

BATTLETECH



HISTORICAL TURNING POINTS MISERY™



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MISERYTM

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35621



INCONCEIVABLE

HAMAR VALLEY
MISERY, DRACONIS COMBINE
17 MAY 3028

Another green icon winked off of *Chu-i* George Rowe's heads-up display. A small text box appeared in the lower-right corner of his HUD, reading out the BattleMech's name and its pilot. *Kimball has gone to his ancestors.* Rowe adjusted his *Panther's* course and headed toward Kimball's last position. He signaled his company commander the coordinates, but received no reply. *Tai-i* Ozuka was a busy man. His company of the Eighth Sword of Light had taken horrendous losses. All of the companies had. *Hell.* Rowe was the last man in his lance, with Kimball gone.

An ice boulder blocked his view of Kimball's location, and his IR scanner was already starting to ping warnings about heat in the colder-than-ice air. Rowe keyed the right arm controls and banged the *Panther's* right arm gently against its right leg. The *bong* rattled through the tough 'Mech's frame but his external mikes still picked up the sound of ice hitting the ground. He set the arm back to track its aiming point and watched his HUD. Sunlight glinted off the wreckage of a *Crusader*—it was missing its head—but the ice and snow told him the wreck was several weeks old. He touched his map screen, marking the position for later salvage. *We'll need every 'Mech.*

A flicker of red on the HUD... the Dragoon 'Mech was close, not more than a kilometer away. Rowe eyed the boulder looming in front of him like a midget glacier. Would the Dragoon choose right or left? Should he wait and watch both sides?

What if there was more than one?

Rowe jerked, shaking his head as far as his neurohelmet would allow. He was a Swordsman, damn it! The Eighth Sword of Light shouldn't be hiding and sniping with *yohei*! These Dragoons were lucky, no question, but he was a samurai of House Kurita. Rowe banished the doubts from his mind and chose the left path. He pushed the throttle forward. A samurai did not wait for his enemy to come to him. Certainly not when it was a *teki*.

Red flickered, disappeared, then burned to solidity on his HUD. The *Panther's* sensors drank information and painted a wireframe diagram in a small box in the lower left corner of his screen: a *Trebuchet*. Snow whirled in intricate vortices as the wind channeled between the boulders. The range counter fell... 800 meters. 700. He took up half the slack on his trigger—600 meters—*alarms*—

Long-range missiles burned out of the snow but Rowe had already jerked the *Panther* to the side. His body strained against the restraints, unconsciously mimicking the 'Mech's movement as his mind blurred with the neurohelmet and the 'Mech's computer acceded.

500 meters. He still couldn't see the Dragoon.

Rowe manipulated his controls and triggered the PPC. Welcome heat—*never expected to admit that*—bloomed in his cockpit. Actinic, blue-white light flashed against the icy walls and the snow, flashing every snowflake into a microsecond's relief. The snow swallowed the light quickly, but his com-

puter didn't claim a hit. It was too far to tell. Rowe called up the last attack's recordings.

Fifteen missiles. *He's got to be short of ammo.* He looked at the recharge indicator on the PPC—still red—but smiled nonetheless. *I don't run out of ammo.*

Rowe leaned the *Panther* into the wind, trusting the computer not to put its foot wrong. The heat from his firing disappeared quickly into the frigid Misery air. The PPC beeped ready. The red icon on his HUD moved to his left, away from the boulder. He adjusted his course. Alarms rang. More missiles flickered in the snow. Several impacted the boulder's wall, sending chunks of ice the size of the *Panther's* head crashing to the snow-covered floor. Rowe adjusted his aim, held his fire.

There. The blue-painted *Trebuchet* was suddenly there, as if the wind had shifted and blown all the snow out of the way. Rowe laughed viciously and fired. The Lord's Light took the *Trebuchet* low in the chest, blasting armor free and rocking the fifty-ton 'Mech back. The Dragoon fired back, ruby-red medium lasers. One of them burned at the armor over the *Panther's* left shin. Rowe ignored it. He was within 200 meters—even if the Dragoon had the missiles left, they'd soon be too inaccurate to matter.

