

FIRST

STRIKE



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1691 BATTLETECH®

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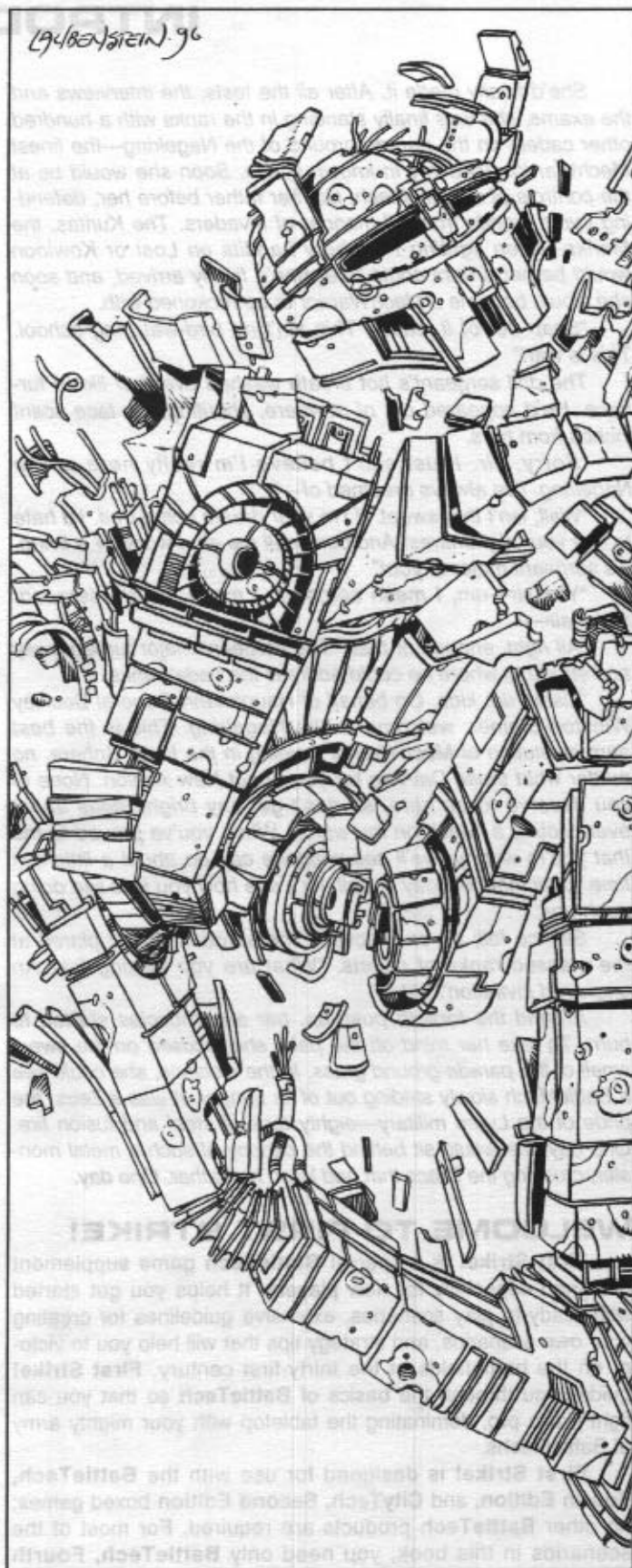
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INTRODUCTION

She'd finally made it. After all the tests, the interviews and the exams, she was finally standing in the ranks with a hundred other cadets on the parade ground of the Nagelring—the finest MechWarrior academy in known space. Soon she would be at the controls of a BattleMech, like her father before her, defending Lyran worlds from all manner of invaders. The Kuritas, the Mariks—even fighting Periphery bandits on Lost or Kowloon would be her dream come true. She'd finally arrived, and soon she would become a MechWarrior to be reckoned with.

"Snap out of it, cadet! This ain't no bird-watching school. This is war!"

The drill sergeant's hot breath washed over her like a furnace. He'd appeared out of nowhere, shouting, his face scant inches from hers.

"Sorry, sir. I just can't believe I'm really here at the Nagelring. I've always dreamed of—"

"Well, isn't that sweet. If I'm your dream come true, I'd hate to see your nightmares! And don't call me sir; I work for a living. It's sergeant major to you!"

"Yes sir—um, I mean sergeant. I mean, no sir, sergeant major sir—"

"All right, enough of that." The sergeant major turned away and strode to where he could address the cadet ranks.

"Listen up, kids. On behalf of Hauptmann-General Beckley Winston-Steiner, welcome to the Nagelring. This is the best darn institution of MechWarrior training in the Inner Sphere, no matter what those Davvies tell you about New Avalon. None of you deserve to be here, so don't get any bright ideas about ever piloting a 'Mech on my watch. When you've proved to me that you're worthy, we'll see what we can do about a little sim time. Until that cold day in hell, let's see how you kids like doing push-ups."

Silence fell; no one moved. The sergeant major glared at the massed ranks of cadets. "What are you waiting for? An engraved invitation? Hit it!"

Around the fortieth push-up, her arm muscles started to burn. To take her mind off the pain, she focused on the sweet smell of the parade-ground grass. In the distance, she could see a BattleMech slowly striding out of its hangar. It was a Zeus, the pride of the Lyran military—eighty tons of steel and fusion fire. One day she would sit behind the canopy of such a metal monster, crushing the Dracs that had killed her father. One day.

WELCOME TO FIRST STRIKE!

First Strike! is a special **BattleTech** game supplement designed especially for new players. It helps you get started with ready-to-play scenarios, extensive guidelines for creating your own scenarios, and strategy tips that will help you to victory on the battlefields of the thirty-first century. **First Strike!** guides you through the basics of **BattleTech** so that you can fight like a pro, dominating the tabletop with your mighty army of BattleMechs.

First Strike! is designed for use with the **BattleTech, Fourth Edition**, and **CityTech, Second Edition** boxed games; no other **BattleTech** products are required. For most of the scenarios in this book, you need only **BattleTech, Fourth**

Edition. A few scenarios are meant for use with **CityTech, Second Edition**, the intermediate-level game of 'Mech combat. Once you have mastered **BattleTech**, you can move on to the greater challenges of **CityTech** combat—with rules for tanks, infantry, urban fighting and the high-tech OmniMechs of the invading Clans. The final scenario combines both games in a titanic struggle of epic proportions!

WHAT IS A SCENARIO?

The dictionary definition of a scenario is "an account or synopsis of a possible course of action or events." A **BattleTech** scenario pretty much fits this definition. Each scenario describes a particular setting where a battle takes place, establishing the scene with a brief fictional history and often a short story or personal account of the battle. You, the players, then re-enact that battle using the basic **BattleTech** rules plus any special rules given in the scenario.

A scenario is essentially a set of instructions to help you decide which 'Mechs and mapsheets to use, and to determine the winner of each battle. The simplest type of scenario is a stand-up fight with identical forces on each side; for an example, see page 35 of the **BattleTech, Fourth Edition**, rulebook. Just pick your 'Mechs, make sure both sides are using the same ones, and fight to the finish!

More complicated scenarios can be more fun to play, but new players often find it difficult to create the right balance of forces and special rules. This book will help you do that. You can play the scenarios presented in **First Strike!** as written or modify them to create new and different variations. Soon you will be creating your own scenarios for endless hours of futuristic warfare.

HOW TO USE THE SCENARIOS

The rules given for each scenario provide the information needed to understand and play out the battle, including guidelines for determining the winner and loser. Each scenario begins with a personal account of the battle and includes a **Situation** section that provides the historical background of the engagement. Additional sections in each scenario are titled **Game Set-Up, Attacker, Defender, Victory Conditions, Special Rules** and **Variations**.

Game Set-Up provides specific information needed to play the scenarios, including directions for laying out mapsheets and dealing with special terrain features, and suggestions on appropriate **BattleTech** rules to use.

The **Attacker** and **Defender** sections provide rosters of the scenario's combatants and directions for deploying forces. The troop rosters include the 'Mechs and/or vehicles used and the skills of the pilots.

Victory Conditions provides guidelines for determining the outcome of the battle. Combat rarely continues until one side is obliterated; in most cases, both sides may claim some measure of victory if they achieve their tactical objectives. Victory conditions simulate this conduct by listing specific tactical objectives for one or both opponents in each scenario.

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Special Rules lists any rules aside from those in the standard **BattleTech** game that are needed to play the scenario. Finally, **Variations** offers one or more options for changing the scenario and replaying it. In most cases, variations include alternative force lists and/or special rules. See also **Modifying the Scenarios**, page 6.

GENERAL SCENARIO RULES

Unless noted otherwise in the specific rules for each scenario, the following rules apply to all the scenarios in this book.

TERMINOLOGY

Throughout this book the play area (or game board) is referred to in terms of maps and mapsheets. A *mapsheet* is a single 22" x 27"

BattleTech mapsheet. The *map* is the total play area for a scenario; it may consist of one, two or more individual map-sheets.

Each player will have a *home map edge*, which usually represents the direction in which friendly forces are located. The player's units usually enter the scenario through his home edge, and must exit through the home edge to safely retreat off the map.

BattleMechs fall into four different classes based on weight: *Light*, *Medium*, *Heavy* and *Assault*. A *Light 'Mech* weighs from 20 to 35 tons, a *Medium 'Mech* from 40 to 55 tons, a *Heavy 'Mech* from 60 to 75 tons, and an *Assault 'Mech* from 80 to 100 tons. Each type of 'Mech has its own role to play on the 31st-century battlefield, from scout 'Mech to close-up brawler.

NUMBER OF PLAYERS

The **First Strike!** scenarios are written for two players. If more than two individuals are playing, divide the players into two opposing teams. The members of each team designate a "team leader," either by mutual agreement or a dice roll. That player assigns BattleMechs to the players on his team and rolls for his team's Initiative each turn.

SET-UP

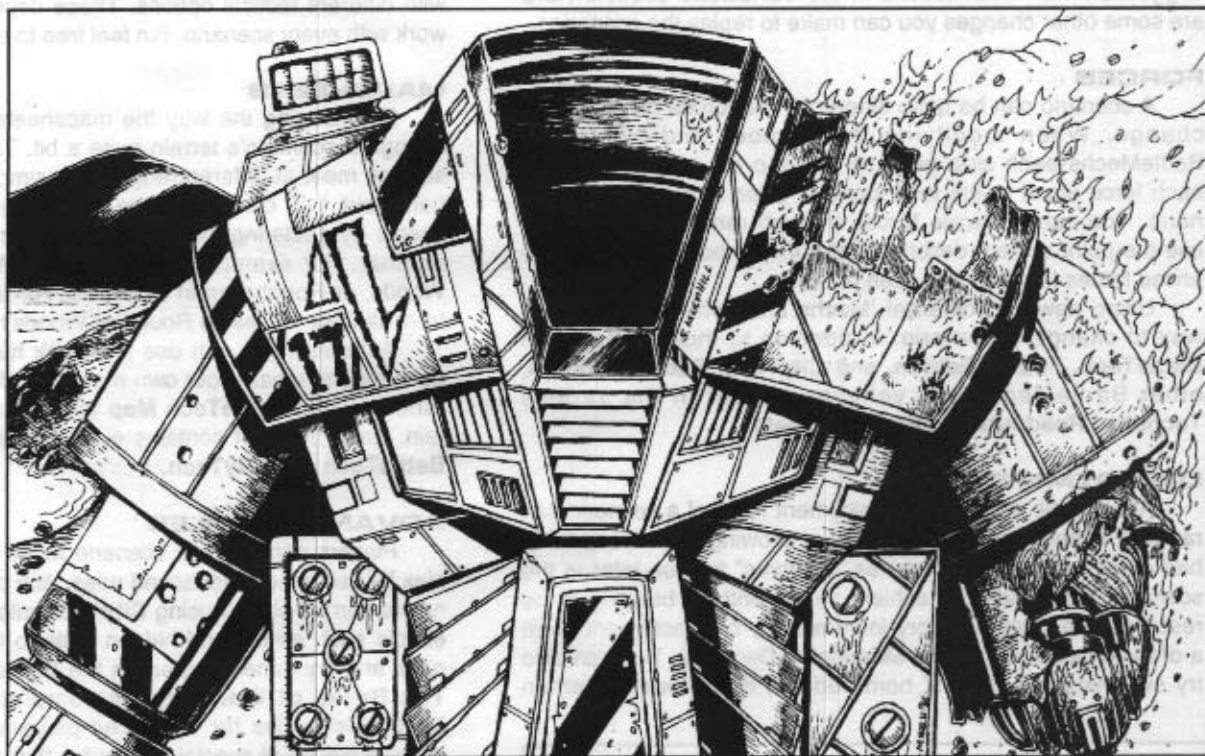
Roll Initiative for the first turn per standard rules. All units start play off the map unless otherwise noted. A player's units

may enter the map on any hex along that player's home edge. Each unit must enter the map on a full hex nearest the home edge; that hex counts as the unit's first hex of movement.

MOVEMENT AND RETREAT

Scenario maps are fixed once play begins. Unless otherwise noted, units that exit the map at any edge other than their home edge are considered *destroyed*. Units that exit the map through their home edge have *retreated*—they remain out of play for the remainder of the scenario and cannot return. However, retreated units do not count as destroyed units when determining victory.

Units may exit the map intentionally or may be forced off by an opposing unit using a push, charge or death-from-above attack.



Half-hexes along the edge of the map—even those with hex numbers in them—are not playable. A unit that enters one of these half-hexes for any reason automatically exits the map.

ENDING THE GAME

Generally, a scenario ends when all of one player's units have been destroyed or have retreated off the map. At that point, the opposing player wins. Depending on the specific scenario, however, a player may need to achieve additional or alternative goals to claim victory.

Victory Levels

Most scenarios include varying levels of victory that depend on the goals of each side. A player must achieve all of his side's objectives to win a *Decisive* victory. In addition, winning a *Decisive* victory usually requires minimal loss of units on

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the winner's side. To win decisively requires skill and luck; scoring such a victory against a player of equal ability is cause for celebration!

A player achieves a *Marginal* victory when he meets his side's objectives but also suffers significant losses, or when he accomplishes only part of the objective. Though a Marginal victory is still considered a "win," the battle could have gone better. Both sides can score a Marginal victory in the same scenario.

When both players achieve the same victory level, the scenario is considered a draw.

MODIFYING THE SCENARIOS

Each scenario in this book presents a different type of combat situation. These core situations can be used as the bases for many different scenarios. Each scenario includes suggestions for modifications in the **Variations** section. Here are some other changes you can make to replay the scenarios.

FORCES

A scenario can be quite different if the forces on each side change. When modifying the number and/or type of BattleMechs each side gets, try to keep the total tonnage of each force equal to the total tonnage given in the original scenario. You can generate forces through random dice rolls or use the point system described later in this book to create balanced forces for each side (see p. 58).

Using new and different 'Mechs and vehicles is an easy way to change a scenario. In addition to those supplied in **BattleTech, Fourth Edition**, and **CityTech, Second Edition**, other BattleMechs and vehicles appear in the various **Technical Readouts** and **Record Sheets**.

DEPLOYMENT

Altering the set-up and deployment rules of a scenario can radically change the way it plays. Try allowing one side to keep half of its forces off the map as "reserves" for use later in the scenario. If that side can achieve victory without bringing in the reserves, the level of victory increases by one increment (from a draw to Decisive, or from Marginal to Decisive). You can also try switching the players' home edges; this alters the terrain

CLAN DEPLOYMENT

Unit	Composition
Point	1 OmniMech or BattleMech, or 5 Elementals
Star	5 Points of either 'Mechs or Elementals
Nova	1 Star of 'Mechs, 1 Star of Elementals
Binary	2 Stars (10 units of the same type)
Trinary	3 Stars (15 units of the same type)
Supernova	2 or 3 Novas
Cluster	3 to 5 Binaries, Trinaries or Supernovas
Galaxy	3 to 5 Clusters

each player's forces must traverse and provides each player with different tactical options. These deployment options won't work with every scenario, but feel free to experiment.

MAPSHEETS

By changing the way the mapsheets are set up, you can change a scenario's terrain quite a bit. Turning the mapsheets so they meet at different edges is a simple way to change the battlefield. You can also make temporary changes to the mapsheets by declaring that one type of terrain will be treated as another. For example, you can treat Water hexes as Light Woods, or Rough terrain as Water. For a really strange game, treat all Clear hexes as Rough or Woods hexes.

If desired, you can use the blank hex grid on the back of each map to create your own maps. In addition, FASA has published several **BattleTech Map Sets** with a wide variety of terrain. Each map set contains eight different maps for use with **BattleTech** and **CityTech**.

ADVANCED RULES

Players can make a scenario more challenging and complex by using more advanced rules. Any of the **BattleTech** scenarios can be played using **CityTech** rules, so players can add effects such as fire and hidden units to the game. Even more rules and equipment appear in the **BattleTech Compendium: The Rules of Warfare**, the complete source of official **BattleTech** rules for advanced players. The **Compendium** offers a wealth of special-case rules that can add variety to any of the scenarios in this book.

MILITARY UNITS

The Successor States and the Clans organize their troops in different ways. Successor State armies deploy in detachments of three, with some variance among their smallest detachments. With the exception of aerospace support for 'Mech detachments and the Federated Commonwealth's Regimental Combat Teams (RCTs), the Successor States do not use combined-arms units.

The Clans deploy in detachments of five, said to represent the five points of a stylized star. The Clans attach great importance to the star symbol.

The tables above summarize the typical detachments used by military forces across known space. The terms on the tables are used throughout this and all other **BattleTech** books.

SUCCESSOR STATES DEPLOYMENT

Unit Type	Composition
Squad	7 infantrymen
Lance	4 'Mechs or armored vehicles
Platoon	4 standard infantry squads or 3 jump infantry squads
Company	3 lances or platoons (12 units)
Battalion	3 companies (36 units), usually w/attached command lance
Regiment	3 to 5 battalions
RCT	1 regiment 'Mechs, 3 armored vehicle regiments, 5 infantry regiments (1 jump, 2 mechanized, 2 standard), 1 artillery battalion and 2 aerospace fighter wings (20 fighters total)

PLAYING BATTLETECH

You can have plenty of fun playing **BattleTech** by the seat of your pants, moving each unit in turn and giving little thought to your next move or your opponent's strategy. As with most games, however, playing is fun—but winning is even more fun! Learning how **BattleTech** works and how to use your forces in the game to their best effect will make you a better player and will ultimately make your game more enjoyable.

The best way to learn is by doing, and so you will eventually become a better player by playing plenty of **BattleTech**. That's how the author of this book learned what he is about to tell you, and playing **BattleTech** is certainly more fun than reading about playing **BattleTech**! The following hints and tips should give you an edge over your opponent, however—think of it as a shortcut on the way to a more gratifying game.

BattleTech Tactics describes the games in terms that take you beyond the rules and the numbers, showing you how to really *play* the game. This section will help you learn how to use your 'Mechs to your advantage and offer insight into what your opponent might do with his 'Mechs.

BATTLETECH TACTICS

Knowing the basics of **BattleTech** tactics will help you avoid the mistakes most often made by new players. The following information answers questions you might not even know to ask, such as, "Why shouldn't I leave my *Spider* standing in the open?" and "What is the most effective distance from the enemy for me to position my *Awesome*?" This section suggests answers to these and other thorny questions.

Organized into sections that correspond to the phases of a **BattleTech** turn, this tactical advice will show you how to crush your foes in each stage of the game.

INITIATIVE

Unfortunately, you have to work with the Initiative you roll; nothing much changes that result. But knowing the potential effects of winning or losing the Initiative and how to take advantage of either situation is vital to playing winning **BattleTech**.

Losing the Initiative

If you lose the Initiative, don't despair! You may not be able to turn it to your advantage, but if you play your cards right, you don't have to lose any ground.

Unless your forces outnumber or out-mass your opponent's forces, the best tactic to use when you lose the Initiative is to "go on the defensive." This tactic works especially well if you are fielding light, fast BattleMechs. Because you must move your units before you have the opportunity to learn what your opponent plans to do, you should move your 'Mechs away from enemy units and seek cover in heavy woods or "dead zones" behind hills or other terrain features whenever possible.

The order in which you move your 'Mechs provides another opportunity to exercise strategy. In general, delay moving your fastest units as long as possible; the more you know about your opponent's strategy, the more likely it is that you will be able to put your fast 'Mechs to good use. At first, move those 'Mechs

with the fewest movement options, including slow-moving 'Mechs and units that have fallen down (they rarely do more than simply stand up). 'Mechs positioned far from the enemy also represent a good choice for an early move, because your opponent is unlikely to try to outflank such distant targets. In addition, declare the movement for any 'Mechs you intend to have stand still at this time, because standing still counts as a "move" and forces your opponent to move again without learning much of anything about your strategy. Even 'Mechs that are immobile due to pilot unconsciousness, the loss of both legs, and so on, can be declared stationary to expend a "move."

When choosing where to move, take into account the movement capability of those units your opponent has yet to move. If his or her remaining 'Mechs are faster than your 'Mech and can outflank your unit regardless of how far you move, find a nice wooded hex for your unit to occupy—and try to keep a Clear terrain hex at your back. After all, if you're going to let the enemy get behind you, at least deny him the luxury of tree cover.

For more movement tactics, see **Movement**, below.

Winning the Initiative

It is always better to win the Initiative than to lose it, but you must know how to take advantage of winning the Initiative.

Winning the Initiative gives you the opportunity to "go on the offensive." You move your units after your opponent and will always move at least one of your 'Mechs last during the Initiative Phase. This gives you an edge, because you can watch your opponent's movement and then respond, rather than being forced to guess at what he or she might do. This is your chance to strike.

You should always plan an overall strategy for your attack, but don't hesitate to change your planned movement to respond effectively to your opponent's moves. In general, move your fastest 'Mechs last, using your knowledge of the enemy's position to attack his or her units' most vulnerable sides.

MOVEMENT

The heart of the **BattleTech** game is effective maneuvering. Games often are won or lost on the strength of the competent, well-thought-out movement of each unit. Movement is intimately connected to both attacking your enemies and defending your own units. Successfully balancing these factors leads to winning movement strategy.

By moving defensively, you make it as difficult as possible for enemy units to attack you successfully. In this case, you should move your 'Mechs as far as you can and end your movement in the best available cover. When moving to accomplish offensive goals, you must consider the best way to maneuver your BattleMechs into firing position against your opponent's 'Mechs, making sure your weapons are in range and the enemy appears in the appropriate firing arc.

The following information outlines the effects of various types of movement in **BattleTech**. Suggestions for both offensive and defensive tactics appear under each topic.

Target Movement

The main thing to keep in mind when moving your 'Mech defensively is that the further a 'Mech moves during the turn, the higher its target movement modifier. This makes shots against your unit more difficult, resulting in a longer life span for

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your beloved 'Mech. For example, light 'Mechs often carry minimal arms and armament. These 'Mechs rarely survive a stand-up fight, but if they keep moving they are hard to hit. In game terms, a *Spider* is lightly armored, but if it jumps 7 or 8 hexes every turn, the opponent must add a +4 modifier to every attack, making his or her shots considerably more difficult.

The following target movement modifiers show that each modifier represents a range of movement. For example, movement of both 3 and 4 hexes gives your 'Mech a +1 Target Movement Modifier. If you move 4 hexes, you receive the same modifier as for moving 3. If you move your 'Mech 3, 5, 7, or 10 or more hexes, you receive the highest modifier possible with the least amount of movement necessary (which may be important when it is your turn to attack).

As a rule of thumb, never move 2 hexes when you can move 3. Never move your 'Mech 4 hexes when 5 will put the unit in a similar position. Whenever possible, move your 'Mech to get the highest target movement modifier possible. It literally can save your 'Mech!

TARGET MOVEMENT MODIFIERS

Moved 0-2 hexes	0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10+ hexes	+4
Jumped	+1

Terrain

You will always benefit from using the terrain to your advantage, though some types of terrain are more advantageous than others in certain circumstances.

Particularly if you are playing a light or jump-capable 'Mech, keep your 'Mech in woods whenever possible. Standing in a Woods hex is an easy way to make your opponent's shots more difficult. If you intend to attack your opponent during the turn, position your BattleMech so that it is standing in woods but does not have to shoot through woods (remember, you don't add a modifier to your attacks for the woods your 'Mech occupies). If you don't intend to attack, then the more woods between you and your opponent, the better!

Using hills and water for cover is not quite as simple a decision. Standing in Depth 1 Water or behind a Level 1 Hill gives your 'Mech Partial Cover. Because Partial Cover makes shots against your 'Mech much more difficult, it is tempting to take advantage of Partial Cover at every opportunity. It is important to remember, however, that a hit against a 'Mech protected by Partial Cover is rolled on the Punch Hit Location Table rather than the standard Hit Location Table. This means your 'Mech is six times more likely to be hit in the head when in Partial Cover! The more times your opponent hits you, the more chances he will have to hit you in the head, especially if he is firing missile weapons.

As a general guideline, feel free to move into Partial Cover if your enemy is far away. Long-range hits are very difficult to achieve, which reduces the risk of being hit in the head. Avoid Partial Cover if you are facing many opponents or 'Mechs that carry lots of missiles, such as the *Commando* and *Catapult*, or if a *Hunchback* or other 'Mech carrying an AC/20 is in range to attack your 'Mech. An AC/20 shot can shear off a 'Mech's head with one shot—don't make it easy for your opponent to take you down.

If you are facing few opponents, however, and none with missiles, taking Partial Cover can be a sensible move. If your 'Mech's legs are damaged, Partial Cover ensures that they will not be damaged by an attack.

Though it does not really qualify as terrain, the edge of the map may offer a tactical advantage. In most scenarios, 'Mechs may not move through or enter the half-hexes along the edge of the map. If you position your 'Mech in one of the full hexes on the edge of the map with its back turned to the map edge, this means your opponent cannot shoot at your back. Because most scenarios, however, also count as "destroyed" any 'Mech that leaves the map, even accidentally, this defensive tactic poses certain risks. A 'Mech standing at the edge of the map can be moved off the map if another 'Mech successfully pushes or charges it, and any death-from-above attack against that unit will also push it off the map. Players must balance this risk against the benefit of covering their 'Mech's back.

Dropping to the Ground

'Mechs rarely go prone because it is difficult to fire weapons lying down and the player must make a Piloting Skill Roll to stand the 'Mech back up again. In some situations, however, this maneuver will surprise your opponent and completely protect your 'Mech from damage.

Moving your 'Mech behind a Level 1 Hill and then dropping it prone takes your 'Mech out of line of sight and makes it invulnerable to attack (unless the enemy can circle around the hill). A 'Mech that drops prone in Depth 1 Water also will be invisible, as though it were standing in Depth 2 Water. In both these cases, you effectively hide your BattleMech in situations that normally would give the enemy several good shots at you, robbing him of the opportunity.

Facing

Carefully consider the final facing of a 'Mech when moving. If you plan to attack, you must make sure the 'Mech ends its movement in a facing that allows it to fire on its target. Remember that you can torso twist to change the firing arcs of some weapons.

Defensively, you can use your facing choice to protect a 'Mech that has suffered significant damage to one side but not the other. By facing so that most enemy attacks will hit the undamaged side of the 'Mech, you decrease the chance of suffering hits to the damaged side. For example, if your 'Mech has suffered more damage to the left arm, torso, and leg, try to face your 'Mech so attacks will roll on the right side column of the hit location table. Attacking 'Mechs should also keep this principle in mind. Try to move your 'Mechs so they can launch attacks at the more damaged side of their targets.

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A 'Mech's facing at the end of the turn also affects its movement in the next turn. Try to think a turn ahead and set up each 'Mech for its next move when possible. For example, if you think you will want a 'Mech to run very quickly toward the enemy in the next turn, don't face the 'Mech toward rough terrain or woods. That would require facing changes or moving through difficult terrain during the turn, which will slow its advance.

Attacker Movement

In Target Movement, we advised you to move your units as far as possible to achieve the maximum possible target movement modifier. If you plan to attack during the turn, however, you also need to consider the effect of your 'Mech's movement on its to-hit number. The movement mode you use each turn—Standing Still, Walking, Running, or Jumping—determines the attacker movement modifier. Simply put, the faster you move, the harder it will be to hit your target.

This consideration makes it important for you to decide whether you will be on the offensive or defensive during the turn when choosing your unit's movement mode. You must also consider your unit's position on the map relative to your opponent, as well as the range and firing arcs of your weapons.

If you are simply concerned with keeping your 'Mech alive, which is often the case if it is damaged, or if it is a light 'Mech and you lost the Initiative, don't worry about moving quickly. Jump your unit if possible; the unit's heat factor is not important if you are not attacking, and jumping adds an additional modifier to your opponent's to-hit number.

If you plan to attack during the turn, movement is a whole different story. Basically, never jump when a run will do, and never run when you can get by with a walk. If you think your unit can survive it, just stand still.

When on the attack, only jump your 'Mech if doing so will allow you to position the unit at your opponent's back. The hefty +3 modifier to your attack to-hit number for jumping will make your shots difficult, so they better count!

Running movement is preferable to jumping, as it only imposes a +2 modifier. Use running movement to gain a good firing position, such as a Woods hex or Partial Cover. In the right situations, running can also allow you to circle around behind your opponent.

If you have to move and fire, your best option is to walk, as walking movement adds only a +1 modifier to your attack to-hit number. Unless your 'Mech is very fast, however, walking won't get you very far. Try to cross at least 3 hexes during your move so that your unit receives the +1 Target Movement Modifier to your opponent's shots.

To give your unit the best chance of successfully attacking a target, allow the 'Mech to stand still. But keep in mind that this strategy works well only if the unit has good cover or is far away from its targets; otherwise, a standing 'Mech may become a sitting duck for return fire. The tactic of standing and shooting works particularly well for slow 'Mechs equipped with long-range weapons, such as the *Awesome*—and if you can position such a 'Mech on a hill, preferably in a nice clump of woods, the unit can comfortably snipe at enemy 'Mechs from its vantage point with nothing to fear from opposing 'Mechs whose weapons cannot reach it.

The guiding principle of attacker movement is, if you want to attack and you don't need to move, don't move.

Weapon Range

Offensive maneuvering is based on the range and firing arcs of your 'Mech's weapons. Ideally, you want the enemy at short range and within the firing arc of all your weapons. This is not always possible, but by considering your 'Mech's weapons when you move, as well as your opponent's weapons, you can be in the best available position to attack.

In addition to short, medium and long range, remember that some weapons have a minimum range. By firing such weapons too close to your target, you run the risk of missing the target completely. In real-world terms, a minimum range might allow a missile time to arm or provide the proper distance to focus a laser. In game terms, taking a shot inside a weapon's minimum range adds a substantial target modifier.

Weapons Inventory							
Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 LRM 15	LA	5	1	6	7	14	21
1 LRM 15	RT	5	1	6	7	14	21
1 Medium Laser	LA	3	5	-	3	6	9
2 Medium Laser	RA	3	5	-	3	6	9

For example, say you have a Trebuchet, which mounts three medium lasers and two LRM-15 racks. Your most potent weapons are your LRMs, which also have the considerable range of 21 hexes. But you are already fairly close to your opponent and want to inflict as much damage as possible. In this case, you also need to bring your lasers to bear. But how?

First, look at your weapon ranges. Short range for your long-range missiles is 1–6 hexes. For the medium lasers, it is only 1–3 hexes. So it looks like the best option is a range of 3 hexes, where both weapons are at short range. But then you see that your LRMs also have a minimum range of 6, which means they get less accurate up close, starting at 6 hexes. At a range of 3 hexes the LRMs will add +4 to the to-hit number to account for minimum range, the same modifier as if they were firing at a long-range target!

The best option is to find a compromise between the two weapons. The best range for LRMs is always 7 (what is known as "optimum range"), because this is within short range but beyond minimum range. Firing at this range, however, will place your medium lasers at long range; using the lasers at long range wastes their potential, because together they can inflict as much damage (on average) as your missiles. To make the best use of both weapons, attack at a range of 6 hexes. This is medium range for your lasers (+2 to hit), and only just inside the minimum range of your LRMs (+1 to hit). This range offers you the best chance of hitting with all your weapons.

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Another factor to keep in mind when choosing where to move is the range of your opponent's weapons. If your unit has a range advantage against your opponent's 'Mech, be sure to use that advantage. For example, if you have a *Panther* and your opponent is playing a *Hunchback*, your most effective option is to stay out of range of his AC/20 while firing your PPC, which has twice the range of the autocannon. In this case, keep your *Panther* 10 to 12 hexes away from the *Hunchback*. You will be firing from medium range, while his weapons will be unable to reach your 'Mech.

If your opponent has the range advantage over your unit, you can protect your 'Mech by moving in close, a particularly effective tactic if his weapons are limited by minimum ranges. A *Cicada* can do well against a monster like the *Awesome*, for example, by moving adjacent to it. The *Awesome*'s PPCs will suffer a +3 to-hit modifier for attacking within the weapon's minimum range, while your 'Mech's attacks are unmodified. In this case, however, you should try to stay behind the *Awesome* so that it can't punch and kick you; physical attacks have no minimum range!

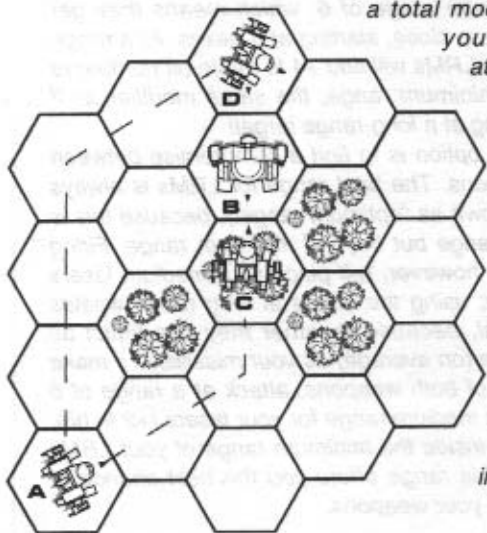
The following example and illustration shows how to use movement tactics in a game.

Your 'Mech is a *Trebuchet*. At this point in the game you are out of ammo for your LRMs, and so your only weapons are 3 medium lasers. Your 'Mech is in Hex A, and has a Walking MP 5 and Running MP 8. Your opponent lost the Initiative and moved his 'Mech into Hex B (not a very good move, as you will see).

How should you respond? That depends on your opponent's 'Mech and how aggressively you want to play.

If your opponent is in a damaged or relatively weak 'Mech, you might choose to Walk and move 2 hexes forward, turn left, and enter the Heavy Woods in Hex C. This will place you face-to-face with your opponent. Walking movement gives you a +1 attacker movement modifier. You are standing in Heavy Woods (+2 terrain modifier) and have crossed 3 hexes (+1 target movement modifier) for a total modifier of +3 to your opponent's attacks.

If your opponent is in a heavy or undamaged 'Mech, you should take the opportunity to shoot at his back. You can put your 'Mech into position for this attack by

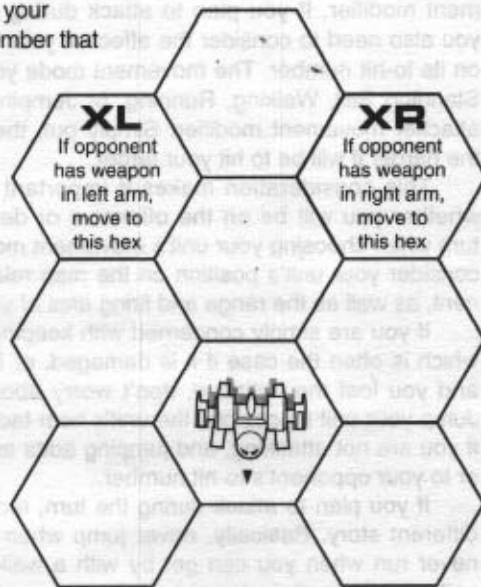


running. Turn left, then move 3 hexes. Turn right, and move 2 more hexes into Hex D. If you want to attack by kicking, use your final movement point to turn 1 hex side to the right. This movement puts you directly behind his 'Mech, where most of his weapons will be unable to fire on your unit. You can fire your weapons at pointblank range and make physical attacks on his back armor as well. In addition, because you crossed 5 hexes, your opponent must add a +2 modifier to his attacks.

REACTION

When moving your BattleMechs, remember that they can perform torso twists; the extra hex side in either direction provides a great deal of flexibility in their firing arcs. For example, a 'Mech carrying a weapon mounted in an arm can twist its torso and fire at an enemy 'Mech directly behind it.

It is especially important to remember the advantage of torso twists when moving your 'Mechs defensively. When facing a 'Mech with a powerful arm-mounted weapon in one arm and no weapon in the other arm (such as the *Awesome* and *Panther*), you can actually position your 'Mech so that your opponent cannot hit your unit! The diagram below shows this "magic hex"—remember it well.



WEAPON ATTACKS

Generally, it's best to always fire every weapon that has a chance of hitting the target, because one can never predict which weapon will mean the difference between victory and defeat. However, players should also consider overheating problems and a 'Mech's ammunition supplies when making weapons attacks.

Heat

The main limit on a BattleMech's overall firepower is heat. Nearly everything a 'Mech does generates heat, and weapons fire is certainly no exception. When choosing which and how many weapons to fire, heat is usually the deciding factor.

A few 'Mech designs, such as the *Cicada*, can fire all their weapons and move at full speed in the same turn and never even think about overheating. These 'Mechs are rare, however, and usually lack much of a punch. Most BattleMechs, such as the *Enforcer*, suffer moderate heat problems if they fire all their weapons at once. It's fairly easy to manage the heat level on

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these units, however, because you will rarely need to fire the 'Mech's full weapons array simultaneously. With 'Mechs like these, go ahead and overheat whenever you feel confident of a successful attack. On more difficult shots, simply hold off firing at least one weapon that requires ammunition. You'll avoid overheating and conserve ammo at the same time.

