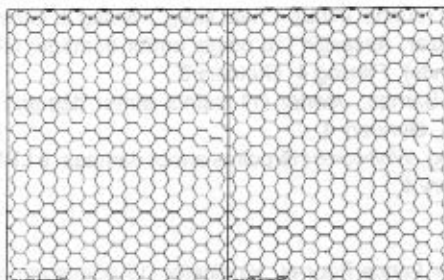
"Watch out, Ben, there's that *Catapult* again over on our right. Every time we think we've lost them, there he is again with his damn long-range missiles. They must know that the Crucis Lancers are filing in behind them as they push further and further from the spaceport. What's wrong with these House Ijori fanatics, anyway?"

"Captain Harrist here. I hate to break up your little gab session, but war is hell, you know. How about if you two just defend yourselves against Liao instead of philosophizing about his motives? I think they've finally caught us this time. Cheney, do what you can with the *Vulcan*. Fisher, help him take it out before the *Catapult* gets you. Lamb and I will handle the two *Whitworths*. Now, look alive while you still are alive."

"Yes, Captain." In unison, Ben's and Joe's voices echoed in the commlink for a moment before explosions filled their ears and summoned them to action.

GAME SET-UP

This scenario uses **Advanced BattleTech** rules. Lay out the maps as shown. Defender should place four Medium Buildings and eight Light Buildings to represent the outskirts of Controssa.



Defender

The Defender is the Command Lance, Bravo Company, Second Battalion, Fourth Crucis Lancers.

Captain Frank Harrist, *Phoenix Hawk*, Piloting 1, Gunnery 1
Ben Cheney, *Hatchetman*, Piloting 2, Gunnery 1
Joe Fisher, *Phoenix Hawk*, Piloting 3, Gunnery 2
Johnny Lamb, *Hatchetman*, Piloting 2, Gunnery 4

Deployment

The Defender sets up anywhere on the map.

Attacker

The Attacker is the Command Lance, Charlie Company, First Battalion, House Ijori.

Captain Jack Rocco, *Catapult*, Piloting 3, Gunnery 0
Duke Elliot, *Whitworth*, Piloting 3, Gunnery 3
Alex Cox, *Vulcan*, Piloting 2, Gunnery 2
Jerry Bush, *Whitworth*, Piloting 3, Gunnery 4

Deployment

The Attacker enters the South map edge on Turn 1.

Victory Conditions

The winner is the player who destroys the most enemy 'Mechs. 'Mechs that leave the map are considered destroyed.





The Capellan Confederation had taken Hanse Davion's bait—hook, line, and sinker. The Capellans were landing on Basalt to destroy the warehouses full of materiel that supplied the Davion offensive. With little opposition expected, there was no reason for the First New Hessen Irregulars and House Ijori to be cautious.

Major Billy Ishoka persuaded House Master Hassan Ijori that the best approach was the direct approach, dropping directly into Controssa. This tactic might have saved the Capellan units to fight another day had they not let their anger and frustration twist their thinking.

The Federated Suns had set an elaborate ambush, feeding the Capellans false information about supplies and disposition of forces. In fact, there was no storehouse of materiel on Basalt and the planet was well-defended. Defending Controssa was the Fourth Crucis Lancers RCT, which was unprepared for the Capellans' directness.

The Davion forces were deployed in a perimeter around Controssa and so could not respond quickly when the Capellans began dropping into the heart of the city. The Liao 'Mechs quickly found the empty warehouses. Frustrated, they created havoc through the city and then set out to vent their fury on the Federated Suns forces.

Seeming to lack any instinct for self-preservation, the Capellans pushed past the spaceport and a possible rendezvous with their DropShips. Led by the forces of House Ijori, the Capellans pursued the Second Battalion of the Fourth Crucis Lancers. Further and further they raced until the Liao forces were cut off from any hope of escape, and still they fought on.

EMPTY VICTORY



WHEN IT RAINS, IT POURS

—From debriefing session of Sub-commander Loraine Vierow after surrender of Bravo Company, First Battalion, Kerr's Intruders

Nothing had gone right for us since Major Krevella took over from Thomas Fong. Tom-Tom was what we called Fong, though not to his face, of course. Under Tom-Tom, we'd been a handful for two top Davion Mech regiments on Ronel.

But we got in one close scrape too many, and Tom-Tom is gone. Those who saw him die say he fought right up till the end. Then we got Davina Krevella—I never liked her as a Captain—and our troubles really started. The Feds caught us again and again; it was like she was on their side.

When we finally gave up the ghost and blew off Ronel, ours was the only company left. Then we sat there, licking our wounds and trying to patch our Mechs back together, and she goes and volunteers us for an attack!

"Quick, easy raid. No opposition. We'll be back home for dinner." That's what we were told. Ha! We dropped in the middle of a raging storm. We could still make out local commlinks, but all the different units lost touch with each other in no time.

We reached Zander's Delight without too much trouble, and we confidently swept past the light lance of Feds that greeted us. Then there was another lance on our left, then another, then one on our right, and another there, too.

We were within spittin' distance of the warehouses, but the Feds were coming at us from everywhere. Then bad-news Krevella announces to the Feds that she is honor-bound to reach the warehouses before she dies. Some honor!

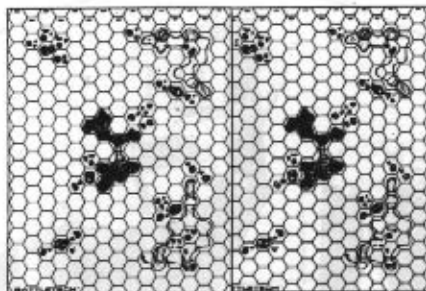
As the rest of our battered company made their final peace with the Almighty, the Feds go and move aside for the Major! We couldn't believe our sensors.

So then she steps up and blows the door off the nearest warehouse, and there it sits, empty. Empty! Here we were fighting most of a Fed battalion to reach empty warehouses.

So that's when bad-news Krevella finally shows some good sense, and we surrendered.

GAME SET-UP

This scenario uses **Expert BattleTech** and **CityTech** rules. Lay out the maps as shown.



Defender

The Defender is the Second Battalion, Fourth Davion Guards.

First Company

Command Lance

Captain Moshe Galan, *Trebuchet*, Piloting 3, Gunnery 1
Samuel Nicholson, *Javelin*, Piloting 2, Gunnery 2
Frank Traynor, *Stinger*, Piloting 1, Gunnery 4
Susan Haney, *Wasp*, Piloting 4, Gunnery 4

Fire Lance

Leftenant Bo Brockett, *Whitworth*, Piloting 2, Gunnery 2
Pete Hannan, *Javelin*, Piloting 3, Gunnery 2
Clint Hooper, *Javelin*, Piloting 2, Gunnery 4
Herb Corrales, *Stinger*, Piloting 3, Gunnery 3

Recon Lance

Leftenant Ray Roberts, *Assassin*, Piloting 4, Gunnery 3
Austin Oliver, *Spider*, Piloting 2, Gunnery 5
Kid Keegan, *Wasp*, Piloting 4, Gunnery 4
Nick Bell, *Stinger*, Piloting 5, Gunnery 5

Second Company

Command Lance

Captain Dan Kline, *Locust*, Piloting 3, Gunnery 3
Kid Ewing, *Locust*, Piloting 6, Gunnery 2
Bill Brandt, *Locust*, Piloting 4, Gunnery 5
Fred Wolf, *Ostscout*, Piloting 4, Gunnery 4

Recon Lance

Leftenant Alan Mitchell, *Wasp*, Piloting 5, Gunnery 4
Jesus Williams, *Wasp*, Piloting 5, Gunnery 4
Frankie O'Brien, *Stinger*, Piloting 6, Gunnery 4
Billy Rossman, *Valkyrie*, Piloting 5, Gunnery 5

Fire Lance

Leftenant Chick Kirke, *Valkyrie*, Piloting 3, Gunnery 4
Moose Dallessandro, *Valkyrie*, Piloting 4, Gunnery 4
Rufe Hogg, *Valkyrie*, Piloting 5, Gunnery 4
Jose Schafer, *Valkyrie*, Piloting 5, Gunnery 4

Third Company

Command Lance

Captain Bill Ruthven, *Valkyrie, Piloting 1, Gunnery 3*
Alex Brown, *Valkyrie, Piloting 2, Gunnery 2*
Tom Dahlen, *Valkyrie, Piloting 5, Gunnery 1*
Merlin White, *Valkyrie, Piloting 3, Gunnery 3*

Fire Lance

Leftenant Augustus Hill, *Whitworth, Piloting 3, Gunnery 3*
Gary Ogden, *Whitworth, Piloting 4, Gunnery 3*
Dave Aker, *Stinger, Piloting 3, Gunnery 5*
George Caster, *Stinger, Piloting 4, Gunnery 4*

Scout Lance

Leftenant Bump Brodowski, *Locust, Piloting 2, Gunnery 2*
Sonny Naragon, *Locust, Piloting 3, Gunnery 2*
Eddie Clark, *Locust, Piloting 3, Gunnery 2*
Garry Fiore, *Ostscout, Piloting 1, Gunnery 4*

Deployment

The Recon Lance, Second Company sets up first, anywhere on the map but with all four 'Mechs within five hexes of each other. The other units start off the board. Beginning on Turn 2, roll 2D6 for each map side. On a roll of 8 or more, a lance of the First Company appears on the West edge. On a roll of 8 or more for the East edge, a lance of the Third Company appears there. On a roll of 10 or more on the North edge, a lance of the Second Company appears there. Roll for each edge each turn, with one turn intervening after the appearance of a lance. The Defender may choose the order in which the lancers enter.

Attacker

The Attacker is Bravo Company, First Battalion, Kerr's Intruders.

Command Lance

Major Davina Krevella, *Thunderbolt, Piloting 3, Gunnery 3*
Dick Mattick, *Thunderbolt, Piloting 4, Gunnery 3*
Bob Clark, *Rifleman, Piloting 5, Gunnery 4*
Walton McInnis, *Ostroc, Piloting 4, Gunnery 4*

Heavy Lance

Commander Stu Gilliam, *Grasshopper, Piloting 3, Gunnery 2*
Jay Roy, *Wolverine, Piloting 2, Gunnery 5*
Loraine Vierow, *Catapult, Piloting 4, Gunnery 2*
John Pofahl, *Vulcan, Piloting 5, Gunnery 3*

Recon Lance

Commander Bill Greer, *Catapult, Piloting 4, Gunnery 2*
George Pinelli, *Dervish, Piloting 5, Gunnery 4*
Fresco Candalaria, *Whitworth, Piloting 5, Gunnery 4*
Jim Keck, *Whitworth, Piloting 3, Gunnery 5*

Deployment

The Defender enters the South map edge on Turn 1.

Victory Conditions

The Liao player wins a Marginal Victory if he exits at least four 'Mechs off the north map edge or if he destroys at least 15 Davion 'Mechs. Any other result is a Davion victory.

As part of Operation Riposte, Bravo Company was all that remained of the First Battalion of Kerr's Intruders, dropped on Basalt along with an assortment of Liao units that were mostly survivors of Capellan defeats on other worlds. Bravo Company joined a company of McCrimmon's Light Cavalry and a company of MacGregor's Armored Scouts in the assault on Zander's Delight.

Faulty Capellan intelligence had indicated that Zander's Delight would have few defenders and warehouses bursting with supplies for the Davion war machine. In fact, the whole planet was a trap set by the Fox, Hanse Davion. The warehouses were empty, and the elite Fourth Davion Guards RCT was waiting to ambush its prey.

Into the jaws of the trap went the motley Liao units, led by the heavy 'Mechs of Kerr's Intruders. The first to spot them was a light lance of the Fourth Guards, a unit known for its quick response.



AS THE WHEEL TURNS



FIELD OF HONOR

I couldn't believe it when our CO told us that this was supposed to be a "traditional" MechWarrior fight... You know, pride, honor, and the whole ten meters. It sounded crazy as hell, but then again, my whole world had become so upside down in the last three months that I figured this was par for the course. Here I was on Wheel, just one of thousands of troopers taking part in a major invasion of Combine worlds all along the border.

It wasn't long before we heard from the planet's defenders, but their communications were by messenger instead of weapons fire. The garrison went by the weird name of the Tooth of Ymir and their commander was some guy named Heller. We heard tell that Wheel had been stripped bare of its infantry and tank regiments because of some murder plot against one of the Coordinator's concubines. Believe it or not, they'd ordered all of the Tooth's support units to Luthien for "questioning" by one of the big boys.

And that's why Colonel Heller asked our Colonel Hansen for a classical fight of honor, the kind I've only heard about in tales and legends. Instead of letting us simply run over what was left of the enemy on Wheel, Colonel Hansen agreed to Heller's request.

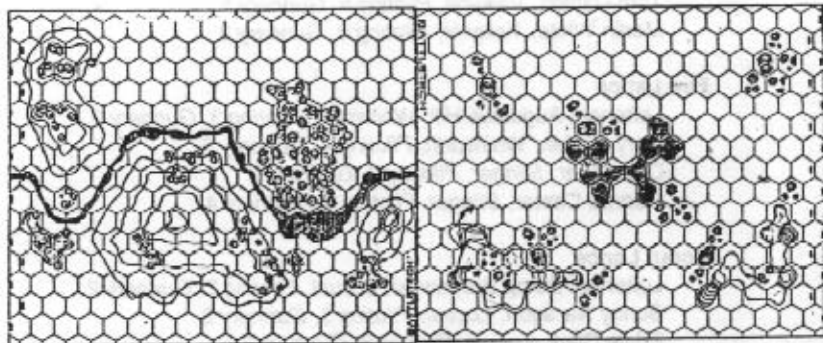
My company won the dubious distinction of recon duty in a godforsaken place called Red Desert Flats, the basin of a dormant ancient volcano. It was an area nine kilometers in diameter, covered with blood-red sand and devoid of lifeforms. To make it worse, the heat was almost unbearable. Our orders were to find the enemy's flank and then exploit the hell out of it. My CO told me to take two lances along the ridge and to eliminate any enemy resistance.

But, he said, no bloodbath. If the enemy wanted to surrender, we must accept. The whole thing sounded more like a bedtime story for little boys and girls, but I knew my warriors would follow orders.