The PPC chimed. Rowe fired, again taking the *Trebuchet* in the chest. The Dragoon reversed his movement, trying to open the range. The *Trebuchet* could walk backward almost as fast as Rowe could advance. The *Panther's* throttles were already at the stops. Rowe leaned forward, straining against his restraints. The Dragoon's medium lasers flickered—two hit him, left arm and right leg. He ignored it again.

His PPC hit the *Trebuchet* again in the right torso, blasting the last of its armor away and nearly coring it through. The Dragoon clapped the 'Mech's arm against its side and kept backing away. Rowe shouted in triumph—*coward!* Fifteen tons the *Trebuchet* had on him and the child at the controls was running away. He triggered the short-range missile launcher in the *Panther's* chest, but all four missiles missed.

The wind picked up again as the *Trebuchet* cleared the rear side of the boulder—it was more than a hundred meters long, boulder may not have been the right word, and part of Rowe wondered why he was thinking about that—and the snow concealed the 'Mech. He fired again, but without a target more substantial than an icon on his HUD he missed. He kept moving forward, hoping for a break in the snow. One or two more shots... the snow cleared.

A silver-painted *Stalker* all but congealed out of the snow. Rowe jerked his controls, throwing the *Panther* to the side. Two large lasers stabbed at the *Panther's* chest, denuding it. Rowe screamed at the injustice—the *Trebuchet!*—but kicked his jump jets, angling up and back. Another 'Mech appeared, a silver *Shogun*. Missiles. More lasers. The *Panther* came down hard, stumbled. It fell.

The *Trebuchet* appeared then, sprinting forward, arms flailing, smoke whispering from its torso. Rowe stabbed the PPC into the ground, trying to force the *Panther* upright. The *Trebuchet* came on, near-sliding, and drew its foot back for a kick. Rowe watched it, saw it coming, and threw up his hands... Sounds assaulted him, and cold...

So very cold...



HISTORICAL TURNING POINTS MISERY™

Welcome to *Historical Turning Points: Misery*, a campaign book designed to give players the opportunity to fight in one of the landmark conflicts of the Inner Sphere's tumultuous history.

The general information contained in the **Atlas** and **Combatants** sections gives players the tools needed to fight an infinite number of engagements on Misery, while the **Track** section gives details on some of the larger and more pivotal battles of the planetary struggle. The **Track** sections can be used with stand-alone games set in 3028.

The **Atlas** section presents a global view followed by some quick facts about Misery. Included in this section you will find terrain tables broken into various categories. These tables can be used as a random chart to determine the maps used in the tracks, or simply as a guide to give you ideas of the types of terrain found on the world. This section also contains a list of various additional terrain types, environment and other rules that can be used to enhance your game experience. All players should agree whether or not to use any or all of these features before play begins.

The **Combatants** section gives details on the units who participated in the conflict and can be used by players who wish to add authenticity to their game. While the units who actually participated in the battles are noted, in most cases the numbers on each side are left undetermined. This allows the players to pursue the tracks with different forces as they wish. The rough ratio of forces on each side is provided as a guideline. Players should feel free to balance the forces in each track as they see fit, whether by battle value, tonnage, total number of 'Mechs, or whatever else suits them.

The **Tracks** section presents several key battles that occurred on the world, though they are not the only ones. Players wishing to incorporate these tracks into their *Chaos Campaign* campaigns should use the Warchest Points (WP) listed in the brackets. Optional points are awarded only if the group achieves at least one Objective while using the listed option. Objective points are cumulative as they are achieved, unless otherwise noted.

The **Annex** section contains three official Record Sheets. First is the *Ostroc* of Michi Noketsuna, aide to *Tai-sho* Minobu Tetsuhara. Next is the *Stalker* of *Sho-sho* Jagawen Torisobo of the Eighth Sword of Light, and the *Atlas* of Dragoon Captain Danielle Rondema.

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For more information about the Battle of Misery, or Wolf's Dragoons in general, see the sourcebook *Wolf's Dragoons* or the novel *Wolves on the Border*, by Robert N. Charrette. Additional information about the Dragoons can be found the novel *Wolf Pack* by Robert N. Charrette and several sourcebooks including *Field Manual: Mercenaries*.