Then there are 'Mechs with real heat problems, such as the *Dervish* and the *Catapult*. Fortunately, these 'Mechs usually carry two distinct types of weapons, short range and long range. Rather than firing all your weapons every time you attack and hoping to hit something, only fire those weapons that have a good chance of hitting. At long range, fire your LRMs and skip the short-range stuff. When the target is up close, fire only the medium lasers.

Finally, take a look at the Heat Scale in the lower right corner of the record sheet. Note that there are no adverse effects for a heat level of 1-4 points. This means you can exceed a 'Mech's heat sink capacity by 4 points before it has any effect on your 'Mech at all. This is important. A classic example of using the lower limit of the Heat Scale effectively is the *Awesome*, which is armed with 3 PPCs and 28 heat sinks. Firing all three PPCs generates 30 Heat Points. Assuming the 'Mech stands still, this brings the *Awesome*'s heat level to 2. This means that the *Awesome* can fire all three PPCs for two consecutive phases before the player must consider the effects of heat. In the third turn, if it fires only two PPCs, the heat will drop back down to 0, even if the 'Mech runs. Using this knowledge, an *Awesome* pilot can maintain a steady barrage of 3-3-2 shots without any loss of performance due to overheating.

Ammunition

Most 'Mechs carry an ample supply of ammunition for an average **BattleTech** game (two teams of four 'Mechs each, battling on two mapsheets). However, if your weapons carry less than ten shots or the game is played with significantly larger forces, you will have to conserve your ammunition.

The easiest way to conserve ammunition is to choose not to take shots with a to-hit number of 11 or 12. In general, if the to-hit number is 10, you must decide if the chance to score a hit is worth the ammunition you waste if the shot misses. Unless the target is heavily armored and the shot is unlikely to cause critical damage, it's usually worth it.

As a standard consideration, players may want to reduce their ammo loads to decrease the potential damage of ammo explosions. Some weapons, most notably machine guns and SRM-2s, carry large supplies of ammunition per critical space which can inflict substantial damage if hit. If you feel inclined to reduce the risk of explosion at the expense of battlefield endurance, and your opponent agrees, you can carry a "light load," reducing the total amount of ammunition carried for any of your weapons. Write any such changes clearly on your record sheet so your opponent also knows exactly how much ammo you are carrying. Keep in mind that you can't reverse your decision halfway through the scenario: once you hit the field, you've got only the ammunition indicated on your record sheet.

Concentrated Fire

A 'Mech can take many hits before being destroyed, so concentrate your attacks on a single target whenever possible. By taking an entire 'Mech out of action more quickly, you deny

your opponent the use of that 'Mech. If you spread your attacks across many targets, you may inflict damage on them all but you're unlikely to destroy any of them. Even damaged 'Mechs can continue to fire back, but a destroyed 'Mech is no longer a threat. Therefore, concentrating fire against a single target is usually preferable even when easier targets present themselves.

PHYSICAL ATTACKS

Don't overlook the chance to inflict a few extra points of damage by making physical attacks. The main risk in making physical attacks is that you must be adjacent to your target to execute kicks, punches and other such attacks, which usually puts you at risk for physical attacks in return. Also, if you and/or your opponent decides to make a weapons attack at such close range, all the weapons are likely to hit—a potentially deadly situation.

Punching

Punching attacks have numerous advantages. First, a punch is the only type of physical attack that does not cause damage to the attacking 'Mech. But perhaps more important, you roll the attack's hit location on the Punch Hit Location Table, which offers a 1 in 6 chance to hit the target's head. That means a punch is six times more likely to hit a 'Mech's head than a regular weapons shot!

Because you cannot make a punching attack with an arm that fired a weapon during the current turn, you must decide to punch before you declare your weapon attacks. A 'Mech can punch once with each arm in a single turn.

When adjacent to other 'Mechs, large BattleMechs should almost always punch rather than firing arm-mounted weapons. For example, the *Atlas* carries a medium laser in each arm that does 5 points of damage at a cost of 3 Heat Points. A punch, however, will do 10 points of damage, costs no heat, and the player rolls on the Punch Hit Location Table. Before slugging away however, keep in mind that a missing or damaged arm actuators adds a +1 to-hit modifier to punching attacks (see p. 27, **BattleTech, Fourth Edition**).

Clubbing/Hatchets

'Mechs rarely use clubs to attack opponents, because players rarely fight scenarios in which suitable clubs are available. Other 'Mech's limbs make good clubs, for example, but few attacks result in a limb being blown off. 'Mechs can uproot trees to use as clubs, but must spend a full turn doing so. Finally, a 'Mech must use two hands to wield a club. Obviously, this attack offers few advantages over a punch attack.

Though none of the 'Mechs in the **BattleTech, Fourth Edition**, boxed set come equipped with hatchets, some BattleMechs do. These massive weapons function just like clubs, except a 'Mech can wield them with one hand.

Pushing

The best situation for using a pushing attack is against a 'Mech standing at the top of a hill or on the edge of the map. Though some players would recommend a charging attack under these circumstances, a push can be just as effective and causes no damage to the attacking 'Mech.

Most scenarios call for the "destruction" of any 'Mechs that leave the map, either intentionally or accidentally. If an enemy 'Mech is standing at the edge of the map, a push off the map,

which causes no damage to your 'Mech, can "kill" the 'Mech for game purposes.

A successful push attack may also cause the target BattleMech to fall; this is a particularly effective attack if the target 'Mech falls down a hill. Especially for a heavy 'Mech, a fall down a hill can be more damaging than two punch attacks. It's true—the bigger they are, the harder they fall.

Kicking

Successful kick attacks can cause a lot of damage, often effectively crippling a 'Mech. Kick attacks offer a good choice for additional attacks in a turn. (A 'Mech cannot kick with a leg that fired a weapon in that turn, but few BattleMechs have leg-mounted weapons so this is not much of a restriction.) As an added bonus, a 'Mech that is kicked must make a successful Piloting Skill Roll or fall down.

On the down side, if you miss a kick, you must make a successful Piloting Skill Roll or your 'Mech falls. This is a good reason for not making a kick attack if the attack requires a high to-hit number. If your MechWarrior has a poor Piloting Skill or the 'Mech has suffered damage that affects Piloting Skill Rolls, you may prefer to make a punch attack rather than a kick attack.

Charging

A charging attack can be tremendously damaging to an opponent, especially when the attacking 'Mech possesses a combination of speed and weight. Fast, heavy 'Mechs such as *Dragons* and *Quickdraws* make good charging attacks, as do *Cicadas* (more speed than weight) and *Banshees* (more tonnage than speed). A charging 'Mech cannot make any weapon attacks in the turn it charges, however, and so the player must weigh this disadvantage against the potential damage the charging attack might inflict.

In general, charging attacks have a low probability of success and cause damage to the charging unit. Only if your 'Mech is damaged or has lost its ranged weapons should you consider a charging attack, and then only if there is a good, clear path between your 'Mech and the target.

Death From Above

This attack is very difficult to pull off and could cause your 'Mech serious leg damage. That being said, death from above is one of the most dramatic, enjoyable moves you can execute in **BattleTech**, and nearly always earns the appreciation of your opponent and onlookers. It is considered good form to yell out "Death From Above!" when attempting this bold maneuver. You might even get a round of applause!

In practice, you should only make a death-from-above attack as a last resort. Use it primarily when your jump-capable 'Mech is severely damaged or in danger of being destroyed soon anyway. This attack allows you to go out with a bang instead of a whimper.

BATTLETECH FORCES

Not every 'Mech is appropriate for every type of scenario, so match the machine to the mission when choosing BattleMechs. This section will help you do that by providing a feel for the strengths and weaknesses of the various units available in **BattleTech**. This information is particularly helpful when you get to choose the 'Mechs you will use for a scenario, but it

also can help you make the best use of your forces when you are assigned a particular mix of 'Mechs, all of which are not necessarily ideal for the task at hand. The best commanders make the most of what they have and expertly fit square pegs into round holes.

For the sake of discussion, we have divided the 'Mechs and vehicles available in **BattleTech** and **CityTech** into seven broad categories: scouts, strikers, skirmishers, brawlers, missile boats, snipers and juggernauts. The units assigned to each category are deployed in a similar fashion by virtue of their movement capabilities and weapons complements. Each category description provides a discussion of the characteristics of the 'Mechs included in that category and their use in game play, followed by brief comments on each specific unit. The House name that appears in parentheses after each 'Mech description indicates the Successor State that most commonly uses the 'Mech.

SCOUTS

These extremely fast units rush ahead of the main force, using speed to achieve their objectives and avoid the enemy. These types of units are most useful in campaign settings, where intelligence-gathering is important, but they also can be useful in standard scenarios. Use them when you need to reach an objective quickly, such as "capture the flag" games, or when you expect the opposition to field very fast units.

Though protected only by light armor, scouts are not defenseless. Moving at their maximum speed makes scouts virtually invulnerable, because their opponents must overcome an impressive target movement modifier to make a successful weapons attack against them. Those scouts that can jump should do so as often as is practical. Head for the heaviest woods available and use them for cover, or move into a dead zone behind a hill. It's more important to protect a scout from attack than to get in a strike with its meager weaponry. Hold your fire until you have the opportunity to strike an opponent in the back, where even a relatively weak attack can penetrate thin rear armor and score critical hits.

Scouts work best when teamed up with medium and heavy 'Mechs that can provide covering fire and present more threatening targets for the opponent to attack; a fast-moving *Spider* is likely to be ignored in favor of a stationary *Catapult*. Ideally, this match-up buys the scout the time it needs to move into position for attacks on the enemy's rear.

SDR-5V Spider

The *Spider* is the fastest 'Mech available in the basic **BattleTech** game—in fact, speed is its only real asset. With little armor and only two medium lasers, it is not designed for heavy combat. The *Spider* should jump at least 7 hexes each turn, into woods whenever possible. (Marik)

ASN-21 Assassin

Though it is better armed than the *Spider*, the *Assassin* still lacks enough weaponry to be considered a useful strike unit. In fact, the *Assassin's* main weakness is a lack of firepower, as well as flimsy leg armor. To counter these weaknesses, keep the *Assassin* moving and take partial cover whenever possible to protect the fragile legs. Try to "stab" your opponent in the back in keeping with the 'Mech's namesake. (Davion)

CDA-2A Cicada

Unlike most other scout units, the *Cicada* cannot jump, so it is best used in fairly open terrain where it can use its considerable running speed to circle behind likely targets. The *Cicada* will not overheat even if it constantly runs and fires. Its fairly sturdy structure allows it to hold up well for a scout 'Mech, and it can easily afford to lose both arms to enemy attacks with no loss of effectiveness. Rather than hiding in woods, this 'Mech should continually move at high speed. (Marik)

CLNT-2-3T Clint

The *Clint*'s autocannon gives it an impressive attack range for a 'Mech of its size and speed. To take advantage of this asset, keep the *Clint* moving away from the enemy, using its mobility to stay out of range of the opponent's short-range weapons. Snipe away with the autocannon until that weapon runs out of ammo, then close in to attack with the lasers or flee the battlefield. (Liao)

STRIKERS

Not as fast as scouts, these 'Mechs sacrifice some speed for a heavier complement of close-range weapons. They dash in, stand toe-to-toe with the enemy, then unload a massive barrage of weapons fire. Commanders often send an entire lance of strikers into the midst of the enemy, ordering them to concentrate fire on a single enemy 'Mech, thus eliminating a medium or heavy 'Mech in a few turns. Players should be prepared to sacrifice these 'Mechs to enemy fire in exchange for significant damage against enemy units. Use bold tactics when deploying strikers; bold strategies get the best results.

Deploy strikers with heavier 'Mechs that can provide long-range covering fire, but make sure these units can keep up with the striker 'Mechs—both types of 'Mechs need to stick together to distract the enemy. Any of the 'Mechs in the skirmishers group would serve this purpose. To survive long enough to close with their opponents, strikers need to keep moving, in woods or behind partial cover whenever possible, until they reach medium or short range to the target. Then, let 'em have it!

COM-2D Commando

Though it lacks the speed of some other light 'Mechs, the *Commando* wields the firepower of 'Mechs twice its size. It gains this advantage at a cost; it mounts only short-range weapons and a limited supply of ammunition. In addition, its light armor protection means it cannot stand up to much punishment. If employed properly, however, the *Commando* can be a very effective quick-strike unit. (Steiner)

JR7-D Jenner

The *Jenner* has excellent firepower for a light 'Mech. This, coupled with its tremendous speed, make the *Jenner* a good unit for blitzkrieg missions. *Jenners* are perhaps used best in groups, where they can deliver massed laser fire against an unsuspecting enemy, then quickly flee the front lines before the enemy rips their light armor to shreds. Like the *Javelin*, this 'Mech can overheat if it fires and jumps, so try to use running movement during the turn of attack. (Kurita)

SKIRMISHERS

Skirmishers are versatile units with the mobility, armor and firepower to take the fight to the enemy and inflict serious damage. Unlike most other types of units described here, skirmishers can be used in a variety of ways depending on the situation at hand and the terrain.

Commanders commonly use these units in tandem with lighter or slower units to provide mobile fire support. The skirmishers harass the enemy forces while the special-use units maneuver into position. Skirmishers often draw heavy recon duty, probing deep into enemy territory where lighter units would fall to enemy attacks before they could return to friendly lines with intelligence on the enemy positions. For scenarios involving breaking through enemy-held positions, skirmishers offer many advantages.

Skirmishers should not be sent on missions of direct assault. Their firepower, while respectable, is not sufficient to take out heavy or assault 'Mechs quickly. To succeed in a direct assault, skirmishers need support from snipers and/or missile boats. Combined, such units can take out heavy opposition with no problem.

HER-2S Hermes II

A fast 'Mech with good armor protection, the *Hermes II* lacks substantial firepower, making it best used against targets lighter than itself. Because the *Hermes II* has the speed to keep up with light 'Mechs and carries far more armor than most light 'Mechs, it can survive long enough to destroy them in running battles. When faced with strong opposition, use its speed to keep the *Hermes II* at medium to long range and fire the autocannon. Don't give in to the temptation to close with heavy units; you won't last long against them. (Marik)

GKD-4G Quickdraw

The *Quickdraw* is a jack-of-all-trades, master of none. With both short- and long-range firepower, it never really brings its full might to bear at once. As a heavy 'Mech with the mobility of a medium, however, it can slug it out with lighter units and survive a lot of punishment. Its thirteen heat sinks allow the *Quickdraw* to maintain a steady barrage and continuously jump from cover to cover without overheating. Use this to your advantage against slower 'Mechs. (Kurita)

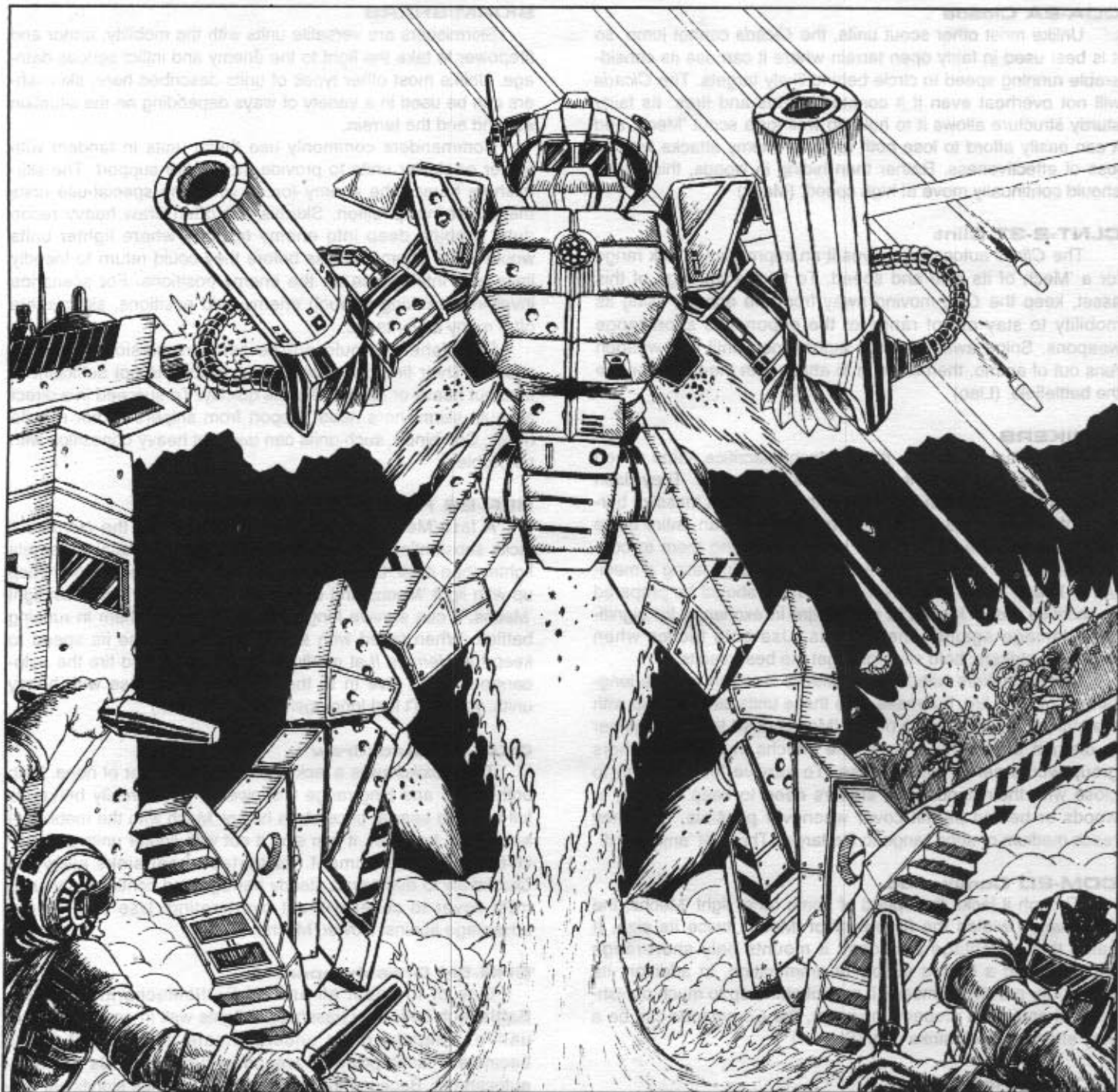
GHR-5H Grasshopper

One of the best all-around BattleMechs in the basic *BattleTech* box, the *Grasshopper* fights well in any combat situation. Enemies often underestimate the threat it poses because it lacks powerful weapons such as PPCs or heavy autocannon. Because the 'Mech actually carries significant firepower and the heat sinks to use it, you can use the 'Mech's perceived failings to your advantage. The *Grasshopper* rarely faces heat or ammunition problems, allowing you to risk difficult shots. Try to target weaker enemy units by jumping into range and firing. (Liao, Davion)

BRAWLERS

These units lack the mobility of skirmishers, but make up for their lesser speed with longer range weapons and/or heavier armor. These units often form the backbone of an assault force

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or act as mobile escorts for the painfully slow juggernauts that often comprise the main punch of an assault.

Although these units cannot fight effective running battles, they are well suited to a variety of other tasks. They shine in defensive battles or in attacks against stationary targets and can use their slight advantage in maneuverability to take out enemy assault 'Mechs. Two or three of these units should be able to outflank and eliminate any one slow enemy 'Mech. Use them to flush snipers and missile boats from their positions.

ENF-4R Enforcer

The *Enforcer* is a solid all-around BattleMech. Its two main weapons share the same range profile, allowing it to make concentrated, effective attacks on the enemy. The *Enforcer* is often paired with the *Centurion*, as the two 'Mechs compliment each other rather well. The *Enforcer's* jump jets make it fairly mobile, which allows it to close in and use its weapons more effectively than the *Centurion*. For its part, the *Centurion* can hang back and provide covering fire to discourage attacks against the *Enforcer's* paper-thin rear armor. (Davion)

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DRG-1N Dragon

The excellent mobility and armor of the heavy *Dragon* come at the cost of significant weaponry—most medium 'Mechs can out-gun the *Dragon*. Against slow, heavy juggernauts such as the *Hunchback* and *Cyclops*, use the *Dragon's* superior movement to keep out of range of the enemy's larger weapons. Against lighter units, move the *Dragon* in to make effective physical attacks. A full-speed charge attack from a *Dragon* can destroy a light 'Mech in one fell swoop. (Kurita)

MISSILE BOATS

The class of BattleMechs known as "missile boats" are armed primarily with long-range missiles. This allows them to stay safely far away from enemy forces and rain down devastating fire with little risk of being attacked themselves. To make the most of these units, accompanying forces must move forward and prevent the enemy from closing in, a task usually accomplished by skirmishers or strike lances. Move each of your missile boats into a "nest," a good firing position far from the enemy position (about one mapsheet away). Ideally, this spot should have woods for cover and at least one level of elevation to provide line of sight to most of the units on the board. Hex 1303 on the *BattleTech* map is popular for this purpose, especially if the enemy is in the direction of Hex 1403; the attacking 'Mech gains partial cover from the hill.

WTH-1 Whitworth

Colloquially known as the "Worthless," the much-maligned *Whitworth* can be quite effective if used properly. The main reason for this 'Mech's bad reputation is its lack of focus. Armed with a pair of LRM launchers and three medium lasers, the *Whitworth* carries two distinct groups of weapons. Only ten heat sinks means it can't fire all of its weapons at once anyway. To best take advantage of this 'Mech capabilities, use the 'Mech's jump capability to move it into a good firing "nest." Don't worry about firing in the turn you move, because your 'Mech will over-heat and the shot will probably miss. From your position, concentrate on firing your LRMs at distant targets. If any enemies close within the LRM's minimum range, the *Whitworth's* armor, good for a 'Mech its size, allows it to switch to the medium lasers rather than fleeing. (Davion, Kurita)

TBT-5N Trebuchet

The *Trebuchet* can be characterized as a heavier version of the *Whitworth*, though it lacks the lighter unit's jump capability. Because the *Trebuchet's* missile racks are larger, it is a better barrage unit, but without jump jets it takes a little longer to move into firing position. The *Trebuchet* also suffers from an insufficient supply of ammunition. If it runs out of missiles during battle, it must close with the enemy and use its medium lasers to stay in the fight, in much the same way as brawler units. (Marik)

DV-6M Dervish

In some ways, the *Dervish* is more like a skirmisher than a missile boat, but two factors place it in this category. Its maneuverability allows it to move quickly into firing position, and its severe overheating problems prevent it from using all of its weapons in the way a good skirmisher must. To use this 'Mech effectively, try to keep the *Dervish* away from the enemy and

functioning as a lightweight missile boat until its LRM ammo is spent. At that point, bring it in to brawl with the enemy at short range. Ample supplies of SRM ammo allow the *Dervish* to slug it out as long as it can survive. (Davion)

CPLT-C1 Catapult

The heavy *Catapult* exemplifies the missile boat unit, with jump capability to move into position and a potent pair of missile racks. The *Catapult's* main advantage over other missile boats is its fifteen heat sinks, which allow the 'Mech to fire most of its weapons and jump without risking overheating. The *Catapult's* limited supply of ammo means it will ultimately have to close with the enemy, but its heavy armor and four medium lasers make it a good close-range fighter as well. (Liao)

SNIPERS

Though slow-moving, these units carry powerful, long-range weaponry. Because they don't have to close with the enemy to fight effectively, however, their lack of speed represents only a minor weakness. Most sniper units set up a "sniper nest" on the battlefield, in much the same way as missile boats take up and maintain a strategic position. Unlike missile boats, however, snipers are armed with direct-fire weaponry and cannot attack from hiding. To compensate for this necessity, choose a sniper nest far from the enemy force that provides cover in the form of woods and/or Partial Cover. As the enemy advances on your position, attack while staying stationary. As additional protection, assign striker or brawler units to keep fast enemy 'Mechs away from the snipers.

PNT-9R Panther

The *Panther* is truly fearsome for such a small BattleMech. Its Lord's Light PPC can deal serious damage from a distance, and the 'Mech carries sufficient heat sinks to maintain a steady barrage of fire while on the move. Heavy armor and jump capability round out this eminently useful 'Mech's capabilities. In fact, the only drawback to the *Panther's* all-around performance is its slow movement rate. The *Panther* is best suited to fights in confined terrain such as forests and cities. In open terrain the *Panther* should keep its distance, using its range advantage to the fullest. Because the *Panther* is slow, faster units should provide short-range covering fire. (Kurita)

VND-1R Vindicator

The Capellan Confederation loves this 'Mech for good reason. An excellent balance of firepower, armor and heat sinks make the *Vindicator* one of the best medium BattleMechs around. Unlike many 'Mechs its size, the *Vindicator* can use jumping movement and keep up a sustained barrage. To counteract the inherent inaccuracy of firing while jumping, place an Experienced MechWarrior in the *Vindicator*. If piloted by a Regular MechWarrior, this unit is better off standing still like other snipers, because it will have a much better chance of hitting its target. (Liao)

JM6-S JagerMech

The *JagerMech* is under-gunned for a heavy 'Mech and has paper-thin armor, especially in the back. Its weapons inflict relatively minor damage but do possess exceptional range. Combined with a slow movement rate, this 'Mech is suited only

for sniper duty well behind the main line of combat. Find a good sniper nest for the *JagerMech* and leave it there; ample heat sinks and a healthy supply of ammo allow the *JagerMech* to fire continuously. Position a few friendly 'Mechs in the area to prevent enemies from closing with the *JagerMech*, because it is essentially helpless up close. (Davion, Liao)

ZEU-6S Zeus

The *Zeus* represents a poor compromise between speed, firepower and armor. Much like the smaller *Dragon*, the *Zeus*'s large engine leaves little room for armaments. Keep it far from the enemy and use its array of long-range weapons to full effect. The *Zeus* cannot overheat, allowing for longer sustained fire than 'Mechs such as the *Awesome* or the *Banshee* even when on the move. (Steiner)

AWS-8G Awesome

The *Awesome* truly deserves its name. It is slow moving, to be sure, but the massed firepower of its three PPCs more than makes up for any lack of speed. At the beginning of a scenario, maneuver the *Awesome* into shooting position on a hill or other appropriate "sniper nest." Then let it stand still and pound at the opposition with its three massive weapons. It has enough heat sinks to fire all its weapons continuously for several turns without overheating. The most common tactic for this 'Mech is to fire all three PPCs for two turns, bringing the *Awesome*'s heat scale to 4, then fire only two to cool down. In this way, the pilot achieves maximum firepower without any loss in mobility. (Marik)

BNC-3E Banshee

A massive engine and thick armor plating leave little room for weaponry in this unpopular assault 'Mech. When using a *Banshee* as part of your force, you must capitalize on its strengths or it will end up being a 95-ton paperweight. Against a slow-moving enemy, use the *Banshee* as a standard sniper, gunning at long range while your opponents advance. If the enemies are fast, they will probably close in quickly to negate your range advantage. In this situation, use the *Banshee* in the role for which it was originally intended: an ultra-heavy close-assault vehicle. If you face an enemy 'Mech 5 or 6 hexes away across clear terrain, forget about firing weapons; go for the charge attack! A *Banshee* running at full speed can seriously damage or even destroy an opposing 'Mech with a single charge attack. (Davion, Steiner)

JUGGERNAUTS

Juggernauts are slow-moving 'Mechs with excellent short-range firepower. Lacking long-range weapons or speed, juggernauts must rely on brute force to maneuver their way to within attack distance of the enemy. These 'Mechs are usually very well armored so that they can withstand heavy fire as they slowly advance toward the enemy. In theory, this armor is sufficient to allow them to get in a few successful shots—which is all they need to take out their opponents. Team up juggernauts with skirmishers or strikers as escorts, assigning the smaller 'Mechs to flank the enemy 'Mechs and threaten them with attacks against their backs, essentially shepherding them toward your juggernauts!

The three juggernauts shown below all carry the massive AC/20. The most damaging weapon in **BattleTech**, the AC/20 inflicts 20 points of damage to a single location when it hits. This is enough to penetrate the armor of most 'Mechs and can even destroy a light 'Mech with a single attack! Because this powerful weapon has a range of only 9 hexes, most enemies will take great pains to position themselves exactly 10 hexes away from a 'Mech carrying this autocannon. To counter this, use the juggernauts against opponents armed with weapons of similar range profile, such as medium lasers or SRMs. These opponents will have to close to within range of your AC/20 if they want to attack.

HBK-4G Hunchback

The *Hunchback* can deliver devastating short-range firepower with its autocannon, provided it can get close enough to the target. Its back-up weapons are also short-range, and so the *Hunchback* needs to get in close to have any effect at all. For this reason, it is best used in defensive situations where the opponent has no choice but to come to you or at least try to move past you. Try to anticipate when the enemy 'Mech will be in range of your cannon and plan to remain stationary or walk (if necessary) that turn so that your shot will be as accurate as possible. The *Hunchback* doesn't have much ammo to spare and usually gets only a few chances at a good shot. Make each one count! (Marik)

CP-10-Z Cyclops

Unlike most BattleMechs its size, the *Cyclops* gives up armor protection in favor of speed and firepower. Unfortunately, the *Cyclops* carries mainly short-range weaponry, so it must advance close to the enemy, exposing itself to fire, to attack. To help keep the *Cyclops* alive, keep it moving. Try to move at least 3 hexes per turn so your opponent has a to-hit modifier against you. Like the *Hunchback*, the *Cyclops* is best suited to defensive missions where the enemy forces come to you. It can fire away with its LRMs until the targets are within 9 hexes and then let loose with its short-range weapons. With an ample 20 rounds for its AC/20, the *Cyclops* should attack with that weapon if even the smallest chance exists of the shot hitting its target. You should never pass up the opportunity to inflict so much damage. (Davion)

AS7-D Atlas

Don't tell your opponent, but the *Atlas* isn't as scary as it looks. This massive 'Mech is painfully slow and carries an arsenal of exclusively short-range firepower, with the exception of a single LRM-20 rack. In the right situation, however, the *Atlas* can be a devastating weapon. Like all juggernauts, it is at home in a defensive role. In any other situation, run as fast as you can toward the enemy. Don't worry about taking cover; that will just slow you down. The *Atlas* has more armor than any other 'Mech in the game and can easily withstand whatever your opponent throws at it. Try to move adjacent to an enemy 'Mech whenever possible and make a punch attack instead of using medium lasers; a punch inflicts twice as much damage and generates no heat! (Kurita)

SCENARIO 1: SHOWDOWN

It is a sad indictment of our times, and of the human race as a whole, that war has become a commonplace occurrence. Border skirmishes, uprisings, raids, rebellions—call them what you will—happen with such frequency that most outbreaks of armed hostility aren't even newsworthy any more. Though this seeming indifference stems partly from governmental news blackouts, it is a fact that war simply isn't the ratings-grabber it once was. People have grown numb to the carnage; they prefer to concentrate on their daily lives so that they need not think about the horrors occurring just a few worlds away.

In this age of constant conflict, the Fourth Succession War stands out as the most important event of our times, though few will recognize it as such for decades to come. The Fourth War taught the people of the Inner Sphere that large-scale conquest was possible—a lesson better left unlearned.

This lesson prompted the Duchy of Andurien, which was chafing under its long attachment to the Free Worlds League, to attempt to conquer its neighbor mere months after the Duchy seceded from its parent state.

Granted, the Capellan Confederation had been severely weakened by recent Davion aggression, which made it a tempting target. The Andurien alliance with the Magistracy of Canopus, a large but politically insignificant Periphery realm, was another factor that gave rise to the invasion; the Magistracy connection gave the Duchy the troops it needed to make the attempt. However, without the example set by Hanse Davion—that one realm could accomplish the simultaneous conquest of multiple systems—it is doubtful the invasion ever would have occurred.

The citizens of Betelgeuse, New Roland, Andarmax and the other worlds attacked by Andurien and Canopian troops should therefore aim their aggression not at their Andurien neighbors—whom the Free Worlds League will surely punish for their military adventurism—but spinward, to Hanse Davion and his new Federated Commonwealth. This power-hungry superstate threatens to engulf the entire Inner Sphere with the same blitzkrieg tactics that swallowed a third of the Capellan Confederation in less than two years.

One should never forget the injustices of the past. But it is often wise to forgive, especially when a larger injustice looms just beyond the horizon.

—Excerpted from *Life After the Fourth War* by Otis Harding, Ph.D., a pamphlet circulated by Sian Literature in 3038

SITUATION

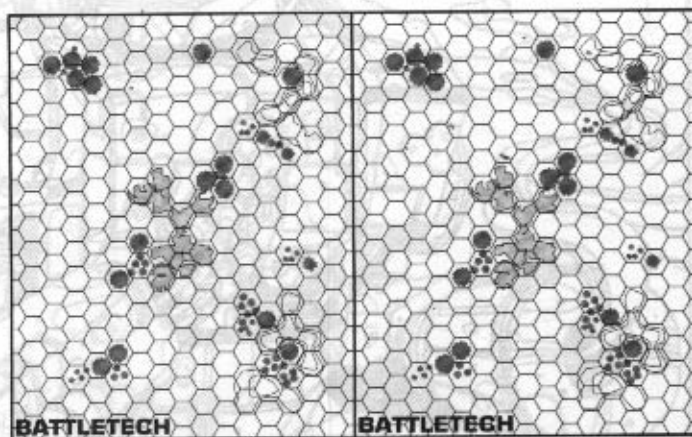
Near Fimir Weaponry, Betelgeuse
Sian Commonality, Capellan Confederation
16 February 3031

The invading Andurien forces made seizing the weapon plants on Betelgeuse a priority in their campaign to take over the Capellan Confederation. The fanatically loyal MechWarriors of House Kamata, who defended the sites, refused to give an inch of ground to the attackers. Ultimately, the Anduriens were forced to give up on the conquest of Betelgeuse.

In any war, advance forces scout for the enemy so that the main body of troops knows where to go. Often these scouts clash with their counterparts from the opposing army, with explosive results. One such encounter took place in the hills near the main Fimir Weaponry factory on Betelgeuse.

GAME SET-UP

Place both **BattleTech** maps as shown. North is up.



DEFENDER

The defender consists of a medium lance of the Capellan Warrior House Kamata.

Commander David Chen (Piloting 3, Gunnery 2),
CPLT-C1 *Catapult*
Subcommander Leland Peabody (Piloting 4, Gunnery 3),
VND-1R *Vindicator*
Subcommander Howard Mulvannery (Piloting 4, Gunnery 3),
CLNT-2-3T *Clint*
Subcommander Joel Porter (Piloting 4, Gunnery 3),
HER-2S *Hermes II*

Deployment

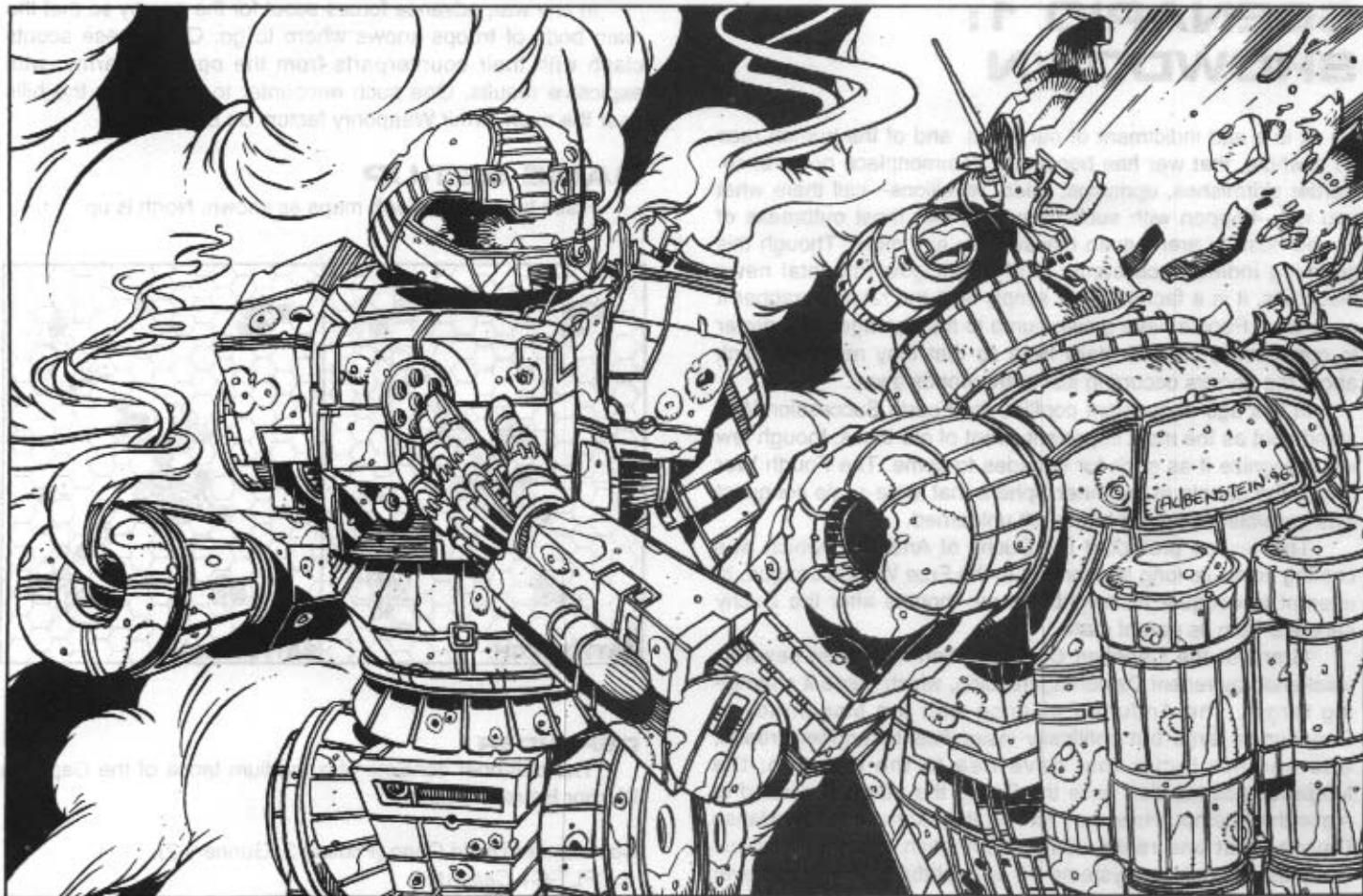
The defender may choose any one of the map edges as his home edge. The defending forces may be placed anywhere within three hexes of their home map edge, with any facings the defending player desires.