Well, that battle turned out to be a lot more than a bedtime story. Not only did I learn some respect for lighter Battle-Mechs, but I came to understand this thing known as warrior's honor.

GAME SET-UP

This scenario uses **Advanced BattleTech** rules. Lay out the maps as shown.



Defender

The Defender is Topaz Company (The Swarm of Death), Amber Battalion, Tooth of Ymir's First Regiment.

Command Lance

Captain James Tootleman, *Spider*, Piloting 3, Gunnery 3
Lieutenant Allen Dartmouth, *Stinger*, Piloting 4, Gunnery 5
Corporal Alexandria Arraman, *Wasp*, Piloting 5, Gunnery 6
Axel Hartman, *Cicada*, Piloting 6, Gunnery 4

Attack Lance

Lieutenant Luellen Simpson, *Wasp*, Piloting 3, Gunnery 6
Corporal David Rothel, *Wasp*, Piloting 4, Gunnery 5
Frank Hammond, *Enforcer*, Piloting 5, Gunnery 6
Sheila Sarmanantha, *Phoenix Hawk*, Piloting 4, Gunnery 6

Recon Lance

Sergeant Kenny "Folklore" Ramonds, *Cicada*, Piloting 2, Gunnery 5
Stephen Bethel, *Locust*, Piloting 4, Gunnery 6
Stephanie Sammon, *Stinger*, Piloting 5, Gunnery 5
Joshua Folsom, *Wasp*, Piloting 3, Gunnery 2

Deployment

The Defender sets up before the start of play anywhere within eight hexes of the juncture between the North and South maps.

Attacker

The Attacker consists of the Recon and Assault Lances, Bravo Company, Second Battalion, Hansen's Roughriders.

Recon Lance

Lieutenant Martin A. Fathard, *Archer*, Piloting 3, Gunnery 3
Corporal Shol Sarmel, *Cicada*, Piloting 2, Gunnery 1
Damsel Dakman, *Wasp*, Piloting 4, Gunnery 6
Sherlock Hansen II, *Commando*, Piloting 4, Gunnery 2

Assault Lance

Sergeant Phillip Harris, *Shadow Hawk*, Piloting 3, Gunnery 2
Samuel "Stone" Farrel, *Valkyrie*, Piloting 3, Gunnery 1
Martha Hormel, *Phoenix Hawk*, Piloting 2, Gunnery 5
Harrison Jameson, *Blackjack*, Piloting 4, Gunnery 6

Deployment

These units enter on Turn 1 anywhere on the South map.

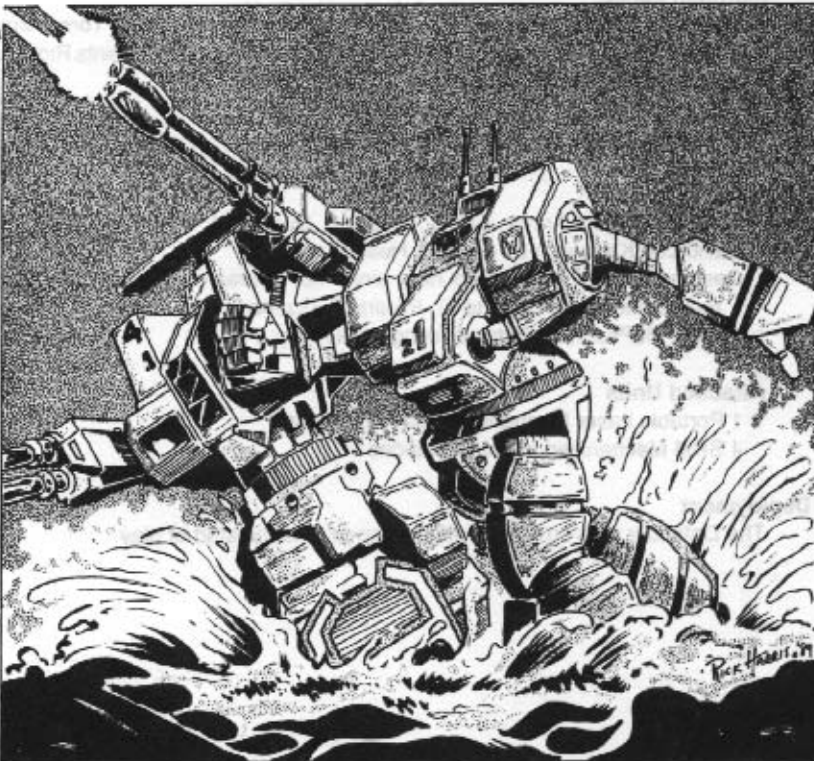
Victory Conditions

The Roughriders win by destroying five or more enemy 'Mechs and exiting five 'Mechs off the North map. The Tooth of Ymir player wins by preventing the Roughriders from meeting their victory conditions.

Special Rules

The desert-like dormant volcano is very hot, as is most of the atmosphere of Wheel. Every BattleMech must take an additional two points of heat every turn to account for these high temperatures.

Treat all rivers and woods as Clear terrain.



Of all the worlds attacked in the initial wave of the Lyran Commonwealth's offensive (Operation Götterdämmerung) against the Draconis Combine, the campaign for Wheel was unique.

Instead of a body-count, it was a battle of honor fought out on a pre-selected battlefield. More important, neither side violated the terms of the fight, something rare by the time of the Fourth Succession War.

House Steiner committed two mercenary regiments, the First Narhal Raiders and Hansen's Roughriders. Defending the world was the mercenary Tooth of Ymir under command of Colonel Davis Heller. Heller also had at his disposal ten ragtag militia infantry regiments made up of teenagers and old men. Colonel Heller knew that both sides were numerically equal, but he also knew that in a stand-up fight, his inexperienced forces would be slaughtered.

In a bold move, he proposed that the opposition meet him in the Red Desert Flats, a vast dormant volcano basin. There, amid the red rocks and sand, he challenged the Raiders and Roughriders to a fight of 'Mech against 'Mech, rather than risk the slaughter of all-out combat. The mercenary commanders agreed to the request.

Colonel Heller's forces occupied roughly half of the volcano's ridge, from where he sent companies to scout the outer edges in an effort to engage the enemy. Colonel Gerhardt Hansen's regiment was advancing along the southeastern rim, with several lances scouting for secure positions suitable for a flanking attack.

STORM OF TEARS



VEGA'S FURY

—Transcript of POW interrogation of Hauptmann Jack "Hangman" Forbes, Commanding Officer, Bravo Company, Second Battalion, Third Lyran Guards. Interrogated by Tai-i Marshall Ts'u, Commanding Officer, Charlie Company, First Battalion, Fourteenth Legion of Vega, December 18, 3028.

FORBES: So we had to pull back after you had us split in two.

TSU: I am not interested in your excuses, old friend. I am more interested in why you chose to turn and fight.

FORBES: [Chuckles]. Why we turned and fought, "old friend"? I'll tell you why, because we had to. Before your precious Colonel Kurita arrived, we had you on the run. There was nothing that we didn't control. Space was ours. We had kicked your Dragon-asses clean off two-thirds of the planet.

TSU: It is not who wins small battles, but who wins the war, Forbes.

FORBES: True, but you have to admit that we gave you a good swift kick in the butt when we did turn. And I'm pretty proud that I was able to hold you off long enough for Colonel Donovan to make her getaway. I'd say that it is not always so cut and dried about who actually wins battles and wars.

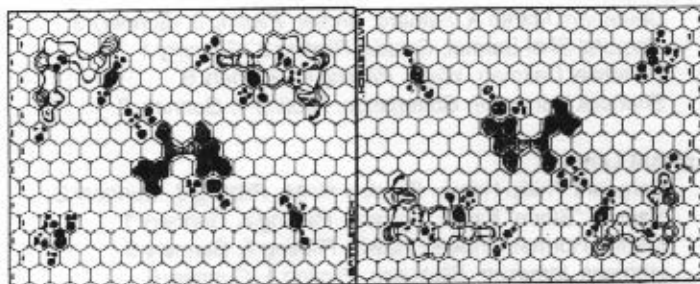
TSU: We had you pinned and trapped, and your forces fled, leaving you behind to die. Do you still believe that you won? I could have killed you within a matter of seconds.

FORBES: But you didn't. During that last week, we stood against one another time and again, seeing death in each other's eyes. You may have had us on the run, split us in half, but in the last battle, there in the winds, we faced you and gave you a fair fight, one that taught you more than one lesson in warfare.

TSU: [Long pause]. Yes Captain, you did fight well. An honorable opponent. Now then, you will tell me the command ciphers to your unit's computer core, or I will show you what the fury of the Dragon truly is. [Another long pause]. And I promise you, old friend, that you will soon prefer death.

GAME SET-UP

This scenario uses **Advanced CityTech** rules. Lay out the maps as shown.



Defender

The Defender consists of the remnants of Bravo Company, Second Battalion, Third Lyran Guards, along with several attached vehicles.

Command Lance

Hauptmann Jack "Hangman" Forbes, *Catapult* (No rear armor; only 2 points in right leg), *Piloting 3, Gunnery 2*
 Leutenant Sonya Fry, *Quickdraw* (Only two reloads for all missile systems), *Piloting 2, Gunnery 4*
 Hans Kruller, *Stinger* (No armor on either leg; missing two heat sinks), *Piloting 2, Gunnery 2*
 Scott Shoreman, *Blackjack*, *Piloting 3, Gunnery 3*

Skirmish Lance

First Leutenant Mike Monovan II, *Assassin* (Only 5 points Center Torso Armor; 4 points Right Leg Armor; 3 Points Right Torso Armor; and 5 points Right Arm Armor), *Piloting 6, Gunnery 2*
 Sergeant Paula Winderson, *Rommel Tank*
 Himes Hyman, *Galleon Light Tank*

Fire Lance

Sergeant Angela Armor, *Griffin*, *Piloting 3, Gunnery 1*
 David Lee Karmen, *Von Luckner Heavy Tank*
 Gestner Schultz, *Clint* (Two heat sinks not operable; Center Torso armor reduced to 4 and Head to 2), *Piloting 2, Gunnery 1*
 Wanda McPherson, *Victor*, *Piloting 3, Gunnery 2*

Attached Units

1 Portable Laser Mechanized Infantry Platoon
 4 SRM Mechanized Infantry Platoons

Deployment

The Defender sets up first on either map prior to the start of play.

Attacker

The Attacker is Charlie Company (Amberstar Raiders), First Battalion, Fourteenth Legion of Vega.

Command Lance

Tai-i Marshall Ts'u, Marauder, Piloting 3, Gunnery 2
Master Sergeant Mika Hoorsa, Trebuchet, Piloting 2, Gunnery 5
Yest Veerman, Dragon, Piloting 5, Gunnery 6
Tannya Mason, Phoenix Hawk (2 points of armor on the left leg; 3 points on left torso), Piloting 3, Gunnery 3

Attack Lance

Chu-i Akin Ano, Shadow Hawk, Piloting 4, Gunnery 4
Dish "Hoppy" Hopkins, Whitworth (12 points of Center Torso Armor remaining), Piloting 5, Gunnery 4
Daniel Ferrison, Clint, Piloting 4, Gunnery 5
Donna Fellis, Vindicator (No left arm or PPC), Piloting 5, Gunnery 5

Recon Lance

Chu-i Lance Garris, Panther, Piloting 4, Gunnery 3
Hiska T'shu, Wasp, Piloting 5, Gunnery 4
Bradly Blankenburn, Vulcan, Piloting 3, Gunnery 6
Dack Makroon, Victor, Piloting 3, Gunnery 2

Deployment

The Attacker enters the north edge of the North map at the beginning of Turn 1.

Victory Conditions

The Kurita player wins the scenario by exiting a total of eight 'Mechs off the south edge of the South map and by destroying all House Steiner BattleMechs or having them exit the map. The Steiner player wins by preventing the Kurita victory conditions.



The battle for Vega was one of the Lyrans Commonwealth's most embarrassing defeats of Operation Götterdämmerung. It is a rare occurrence that an invading force all but crushes an enemy, only to find itself in a rout to escape.

In September, the Third Lyrans Guards drove the defending Second and Fourteenth Legions of Vega off two of the planet's three continents. In October, *Tai-sa Theodore Kurita* arrived to command the Combine forces.

By the end of the month, *Tai-sa Kurita* was ready to launch an offensive. A slick tactical maneuver along a series of wadis split the Lyrans in two. The Legions of Vega kept the pressure on and widened the gulf between the two enemy forces.

Driven north by the Second Legion of Vega, the First and Third Battalions of the Third Lyrans Guards, along with their attendant ground forces, opted to retreat off Vega. The Guards' Second Battalion had been split off from the main body and driven south by the Fourteenth Legion of Vega. When word of the northern forces' withdrawal reached the Guards' commander, Colonel Uliosha Donovan, she at first tried to fight on with only the Second Battalion.

When it became clear that she could not hold out, she ordered the battalion to its DropShips, assigning Bravo Company to hold off the Combine as the rest of the battalion boarded.

HELPLESS AS A FLY



WIDOW'S WEB

—From the diary of Lieutenant John Clavell, Black Widow Company, Wolf's Dragoons

September 5: I don't know how Natasha does it. We were wandering all over the lava flow, looking for action. She thought she knew the location of the main force, and so she headed us around it.

I'll be so glad when we leave this hellish place. Treeless flows, earthquakes beneath us, eruptions showering us, hot lava coming from every which way.

Anyway, we were heading for what we thought was the Galedon flank. A river of molten lava diverted us somewhat, but we thought we had ourselves turned back in the right direction. It must have been her sixth sense. The Captain led us onto this ungainly high rock formation so we could get our bearings.

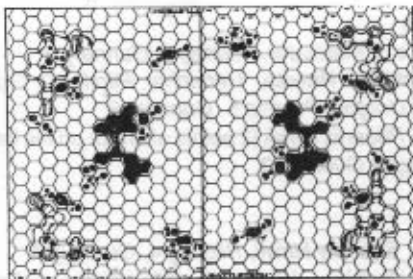
There on the other side was a mobile headquarters, a column of weapons transports, and one measly lance protecting them. How she got us past the main force, inside the flank, and into the Galedon's rear area I'll never know.

However it happened, there was no debate about what to do next. We charged at them as fast as we could go. Natasha kept yelling at me to stay clear of the J-27s, but I wanted to finish off the whole detachment before they could call for help.