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA

NOTE!

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

MISERY

Noble Ruler: Coordinator Takashi Kurita

Appointed Ruler: Warlord Grieg Samsonov

Star Type (Recharge Time): F2V (173 hours)

Position in System: 4

Time to Jump Point: 18.75 days

Number of Satellites: 6 (Pain, Famine, Pestilence, Misfortune, Fear, and Envy)

Surface Gravity: 1.1

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 4° C (Frigid)

Surface Water: 64 percent

Recharging Station: None

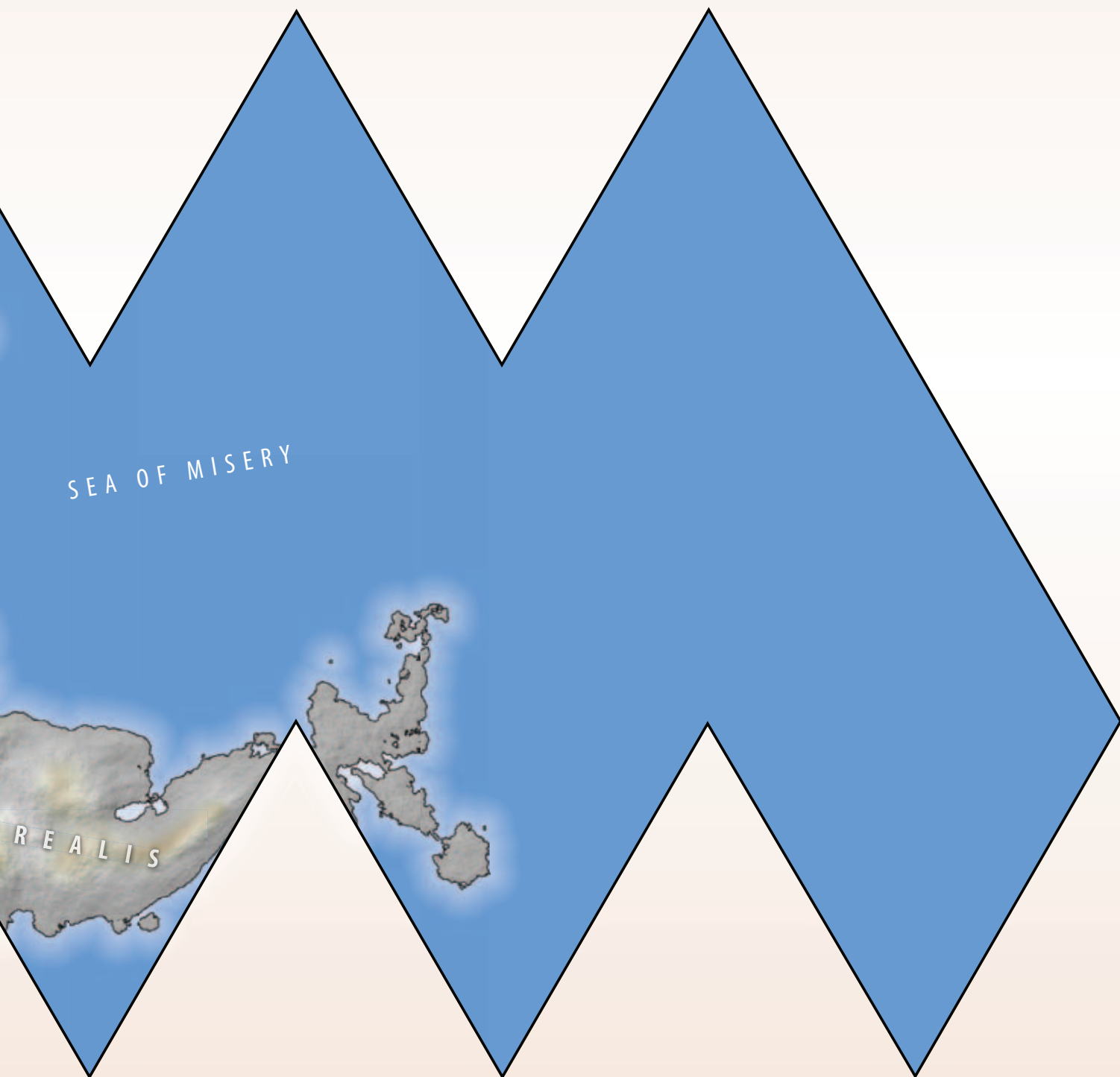
HPG Class Type: B

Highest Native Life: Mammal

Population: 8,000,000

Socio-Industrial Levels: D-D-B-D-C





MISERY

Misery is a world aptly-named but too important to discard simply because it is difficult to live there. Situated near the Combine's border with the Federated Suns, Misery is an important link in the defensive screen against Davion adventurism. Although most of the planet's landmasses are locked in constant winter, the geothermal heat given off by vents along the equator keeps more than half the planet's saltwater oceans from freezing over and makes the landmass near the straits connecting Borealis, the northern continent, with Aurealis to the south, bearable. Laerdal, Misery's largest city, is home to the largest segment of Misery's population as well as the productive magma mines further inland. There is significant aquaculture along the coast, which provides the bulk of Misery's foodstuffs. Attempts are being made to terraform the warm (relatively speaking) land around Laerdal to grow Terran-variety flora and even import livestock, but the lack of funds and necessary defensive posture against Davion raids makes this a difficult proposition.

On Borealis the dominant terrain feature is the Trolfel Highlands, a gigantic mountain range that spans the entire 2,000 kilometer width of Borealis. A number of passes cut through the Highlands, tenuously connecting Laerdal with Farsund, to the north, and Boras, in the northwest. Much traffic from the cold-weather manufacturing in Boras cuts near Farsund at the Voss Gap, barely twenty kilometers away, before continuing south to Laerdal. Farsund is a small mining community, although the garrison posting of Wolf's Dragoons in the mid-3020s before the mercenaries' betrayal had turned it into a *de facto* military town as small contractors vied for space to be near the spendthrift mercenaries.