ATTACKER

The attackers are a medium lance of the 3rd Andurien Defenders.

Lieutenant Ulric Fahey (Piloting 3, Gunnery 2),
TBT-5N *Trebuchet*
Serjeant Daniel Priestly (Piloting 3, Gunnery 4),
HBK-4G *Hunchback*
Serjeant Edward Running Elk (Piloting 4, Gunnery 3),
CDA-2A *Cicada*
Serjeant Marion Trafalgar (Piloting 4, Gunnery 3),
ENF-4R *Enforcer*

SHOWDOWN



Deployment

The attackers start the game off the map. The attackers' home map edge is the edge opposite the defender's home edge. For example, if the defender chose the north edge, the attacker's home edge is the south. The attacking 'Mechs enter the map through their home edge during the Movement Phase of Turn 1.

VICTORY CONDITIONS

This scenario is a fight to the finish; neither side is willing to give ground to the other. The scenario ends when all the 'Mechs on one side or the other are destroyed. The winner is the side with surviving units when the scenario ends. If the winning side has three or four surviving 'Mechs, that side wins a Decisive victory.

SPECIAL RULES

This scenario has no special rules, though they can be added if both players agree (see **Variations**, below).

VARIATIONS

This scenario simulates a straightforward battle—two enemy lances meet on the field and only one survives. With a few simple adjustments to pilot skills, terrain and/or other battle conditions, this scenario can be played dozens of times. The

following suggested variations can be applied to any of the other scenarios in this book as well.

Pilot Skills

The MechWarriors in this scenario are experienced pilots; their lower Gunnery skills ensure that more attacks will hit their targets, which makes the scenario play faster. For a longer-lasting and more challenging scenario, raise all of the pilots' skills by 1 point.

Night Battle

Night conditions apply a +2 modifier to all weapon attack to-hit numbers. Physical attack to-hit numbers are unaffected by darkness.

Terrain

Players can significantly change the scenario by altering the map terrain, if both players agree to change one terrain type to another. For example, players may agree to treat all Woods hexes on the mapsheets as Heavy Woods or Light Woods, or even as Clear terrain. Alternatively, you can draw your own maps on the blank back side of each mapsheet.

FASA also offers additional full-color maps in the various **BattleTech** map sets. Players can use any of these maps in place of the map provided in the **BattleTech, Fourth Edition**, boxed set.

SCENARIO 2: BEHIND ENEMY LINES

HQ: Lancer 10-B, do you copy? This is Lancer 1, over.

Lt. Burke: Roger HQ, this is Burke, what's the problem?

HQ: No problem, beta; just have a special delivery for you.

Lt. Burke: Oh, wonderful. What is it this time? More Capellan tea for General Duncan ... ?

HQ: Cut the backtalk, Lieutenant. Here's the assignment. One of our *Commando* pilots scouting the jungle south of the river was forced to eject after hitting a minefield. Your lance is to go in and get him out, no matter what opposition you might find.

Lt. Burke: All this trouble for some green-boy *Commando* pilot?

Sgt. Poe: I heard that, sir!

Lt. Burke: Get off the line, Poe! Anyway, what's the big deal? Can't he walk home?

HQ: He's too deep in enemy territory.

Lt. Burke: Then send in a hovertruck. Come on, we have better things to do than nursemaid the Dispossessed.

HQ: Look, the colonel says this guy has intel about enemy troop movements, but his radio is out. There's a heavy 'Mech lance patrolling the region that could blast right through our light hover units. Besides, he's one of our guys, and he's hip-deep in Liao scum. So get to him and pull him out of the hot zone. And don't get your butt shot off in the process. Is that clear?

Lt. Burke: Which side of bed did you get out of this morning?!

HQ: That's enough, Burke. Over and out.

—Excerpt from transmission log of Lieutenant Harlan Burke, Fourth Crucis Lancers, 29 September 3028

SITUATION

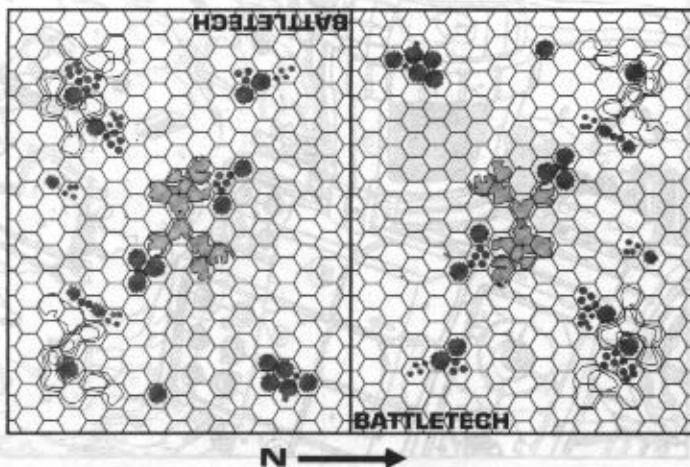
*Wilderness North of Ulan, Tikonov
Tikonov Commonality, Capellan Confederation
29 September 3028*

The Fourth Succession War comprised hundreds of battles on dozens of worlds. The campaign to conquer Tikonov, capital of the Tikonov Commonality and a vital Capellan industrial center, was one of the largest ever staged. The Davion forces included all eight Regimental Combat Teams of the Crucis Lancers. Defending the planet were six 'Mech regiments, in addition to Tikonov's eighty-regiment planetary militia. The fighting was bloodiest outside the fortified capital city of Tikograd, but other major battles took place all over the world.

In one such battle the Fourth Crucis Lancers attempted to seize the city of Ulan from the Second Chesterton Voltigeurs. While the Lancers' vehicles and infantry flanked the city to the east and west, their BattleMechs came in from the north across the Ulan River. The Lancers expected the Voltigeurs to fight from the safety of the city; instead, the Voltigeurs disobeyed orders and moved their troops out of Ulan to intercept the incoming Lancers. Had the Lancers not been warned about the surprise advance by one of their scouts, the battle might have gone quite differently than it did.

GAME SET-UP

Place both **BattleTech** maps joined at the hex row marked 01xx, as shown. North is to the right.



DEFENDER

The defender consists of a medium lance of the Second Chesterton Voltigeurs patrolling the region. Though they are unaware of the Lancer scout's presence nearby, they are prepared for an attack from the north.

Commander Hsien (Piloting 4, Gunnery 3), CPLT-C1 *Catapult*
Subcommander Weiss (Piloting 5, Gunnery 3),
JM6-S *JagerMech*
Subcommander Trent (Piloting 5, Gunnery 4),
TBT-5N *Trebuchet*
Subcommander MacKay (Piloting 5, Gunnery 4),
PNT-9R *Panther*

Deployment

The south edge of the map is the defender's home edge. The defender sets up first, after the attacker has secretly decided where the scout is located (see **Special Rules**). The defending player may place his 'Mechs in any hexes and with any facing on the south mapsheet.

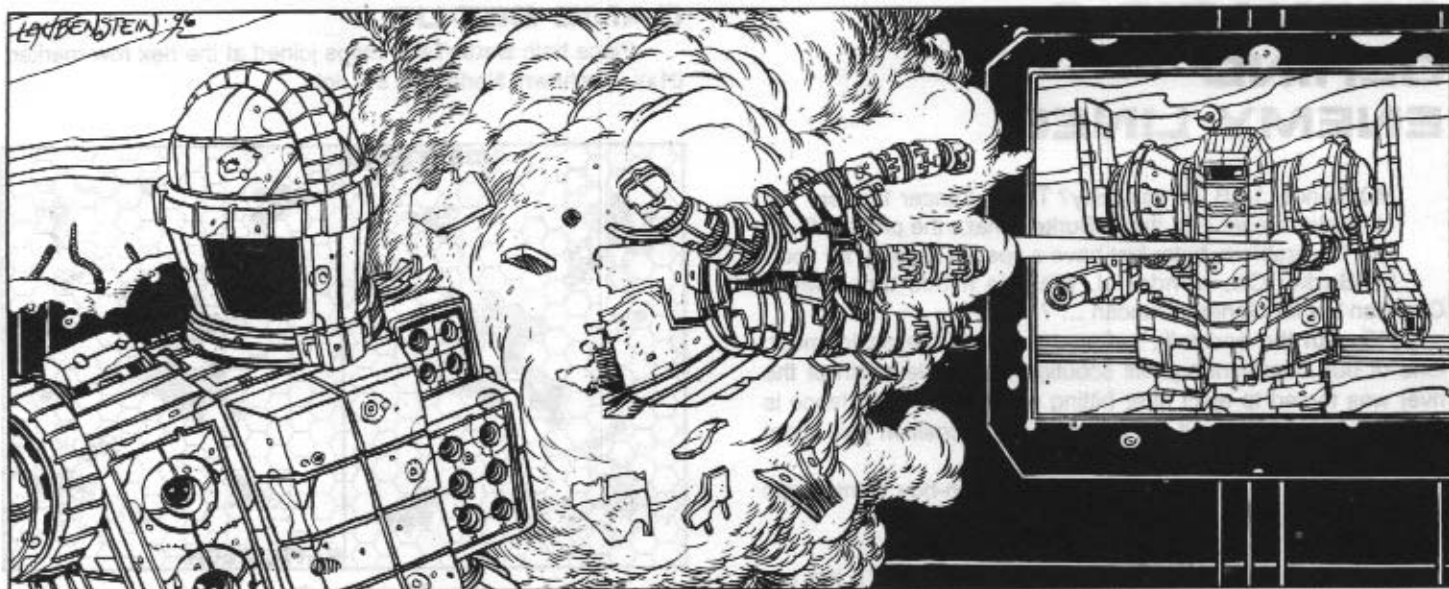
ATTACKER

The attacker consists of a quick-strike lance from the Fourth Crucis Lancers.

Lieutenant Burke (Piloting 3, Gunnery 3), GHR-5H *Grasshopper*
Sergeant Jackson (Piloting 4, Gunnery 4), DV-6M *Dervish*
Sergeant Aguirre (Piloting 4, Gunnery 4), CLNT-2-3T *Clint*
Sergeant Poe (Piloting 5, Gunnery 4), COM-2D *Commando*

Deployment

The north map edge is the attacker's home edge. The attacking units enter from the north edge during the Movement Phase of Turn 1.



VICTORY CONDITIONS

The attacking units must pick up the scout and move it off the north edge of the map (see **Special Rules**, below). The scenario ends when the scout unit moves off the north edge of the map or when all the attacking 'Mechs are destroyed, whichever happens first.

The attacker wins a Decisive victory if he moves the scout off the north edge of the map *and* at least two of his 'Mechs survive. If only one 'Mech survives and moves off the map with the scout, the attacker wins a Marginal victory.

The defender wins a Decisive victory if he destroys all of the attacking 'Mechs *and* at least two of his own 'Mechs survive. If the defender destroys all enemy 'Mechs but only one of his own units survives, he wins a Marginal victory.

SPECIAL RULES

Before the defender deploys his forces, the attacker secretly chooses a target hex for the scout. The target hex must be within four hex rows of the south edge of the map and cannot be within four hexes of any other map edge. The attacker then writes down the target hex's number on a slip of paper, which he folds and gives to a neutral party for safekeeping (or the defending player can put the paper in his pocket without looking at it).

The attacking player may reveal the target hex to the defender during any End Phase. Any attacking 'Mech can pick up the scout by occupying the same hex that the scout occupies during an End Phase (including the End Phase in which the scout's location is revealed). In addition, a 'Mech that retrieves the scout can pass it to any friendly 'Mech in an adjacent hex during any subsequent End Phase. Defending 'Mechs cannot pick up the scout, though they can enter the hex the scout occupies. The scout cannot move on its own. A 'Mech carrying the scout is not restricted in its movement or attacks.

If a 'Mech carrying the scout is destroyed, place the slip of paper in the hex previously occupied by that 'Mech. Any other attacking 'Mech in play can retrieve the scout by occupying that hex during any End Phase.

VARIATIONS

This scenario is an example of an extraction raid. Other types of extraction raids involve targets such as high-tech weapons and secret formulas. When playing extraction raids in general, use the same number of 'Mechs on each side and make the attacking units one weight class lighter than the defenders. Though the defenders should be somewhat slower than the attackers, don't make the speed gap too wide. Giving the attackers an extremely fast jumping 'Mech such as the *Spider* or *Assassin*, for example, will enable them to move too quickly and get away with the target too easily. Within that limitation, your options depend largely on the target of the raid.

For example, the target of the extraction might be a top-secret electronic code key. Because the attackers consider it as vital to retrieve this item as the defenders do to hang on to it, both sides are likely to field heavier BattleMechs. Use the scenario rules given above, but with the following forces:

Defender

Captain Albertson (Piloting 4, Gunnery 3), CP-10-Z *Cyclops*
Subcommander Wang (Piloting 5, Gunnery 3),
AWS-8Q *Awesome*
Subcommander Lewis (Piloting 5, Gunnery 4),
CPLT-C1 *Catapult*
Subcommander Korsakov (Piloting 5, Gunnery 4),
VND-1R *Vindicator*

Attacker

Captain Smythe (Piloting 3, Gunnery 3),
GHR-5H *Grasshopper*
Sergeant-Major Hoffmann (Piloting 4, Gunnery 4),
QKD-4D *Quickdraw*
Sergeant Kline (Piloting 4, Gunnery 4), DV-6M *Dervish*
Sergeant Bess (Piloting 5, Gunnery 4), CLNT-2-3T *Clint*

SCENARIO 3: DIVIDED WE FALL

All my life, I always wanted Father to be proud of me.

Father was a Force Commander in the Marik Guards. Born on Atreus, he always had been a staunch League supporter. He believed the League needed strong central power if it was to survive the Succession Wars, and to him that meant giving more authority to the Captain-General and the LCCC.

Mother was born on Cursa in the Duchy of Andurien, about as far from the heart of the Mariks' influence as you can be in the League. Her father was an interstellar trader. After his wife died, he comforted himself with the company of his only daughter on an extended business trip through the Marik Commonwealth.

It's a cliché, but love works in mysterious ways.

Our parents met in a club on Berenson, and I know it sounds corny, but it was love at first sight. Despite their political differences, they were married within weeks of their first date. Though many such marriages end in disaster, theirs beat the odds, lasting almost twenty years before Father was killed during the Civil War of 3014.

By then I was already serving in the Marik Militia, constantly bucking for a transfer to the Guards so I could be just like my father and fight for the good of all the people of the League. Luc was still at home, at that impressionable age when his brain soaked up all of mother's ideas about politics and separation.

The Civil War and Father's death destroyed any sympathy my mother felt for his politics, and she soon moved back to Cursa with Luc and our little sister, Anna. I was married with a son by that time, but I still felt hurt that she left me behind, pulled up stakes and returned to Andurien after all Father had done for the family; after all the Mariks had done for us.

Now, as I write this by the light of my 'Mech's monitors, I wonder what it all was for, all the training and fighting, all the talk of independence and unity and patriotism. What does matter when I have my own brother's blood on my hands?

I wonder if Father is proud of his first son now?

—Excerpt from the journal of Sergeant Gerrard LeBlanc, 4 January 3037

SITUATION

The Plains of Despair, Cursa

Duchy of Andurien, Free Worlds League

3 January 3037

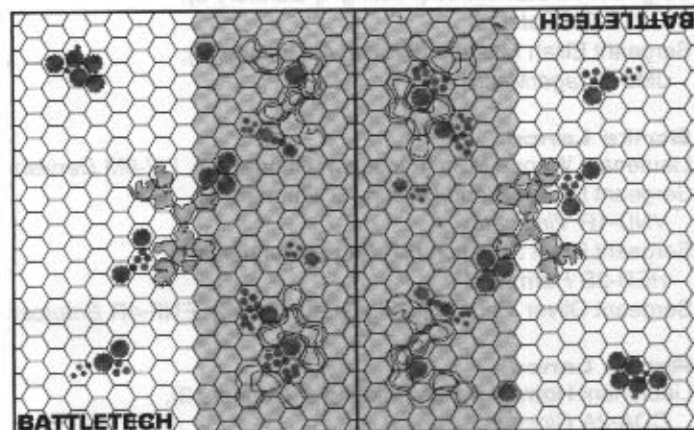
Together with the Twenty-fifth Marik Militia, the First Free Worlds Guards attacked the Andurien world of Cursa on 4 December 3036, expecting to face only light resistance. After a short series of battles against the defending militia units, the defenders appeared to accept their defeat. Appearances proved deceptive, however, because a battalion of the Fourth Defenders of Andurien remained on the planet in hiding.

On 3 January 3037, a terrorist bomb exploded in the First Guards' command center, killing many senior officers and the occupying forces' commander, Colonel Alcáia. The ensuing chaos prevented the garrison from mounting an effective defense against an attack by the Fourth Defenders. Though the garrison troops maintained command integrity, the green

Twenty-fifth Militia posed no obstacle to the veteran Defenders, and the Guards took severe casualties. Taking this humiliation in stride, the new commander of the Guards, Colonel Alfred Gradjeda, quickly organized an effective series of mopping-up operations across the planet to round up the remaining Andurien units, though it was another three months before the world was finally declared secure.

GAME SET-UP

Place the **BattleTech** maps as shown. The shaded area shown on the map indicates the defending side's deployment zone. North is up.



DEFENDER

The defender consists of two heavy lances from the First Free Worlds Guards.

Command Lance

Lieutenant, sg Elsa Sullivan (Piloting 3, Gunnery 3),

BNC-3E *Banshee*

Staff Sergeant Paul Weiss (Piloting 4, Gunnery 3),

AWS-8Q *Awesome*

Sergeant Tara Lemke (Piloting 4, Gunnery 4),

HBK-4G *Hunchback*

Sergeant Gerrard LeBlanc (Piloting 4, Gunnery 4),

HBK-4G *Hunchback*

Support Lance

Lieutenant, jg Richard Carter (Piloting 4, Gunnery 3),

ZEU-6S *Zeus*

Sergeant Alex Hale (Piloting 4, Gunnery 4), QKD-4D *Quickdraw*

Sergeant Poly Reardon (Piloting 5, Gunnery 4),

TBT-5N *Trebuchet*

Sergeant Ophelia Inez (Piloting 5, Gunnery 4),

WHT-1 *Whitworth*

Deployment

The defender's home map edge is the west edge. The defender sets up first. Both lances start play on the map, set up in the mapsheet quadrants that contain the four hills (see the shaded area shown on the map above; hex rows numbered

DIVIDED WE FALL

09xx to 15xx on both mapsheets, including the unnumbered row of hexes where the mapsheets join). Within this area, the defenders may be placed in any hexes with any facing.

ATTACKER

The attacker consists of a medium company of the Fourth Defenders of Andurien.

Command Lance

Force Captain Michael Griffith (Piloting 3, Gunnery 2),

AWS-8Q *Awesome*

Banner Reginald Mulcahy (Piloting 4, Gunnery 3),

GHR-5H *Grasshopper*

Sergeant Uri Samsonov (Piloting 4, Gunnery 3),

CPLT-C1 *Catapult*

Sergeant Elijah Masters (Piloting 4, Gunnery 3),

JM6-S *JagerMech*

Strike Lance

Lieutenant Wanda Mills (Piloting 4, Gunnery 3), DV-6M *Dervish*

Sergeant Louis Roland (Piloting 5, Gunnery 4),

VND-1R *Vindicator*

Sergeant Brian Solomon (Piloting 5, Gunnery 4),

HER-2S *Hermes II*

Sergeant Oliver Tibbs (Piloting 5, Gunnery 4), ENF-4R *Enforcer*

Recon Lance

Lieutenant Howard Jones (Piloting 4, Gunnery 3),

CDA-2A *Cicada*

Sergeant Caleb Hughes (Piloting 4, Gunnery 4),

SDR-5V *Spider*

Sergeant Luc LeBlanc (Piloting 5, Gunnery 4), CLNT-2-3T *Clint*

Sergeant Sarah Uberoth (Piloting 5, Gunnery 4),

CLNT-2-3T *Clint*

Deployment

Each lance of attackers will arrive individually. The Recon Lance enters the map on Turn 1, and the Strike Lance arrives on Turn 3. Each arriving lance enters during the Movement Phase on any map edge, chosen by the attacking player at the beginning of that lance's turn of arrival. The Command Lance lacks the maneuverability of the other two lances and enters the map through the east edge during the Movement Phase of Turn 5.

VICTORY CONDITIONS

The scenario ends when all the 'Mechs on one side or the other either have been destroyed or moved off the map. Note the scenario cannot end until all the attacking units have entered the map, on Turn 5 or later.

The attackers win a Decisive victory if they survive at the end of the scenario and no more than two defending 'Mechs retreat off the map. The victory is Marginal if more than two defending 'Mechs escape off the map.

The defenders win a Decisive victory if all the attacking 'Mechs are destroyed. They win a Marginal victory if they destroy at least six attacking 'Mechs and retreat at least three of their 'Mechs off the map through the west edge.

SPECIAL RULES

The First Free Worlds Guards are badly demoralized after the bombing of their command center. The unit must struggle to regain its cohesion and fight back against the Andurien units before the attacker's slower elements catch up to the forward units and tip the odds against the garrison troops.

The defenders cannot retreat until they have been outnumbered by attacking units. No defending 'Mech may end its movement outside the deployment zone (shaded area on the map above) until the attacking Command Lance enters the map in Turn 5.

To represent their shaken morale and the loss of their commander, the defenders suffer a -1 modifier to their Initiative die rolls for the first two turns. Ignore this penalty during Turns 3 and 4, but increase it to -2 when the enemy Command Lance enters the map in Turn 5. The -2 modifier applies from Turn 5 until the end of the scenario.

The attackers cannot retreat units off the map in this scenario.

VARIATIONS

This scenario represents a fairly large-scale **BattleTech** game. For an even larger game, allow the First Free Worlds Guards a chance to turn the tables on the Andurien troops by giving them a lance of reinforcements from the Twenty-fifth Marik Militia. Use the same forces and conditions as above, with the following changes.

Defender

The following lance of the Twenty-fifth Marik Militia enters the map from the west edge during the Movement Phase of Turn 6.

Lieutenant Earl Richter (Piloting 5, Gunnery 4), AS7-D *Atlas*

Sergeant Carla Saunders (Piloting 5, Gunnery 4),

JM6-S *JagerMech*

Sergeant Ned Ellison (Piloting 6, Gunnery 5), DRG-1N *Dragon*

Sergeant Xiaphong Quan (Piloting 6, Gunnery 5),

PNT-9R *Panther*

Victory Conditions

The scenario still ends when all the 'Mechs on one side or the other are destroyed, but use the following victory conditions. The attackers win a Decisive victory if they destroy all the defending 'Mechs and at least six of their own BattleMechs survive. They win a Marginal victory if less than six of their own 'Mechs survive.

Special Rules

Neither side can retreat off the map.

The Initiative penalties for morale apply as described above, but ignore the penalty after the reinforcements arrive in Turn 6 and for the remainder of the scenario.

SCENARIO 4: IN THE CHAMPION'S SHADOW

I still hate that dead bastard Xiang, even after all these years.

Everything was set; our match against the Mavericks scored a sell-out crowd at Steiner Stadium—all 44,000 seats sold months in advance. The Mavericks were a well-established Unlimited Class team, but we were up-and-comers, fresh off twelve straight wins in the Reaches. This was the Bad Bloods' shot at the big time, baby.

I worked so hard to get that fight. I invested my life savings in my 'Mech and wagered what was left. Me and Angel, God rest her soul, expected steep odds against us. We had a good record out in the sticks but had never played the big time, and the Mavericks were well known in the city. With a sell-out crowd, betting would be brisk, and our cut would be sweet.

That all changed on the twenty-second of May, 3027.

No one knows all the details, and the case is still open with the Solaris police. What I heard is that the famous Solaris champion Gray "Legend Killer" Noton was murdered by some yakuza agent who wanted to nudge Justin Xiang to challenge Phillip Capet for the championship. And that's exactly what happened.

Apparently, Xiang and Noton had become close friends, and Noton's death sent him right to the Valhalla Club to challenge Capet, who some say was responsible for the hit. (That's a load of baloney, but I guess Justin bought it.)

Anyway, that's all beside the point. They set their match for May 26 in Ishiyama—the same day as my match against the Mavericks! Can you believe it? I immediately lodged a complaint with the dueling commission, but they weren't any help. Hell, they were probably in on the whole thing.

When the day of the fight arrived, media attention was placed firmly on the match between Justin Xiang and Phillip Capet. No one paid any attention to our match, even though it was broadcast locally. And that added to the humiliation; those few who tuned into our fight instead of the "big game" got a good shot of half-empty stands. I got to admit, though, the big guys put on a good show. I heard that there was some serious monkey business going on over at Ishiyama, with Capet bringing in some ringers to even the odds. But their duel couldn't hold a candle to ours.

The stadium operators were in rare form that day, raising and lowering the arena's walls, platforms, and pylons faster than I'd ever seen. I didn't mind, because my *Hunchback* was good at short-range slugfests, and that's what this fight was supposed to be.

After indulging in the usual tap dancing that goes on in the beginning of any match, the wall in front of me snapped down and bang—there's Tanaka's *Panther* staring me right in the face! I opened up with my lead-belcher pointblank into that smug drag and sprayed his cockpit across the arena floor.

Funny thing is, while I scored that killer shot on the *Panther*, the other Maverick was chewing my sister's *Jenner* to dust. When Equalizer and I finally faced off in the center of the ring, the platform we were on started to rise. The arena operators hit our 'Mechs with spotlights as we circled each other, trying for just the right shot.

The crowd, what crowd there was, went wild! They loved it. Finally, we both just let loose with everything we had. I remember I blew the ammo feed on my cannon that day, I was firing the damn thing so fast.

When the smoke cleared, there I stood in my *Hunchback*, barely a scratch on it, with Equalizer's *Enforcer* on the ground at my feet. I raised my arms in victory, and the cheers came through like you wouldn't believe. There I stood in the spotlight, a thing of beauty. The Bad Bloods' thirteenth straight win.

Lucky number thirteen. Didn't even occur to me until now.

Even though we won, the no-shows and the non-existent betting forced us to pack it in after that. A good record doesn't really help your rep if there's no one around to see you win, and on that day everyone was watching Xiang's "historic" championship match. Bastard.

Yeah, I heard all that stuff about how Xiang was some sort of secret Davion agent, and how he helped blast apart the Liaos from the inside during the Fourth Succession War. That's all well and good, but he ruined my career, damn it!

—Excerpt from an interview with Bart "Quasimodo" Marston for *Hard Luck Stories of Solaris VII*, Volume Ten, 5 January 3052

SITUATION

Solaris City, Solaris VII (The Game World)

Rahneshire, Lyran Commonwealth

26 May 3027

It seems to be a fact of modern life that if money can be made at something, someone will find a way to cash in. This axiom forms the basis for the economy on Solaris VII, the so-called Game World. The first organized 'Mech duels on the planet took place in 2695 as test matches between new and old designs by Solaris's various 'Mech-producing firms. Only select audiences of corporate executives with an interest in performance ratios, and their guests, viewed these matches. The fights proved so exciting, however, that within a year 'Mech contests had become a regular entertainment feature broadcast to the Solaris populace.

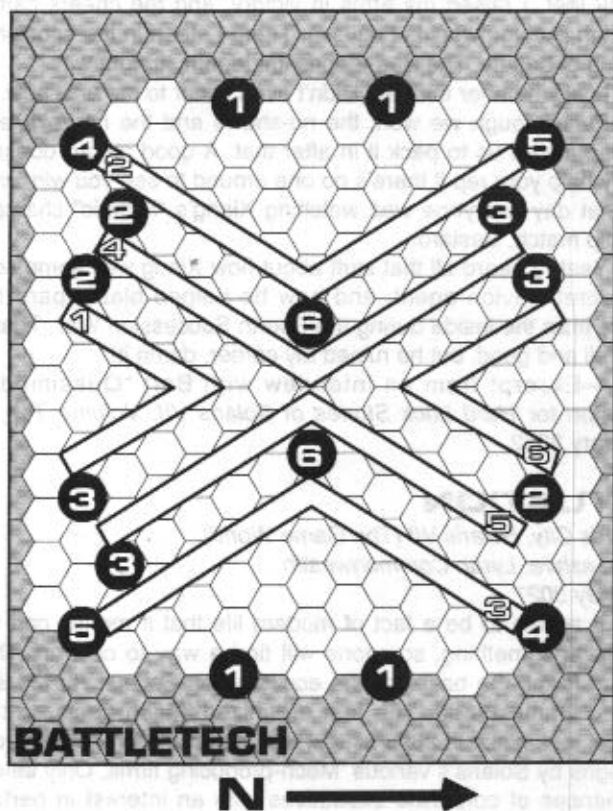
By 2750, full-scale battles were common. As money from betting poured in, the economic importance of the 'Mech contests grew. And though the planet has since gone through boom and bust periods, the games remain big business, with viewers across the Inner Sphere watching recorded matches.

One such match, watched live by a relatively small audience because it occurred simultaneously with one of the most infamous championship matches of all time, was a rare battle between the favored Mavericks and a team of newcomers, the Bad Bloods. The fight took place in Steiner Stadium, a coliseum-like structure with hydraulic lifts in the floor of the arena that raised walls and pylons unexpectedly, providing an ever-changing battlefield for the bloodsport of BattleMech dueling.

IN THE CHAMPION'S SHADOW

GAME SET-UP

Place one **BattleTech** mapsheet face-down as shown. Draw the walls and pylons indicated directly on the map, or use slips of construction paper or poster board to represent the walls and pylons of the arena. These features will be raised and lowered at random during the scenario, so keep a few extra dice on hand to indicate which features are raised and to what elevation level. To determine the initial configuration of the arena and for rules on obstacle movement during the game, see **Special Rules**.



DEFENDER

The defender consists of the Bad Bloods dueling team.

Angela "Tempest" Marston (Piloting 3, Gunnery 2),
JR7-D Jenner
Bart "Quasimodo" Marston (Piloting 4, Gunnery 3),
HBK-4G Hunchback

Deployment

The defender's 'Mechs start the scenario standing in Hexes 1314 and 1413 of the mapsheet, both facing northwest.

ATTACKER

The attacker is the Mavericks dueling team.

Jason "Equalizer" Yasbek (Piloting 3, Gunnery 2),
ENF-4R Enforcer
Hohiro "T-Bone" Tanaka (Piloting 4, Gunnery 3),
PNT-9R Panther

*Tanaka's *Panther* has been modified for use in the close confines of the dueling arena. Remove the PPC from the 'Mech's right arm. In its place, add a large laser, a medium laser, and an additional heat sink (for a total of 14 heat sinks).

Deployment

The attacker's 'Mechs start the scenario standing in Hexes 1302 and 1402 of the mapsheet, both facing southwest.

VICTORY CONDITIONS

This is a fight to the finish. The team that destroys the other team's 'Mechs is the winner.

SPECIAL RULES

The arena is surrounded by a wall. No 'Mechs may move off the map edge.

The floor of the Steiner Stadium is rigged with walls and pylons that rise and fall using hydraulic pistons concealed under the floor of the battlefield. Use the following rules to simulate these unusual battlefield features.

Walls

The walls are raised and lowered at random during the scenario. Lowered wall sections are flush with the arena floor and are treated as clear terrain.

Raised wall sections should be marked with a die, with the top face of the die showing the elevation of the wall. Raised wall sections are treated in all ways as hills of the same elevation, so they block line of sight, may provide Partial Cover, and so on.

Arena walls are thick and wide enough to support the weight of a BattleMech. However, any 'Mechs standing on a lowered wall section when it is raised must make a Piloting Skill Roll. If the roll fails, the 'Mech falls and remains on the wall in a prone position after falling.

Pylons

The twelve pylons are raised and lowered in numbered groups as indicated on the map. Lowered pylons are flush with the arena floor and are treated as clear terrain.

Raised pylons should be marked with a die, with the top face of the die showing the elevation of the pylon. Raised pylons are treated in most ways as hills of the same elevation, and so they block line of sight, may provide Partial Cover, and so on.

Unlike walls, pylons cannot support the weight of a BattleMech. 'Mechs may not move into a pylon hex if the pylon is raised and may not jump or climb on top of a pylon. Any 'Mech standing on a lowered pylon when it is raised will fall off the pylon into one of the six surrounding hexes. Roll on the Facing After A Fall Table (p. 27, **BTC:RoW**) to determine the direction of the fall. Re-roll if the result calls for the 'Mech to fall into a hex that has a higher elevation than the pylon.

Obstacle Movement

Before the battle begins, each player rolls 1D6 twice. The outcome of the first roll indicates which wall section is raised; the outcome of the second indicates which group of pylons is raised. Because both players make these rolls, two wall sections and two groups of pylons may be raised when the battle

DEAD MAN'S HAND

begins. If the result of the second player's roll indicates a wall section or group of pylons that are already raised, that obstacle is lowered, which means it is possible to start with a featureless arena.

During set-up, re-roll a die result that calls for the pylon groups numbered 4 or 5 to be raised, because BattleMechs start play in those hexes.

Whenever an obstacle is raised, roll 1D3 to determine the level to which the obstacle is raised. (To roll 1D3, roll 1D6 and count a 1 or 2 as 1, 3 or 4 as 2, and 5 or 6 as 3.) When obstacles are lowered, they always become flush with the arena floor (Level 0).

During the End Phase of every turn, both players roll 1D6. A die result of 1 or 2 means a wall section is raised or lowered, and a result of 5 or 6 means a group of pylons is raised or lowered. In either case, the players make a second 1D6 roll to determine which wall section or group of pylons changes position. If that obstacle is currently lowered, it is raised; if it is raised, the obstacle is lowered.

VARIATIONS

You can re-use the arena to fight battles between other groups of 'Mechs, though the small size of the map means weapons with minimum ranges such as LRMs will be at a disadvantage. Also note that battles involving more than three or four 'Mechs on each side will get a bit crowded.

The Steiner Arena is just one example of a map you can create by using the blank back of a **BattleTech** mapsheet. Try your hand at creating other "arena" settings and terrain layouts.

SCENARIO 5: DEAD MAN'S HAND

It's not like we goofed off and played cards on duty all the time. It's just that garrison duty can get really nerve-racking. I know you've probably heard that before, but believe me—until you've stood on the line for four shifts straight with no break, you've got no idea what the word "garrison" even means.

Anyway, we were all out of our 'Mechs and playing cards. And not that *drax* game, either. These days, it seems like all anyone plays is four-card *drax*, 'specially when money's on the line. In these parts, though, we play good old-fashioned poker.

So we're playing stud poker, and there's a pretty big stack of M-bills on the table. We're down to the last card, and I've got a hand full of junk. Lieutenant Henderson's sitting across from me, looking real smug. What a poker face, I'm thinking. I'll bet he's got something real hot, like three of a kind or two pair already. The boss was always lucky at cards—which was good for him, since he stunk at bluffing.

So Paxton, on my left, starts dealing the last cards. I got a lady to match one I already had and completely blew my cool. And I said the boss's poker face was bad! You could probably hear my whoop half way to Atreus. Heck, the pot was big enough anyway; let 'em all fold.

The corporal got his fifth card, and looked stone-faced as usual. That kid sure can bluff. The boss must've gotten something good, 'cause his eyes widened a bit when he looked at his card.

Paxton dealt herself the last card and set the deck down on the ammo crate we were using for a table. As I started counting my winnings in my head, the corporal said he heard something. We all got real quiet, and I realized that he'd heard the radar warning beeps coming from the cockpits of our 'Mechs.

The boss placed his cards on the table, real careful. As he stood up, he said "Nobody touch the cards. This isn't over yet."

We all looked at each other; then he suddenly yelled "Move out!" Scared me half to death.

We ran like crazy for our 'Mechs. They were in position to defend the east approach to the factory. Naturally, mine was the furthest away. My *Hunchback* can only kick butt up close, and I'd set it up a good thousand meters east of the rest of the lance so I could coordinate my attacks with the rest of the guys, who had long-range guns.

I was still running for my 'Mech when I heard the first shots. I figured I was toast—an unarmed man running straight toward the enemy. It took a few seconds for me to realize the sounds were coming from *behind* me. Those bastards had slipped through our lines and hit us from the rear flank!

As soon as I hit the *Hunch*'s cockpit, I turned the 'Mech around and ran it as fast as I could toward the action. As I broke through the trees, I saw the boss's *Awesome* perched on a hill overlooking my position. In perfect firing position on me, was what I thought.

I paused for a second, and just then the *Awesome* erupted. It was unbelievable—like ten sunrises put together. I realized his reactor had gone nuclear, blowing his whole 80-ton monster to bits in seconds. And then I saw something I'll never forget.

Through the slowly rising mushroom cloud came a whole bunch of black 'Mechs, jumping and leaping over the wreckage of the boss's machine. Bits of burning metal stuck to their armor as they went through, making the whole bloody horde look like demons straight out of hell.

A medium laser hit on my 'Mech's leg shook me out of my funk, and I joined the fight. Even without the boss, our lance managed to kick butt that night. The chickens flew the coop after we scorched one of their leaders. I blasted three of the bastards myself. The corporal had to eject from his *Panther*, but we did okay otherwise.