Maybe they weren't one of our fiercest opponents, but we hurt Kurita today, and we hurt him bad. And we got away with barely a scratch.

GAME SET-UP

This scenario uses **Expert BattleTech** rules. Lay out the maps as shown.



Defender

The Defender is a headquarters and supply column of the Fifth Galedon Regulars. It consists of a mobile HQ, equipped with a large laser and LRM 10-pack, per page 190 of **Technical Readout: 3025**. The supply column consists of eight J-27 Ordnance Carriers, per page 194 of **Technical Readout: 3025**. Guarding them is the following reserve lance.

Reserve Lance

Chu-i Tom Severinson, *Hunchback*, *Piloting 5*, *Gunnery 4*

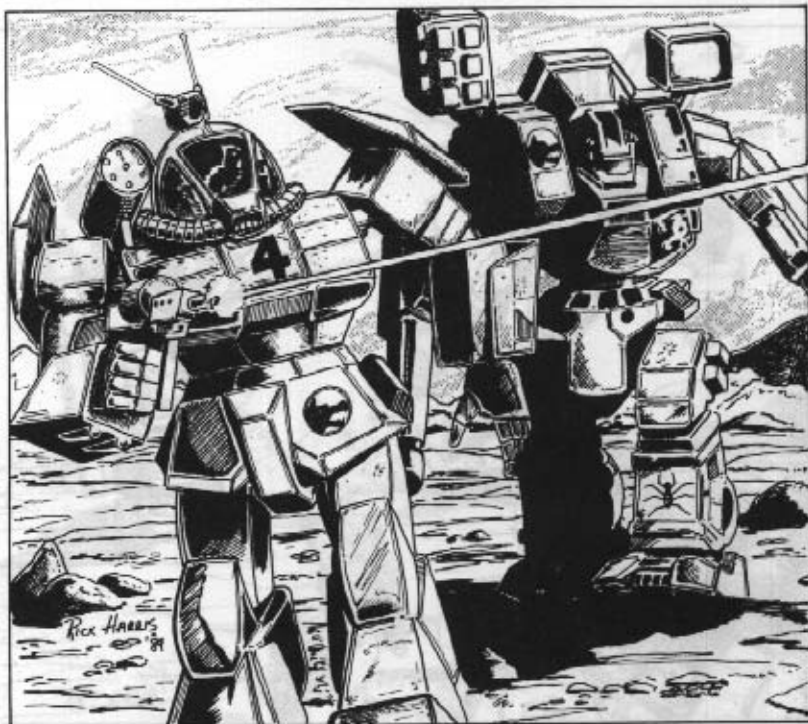
Hardy Bright, *Hunchback*, *Piloting 5*, *Gunnery 4*

Buster Sanders, *Rifleman*, *Piloting 5*, *Gunnery 4*

Johnny Garrett, *Stinger*, *Piloting 5*, *Gunnery 4*

Deployment

The Defender sets up first on either map, but at least eight hexes from any map edge. The J-27s must be in close column, led with a one-hex gap by the mobile headquarters.



Attacker

The Attacker is the Black Widow Company, Wolf's Dragoons, attached to Alpha Regiment as the Fourth Provisional Company.

Command Lance

Captain Natasha Kerensky, *Warhammer*, Piloting 4, Gunnery 3
Colin Maclaren, *Marauder*, Piloting 4, Gunnery 3
Lynn Sheridan, *Crusader*, Piloting 5, Gunnery 4
John Hayes, *Griffin*, Piloting 4, Gunnery 3

Fire Lance

Lieutenant Takiro Ikeda, *Archer*, Piloting 4, Gunnery 3
Miklos Delius, *Archer*, Piloting 4, Gunnery 4
Nikolai Koniev, *Wasp*, Piloting 4, Gunnery 3
Alex Ward, *Stinger*, Piloting 5, Gunnery 4

Recon Lance

Lieutenant John Clavell, *Rifleman*, Piloting 4, Gunnery 3
Piet Nichols, *Phoenix Hawk*, Piloting 5, Gunnery 4
Simon Fraser, *Stinger*, Piloting 4, Gunnery 3
Mohammar Jahan, *Stinger*, Piloting 5, Gunnery 3

Deployment

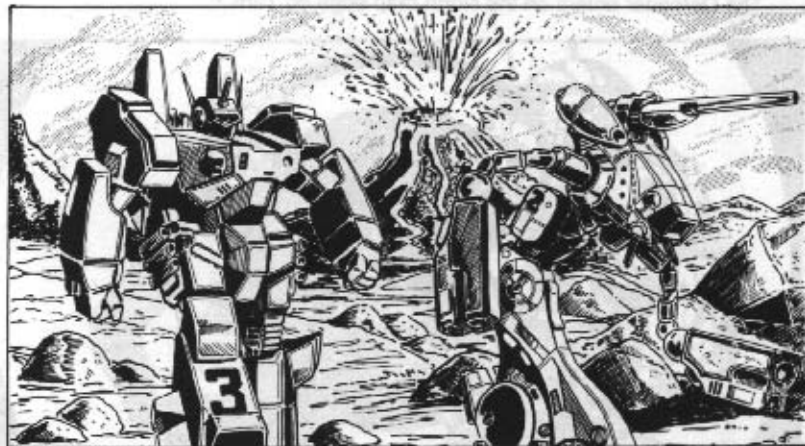
The Attacker enters the map on Turn 1 on the map edge of his choice, but all 'Mechs enter from the same edge.

Victory Conditions

The Wolf's Dragoons player wins a Marginal Victory by destroying the Mobile HQ and losing no more than one 'Mech. If he also destroys all the J-27s and loses no 'Mechs, he wins a Substantial Victory. If he destroys the Mobile HQ and the J-27s while suffering no internal damage to his 'Mechs, the Wolf's Dragoon player wins a Decisive Victory.

The Kurita player wins a Marginal Victory by escaping with all four 'Mechs. He wins a Substantial Victory by destroying two or more Dragoon 'Mechs. He wins a Decisive Victory by escaping with his Mobile HQ. The Mobile HQ and J-27s may exit any mapboard edge. Each is considered destroyed if a Dragoon 'Mech with greater speed also exits the same edge.

The Kurita player can achieve more than one level of victory. Furthermore, both the Kurita player and the Dragoon player can achieve some level of victory in the same engagement. Whoever wins the higher level of victory is the overall winner. If they tie, or if neither fulfills his victory conditions, the engagement is a draw.



With the Fourth Succession War only a few weeks old and with Colonel Jaime Wolf still on his way back from Terra and the wedding of Hanse Davion and Melissa Steiner, Colonel Wolf's Alpha Regiment defended the Federated Suns planet of Glenmora. A humiliated Coordinator Takashi Kurita was sending the Fifth Galedon Regulars to destroy the regiment and finish the feud that left so many dead on Misery.

Alpha Regiment, under the command of Major Kelly Yukinov in Colonel Wolf's absence, chose the continent of Hades as Glenmora's most defensible area and the only place really worth defending. The world's small industrial centers dotted the coasts, and huge active volcanoes dominated the interior.

Shortly after the arrival of the Fifth Galedon, Major Yukinov was severely injured and lucky to escape alive. Temporary command of the unit passed to Major Coshasa DuKirk, and the Dragoons suddenly had to fight the enemy of internal dissent.

Major DuKirk was a "foreigner" to the Dragoons, a newcomer who had not yet earned the trust of all the warriors even though the Colonel had not hesitated to give her a command. Not only was Major DuKirk a newcomer, she had been hired during Wolf's Dragoons' service to House Kurita, and anything to do with the Draconis Combine was viewed with suspicion in the aftermath of the carnage on Misery.

With such threats to her leadership, Major DuKirk challenged the Dragoon dissenters to disprove her loyalty. A dramatic display of courage on her part chased away any doubts and solidified the unit behind her.

One of her first actions was to unleash Captain Natasha Kerensky's Black Widow Company. The Widows delighted in raiding elements of the Fifth Galedon, until September 5, when they happened on a Star League-era mobile headquarters and a convoy of weapons and ammunition. It was a situation tailor-made for the Black Widow.

HUNTING THE PREDATOR



WOLF TRAP

"Excuse me, *Tai-i* McCahan, sir, but why is it again that we have to bail out the Galedons? They can take care of themselves, can't they? And how come they never came to help us out?"

"Knock it off, Davis, you know that company's got a lot of green warriors and the Dragoons have been preying on units just like that for over a month. If we get lucky, we can give the mercs some misery just like they gave the Combine."

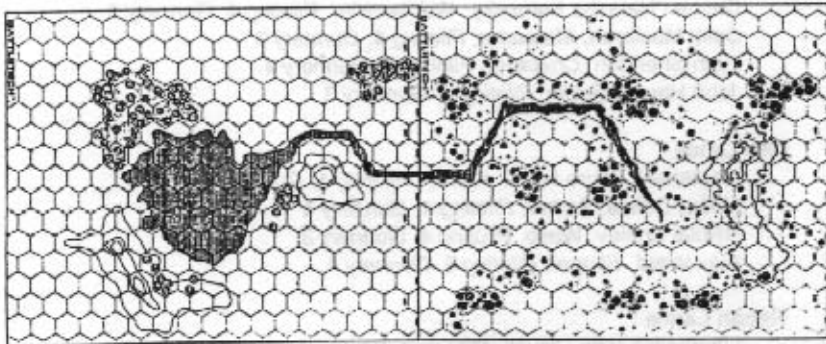
"And if the mercs are so tough, sir, why haven't they faced us head-on? The Third Proserpina Hussars could show them a thing or two. I can't see us traipsing through all these blasted trees hoping we can find them. They must know this terrain inside and out to be able to give us the slip all the time."

"Please, Talon Sergeant Davis, I grow weary of continually debating the wisdom of our orders. Your noble lineage does not give you great insight into strategy or the right to question your superiors. I implore you to concentrate on your own..."

"Wait, coming in on the inter-regimental frequency. The Twelfth Galedon Regulars are under attack. The Dragoons must be just on the other side of the pass. Quickly now, up the hill. This may be the opportunity we've been waiting for."

GAME SET-UP

This scenario uses the **Expert BattleTech** rules and **Optional Rules for Fires**. Lay out the maps as shown.



Defender

The Defender is the Fourth Provisional Company, Beta Regiment, Wolf's Dragoons.

Command Lance

Captain Loan Bassura, *Whitworth*, Piloting 2, Gunnery 1
Lieutenant Oliver Hozell, *Assassin*, Piloting 2, Gunnery 2
Glen Waters, *Ostscout*, Piloting 3, Gunnery 2
Walter Light, *Whitworth*, Piloting 2, Gunnery 2

Heavy Lance

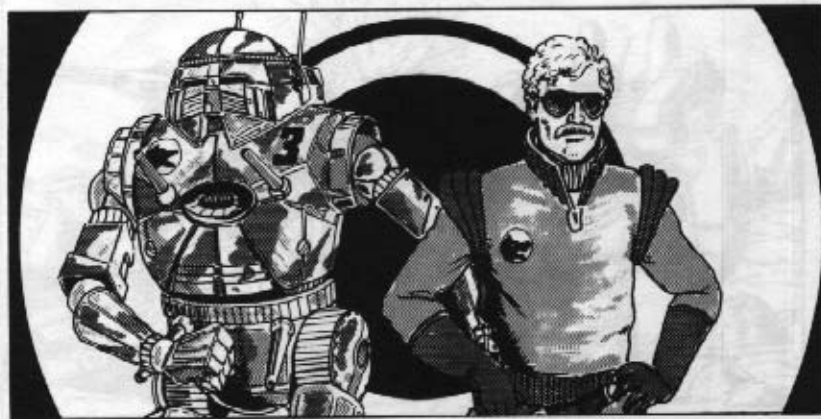
Captain Rick Stoner, *Orion*, Piloting 2, Gunnery 3
Lieutenant Bradford Sealeyham, *Archer*, Piloting 3, Gunnery 2
Sergeant Robert "Doneval Bob" Suarez, *Centurion*, Piloting 3, Gunnery 2
Wendy Hayes, *Trebuchet*, Piloting 2, Gunnery 3

Recon Lance

Lieutenant Alan Delaney, *Vindicator*, Piloting 2, Gunnery 2
Sergeant John Hodges, *Jenner*, Piloting 1, Gunnery 3
Sean Murphy, *Panther*, Piloting 2, Gunnery 2
Paul Larch, *Vulcan*, Piloting 1, Gunnery 3

Deployment

The Defender enters on the North map edge on Turn 1.



Attacker

The Attacker is the Third Company, Third Battalion, Twelfth Galedon Regulars, and the Second Company, Third Battalion, Third Proserpina Hussars.

3rd Company, 3rd Battalion, 12th Galedon Regulars

Command Lance

Tai-i Bill Meekin, *Panther*, Piloting 3, Gunnery 4
 Juan Lindblad, *Locust*, Piloting 4, Gunnery 3
 Al Foster, *Panther*, Piloting 4, Gunnery 4
 Jack Aspromonte, *Locust*, Piloting 3, Gunnery 3

Medium Lance

Chu-i Jerry Barbare, *Jenner*, Piloting 4, Gunnery 4
 Zollo Delahanty, *Jenner*, Piloting 5, Gunnery 4
 Miller Shoch, *Wolverine*, Piloting 5, Gunnery 4
 Earle Saier, *Jenner*, Piloting 5, Gunnery 4

Recon Lance

Chu-i Frank Kelly, *Wasp*, Piloting 5, Gunnery 4
 Matty Brock, *Stinger*, Piloting 5, Gunnery 8
 Kirtly Kallio, *Wasp*, Piloting 7, Gunnery 6
 Henry Reberger, *Spider*, Piloting 7, Gunnery 7

2nd Company, 3rd Battalion, 3rd Proserpina Hussars

Command Lance

Tai-i Frank McCahan, *Wolverine*, Piloting 3, Gunnery 2
 Jerry Davis, *Jenner*, Piloting 3, Gunnery 1
 Phil Collins, *Jenner*, Piloting 4, Gunnery 3
 Ed Siebert, *Jenner*, Piloting 1, Gunnery 4

Scout Lance

Chu-i Johnny Lodigiani, *Griffin*, Piloting 4, Gunnery 4
 Josh Gomez, *Panther*, Piloting 3, Gunnery 4
 Rube Klaus, *Panther*, Piloting 5, Gunnery 2
 John Singleton, *Wasp*, Piloting 4, Gunnery 4

Heavy Lance

Chu-i Dick Sutton, *Scorpion*, Piloting 3, Gunnery 1
 Sherry Harriss, *Hunchback*, Piloting 2, Gunnery 2
 Andy Wilson, *Phoenix Hawk*, Piloting 3, Gunnery 3
 Wild Bill Sherid, *Whitworth*, Piloting 4, Gunnery 2

Deployment

The Galedon Regulars set up first, anywhere on the North map. The Proserpina Hussars enter on the North map edge on Turn 5.