Aurealis is mostly unoccupied, although a number of adventurous Miseries have moved south to get away from the constant conflicts on Borealis. Davion raiders routinely target the mines at Laerdal and the industries in Boras for attacks, and many so-called "soft" targets such as civilian infrastructure industries have moved south across the straits, expanding the small port city of Gaston greatly.

The people of Misery are a hardy lot, as loyal to the Combine as any citizen. They are used to toiling without the help of the rest of the Combine, given how few venture to Misery for recreation. Many citizens are former soldiers, and since 3019 more and more retired DCMS personnel have been given small holds on Aurealis to try and open that continent up. During raids the people retreat to deep underground shelters, built beneath the glacial ice and rocky crust, and let the Mustered Soldiery and the hirelings of Hanse Davion fight it out, confident that the next snow will most likely erase all traces of the battle.

MISERY MAPSHEETS TABLE

NORTHERN TERRAIN	1D6 Result	Map
	1	Deep Canyon #1 (MS5, MC2)
	2	Mountain Lake (MS2, MSC1)
	3	River Valley (MS2, MSC1)
	4	Large Mountain #1 (MS5, MSC2)
	5	Desert Mountain #2 (MS3, MSC1)
	6	Box Canyon (MS6, MSC2)

EQUATORIAL TERRAIN	1D6 Result	Map
	1	Scattered Woods (MS2, MC2)
	2	Open Terrain #1 (MS5, MSC1)
	3	Open Terrain #2 (MS5, MSC1)
	4	Desert Hills (CBT, MS2, MSC1)
	5	BattleTech (CBT, MS2, MSC1)
	6	CityTech Map* (MS2, MSC1)

*Place Light and Medium buildings of varying heights in each non-paved hex. On Misery, up to half the structures can be hardened; roll 2D6. On a result of 9+, the building is hardened.

MAPSHEETS

The following tables represent the categories of terrain that can be found on the battlefields of Misery. Players may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified by the scenario. MS = *Map Set*, MSC = *Map Set Compilation*, BT = *Classic BattleTech Introductory Box Set*.