After the fight, we all joined up back at the camp. We couldn't help going back to the poker table. All the money and cards were still there, like nothing had happened. I don't know why, but we all sat down at our spots and picked up our cards. Of course, the boss wasn't there. We all stared at his cards for a few minutes, and I couldn't shake what he'd said: "This isn't over yet." I couldn't stand it anymore, so I flipped over his hand.

It was two pair, aces and eights. The dead man's hand.

Poor bastard would've won, too.

—Excerpted from an interview with Sergeant David Hoffman; *MechWarrior Halloween Stories*, Oriente Free Press, 3041

SITUATION

*Arboria Forest, Sierra
Free Worlds League
31 October 3031*

Bandits from the Periphery frequently raid their richer neighbors to survive, commonly targeting worlds on the edge of

DEAD MAN'S HAND

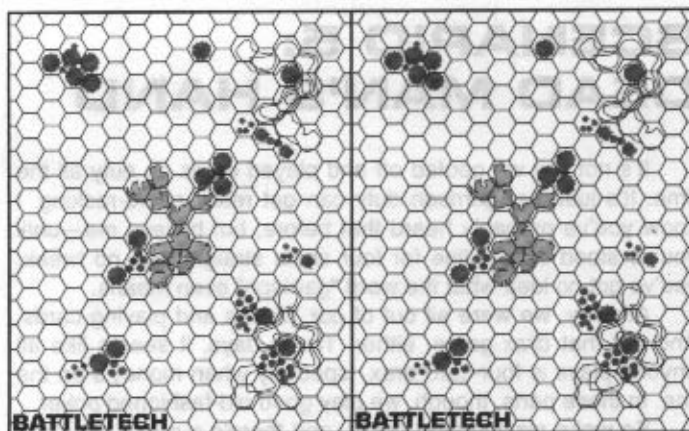


the Inner Sphere. One of the largest and most ruthless of the so-called Bandit Kingdoms is the Circinus Federation, ruled by a mercenary unit named the Black Warriors and the various scum that work with them. Ever since leaving the employ of the Free Worlds League after a contract dispute, the Warriors have harbored a grudge against the League. Consequently, Federation raids against League border worlds are the most common source of conflict on the Inner Sphere's anti-spinward edge.

During and just after the Fourth Succession War, the Circinus Federation intensified its raids against the Free Worlds League, taking advantage of the League's preoccupation with fallout from the Fourth Succession War and the recent Andurien secession crisis. In one such raid against the minor industrial world of Sierra, the Black Warrior company Sardno's Sting tried to grab munitions and spare parts from a small factory warehouse bordering the picturesque Arboris Forest. The planet's defenders easily fought them off, but the fighting caused a wildfire that destroyed a thousand acres of virgin woodland.

GAME SET-UP

Place both **BattleTech** mapsheets as shown. The Arboris Forest is more heavily forested than the standard mapsheet shows, so treat the Water hexes on the west mapsheet as Woods hexes for this scenario. Treat Depth 1 hexes as Light Woods and Depth 2 hexes as Heavy Woods. All these woods hexes have Level 0 elevation. Water hexes on the east mapsheet remain water. North is up.



DEFENDER

The defenders consist of a heavy lance from the Fifth Oriente Hussars on defensive garrison duty.

- Lieutenant, sg James Henderson (Piloting 3, Gunnery 3),
AWS-8Q *Awesome*
- Sergeant Illiana Paxton (Piloting 5, Gunnery 2),
TBT-5N *Trebuchet*
- Sergeant David Hoffman (Piloting 4, Gunnery 4),
HBK-4G *Hunchback*
- Corporal Errol Mondu (Piloting 5, Gunnery 3), PNT-9R *Panther*

DEAD MAN'S HAND

Deployment

The west edge of the map is the defender's home edge. Henderson's lance is diligently guarding the east approach to the factory, and so his 'Mechs are in positions well-suited to fending off attacks from the east. The defender sets up first in the following hexes:

Awesome West Mapsheet, Hex 1303, facing SE
Trebuchet West Mapsheet, Hex 1213, facing NE
Hunchback East Mapsheet, Hex 0610, facing NE
Panther West Mapsheet, Hex 1212, facing NE

ATTACKER

The attacker consists of two lances of Black Warriors from the Circinus Federation. All the attacking 'Mechs are low on ammunition: they start the scenario with only half of their full ammo capacity for all weapons (round fractions up). The raiders' BattleMechs are also in poor condition (see **Special Rules**).

Sarono's Sting Command Lance

Captain Julio Sarono (Piloting 4, Gunnery 3),

ENF-4R *Enforcer*

MechWarrior Bob Thunn (Piloting 5, Gunnery 4),

HER-2S *Hermes II*

MechWarrior Esmerelda Ernst (Piloting 6, Gunnery 5),

CLNT-2-3T *Clint*

MechWarrior Quentin Thurman (Piloting 6, Gunnery 5),

COM-2D *Commando*

Recon Lance

Lieutenant Grieg Kenner (Piloting 4, Gunnery 4),

ASN-21 *Assassin*

MechWarrior Wendell "Spike" Jones (Piloting 6, Gunnery 5),

JR7-D *Jenner*

MechWarrior William Handel (Piloting 6, Gunnery 5),

SDR-5V *Spider*

MechWarrior Michael O'Dowd (Piloting 6, Gunnery 5),

CDA-2A *Cicada*

Deployment

The west edge of the map is the attacker's home edge. The attacking units enter the map via the west edge during the Movement Phase of Turn 1.

VICTORY CONDITIONS

The scenario ends when all the 'Mechs on one side or the other are destroyed or have left the mapsheets.

The raiders must wipe out the Hussar patrol so that they can transport the stolen factory supplies safely through the area. This means that the attacker must destroy all of the defending 'Mechs to win a Decisive victory. He cannot win a Marginal victory in this scenario.

The defender wins a Decisive victory if he destroys or drives off all of the attacking 'Mechs. He achieves a Marginal victory if he destroys or immobilizes more than half the attacking force (five or more BattleMechs). For the purposes of this scenario, a 'Mech is considered immobilized if it loses one or both legs or if its gyro is destroyed.

SPECIAL RULES

To simulate the advantage of surprise, the attacker automatically wins the Initiative for the first turn. In addition, the confusion of the sudden assault gives the attacker a +1 bonus to his Initiative die rolls for the duration of the scenario.

Defending units may not leave the map intentionally. Attacking units may leave the map via the east edge only. Units that leave the map may not return.

Broken-Down Bandits

A lack of trained technicians and spare parts is a chronic problem in the Periphery. As a result, BattleMechs from the Bandit Kingdoms and other Periphery realms tend to be in poor condition. To simulate this, make two dice rolls on the Breakdown Table for each 'Mech in the attacking force, except for the Captain's *Enforcer* (he always gets first pick of techs and salvage).

Make the rolls and apply the resulting critical or armor damage before the beginning of the first turn. Each BattleMech can suffer any single result on the table only once; if you roll the same number twice for a given 'Mech, re-roll the second result. Also re-roll if a 'Mech does not have the item indicated by the result.

In the case of arm and leg actuators, roll 1D6 to determine whether the right leg or left leg is affected. On an even result, the right leg is hit; on an odd result, the left leg.

BREAKDOWN TABLE

2D6 Result	Effect
2	Engine critical hit
3	Life support critical hit
4	Upper leg actuator critical hit
5	Lower leg actuator critical hit
6	Foot actuator critical hit
7	1D6 armor damage to center torso
8	Hand actuator critical hit
9	Lower arm actuator critical hit
10	Upper arm actuator critical hit
11	Sensors critical hit
12	Gyro critical hit

VARIATIONS

You can use the forces listed in this scenario with an alternative set-up to represent what would have happened if the Warriors had attempted to attack the Hussars head-on. Follow all the rules presented above, except that the attackers enter via the east map edge. To help balance the scenario, roll *once* on the Breakdown Table for each attacking 'Mech instead of twice.

You can also play a shorter version of this scenario by using smaller forces on each side. Try using only the *Awesome* and the *Trebuchet* as defenders against the attacker's command lance.

SCENARIO 6: LAST STAND

28 May 3029

What the hell was the general thinking? Burning in at 2.5 Gs, for crying out loud! I'm surprised the Fusiliers were in any shape to fight. After a transit like that, I'd be no use to anyone without 40 winks and a stiff pot of coffee or two.

From what I've heard, the 5th got their butts handed to them in a major way. First they hit a bunch of traps, minefields and other typical Liao tricks. Then, they found themselves outnumbered four-to-one, at least in BattleMech strength. But I'm sure their infantry and armor were all tied up with the local militia anyway.

Dobbs said he overheard one of the majors say that Davion intel placed all the McCarron's Armored Cavalry regiments on Palos. Well, no such luck. Now the 5th is probably history and us Cobras are about to be hip-deep in it ourselves. I don't think I'm gonna get any sleep tonight.

29 May 3029

We dropped in with the Screaming Eagles near Backtal. Figured that would give us some time, as the bulk of the Big Mac was at least 200 clicks away. We secured a stretch of highway for the ground pounders and watched the woods with a cautious eye—we'd heard the stories of Liao guerrillas coming out of nowhere.

As it turned out, the local militia had the factory covered and nothing else, so we mixed it up good. I hear we grabbed tons of ammo and a bunch of vibrabomb mines, just like the ones that nailed the 5th. Time for payback!

12 August 3029

Today was pretty much like every other day for the last few months. Go on patrol, guard the supplies, go to bed. Nothing has happened since we landed. I think the Mac is building up for a big push. I just wish we had some support from Davion. Why'd the damn 5th have to go and get themselves killed?

30 November 3029

We can't take much more of this. The Mac has been blasting us non-stop since September, and we've barely managed to survive. I had to split my lance off from the rest of First company and head for the hills—literally. Hopefully we'll get some backup soon, or we're all dead meat. I heard a rumor that Colonel Westrick got nailed by a lucky shot from a ground-pounder rifleman. I hope the rumor's not true. I haven't told my lance; their morale's bad enough as it is.

—Excerpts from the diary of Lt. Fiona Fields, Black Cobras, Crater-Cobras mercenary unit

SITUATION

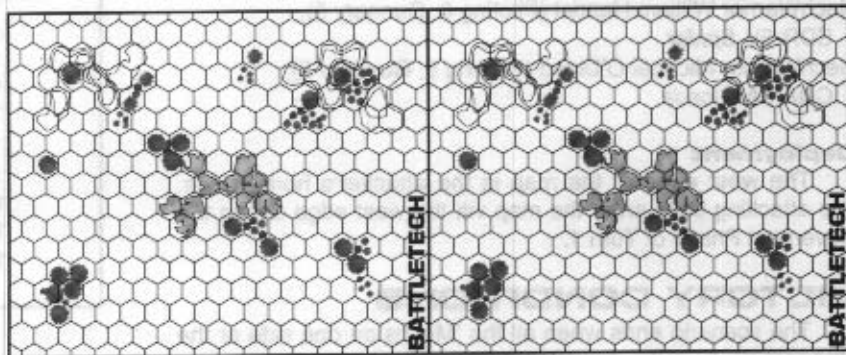
Graves Hollow, Sarna
Sarna Commonality, Capellan Confederation
1 December 3029

The assault on Sarna was pivotal to the entire Davion campaign during the Fourth Succession War. Because intelligence on the defending forces was sketchy and unreliable at best, Davion command assigned a large attack force to improve the odds of success. The assault would center on the Fifth Syrtis Fusiliers RCT, known as The Evil Eye. Two regiments of the Crater-Cobras mercenary unit, the Second Regiment of the Screaming Eagles, and fifteen conventional regiments were attached as support. This force was scheduled to land in four main drop zones and simultaneously secure the planet's capital and major industrial sites.

When the DropShips carrying the assault force began insystem transit, General Hartstone of the Fusiliers, eager to prove his unit's worth in battle, ordered his unit's DropShips to accelerate toward the planet at nearly twice the speed of the rest of the fleet. This put his forces on the ground more than two days before the rest of the troops. What their uncertain intelligence had failed to report was that four full regiments of McCarron's Armored Cavalry defended Sarna: by the time the Crater-Cobras and Screaming Eagles landed, the Fifth Syrtis Fusiliers no longer existed. The mercenaries, unable to get a message off the planet, were forced to stay and fight. They quickly consolidated their forces and went to ground, successfully holding out against the "Big Mac" from May until early December, when Davion reinforcements finally arrived.

GAME SET-UP

Lay out both **BattleTech** mapsheets as shown. This battle takes place in a wooded area with little water. Treat both mapsheet's Water hexes as Woods hexes. Treat Depth 1 hexes as Light Woods, and Depth 2 hexes as Heavy Woods. All these woods hexes are on Level 0 elevation. North is up.



DEFENDER

The defender consists of two medium lances of the Third McCarron's Armored Cavalry.

Command Lance

Captain Jack Jamieson (Piloting 3, Gunnery 3),

GHR-5H Grasshopper

Helena McCormack (Piloting 5, Gunnery 4), QKD-4D Quickdraw

Lou Bloom III (Piloting 5, Gunnery 4), VND-1R Vindicator

Karen Hart (Piloting 5, Gunnery 4), JM6-S JagerMech

LAST STAND

Support Lance

Lieutenant Karl Browne (Piloting 4, Gunnery 3),

CPLT-C1 *Catapult*

Charlie Gratun (Piloting 5, Gunnery 4), DV-6M *Dervish*

Parker Scammell (Piloting 5, Gunnery 4), WHT-1 *Whitworth*

Roger Venters (Piloting 5, Gunnery 4), CLNT-2-3T *Clint*

Deployment

The defender enters the map on the west edge during the Movement Phase of Turn 1.

ATTACKER

The attacker consists of an isolated assault lance of the Crater-Cobras, plus a strike lance from the Davion Light Guards relief force that arrives as reinforcements.

Fields' Assault Lance, Crater-Cobras

Lieutenant Fiona Fields (Piloting 3, Gunnery 3), AS7-D *Atlas*

Lance Tyson (Piloting 4, Gunnery 4), CP-10-Z *Cyclops*

Raymond Hoffmann (Piloting 4, Gunnery 4),

AWS-8Q *Awesome*

Paul Dobbs (Piloting 4, Gunnery 4), ENF-4R *Enforcer*

Davion Light Guards Strike Lance

Leftenant Gerald Drake (Piloting 3, Gunnery 3),

GHR-5H *Grasshopper*

Sergeant Mark Hagen (Piloting 4, Gunnery 3), DV-6M *Dervish*

Sergeant Thomas Baker (Piloting 4, Gunnery 3),

ASN-21 *Assassin*

Sergeant Jared Al-Hazrad (Piloting 4, Gunnery 4),

COM-2D *Commando*

Deployment

The assault lance enters on the east map edge during the Movement Phase of Turn 2. See **Special Rules** for the entry of the Davion reinforcement lance.

VICTORY CONDITIONS

The scenario ends when all the units on one side have been destroyed.

If the assault lance is destroyed before the reinforcements arrive, the reinforcements have arrived too late and the scenario ends in a Decisive victory for the defenders. If all the attackers are destroyed after the reinforcements arrive, it is considered a Marginal victory.

The attackers win a Decisive victory if they destroy all the defending units and lose fewer than 4 'Mechs. They win a Marginal victory if they destroy all the defenders but lose more than 3 'Mechs.

SPECIAL RULES

The reinforcement lance does not arrive until all surviving mobile assault lance units have moved onto the west map-sheet. For this purpose, a unit is considered mobile unless it has lost one or both legs or has a destroyed gyro.

During the End Phase of that turn, the attacking player rolls a die. If the result is 5 or higher, reinforcements enter during the Movement Phase of the following turn. If the result is 1-4, the reinforcements do not arrive. The attacker must roll a die during



the End Phase of each subsequent turn to determine if reinforcements arrive, adding 1 to the die roll each time. For example, in the next turn, the attacker rolls 1D6 + 1. If the result is 5 or higher, reinforcements arrive in the next turn. If that roll fails, however, the attacker rolls 1D6 + 2 in the subsequent turn, and so on.

When the reinforcement lance arrives, it enters through the east map edge.

VARIATIONS

The forces and map set-up for this scenario also can be used as the basis for a straightforward stand-up fight. Simply remove the *Cyclops* from the roster of the attackers. Both sides begin play off the map and enter through one of the narrow map edges (selected per **General Scenario Rules**, p. 5) during the Movement Phase of Turn 1. The scenario ends when one side or the other is destroyed; the survivor wins.

MINI-CAMPAIGN: DESCENT INTO DARKNESS

Day 1

The orders came in today via coded verigraph.

I will keep a journal of this mission, because I think it might be the only way to keep my head on straight during this whole mess. I'm a good soldier (though sometimes I wonder why), and I understand the need for security—so I'm changing the names of the people and places.

I'm to take my company into the Periphery. The name of the world's not important. Suffice it to say the place is a dump, like most Periphery slime-pits. However, this pit has germanium, and lots of it. Germanium's rarer than hair on a raxx, and you need it to build and repair JumpShips. That's why House Davion wants it. The problem is, House Kurita beat us to the punch by colonizing the world hundreds of years ago.

Lucky for us, the planet's so far out in the Periphery neither of us can keep a firm hold on the place. So every few decades, it changes hands. We lost it last time the Dracs came knocking. All this fighting over their property has gone a long way toward ticking off the locals, who would be just as happy to mine the stuff themselves and sell it to whoever wants it.

So that's what the Davions are gonna let them do. The latest plan my side cooked up was to send a military advisor in there to train the locals and supply them with top-flight Federated Suns 'Mechs. They can kick the Dracs off their planet by themselves and hold on to it without any interference from us. But don't think that this Great House set them up in business without an angle. After they become "independent," a percentage of all germanium sold goes directly to House Davion's coffers, in exchange for continued technical support and ammunition.

All this is top secret, of course. If old Takashi Kurita caught wind of this little gem, there'd be hell to pay for sure.

So who did they choose to send in to teach the Periphery kids to fight like Davion men? None other than my old commanding general. I can't put his name to paper, but us junior officers called him "The Old Man." He hated that.

The Old Man was one hell of a soldier. He knew every book on BattleMech tactics inside and out and had written a few himself. Not much of a pilot, though. He avoided the simulators because any of us juniors could beat the pants off him and wouldn't that be good for morale.

Before I start to make the Old Man sound like a hero, forget it. I hated the guy's guts, and so did every last soldier in our regiment. To say he was a bastard would do a disservice to all illegitimate children who really give a damn. The Old Man was a rotten apple to be sure, so I wasn't surprised when I found out he had been kicked out of the regiment.

I always assumed he had gone to pasture. You know, retired to some New Avalon farm or something. Most retired generals become academy instructors, but the Old Man's temperament would make that a real bum deal for the cadets.

I found out today that the Old Man went to pasture, all right. Right out to the Periphery, to do what he could never do

in the Inner Sphere. AFFC high command says the Old Man has gone rogue. He's taken all the supplies and weapons they shipped out with him, and he's built his own personal army. Seems the locals took to him like he was a real charmer (I can't figure that part out, but there's no accounting for taste, especially in the Deep Dark). They fight for him now, as far as anyone can tell. The last supply ship we sent him didn't come back, and it's four months late.

That's where me and my boys come in. The mission is simple enough on the surface. Go in there and put an end to the Old Man's little empire before it gets completely out of control. The tricky part is, we have to keep it quiet. The fact that the higher-ups let this happen would be a major embarrassment, not to mention the damage it could cause to Davion credibility.

The AFFS can't spare any more troops for this little operation, and we have only the supplies on our own DropShip to carry us through the whole mission. I'm really looking forward to this.

—From the personal journal of Captain Paul Ramsey, AFFS

THE CAMPAIGN

A campaign is a series of scenarios connected by a common theme. Rather than beginning each scenario with a fresh set of units, players use a specific force throughout the campaign, repairing and rearming the surviving 'Mechs between missions. Playing a campaign offers a new challenge for **BattleTech**: winning in the long term. Consequently, players must consider how to minimize their losses and even when to retreat, because it's always possible to "win a battle but lose the war," to paraphrase an old maxim.

Scenarios 8, 9 and 10 form a mini-campaign that provides an example of how to tie scenarios together to form an ongoing story. You can use the rules here as the basis for your own campaigns.

The following rules establish both side's starting forces and define the limits of 'Mech repair and upkeep between each scenario.

PLAYING THE CAMPAIGN

Play the three scenarios in this campaign in the order they appear, using the specific rules provided in each scenario in addition to the campaign rules. Use the same record sheets for all 'Mechs throughout the campaign; damage received in each scenario must be repaired or it carries over into the scenario that follows.

FORCES

Each side has a limited number of 'Mechs in this campaign. Each scenario describes the forces each side uses in that scenario.

DEFENDER

The defender consists of the renegade forces armed and trained by the Old Man. All their 'Mechs are in good condition and fully loaded with ammunition, but they lack formal unit organization and training. These factors give the defender player greater flexibility when choosing forces for each scenario but also reduce the MechWarriors' effectiveness. See **The Old Man**, page 32, and the **Special Rules** in each scenario for specific effects.

DESCENT INTO DARKNESS

The Old Man (Piloting 6, Gunnery 3), CP-10-Z *Cyclops*
 Charlie Grant (Piloting 4, Gunnery 3), HBK-4G *Hunchback*
 Arlene Mitsuhama (Piloting 5, Gunnery 3), JM6-S *JagerMech*
 Quentin Ross (Piloting 5, Gunnery 4), AWS-8Q *Awesome*
 Larry Bernis (Piloting 5, Gunnery 4), QKD-4D *Quickdraw*
 Kyle Doyle (Piloting 5, Gunnery 4), DRG-1N *Dragon*
 Moesha Hansen (Piloting 5, Gunnery 4), DV-6M *Dervish*
 Galen McKenna (Piloting 5, Gunnery 4), ENF-4R *Enforcer*
 Jack Plympton (Piloting 5, Gunnery 4), HER-2S *Hermes II*
 Eric Salaam (Piloting 5, Gunnery 4), CLNT-2-3T *Clint*
 Lex Farley (Piloting 5, Gunnery 4), PNT-9R *Panther*
 Marc Bolton (Piloting 5, Gunnery 4), JR7-D *Jenner*

Supplies

The Old Man planned his break from the AFFC long before he arrived in the Periphery, and so spent months stockpiling the supplies he received. His scheme gives the defenders unlimited supplies of ammunition for reloading between scenarios. The 'Mechs marked with asterisks (*) in the force list, however, were salvaged from battle; no spare parts are available for these machines. The spare parts listed in the Defender Supplies can be used to repair any of the 'Mechs not marked with an asterisk.

DEFENDER SUPPLIES

Items Available	Quantity
Ammo (all types)	Unlimited
Heat Sinks	4
Armor	120 Armor Points
Engine Shielding	2 points
Actuators	4
Medium Lasers	2
AC/5	1

ATTACKER

The attacker consists of a single company of Federated Suns BattleMechs under the command of Captain Paul Ramsey. All the 'Mechs are fully functional and loaded to maximum capacity with ammunition.

Command Lance

Captain Paul Ramsey (Piloting 3, Gunnery 2), BNC-3E *Banshee*
 Sergeant Aaron Foley (Piloting 4, Gunnery 4),
 GHR-5H *Grasshopper*
 Sergeant Max Schell (Piloting 4, Gunnery 4), ENF-4R *Enforcer*
 Sergeant Gary Halloran (Piloting 5, Gunnery 3),
 VND-1R *Vindicator*

Fire Lance

Leftenant Maribel Wilson (Piloting 4, Gunnery 3),
 CPLT-C1 *Catapult*
 Sergeant Parker Johns (Piloting 5, Gunnery 3), DV-6M *Dervish*
 Sergeant Derrick Simms (Piloting 5, Gunnery 3),
 WHT-1 *Whitworth*
 Sergeant Simon Chan (Piloting 5, Gunnery 4),
 WHT-1 *Whitworth*

Recon Lance

Leftenant Colin Goddard (Piloting 4, Gunnery 3),
 ASN-21 *Assassin*
 Sergeant Mike Robinson (Piloting 4, Gunnery 4), JR7-D *Jenner*
 Sergeant Amanda Leary (Piloting 4, Gunnery 4), SDR-5V *Spider*
 Sergeant Perry Harper (Piloting 5, Gunnery 4),
 COM-2D *Commando*

Supplies

The Attacker Supplies table lists the limited ammunition and spare parts available to the attackers. See **Repairs** for further information.

ATTACKER SUPPLIES

Items Available	Quantity
AC/5 Ammo	2 tons
AC/10 Ammo	2 tons
LRM Ammo	5 tons
SRM Ammo	4 tons
Heat Sinks	5
Armor	80 Armor Points
Engine Shielding	3 points
Actuators	6
LRM-5	1
LRM-10	1
Medium Lasers	2

SPECIAL RULES

Use the following rules to govern the play of the campaign game.

REPAIRS

Between each scenario, each side may attempt to repair damage done to their 'Mechs.

The **Supplies** sections shows the quantity of repair parts available to each side. Each side can use these parts to make repairs as described below.

Armor

Armor is the easiest component to fix. Each side has a limited supply of Armor Points they can use to repair their units. To indicate that armor has been repaired, simply erase the damage done to a 'Mech's armor from the record sheet and subtract an equivalent number of Armor Points from the total available to that force. You may repair as few or as many points of armor on each 'Mech as you like.

Internal Structure

The skeleton of a 'Mech may not be repaired in the field. Any destroyed body sections are destroyed for the duration of the campaign.

Engine

Each side in the conflict has a limited stock of replacement engine shielding. Players may repair only 1 point of engine

THE RIVER STYX

shielding on each 'Mech during the entire campaign. However, even a 'Mech that was "destroyed" by 3 engine critical hits may be made operational by repairing 1 point of engine shielding.

Weapons

Each side has a very limited supply of replacement weapons. Weapons that have been damaged or destroyed can be replaced by one of the same type. If no replacement is available, technicians can attempt to jury-rig a temporary repair. To do so, roll 2D6 and add the result to the number of critical hits the weapon took. If the total is 8 or less, the weapon has been successfully jury-rigged and is considered fully operational. When using that weapon to attack, however, any to-hit roll result of 2 means the weapon malfunctions and is destroyed.

Weapons that have been jury-rigged and then destroyed as described above, and weapons that could not be jury-rigged (the repair attempt failed), may not be jury-rigged again.

Ammunition bins that have suffered critical hits may not be filled with ammo. Damaged bins may be jury-rigged just like weapons, but doing so increases the risk of an ammo jam. When attacking with a weapon that draws ammo from the jury-rigged bin, any to-hit roll result of 2 means the bin jams up and explodes per the standard rules for an ammo explosion.

Actuators

Damaged arm and leg actuators may be repaired, so long as sufficient replacement parts are available. Any type of actuator may be repaired using the available replacement parts.

Other Critical Systems

Other systems such as the cockpit, sensors, life support and gyro may not be repaired in the field.

SALVAGE

The side in possession of the field at the end of the first and second scenarios may salvage any enemy 'Mechs that were destroyed or immobilized during that scenario.

If a destroyed 'Mech can be made operational by repairing its engine shielding (see **Repairs**, above), the entire 'Mech can be used. Otherwise, it can be stripped for spare parts.

Ammunition may be transferred from captured 'Mechs without restriction.

Any weapon can be removed from a salvaged 'Mech and installed in a 'Mech that has lost the use of the same type of weapon. A damaged weapon must be replaced with the same type of weapon.

If the side with salvage rights captures a 'Mech of the same model as one of their own 'Mechs which has lost an arm or leg, the arm or leg may be removed from the captured 'Mech and installed on the damaged 'Mech. Any previous damage to the transplanted limb remains in effect on the new 'Mech. Heads and torso sections may not be swapped in this way.

THE OLD MAN

The defending "army" is a motley collection of pirates, natives and lost souls; only the tactical genius and strangely compelling charisma of the Old Man keeps these MechWarriors together as a fighting force. To reflect this situation, the defenders gain a +1 bonus to all Initiative die rolls when the Old Man is present in a scenario. If a defending force is fighting without the

Old Man, however, it suffers a -1 penalty to its Initiative rolls. See the **Special Rules** in each scenario for other penalties.

VICTORY CONDITIONS

Use the following conditions to determine overall victory in this campaign.

If the attackers destroy the Old Man's BattleMech and then move at least one of their 'Mechs off the west map edge in Scenario 3, the attacker wins. If all the attacking 'Mechs are destroyed, the defender wins.

SCENARIO 7: THE RIVER STYX

Day 57

Port Krin. I can't believe I'm back in Port Krin.

After all these years, it comes back to me like riding a bike. The back-alley deals, the scumbag snitches, the street trash. Ah, the joys of home.

None of the boys know I was born on this dump, and that's the way I like it. Dad managed to ship us off Antallos when I was still a punk. He said he struck it rich in lostech, but I think he just made a pile of dough gambling. Whatever. It got us off Antallos, and I never looked back. Never wanted to, either.

I hate it here, but now I know why the brass chose my unit for this mission. My connections in Port Krin, the biggest slime pit in the whole stinking Periphery, could lead us to the Old Man faster than any Fox Team or M16 agent.

They were right. Cooch, a fat, smelly yes-man to one of the local crime bosses, says he saw one of the Old Man's boys come into town, throwing his weight around and drinking like a fish. Said the guy was bragging about how he got a whole company of 'Mechs together and how his general would be conquering the sector any day now. What an idiot. Cooch told me the guy hangs out at the Shaken Not Stirred downtown. Figure I'll pay him a visit.

Day 106

Everyone's favorite idiot took a little convincing, but he spilled the beans on the Old Man's hideout. Got the coordinates of his bloody command bunker and everything. Problem is, now that we're in orbit I can see it will be harder to get to than I bargained for.

The Old Man picked a good spot for his HQ—right in the middle of a blasted jungle. The closest we can set down the DropShip is more than 20 clicks away. We'll have to follow a river up to his base. Five gets you ten he's rigged the river with mines and stationed guards along both banks. It's the only approach, so we'll just have to tough it out.

Idiot told me the name of the river was Styx. That figures.

—From the personal journal of Captain Paul Ramsey,

AFFS

SITUATION

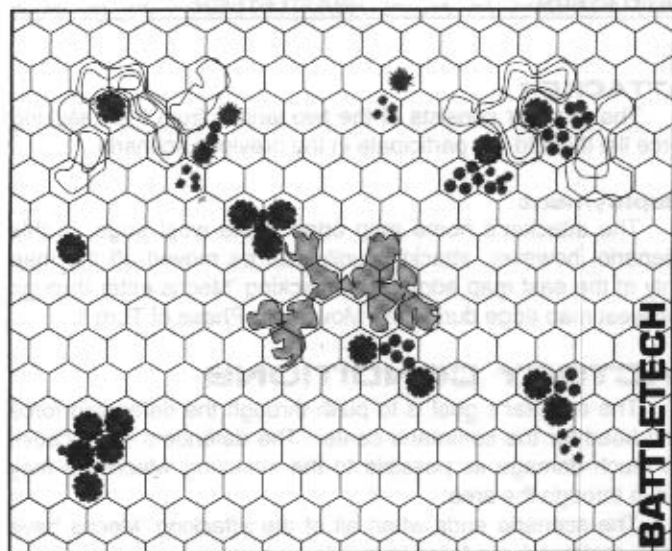
*Banks of the River Styx, (Planet Classified)
Spinward of the Inner Sphere, Deep Periphery
(Date Classified)*

THE RIVER STYX

The first step of any mission in unfamiliar territory is reconnaissance—more commonly known as *recon*. It simply means going in and looking around so you know what you'll be fighting and where. Fast 'Mechs perform these sorts of missions best because they usually can get in and out without too much trouble. In general, recon duty requires a minimum of fuss and muss. Avoid combat whenever possible, but remember—sometimes you can't choose your battles.

GAME SET-UP

Place one **BattleTech** map as shown. The area in this scenario is heavily forested, so treat all Water and Rough hexes as Heavy Woods. North is up.



DEFENDER

The defender consists of two to six 'Mechs, chosen from among the defending force by the defending player. The defending force is chosen after the attacker has decided which lance to use in this scenario (note that the attacker chooses his force first but does not reveal his forces to the defender until play begins). The Old Man may be included in this scenario, but his presence might be more valuable in a later scenario.

The forces chosen for this scenario cannot be used in the second scenario.

Deployment

The defender's home map edge is the east edge.

ATTACKER

The attacker consists of any one lance of the attacking force, chosen by the attacking player. The attacker chooses his forces before the defender and keeps his choice secret. Though the recon lance is certainly the most appropriate for this mission, any lance may be used.

Deployment

The attacker's home map edge is the west edge. The attacking 'Mechs enter on the west map edge during the Movement Phase of Turn 1.



VICTORY CONDITIONS

The attacker must scout the area and identify all defending units before retreating off the map. The scenario ends when all attacking units have either been destroyed or have left the map.

To scout the area, at least one of the attacking 'Mechs must move through at least one of the hexes adjacent to the east map edge.

Due to poor visibility and local magnetic disturbances, positively identifying BattleMechs at long range is difficult. To identify a defending 'Mech, one of the attacking 'Mechs must move to within 3 hexes of the target 'Mech and have line of sight to the target. Only one defending 'Mech may be identified per attacking 'Mech per turn.

As soon as all the defending 'Mechs have been identified, the attacking 'Mechs may exit the map from the west map edge. Attacking units may choose to leave the map before achieving their goal. Doing so may hurt the team's performance in later scenarios, but it may also prevent the defender from destroying the attacker's 'Mechs.

The defender's objective is to inflict as much damage as possible on the attacking 'Mechs.

SPECIAL RULES

Compared to the attacking lance, the defending force is disorganized and unprofessional. The defenders' lack of organization forces them to declare all their weapons fire before any of the attackers declare their weapons fire. See **The Old Man**, page 32, for additional rules.

SCENARIO 8: PURGATORY

Day 107

Most people who say war is hell have no idea what they are talking about. I do.

War is most definitely worse than hell.

Take my advice and never, ever fight in the jungle. It does all sorts of strange things to a 'Mech. Our leg actuators keep groaning like the restless dead, and since we had to leave the techs back in the DropShip, there's nothing we can do about it.

I also think there's some sort of leech in the water here that clamps onto jump jet exhaust ports. The buggers probably sense the heat coming from our reactors or something. Anyway, we found out about these little nasties the hard way, when Foley's hopper took off at an angle and smashed into some trees instead of making a clean jump. Now we all brush off our jets before jumping. What a pain in the butt.

And man, is it humid. Half the time I can't even see through the canopy, it's fogged up so bad. I don't like piloting a 'Mech on instruments alone, but what choice do I have?

Day 108

The recon boys told us we were on the right track. In fact, they spotted an advance group of the Old Man's flunkies and found us a way around them. Hopefully, the poor suckers won't realize we flanked them until we finish off the Old Man and dust off this stink-pit.

Hope springs eternal.

—From the personal journal of Captain Paul Ramsey,

AFFS

SITUATION

Jungle Clearing, (Planet Classified)

Spinward of the Inner Sphere, Deep Periphery

(Date Classified)

After scouting the situation, the attacking force can move toward its objective. If the recon unit accomplished its task, the attackers should be able to find a weak point in the defensive line to make their advance.

By avoiding an advance patrol, the main body of the attackers can come face-to-face with the perimeter guards of the Old Man's forces. Combat and confusion soon follow as both sides scramble to blast through the opposing force.

GAME SET-UP

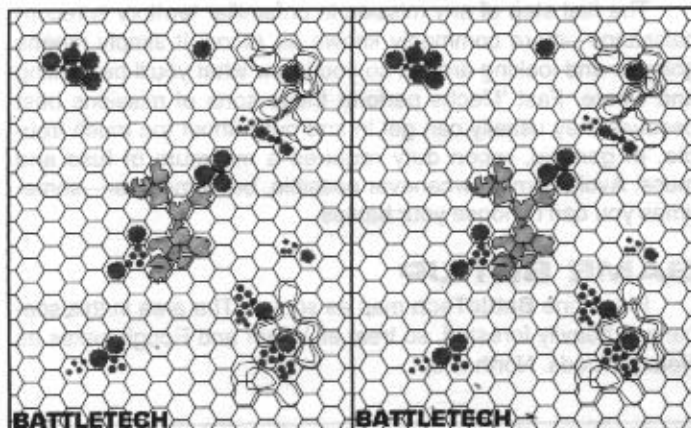
Place both **BattleTech** maps as shown above. North is up.

DEFENDER

The defender consists of four 'Mechs chosen from the defending force list. This force may not include any of the 'Mechs that were used in Scenario 1 (see **Special Rules** below). The Old Man may not be included in this force.

Deployment

The defender's home map edge is the east edge. The defending force enters on the east map edge during the Movement Phase of Turn 1. See also **Special Rules** below.



ATTACKER

The attacker consists of the two lances from the attacking force list that did not participate in the previous scenario.

Deployment

The attacker's home map edge is the west edge. In this scenario, however, attacking units can be moved off the map only at the east map edge. The attacking 'Mechs enter through the west map edge during the Movement Phase of Turn 1.

VICTORY CONDITIONS

The attacker's goal is to push through the defending force and head for the command center. The defenders must cause as much damage as possible to the attacking 'Mechs as they move through the area.

The scenario ends when all of the attacking 'Mechs have been destroyed, rendered immobile, or have moved off the map.

SPECIAL RULES

The defending force suffers a -1 penalty to its Initiative die rolls for disorganization (see **The Old Man**, p. 32).

Swamp critters in this region of the planet have a tendency to clog up jump jets. Any MechWarrior who intends to jump his machine must either manually clear its jets before jumping or simply jump and hope the jets are clear.

If the 'Mech takes the time to clear its jump jets, it may jump no farther than 2 hexes less than its maximum jump (this represents the time spent clearing the jets before the jump).