Victory Conditions

The Wolf's Dragoons player wins if he destroys more tonnage of enemy 'Mechs than he loses and exits more than half of his 'Mechs off the South edge. The Draconis Combine player wins if he destroys more tonnage of enemy 'Mechs than he loses and prevents half of the Dragoon 'Mechs from exiting off the South edge. Any other result is a draw.

Wolf's Dragoons and the Draconis Combine still considered their duel on Misery unfinished business. At their own request, the Dragoons were stationed on worlds bordering the Combine. Coordinator Takashi Kurita responded by devoting most of his energy and forces in the area to destroying the Dragoons rather than attempting to make inroads into less-defended areas of the Federated Suns.

Defending Wapakoneta were the remains of Beta and Delta Regiments, nine companies in all. Sent to destroy them were two Kurita regiments, the Twelfth Galedon Regulars and the Third Proserpina Hussars.

Working against the Dragoons was their obvious numerical inferiority. Working in their favor were their familiarity with the terrain, the help of a friendly citizenry, a lack of cooperation and some bad generalship on the part of the Kuritans, and a large edge in AeroSpace Fighters. These factors allowed the Dragoons to conduct a highly successful hit-and-run campaign against the Combine regiments.

The guerrilla war for Wapakoneta did not always go the Dragoons' way, however, and casualties were beginning to mount. Captain Bassura's company was tucked into a convenient gully at Stiversson Pass, with a cavalry unit from the Wapakoneta militia scouting for targets.

The cavalry was unlucky enough to stumble across a straggling company of the Twelfth Galedon Regulars. Though the Dragoons responded promptly to the call for help, the militia was getting mauled when they arrived. No sooner had the Dragoons relieved the cavalry than a company of Proserpina Hussars appeared above and behind them in the pass.

Though trying to minimize losses, the Dragoons had no choice but to try to push through the Galedon Regulars.

HOLD THE LINE



GAMES OF WAR

The planning and strategy staff of Wolf's Dragoons had been testing for any possibility. Clancy Weaver squeezed his sore eyes shut and wearily drew a deep breath. "O.K., Bubbles, let's clear the board and test the perimeter from another angle."

Amanda Ryker brushed a stray hair out of her ice-blue eyes and pretended not to hear her unofficial nickname. With the touch of a few keys, the simulator board's screen blinked, then came into focus. Multicolored lines traced the layout and defensive positions of Fort Belvoir. Pinpoints of red grew as the men and 'Mechs of what was left of the Dragoons' Gamma and Epsilon Regiments took their positions.

Weaver reached for a cigarette. "O.K., let's work on Nichole's Company. She's the weakest part of the line on sector four." Weaver checked the specs of Nichole's unit on his deskcomp. "She's got a medium company. What are you going to use?"

"An assault unit. Alpha Company, Third Battalion, Eighth Galedon Regulars. The nastiest unit Kurita has in that area."

Weaver nodded grimly. "Yeah, them and a lot of others. But let me get my paperwork together. What's the heat level on a PPC?"

"Ten. Heat level's the same."

"That should slow the Kuritas down some. I'll still have to make use of the minefields, though."

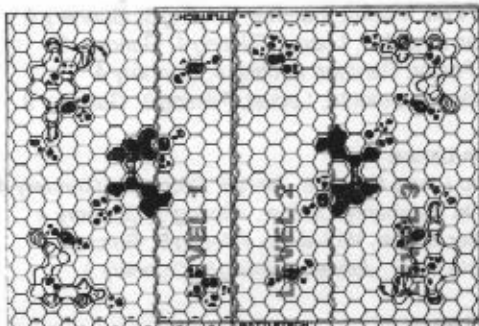
The door to the simulation room flew open. Major Jerry Stewart, aide to Colonel Arbuthnot, stuck his bald head inside. "What're you spooks up to?"

"We're running permutations on perimeter sector four," Ryker said. "We're throwing Alpha Company, Third Battalion, Eighth Galedon, against Nichole."

"No kidding? Well, hurry up and tell us how it comes out, 'cause it's going on for real out there. And the way it looks, Kurita may break through."

GAME SET-UP

This scenario uses **Expert BattleTech** and **CityTech Rules**, along with the **Optional Rules** for Night Combat, Artillery, and Mines given in the **BattleTech Manual**. Lay out the **BattleTech** maps as shown. Treat the Water hexes on both maps as Clear terrain.



Defender

The Defender is Nichole's Company (less LAM Lance), Epsilon Regiment, Wolf's Dragoons.

Command Lance

Captain Elizabeth Nichole, *Enforcer*, Piloting 4, Gunnery 2
Lieutenant Gerald Buskirk, *Phoenix Hawk*, Piloting 5, Gunnery 3
Donald Larrios, *Griffin*, Piloting 5, Gunnery 4
Hugh Minthorne, *Wasp*, Piloting 5, Gunnery 4

Fire Lance

Lieutenant Peter Geffen, *Archer*, Piloting 3, Gunnery 3
Sergeant Marjory Rayborn, *Archer*, Piloting 4, Gunnery 2
Vittorio Visteen, *Shadow Hawk*, Piloting 2, Gunnery 3
Rufus Denney, *Griffin*, Piloting 5, Gunnery 4

Strike Lance

Lieutenant Carter "Broker" Trent, *Stinger*, Piloting 4, Gunnery 2
Sergeant Ross Thorssen, *Phoenix Hawk*, Piloting 5, Gunnery 3
Elvira Boswell, *Stinger*, Piloting 5, Gunnery 4
Michala Parenteaous, *Stinger*, Piloting 6, Gunnery 4

Support Troops

Second Armor Platoon, Harrow's Sun Militia, four Bulldog tanks
2 Gun Emplacements, each with a turreted AC/5; Turret has 20 Armor points, CF 20
1 Sniper firing from off the board

Deployment

The Defender sets up first. The Fire Lance and the Armor Platoon deploy anywhere in the first shaded area of the East map. The Strike Lance deploys anywhere in the second shaded area on the East map. The Command Lance deploys anywhere on the third shaded area. One Gun Emplacement is placed in Hex 1313 and one in Hex 1403.

Attacker

The Attacker consists of elements of Bravo and Charlie Companies, First Battalion, Eighth Galedon Regulars. All Kurita MechWarriors have *Piloting Skill 5, Gunnery Skill 4*.

Command Lance, Bravo Company

Tai-i Tadashi Everson, Dragon
William Silvestri, Grasshopper
Lisa Myles, JagerMech
Fred Hinoki, Griffin

Assault Lance, Bravo Company

Chu-i William Morris, Warhammer
Justin Lang, Cyclops
Jagawen Atashi, Dragon
Steve Elias, Spider

Attack Lance, Bravo Company

Chu-i Donna Itaku, Griffin
Al Harris, Panther
James Gerriot, Panther
Pierre LaSalle, Wasp

Attack Lance, Charlie Company

Chu-i Anoi Tikidomo, Marauder
Pho Tariok, Thunderbolt
Alex Yamamo, Rifleman
Jeb Goodwin, Quickdraw

Deployment

The Defender enters the east side of the map on Turn 1.

Victory Conditions

The game lasts ten turns. Each player receives 1 Victory Point for every damage point done to an enemy 'Mech. These points are then multiplied by a number derived from the zones (shaded areas) a player controls. In the case of control of multiple zones, use the highest multiplier.

A controlled zone has at least one functioning friendly unit and no functioning enemy 'Mechs in it. The Defender may not advance forces to another, higher-rated zone (moving from east to west), but he may fall back to a lower-rated one. Conversely, once an attacking 'Mech has advanced to a higher-rated zone, it may move back into a lower-rated zone.

Multiples are as follows:

- Control of Zone 1: 4 (Dragoon) 1 (Kurita)
- Control of Zone 2: 3 (Dragoon) 2 (Kurita)
- Control of Zone 3: 1 (Dragoon) 2 (Kurita)

Special Rules

This action took place at night, and so players may use the **Optional Rules** for Night Combat given on page 41 of the **BattleTech Manual**.

The Dragoon player receives 15 Mines. A Mine automatically makes a successful attack on any unit that moves within its hex. The Mine does 10 points of damage to each leg of the 'Mech or 20 points to the front of any vehicle, then is removed from play. There are no counters to represent a Mine; its location is noted secretly on a piece of paper at the start of the scenario.

The Dragoon player also has offboard artillery support in the form of a Sniper Cannon. Flight time is equal to one turn. Use the **Optional Rules** given on pages 41-2 of the **BattleTech Manual**.

When the famed Wolf's Dragoons left the employ of House Kurita, the wrath of the Draconis Combine was swift and fierce. Five vengeful Kurita 'Mech regiments left their baseworlds in the Galedon Military District and struck at the Dragoons' new homeworlds on the Davion border.

Harrow's Sun had become home for the Dragoons' Epsilon and Gamma Regiments, both reduced to less than half strength after the vicious fighting on Misery. The two understrength units found themselves facing the veteran Eighth Galedon Regulars.

The Draconis forces landed to find the Dragoons initially out of reach, entrenched around Fort Belvoir. Enraged at not being able to attack their enemies immediately, the Kurita 'Mechs began to slaughter civilians. Horrified, the Dragoons sent several units from their protective positions to draw the Regulars toward their emplacements. By late September, the Draconis 'Mechs had encircled Fort Belvoir.

The Dragoons had set up their perimeter around the idea of a layered defense. Beyond the minefields and gun positions, the Kurita attackers would first face a Dragoon company's fire lance, which would fall back, doing as much damage as possible. As the fire lance retreated, it would reach the company's strike lance, which would also make a fighting withdrawal to the third layer, consisting of the company command lance. By that point, the Kurita thrust would, presumably, be too worn down to proceed. The first true test of this plan came on the night of December 11, when two Kurita assault companies confronted Nichole's Company of Epsilon Regiment. Infantry equipped with Infernos destroyed two Galedon 'Mechs before they reached Nichole's Company, but then the fight was on.

A DIRTY LITTLE WAR



OF TREASON AND HEROES

Rockspires? You want details? Sure, I'll tell ya what I can, but I'm still a little out of it. Three hours ago, I woke up to find myself being carried off with the other casualties instead of on the field, which was the last place I remember being.

I was the Company Commander of Third Company, First Battalion, Fifth Deneb Light Calvary. The operative term is "was." My command was poisoned almost to a man, and I ended up leading an ad hoc mess of broken-down 'Mechs and tanks.

Northwind was a dangerous place. Those Kurita bastards sent the Fifth Sword of Light after us and the other defenders.

Conti's Killers...that's what we called them. They poisoned the water supply outside of Cromarty and nearly killed us all. Half my Third Company was either dead or damn near it when Conti hit us, and hit us hard.

What was left of us retreated up the northern road into the Cairngorm Mountains to the Rockspires. It was just my troops, what remained of the Team Banzai fanatics, and a few other scattered units. My own *Stalker* was giving me a rough time, but somehow was holding together. Major Collins managed to form up some provisional units with the survivors, and then we just sat there, waiting to face the enemy and die. It was one hell of a scary feeling, let me tell you.

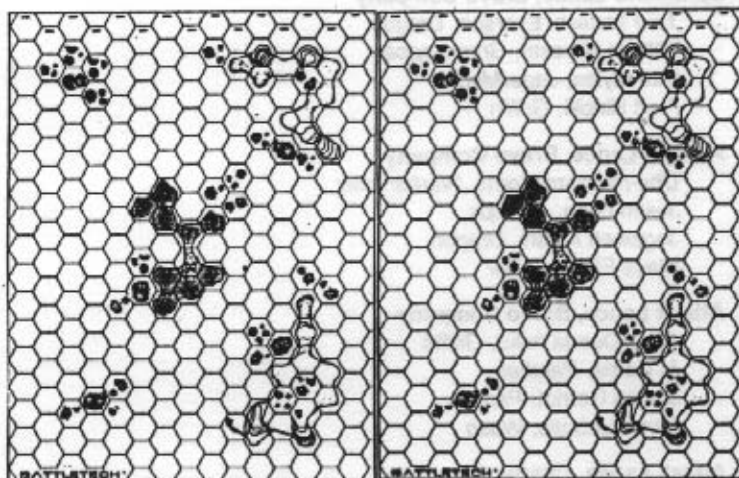
Finally, I couldn't take it anymore. I was mounting up my team for some volunteer recon, when suddenly a god-awful noise came through my comset. Some kind of music. Then we saw DropShips landing, their sides painted with the crests of the Northwind Highlanders. Well, this is it, I told myself. Those boys had come home, all the way from Capellan space, just to finish us off. Between them and that damned Conti, we didn't stand a chance.

Suddenly those Highlanders began to fire at the Sword of Light, which was closing in on our position. And then I got the word from Major Collins that they were on our side! Jubilantly, I gave the command to charge and started down the hillside. It was stupid, a major mistake. I hit the Kuritans about the same time that they hit me.

That's where things get a little blurry.

GAME SET-UP

This scenario uses **Expert BattleTech** and **CityTech** rules. Lay out the maps as shown.



Defender

The Defender is Second Company, First Battalion (Blades of Death), Fifth Sword of Light.