OPTIONAL RULES

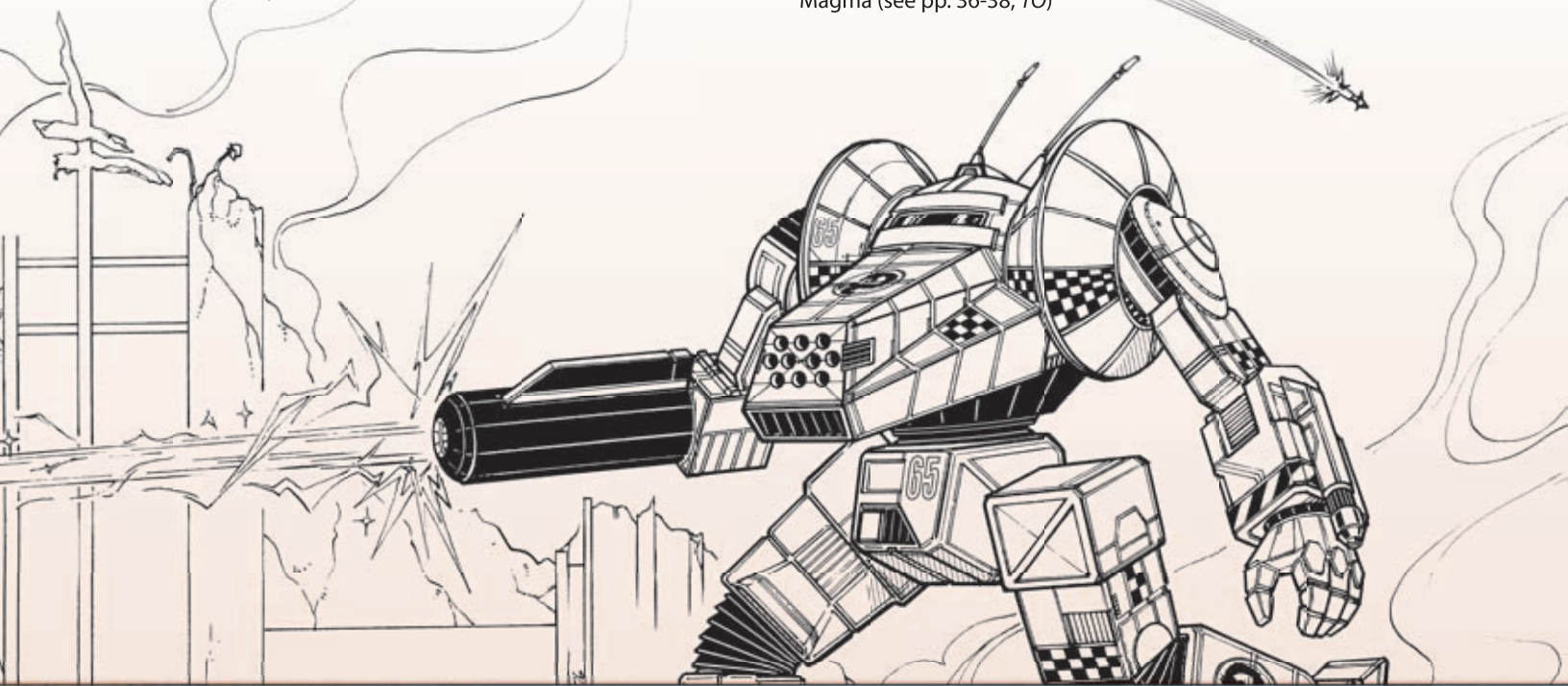
If all players agree, the following particular effects from *Tactical Operations* (TO) may be used to add specific Misery aspects to the battles played out.

Terrain Modifications

Geyser (see p. 48, TO)
 Fire (see p. 43, TO)
 Black Ice (see p. 40, TO)
 Ice (see p. 50, TO)
 Deep Snow (see p. 41, TO)
 Magma (see pp. 36-38, TO)