If the 'Mech jumps without clearing its jets, the pilot risks the jump jets misfiring. In this case, the player rolls 2D6. On a result of 2, the jets misfire. The jumping unit builds up heat as though it had jumped its maximum distance, but it remains in the same hex and does not move. In addition, the player must make a successful Piloting Skill Roll modified by +3 or fall down.

If the recon unit failed to "scout" the far end of the map in the previous scenario, the defender may set up any part of his force on the map rather than marching his 'Mechs in from the map edge.

If the recon unit failed to identify every defending 'Mech in the previous scenario, the defender may use of any of the 'Mechs that were not identified in the previous scenario in this scenario, up to a total force of 4 'Mechs.

SCENARIO 9: ABANDON HOPE ...

Day 109

I can see the Old Man's 'Mech from here, through the trees.

Leave it to a troglodyte like him to pilot a *Cyclops*.

This may be my last chance to write in this journal, so here are a few last thoughts, just in case.

The boys have been fighting like devils, and they don't ask any questions. They should all get the Sunburst for this one, but I know they won't get squat. In fact, if we all die on this rock, I doubt they'll even bother to inform our families.

But looking at what the Old Man's set up here, I now believe what we've gone through is worth the effort.

It's hard to make out from here, but it looks like he's set up some sort of slave camp. There are pathetic folks in tatters pushing mine carts around on makeshift rails. He must be trying to mine for germanium, but he hasn't got a clue what he's doing.

I've moved my 'Mech to a better spot, and I can see an entrance to the mine. It looks like there's a sign above the archway leading into the darkness below. If I hit Magnify I can just make out the words.

That sick bastard.

It says "Abandon hope, all ye who enter here."

That's it, he's history.

—From the personal journal of Captain Paul Ramsey, AFFS

SITUATION

(Location Classified), (Planet Classified)

Spinward of the Inner Sphere, Deep Periphery

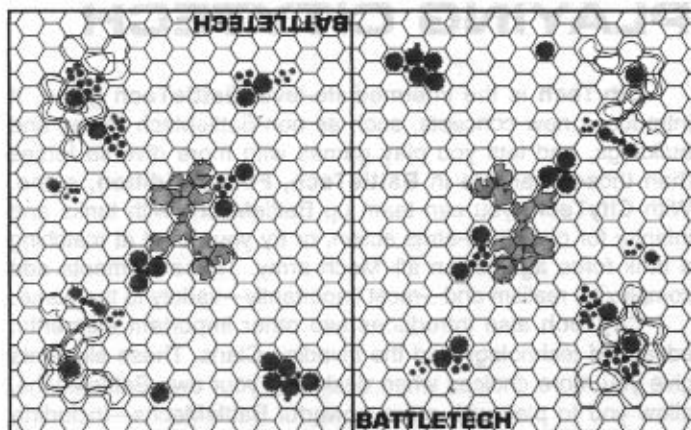
(Date Classified)

After penetrating the perimeter defenses, the entire assault force can concentrate on attacking the target. Faster units can flank the stationary defenders, forcing them to fight on two fronts. The only advantage the defenders have is familiarity with the local terrain. With no bolthole to retreat to, the defenders must fight to the finish.

After slogging through the jungle for two days, the attackers finally close within range of the command center, which turns out to be a makeshift mining camp. They must strike with care, because the battle zone is littered with slaves. Their goal: eliminate the maniacal Old Man.

GAME SET-UP

Place both **BattleTech** maps as shown. Treat all Water hexes as Level 0 Rough terrain. North is up.



DEFENDER

The defender consists of all surviving defending 'Mechs.

Deployment

The defender's home map edge is the east edge, though no defending 'Mechs may retreat. The surviving 'Mechs from the previous scenario, if any, start play off the map. The remaining defending 'Mechs start on the map, in any hexes desired and with any facing.

ATTACKER

The attacker consists of all surviving attacking forces.

Deployment

The attacker's home map edge is the west edge. All attacking units start play off the map and enter the map during the Movement Phase of Turn 1. If the attacking player desires, he may hold the recon lance off the map in reserve. If the recon lance enters play in Turn 2, it can enter through the north, west, or south map edge. If it enters play in Turn 3, it can enter through any map edge. The recon lance must enter the map on or before Turn 3.

VICTORY CONDITIONS

The scenario ends when all the 'Mechs on one side or the other are destroyed.

SPECIAL RULES

Because the Old Man is present for this scenario, the defending side adds +1 to its Initiative die rolls.

No defending units may leave the map.

Mine slaves frantically run across the battlefield in all directions. The defenders think nothing of stepping on the occasional slave, but the attacking 'Mechs move cautiously. As a result, no attacking 'Mech may use Running movement in this scenario.

PLAYING CITYTECH

CityTech is the intermediate-level **BattleTech** game. It introduces new concepts, such as non-BattleMech forces and buildings, and lets you play games with more diverse forces than those available in **BattleTech, Fourth Edition**, alone. With **CityTech**, you can team up BattleMechs with tanks and infantry for combined-arms action, or try your hand at matching a tank force against an all-Mech army. These elements add complexity, realism and—most importantly—variety to the game.

CityTech also introduces two other important elements: advanced technology and the invading Clans. These elements give you more choices when designing your own BattleMechs, allow you to play with more powerful BattleMechs—including the dreaded Clan OmniMechs—and provide new challenges in the form of the awesome machines and unusual tactics of the Clan fighting forces.

Read on and discover the endless opportunities offered by **CityTech, Second Edition**.

CITYTECH TACTICS

This section builds on the information in **BattleTech Tactics** (page 7), providing additional advice on the new units and terrain included in the **CityTech** game rules. All of the tactical advice presented in **BattleTech Tactics** also applies to **CityTech** play.

BUILDINGS

In many ways, buildings are exactly like hills. They have elevation levels, fighting units can climb and stand on them, and they offer cover from enemy attacks. However, buildings differ from hills in several important ways.

Unlike a hill, a building can be destroyed. If an enemy unit is hiding behind a hill, you must go around the hill to engage your opponent. If the enemy is behind a building, however, you can blast your way through it. BattleMechs can also walk through and enter buildings, though the 'Mech and the building are likely to take considerable damage. However, a building offers some protection to units inside, which may outweigh the damage the 'Mech takes by entering.

Be careful when moving BattleMechs on top of buildings. If the building's *current* CF is less than the tonnage of the 'Mech standing on it, the building collapses. This means that if your 50-ton 'Mech is standing on a CF 55 Heavy building, and that building takes 10 points of damage during the Weapon Attack Phase, the building collapses at the end of the phase. Make sure that any building you park your 'Mech on is sturdy enough to hold your 'Mech and withstand a few shots. And if you see a tough-to-beat 'Mech standing on a flimsy building, shoot the building instead of the 'Mech. The bigger they are, the harder they fall!

Infantry and Buildings

Tactically, the greatest advantage of buildings is the shelter they give to infantry. By moving infantry inside a building, players can give this normally fragile type of unit plenty of cover from enemy fire. In fact, infantry inside a building cannot be fired upon; the enemy must fire at the building instead and hope that the troops inside take some of the damage. Meanwhile,

infantry units can safely fire at nearby enemy targets from the building's windows.

This tactic works best when a scenario allows for hidden set-up. Infantry units hidden in buildings make excellent defensive troops. Place your hidden infantry in buildings whenever possible. Wait for an enemy to pass alongside the building, and then attack as described in **Point-Blank Shots From Hidden Units** (p. 53, **CityTech**).

NON-MECH FORCES

BattleMechs are the toughest and most versatile weapons in thirty-first-century armies. However, for every Inner Sphere BattleMech there are hundreds of vehicles and infantry platoons fighting on the front lines or acting as rear-line garrison troops. These non-Mech forces might not have the prestige or glory of BattleMechs, but such so-called conventional troops are nonetheless a vital part of every army. They fall into three broad categories: conventional vehicles, infantry and battle-armor troops.

Conventional Vehicles

This category includes three major varieties of armored vehicles, grouped according to their modes of movement: wheeled vehicles, hovercraft and tracked vehicles.

Wheeled vehicles, the most numerous type, are cheap and easy to maintain. They move faster than tracked tanks and are reasonably sturdy. However, their wheels and axles are vulnerable to enemy fire, and their suspension systems keep them from moving through particularly rough terrain. Use wheeled vehicles in wide-open or city terrain, where their movement is not restricted. Avoid using wheeled vehicles in heavy forests unless plenty of roads are available.

Hover vehicles, more often known as hovercraft, are the fastest units available in **CityTech**. Often, they can move as swiftly as the fastest light BattleMech. This speed is their greatest asset; it allows them to flank enemy positions with ease. Such swiftness, however, comes at the price of armor and firepower. Few hovercraft are well armed or armored, because the large engines and tons of lift equipment needed to achieve high-velocity hover movement leave little room for weapons and heavy armor plating. Hovercraft are fragile compared to other types of vehicles and cannot enter Woods hexes. Hovercraft work best in wide-open terrain or areas with a combination of Clear terrain and Water hexes. For best results, keep them moving fast at all times.

Tracked vehicles, also called tanks, are the backbone of conventional armored forces. They are the toughest type of non-Mech unit, and their sturdy treads can move through rough and broken terrain with ease. Use tanks in any situation where other types of conventional vehicles would be at a disadvantage.

Infantry

Unarmored infantry troops are the most difficult type of units to use effectively in **CityTech**. These units are extremely vulnerable to damage and have relatively little firepower, which they must use at very short ranges. Infantry units are also painfully slow—especially foot infantry, which can only move 1 hex per turn. Even within these limitations, however, infantry units have their uses.

Infantry units work best for defending players; if the enemy must come to you, your infantry can lie in wait and fire from cover rather than trying to catch up to or outrun a much faster enemy force. This tactic is even more effective when the **Hidden Units** rule is in effect. Infantry are especially useful when hidden in Hardened buildings.

Keep infantry units in woods or buildings whenever possible, as they take double damage when hit in the open. You can also protect your infantry by placing them in armored personnel carriers (APCs) until they reach the battle zone, then quickly unloading them before the enemy can destroy the APC and all the units riding in it.

Battle Armor Units

Tougher and far more powerful than standard infantry, battle armor units can pose quite a threat to BattleMechs. The primary asset of battle armor units is the opponent's tendency to underestimate them; nine times out of ten, the opposing player will choose to fire on more obviously menacing BattleMech forces rather than engaging battle armor troops. Use this tendency to your advantage; move your battle armor directly toward the enemy to make a swarming attack. Even if your opponent decides to shoot at your battle armor, he will need several hits to eliminate even one trooper from the battle-armor group.

Choose your targets carefully when making swarm attacks. The best target is a 'Mech that carries considerable ammunition, especially if it also lacks hand and arm actuators and/or jump jets; 'Mechs without such appendages have a harder time brushing off such attacks.

SPECIAL CASE RULES

Another major difference between basic **BattleTech** and **CityTech** is the addition of optional special-case rules. If both sides agree to use them, these rules add even more complexity and fun to game play. The following guidelines will help you make the best use of a few key special-case rules.

Fire

Before agreeing to use fire rules, players should be aware that these rules can dramatically increase the length and complexity of a game. As more fires are set on the map, keeping track of them becomes more difficult. For this same reason, however, fire can make for more intense and challenging game play.

In most cases, setting fires intentionally is a bad idea. Rising heat levels caused by fires raging all over the board will hurt your own units as much as your opponent's, so neither side gains much advantage. However, sometimes fire will hurt your enemy more than it hurts you.

If your BattleMechs are heat-efficient (for example, the CN9-D *Centurion* or VTR-9K *Victor*) and your opponent's are less so (such as the *Daishi Prime* or *Black Hawk Prime*), setting fires can give you an advantage. Fire forces your opponent to be even more careful about heat buildup, and if you're lucky the heat may cause shutdowns or ammo explosions among his 'Mechs.

Starting fires can also give you an advantage if the opposition includes non-'Mech forces and your forces are all 'Mechs. Unlike BattleMechs, infantry units and vehicles can be

destroyed outright by fire, whereas a 'Mech simply suffers from increased heat levels. However, smoke can offer non-'Mech units excellent cover as well, so every player must weight the advantages and disadvantages of using intentional fires as a battlefield tactic.

Hidden Units

When placing hidden units, try to second-guess where your opponent is likely to move. You can also use non-hidden units to lure your opponent into an ambush. Hidden units are most useful if they remain hidden until an enemy passes directly adjacent to them, at which point they can make special point-blank shots. If one side is allowed to place hidden units in a scenario, that side automatically gains a significant tactical advantage.

LRM Indirect Fire

When playing **CityTech**, missile boats become even more potent than in basic **BattleTech**. By attacking indirectly with their LRMs, they can stay completely out of the enemy's line of sight while doing considerable damage. For this tactic to work, other units must act as spotters for the missile boats. Lightly armed scouts such as the *Spider* and *Cicada* are ideal for this task, but infantry units may also act as spotters. Place the missile boat in a dead zone behind a hill, and keep it as stationary as possible to increase the accuracy of its barrages.

THE CLANS

The advanced technology of the Clans offers increased variety in game play but also makes BattleMech attacks more potentially lethal. Many Clan 'Mechs are extremely effective killing machines; if a player uses them without abiding by the Clan honor system (see **Clan Honor**, p. 40), they can group their fire and destroy their targets with ease. The addition of Clan units to your **BattleTech** game requires new tactical thinking, depending on which side you're playing.

Playing the Clans

The biggest mistake you can make when playing the Clans is to assume your forces are unstoppable. The power and versatility of Clan 'Mechs can easily make you overconfident, especially if you are accustomed to playing with Inner Sphere 'Mechs. However, in many respects a Clan 'Mech is just as vulnerable as an Inner Sphere 'Mech.

When playing the Clans, remember what advantages you have over your opponent and use them wisely. One major advantage of Clan weapons is their excellent range; to capitalize on this, keep your 'Mechs far away from your opponent's forces. Don't worry if this places your shots at long range; in most cases, enemy fire will be unable to reach you at all.

The other major advantage of most Clan 'Mechs is mobility, which helps them keep the enemy at the appropriate distance for effective long-range attacks. A Clan player can also use his movement advantage by maintaining a fast speed, so that the opponent's to-hit rolls receive a significant target movement modifier. 'Mechs with pulse lasers and/or targeting computers can even afford to jump constantly with little loss of effectiveness.

Fighting the Clans

Opposing the Clans with Inner Sphere forces is always a challenge, even if the Clanners are adhering to their strange code of honor. Your machines are no match for Clan 'Mechs in a one-on-one fight, and so your only real hope is to gang up on Clan 'Mechs and finish them off quickly. Pick a target among the Clan forces and move your units so that you can shoot at it with everything you've got. If you're lucky, you'll destroy it in a few turns; then you can move on to the next Clan target.

Because most Clan weapons have much longer ranges than yours, you'll need to move into close range so that your weapons will have a chance of hitting the target. Avoid sending 'Mechs with lots of long-range weapons, such as LRMs, AC/2s and AC/5s, up against Clan targets; the Clan equivalents of these weapons outmatch those carried by Inner Sphere 'Mechs, and you will lose if you try to engage the Clan OmniMechs in long-range slugging matches.

Beware of Clan battle-armor infantry. Don't ignore those tough little buggers. Never let a Point of battle armor get within swarming range if you can help it; a swarming attack can easily bring down your 'Mech. Remember that shots against battle armor are not wasted; you can destroy armored infantry if you shoot at them enough.

If your opponent is adhering strictly to the rules of Clan honor, you have another advantage—you can make physical attacks without worrying about retaliation in kind. Clan warriors consider such attacks dishonorable, and so won't use them. So walk right up to that Clan 'Mech and punch or kick away (assuming your 'Mech holds together long enough).

CITYTECH FORCES

The following unit descriptions fall into the categories listed in **BattleTech Forces** (p. 12). This section includes all of the units in **CityTech, Second Edition**, as well as the additional units described in this book so that you can make good use of them in game play. For descriptions of the categories and general strategies that apply to them, see pages 12–16.

INNER SPHERE FORCES

Following are descriptions of and tactical tips for Inner Sphere 'Mechs and vehicles in **CityTech, Second Edition**. Statistics for the Armored Personnel Carrier and the Myrmidon tank appear on pages 65 and 66 of this book.

JVN-10P Javelin (Striker)

The upgraded *Javelin* gains accuracy at the expense of raw firepower. Because its Streak missile launchers don't build up heat or expend ammunition if you miss, you can afford to fire away with them even when the to-hit number is as high as 11 or 12. The 10P model can also afford to jump more often than its predecessor, enhancing its maneuverability and tactical flexibility. (Davion)

CN9-D Centurion (Skirmisher)

The installation of a large extralight engine completely changed the venerable *Centurion's* mission profile. Extremely mobile and equipped with highly accurate weapons, the D model is a skirmisher with few equals. This upgraded 'Mech makes an excellent escort for lighter units and can attack light

enemy 'Mechs with deadly efficiency. Always stock the *Centurion-D* with at least 1 ton of cluster munitions when facing enemy light 'Mechs. The increased accuracy of the *Centurion's* weapons helps to ensure more hits against fast-moving targets, and the "shotgun" scatter of fire will hit weak points in a target's armor that will allow you to score critical hits regularly. (Davion)

ON1-M Orion (Brawler)

Upgrades to the *Orion* address all of this 'Mech's previous shortcomings. A larger LRM rack and an LB 10-X autocannon have enhanced the design's long-range firepower so that it can deliver devastating attacks at extreme ranges. This capability has also changed the *Orion's* combat role somewhat; the upgraded 'Mech does more damage by staying away from opponents and hitting them at long range rather than fighting up close. If enemies close with it, however, the *Orion* can use its Narc missile beacon to increase its chances of landing significant missile hits. Unfortunately, all of the *Orion's* improvements come from the installation of an extralight engine, which makes the M upgrade vulnerable to critical engine damage. (Marik)

VTR-9K Victor (Skirmisher)

The upgraded *Victor* is a fearsome opponent indeed. The addition of pulse lasers and a Gauss rifle gives it monstrous firepower at any range. Take this 'Mech into the enemy's midst and watch them run in fear! The *Victor* has enough armor to withstand enemy attacks even as it tears through their ranks. Even heavy 'Mechs have reason to avoid the *Victor*, but don't be tempted to close with opponents that pack heavy-duty short-range firepower, such as the *Atlas* or *Cyclops*. Use the *Victor's* Gauss rifle to snipe at such 'Mechs from far away. (Davion, Kurita)

Armored Personnel Carriers (Special)

Infantry units are plentiful and cheap but are not mobile enough to be useful in a moving battle. Transporting them in Armored Personnel Carriers (APCs) largely eliminates this problem. Rules for using these vehicles to transport troops appear on page 45 of the **CityTech** rulebook.

Statistics for three types of APC are provided in **First Strike!**: tracked, wheeled and hover vehicles. Each APC can carry 6 tons of infantry, allowing them to transport two platoons of foot infantry or 1 platoon of either jump or motorized infantry.

APCs lack heavy weapons and are somewhat lightly armored, so it's best to move them as quickly as possible to wherever you want to place your infantry. Once you reach the chosen spot, unload the infantry right away. Remember, if the vehicle is destroyed with the infantry inside, the infantry is lost. After unloading the infantry, you can move the APC along with them to provide them with a little extra firepower.

Hetzer Wheeled Assault Gun (Juggernaut)

Hetzer tactics are simple: roll up close to the enemy and let 'em have it! The Hetzer is not very well armored, and so it is an expendable vehicle. Don't be afraid to move these tanks straight toward the enemy at flank speed. The Hetzer's wheeled chassis can't handle rough ground, so keep these vehicles moving fast in Clear or Paved terrain. As soon as a Hetzer has a target in range, fire away, even if the shot is difficult; your opponent is likely to concentrate fire on your Hetzers to quickly

eliminate the firepower of the 'Hetzers' AC/20s. 'Hetzers' make excellent distractions to divert the enemy's firepower away from your BattleMech units. (Liao, Marik)

Myrmidon Tank (Brawler/Sniper)

With more firepower and armor than the Vedette tank it resembles, the lighter Myrmidon can be used more aggressively and in a variety of roles. The long-range firepower of its PPC allows you to keep it behind friendly lines and use it as a sniper. You can also use its excellent ground speed to move it in close to a target and bring its SRMs to bear. Like any vehicle, the Myrmidon's battlefield life will tend to be short, so make sure to keep it under cover until a good opportunity to attack presents itself. (Steiner)

Vedette Tank (Skirmisher)

A staple of garrison forces all across the Inner Sphere, the Vedette has one major asset above all the others: its low cost. For the price of a single medium BattleMech with similar armaments, one can purchase a lance of four Vedettes. Single Vedettes make insignificant opponents, but groups of Vedettes can be devastating against slow opponents with short-range weapons. The Vedette's only advantage over BattleMechs is its turret; the tank can fire backward with its turret-mounted autocannon while simultaneously retreating at flank speed and staying out of range of the enemy's weapons. (Davion, Liao, Steiner)

Condor Hovercraft (Skirmisher)

Like all hovercraft, the Condor is vulnerable to critical hits against its exposed hover equipment. To protect this vehicle, keep it moving as fast as possible. Use the Condor's excellent maneuverability to keep it out of range of your enemy's heavy weapons. Against lighter targets, you can move the Condor into close range and bring all of its weapons to bear. (Steiner)

Demolisher Tank (Juggernaut)

The mighty Demolisher is the definitive juggernaut tank, with plenty of armor and more firepower than most 'Mechs. Your opponent is likely to give your Demolishers wide berth. Because Demolishers are slow, enemy units will often manage to stay outside the range of the tank's AC/20s. For this reason, Demolishers are most effective in a defensive role or set up as hidden units. (Kurita, Liao)

CLAN FORCES

Following are descriptions and tactical tips for Clan units in *CityTech, Second Edition*. The S-configurations of the OmniMechs appear on page 64 of this book.

Uller Prime (Skirmisher)

The *Uller*, known as the *Kit Fox* among the Clans, is well-armed for a light 'Mech. In its primary configuration, a pair of long-range weapons and a reasonably fast rate of speed allow it to keep the enemy at arm's reach while inflicting significant damage. The *Uller Prime* should not close with enemy units in most situations; its armor is relatively thin and its short-range weapons are not very effective.

Uller S (Skirmisher)

This configuration has become more common since the Clans began garrisoning captured Inner Sphere worlds. Faced with rebel uprisings in their occupied zones, the Clans needed an efficient urban fighting machine—a type of 'Mech not much used since the campaign to retake the Pentagon worlds at the very beginning of Clan history. The *Uller S*'s jump jets allow it to keep moving at least five hexes per turn; its weapons are mainly short-range, but you can afford to close with the enemy because this 'Mech's high target movement modifier will make it difficult for your opponent to hit you.

Black Hawk Prime (Skirmisher)

This 'Mech, called the *Nova* by the Clans, is the supreme skirmisher among Clan 'Mechs. Its twelve extended-range medium lasers and its jump capability make this 'Mech especially good for taking out opposing skirmisher units. When using a *Black Hawk*, keep it 10 hexes or more away from opposing units whenever possible. This distance puts you out of range of the standard medium lasers your opponent is likely to be carrying, while your longer-range weapons can fire away. The *Black Hawk*'s only real weakness is problems with heat, which can become severe. You can keep the heat level manageable as long as you don't fire too many lasers at once—no more than seven or eight in a given turn, and less if you jump in that turn.

Black Hawk S (Skirmisher)

Though far less common than the primary configuration, the *Black Hawk S* is a potent close-range fighter. Its jump capability and active probe also make it a reasonably good scout. Use the *Black Hawk* in its S configuration when you must deal with Heavy woods or other difficult terrain that forces you to use lots of jumping movement. The accuracy of the 'Mech's pulse lasers, in addition to their heat efficiency compared to extended-range models, will allow you to jump more often while having less of an effect on the accuracy of the 'Mech's weapons.

Mad Cat Prime (Brawler)

With a lethal blend of firepower, armor and mobility, the 'Mech the Clans call the *Timber Wolf* has few significant weak points. One minor problem is its lack of sufficient heat sinks to fire all of its weapons at once; also, it does not carry enough LRM ammo to maintain a sustained barrage. However, the *Mad Cat* still packs enough punch to stay in the fight. In most situations, the *Mad Cat* should capitalize on its range advantage during the early parts of a battle, attacking from extreme range with LRMs and large lasers. Once its LRMs run out of ammo, close in and bring its medium lasers to bear on your target.

Mad Cat S (Skirmisher)

The addition of jump jets changes the role of the *Mad Cat* in combat. Able to move quickly through city streets and other difficult terrain, the *Mad Cat S* is a true skirmisher. Its lethal array of weapons features mostly close-range weapons, including an impressive four racks of SRMs. A single large pulse laser gives the 'Mech a little long-range firepower. Keep the *Mad Cat S* lurking behind hills or buildings until enemy units draw near; then use its jump capability to take them by surprise, close in and let loose with everything you've got.

Daishi Prime (Sniper)

Called the *Dire Wolf* by the Clans, this assault OmniMech earned the name *Daishi*, or "great death," from Draconis Combine soldiers who faced it among the Clan Smoke Jaguar forces. The most heavily armed 'Mech in service with the Clans, it is a fearsome opponent indeed. In fact, the *Daishi Prime* mounts so much weaponry that its heat sinks cannot possibly compensate for massed weapons fire. This inability to use all of its weapons at once is the 'Mech's only weakness. Because the prime moves slowly and the bulk of its weapons can fire at extremely long ranges, this 'Mech is often best used as a sniper unit. However, don't be afraid to plunge it headlong into enemy ranks—it has plenty of armor and can take critical damage to several of its weapons without crippling its firepower. The mere approach of this hundred-ton monster may drive your opponent off the field, so fearsome is its reputation.

Daishi S (Juggernaut)

When armed with short-range weapons and jump jet pods, a big, slow OmniMech like the *Daishi* is right at home in an urban battle zone. The S configuration of this 'Mech is designed for urban fighting; it packs an LB 20-X autocannon and five medium pulse lasers, as well as an assortment of other weapons and anti-personnel pods to defend against anti-BattleMech infantry. To make the most effective use of this configuration's firepower, move it up close to enemy units. Its slow speed makes it better suited for defensive missions, where the enemy must come to you, than offensive strikes. Keep the *Daishi S* moving toward the enemy, but don't get too close to them or they will run right past you. When the enemy is within your weapons' longest range, stop moving the *Daishi* for a turn or two, depending on how fast the opposing units can move. Once enemy units are within your weapons' short range, start moving backwards to give yourself a few more turns in which to attack before your *Daishi* must turn around and give chase.

Elemental Battle Armor (Skirmisher)

Elementals are hard to hit and even harder to destroy. These troops carry short-range weapons, so move them toward the enemy as fast as you can. Keep the Elementals jumping for the full three hexes they are allowed in every turn, into woods whenever possible. This strategy makes hitting them more difficult for your opponent. In fact, your opponent is likely to ignore the Elementals in favor of easier 'Mech targets. Capitalize on this mistake. When the enemy is within range of your battle armor, fire both salvos of SRMs. When your Elementals run out of ammo, move in close for the kill. The most effective attack a Point of Elementals can make is the dreaded swarm attack. Swarm enemy 'Mechs whenever possible—this attack delivers massive damage to a single location and also makes a critical hit possible even if the attack doesn't penetrate the target's armor.

CLAN HONOR

When Nicholas Kerensky created the society known as the Clans more than 200 years ago, he faced an interesting problem: how to turn an army of Star League military refugees into a functioning society while maintaining their fighting edge in preparation for their eventual return to the Inner Sphere. The Clan homeworlds' remoteness and general lack of resources

added to the problem; though they needed copious amounts of military hardware to remain a viable fighting force, Kerensky and his newborn Clans could not afford to waste anything.

Kerensky's solution was as ingenious as it was bizarre. He created a caste-based society with the warrior caste at the top of the heap. Warriors had the greatest power and also the greatest responsibility of all the Clan castes. Furthermore, not just anyone could be a warrior. Through rigorous training and grueling tests, only the very finest fighters and tacticians could earn that coveted title. Those who failed to make the cut were relegated to the lower scientist, technician and laborer castes—stations vital to Clan society but without the power and prestige of warriors.

To reduce the waste associated with war while guaranteeing that each generation would keep honing its combat edge, Kerensky codified the practice of warfare into a series of combat trials, each associated with a particular goal. The Trial of Possession is the most basic trial, in which one warrior or Clan aims to possess something that belongs to another. Other trials include Trials of Grievance, Refusal, Bloodright and Annihilation.

In any trial, the two sides fight a ritualized battle—sometimes hand-to-hand combat, sometimes full-scale BattleMech combat. Trials are fought in a clearly defined area known as the Circle of Equals, usually located away from populated areas so as to inflict as few civilian casualties and as little collateral damage as possible.

The prospective combatants then further reduce the scale of battle by bidding. Every conflict begins with the *batchall*, in which the defending force is clearly announced to the attacker. The commanders among the attacking force then proceed to bid with each other for the right to attack the target. The commander who bids the smallest and least powerful force is awarded the honor of making the attack. By ensuring that the smallest possible attacking force will be used to take the objective, the bidding process limits the loss of warriors and materiel.

Once battle is joined, the warriors begin the ritual of *zellbrigen*, or dueling. Each warrior challenges a single opposing warrior to a duel, and the two fight each other one-on-one. No other combatants on the field will join in such a battle; doing so is a serious breach of honor. In fact, if one side in a battle outnumbers the other, the excess warriors will stand by without interfering; they will enter the fray only when one of their comrades falls. In rare circumstances a breach of Clan honor may touch off a melee, where all units on the field may freely fire on the opposing side. However, the Clans usually reserve this barbaric practice for opponents they consider dishonorable, such as pirates and mercenaries.

When the Clans came to the Inner Sphere, they were set in their strange ways. At first, the Clans' odd tactics went without notice as their powerful OmniMechs plowed through rank after rank of Inner Sphere BattleMechs. However, a perceptive Inner Sphere commander can spot the weaknesses in Clan fighting strategy and exploit it to his advantage, thereby narrowing the gap created by the Clans' advanced weapons and training. Such was the case at the famous battles of Twycross, Wolcott and Tukayyid, in which massive Clan offensives were blunted by the crafty strategic thinking of Inner Sphere commanders.

GAME USE

The Clan codes of honor, also known as "rules of engagement," are not part of the **BattleTech** or **CityTech** formal game rules. However, these codes can be used to enhance the role-playing aspect of **BattleTech**, creating a richer game experience more closely linked to the fictional **BattleTech** universe. In addition, enforcing the rules of engagement restricts the power of Clan forces, giving Inner Sphere forces a fighting chance against the Clans' superior weapons and skills.

Using Clan honor puts Clan units at a distinct disadvantage. To compensate, in scenarios where the Clans must abide by these rules of engagement, they should have stronger forces or higher skills than they might have otherwise. The scenario-creation guidelines in this book (starting on page 52) take Clan honor into account by raising the Gunnery and Piloting Skill levels of the Clan side when the rules of engagement are in effect. This change helps to offset the limitations placed on Clan tactics by the honor codes. Players should be aware, however, that it is difficult to accurately balance **BattleTech** games in the first place; the use of Clan honor codes makes balance almost impossible. Through game play you will discover what works best for you and your fellow players. Because everyone plays Clan honor a little differently and each Inner Sphere commander opposes it differently, no two games are alike.

Honor Levels

Clan honor codes fall into four categories, each dealing with a different part of combat: *Batchall*, *Zellbrigen*, *Physical Attacks* and *Retreat*. Because the *batchall* takes place before the scenario begins, guidelines for its use appear in **Creating Scenarios** (page 52). Within each of the other three categories, a number from 1 to 4 represents the level of commitment to Clan honor. Honor Level 1 means strict conformity to the Clan codes; Levels 2 and 3 require conformity only under certain circumstances; and Level 4 throws Clan honor out the airlock.

Normally, a fighting force's overall commitment to Clan honor is rated at Level 1, 2, 3 or 4. However, some scenarios may include more than one Honor Level; for example, Honor Level 1 may apply to *Physical Attacks* and *Retreat*, while Honor Level 2 applies to *Zellbrigen*. Each Honor Level is determined by the circumstances of the scenario and the particular Clan fighting in it.

When using the scenario-creation rules in this book, only adherence to Honor Level 1 or 2 grants the Clan side an advantage in Skill ratings. Honor Levels 3 and 4 are not restrictive enough, and so Clan forces fighting under these rules play with Skill ratings similar to their Inner Sphere counterparts (such dishonorable *surats* are obviously not the best the Clans have to offer).

Clan dueling rules and restrictions on physical attacks apply only to enemy 'Mechs. Clan MechWarriors may attack conventional vehicles and infantry targets without reference to Clan honor. Likewise, Clan infantry and vehicles need not follow the rules of engagement, though Elemental points often follow the code of *zellbrigen*. Each point considered a single unit for the purposes of dueling.

Zellbrigen (Dueling)

Under the rules for ritual dueling, or *zellbrigen*, Clan players must declare a target for each of their dueling 'Mechs. A typical declaration might sound something like, "I am MechWarrior Seth of Clan Steel Viper. I pilot the sole *Summoner* in Alpha Star. I hereby invoke the ritual of *zellbrigen* and challenge the pilot of the *Orion* adorned with the unit designation eleven to a duel of warriors. In this solemn matter, let no one interfere!"

During a duel, no other Clan warrior may attack either of the dueling 'Mechs. If a third Inner Sphere unit interferes with a duel, the dueling Clan warrior may attack the interfering unit, provided that another Clan 'Mech has not already challenged the interloper to a duel. A duel ends when one combatant is destroyed, disabled or retreats from the battlefield.

At Honor Level 1, the Clan warrior upholds all the rules of dueling regardless of his opponent's actions. At Honor Level 2, the Clan warrior follows the rules of dueling until the Inner Sphere side takes an action that violates the Clan honor code (a third party interfering, a unit involved in one duel firing on a 'Mech involved in another duel, and so on). If this happens, the duel immediately degenerates into a free-for-all. During the *Weapon Attack Phase*, if a player declares that his unit will fire on a target already involved in a duel, any Clan player whose declaration of *zellbrigen* follows the Inner Sphere player's declaration of a "dishonorable attack" may attack that Inner Sphere 'Mech without regard for honor rules.

At Honor Level 3, any infringement of Clan honor in the dueling rules renders the entire ritual of *zellbrigen* null and void, leaving the Clan 'Mechs free to attack any enemy unit without restraint for the remainder of the game. At Honor Level 4, dueling rules do not apply.

Using *zellbrigen* in a game requires a certain degree of cooperation between players. A crafty Inner Sphere player can exploit the rules of engagement to deny the Clan player any targets at all. Not only is this grossly unfair, but it is also inaccurate in terms of the **BattleTech** universe (plus, it's not much fun for the Clan player).

Finally, the Clan player should not be expected to adhere to the rules of engagement when it would be foolish to do so (as in the following example).

You are playing the Clans in a scenario with Honor Level 1. You have one Daishi and your opponent has four 'Mechs: a Banshee, an Orion, an Atlas and a Spider. The Spider challenges the Daishi to a duel, which the Daishi accepts. The Spider then proceeds to use its superior movement rate to hide behind hills and heavy woods so that the Daishi never gets line of sight to it. Meanwhile, the other three members of the Spider's lance pound the Daishi to dust. The Daishi cannot retaliate because its player must adhere to Clan honor, which in this case means he can only attack the 'Mech that challenged him to a duel. He vainly attempts to chase the Spider, while "off-limits" enemies destroy his BattleMech.

Requiring the *Daishi* in this example to strictly obey the rules of engagement means that the Clan player must sit back and allow his unit to be destroyed. To give players some options in such situations, use the following guidelines to adjudicate the use of *zellbrigen* in game play.

1. Making the Challenge: One of the most important parts of the duel is the actual challenge. This takes place during the Weapon Attack Phase, when attacks are declared. When a Clan unit declares an attack on a unit that it has not attacked before, it is effectively announcing its intention to duel—the Clan player should verbally issue his challenge at this time. Dueling makes Initiative even more important, as Initiative also determines the order of attack declaration and challenges.

If the Inner Sphere side outnumbers the Clan side, it is considered bold (but acceptable) for a single Clan 'Mech to challenge more than one opponent at the same time. All of a single 'Mech's opponents are considered part of the same duel and may fire on the lone challenger. However, at least one target must be left for each 'Mech on the Clan side (this tradition does not apply to non-'Mech Clan units). In fact, Clan MechWarriors greedy for battlefield glory may force their own armored vehicles, infantry units, or even Elementals out of combat in this way.

Though a single Clan 'Mech may challenge more than one Inner Sphere 'Mech, additional Inner Sphere 'Mechs cannot invite themselves into a duel even if the Clans outnumber their side. Such an action is a breach of *zellbrigen*.

2. Refusing a Challenge: A Clan warrior need not accept a challenge issued by an Inner Sphere warrior, especially if he suspects the challenge is simply a ploy to abuse the ritual of *zellbrigen* and achieve victory through deceit. As a general rule, a Clan warrior can refuse a challenge from a 'Mech of a different weight class than his own, as long as he issues a challenge against another Inner Sphere 'Mech instead.

Also, though Inner Sphere warriors are not expected to accept or refuse challenges, the Inner Sphere side must abide by Clan honor when Honor Levels 2 or 3 are in effect or else risk touching off a melee. In these cases, the Inner Sphere player is also allowed to refuse challenges from Clan 'Mechs outside the challenged 'Mech's weight class as long as an alternate challenge is made.

Finally, any challenge must be accepted if there are no alternate targets in play.

3. Declaring a Duel Void: Certain situations may make a duel void, even if strict adherence to the rules of engagement (Honor Level 1) is in force. In these cases the judgment of the players must prevail; however, the gamemaster can use the following simple penalty system to judge these situations. The penalty system is intended to enforce the idea that dueling 'Mechs must actively fight one another for the duel to be valid. Because Clan warriors call people without honor *dezgra*, the penalties are referred to as *dezgra* points.