Command Lance

Captain Baki Dawson, *Awesome* (No armor points on right arm; only 8 armor points on left arm), *Piloting 2, Gunnery 1*
 Bart "Black-eye" Baker, *Catapult*, *Piloting 3, Gunnery 4*
 Jasmine Forrester, *Blackjack*, *Piloting 3, Gunnery 4*
 Hakara Makashi, *Thunderbolt*, *Piloting 4, Gunnery 3*

Fire Lance

Chu-i Hikaru Misk, *Warhammer* (No right arm), *Piloting 1, Gunnery 3*
 Hans VerBeck II, *Grasshopper*, *Piloting 4, Gunnery 5*
 Barloki "Tin-Hand" Peterson, *Shadow Hawk*, *Piloting 2, Gunnery 3*
 Marshal Hocks, *Griffin*, *Piloting 3, Gunnery 1*

Recon Lance

Chu-i Fritz Saven, *Phoenix Hawk*, *Piloting 4, Gunnery 3*
 Joanne "Jo-Jo" Blackburn, *Grasshopper*, *Piloting 3, Gunnery 2*
 Garl Marm, *Blackjack* (No functioning Autocannon), *Piloting 3, Gunnery 1*
 Penny Mason, *Grasshopper*, *Piloting 1, Gunnery 6*

Deployment

The Defender sets up first, anywhere on either map but at least eight hexes from any edge.

SITUATION: NORTHWIND (CAIRNGORM MOUNTAINS), 1640 HOURS TST, 12 JANUARY 3029

Attacker

Team Cutter is made up of the remains of various units of the Fifth Deneb Light Calvary. Also providing support is one lance of fresh forces from Charlie Company (The Dark Watch), Second Kearny Highlanders, Northwind Highlanders.

Team Cutter

Command Lance

Captain Loren Cutter, *Stalker* (Head armor 4; Center Torso 20; Right Leg 4), *Piloting 3, Gunnery 1*
Sergeant Alice "Ace" Ackmar, *Marauder* (No RA PPC, only two autocannon reloads), *Piloting 3, Gunnery 3*
Sergeant Richard Buckman, *BattleMaster* (Right Torso Armor 4; Center Torso 15; Left Torso 11; Right Arm 10; Rear Center Torso 1; Head 5; Right Leg 10), *Piloting 5, Gunnery 3*
Artemus Allen, *Manticore Heavy Tank*.

Assault Lance

Leftenant Nathan James, *Goliath*, *Piloting 3, Gunnery 5*
Corporal Joyce Vesper, *Atlas* (Head 5; Center Torso 12; Right Torso 0; Right Arm 5; five damaged heat sinks), *Piloting 6, Gunnery 1*
Sergeant Scott Hersel, *VonLuckner Heavy Tank* (No LRM 10 rear-mounted missile rack)
Katherina Ford, *Galleon Light Tank*

Recon Lance

Sergeant William Murdock, *Cicada*, *Piloting 4, Gunnery 2*
Sherman Canton, *Packrat Patrol Vehicle*
Betty Andrews, *Galleon Light Tank* (No right side small laser)
Floyd Farkner, *Locust*, *Piloting 4, Gunnery 2*

Attack Lance, Charlie Company (The Dark Watch), First Battalion, Second Kearny Highlanders.

Commander Derrick Gainer, *Griffin*, *Piloting 3, Gunnery 5*
Peter "The Blade" Arne, *Shadow Hawk*, *Piloting 3, Gunnery 3*
Agnes McPherson II, *Enforcer*, *Piloting 2, Gunnery 2*
Greenbryer McFinny, *Clint*, *Piloting 5, Gunnery 4*

Deployment

On the first turn, Team Cutter enters from the south edge of the South map. On Turn 3, the Northwind Highlanders enter from the north edge of the North map.

Victory Conditions

The Kurita player wins by destroying five enemy 'Mechs and exiting five of his own 'Mechs off the north edge of the North map. Any other result is considered a Davion victory.

Special Rules

The Kurita player cannot exit any BattleMechs off the map until Turn 4.

When Takashi Kurita received the desperate call for help from his old competitor Maximilian Liao in the late winter of 3028, he was pleased on two counts. First, to do as Liao asked and attack House Davion was the kind of pleasure the Coordinator had been enjoying for years. To have Chancellor Liao come begging for his help was surely frosting on the cake.

Northwind was a key world on the Combine/Federated Suns border. If Coordinator Kurita could take it, Northwind would open up the entire region for invasion by his forces. If successful, he could cut off House Davion from the Lyran Commonwealth and from Terra. To accomplish this, he sent in the Fifth Sword of Light, the Thirty-sixth Dieron Regulars, and the *Genyosha*.

Tai-sho Palmer Conti, commanding officer of the Fifth Sword of Light, shared his Coordinator's determination. Evidence points to his troops as the source of poison in the water supply of Cromarty, where more than half of the Davion defenders fell ill and most died. *Tai-sho* Conti drove his forces against what was left of the Fifth Deneb Light Calvary and the other units defending Northwind, including the infamous Team Banzai and Bradley's Bravos.

Weakened by the poison, the Davion forces fell back. With the Davion forces retreating, *Tai-sho* Conti believed that victory was in his grasp ahead of schedule. When the Northwind Highlanders arrived, Conti was certain nothing further stood in the way of Kurita control of Northwind.

The Highlanders had not come to aid the Draconis Combine, however, but to join with the Davion forces. Chaos erupted everywhere as the Highlander 'Mechs debarked and joined with the remaining Davion units.

THE DANGALOBEE PUSH



HOLDING BACK THE TIDE

—From the LIC interrogation of Major Orvin Kioka, a battalion leader in Helmut's Hermits mercenary regiment, concerning the actions that led up to the battle for Pusou Hill

At approximately 0900 hours, I received reports from one of my infantry platoons saying that they had spotted multiple dust plumes rising from behind the ridge three kilometers south of our position. This was unexpected. The latest word from Defense Command was that the Lyrans attack would come from north of Dangalobee. They expected the more experienced 'Mechs of the Fourth Donegal Guards to be leading the First and Third Lyrans Regular regiments in an attempt to breach the defenses of the Fifth Amphigean Light Assault Group, which was bunched together behind a series of defenses. The Draconis Defense Command ordered the Hermits to defend an area almost three times that covered by the LAG, spreading us so thin that there were dangerously large gaps between units.

Colonel Aufkopfen and anyone else with half a brain realized that the deployment around Dangalobee was leaving us open to an attack from another direction. Even those snout-nosed bastards in the Amphigean LAG were uncomfortable with the arrangements. But it mattered little because the Defense Command was controlled by several aging Combine officers, none of whom had seen any real combat. To them, the Lyrans were an inferior class of people whose plans could easily be divined by the superior Combine intellect. There was no doubt in their minds that the Lyrans would attack from the north; anyone who questioned their order faced severe punishment.

When I saw the crest of that ridge grow dark with 'Mechs from the Donegal Guards, I cursed those bureaucrats sitting on their thick butts in some cozy office in Dangalobee. I immediately reported to the Colonel and Majors Mishu and Bantha that we were in deep *trouble* and to haul their 'Mechs over here. They were underway even before I finished talking with them. Even so, the best I could hope for was to hold back the tide of angry red Lyrans 'Mechs long enough for them to arrive. The next 30 minutes felt more like centuries.

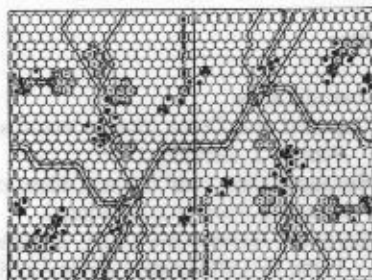
SITUATION: HARVEST, 23 AUGUST 3028

A battalion of 'Mechs and tanks from Helmut's Hermits, a mercenary regiment employed by the Draconis Combine, was assigned to guard an area along the Fire Salmon River just south of the important city of Dangalobee on Harvest. The Combine officers of the Defense Command assured the mercenaries that the invading Lyrans forces were unlikely to hit this area because the terrain approaching the three bridges was difficult and time-consuming for 'Mechs to maneuver. The Combine officers were so certain that the Lyrans would be attacking the city from the north that even when DropShips were spotted landing to the south of the city, they refused to listen to the pleas of Colonel Helmut Aufkopfen, commander of Helmut's Hermits. They arrogantly insisted that the landings were nothing but a ruse.

When the Fourth Donegal Guards appeared south of the Fire Salmon River, it became a race between the Lyrans, hoping to cross the river and reach the city of Dangalobee, and the soldiers of Helmut's Hermits, racing to gather their scattered forces in time to stop them.

GAME SET-UP

This scenario uses **BattleForce** rules. Lay out the **BattleForce** maps as shown.



MAP 1

MAP 2

There are three major changes in the maps. The first is that the river system is considered the main highway into the city of Dangalobee. The second is that the road system on Map 1 is considered part of the deep and swift Fire Salmon River. Treat all River hexes as Level 2 water with an additional 4 points to the terrain cost. There are two bridges capable of handling heavy traffic at the appropriate hexes, each of which can absorb 120 points of damage. The third and final change is that players should ignore the road system on Map 2.

Defender

Helmut's Hermits

Commander: Colonel Helmut Aufkopfen

Experience Level: Regular

BattleForce Value: 614

Regimental BattleGroup

M4	VT	10
V1	GR	1
V1	GR	1
V2	RG	1
V2	RG	1
V3	GR	16
V3	RG	16
V4	RG	13
V8	GR	2

Support Battalion Headquarters

V7	RG	4
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Zelda's Company

V6	VT	8
V7	GR	4
V8	RG	2

Richard's Company

I1	VT	3
I3	RG	4
I4	GR	3

Air Squadron

*L2	VT	8
*M1	RG	10
*M1	VT	10

1st Battalion Headquarters (Bantha's Battalion)

M2	VT	17
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Howell's Company

M4	VT	10
M4	RG	10
M6	RG	16

Tetsu's Company

H1	RG	21
H2	RG	18
H3	GR	16

Farin's Company

M2	RG	17
M2	VT	17
M3	RG	14



BATTLEFORCE SCENARIO

2nd Battalion Headquarters

H4 RG 23

Vander's Company Palu's Company Breverson's Company

H1 RG 21	H1 VT 21	M1 RG 18
H4 RG 23	H1 RG 21	M2 GR 17
H4 GR 23	H5 RG 20	M5 RG 8

3rd Battalion Headquarters

M6 RG 16

Alpha Company Bravo Company Charlie Company

M2 GR 17	M1 RG 18	L3 RG 6
M3 RG 14	M2 GR 17	L4 RG 5
M5 VT 8	M3 GR 14	L4 RG 5

Variation Chits

The Defender receives 50 points of Variation Chits for use per the rules on page 48 of **BattleForce**.

Deployment

The Kurita player deploys the members of the Support Battalion (less the air squadron) and the Third Battalion anywhere on either map at the start of the game. The Regimental BattleGroup enters the north edge of Map 1 on Turn 3. The Second Battalion enters the same edge on Turn 16. The Air Squadron enters on the same edge on Turn 10, as does the First Battalion, with the following exception. If the Steiner player has begun to exit forces off the north edge by this time, the First Battalion must enter on either the east or west edge, losing the use of two lances for each lance the Steiner player has exited off the north edge.

Attacker

4th Donegal Guards

Commander: Colonel Gilda Felra

Experience Level: Veteran

BattleForce Value: 764

Regimental BattleGroup

A3	RG	20
V1	GR	1
V1	GR	1
V2	RG	1
V2	RG	1
V8	VT	2
Ar1	RG	16
Ar1	VT	16
Ar2	RG	30

Support Battalion Headquarters

V7 VT 4

Recon Company Security Company Lightning Company

V8 RG 2	I4 VT 3	L1 RG 8
V8 VT 2	I4 VT 3	L1 VT 8
V8 EL 2	I4 VT 3	L2 RG 5

1st Battalion Headquarters

H5 EL 20

Alpha Company Bravo Company Charlie Company

H2 VT 18	H1 RG 21	M1 VT 18
H4 RG 23	H2 VT 18	M4 RG 10
H4 RG 23	H2 RG 18	M6 EL 16

2nd Battalion Headquarters

H4 EL 23

Alpha Company Bravo Company Charlie Company

H2 EL 18	M3 RG 14	M1 VT 18
H4 EL 23	M4 VT 10	M2 VT 17
H5 VT 20	M6 RG 16	M5 EL 8

3rd Battalion Headquarters

M1 VT 18

Alpha Company Bravo Company Charlie Company

M1 VT 18	L3 VT 6	L2 EL 5
M1 VT 18	L3 VT 6	L3 RG 6
M4 VT 10	L4 RG 5	L3 VT 6

Variation Chits

The Defender receives 75 points of Variation Chits for use per the rules on page 48 of **BattleForce**.

Deployment

The Steiner forces move first and enter the board anywhere along the southern edge of Map 2. The Steiner player may only commit one battalion or the Regimental BattleGroup on the map each turn.

Victory Conditions

Use the standard **BattleForce** Victory Conditions, except that each bridge is worth 50 points to the Steiner player if successfully captured, and 75 to the Kurita player if destroyed. Each Steiner unit successfully exited off the north edge of the battlefield is worth its Purchase Points.

The game is over either when the Steiner player exits all his units off the north edge of the map, when one side is completely destroyed, or by mutual agreement.

A BOLD PRINCE



VALIANT DEFENDERS

FROM: Colonel Randolph J. Thompson

TO: General Nondi Steiner, Commander,
Operation Götterdämmerung

RE: Performance Errors of Fourth Skye Rangers on Marfik

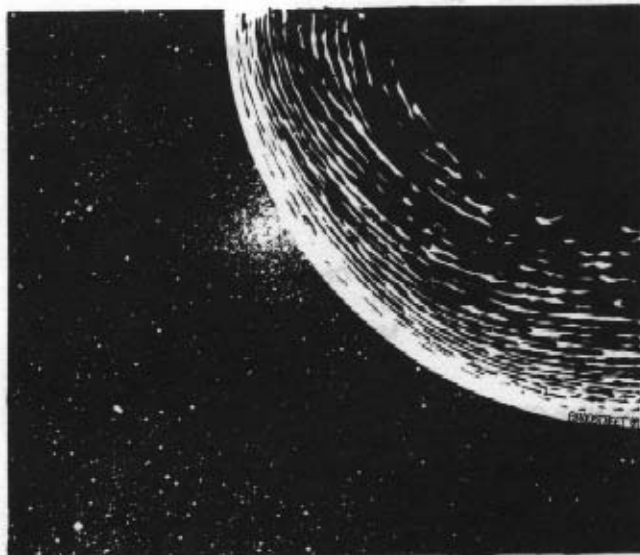
As the attached report makes clear, Hauptmann-Kommandant Kathleen Heany of the Fourth Skye Rangers is responsible for serious losses incurred at the recent battle of Gether's Jewel on Marfik. As a result of her rash and/or careless actions, Colonel Theodore Kurita and his troops escaped capture.