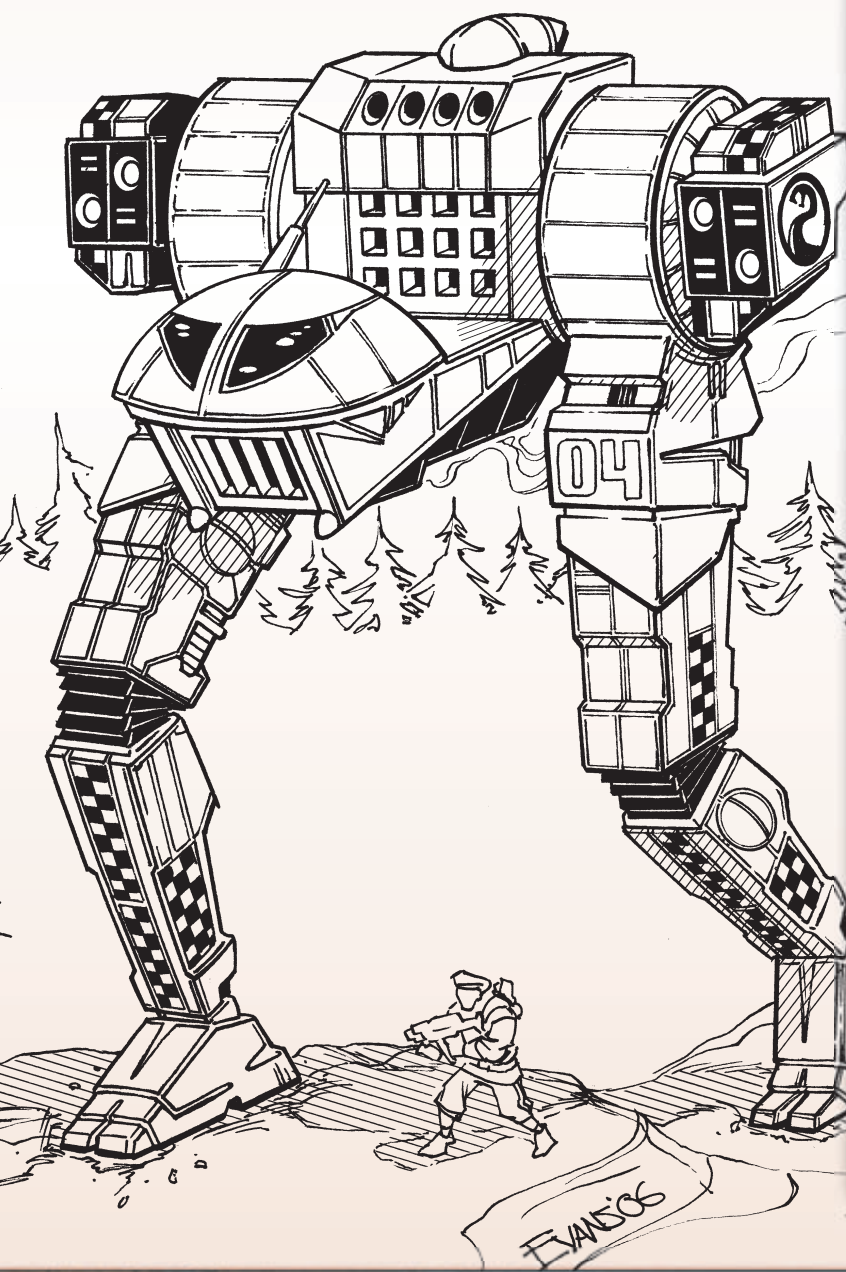
Weather Conditions

Wind (see pp. 61-62, TO)
 Heavy Snowfall (see p. 60, TO)
 Extreme Temperatures
 (-50 degrees) (see p. 62, TO)



RANDOM ASSIGNMENT TABLE

The Random Assignment Tables are meant to be used by players wishing to determine their forces randomly, or help them determine the likely equipment used by each side during the Battle of Misery. Players are not required to use these tables, especially when using player-group units. To randomly assign pilot quality, see the appropriate tables in Total Warfare (see p. 273, TW)