Each of the infractions listed below earns the violator a *dezgra* point, unless the violator's opponent declines the penalty (which he might do if he decides that the action was tactically

appropriate). If a dueling 'Mech accumulates 3 *dezgra* points, it is clear that the duel is dishonorable, and so it becomes void in the End Phase of the turn in which the third point was earned. No dueling 'Mech can earn more than 1 *dezgra* point per End Phase.

If a dueling unit intentionally moves out of its opponent's line of sight, the unit earns 1 *dezgra* point.

If a dueling unit has line of sight to its opponent but intentionally fails to fire at the enemy, the unit earns 1 *dezgra* point. (This guideline assumes that at least one shot must be possible, meaning that the enemy unit is within the firing arc of the weapon being fired.)

If a dueling unit moves out of the firing range of all its weapons, the unit earns 1 *dezgra* point.

If the unit earns no *dezgra* points in a turn, it may remove 1 *dezgra* point in the End Phase of that turn. A unit may not, however, eliminate all its *dezgra* points (reduce them to zero) in this way.

If the unit earns no *dezgra* points, it may remove one point in the end phase. *Dezgra* points may not drop below zero in this way.

Once a unit has accumulated 3 *dezgra* points, any Clan unit may freely fire on it for the remainder of the scenario without violating the dueling rules.

Physical Attacks

Unlike the formal ritual of dueling, the Clans' dislike of physical attacks in 'Mech combat is an informal, if widespread, custom. No explanation has yet been given for this distaste, though some experts suspect that Nicholas Kerensky chose to encourage a long-range fighting style among the Clans.

At Honor Level 1, a Clan warrior never makes physical attacks in 'Mech combat. At Honor Level 2, a Clan warrior may make a physical attack only if an enemy unit makes one first. During the Physical Attack Phase, if the Inner Sphere player declares a physical attack, any Clan unit whose declaration follows that violation of Clan honor may freely engage that 'Mech in physical combat.

At Honor Level 3, a single physical attack by an Inner Sphere 'Mech allows all Clan warriors to retaliate in kind against all enemy units for the remainder of the game. At Honor Level 4, the taboo against physical attacks no longer applies.

Retreat

Clan MechWarriors despise their Inner Sphere counterparts because they consider Inner Sphere armies dishonorable warriors fighting in inferior 'Mechs. Therefore, Clan warriors consider retreating from Inner Sphere opponents a disgrace almost beyond redemption. When allowed to choose whether or not to flee a losing battle, many Clan warriors prefer to fight to the death.

At Honor Level 1, a Clan warrior never retreats. At Honor Level 2, Clan warriors may retreat from enemy 'Mechs that are using advanced technology, but never from 'Mechs, armor or infantry units using 3025 (Level 1) technology.

At Honor Level 3, Clan warriors may retreat from any vantage of enemy 'Mech, but will not retreat from armor or infantry units. At Honor Level 4, Clan warriors may retreat at will.

SCENARIO 10: BEAR TRAP

As soon as we heard that DropShips were incoming, the CO knew it must be the Clans. We'd just heard about their attack on Pinnacle in March. According to the reports, these so-called "Ghost Bears" slaughtered an entire regiment of infantry in less than three hours. Sure, they were only ground-pounders, but jeez! The fragmented reports about what happened to the First Hussars on Thule didn't tell us much—but everyone says the unit was wiped out to the last man.

So I can see why the CO didn't want to take any chances. He'd been told by the local ComStar rep that the Clans have this custom where they announce their attack and you tell them what you've got to fight with. It's called a "batch-call," or something like that. Anyway, the CO figures he can go ahead and tell them we'll meet them on the shores of Silver Lake.

The trick is, we're nowhere near Silver Lake. Everyone pitched in to set this monster ambush at the edge of the Vernaw Woods, a few clicks south of the fake battle site. We spent nearly a solid day planting mines and digging traps; those Bears will be ghosts for sure by the time we get through with them!

—Fragment of a letter home written by an unidentified Regal Death soldier, 6 May 3050

SITUATION

Vernaw Woods, Susquehanna

Rasalhague Province, Free Rasalhague Republic

7 May 3050

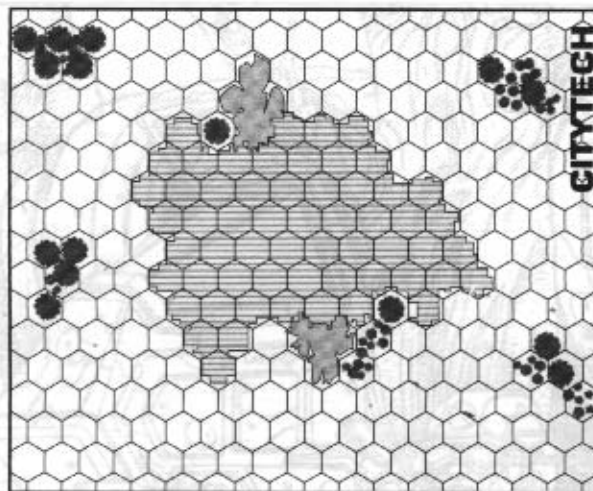
The Ninety-sixth Battle Trinary landed at the location agreed to in the *batchcall*, only to discover that their opponents had failed to show. Remembering how they had been tricked by the Black Omen mercenary company on Damien, which had gone into hiding, the Ninety-sixth went hunting but expected to find no opposition.

Bravo Battle Star walked straight into a Regal Death ambush in the Vernaw Woods, where the mercs had retreated to prepared positions upon detecting the Bears' arrival in-system. Pit traps and minefields destroyed three of Bravo's OmniMechs; concentrated weapons fire took down a fourth and seriously damaged the fifth. Fortunately for the lone Ghost Bear survivor, the other two Stars of the battle Trinary arrived in time to make short work of the mercenaries. The Bears fought with such ferocity that not a single Regal Death soldier survived the assault.

After this engagement, many Ghost Bear commanders declared all mercenary units *dezgra*, unworthy of honorable treatment and fit only for immediate destruction. On encountering mercenaries after the battle for Susquehanna, Ghost Bear leaders rarely bothered issuing a batchcall and almost never claimed bondsmen from mercenary ranks.

GAME SET-UP

Place one **CityTech** mapsheet as shown. For purposes of this scenario, treat all Paved hexes as Light woods. North is up.



DEFENDER

The defender consists of Bravo Battle Star of the Clan Ghost Bear Ninety-sixth Battle Trinary.

Star Commander Bruno Bekker (Piloting 3, Gunnery 2),
Mad Cat Prime

MechWarrior Alicia (Piloting 4, Gunnery 3), *Black Hawk S*

MechWarrior Gerald (Piloting 4, Gunnery 3), *Black Hawk Prime*

MechWarrior Fagan (Piloting 4, Gunnery 3), *Uller Prime*

MechWarrior Raisa (Piloting 4, Gunnery 3), *Uller Prime*

Deployment

The north edge of the map is the defender's home edge. The defending 'Mechs enter via the north map edge during the Movement Phase of the first game turn and must use Walking movement. After the first turn, all defending 'Mechs may move normally.

ATTACKER

The attacker consists of elements of the Regal Death mercenary company.

Strike Lance

Lieutenant Abel Olsen (Piloting 5, Gunnery 4),

VTR-9K Victor

Sergeant Mel Tippet (Piloting 5, Gunnery 4),

CN9-D Centurion

Sergeant Harry Harden (Piloting 5, Gunnery 4),

CN9-D Centurion

Sergeant Maxine Tesh (Piloting 5, Gunnery 4),

VN-10P Javelin

Armor Lance Alpha

Demolisher (Driving 5, Gunnery 4)

Demolisher (Driving 5, Gunnery 4)

Vedette (Driving 5, Gunnery 4)

Vedette (Driving 5, Gunnery 4)

Deployment

The attacker has set up an ambush for the Ghost Bears. All of the attacking units are deployed using the **Hidden Units** rules (p. 53, **CityTech, Second Edition**); the attacking player

BEAR TRAP



may place them in any hexes except for Clear terrain, with any desired facings.

VICTORY CONDITIONS

The attackers must finish off the Ghost Bears as quickly as possible, before the rest of the Ninety-sixth Battle Trinary arrives. The scenario ends when all the units on one side or the other have been destroyed, or at the end of the Turn 10, whichever comes first.

If the attacker manages to destroy all the defending units before the end of Turn 10, he wins a Decisive victory. If he destroys four of the Ghost Bear 'Mechs before the end of Turn 10, he wins a Marginal victory. After Turn 10, the attacking units are overwhelmed and destroyed by the rest of the Ghost Bear Trinary.

The defenders win a Decisive victory if they destroy all the attacking units before the end of Turn 10. If the attacker does not destroy four of the defender's 'Mechs, then the defender achieves a Marginal victory.

SPECIAL RULES

The attacker may set up ten 1-hex conventional minefields on the map in any hexes desired, with the following restrictions: minefields may not be placed in any of the hexes along the north edge of the map, and no minefield may be adjacent to any other minefield.

The attacker may also secretly designate five Clear Level 0 hexes as pit traps. When a unit enters one of these hexes, its player must make a successful Piloting Skill Roll with a +2 modifier, or the unit falls into the trap. The plunge causes normal falling damage; for the rest of the game, the hex is considered Rubble.

The attacker must write down the location of all hidden units, minefields and pit traps before the start of the Turn 1, including the hex numbers of all items. (Permission is granted to photocopy page 43 for personal use so that the attacking player can mark these locations directly on the scenario map.)

Clan Honor

Because the Ghost Bears were ambushed by the treacherous mercenaries, they need not follow the rules of Clan honor in this scenario.

VARIATIONS

One of the few ways that Inner Sphere forces could gain the upper hand against the Clans was through ambushes and guerrilla tactics such as those used in this scenario. Players can vary the scenario by playing it as a stand-up fight or by using the point system to play out the ambush.

Stand-Up Fight

This variant of the scenario assumes that the Regal Death didn't have enough time to set an ambush. In this case, add another armored vehicle lance (Beta Lance) to the attacking force, with the same composition as Alpha Lance. Instead of setting up hidden, the attackers enter the map from the south edge during the Movement Phase of the first turn. In addition, the attacker may not place any minefields or pit traps. All other scenario rules and victory conditions apply.

Another Bug Hunt

To create additional scenarios using the ambush set-up, use the point system (p. 58). Give the attacking (ambushing) side any number of points desired, plus hidden set-up and the minefields and pit traps. The defending side gets a number of points equal to the attacker's total multiplied by 1.2. For example, if the attacking side is worth 1,000 points, the defending side should be worth 1,200 points.

SCENARIO 11: HOT TIME IN THE OLD TOWN

The Inner Sphere *surats* were doomed to fall before the Falcon's claws, but they insisted on fighting the inevitable to the last. Their wasteful display revolted me.

The hirelings known as the Grave Walkers fled before our mighty advance, into the heart of one of their industrial cities. New Houston was its name—after a city of ancient Terra, if I am not mistaken.

Like her namesake, New Houston was an oil town. This fact was not lost on the mercenaries. Indeed, they counted on it. Desperate to save their miserable lives, they enacted a foul scheme rather than become bondsmen to the Falcons. They were not worthy of the honor in any case, so I suppose it was for the best.

While Star Commander Darya Pryde bid with the other commanders of our Cluster for the right to crush the mercenaries, they prepared a trap for us. When we arrived near the refinery complex, they ignited rivers of fuel that they had hastily poured all around the area. They created a spectacular fire, but our OmniMechs were more than able to deal with the increased heat. We pressed on through the inferno, seeking our prey.

I do not know if the mercenaries intended it to happen—but either their weapons or the fires they had started caused one of the main refinery buildings to explode just as battle was joined. The force of the blast knocked my *Kit Fox* off its feet, but I was far enough away from the center of the explosion to suffer no serious damage. A few refinery workers, perhaps a skeleton crew left there during wartime to monitor the volatile chemicals, fled from the burning structure. I can only assume that some of them perished in the flames.

Never before have I seen such a sight. It sickened me to see such destruction on what was once blessed Star League soil. Blasphemy is too soft a word for the crimes the Grave Walkers committed that night.

—Excerpt from the personal battle log of MechWarrior Sulan, 4 July 3050

SITUATION

New Houston, Black Earth

Tamar March, Federated Commonwealth

20 May 3050

Following their disastrous defeats on Barcelona and Bone Norman, the remnants of the 17th Skye RCT and the First Grave Walkers regrouped on Black Earth. Before the haggard troops had time to lick their wounds, the Falcons hit Black Earth like a hurricane. The Jade Falcon aerospace forces surprised the 17th Skye RCT fighters while they were on the ground, but the Falcon commander let them scramble and mount a defense. The aerjocks fought bravely, but the Falcons easily overpowered them.

The 'Mechs and tanks of the 17th held off Gyr Falcon Galaxy for an hour at the spaceport before collapsing. The Grave Walkers attempted to use flaming oil from a New

Houston refinery as a defensive barrier, but they quickly learned that the Clan's advanced heat sinks made this tactic useless. Within thirty hours of the initial assault, Clan Jade Falcon controlled Black Earth.

GAME SET-UP

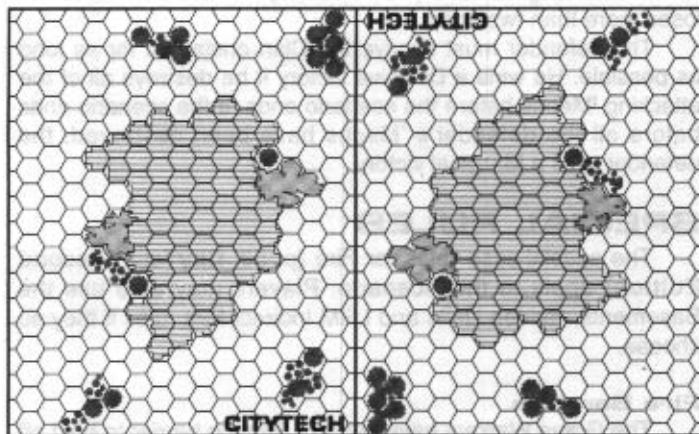
Place both **CityTech** mapsheets as shown and place building counters in the hexes indicated below. For more information on the buildings, see **Special Rules**. North is up.

WEST MAPSHEET (NEW HOUSTON)

Place Level 1 Light buildings (L1, CF 10) on the following hexes: 0406, 0606, 0608, 0610, 0612, 0705, 0714, 0806. Place Level 3 Light buildings (L3, CF 15) on the following hexes: 1007, 1205, 1208, 1210. Place Level 4 two-hex Medium buildings (M4, CF 40) on the following hexes: 0808/0809, 0811/0812, 1004/1005, 1009/1010.

EAST MAPSHEET (OIL REFINERY)

Place Level 2 two-hex Hardened buildings (HD2, CF 100) on the following hexes: 0709/0710, 0906/1006, 0913/1012, 1109/1110. Place Level 3 two-hex Heavy buildings (H3, CF 60) on the following hexes: 0807/0908, 0811/0911.



DEFENDER

The defender consists of a battered lance of the First Grave Walkers.

Smith's Provisional Lance

Lieutenant Ian Smith (Piloting 3, Gunnery 3), VTR-9K *Victor*
Zachary Volkert (Piloting 4, Gunnery 3), ON1-M *Orion*
Maya Niles (Piloting 4, Gunnery 4), CN9-D *Centurion*
Boris Tesla (Piloting 4, Gunnery 4), JVN-10P *Javelin*

Deployment

The west edge of the map is the defender's home edge. The defender's 'Mechs start the game set up on the west mapsheet, in any hexes that do not contain buildings. The defender may deploy one or two of his units per the Hidden Units rules (p. 53, **CityTech, Second Edition**).

HOT TIME IN THE OLD TOWN

ATTACKER

The attacker is Charlie Eye 3 of the Second Falcon Jaegers Cluster, a light Star. (Note: Use *Mad Cat* miniatures to represent the two *Uller S* 'Mechs.)

Charlie Eye 3

Star Commander Darya Pryde (Piloting 2, Gunnery 1)

Black Hawk Prime

MechWarrior Rita (Piloting 2, Gunnery 1), *Uller Prime*

MechWarrior Leon (Piloting 3, Gunnery 2), *Uller Prime*

MechWarrior Sulan (Piloting 3, Gunnery 2), *Uller S*

MechWarrior Novalis (Piloting 3, Gunnery 2), *Uller S*

Deployment

The east edge of the map is the attacker's home edge. The attacking units enter via the east map edge during the Movement Phase of Turn 1.

VICTORY CONDITIONS

The scenario ends when all the units on one side have been destroyed or after 15 turns have elapsed, whichever comes first.

The attacker wins a Decisive victory if he destroys all of the defending units while losing only one or two of his own 'Mechs. He wins a Marginal victory if he destroys all the defenders but loses more than two units.

The defender must survive the Clan onslaught for as long as possible. He wins a Decisive victory if he destroys all of the attacking 'Mechs before the scenario ends. If the scenario ends before all the defender's 'Mechs have been destroyed, the defender wins a Marginal victory.

SPECIAL RULES

The special-case rules for Fire (p. 50, *CityTech*, Second Edition) apply to this scenario. Players may also use the Basements, Hidden Units and LRM Indirect Fire rules if they so choose.

Fire Barriers

The Grave Walkers have set up a flaming barrier to hold off the Jade Falcons. The defending player must choose the barrier's exact size and location before the scenario begins; it can be a single row up to 16 hexes long, two separate barriers each up to 8 hexes long, or three barriers each up to 5 hexes long. All barriers must be straight rows of hexes, and the rows cannot include Building or Water hexes.

The defender may ignite each flame barrier at any time, even in the middle of his opponent's move. (If the defender chose multiple barriers, he can ignite them simultaneously or individually.) As soon as the defending player announces that he is lighting the flames, the indicated hexes fill with fire. Smoke does not develop until the End Phase of the turn in which the fires are ignited; at that time, the fire may also spread.

The Refinery

The two Hardened Buildings in the refinery complex (east mapsheet) represent huge storage tanks. The contents of these tanks are highly flammable, and the tanks may explode violently if hit with weapons or ignited by fire.

Every time one of the tanks is hit by a weapon or physical attack, make a second to-hit roll, applying all the appropriate modifiers *except* for the immobile target modifier. If this second to-hit roll succeeds, the tank explodes. Though attacks from adjacent hexes always hit buildings, a to-hit roll is still required to see if the attack makes the tank explode.

The surrounding flames can also cause a fuel tank to explode. When a fuel tank building catches fire, roll 2D6 during the End Phase of the turn. If the result is a 2 or a 12, the tank blows up.

An exploding tank inflicts damage on surrounding units at the end of the phase in which it explodes, after all other attacks have been resolved. The tank explodes with a force equal to its remaining CF; for example, an undamaged Hardened Building would explode with a force of 100 damage points. All units in the same hex as the building when it is hit take full damage from the blast. Resolve damage on the Front column of the hit location table, breaking it into 5-point clusters just like LRM fire.

Units and other buildings in hexes near the explosion will also take damage, reduced by 20 points for every hex between the unit or building and the center of the blast. Judge the distance based on the hex of the exploding building nearest to the potential target. This damage needs no to-hit roll; apply it in 5-point clusters using the appropriate hit location column as if the attack had originated in the exploding building hex closest to the target. A multi-hex building will take damage only once from an explosion. If another tank is hit by an explosion, the tank catches fire (see **Variations**, below).

Clan Honor

The Jade Falcon player must abide by Honor Level 1 rules in this scenario (see **Clan Honor**, p. 40).

VARIATIONS

If you want more explosions and destruction in the scenario, treat all the buildings in the refinery complex as storage tanks. Alternatively, the defending player can secretly decide before beginning the scenario which buildings are storage tanks and which ones are not.

Another option—fun, but also somewhat complicated—is to check to see if missed shots hit the tanks accidentally. Any time a weapon attack misses its target, determine whether or not a storage tank is behind the target by drawing a straight line between the firing unit and its target. If the line touches a tank and the tank lies within the maximum range of the weapon fired, the missed shot may strike the tank.

Roll dice to determine whether or not the missed shot strikes the tank. Use all the standard to-hit modifiers, including a +1 modifier for a secondary target, but *do not* apply the usual -4 modifier for firing at an immobile target. If this to-hit roll succeeds, the shot hits the tank. To determine if it explodes, use the rules in **The Refinery**.

SCENARIO 12: INFANTRY BLUES

After ComStar's glorious victory on Tukayyid, the people of the Inner Sphere breathed a collective sigh of relief. To many, it seemed as though the war was over.

Unfortunately, nothing could be further from the truth.

Though the Truce of Tukayyid forbids the Clans to advance toward Terra for fifteen years, it says nothing of other military ventures. In fact, Clan raids are so frequent as to be commonplace above the so-called truce line. Troops stationed on border worlds are constantly on alert, and those near the Periphery are doubly threatened, because bandit activity has reached an all-time high.

Since signing the Truce, the Clans have not conquered additional Inner Sphere worlds, nor do they seem to have much need for Inner Sphere materiel. Why, then, do they continue these raids?

Many Inner Sphere military experts claim that the Clans are engaging in these battles as a sort of military exercise. One need only look to the massive Jade Falcon incursion into Lyrans space last spring to see that this theory holds at least some truth. Reports indicate that the entire Coventry offensive was staged to give young Falcon warriors a chance to experience real battlefield conditions as part of their training. But whatever the motivation for these ventures, the fact remains that hostile Clan activity remains a serious problem for border worlds, and thus for the entire Inner Sphere. To forget this is to doom ourselves at the hands of Kerensky's descendants.

—Excerpted from an article entitled *Truce? What Truce?* by Professor Janet Wakefield, *New Avalon Examiner*, September 3058

SITUATION

Supply Base Mizo, Altona
Pesht District, Draconis Combine
2 June 3057

Though the Truce of Tukayyid halted the Clans' advance toward Terra, it did little to stop the constant fighting along the Inner Sphere's border with the Clan-occupied zones. Small Clan forces stage frequent raids into Lyrans and Draconis Combine space.

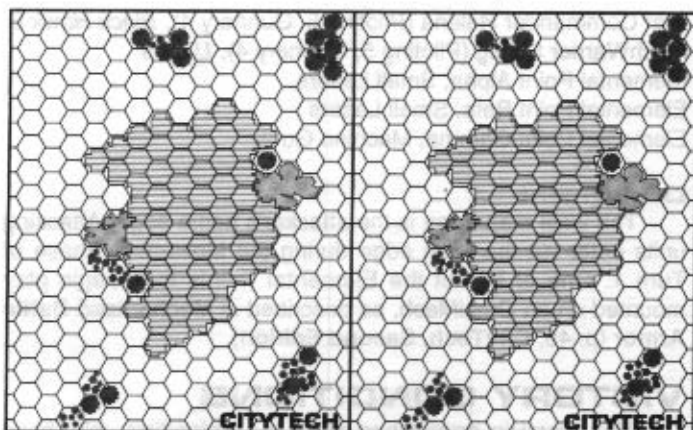
One such raid took place on the backwater world of Altona. Long a target of Clan Nova Cat raids, Altona was granted a much-needed respite from war when the attacks suddenly halted in mid-3056. Peace lasted for about a year, long enough to lull the local military into complacency.

Then Clan Smoke Jaguar got wind of the situation and hatched a plan to take advantage of Altona's weakness. They decided to send a Trinary through Nova Cat space to Altona. On arrival, two of the Stars would engage the Fifth Sun Zhang Academy Cadre, the only BattleMech forces defending the planet. While the Stars kept the Sun Zhang 'Mechs busy, the Trinary's third Star would execute a high-altitude drop over an isolated supply base. Guarded by infantry and a few tanks, the base looked like easy pickings for Clan warriors. The Smoke Jaguars failed to bargain, however, on the tenacity of the Combine soldiers.

GAME SET-UP

Place both **CityTech** mapsheets as shown. The west mapsheet contains a large lake; treat all the Paved hexes on this mapsheet as Depth 1 Water hexes. (The Paved hexes on the east mapsheet remain paved.) Place multiple bridge counters to form a six-hex bridge across the lake, stretching from Hex 0608 to Hex 1111. Finally, place building counters on the east mapsheet as indicated below. North is up.

Place Level 3 2-hex Light buildings (L3, CF 15) on the following hexes: 0906/0907, 1109/1110. Place Level 2 Medium buildings (M2, CF 40) on the following hexes: 0709, 0711, 0909, 1107. Place Level 1 2-hex Heavy buildings (H1, CF 90) on the following hexes: 0706/0707, 0911/0912.



DEFENDER

The defender consists of two companies of the Seventeenth Altona Militia, supported by a veteran armor lance from the Dragon's Cavaliers. The infantry attached to the Altona Militia are not trained in anti-Mech tactics.

Light Infantry Company (A)

Heavy Wheeled APC (Driving 5, Gunnery 4)
Heavy Wheeled APC (Driving 5, Gunnery 4)
Foot Infantry Platoon A1, Rifles
Foot Infantry Platoon A2, SRMs
Jump Infantry Platoon A3, Rifles

Heavy Infantry Company (B)

Heavy Tracked APC (Driving 5, Gunnery 4)
Heavy Tracked APC (Driving 5, Gunnery 4)
Foot Infantry Platoon B1, Lasers
Foot Infantry Platoon B2, SRMs
Jump Infantry Platoon B3, Machine Guns

Cavalier Strike Lance Ku

Condor (Driving 4, Gunnery 3)
Condor (Driving 4, Gunnery 3)
Myrmidon (Driving 4, Gunnery 3)
Myrmidon (Driving 4, Gunnery 3)

INFANTRY BLUES

Deployment

The east map edge is the defender's home edge. All of the defending units set up first, in any desired locations on the map. If he wishes, the defending player may place up to half of his infantry platoons as hidden units (see **Hidden Units**, p. 53, **CityTech, Second Edition**). Defending infantry may also start play mounted in an APC, but those units cannot be hidden. Infantry units may occupy any level of a building and may also stand on top of buildings. Ground vehicles may not be set up on top of a building, regardless of its CF.

ATTACKER

The attacker consists of a Clan Smoke Jaguar mixed Star of OmniMechs and Elementals.

Star Commander Helena (Piloting 5, Gunnery 4), *Black Hawk S*
MechWarrior Siddig (Piloting 5, Gunnery 4), *Uller S*
Elemental Point Alpha, Small Lasers
Elemental Point Beta, Small Lasers
Elemental Point Gamma, Machine Guns

Deployment

The west map edge is the attacker's home edge. Attacking units enter via the west edge during the Movement Phase of Turn 1. One or two of the Elemental Points may begin play mounted on an OmniMech, as described in **Mechanized Battle Armor** (p. 45, **CityTech, Second Edition**).

VICTORY CONDITIONS

The scenario ends when all of the defending units have been destroyed, or when both large Light buildings are destroyed and all the attacking units are either destroyed or have retreated off their home map edge.

If the attacking player destroys both Light buildings and moves all of his units off his home map edge, he wins a Marginal victory. If he destroys all the defending units, he wins a Decisive victory.

The defending player must protect the supply warehouses (the two large Light buildings). If these buildings are intact and the attacking units have all been destroyed or driven off the map at the end of the scenario, the defender wins a Decisive victory. If the attacking units are destroyed or driven off but the buildings are also destroyed, the defender wins a Marginal victory.

SPECIAL RULES

Though the bridge on the west mapsheet is made up of many counters, the entire structure is considered a single Medium bridge with a CF of 40. Condor hovercraft may move freely through the bridge hexes without risking the bridge's collapse.

Clan Honor

The attackers need not adhere to the Clan rules of engagement, as this battle takes place well after the lessons that the Clans learned on Tukayyid, and the enemy force contains no BattleMechs.

VARIATIONS

A larger version of this scenario can be played with a full-sized Nova attacking a infantry battalion supported by an armor company. Use the following force lists and victory conditions.

DEFENDER

All of the defender's infantry may begin play as hidden units (see **Hidden Units**, p. 53, **CityTech, Second Edition**); the troops of Special Infantry Company C are trained in anti-Mech tactics.

Light Infantry Company (A)

Heavy Wheeled APC (Driving 5, Gunnery 4)
Heavy Wheeled APC (Driving 5, Gunnery 4)
Foot Infantry Platoon A1, Rifles
Foot Infantry Platoon A2, SRMs
Jump Infantry Platoon A3, Rifles

Heavy Infantry Company (B)

Heavy Tracked APC (Driving 5, Gunnery 4)
Heavy Tracked APC (Driving 5, Gunnery 4)
Foot Infantry Platoon B1, Lasers
Foot Infantry Platoon B2, SRMs
Jump Infantry Platoon B3, Machine Guns

Special Infantry Company (C)

Jump Infantry Platoon C1, Flamers
Jump Infantry Platoon C2, SRMs
Motorized Infantry Platoon C3, Machine Guns

Cavalier Assault Lance Chi

Demolisher (Driving 4, Gunnery 3)
Demolisher (Driving 5, Gunnery 4)
Hetzer (Driving 5, Gunnery 4)
Hetzer (Driving 5, Gunnery 4)

Cavalier Strike Lance Ku

Vedette (Driving 4, Gunnery 3)
Vedette (Driving 4, Gunnery 3)
Myrmidon (Driving 4, Gunnery 3)
Myrmidon (Driving 4, Gunnery 3)

Cavalier Recon Lance Kaze

Condor (Driving 4, Gunnery 3)
Condor (Driving 4, Gunnery 3)
Heavy Hover APC (Driving 5, Gunnery 4)
Heavy Hover APC (Driving 5, Gunnery 4)

ATTACKER

The attacker consists of a Smoke Jaguar Nova, made up of one Star of OmniMechs and one Star of battle armor. All battle armor Points may begin play mounted on OmniMechs if the attacking player so desires.

OmniMech Star

Star Commander Helena (Piloting 5, Gunnery 4), *Daishi S*
 MechWarrior Siddig (Piloting 5, Gunnery 4), *Uller S*
 MechWarrior Falco (Piloting 5, Gunnery 4), *Uller Prime*
 MechWarrior Dermot (Piloting 5, Gunnery 4),
Black Hawk Prime
 MechWarrior Deirdre (Piloting 5, Gunnery 4), *Black Hawk S*

Battle Armor Star

Elemental Point Alpha, Small Lasers
 Elemental Point Beta, Small Lasers
 Elemental Point Gamma, Machine Guns
 Elemental Point Delta, Machine Guns
 Elemental Point Epsilon, Flamers

VICTORY CONDITIONS

Because the attacking player has so many more units to work with in this variation, he must destroy *all* of the buildings on the east mapsheet to achieve a Marginal victory. Otherwise, the victory conditions are the same as those given previously for this scenario.

SCENARIO 13: VENGEANCE OF THE DRAGON

Hawkins: Captain, do you copy? I have radar contact with four ... no, five enemy 'Mechs. Hold it, there's more coming over the ridge! Captain, do you—

Holden: Copy, Sergeant. And that's *Hauptmann*, not Captain. Join the FedCom family some time. You say you have five contacts? Our sector's supposed to be clear, over.

Hawkins: Yeah, tell that to the Snakes! I'm reading at least ten contacts now, coming into LRM range in twenty seconds, sir. What are your orders?

Yeager: Oh, man! Where's our recon lance? Why didn't they warn us? We're in some pretty deep s*** now, man!

Holden: Cut the chatter, Yeager. You know better than to curse over an open channel.

Fortunato: Give me a break!

Holden: Ahem. Talbott, take your *Assassin* in for a closer look.

Talbott: Yessir. I'm on it!

Holden: Okay, people. We're gonna do this by the numbers. Lieutenant Reed, take your lance over to the woods at sector 0415 and establish a vector on the Snakes' approach. The rest of you, head for the high ground.

Hawkins: Captain, they're coming in fast. I don't think we'll make it to the ridge in time for it to matter! Kelley, there's one coming in at 2 o'clock! Cut left! Cut...

<Static; signal regained after 48 seconds>

Fortunato: Sir, they nailed Hawk! What the hell are they shooting at us? I've got no sound, smoke or explosion, but Hawk's *Awesome* just got beheaded.

Saunders: I saw it, too. You don't think they got a Gauss rifle, do you? I thought the brain-boxes at NAIS still hadn't hashed that out. How could the lousy Dracs have one?

Holden: Leave the theories for later, folks. Talbott, circle in and give Fortunato a hand. Talbott, do you copy? Talbott?

Yeager: She's dead, sir! We've got to get the **** out of here!

Holden: Dammit, what did I say about profanity, soldier? Hold on, I'm getting something from HQ ... we have orders to pull back to the DropShips.

Fortunato: About time! How come we had to hold off the Snakes while everyone else ran home to mama?

Holden: Enough of that—let's get moving. I want a fighting retreat, troops. We'll send a few more of those bastards to hell before we board the DropShips.

Yeager: Now, that's what I like to hear! Eat lead, Drac-boys!

<End transmission>

—Recovered fragment of communication log, Sergeant Eileen Fortunato, 11 August 3039

SITUATION

West Cerant County, An Ting
Galedon District, Draconis Combine
 11 August 3039

The first wave of the War of 3039 went pretty much as Hanse Davion had planned. The coordinated multi-front attack on the Draconis Combine met fierce but relatively light opposition. Planet after planet fell to the Federated Commonwealth, and morale among Davion troops soared high—until the beginning of the second wave, when a Draconis Elite Strike Team attacked the Steiner command post on the planet Vega. The loss of so many command personnel was a strategic nightmare and a staggering blow to morale for the Federated Commonwealth.

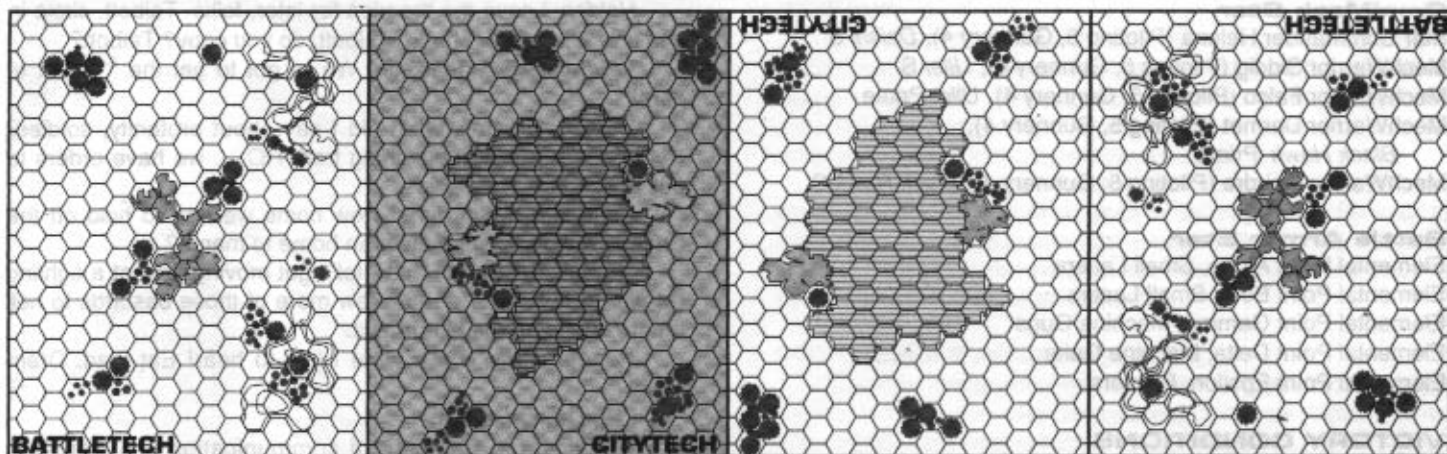
Partly as a result of the Vega attack, the FedCom assault on An Ting—a world vital to taking the Galedon District—did not go smoothly. Because Draconis Combine resistance was sporadic, the Davion Guards led by Field Marshal Ardan Sortek managed to gain a foothold on the planet. However, the Combine forces counterattacked strongly not long after the Guards had established a defensive perimeter in the city of Cerant.

The Combine's elite Ryuken pounded the Guards' position, fielding BattleMechs in configurations unknown to their opponents. Some of the Combine 'Mechs carried high-tech, Star League-era weapons that the Davion troops had only heard rumors about. The fighting was fierce but brief. The Ryuken's combination of advanced technology, skill and sheer numbers drove the Davion Guards from Cerant to their DropShips and off An Ting.

GAME SET-UP

Though played under **CityTech** rules, this scenario uses game components from **BattleTech, Fourth Edition**, as well as from **CityTech, Second Edition**. Place both **BattleTech** and both **CityTech** maps as shown. The shaded map represents the defender's deployment zone. North is up. Place buildings on the **CityTech** mapsheets as indicated below.

VENGEANCE OF THE DRAGON



WEST CITYTECH MAPSHEET

Place Level 3 2-hex Heavy buildings (H3, CF 80) on the following hexes: 0707/0708, 0810/0911.

Place Level 3 Medium buildings (M3, CF 40) on the following hexes: 0812, 1005, 1007, 1009.

EAST CITYTECH MAPSHEET

Place Level 2 Medium buildings (M2, CF 30) on the following hexes: 0606, 0809.

Place Level 4 2-hex Medium buildings (M4, CF 40) on the following hexes: 0806/0807, 0811/0812, 1005/1006, 1009/1010.

DEFENDER

The defender consists of two lances from the First Davion Guards.