Ignoring the battle plan, which called for combined infantry and armor support, Hauptmann-Kommandant Heany took off after the enemy with most of her 'Mechs, leaving only a handful to protect the tanks and men of the Thirteenth Regiment. Believing she had trapped Kurita in DonnerBrau Forest, she then lost two crucial hours searching for him there. Meanwhile, Colonel Kurita was 60 kilometers away, attacking the Third Armored Battalion at Gether's Jewel.

The names of those honored dead of the Third Battalion are listed in this report as well. They gave their lives to hold off Colonel Kurita's advances outside Gether's Jewel, eventually saving countless other lives. These good men and women were the pride of my command. They made the soldier's sacrifice courageously, but their blood was shed to serve the petty ego of Hauptmann-Kommandant Heany. Their deaths are on her head.

Per your orders, I am holding Hauptmann-Kommandant Heany and several of her command group under house arrest, pending the assignment of a board of inquiry into this matter. The decision rests with you, of course, but I suggest that, at the very least, court-martial is called for. In the meantime, I assure you that no harm will come to Hauptmann-Kommandant Heany, despite threats by survivors of the Thirteenth Assault Regiment. Perhaps assignment to a penal unit or a Periphery guard post might be fitting punishment. Indeed, let her mop the floors of Snord's Museum for all I care, but let some form of justice be delivered.

I eagerly await your response.



SITUATION: MARFIK, 27 AUGUST 3028

In many respects, the planet Marfik was a testing ground. First, it was a world where the Lyran Commonwealth tested the old tactics of the Third Succession War against those it had learned from House Davion in preparation for the Fourth War. It was also a testing ground for the command and military leadership of *Tai-sa* Theodore Kurita, heir to the throne of the Draconis Combine.

In the past, battle tactics consisted of gathering all one's BattleMech forces together to engage the enemy, leaving the infantry and lighter armor to finish off any survivors. Advances made by the Federated Suns in combining units during combat proved that, if properly managed, combined-arms tactics could be deadly to the enemy.

The Commonwealth's grab for the strategic world of Marfik was almost secondary to the hope of capturing Theodore Kurita. His death or capture could cripple the internal political structure of House Kurita, which would help the Steiners.

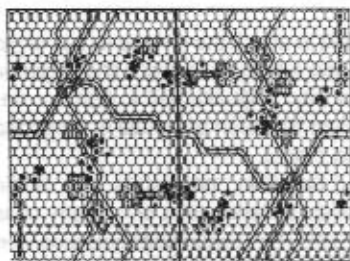
Some Fourth Skye Ranger commanders on Marfik were opposed to the new military doctrine. In the first phase of the battle, they separated their BattleMechs from the support units, leaving the infantry and armor virtually unprotected as they took off after *Tai-sa* Kurita's forces. In a daring gambit, the *Tai-sa* misled the Rangers into the DonnerBrau forest, where they became lost. He then went off in search of the rest of the Lyran forces.

He found them just outside of the small city of Gether's Jewel. Leading an advance battalion of the Eleventh Legion of Vega, *Tai-sa* Kurita proceeded to try to wipe out the unprotected Steiner support regiments. He led the attack on several of the initial contacts, but met stiff resistance from the Third Armored Battalion (Grave Diggers), Thirteenth Assault Regiment. Their goal was to contain the attacking Kurita battalion long enough for the other battalions of the Thirteenth to take defensive positions outside of Gether's Jewel.

BATTLEFORCE SCENARIO

GAME SET-UP

This scenario uses **BattleForce** rules. Lay out the maps as shown.



Defender

The Defender consists of elements of the Third Armored Battalion, Thirteenth Assault Regiment. These units set up on any hex of either map prior to the start of play.

3rd Battalion Headquarters

V5 RG 9

Alpha Company	Bravo Company	Charlie Company
V4 VT 13 ECM	V3 RG 16	V8 VT 2 ESR
V4 EL 13	V3 EL 16	V4 RG 13 +2Fp
V4 EL 13	V5 GR 9	Ar1 VT 23

Remnants of Tank Company, Support Battalion

V4 RG 13
V5 VT 9

Attacker

The Attacker is Second Battalion, Eleventh Legion of Vega, and attached units. The Attacker enters on the first turn anywhere within five hexes of the southern edge of the South map.

2nd Battalion Headquarters

H2 RG 18

Alpha Company	Bravo Company	Charlie Company
M1 RG 18	H2 RG 18	H2 VT 18
M1 VT 18	H5 VT 20	H2 RG 18
M1 GR 18	H5 RG 20	H5 GR 20

Elements of Support Battalion

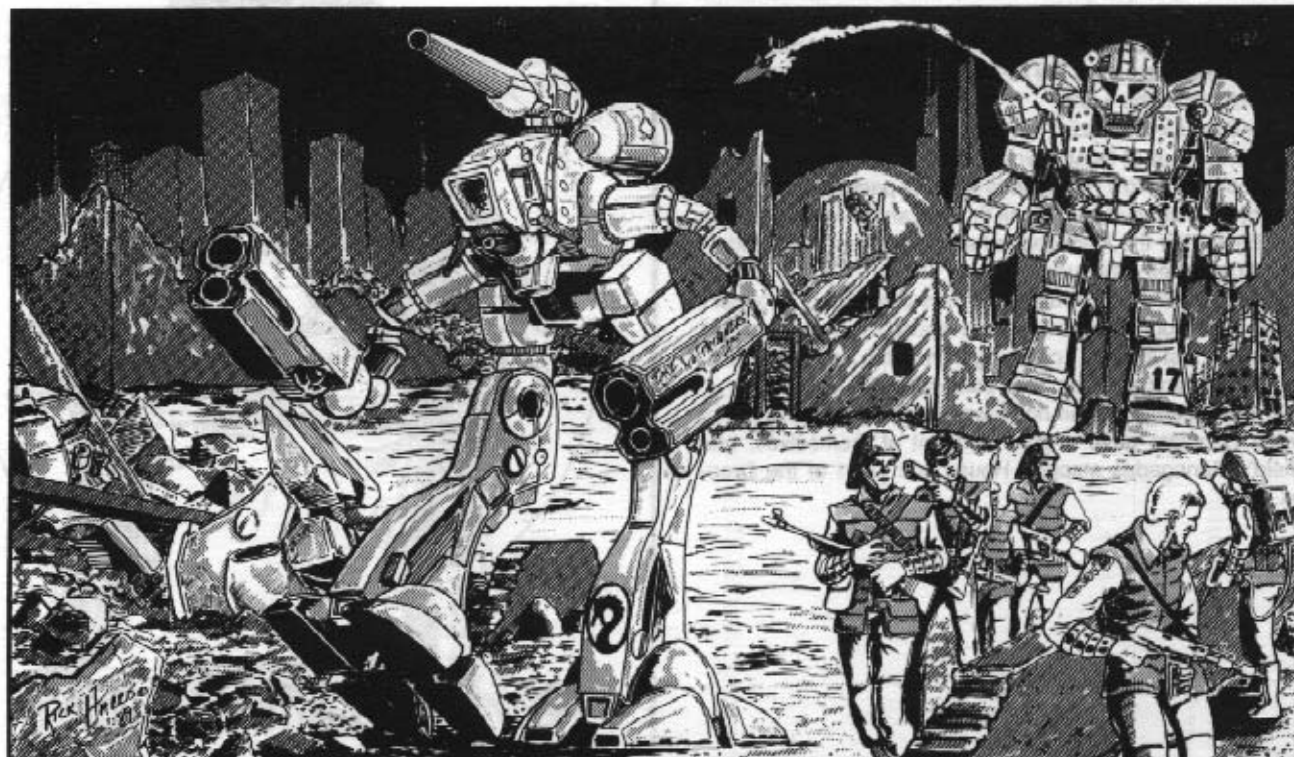
Security Company	Tank Company
I1 GR 3	V7 RG 4
I1 VT 3	V7 VT 4
I1 RG 3	V7 RG 4

Variation Chits (assign as desired)

1 ESR
1 ECM
2 +2 ARM
1 +2Fp

Victory Conditions

The Kurita player wins a Decisive Victory by exiting a total of ten units off the north edge of the North map. The Kurita player wins a Marginal Victory by exiting seven units off the north edge of the North map. The Steiner player wins by preventing a Kurita victory.



ONE LAST SURPRISE



HOUSE IN THE SWAMP

—Article published in the *New Avalon Daily Federalist*, distributed by the Federated Suns Press Syndicate

ALDEBARAN, Occupied Capellan Confederation (FSPS)— "They could have waited a day and stood some kind of chance. They had surprise on their side, but surprise is no good against those kind of odds."

With these words, Bill Campbell summed up the destruction of the Second Battalion of House Ijori. Campbell is a Corporal in the Corydon Regulars, an infantry unit that was helping defend the area around Ducoal Swamp here on Aldebaran. The Fourth Deneb Light Cavalry had declared Aldebaran secure, and Redfield's Renegades were due to ship out the next day.

"The other half of House Ijori had shown some sense by kissing off Aldebaran, but the Second Battalion hid in the muck," Campbell related. "I couldn't believe my eyes when I saw the slimy 'Mechs coming at us in the moonlight."

"The main formation headed straight for the Renegades, and we only got the flank, but I thought they were the monsters from the Blue Lagoon. With brackish mud dripping off them and their weapons spitting fire and death, they could have been the Devil's bodyguard as far as I was concerned."

"We had no choice but to give ground. Two-thirds of the regiment was asleep when the Capellans hit us. I guess the Renegades were pretty surprised, too."

The Renegades were, indeed, "pretty surprised." They fell back in disarray, quickly calling for reinforcements. Only infantry and armor regiments were close by, and even they would take a while to get to the scene. The Renegades were on their own to protect their DropShips, which House Ijori hoped would be its ride off Aldebaran.

Ignorant of the Liao plan, the Davion units thought House Ijori crazed for attacking just as the AFFS was about to remove some of its 'Mechs from the world.

"The Capellans wouldn't have had much chance against the Fourth Deneb, but at least it would have been one less unit to worry about. Redfield's Renegades were all packed up to leave. Ijori might have been able to break through and give the Deneb a merry chase after the Renegades had gone. I just don't understand it," Campbell continued.

"They certainly attacked like warriors possessed. Troopers were falling all around me. I'm embarrassed to say we couldn't get out of the way fast enough. I can imagine how the Renegades felt, all set to leave and all," Campbell confessed.

Corporal Campbell had no reason to be embarrassed. The Corydon Regulars gave a good account of themselves, and Redfield's Renegades stopped House Ijori short of the DropShips.

SITUATION:ALDEBARAN,3SEPTEMBER3028

The Fourth Davion Guards RCT, Fourth Deneb Light Cavalry RCT, and Redfield's Renegades attacked Aldebaran in the initial attacks of Hanse Davion's First Wave against the Capellan Confederation.

The units split to attack the divided forces of House Ijori. The Fourth Guards and a host of conventional regiments soon captured Aldebaran City. With little left to fight for on the Northern Continent, the First Battalion of House Ijori headed for its DropShips and off the planet.

The Second Battalion, meanwhile, was leading the Fourth Deneb and Redfield's Renegades on a merry chase across the Southern Continent. The Davion units finally cornered the Capellans in Ducoal Swamp, a vast and eerie expanse of desolate marshland.

With House Ijori bottled up, Marshal Vernon Fredricks of the Fourth Deneb declared the continent secure so he would not look bad in comparison with the Fourth Guards. With the situation seemingly in hand, the AFFS ordered Redfield's Renegades off Aldebaran.

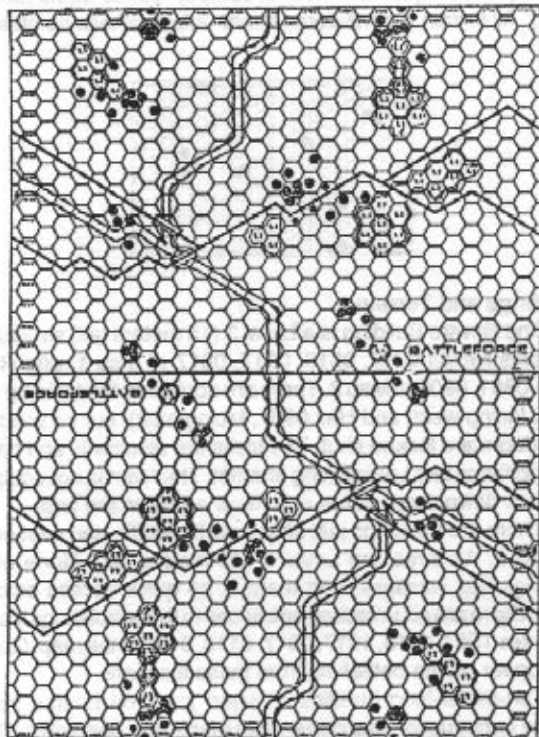
Liao patriots among the citizens of Aldebaran had been sneaking supplies to House Ijori and informed the commanders that Redfield's Renegades were preparing to leave. Seeing no hope of relief and no further damage she could do to the Davion offensive, House Ijori's Major Thomasina Frou ordered her battalion to race for the Renegades' DropShips and a possible way off the world.



BATTLEFORCE SCENARIO

GAME SETUP

This scenario uses **BattleForce** rules. Set up the maps as shown.



Defender

The Defender is the Second Battalion of Redfield's Renegades and the First Battalion of Corydon Regulars.

Second Battalion, Redfield's Renegades

Battalion Headquarters

M1 VT 18

1st Company

M1 GR 18
M2 RG 17
M4 RG 10

2nd Company

M1 RG 18
M1 RG 18
M5 VT 8

3rd Company

M1 GR 18
M4 RG 10
M5 VT 8

First Battalion, Corydon Regulars

Battalion Headquarters

V8 GR 2

Alpha Company

I1 GR 3
I1 RG 3
I1 GR 3

Beta Company

I1 GR 3
I1 RG 3
I1 RG 3

Charlie Company

I2 VT 6
I2 RG 6
I2 RG 6

Deployment

The Defender sets up first with Redfield's Renegades on the South map, no closer than six hexes to the north edge, and the Corydon Regulars on the North map, no closer than six hexes to the south edge.

Attacker

The Attacker is the Second Battalion, House Ijori.

Battalion Headquarters

H4 RG 23

Alpha Company

M1 VT 18
M1 RG 18
M5 VT 8

Bravo Company

M1 EL 18
M4 VT 10
M5 VT 8

Charlie Company

L1 VT 8
L2 RG 5
L3 VT 6

Deployment

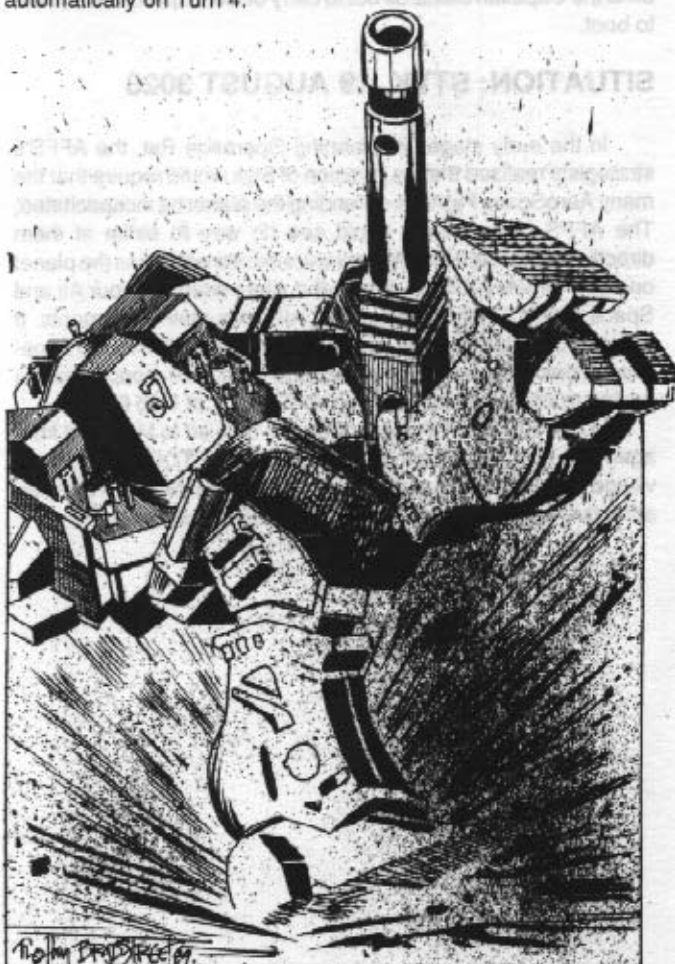
The Attacker enters on the western edge of either map on Turn 1.

Victory Conditions

The Liao player wins by exiting at least three lances off the eastern edge of the South map. Any other result is a Davion victory.

Special Rules

The Davion player may move only five lances or platoons on Turn 1. Thereafter, he rolls 2D6 for each other piece, activating it on a roll of 8 or more. He rolls again on Turn 3 for any pieces not activated on Turn 2. All remaining Davion pieces are activated automatically on Turn 4.



NIGHT MOVES



PRECIOUS SECRET

—From Major Sandra Ngu's reminiscences, published in *The Secrets of War*, edited by Duke Vason Credays, New Avalon Free Press, 3032

When I received orders to assemble a strike team to disable the Hosark Air and Space Traffic Control Center, I was certain the marshals back home had lost it. Get into those huge concrete buildings designed to withstand 'Mechs, then cripple rooms and rooms of computers? No way!

Then I remembered what another operative had told me about a place called the Rewire Building. It was small and ugly, almost one of those Insta-Buildings the Capellans are so fond of, on the western edge of the ASTCC complex. Ostensibly, it was a small lab where simple electronics repairs and tests could be conducted without cluttering the traffic control center. We had rumors that it was actually the center for mating information from elaborate dishes and deep-space sensors, all of Star League construction, to the crude Capellan computer system. This ability to tap into Lostech made Hosark ASTCC the envy of the other realms, including the Federated Suns.

I realized that if the rumors about the Rewire Building were true, I and my band of Stealthy Foxes had a chance not only to blind the Capellan bastards but to carry off some precious secrets to boot.

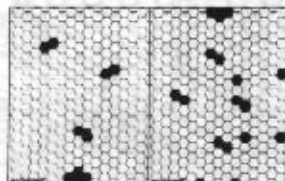
SITUATION: STYK, 19 AUGUST 3028

In the early stages of planning Operation Rat, the AFFS's strategists realized that an invasion of Styk would require that the many AeroSpace Fighters defending the planet be incapacitated. The AFFS commanders could see no way to strike at them directly, for the Capellan fighters were scattered across the planet on many airfields. On the other hand, there were only four Air and Space Traffic Control Centers coordinating their movements. If these could be destroyed, or at least disabled, then AFFS DropShips could approach the planet and drop their troops without having to defend themselves against clouds of Liao fighters.

In late July, secret messages were relayed to MIO and MI 4 agents on Styk, ordering them to disable the ASTCCs. In the small village of Hosark, in a dingy bar called the Green Tiger, an attractive and streetwise bartender read her instructions.

GAME SET-UP

This is a **MechWarrior** scenario. Lay out two **CityTech** maps, blank sides up, as shown. Use the **MechWarrior** combat scales (hexes equal five meters; combat rounds equal ten seconds). All terrain is considered Clear unless otherwise stated.



Buildings and Terrain

The Rewire Building is a Level 3 (15 meters tall) structure. It occupies Hexes 0717, 0816, 0917, 0817 of Map 1, and Hexes 0701, 0801, 0901 of Map 2. There are doors into the building (Hex 0717, facing west, and Hex 0901, facing east), but no windows. Both doors are locked shut. The locks are electronic and have a +2 modifier to any Lockpicking attempt. The team is not equipped to knock down these doors or to blow a hole in the wall.

There are buildings just off the north, south, and east edges of Map 2. All three are Level 5 (25 meters tall). None of the buildings has windows, and there is no quick access onto the roofs. There are six unlocked entrances to these buildings located on Hexes 1507, 1513, 1017, 0617, 0113, 0107 of the map. Guards will appear on the battlefield from these locations.

Ten-meter-long bundles of wood and iron beams from a nearby construction site clutter both maps with obstacles. These piles are three meters tall and can be climbed upon if the character begins his turn in the same hex; movement on the pile is restricted to crawling. These ten-meter-long obstacles are located on Map 2 in Hexes 0813 and 0914, 0309 and 0409, 1009 and 1110, 0705 and 0805. On Map 1, the obstacles are in Hexes 0404 and 0504, 1107 and 1206, and 0811 and 0912. These piles provide partial cover to anyone standing behind them and block line-of-sight for prone characters.

Attacker

This scenario begins as four MIO agents, in Capellan infantry uniforms, enter the western edge of Map 1 and try to enter the Rewire Building unnoticed.

In addition to their other weapons, each agent carries a slug-throwing weapon, two knives, and a blackjack. The agents also carry suicide pills, should their mission fail.

Major Sandra Ngu

BODY: 7	CHA: 8
DEX: 9	PIB: 6
LRN: 9	HTK: 70

Bow/Blade 2, Brawling 3, Computer 2, Leadership 4, Pistol 3, Rifle 3, Rogue 4, (Hide in Cover 4, Listen/Eavesdrop 4, Security Systems 4, Stealth 4), Tactics 4,

Major Ngu's cover in Styk society is as the proprietress of the Green Tiger, Hosark's only sanctioned bar. Her role and her beauty allowed her to meet most of ASTCC's personnel and wheedle vast amounts of information from them. The bar also allowed her to meet with and pass on orders to the other Davion agents in the area. It is her responsibility to lead the team and make the life-or-death decisions that will affect her and the team as well as those aboard the approaching AFFS DropShips. She carries a demolition pack.

MECHWARRIOR SCENARIO

Agent Nicholas Den

BODY: 6 CHA: 6
DEX: 8 PIB: 3
LRN: 10 HTK: 60

Computer 4, Pistol 2, Rifle 1, Rogue 4, (Bribery 3, Forgery 3, Hide in Cover 3, Security Systems 4, Stealth 3), Tactics 1

Agent Den's cover on Styk is as one of the 30 traffic controllers at Hosark ASTCC. His knowledge of computers led him to discover that the Rewire Building was not just the simple electronics lab the center's commanders claimed it to be, but the crucial juncture for advanced Star League sensors and the cruder Capellan computer system. It is Den's responsibility to decide whether there is enough time to attempt a memory dump of the center's computer, which he believes to contain Star League files, before blowing it up. He carries a portable computer.

Agent Bok Son Lee

BODY: 9 CHA: 6
DEX: 8 PIB: 4
LRN: 7 HTK: 90

Bow/Blade 3, Bowling 3, Pistol 3, Rifle 5, Rogue 3, (Hide in Cover 3, Listen/Eavesdrop 3, Security Systems 3, Stealth 3), Tactics 3

Agent Lee's cover in the Confederation is as one of the 50 Capellan soldiers assigned to protect the ASTCC complex. His knowledge of the security procedures around the complex gave the Davion agents information necessary to plan the attack. He is responsible for smuggling the agents into the complex and arming them.

Agent Werner Wats

BODY: 8 CHA: 7
DEX: 8 PIB: 2
LRN: 7 HTK: 80

Brawling 2, Pistol 2, Rifle 5, Rogue 4, (Forgery 4, Hide in Cover 4, Listen/Eavesdrop 2, Security Systems 3, Stealth 3), Tactics 1

Agent Wats's assignment on Styk is to gather information about the planet's agricultural industry. To do this, he became a Rounder, one of the few government-approved hunters of the large Styk Rounder, a massive reptile carnivore overly fond of the cattle introduced to the planet. His phenomenal skills with a rifle made him an obvious choice for the Davion team. He carries a demolition pack.

Defender

Two soldiers guard the Rewire Building. They start the game in Hexes 1016 and 0617 of Map 1. The guards are walking clockwise around the building, expending 2 MP each turn.

To determine the skills of the two soldiers guarding the Rewire Building, roll 1D6 and consult the following chart. The chart also provides the statistics for the soldiers who emerge from the three buildings, as per the Special Rules. Each Guard carries a Submachine Gun w/3 Clips and a Pistol w/1 Clip.

Die Roll	1	2	3	4	5	6
BODY	6	7	6	8	8	7
DEX	7	6	6	7	6	7
LRN	6	6	7	7	6	7
CHA	5	6	5	7	8	7
PIB	1	0	0	0	1	1
HTK	60	70	60	80	80	70

Skills	Modified Skill	Roll	Target Number
Rifle	7	7	6
Pistol	7	8	6

Victory Conditions

If the Rewire Building is destroyed and one of the agents exits off the western edge with the computer's memory, it is a Decisive Attacker Victory.

If the Building is destroyed and some portion of the computer's memory is captured, it is a Major Attacker Victory.

Destruction of the Building is a Marginal Victory.

If the Building is not destroyed but some of the computer memory is captured, it is a Draw.

If the Building is not destroyed, it is a Major Defender Victory.

Special Rules

1. This scenario occurs at night, which changes Movement and Combat. All terrain costs are doubled. Detecting the enemy with the unaided eye is also more difficult at night. All characters within the line of sight of an opponent must make a Saving Roll to avoid detection. As the targets for this roll, players can choose to use either the character's *Stealth* or *Hide in Cover* Skill Levels, or the average of the DEX and LRN. Characters who fire their weapons reveal their positions to any enemy with a clear line of sight. The positions of the two soldiers guarding the Rewire Building are known to the Davion agents.

2. If the Davion agents kill the two guards without using their slug-throwing weapons (Rifle, Pistol, or SMG) or being spotted and fired upon, they will be undisturbed for six turns. After that, they are subject to Rule 3.

3. More Guards begin to appear from the three buildings surrounding Map 2 after there is gunfire (slug-throwing weapons only), or on the sixth turn after the quiet death of the first two Guards. Make a dice roll at the beginning of the defender's turn to determine whether soldiers will appear. On a result of 8 or more, soldiers do appear. Subtract 8 from the roll to determine how many soldiers appear. Roll one die to see where each appears. Each entrance to the three buildings corresponds to the numbers on a die, with the entrance at Hex 1507 being 1 and the others numbered clockwise. All guards are considered to have entered the scene running after spending 2 MP.

4. Each of the two demolition packs carried by the Davion team can be set to explode up to 20 turns after the timing mechanism is activated, depending on how it was set. The Attacker writes down the turn it will explode, revealing it to his opponent at the end of the turn listed.

The explosion will destroy the Building if the device is in the Building or in a hex adjacent to any of the Building walls. It will kill anyone in the same Hex and will cause 5D + 20 damage to anyone in the surrounding hexes, 5D + 10 two hexes away, and 2D + 5 three hexes away.

To move the bomb, a Guard must be in the same hex with it, overcome his natural fear, and pick it up. On a roll of 7 or more, the Guard will pick up the bomb. On the next turn, he may move normally, but only at a walk.

5. To breach the ASTCC computer's defenses and order it to begin copying its information onto disks requires a successful Skill Roll against a character's *Computer* Skill Level. It takes ten turns to complete the dump. If the Attacker is forced to disconnect before then, the number of turns the agent's computer was hooked to the ASTCC computer times ten becomes the percentage of the memory copied.

BEST LEFT TO THE EXPERTS



A WONDER WE AIN'T DEAD

—From a report filed by Agent Arthur Niskanen of the Kirchbach Tyr to the LIC, regarding the Bjorlee Incident of October 18, 3025

I don't know how many times Knute politely turned down the mayor's offer of assistance. Frankly, I would have lost my temper and politely shown him and his fools the blunt end of my fist. I still can't understand how they found out that Thor had been captured, or that Knute and I were in the Tyr. Thank god they didn't know just how serious Thor's capture was or that the Commonwealth was invading in just four days. I shiver to think what might have happened if that mob of crazed townstolk had decided to help the Lyran military!

Knute finally made it plain that we didn't need their help. They bobbed their heads and pouted in regret as they headed home. The next day, imagine my surprise to see a mob from Little Östersund huddled behind the hill just outside the Pen, pinned down by gunfire from the prison guards. I was so mad I almost decked that pudgy mayor when he managed a frightened smile and squeaked that they were there to "help."