Command Lance

Hauptmann Xavier Holden (Piloting 3, Gunnery 3),

CP-10-Z *Cyclops*

Sergeant Dieter Kelley (Piloting 4, Gunnery 4),

GHR-5H *Grasshopper*

Sergeant Greg Saunders (Piloting 4, Gunnery 4),

ENF-4R *Enforcer*

Sergeant Olga Talbott (Piloting 5, Gunnery 4),

ASN-21 *Assassin*

Assault Lance

Leftenant Heather Reed (Piloting 3, Gunnery 3),

AS7-D *Atlas*

Sergeant Victor Hawkins (Piloting 4, Gunnery 4),

AWS-8Q *Awesome*

Sergeant Eileen Fortunato (Piloting 4, Gunnery 4),

JM6-S *JagerMech*

Sergeant Rick Yeager (Piloting 5, Gunnery 4),

HBK-4G *Hunchback*

Deployment

The east map edge is the defender's home edge. The defending player sets up first, in any desired hexes on the western **CityTech** mapsheet (shown shaded above). All defending units must face northwest or southwest.

ATTACKER

The attacker consist of a company of Ryuken.

Command Lance

Tai-i Takashi Mitsugi (Piloting 3, Gunnery 2), VTR-9K *Victor*

MechWarrior Franklin Garibaldi (Piloting 4, Gunnery 3),

ON1-M *Orion*

MechWarrior Alice Drusus (Piloting 4, Gunnery 3),

DRG-1N *Dragon*

MechWarrior Maurice Tanaka (Piloting 4, Gunnery 3),

PNT-9R *Panther*

Support Lance

Chu-i Thomas Petersen (Piloting 3, Gunnery 3),

CN9-D *Centurion*

MechWarrior John Kotobi (Piloting 4, Gunnery 3),

QKD-4D *Quickdraw*

MechWarrior Warren Littlefield (Piloting 4, Gunnery 3),

TBT-5N *Trebuchet*

MechWarrior Phillip Harmon (Piloting 4, Gunnery 4),

WHT-1 *Whitworth*

Recon Lance

Chu-i Karl Wantabe (Piloting 4, Gunnery 3),

JVN-10P *Javelin*

MechWarrior Jinjiro Salinas (Piloting 4, Gunnery 4),

HER-2S *Hermes II*

MechWarrior Randall Parkinson (Piloting 4, Gunnery 4),

JR7-D *Jenner*

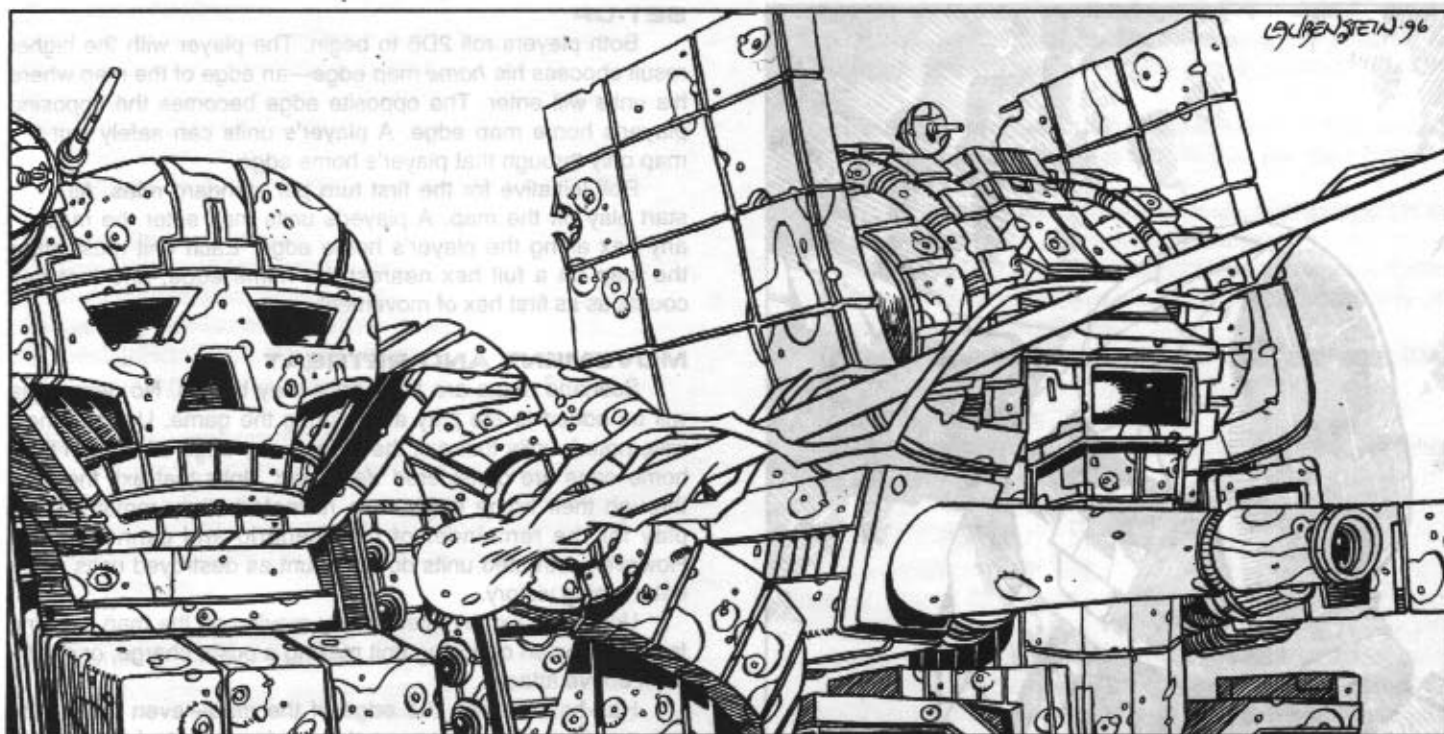
MechWarrior Stanley Duncan (Piloting 5, Gunnery 4),

JVN-10P *Javelin*

Deployment

The west map edge is the attacker's home edge. The recon lance enters via the west map edge in the Movement Phase of Turn 1. The support lance enters during the Movement Phase of Turn 2, and the command lance enters during the Movement Phase of Turn 3.

VENGEANCE OF THE DRAGON



VICTORY CONDITIONS

The Davion Guards must stage a fighting retreat. This means that the defender must move as many of his units as possible off the east map edge, toward the DropShips that will evacuate the Guards off-planet.

The scenario ends when all of one side's units have been destroyed or exited the map. The scenario must last for at least three turns, as all of the attacking units will not have entered the map until Turn 3.

At the end of the scenario, tally each side's victory points as shown on the Victory Table to determine the level of victory.

If all of the attacking 'Mechs are destroyed or forced off the map, each mobile defending 'Mech that survives and remains on the map counts as though it had moved off the east edge.

VICTORY TABLE

Attacker

Each defending 'Mech destroyed	+5 points
Each defending 'Mech forced off map edge	+2 points
Each attacking 'Mech destroyed	-2 points

Defender

Each attacking 'Mech destroyed before any defending 'Mechs retreat	+3 points
Each attacking 'Mech destroyed after defending 'Mechs start retreating	+1 point
Each defending 'Mech destroyed	-2 points
Each defending 'Mech moved off east map edge	+2 points

The side with the higher total victory points wins the scenario. If the difference in the two sides' scores is greater than 10, the victory is Decisive; if the difference is 10 or less, the victory is Marginal. A tied score means the scenario is a draw.

As you can see from the victory point table, staging a fighting retreat rather than simply fleeing off the map is to the defender's advantage. The defender should try to destroy as many attacking units as possible before beginning to move his 'Mechs off the map edge.

SPECIAL RULES

Players should use the **LRM Indirect Fire** rule in this scenario (p. 53, **CityTech, Second Edition**).

To reflect the speed and aggressiveness of the Ryukens assault on the city, the attacking player's units receive a +2 modifier to Initiative die rolls until the first defending unit has exited the east edge of the map.

VARIATIONS

If the Davion Guards had not underestimated the Combine's readiness, they would have been better prepared to face the Ryukens onslaught. The following changes will let you play out that version of the scenario.

During set-up, the defender may place any portion of his forces on the west **BattleTech** mapsheet if desired. Any or all defending units may start play in hidden positions. The attackers receive no Initiative bonus.

The defenders receive only 1 victory point for each 'Mech moved off the east map edge, but earn +4 points rather than +3 for destroying an attacking 'Mech before beginning to retreat.



CREATING SCENARIOS

The following guidelines will help you create original **BattleTech** scenarios using dice rolls and a simple point system. Players may also set scenario parameters as they wish, rather than generating them with the dice-roll tables supplied in the following pages. Ultimately, the players should work together to come up with a scenario that is fun to play and fairly balanced. The following material will help you do that. Feel free to modify the tables to suit your playing style and needs.

GENERAL RULES

Unless otherwise noted in the specific rules for each scenario type, the following rules apply to all **BattleTech** scenarios created with this system.

NUMBER OF PLAYERS

The mission-generation rules are written for two-player scenarios. If more than two individuals are playing, simply divide all the players into two opposing teams.

You can play games involving three or more sides, but these tend to get complicated. You can use these guidelines to create scenarios for more than two sides, but the application of these rules is up to the players.

SET-UP

Both players roll 2D6 to begin. The player with the higher result chooses his *home* map edge—an edge of the map where his units will enter. The opposite edge becomes the opposing player's home map edge. A player's units can safely exit the map only through that player's home edge.

Roll Initiative for the first turn per standard rules. All units start play off the map. A player's units may enter the map on any hex along the player's home edge. Each unit must enter the map on a full hex nearest the home edge, and that hex counts as its first hex of movement.

MOVEMENT AND RETREAT

Scenario maps are fixed once play begins. No new maps will be added to the play area during the game. Unless otherwise noted, units that exit the map at any edge other than their home edge are considered *destroyed*. Units that exit the map through their home edge have *retreated*—they remain out of play for the remainder of the scenario and cannot return. However, retreated units do not count as destroyed units when determining victory.

Units may exit by intentionally moving off the map or being forced off by an opposing unit making a push, charge, or death-from-above attack.

Half-hexes along the edge of the map—even those with hex numbers in them—are not considered part of the playing field. A unit that enters one of these half-hexes for any reason is considered to have exited the map.

ENDING THE GAME

Generally, a scenario ends when all of one player's units have been destroyed or have retreated off the map. At that point, the opposing player wins. Depending on the specific scenario type, however, a player may need to achieve additional or alternative goals to claim victory.

DETERMINING VICTORY

Victory in each scenario goes to the side that survives at the end, or to the side that fulfills specific conditions for victory. Most scenarios include different levels of victory as well: Decisive, Substantial or Marginal. A given player may win a Decisive, Substantial or Marginal victory depending on how well he meets the victory conditions.

The point system includes an alternate method of determining who wins and the level of victory. Both players start with 0 victory points. For every enemy unit destroyed, add twice its point value to your total (include the points for the pilot, if any). For each of your units destroyed, deduct the point value of the unit (plus the pilot) from your score. At the end of the scenario, the side with the most points wins. If the difference between the two players' scores is greater than the amount of points used to purchase forces for the winning side, the victory is Decisive. Otherwise, the victory is Marginal. If both players' scores are tied at the end of the scenario, the game is considered a Draw.

(See **Point System**, page 58, for directions on determining the point values of 'Mechs and other combat units. The Unit Reference Table, p. 60, provides a list of pre-calculated point values for various units.)

CREATING SCENARIOS

Players A and B are playing a scenario in which the fighting forces consist of four 'Mechs on each side. All of the 'Mechs are worth 250 points each, for a total of 1,000 points per side. The scenario ends with Player A destroying all four of Player B's 'Mechs. Player B has only destroyed two of Player A's 'Mechs.

Player A scores twice the point value of each 'Mech that he destroyed ($2 \times 250 = 500$ points each). Because he destroyed all four of his opponent's 'Mechs, he scores 2,000 points ($500 \times 4 = 2,000$). However, his opponent destroyed two of his 'Mechs, and so Player A must deduct their point value from his score. Two 'Mechs at 250 points each equals 500 points, reducing Player A's final score to 1,500.

The two 'Mechs that Player B managed to destroy give him 1,000 points ($2 \times 250 = 500$, $500 \times 2 = 1,000$). However, Player B lost all four of his own units. Subtracting 250 points each for the 4 destroyed 'Mechs leaves Player B with 0 points.

Player A is the winner of this scenario. Because the difference between the players' scores is greater than the 1,000 points each player used to purchase his forces, the victory is Decisive. If Player B had managed to destroy three of Player A's units, Player A would still have won, but only a Marginal victory.

Depending on the specific scenario being played, the victory levels may be determined in various ways. Players can also score victory points by achieving certain goals in a scenario (see **Types of Scenarios**, following).

SCENARIO TYPE TABLE

1D6	Scenario Type
1	Stand-up Fight
2	Hide and Seek
3	Hold the Line
4	Extraction
5	Break Through
6	The Chase

TYPES OF SCENARIOS

If desired, one player may randomly generate a type of scenario by rolling 1D6 and consulting the Scenario Type Table. Alternatively, players may simply select a scenario type.

These general types represent only a few of the possible scenarios that **BattleTech** players can create. You can use these as models to create your own scenarios.

Brief descriptions and victory conditions for each type of scenario are described in the following passages. Each description includes the special rules used to play that type of scenario, along with guidelines for force composition and victory conditions.

STAND-UP FIGHT

In a stand-up fight, the simplest and most common type of scenario, two forces of roughly equal size square off against each other. Only one side will leave the field alive.

Force Composition

Both sides should have the same number of units. If you are using the point system (p. 58), each side should have an equal allotment of points. A good point total for each side in a lance-on-lance battle is 1,000 to 1,500 points.

Victory Conditions

The scenario ends when all the units on one side have been destroyed or retreated off the map. The surviving side at the end of the scenario wins. If you are using the point system to build forces, the standard victory points and victory levels described above in the preceding **Determining Victory** section apply.

HIDE AND SEEK

Playing this scenario type requires the use of the Hidden Units rules (p. 53, **CityTech, Second Edition**). If you do not have these rules at hand, choose or roll for a different scenario.

In the hide-and-seek scenario, one player is the attacker, the other the defender. The defending player is "it"—his forces hide, and the attacker attempts to find and destroy them.

Use half the number of mapsheets (rounded up) recommended in the Terrain rules (p. 55). If possible, avoid using the Large Lakes or Lake Area mapsheets. Urban mapsheets are ideal if buildings are used. Otherwise, avoid these mapsheets as well, because they provide few hiding places for the defender's units.

After the attacking player selects a home map edge, the defending player sets up his units using the Hidden Units rules. The defending units may be placed on any hex anywhere on the map, except for Clear and Paved hexes. Additionally, the defending player may set minefields (see p. 54, **CityTech, Second Edition**). For each BattleMech or unit in his force, the defender may set one single-hex conventional minefield. For example, if the defender's force consists of a single four-Mech lance or a single four-tank armor lance, he can set four minefields.

Force Composition

Set the attacking force at twice the size of the defending force. For example, if the defending player controls a single lance, the attacking player uses two lances. Players may use any size forces they wish, as long as the attacker's force is twice the size of the defender's.

If using the point system, the point value of the attacking force should be double that of the defending force.

Victory Conditions

The scenario ends when all of one player's units have been destroyed or retreated off the map. The player whose forces control the map or simply survive at the end wins the scenario.

When using the point system, standard rules for victory conditions apply.

CREATING SCENARIOS

HOLD THE LINE

In a hold-the-line scenario, the defending player must fend off a larger attacking force. The defending units may not intentionally leave the map for any reason.

Force Composition

Set the attacking player's force at twice the size of the defender's force. For example, if the defending player controls a single lance, the attacking player may use two lances. Players may use any size forces they wish, as long as the attacker's force is twice the size of the defender's. Set the experience levels of the defending player's forces at one level higher than those of the attacker's forces. For example, if the attacking force consists of Regular units, the defender uses Veteran units.

If you are using the point system, the point value of the defending force equals that of the attacking force, though the defending force must be only half as large as the attacking force.

Victory Conditions

The scenario ends when all the units on one side have been destroyed or retreated off the map.

If the defenders destroy a number of opposing units equal to the number of defending units that started the scenario (or more), the defending player wins. For example, if the defending player begins with a single lance (four units), he can claim victory if he manages to destroy four or more attacking units. In all other cases, the player whose forces survive or control the map at the scenario's end wins.

If you are using the point system, standard rules for determining victory apply.

EXTRACTION

In an extraction scenario, the attacking player attempts to extract a target, such as a secret weapon, an important diplomat or a computer memory core, from behind the defender's lines.

After the players roll dice and select their home map edges, the attacker secretly chooses a target hex for the extraction. The target hex must be within four hex rows of the defender's home edge and cannot be within four hexes of any other map edge. The attacker then writes down the target hex's number and mapsheet name on a slip of paper, which he folds and gives to a neutral party for safekeeping (or the defending player can simply put the paper in his pocket without looking at it).

The attacking player can reveal the target hex to the defender during any End Phase. Any attacking unit can pick up the extraction target by occupying the target hex during an End Phase. Additionally, a unit that retrieves the target can pass it to any friendly unit in the same hex or an adjacent hex during any End Phase.

If a unit carrying the extraction target is destroyed, place the slip of paper in the hex previously occupied by the unit. Any unit in play can retrieve the target by occupying the target hex during any End Phase.

Force Composition

Both sides start with an equal number of units. If using the point system, each side should be worth an equal number of points.

Victory Conditions

If the attacker can move a unit carrying the extraction target off his home map edge, he wins the scenario. Otherwise, the defender wins.

When using the point system, victory is determined as follows. The defender scores points normally. However, the attacker scores only the point value for each opposing 'Mech he destroys (instead of twice their point value, as normal). The attacker loses points normally for each of his 'Mechs that the defender destroys. If the attacking player manages to get the extraction target off his home map edge, he scores points equal to the total points used to buy forces for his side in the scenario.

BREAK THROUGH

In a break-through scenario, the attacking player's forces have become trapped behind enemy lines. To reach safety, the units must cross the map and break through the defender's forces.

Use one more mapsheet than the standard one map for every four units (see **Terrain**, p. 55). For example, if eight 'Mechs will be in play, use three mapsheets rather than two. If you have fewer than the needed number of mapsheets, simply use all available mapsheets. Place the mapsheets in a single, long row with their short edges touching.

Next, both players roll 2D6. The player who achieves the higher result may choose to play the defender or the attacker. The attacker then chooses one of the narrow edges of the map as the place from which his forces will enter. The attacker's home edge is the one opposite the entry edge. (The attacker's objective is to exit his forces at his home map edge.)

The defender may set up his forces in any hexes on the map. Additionally, he may position up to half of his units (round down) using the Hidden Units rules (p. 53, **CityTech, Second Edition**). If you do not have the rules for Hidden Units at hand, ignore this step.

Force Composition

Both sides should have the same number of units. If you are using the point system, each side should be worth the same number of points.

Victory Conditions

The scenario ends when all the defending units have been destroyed or retreated off the map, or when all attacking units have retreated, been destroyed or been *crippled*. For the purposes of this type of scenario, units become crippled when they lose one or more legs or their gyros are destroyed. Attacking units may intentionally exit the map only at their home edge; a unit exiting from any other edge has retreated.

If all the attacking units survive and exit at their home edge, the attacking player wins a Decisive victory. If all the attacking forces are destroyed or crippled, or none exit at their home edge, the defending player wins a Decisive victory.

If the players meet neither of these conditions, consult the Break Through Victory Points Table to determine each player's victory points. The player with the most points wins a Marginal victory. If both players score the same number of victory points, the scenario ends in a draw.

CREATING SCENARIOS

BREAK THROUGH VICTORY POINTS

Attacker

- 2 points for each attacking unit that safely exits at home edge
- 1 point for each defending unit destroyed

Defender

- 3 points for each attacking unit destroyed or crippled
- 2 points for each attacking unit forced to retreat off map

If players are using the point system to buy their forces, victory points are allocated somewhat differently. The defender scores points normally, though he gains only half the listed points for units "destroyed" by being forced off the map. The attacker scores the straight point value for destroying opposing 'Mechs, instead of twice their point value. He also scores the straight point value for each attacking unit that exits the map via the attacker's home map edge. The attacker loses points normally for any of his own 'Mechs that the defender destroys. Determine the level of victory as normal, based on each side's final score.

THE CHASE

In a chase scenario, the attacker's forces must race across the map to reach their DropShip before a larger force of pursuing defenders can reach them. Chase scenarios use the same rules as break-through scenarios, with the following exceptions.

The defending player does not deploy his forces until Turn 2. During Turn 1, attacking units may enter and move unopposed per standard rules. The defending units enter during the Movement Phase of Turn 2, from the same map edge as the attacking units.

Force Composition

Set the defender's force at twice the size of the attacking force. For example, if the attackers form a single lance, the defending force should contain two lances. Under the point system, the defending side should be worth twice the point value of the attacker's force.

TERRAIN

An important part of any scenario is the terrain in which the battle will take place. Terrain is determined by the mapsheets used in the scenario. To choose your mapsheets, use the following steps.

NUMBER OF MAPSHEETS

Before selecting mapsheets, determine how many you want to use. For most **BattleTech** games, one mapsheet for every four 'Mechs or other units works best. For example, a scenario that pits one lance of attackers against one lance of defenders (eight 'Mechs in all) will work best with two mapsheets. A scenario that pits one company of attackers against a company of defenders (24 'Mechs in all) will work best with six mapsheets. Other mapsheet/unit ratios that may be recommended for different types of scenarios appear in the scenario-type descriptions.

CHOOSING AND PLACING MAPSHEETS

This step obviously depends on how many different mapsheets the players have available. The **BattleTech, Fourth Edition** boxed set contains two copies of the basic **BattleTech** map; if you are playing only with this boxed set, you must use

one or both of these mapsheets. If you have **CityTech** maps or any of the various **BattleTech** map sets at hand, you may choose from among those mapsheets as well.

If many different mapsheets are available to you, you can have one player pick the mapsheets and set them up. The other player gets to choose his side's home map edge first.

Alternatively, you can pile all of your available mapsheets in a stack and shuffle them. Roll 2D6 and count down from the top of the stack until you reach the number you rolled. Do this for each mapsheet that you need for your game. If you have counted all the way through the whole stack, continue counting from the top until you have chosen the appropriate number of maps.

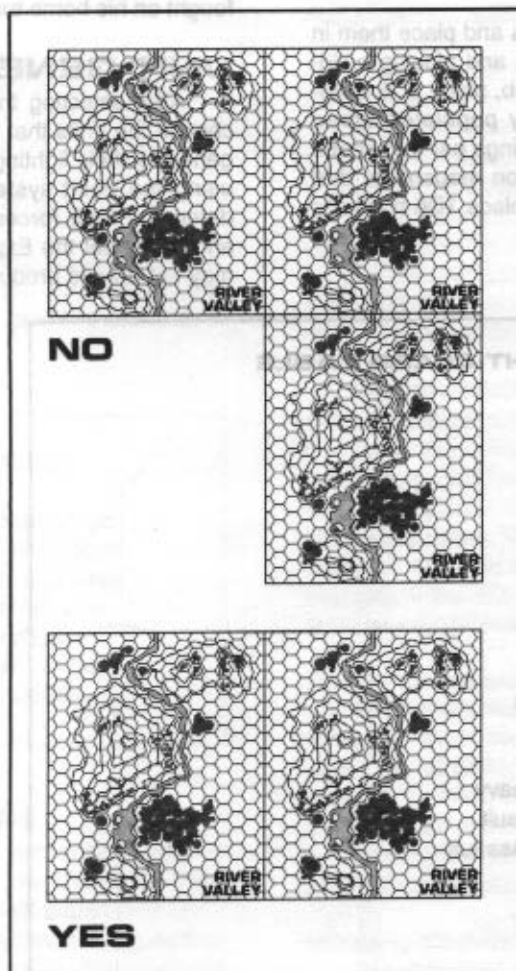
To begin laying out the mapsheets, roll 2D6. The player with the higher result places the first selected mapsheet on the playing area. The other player then places the next selected mapsheet. The players take turns laying out the remaining mapsheets.

Each mapsheet must be placed with one of its short edges touching the short edge of a mapsheet already placed, or with one of its long edges touching the long edge of a mapsheet already placed. In addition, the mapsheets must form a single, continuous, rectangular or square playing area. Within these and any other guidelines provided in the

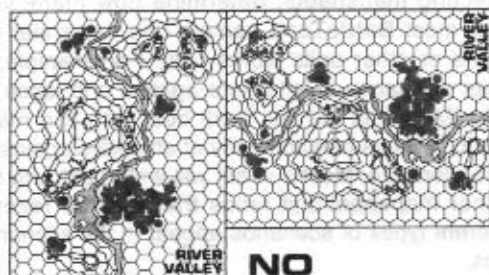
scenario type description, players may arrange the mapsheets as they see fit. If you are playing a scenario that uses buildings, always finish laying out the mapsheets before placing buildings on them (see **Buildings**, p. 56).

Sample Map Layouts

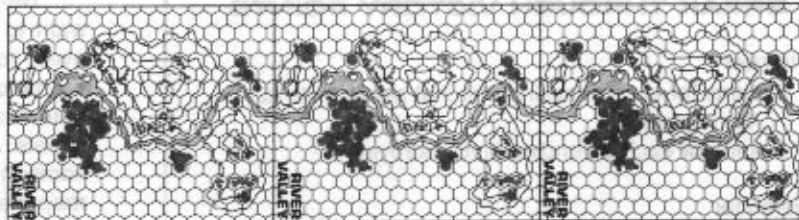
See the examples on this page and page 56.



CREATING SCENARIOS



NO



YES

BUILDINGS

With the addition of rules for pavement, roads and buildings in **CityTech**, you can play battles in the close quarters of an urban jungle. Deciding how many and what type of buildings to place is similar to selecting mapsheets.

Punch out all available building counters and place them in a mug or box top. Then take turns drawing and placing buildings in any hexes you like. As a rule of thumb, place 2D6 buildings per **CityTech** mapsheet. For densely populated urban areas, you can place 3D6 or even 4D6 buildings per mapsheet. Though buildings are not normally placed on mapsheets that contain no roads or paved hexes, you may place 1D6 buildings on such maps if you wish.

If one player has chosen and set up the maps, the other player should place the buildings wherever he wishes. In extraction, hide-and-seek, and break-through scenarios, the defending player should place the buildings—the battle is being fought on his home turf, after all.

UNIT GENERATION

After selecting the scenario type and mapsheets, players choose the units that will take part in the scenario. Players can generate their fighting forces through random dice rolls or by using the point system. When using dice rolls, players first determine their forces' composition, then assign BattleMechs, and finally set the Experience levels of their units. This system may not always produce evenly matched forces; however, players

may increase the likelihood of generating balanced forces by first setting a specific weight class, equipment rating and Experience level for both sides.

The point system (see **Point System**, p. 58) tends to create more balanced forces, but it is not perfect. Players must use their judgment when using the point system to ensure that their games are fair and enjoyable.

RANDOM DICE ROLLS

In most scenarios, the forces on each side are equal. For example, each side might consist of one Veteran heavy lance, or of one Elite light lance and two Regular medium lances. If both players agree, they can randomly determine the composition of each side using the following tables.

In general, forces created by random dice rolls will be roughly equal, but only if both sides are Inner Sphere or Clan. If one player is using Clan units and his opponent is using Inner Sphere units, the resulting match-up may be severely unequal because Clan 'Mechs and MechWarriors are considerably superior to their Inner Sphere counterparts. Players can address this problem by giving the Inner Sphere side a two-to-one numerical advantage over the Clan

RANDOM WEIGHT-CLASS TABLE

Lance or Star Type

2D6 Result	Weight Class
2-6	Light
7-8	Medium
9-10	Heavy
11-12	Assault

Company Type

1D6 Result	Lance Weight Classes
1	3 Light
2	2 Light, 1 Heavy
3	1 Light, 1 Medium, 1 Heavy
4	1 Light, 1 Heavy, 1 Assault
5	1 Medium, 1 Heavy, 1 Assault
6	2 Heavy, 1 Assault

Binary/Trinary Type

1D6 Result	Star Weight Classes (Binary)	Star Weight Classes (Trinary)
1	2 Light	3 Light
2	1 Light, 1 Medium	2 Light, 1 Heavy
3	2 Medium	1 Light, 1 Medium, 1 Heavy
4	1 Medium, 2 Heavy	1 Light, 1 Heavy, 1 Assault
5	2 Heavy	1 Medium, 1 Heavy, 1 Assault
6	1 Heavy, 1 Assault	2 Heavy, 1 Assault

CREATING SCENARIOS

LANCE/STAR COMPOSITION TABLE

Light Lance/Star

1D6 Result	'Mech Weight Classes (Lance)	'Mech Weight Classes (Star)
1	4 Light	5 Light
2-3	3 Light, 1 Medium	4 Light, 1 Medium
4-5	2 Light, 2 Medium	3 Light, 2 Medium
6	2 Light, 1 Medium, 1 Heavy	2 Light, 2 Medium, 1 Heavy

Medium Lance/Star

1D6 Result	'Mech Weight Classes (Lance)	'Mech Weight Classes (Star)
1	1 Light, 3 Medium	1 Light, 4 Medium
2-3	1 Light, 2 Medium, 1 Heavy	5 Medium
4-5	4 Medium	4 Medium, 1 Heavy
6	3 Medium, 1 Heavy	3 Medium, 2 Heavy

Heavy Lance/Star

1D6 Result	'Mech Weight Classes (Lance)	'Mech Weight Classes (Star)
1	2 Medium, 2 Heavy	2 Medium, 3 Heavy
2-3	1 Medium, 3 Heavy	1 Medium, 4 Heavy
4-5	4 Heavy	5 Heavy
6	1 Medium, 2 Heavy, 1 Assault	1 Medium, 3 Heavy, 1 Assault

Assault Lance/Star

1D6 Result	'Mech Weight Classes (Lance)	'Mech Weight Classes (Star)
1	1 Medium, 1 Heavy, 2 Assault	1 Medium, 2 Heavy, 2 Assault
2-3	3 Heavy, 1 Assault	4 Heavy, 1 Assault
4-5	2 Heavy, 2 Assault	3 Heavy, 2 Assault
6	1 Heavy, 3 Assault	2 Heavy, 3 Assault

side; the Clan player should have half as many 'Mechs as the scenario normally requires.

The following tables assume that players' forces will consist entirely of BattleMechs, but most can be easily adapted to accommodate armor, infantry and other types of units.

Force Composition

Begin assembling forces by determining the size of each force. Often, the specific conditions of a scenario suggest a particular size. Players may wish to consider available playing time as well—larger engagements may take considerably longer to complete than smaller ones. Most engagements pit two four-'Mech lances against one another, but players are free to use any size forces they desire.

After determining the size of each force, determine its weight class. For lance- or Star-sized forces, roll 2D6 and consult the Lance or Star Type section of the Random Weight-Class Table on page 56. For company-, Binary- or Trinary-sized forces, roll 1D6 and consult the appropriate section of the table. If a company-sized force contains more than three lances, use the Lance or Star Type section to determine the weight class of the extra lances.

After determining the weight classes of the lance(s) or Star(s) in each force, use the Lance/Star Composition Table to determine the weight classes of the BattleMechs in each lance or Star.

RANDOM 'MECH ASSIGNMENT TABLE

Inner Sphere 'Mechs (BattleTech)

2D6 Result	Light	Medium	Heavy	Assault
2	Panther	Clint	JagerMech	Banshee
3	Panther	Clint/Centurion	JagerMech	Banshee
4	Panther	Whitworth	JagerMech/Orion	Cyclops
5	Panther/Javelin	Trebuchet	Dragon	Cyclops
6	Commando	Vindicator	Dragon	Awesome
7	Commando	Enforcer	Catapult	Awesome
8	Jenner	Hunchback	Catapult	Zeus
9	Jenner	Dervish	Quickdraw	Zeus
10	Spider	Cicada	Quickdraw	Atlas/Victor
11	Spider	Hermes II	Grasshopper	Atlas
12	Spider	Assassin	Grasshopper	Atlas

Assigning 'Mechs

After determining the weight classes of the BattleMechs in each force, use the Random 'Mech Assignment Table to determine the specific 'Mech designs (if you are playing **BattleTech, Fourth Edition**, or **BattleTech** combined with **CityTech**).

To use the Random 'Mech Assignment Table, roll 2D6 and cross-reference the result with the appropriate weight class. If you are playing **CityTech** combined with **BattleTech**, use the 'Mech names listed to the right of the slash.

Though the Random 'Mech Assignment Table can be used to determine the composition of any force, it is designed for use with the **BattleTech**

CREATING SCENARIOS

and **CityTech** boxed games. To create forces using the full range of **BattleTech** 'Mechs, you can use the Random 'Mech Assignment Table from the appropriate **BattleTech Field Manual**.

CityTech, Second Edition, does not use an assignment table; there is only one Inner Sphere or Clan 'Mech per weight class in **CityTech**, and so 'Mech assignment is automatic. The Clan player can choose which configurations to use for his OmniMechs—either the primary configurations supplied in **CityTech** or the S configurations provided in this book (see **CityTech Forces**, p. 38). If his opponent agrees, the Clan player can even make up his own configurations using the rules on page 60 of **CityTech, Second Edition**. The following 'Mechs are available in **CityTech**:

Weight Class	Inner Sphere	Clan
Light	Javelin	Uller
Medium	Centurion	Black Hawk
Heavy	Orion	Mad Cat
Assault	Victor	Daishi

Experience Level and Skills

After determining the 'Mech designs in each force, the players must determine the Experience level and the Piloting and Gunnery Skills of their MechWarriors. If the players agree, they can simply choose an Experience level and assign all MechWarriors the standard starting skill levels (Piloting 5, Gunnery 4). Alternatively, each player may determine his MechWarriors' Experience and skill levels using the Random Experience Level and Random Skills tables.

BattleTech MechWarriors have one of four Experience levels: Green, Regular, Veteran or Elite. Players can help ensure a balanced battle by setting the same Experience level for both forces. To randomly determine Experience levels, roll 2D6 and consult the Random Experience Level Table.

RANDOM EXPERIENCE LEVEL TABLE

2D6 Result	Experience Level
2-5	Green
6-9	Regular
10-11	Veteran
12	Elite

To randomly determine Gunnery and Piloting Skills, each player should make two 1D6 rolls for each MechWarrior in his force and then consult the Random Skills Table. (Add 2 to each roll result for Clan MechWarriors if the Clan player agrees to follow the Clan rules of engagement; see **Clan Honor**, p. 40.) The first die roll result determines the MechWarrior's Piloting Skill; the second, his Gunnery Skill.

Finishing Touches

If all players agree, they can "tune up" their units by shifting 'Mechs between lances after they have generated all the

RANDOM SKILLS TABLE (EXPANDED)

1D6 (Green)	1D6 (Regular)	1D6 (Veteran)	1D6 (Elite)	Piloting	Gunnery
1	—	—	—	7	6
2-3	—	—	—	6	5
4-5	1-2	—	—	6	4
6-7	3-4	1-2	—	5	4
8	5-6	3-4	1-2	4	3
—	7-8	5-6	3-4	3	2
—	—	7-8	5-6	2	1
—	—	—	7-8	1	0

'Mechs and MechWarriors in their forces. However, MechWarriors may not be removed from their assigned 'Mechs. Tuning a force in this manner enables a player to group 'Mechs with similar movement capabilities in lances.

In some cases, players may wish to designate lance, company, battalion or regiment commanders within their forces. Usually, the MechWarrior with the highest skills and/or heaviest BattleMech in each unit is the unit's commander, but players may use any criteria they wish. After selecting commanders, each player should identify command units as such on those units' record sheets.

POINT SYSTEM

To help ensure more balanced forces, players may use the following point system in lieu of random dice rolls. If both sides in a battle are worth an equal number of points under this system, they should have equal chances of winning. Keep in mind, however, that such factors as player skill, terrain and so on can alter this balance.

Each BattleMech and vehicle has a point value based on its tonnage, with a multiplier applied depending on the type of unit and its level of technology—Inner Sphere or Clan. Each of the different technology bases is briefly described below, along with the multiplier used to find the point values for such units.

Inner Sphere 3025

This technology base represents the reduced technology of the Succession Wars era, as well as the resource-poor armies of more modern times. Any units designed or produced prior to 3025 are considered to use 3025 technology. Units with this technology base use only the weapons and equipment described in the basic **BattleTech, Fourth Edition** boxed game. Players may use them when playing the basic game and in tournaments using Level 1 **BattleTech** rules.

BattleMechs:	Tonnage x 5
Conventional Vehicles:	Tonnage x 3
Infantry:	50 points per Platoon

Inner Sphere 3050, 3055, 3058

Generally referred to as 3050 technology, these technology bases represent the "lostech" of the Star League era and the recovered technology of more recent years. Inner Sphere 3050, 3055, and 3058 units use the weapons and equipment described in the **BattleTech Compendium: The Rules of**

CREATING SCENARIOS

Warfare, and may generally be used with **CityTech, Second Edition**. These units are appropriate for tournaments using Level 2 **BattleTech** rules.

BattleMechs: Tonnage x 7
 Conventional Vehicles: Tonnage x 5
 Infantry: 50 points per Platoon, 70 points per Battle Armor squad (4 troopers)

Clan 3050, 3055, 3058

Units with these technology bases use the advanced technology of the Clans as presented in the **BattleTech Compendium: The Rules of Warfare**, and may generally be used with **CityTech, Second Edition**. These units are appropriate for tournaments using Level 2 **BattleTech** rules.

BattleMechs: Tonnage x 10
 Conventional Vehicles: Tonnage x 7
 Infantry: 100 points per Elemental Point (5 troopers)

Level 3

This designation can be added to any technology base to denote the inclusion of optional Level 3 equipment. Rules for this equipment appear in various sourcebooks, including the advanced **BattleTech** rulebook **Maximum Tech**, other publications such as **MechForce Quarterly** magazine and the out-of-print **MechWarrior** adventure **Unbound** also contain Level 3 equipment and rules. Units with Level 3 equipment are generally not appropriate for tournament play.

Point Value: As for technology base, but increase multiplier by 2.