SITUATION: KIRCHBACH, 18 OCTOBER 3028

The Tyr underground, a collection of men and women who trace their ancestry back to the Rasalhague Principality, banded together just before the Fourth Succession War to try to thwart the military and political restraints placed on them by the Draconis Combine. They hoped to throw off the yoke of the Kurita family and breathe as freely as their forefathers had. The Lyran Commonwealth actively helped the Tyr whenever possible with shipments of arms, supplies, and money. The Tyr was invaluable to the Commonwealth during the planning stages of Operation Götterdämmerung. The agents supplied the LCAF with vital information about the geography of many worlds and the Combine troops on them.

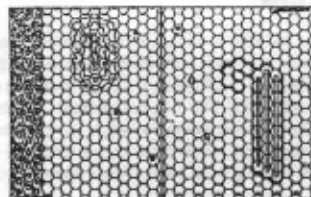
On Kirchbach, Thor Bjorlee, an important member of the planet's Tyr underground, was captured by ISF agents. Not only was this a blow to the Tyr members, it was a threat to their dreams of a free world because Bjorlee knew when and where the Lyran Commonwealth forces would be invading Kirchbach.

Against the advice of the Tyr underground, the local populace attempted to free Bjorlee by storming the prison. Unfortunately, their misguided attempt coincided with a covert rescue effort by the Tyr. When the Tyr team arrived, they found the prison on alert and sealed up while waiting for military reinforcements.

Quickly rallying a large group of the civilians, the Tyr team directly assaulted the prison. In the fierce hand-to-hand fighting that followed, the team was able to eliminate the Kurita commander and the intelligence operative who had interrogated Bjorlee. Unfortunately, Bjorlee was killed by his guard before the team could rescue him.

GAME SET-UP

This **MechWarrior** scenario uses two **CityTech** maps, blank sides up, laid out as shown.



The Scenario uses **MechWarrior** combat scales (hexes equal five meters; combat rounds equal ten seconds). All terrain is considered Clear unless otherwise stated. Use rules for hand grenades, grenade launcher, and IR Sniper Scope from **Technical Readout 3026**.

Penitentiary and Surrounding Terrain

The Östersund Penitentiary is a Level 1 Building. It has few windows but an easily accessible roof that the guards use as vantage points for their gunfire. Hexes 0705, 0706, 0804, 0806, and 0905 on Map 1 are the location of the Penitentiary's maximum-security cells. Thor Bjorlee's cell is in Hex 0705. The rest of the building, Hexes 1005–1013, 1105–1114, and 1205–1213, consists of more cells along either side of a long corridor. The office of Captain Kozoma, the prison commander, is at the eastern end of the building. There are two entrances to the building, at Hex 1010 and Hex 1006. The doors are bolted shut. The only entrance to Captain Kozoma's office is through the doors on the eastern edge of Hex 1112. They are also locked. The office is considered Rough terrain because of the desks and chairs.

The southern three hexrows of Map 2 are Heavy Woods. Just north of the forest is a long hill. Hexes 0903–0906 are at Level 3; the hexes surrounding those are at Level 2, and the hexes around those are at Level 1. Light Woods are located at Hexes 1110, 1303, 1514 of Map 2, and 0202, 0307, 0512 of Map 1.



MECHWARRIOR SCENARIO

Defender

Instead of the two guards on the prison roof, as Knute Guldjord and his team expected, there are six, all busily coping with the angry mob. Another four guards are inside the building, along with Captain Kozoma and Agent Sorro. Their relevant statistics follow.

Captain Frank Kozoma

BODY: 8 DEX: 8
HTK: 80 PIB: 4

Pistol 3, Rifle 3, Tactics 3

Equipment

1 Pistol w/3 clips

ISF Agent Jinjiro Sorro

BODY: 8 DEX: 8
HTK: 80 PIB: 3

Bow/Blade 4, Pistol 3, Rifle 3, Tactics 2

Equipment

1 Pistol w/3 Clips
Sword

Guards	1	2	3	4	5	6	7	8	9	10
BODY:	6	7	6	8	8	7	7	6	8	8
DEX:	7	6	6	7	6	7	6	6	7	6
HTK:	60	70	60	80	80	70	70	60	80	80
PIB:	0	0	0	0	0	0	0	0	0	0
Pistol:	3	1	1	1	2	1	1	1	1	2
Rifle:	1	1	2	1	0	2	1	2	1	0

Equipment for each Guard

1 Submachine Gun w/3 Clips
1 Pistol w/1 Clip

Deployment

Guards 1–6 are deployed anywhere on the roof of the prison. There is a low wall running along the edge of the roof that provides partial cover for anyone kneeling behind it. This wall blocks line-of-sight for prone characters. Guards on the roof may not fire into any of the adjacent hexes below them without losing their benefits of partial cover.

Guards 7 and 8 are inside the prison, protecting the entrances, and they can fire at anyone in range through gun slots in the doors. Guard Number 9 stands outside the entrance to Thor Bjorlee's cell, and Guard Number 10 is stationed outside of the office where Captain Kozoma and Agent Sorro wait. Captain Kozoma and Agent Sorro will not leave the prison.

Attacker

Four Tyr agents, three of whom have trained in the Lyran Commonwealth, are assigned to this rescue Thor Bjorlee and kill his interrogators.

Knute Guldjord

BODY: 8 CHA: 8
DEX: 9 PIB: 5
LRN: 9 HTK: 80

Bow/Blade 2, Brawling 3, Leadership 4, Pistol 3, Rifle 3, Rogue 4, (Bribery 3, Eavesdrop 4, Hide in Cover 3, Security Systems 3, Stealth 3), Tactics 3

Knute Guldjord, the son of a wealthy family, grew to hate the Draconis Combine because its endless rules and regulations stifled everything that the natives of Kirchbach wished to do. He has spent most of the last three years as a cell leader in the Tyr underground movement, recruiting people from the villages around Ostersund. He molded them into a skillful team that spied on and harassed the soldiers of the Draconis Combine with great élan.

The capture of Thor Bjorlee, Guldjord's brother-in-law, threatens everything. Guldjord knows that even the bravest man would not last long under interrogation from an ISF officer like Jinjiro Sorro. If Bjorlee's knowledge gets out, the coming invasion by the Lyran Commonwealth is in jeopardy. Over the protests of his fellow Tyr members, Knute Guldjord decides that it is his responsibility to lead the mission that will either rescue his brother-in-law or result in a disaster for the Lyran military, dashing hope for a free Kirchbach.

Ruby Hauth

BODY: 7 CHA: 8
DEX: 9 PIB: 3
LRN: 8 HTK: 70

Bow/Blade 1, Brawling 3, Leadership 2, Pistol 3, Rifle 2, Rogue 4, (Disguise 4, Hide in Cover 4, Listen/Eavesdrop 4, Stealth 4), Tactics 2

Ruby Hauth is a well-known holoshow actress. She has used her celebrity status to win secrets from men and women eager to claim the beautiful actress as their friend. When informed of the capture of Thor Bjorlee, she demanded a place in the rescue party because Thor had saved her life four years earlier by killing an overly amorous officer in the DCMS. That deed had nearly cost him his own life.

Arthur Niskanen

BODY: 9 CHA: 8
DEX: 8 PIB: 5
LRN: 7 HTK: 90

Bow/Blade 2, Brawling 3, Leadership 1, Pistol 3, Rifle 4, Rogue 4, (Bribery 4, Hide in Cover 4, Listen/Eavesdrop 4, Stealth 4), Tactics 4

Arthur Niskanen once served as a groundskeeper for Captain Kozoma. His knowledge of the terrain inside the fences of the Penitentiary allowed the team to enter the facility undetected. Once near the prison, the team will rely on his skills as a marksman to deal with the guards on the roof.

Ray Narimatsu

BODY: 8 CHA: 8
DEX: 9 PIB: 3
LRN: 7 HTK: 80

Bow/Blade 4, Brawling 2, Pistol 3, Rifle 3, Rogue 2, (Bribery 2, Forgery 2, Hide in Cover 1, Listen/Eavesdrop 1, Security Systems 2), Tactics 2

Ray Narimatsu was not allowed to enter the DCMS because, as the reviewing officer said, his parentage was not pure enough. The Combine could not trust him because his mother was a Kirchbach native. Angered, Ray attempted to join the Tyr underground to put his military skills, all self-taught, to good use. It took two years, and Guldjord's support, before the underground would trust this son of a Luthien father.

Ray Narimatsu carries with him a large and finely crafted sword that he can use to considerable effect.

Equipment

Each Attacker carries the following weapons except for Arthur Niskanen, who has a Zeus Heavy Rifle w/5 Clips and an IR Sniper Scope instead of the Imperator.

- 1 Imperator Submachine gun w/ 5 clips
- 1 Grenade Launcher slung under SMG w/5 rounds, Player's choice of type
- 5 Hand Grenades, Player's choice of type
- 1 Pistol w/1clip

Deployment

The Tyr agents enter on Turn 1 anywhere along the south edge of Map 2, only then learning about the mob of well-meaning citizens trying to storm the prison.

Victory Conditions

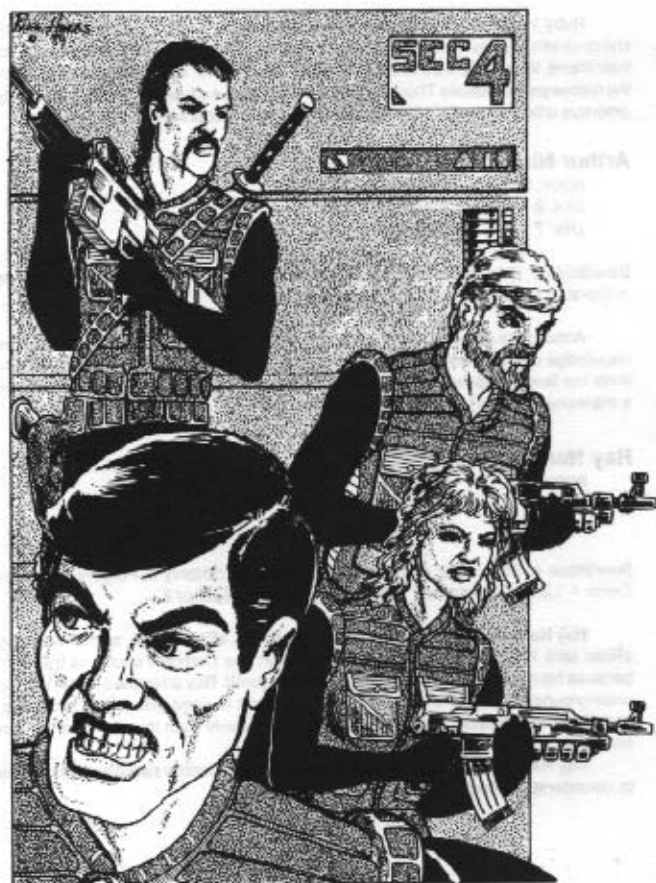
The game ends at the end of Turn 20. The following levels of victory are awarded:

Decisive Attacker Victory: Captain Kozoma and Agent Sorro are killed. Thor Bjorlee is rescued and taken off the southern edge of the map before the end of Turn 20.

Marginal Attacker Victory: Captain and ISF agent are killed, but Bjorlee dies in the attack. At least one of the Tyr agents escapes before the end of Turn 20.

Decisive Defender Victory: Either Captain Kozoma or Agent Sorro survives to the end of Turn 20.

Draw: All other conditions



Special Rules

1. The hexes behind the crest of the hill (0702-07 and 0802-06) are filled with hundreds of civilians trying to storm the prison. Because there are so many people hiding there from the guards' gunfire, characters traveling through these hexes must pay twice the normal MP cost.

2. At the start of every turn, a die is rolled. Add 1 to this result for every Tyr member with *Leadership* skills who is occupying any of the hexes from 0902-07. This number represents the number of civilian groups who overcome their fear and attempt to storm the prison. Use a blank counter to represent them. The attacking player may place these group counters on any hex between 0902-07. The mob is considered to be sprinting (MP 12) at all times while in the open. Their objective is to reach the hexes directly adjacent to the prison, where the guards on the roof must stand up to shoot them. Groups that reach the building will go to the nearest door and attempt to break it down with clubs and their bodies. Their attempt is successful on a 2D6 roll of 12. They will continue to batter at the door until they succeed or until someone in their group is shot.

3. If a group enters the prison, they move as the Attacker wishes. They make attacks as though they were a single person armed with a club, with a Modified Target Skill Roll of 2.

4. The group is treated as a single character for combat purposes. It may never Dodge or receive any attack modifiers for terrain. If the group takes any damage, it is considered Scattered. The counter representing the mob is removed from the board at the end of the turn. The survivors run back to the hill, where they may re-form into another group later.

5. The Tyr characters may run with a group, but if one of the guards hits someone in the group, roll 2D6. On a result of 12, the character is hit. If more than one character is present, the Defender chooses which is hit. The mob will still break and run back to the hill no matter who is hit.

6. The soldier guarding Thor Bjorlee carries the key to his cell. Because of his fanatical devotion to the Combine, he may attempt to kill Bjorlee rather than see him escape. On the turn after this soldier is wounded by either the mob or members of the Tyr, roll 2D6. On a result of 10 or more, the soldier will enter Bjorlee's cell and attempt to kill the prisoner. Keep rolling the dice until either he or the prisoner is dead.

7. All the outer doors and the door to Kozoma's office have been locked by dead bolt from the inside. These doors may be opened only by someone directly behind them. The door to Thor's cell has a simple mechanical lock with a 0 modifier. Guard #10 also has a key to the cell.

8. The Tyr characters may attempt to use high-explosive grenades to blast an opening in the doors or walls of the prison. Any grenade that goes off in a hex that contains a wall or door will damage the structure and anyone directly in the blast radius. The two outer doors can absorb 15 points of damage before collapsing. The door leading to Captain Kozoma's office and to Bjorlee's cell can absorb 20 points of damage before collapsing. All other walls can absorb 70 points of damage before an opening is blasted. Treat openings in the wall as doors. Damage can be accumulated over successive attacks.

ARMIES

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