*Bill is building a lance to fight Sam. Both players agree that they will play with a total force worth 1,000 points, and will use Level 1 technology (described in the basic **BattleTech** game). Bill likes assault 'Mechs, so he picks his favorite: the 3025-tech AS7-D Atlas. This 'Mech costs him 500 points (100 tons x 5 = 500), so he has 500 points left. He decides to take two 3025-tech COM-2D Commandos (2 x 25 x 5 = 250) and a 3025-tech ENF-4R Enforcer (50 x 5 = 250) to round out his forces.*

In a later game, Bill and Sam decide to play no-holds-barred. Any technology base is okay, and each player has 2,000 points to spend on his forces. Sam decides to play the Clans. Keeping it simple, he chooses a Daishi (100 tons x 10 = 1,000) and two Black Hawks (2 x 50 x 10 = 1,000). Bill picks a more diverse Inner Sphere force. He starts with his old favorite, the AS7-D Atlas (500). He adds a custom-made 75-ton 'Mech he calls the KLR-1X Killer, which is based on 3050 technology and carries some Level 3 equipment. The Level 3 equipment increases the point multiplier for the Killer from 7 to 9, and so this 'Mech costs him 675 points (75 x 9 = 675). This leaves him with 825 points. To round out his forces, he picks three 3025-technology Demolisher tanks (3 x 80 x 3 = 720) and a 3025-tech Pegasus hover tank that weighs 35 tons (35 x 3 = 105).

The Unit Reference Table on page 60 summarizes the various units available in the **BattleTech** and **CityTech** boxed sets, including their point values and other key information. Players can use this table as a quick-reference guide when choosing forces for a scenario.

Piloting/Driving and Gunnery Skills

Players can also use points to purchase better-trained MechWarriors and vehicle crews. When using the point system, every unit is assumed to have a Regular pilot or crew unless points are spent to improve them. The cost of an improved pilot is based on the tonnage of the 'Mech or vehicle he will be piloting during the scenario. Players can also reduce this cost by assigning a Green pilot to a unit.

The Experience level can either directly determine the pilot's or crew's skills, as indicated on the Experience Level Cost Table, or players can determine skills by rolling on the Random Skills Table (above). Both players must use the same method; if one player rolls randomly for skills, the other player must also. Players cannot purchase improved skills for infantry units.

The skills of Clan pilots depend on whether the Clan rules of engagement are in effect or not (see **Clan Honor**, p. 40). If the Clan forces follow the rules of engagement, reduce their Piloting and Gunnery Skills by 1 each; if determining skills randomly, add +2 to the die roll result on the Random Skills Table. If Clan forces are not following the Clan rules of engagement, they receive standard skills.

EXPERIENCE LEVEL COST TABLE

Experience Level	Cost	Base Piloting/Driving Skill	Base Gunnery Skill
Green	Tonnage x -1	6	5
Regular	0	5	4
Veteran	Tonnage x 1	4	3
Elite	Tonnage x 3	3	2

Points spent to increase a pilot's or crew's skills are added to the point cost of the vehicle or 'Mech. Likewise, points saved by decreasing a pilot's or crew's skills are subtracted from the unit's point value. When calculating victory points and so on for scenarios, always add or subtract the appropriate skill points from the total point value of the unit.

An ENF-4R Enforcer normally costs 250 points. To give it a Veteran pilot increases the cost of the unit by 50 points (the tonnage of the 'Mech), for a total of 300 points. An Elite pilot costs 150 points (50 x 3), making the total for the 'Mech 400 points. Putting a Green pilot in the Enforcer reduces its cost by 50 points (50 x -1 = -50), to 200 points.

Bidding to Play the Clans

If both players want to play the Clan side in a scenario, the Clan ritual of *batchall* can be invoked. In this case, the players bid to determine who gets the "honor" of playing the Clans.

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UNIT REFERENCE TABLE

BattleTech Units

Pts	Tons	Name	MP	Armor	HS	Weapons and Equipment
125	25	Commando COM-2D	6/9	64	10	SRM6, SRM4, MLas
150	30	Spider SDR-5V	8/12/8	56	10	2 MLas
175	35	Jenner JR7-D	7/11/5	64	10	SRM4, 4 MLas
175	35	Panther PNT-9R	4/6/4	104	13	PPC, SRM4
200	40	Assassin ASN-21	7/11/7	72	10	MLas, LRM5, SRM2
200	40	Cicada CDA-2A	8/12	64	10	2 MLas, SLas
200	40	Clint CLNT-2-3T	6/9/6	72	10	AC5, 2 MLas
200	40	Hermes II HER-2S	6/9	120	10	AC5, MLas, Flamer
200	40	Whitworth WHT-1	4/6/4	128	10	2 LRM10, 3 MLas
225	45	Vindicator VND-1R	4/6/4	144	16	PPC, LRM5, MLas, SLas
250	50	Enforcer ENF-4R	4/6/4	144	12	AC10, LLas, SLas
250	50	Hunchback HBK-4G	4/6	160	13	AC20, 2 MLas, SLas
250	50	Trebuchet TBT-5N	5/8	120	10	2 LRM15, 3 MLas
275	55	Dervish DV-6M	5/8/5	120	10	2 LRM10, 2 SRM2, 2 MLas
300	60	Dragon DRG-1N	5/8	160	10	LRM10, AC5, 2 MLas
300	60	Quickdraw QKD-4D	5/8/5	128	13	LRM10, SRM4, 4 MLas
325	65	Catapult CPLT-C1	4/6/4	160	15	2 LRM15, 4 MLas
325	65	JagerMech JM6-S	4/6	96	10	2 AC5, 2 AC2, 2 MLas
350	70	Grasshopper GHR-5H	4/6/4	208	22	LLas, 4 MLas, LRM5
400	80	Awesome AWS-8Q	3/5	240	28	3 PPCs, SLas
400	80	Zeus ZEU-6S	4/6	184	17	LLas, AC5, LRM15, 2 MLas
450	90	Cyclops CP-10-Z	4/6	160	12	AC20, LRM10, SRM4, 2 MLas
475	95	Banshee BNC-3E	4/6	240	16	PPC, AC5, SLas
500	100	Atlas AS7-D	3/5	304	20	AC20, LRM20, SRM6, 4 MLas

CityTech Units

Pts	Tons	Name	MP	Armor	HS	Weapons and Equipment
60	20	APC, Heavy Hover	8/12	56	0	2 MG
60	20	APC, Heavy Tracked	5/8	56	0	2 MG
60	20	APC, Heavy Wheeled	6/9	56	0	2 MG
120	40	Hetzer Wheeled Tank	4/6	96	0	AC20
120	40	Myrmidon Tank	4/6	120	17	PPC, 2 MLas, SLas
150	50	Condor Hovortank	8/12	96	6	AC5, 2 MLas, MG
150	50	Vedette Tank	5/8	96	0	AC5, MG
210	30	Javelin JVN-10P	6/9/6	64	10	SRM6, 2 Streak2
240	80	Demolisher Tank	3/5	160	0	2 AC20
300	30	Uller Prime	6/9	77	10 [20]	ERLLas, LB5-X, Streak4, SPLas
300	30	Uller S	6/9/6	77	10 [20]	LPLas, 2 MPLas, SPLas, 2 MG, Streak4
350	50	Centurion CN9-D	6/9	136	10	LB10-X, LRM10a, 2 MLas
500	50	Black Hawk Prime	5/8/5	160	18 [36]	12 ERMLas
500	50	Black Hawk S	5/8/5	160	14 [28]	6 MPLas, 4 MG, AMS, Probe
525	75	Orion ON1-M	4/6	224	11 [22]	LB10-X, LRM20, SRM4, Narc, 2 MLas
560	80	Victor VTR-9K	4/6/4	200	15	Gauss, SRM4, 2 MPLas
750	75	Mad Cat Prime	5/8	230	17 [34]	2 ERLLas, 2 LRM20, 2 ERMLas, 2 MG, MPLas
750	75	Mad Cat S	5/8/5	230	16 [32]	4 SRM6, 1 LPLas, 2 MPLas, 2 MG, ERSLas
1,000	100	Daishi Prime	3/5	304	22 [44]	4 ERLLas, 4 MPLas, 2 UAC5, LRM10
1,000	100	Daishi S	3/5/3	304	20 [40]	LB 20-X, 2 Streak4, 5 MPLas, 1 LPLas, 2 MG, 2 AP

CREATING SCENARIOS

First, choose the point level for the Inner Sphere side. Then both bidding players should roll 2D6. The player with the highest result starts the bidding, with any number of points up to the amount of points that the Clan side would normally get for the scenario. The other player then offers a counterbid that must be lower than the previous bid. The players take turns reducing the bid until one player is unwilling to make a lower bid.

The player who makes the lowest bid plays the Clans for the scenario and must purchase forces using the points he bid. The other player will play the Inner Sphere side.

SETTING THE STAGE

War is a daily fact of life for most people in the Inner Sphere. Border disputes spark small conflicts that last days, weeks or even months; these die down to a simmer in short order but rarely end completely. Along the Successor States' borders with the Periphery, countless pirate bands roam the spaceways in search of loot and slaves. Raids by these merciless cutthroats are the most common type of warfare in the absence of major conflicts. Massive multi-planet wars also occasionally break out in the Inner Sphere. The most famous of these are the Succession Wars, which continued almost without interruption from the collapse of the Star League in 2781 to the end of the Fourth Succession War in 3030.

Players can use these wars as settings for their **BattleTech** games, giving a background story to each scenario by setting it in a particular time and place, with particular forces on each side. Though you need not choose a setting for your scenarios, doing so helps to set the tone and intensify the action. After all, wouldn't you fight that much harder to defend your home soil than you would for a mere mapsheet?

The historical material below expands on that presented in the **Introduction to BattleTech** book from the **BattleTech, Fourth Edition** boxed set. For a more thorough grounding in the history of the **BattleTech** universe, read pages 13–19 of that book before proceeding to play.

Some scenarios include special rules to help simulate a particular conflict. These rules are simply guidelines; you need not use them in your games, and they do not apply to the scenario types previously presented. Feel free to use the descriptions of past wars to invent your own special rules.

Allied Forces

Each side in a war consists of one or more independent nations, much like the Axis and the Allies in World War II. These nations may be fighting a common foe, but more often than not they merely agree to a "non-aggression pact." In other words, allied forces may or may not fight alongside one another and certainly will not attack each other.

When creating a scenario set during one of **BattleTech's** historical wars, pick one force from each group of allies. The allies and their names are given in the description of each conflict. Forces listed as allies may not fight against each other during these wars, though they can certainly clash in scenarios outside of those conflicts. With the exception of the Clans, any side in a given conflict may have mercenary forces fighting along with it.

MAJOR WARS FOR BATTLETECH

Following are brief descriptions of the major wars that took place before the rediscovery of Star League-era technology and the coming of the Clans. (Conflicts that occurred later in **BattleTech** history must be played using more advanced rules; see **Major Wars for CityTech**, p. 62.)

The map on page 62 represents the Inner Sphere prior to the Clan invasion and the recovery of Star League technology (c. 3040); it shows the political borders of that time. Each of the areas on the map contains hundreds of populated star systems. In general, only states that border one another may be involved in a conflict, except when they are acting as allies to other combatants.

Fourth Succession War (3028–3030)

Hanse Davion's Operation Rat—a major assault on the Capellan Confederation—triggered this conflict, which swiftly engulfed the entire Inner Sphere after one hundred years of relative peace. The aggressor in this war was unquestionably the Federated Commonwealth, and so most scenarios should involve House Davion or Steiner forces as the attacker, with Capellan, Draconis Combine or Free Worlds League forces defending. Hanse Davion's brilliant strategic planning led to many of the war's greatest victories. To simulate this in game play, give the attacking Federated Commonwealth a degree of advantage at the beginning of the scenario. However, make sure the defenders have some counter-balancing factor in their favor. For example, the Federated Commonwealth player might gain +2 to all Initiative rolls, but the other player gets to choose the mapsheets and pick his own home edge.

Attackers: Federated Commonwealth

Allies: Federated Suns, Lyran Commonwealth

Defenders: Concord of Kapteyn

Allies: Capellan Confederation, Draconis Combine, Free Worlds League

Andurien/Canopus Invasion (3030–3035)

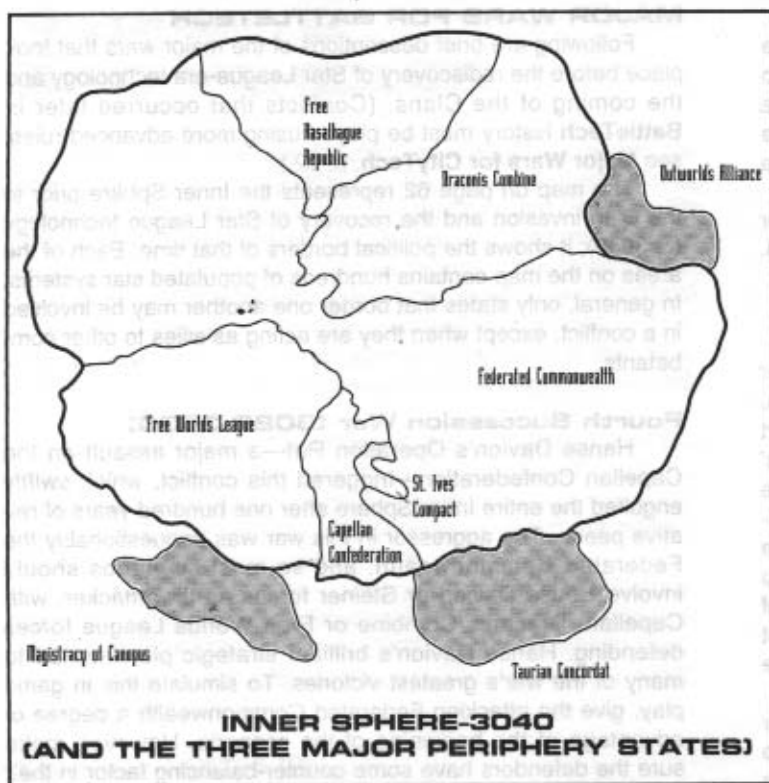
This war represents one of the few times in history that a Successor State was seriously threatened by a less powerful neighboring realm. The Duchy of Andurien, which had recently seceded from the Free Worlds League, allied itself with its Periphery neighbor, the Magistracy of Canopus. In a bid for power, these two minor states joined forces in an attempt to topple the Capellan Confederation. Because the Capellans were still seriously weakened from the Fourth Succession War, the Andurien invasion actually looked as if it might succeed in its early stages. To represent the sad state of the Confederation when the invasion began, give Capellan BattleMechs half the amount of ammunition they would normally hold. To simulate the Capellan player's home turf advantage, allow him to choose his home map edge; in addition, the Capellan side automatically wins the Initiative in the first game turn.

Attackers: Free Worlds League (Duchy of Andurien)

Allies: Magistracy of Canopus

Defenders: Capellan Confederation (No allies)

CREATING SCENARIOS



The Ronin Wars (3034)

When the Free Rasalhague Republic declared its independence from the Draconis Combine, several Combine military units refused to follow their Kanrei's orders to leave their posts in Republic space. The wars that followed involved Kanrei Theodore Kurita's efforts to bring these rebellious troops, known as the *Ronin*, into line. Scenarios set in this brief but bitter war follow the normal rules, with the following exception. In battles with Combine forces on both sides, neither side can retreat; both must fight to the last 'Mech. Either side may be the attacker or the defender.

Side 1: Rasalhague Kungsarmé (Free Rasalhague Republic)

Allies: Draconis Combine loyalists

Side 2: Ronin (no allies)

Andurien War of Secession (3035-3040)

Intense political strife in the Free Worlds League allowed the rebellious Duchy of Andurien to remain separate from it for nearly five years—until Andurien agents were blamed for the bomb that assassinated the League's leader, Captain-General Janos Marik, in 3035. Duncan Marik immediately assumed the Captain-Generalcy and launched an ill-planned campaign against the Duchy of Andurien. In 3036, at about the same time that Janos's youngest son, Thomas Marik, returned to the League, Duncan intensified his campaign; he was killed in battle in 3037.

At the time of Duncan's death, the Andurien campaign was going poorly for the League. To reflect this fact, the loyalist side suffers a -2 penalty to all Initiative die rolls in scenarios that take place during the first two years of the war, and the

Andurien player may select his home map edge. However, loyalist troops have more and better forces than the scenario would normally call for. To reflect this, increase the loyalist side's point value by 10 percent if using the point system; otherwise, improve all loyalist pilots' Gunnery Skills by 1 point. After Thomas Marik took over the campaign, things went more smoothly for the Free Worlds' forces. Scenarios set during the last three years of the war can be played with standard rules.

Attackers: Free Worlds League loyalists (no allies)

Defenders: Duchy of Andurien (no allies)

MAJOR WARS FOR CITYTECH

Following are brief descriptions of the major wars that took place after the rediscovery of Star League technology and the coming of the Clans.

The map on page 63 shows the political borders of the Inner Sphere circa 3057. As with *BattleTech* wars, only states that border one another may be involved in a conflict except when acting as allies of other combatants.

The Clan occupation zones did not exist until 3050; they gradually expanded from the top of the Inner Sphere, and reached the sizes shown by May of 3052. The disputed region known as the Chaos March did not develop until after the Marik-Liao Invasion of 3057.

War of 3039 (3039)

During the brief but savage War of 3039, Theodore Kurita demonstrated his brilliant strategic ability by successfully defending the Draconis Combine from Hanse Davion's multi-front offensive. Because of the DCMS counterattack, battles took place on both sides of the front. Therefore, scenarios set during this war can take place on Combine or Federated Commonwealth worlds, with either side being the defender. Both sides had excellent commanders, and the fighting was intense. To simulate this, apply a -1 penalty to all to-hit numbers for weapon and physical attacks. Also, if either player rolls "doubles" on his Initiative roll, that player can re-roll two dice and add the result of the second roll to the first. (If he rolls doubles again, he may not re-roll the dice a third time.) This special rule represents the quick changes in fortune that occurred during the war as well as the brilliant insight of the commanding officers.

Only the Draconis Combine side should have access to advanced technology in this war. Ignore this restriction if you are playing with *CityTech* only; otherwise, the Federated Commonwealth player may only use 3025-era (Level 1) BattleMechs. The Combine player may use 3025 and 3050 machines. If you are not using the point system, give the Federated Commonwealth side a +1 bonus to all Initiative die rolls. If you are using the point system, this bonus does not apply.

Side 1: Federated Commonwealth (no allies)

Side 2: Draconis Combine (no allies)

Clan Invasion (3049-3052)

The Clan's invasion of the Inner Sphere, code-named Operation Revival, sparked the largest, and certainly the most one-sided, war in the history of interstellar conflict. The invading Clan forces had greater skill, more advanced technology and

CREATING SCENARIOS

the advantage of surprise. The Inner Sphere had the less valuable advantages of greater numbers and home terrain, which rarely proved sufficient to repel the invaders.

It is strongly recommended that players use the point system to choose forces for battles between the Clans and the Inner Sphere, as Clan 'Mechs are so much more powerful than Inner Sphere machines. The point system helps to reduce the effect of this advantage. See also **Clan Honor** (p. 40) for details about the Clans' unusual battlefield tactics, which can further serve to balance forces in Clan Invasion scenarios.

Attackers: Clans Diamond Shark, Ghost Bear, Jade Falcon, Nova Cat, Smoke Jaguar, Steel Viper and Wolf (nominally allied forces)

Defenders: ComStar, Draconis Combine, Federated Commonwealth, Free Rasalhague Republic (allied forces)

Marik-Liao Invasion (3057)

Thomas Marik's son Joshua, being treated for leukemia by doctors at the New Avalon Institute of Science in the Federated Commonwealth, gave the Commonwealth a lever to keep the Free Worlds League from attacking it during the Clan Invasion. Joshua Marik was essentially a hostage for his father's good behavior. When Joshua died, Archon Prince Victor Steiner-Davion enacted a plan set up by his late father Hanse, to conceal the boy's death by replacing him with a double.

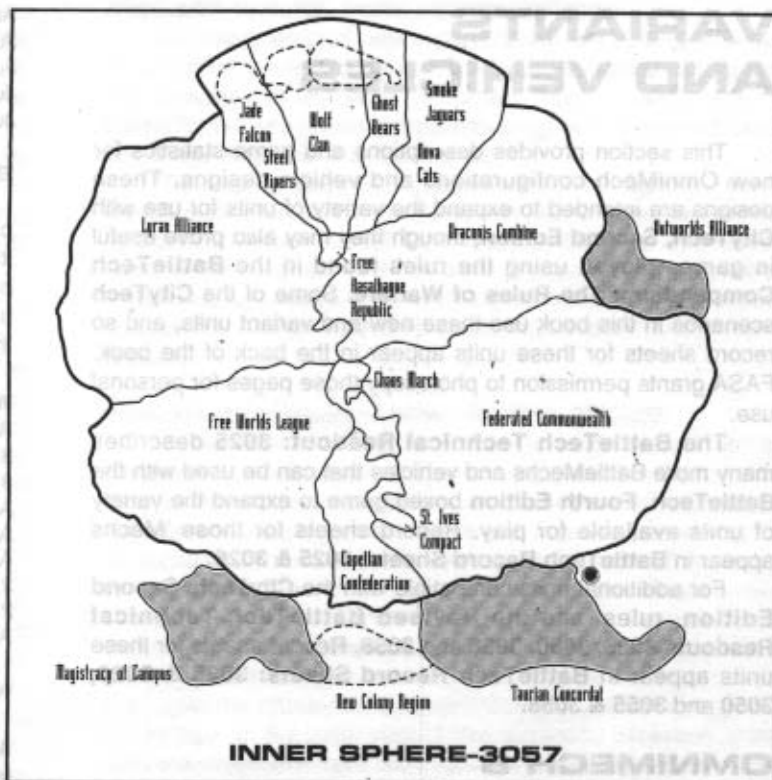
Victor meant the substitution as a temporary measure until the tense situation between his half of the Federated Commonwealth and his sister's half—soon to secede as the Lyran Alliance—cooled off. However, agents of House Liao discovered the plan and Chancellor Sun-Tzu Liao revealed it to Thomas Marik. Understandably furious with Victor, Thomas publicly denounced his actions and declared war on the Federated Commonwealth. In addition to avenging the substitution scheme, Marik meant to reclaim the Free Worlds League planets lost to the Federated Commonwealth during the Fourth Succession War. At the same time, the Capellan Confederation launched a campaign to reclaim territories it had lost to the Commonwealth, with the aid of mercenary units supplied by Marik.

Scenarios involving Marik forces can be played with standard rules. Most of the planets attacked by the Capellan Confederation had strong local support, in the form of pro-Liao rebels and guerrillas. To represent this fact, the Capellan player gets the following bonus forces for each full lance of 'Mechs he fields: a single 1-hex conventional minefield (placed in any hex), and a single foot infantry platoon armed with rifles (placed on the map after all other forces have set up, in a hex of the player's choice). Place the infantry according to the **Hidden Units** rules (p. 53, **CityTech, Second Edition**). The Federated Commonwealth player may choose the mapsheets and his home map edge.

Attackers: Capellan Confederation

Allies: Free Worlds League

Defenders: Federated Commonwealth (no allies)



The Refusal War (3057)

Operation Revival ended in May of 3052 at the Battle of Tukayyid, where ComStar forces faced down a combined force from all the invading Clans in a proxy fight for control of Terra. ComStar won, and successfully bargained for a 15-year truce during which the Clans agreed to not advance any closer to Terra. Five years later, the Clan Grand Council, led by the pro-invasion Crusader faction, charged ilKhan Ulric Kerensky with conspiring to destroy the Clans' genetic heritage. They claimed that the truce Ulric had negotiated with ComStar denied the new generation of warriors a chance to fight. Ulric demanded a Trial of Refusal to overturn the decision. Ulric bid his entire Wolf Clan to the Trial; Khan Elias Crichton of Clan Jade Falcon also bid his entire Clan to defend the Grand Council's decision.

These two powerful Clans fought many quick and brutal battles that cost them both dearly in warriors and 'Mechs. By the time of this war, the Wolves had all but dispensed with adhering to Clan honor when fighting Inner Sphere forces; they had learned that Clan tactics placed them at a distinct disadvantage against Inner Sphere troops. However, against the Jade Falcons, Wolf warriors followed Clan rules of engagement until the Falcons chose to break them. In scenarios set during this war, the Wolves operate under Honor Level 3 and the Jade Falcon side under Honor Level 4 (see **Clan Honor**, p. 40). Both sides receive the skill bonuses normally reserved for Clan units that follow the rules of engagement. In addition, the Wolf side receives a +1 bonus to all Initiative rolls. The Falcon player may always choose his home map edge and automatically wins the Initiative for the first turn.

Attackers: Clan Wolf (no allies)

Defenders: Clan Jade Falcon (no allies)

VARIANTS AND VEHICLES

This section provides descriptions and game statistics for new OmniMech configurations and vehicle designs. These designs are intended to expand the variety of units for use with **CityTech, Second Edition**, though they may also prove useful in games played using the rules found in the **BattleTech Compendium: The Rules of Warfare**. Some of the **CityTech** scenarios in this book use these new and variant units, and so record sheets for these units appear in the back of the book. FASA grants permission to photocopy those pages for personal use.

The **BattleTech Technical Readout: 3025** describes many more BattleMechs and vehicles that can be used with the **BattleTech, Fourth Edition** boxed game to expand the variety of units available for play. Record sheets for those 'Mechs appear in **BattleTech Record Sheets: 3025 & 3026**.

For additional units compatible with the **CityTech, Second Edition**, rules, see the **Revised BattleTech Technical Readouts 3026, 3050, 3055 and 3058**. Record sheets for these units appear in **BattleTech Record Sheets: 3025 & 3026, 3050 and 3055 & 3058**.

OMNIMECH S CONFIGURATIONS

The following OmniMech configurations offer variations on the chassis in **CityTech, Second Edition**. Only the new Weapons and Ammo sections for these configurations appear here; the remaining game stats for these 'Mechs appear in the **CityTech, Second Edition** rulebook.

OVERVIEW

The OmniMech S configurations were designed to battle enemy 'Mechs and infantry at close range, often in city streets and ruined buildings. These variants gain part of their advantage from pod-mounted jump jets, which enable them to leap over buildings and other common urban obstacles. The use of pulse lasers rather than extended-range types also fits their role as city fighters; urban combat most often happens at short range, and the inherent accuracy of pulse lasers helps offset the penalties associated with jumping and attacking in the same turn.

Uller S

Intended as an alternative to the more common C configuration, the **Uller S** boasts a stronger array of weapons but lacks the advanced electronics of the C variant. To compensate, commanders sometimes pair two or more **Uller S** Omnis in a Star with a single C to provide electronic warfare support.

Weapons and Ammo	Location	Critical	Tonnage
<i>Alternate Configuration S</i>			
Medium Pulse Laser	LA	1	2
Streak SRM 4	LA	1	2
Ammo (Streak) 25	LA	1	1
Large Pulse Laser	RA	2	6
Small Pulse Laser	RA	1	1
Machine Gun	LT	1	.25
Machine Gun	RT	1	.25

Ammo (MG) 100	RT	1	.5
Jump Jet	LT	1	.5
Jump Jet	RT	1	.5
Jump Jets	LL	2	1
Jump Jets	RL	2	1

Black Hawk S

The **Black Hawk S** is designed to move into areas occupied by hidden or camouflaged troops, locate those units with its active probe, then flush them out with its deadly array of pulse lasers. It also mounts four machine guns to mow down unarmored infantry, and an anti-missile system to swat down the swarms of SRMs that hidden battle-armor troops favor.

Weapons and Ammo	Location	Critical	Tonnage
<i>Alternate Configuration S</i>			
3 Medium Pulse Lasers	LA	3	6
3 Medium Pulse Lasers	RA	3	6
Active Probe	H	1	1
Anti-Missile System	CT	1	.5
Ammo (Anti-Missile) 24	RT	1	1
2 Machine Guns	RT	2	.5
2 Machine Guns	LT	2	.5
Ammo (MG) 100	LT	1	.5

Mad Cat S

The addition of jump jets makes this configuration of the **Mad Cat** rare. Its main armament consists of four 6-pack SRM launchers, intended to quickly destroy opposing battle-armor squads before they can make a swarm attack. As is typical with the S configurations, this **Mad Cat** also mounts several pulse lasers and machine guns to help get the job done.

Weapons and Ammo	Location	Critical	Tonnage
<i>Alternate Configuration S</i>			
Large Pulse Laser	LA	2	6
2 Medium Pulse Lasers	RA	2	4
Double Heat Sink	RA	2	1
Machine Gun	LT	1	.25
Ammo (MG) 100	LT	1	.5
2 SRM 6	LT	2	3
Ammo (SRM) 30	LA	2	2
ER Small Laser	RT	1	.5
Machine Gun	RT	1	.25
2 SRM 6	RT	2	3
Ammo (SRM) 30	RA	2	2
2 Jump Jets	LT	2	2
2 Jump Jets	RT	2	2
Jump Jet	CT	1	1

Daishi S

The centerpiece of the **Daishi S** arsenal is a massive LB 20-X autocannon mounted in the right arm. When loaded with cluster munitions, this weapon excels at decimating armored infantry; when firing solid shot, it serves as a potent anti-Mech weapon. Five medium pulse lasers and one large pulse laser provide additional firepower, as do the 'Mech's machine guns and Streak missiles.

Weapons and Ammo	Location	Critical	Tonnage
<i>Alternate Configuration S</i>			
LB 20-X AC	RA	9	12
Ammo (LB-X) 5	RA	1	1
Ammo (LB-X) 15	RT	3	3

VARIANTS AND VEHICLES

2 Medium Pulse Lasers	RT	2	4
Machine Gun	RT	1	.25
Ammo (MG) 200	RT	1	1
Large Pulse Laser	LA	2	6
4 Double Heat Sinks	LA	8	4
Double Heat Sink	LT	2	1
2 Medium Pulse Lasers	LT	2	4
Machine Gun	LT	1	.25
Streak SRM 4	LT	1	2
Ammo (Streak) 25	LT	1	1
Streak SRM 4	CT	1	2
Medium Pulse Laser	H	1	2
2 A-Pods	RL	2	1
Jump Jet	RT	1	2
Jump Jet	LT	1	2
Jump Jet	CT	1	2

NEW VEHICLES

The following four new vehicle designs are for use with CityTech.

HEAVY ARMORED PERSONNEL CARRIERS

Mass: 20 tons

Movement Type: Hover, Tracked and Wheeled

Power Plant

Hover: Type 75 Internal Combustion

Tracked/Wheeled: Type 100 Internal Combustion

Cruising Speed

Hover: 86 kph

Tracked: 54 kph

Wheeled: 65 kph

Flank Speed

Hover: 130 kph

Tracked: 86 kph

Wheeled: 97 kph

Armor: Standard

Armament:

2 Machine Guns

Manufacturer: Various

Communications System: Various

Targeting and Tracking System: Various

Overview

Armored personnel carriers (APCs) have been used to transport troops to the front lines for centuries. The models described here are the largest dedicated APCs in modern use, with enough space to carry two platoons of standard infantry or a single platoon of motorized or jump-pack equipped troops.

Capabilities

Though marginally faster than the heavy models, the more common 10-ton APCs can carry only a single squad of infantry, a limitation that seriously reduces their tactical usefulness. A single platoon must be spread between a lance of four APCs, which forces the APCs to stay in tight formation when deploying the entire platoon at a target location.

Twice as large as standard APCs, the heavy models are designed to carry two full platoons of foot troopers along with their gear. This, in addition to more substantial armor protection, makes the heavy APC a preferred choice for commanders who can afford them.

Though the front armor on these vehicles offers excellent protection, the design of the rear-mounted assault ramp where troops disembark precludes the placement of heavy rear armor on these vehicles. Because APCs also lack turrets for their front-mounted machine guns, they are particularly vulnerable to flanking attacks from the rear. However, most APCs can unload their troops before an enemy can position itself for a rear attack.

Deployment

Most militaries throughout the Inner Sphere use heavy APCs. They are most commonly seen in mobile forces that include large infantry contingents, such as Federated Commonwealth Regimental Combat Teams.

Variants

The most common variants of these vehicles replace cargo space with additional weaponry, usually an SRM-4 launcher or even a single LRM-5 launcher. When deployed in urban areas against heavy infantry opposition, these vehicles add additional machine guns.

Type: Heavy Hover APC

Technology Base: Inner Sphere

Movement Type: Hover

Tonnage: 20

Equipment

Internal Structure:

Engine: 75

Type: ICE

Cruising MP: 8

Flank MP: 12

Heat Sinks: 0

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor: 56

Armor Value

Front 20

R/L Side 13/13

Rear 10

Weapons and Ammo

2 Machine Guns

Ammo (MG) 100

Infantry

Location

Front

Body

Body

Tonnage

1

.5

6

Type: Heavy Tracked APC

Technology Base: Inner Sphere

Movement Type: Tracked

Tonnage: 20

Equipment

Internal Structure:

Engine: 100

Type: ICE

Cruising MP: 5

Flank MP: 8

Heat Sinks: 0

Control Equipment:

Lift Equipment:

Power Amplifier:

Mass

2

6

0

1

0

0

0

0

VARIANTS AND VEHICLES

Equipment (continued)

Turret:	0	Mass
Armor Factor:	56	3.5
	Armor Value	
Front	20	
R/L Side	13/13	
Rear	10	

Weapons and Ammo

	Location	Tonnage
2 Machine Guns	Front	1
Ammo (MG) 100	Body	.5
Infantry	Body	6

Type: **Heavy Wheeled APC**

Technology Base: Inner Sphere

Movement Type: Wheeled

Tonnage: 20

Equipment

Internal Structure:	2	Mass
Engine:	100	6
Type:	ICE	
Cruising MP:	6	
Flank MP:	9	
Heat Sinks:	0	0
Control Equipment:		1
Lift Equipment:		0
Power Amplifier:		0
Turret:		0
Armor Factor:	56	3.5
	Armor Value	
Front	20	
R/L Side	13/13	
Rear	10	

Weapons and Ammo

	Location	Tonnage
2 Machine Guns	Front	1
Ammo (MG) 100	Body	.5
Infantry	Body	6

MYRMIDON MEDIUM TANK

Mass: 40 tons

Movement Type: Tracked

Power Plant: Nissan 200 Fusion Engine

Cruising Speed: 54 kph

Flank Speed: 86 kph

Armor: ArcShield Maxi II

Armament:

1 Parti-Kill Heavy Cannon

1 SureShot Mk VI Short Range Missile Pack

Manufacturer: New Earth Trading Company

Primary Factory: New Earth

Communications System: OP/R Janxiir

Targeting and Tracking System: TargiTrack 717

Overview

In response to the Clan war effort and increasing tensions in the Federated Commonwealth's Sarna March, New Earth Trading Company has begun producing the Myrmidon. Named after the defenders of ancient Troy, this new tank shares many components in common with its famous parent design,

TechniCorp's venerable Manticore. This design feature has allowed for easy conversion of existing NETC factory space.

The choice to shift construction to the 40-ton Myrmidon was a business decision, rather than one motivated by tactical needs. The Clan war and the sporadic conflict in the so-called Chaos March have created a vast market for cheap, reliable armored vehicles. Though the Myrmidon is not cheap as tanks go, it is quite inexpensive compared to BattleMechs of similar capabilities. The main reason for the shift in production was that the smaller 200-rated fusion engine of the Myrmidon made the design considerably cheaper to produce than the Manticore. The Myrmidon mounts almost as much firepower as the Manticore, making it a more attractive buy in the current market.

Capabilities

The focus of the Myrmidon's firepower is its turret-mounted Parti-Kill heavy cannon. This reliable PPC can destroy enemy units from a great distance, and the tank's speed allows it to keep the enemy at a respectful distance. To survive close encounters, the Myrmidon mounts an SRM-6 rack on the turret, right next to the PPC. Both weapons can be fired in any direction, giving the Myrmidon tactical flexibility. Excellent armor protection on all sides rounds out the Myrmidon's impressive capabilities.

Deployment

Still new to the battlefield, the Myrmidon is rarely seen. Most of the Myrmidons produced have been sold to the Lyran Alliance to fortify its border with the Clans. The remaining units have been sold to various independent armies operating in the Chaos March, where they have performed very well in a number of skirmishes with Liao guerrilla forces.

Type: **Myrmidon Medium Tank**

Technology Base: Inner Sphere

Movement Type: Tracked

Tonnage: 40

Equipment

Internal Structure:	4	Mass
Engine:	200	13
Type:	Fusion	
Cruising MP:	5	
Flank MP:	8	
Heat Sinks:	10	0
Control Equipment:		2
Lift Equipment:		0
Power Amplifier:		0
Turret:		1
Armor Factor:	144	9
	Armor Value	
Front	35	
R/L Side	25/25	
Rear	24	
Turret	35	

Weapons and Ammo

	Location	Tonnage
PPC	Turret	7
SRM 6	Turret	3
Ammo (SRM) 15	Body	1



GET INTO THE GAME!

*"All troops, into your 'Mechs! This is not a drill—repeat, this is **not** a drill!"*

First Strike! is a unique **BattleTech** game supplement created especially for players new to the game. It features thirteen ready-to-play scenarios that require only the contents of the boxed game to play:

9 scenarios for **BattleTech, Fourth Edition**, including a 3-part mini-campaign; 3 scenarios for **CityTech, Second Edition**, featuring battles from the Clan invasion; and one huge scenario that combines them both in a titanic struggle for survival!

New players and old hands alike can also create an endless variety of original scenarios with the new scenario-creation system. Extensive sections on tactics offer players of all skill levels new insights into **BattleTech** and **CityTech** gaming strategies. **First Strike!** also includes new armored vehicles and OmniMech configurations for use with **CityTech**.

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