RANDOM ASSIGNMENT TABLE: MISERY, 3028

LIGHT 'MECHS	2D6 RESULT	DRACONIS COMBINE	WOLF'S DRAGOONS
	2	VLK-QA Valkyrie	JR7-D Jenner
	3	LCT-1V Locust	SDR-5V Spider
	4	STG-3R Stinger	LCT-1E Locust
	5	WSP-1K Wasp	JVN-10N Javelin
	6	JR7-D Jenner	FLC-4N Falcon
	7	JR7-D Jenner	FFL-4A Firefly
	8	PNT-9R Panther	VLK-QA Valkyrie
	9	PNT-9R Panther	WSP-1W Wasp
	10	JR7-D Jenner	FLE-15 Flea
	11	SDR-5V Spider	COM-2D Commando
	12	OTT-7J Ostscout	OTT-7J Ostscout

MEDIUM 'MECHS	2D6 RESULT	DRACONIS COMBINE	WOLF'S DRAGOONS
	2	ENF-4R Enforcer	BJ-1 Blackjack
	3	HBK-4G Hunchback	SHD-2H Shadow Hawk
	4	GRF-1N Griffin	WVR-6R Wolverine
	5	PHX-1 Phoenix Hawk	CN9-A Centurion
	6	PHX-1K Phoenix Hawk	GRF-1N Griffin
	7	SHD-2K Shadow Hawk	HOP-4C Hoplite
	8	WVR-6R Wolverine	CN9-A Centurion
	9	WVR-6R Wolverine	DV-6M Dervish
	10	SHD-2H Shadow Hawk	WVR-6R Wolverine
	11	HBK-4G Hunchback	PHX-1D Phoenix Hawk
	12	ASN-21 Assassin	VND-1R Vindicator

HEAVY 'MECHS	2D6 RESULT	DRACONIS COMBINE	WOLF'S DRAGOONS
	2	DRG-1G Grand Dragon	CRD-3L Crusader
	3	GHR-5H Grasshopper	WHM-6R Warhammer
	4	CPLT-C1 Catapult	RFL-3N Rifleman
	5	WHM-6K Warhammer	ARC-2W Archer
	6	DRG-1N Dragon	ARC-2W Archer
	7	DRG-1N Dragon	MAD-3R Marauder
	8	DRG-1N Dragon	TDR-5S Thunderbolt
	9	ARC-2R Archer	WHM-6D Warhammer
	10	ON1-K Orion	RFL-3N Rifleman
	11	WHM-6K Warhammer	MAD-3D Marauder
	12	DRG-1G Grand Dragon	CRD-3R Crusader

ASSAULT 'MECHS	2D6 RESULT	DRACONIS COMBINE	WOLF'S DRAGOONS
	2	GOL-1H Goliath	AWS-8Q Awesome
	3	ZEU-6S Zeus	AS7-D Atlas
	4	BNC-3E Banshee	SHG-2E Shogun
	5	CGR-1A1 Charger	ZEU-6T Zeus
	6	BLR-1G BattleMaster	IMP-2E Imp
	7	STK-3F Stalker	BLR-1G BattleMaster
	8	CP-10-Z Cyclops	STK-3F Stalker
	9	CGR-1A9 Charger	BLR-1G BattleMaster
	10	BLR-1G BattleMaster	CP-10-Z Cyclops
	11	VTR-9B Victor	AS7-D Atlas
	12	AS7-D Atlas	MAD-4A Marauder II

THE BATTLE OF MISERY

Battle occurs for many reasons, for disputes over territory or ideology; because of mistakes or obscene accidents; because of the imbalance of a few, and their effect on the whole. The Battle of Misery between the Wolf's Dragoons mercenary regiments and their former employers, the Draconis Combine Mustered Soldiery, was a result of years of simple animosity and pure, undiluted rage. A slow campaign of petty insults, small injustices, and outright criminal acts on behalf of the DCMS threatened the Dragoons ever more as they refused to back down, and finally this erupted into open battle on the Dagoon's baseworld, An Ting.

The many petty insults and so-called betrayals between the Dragoons and the Combine are unimportant to this battle—the man who watches his house burn in a forest fire doesn't particularly care how it was started... he only knows his home is destroyed in the conflagration. So it was with the Combine forces who came to Misery to face the Dragoons' challenge. Four remaining regiments of the Ryuken, two regiments of Galedon Regulars and a Sword of Light regiment; all came because the Coordinator, through his minion Warlord Grieg Samsonov of Galedon, ordered them to put down the scurrilous challenge by the disgraced mercenaries. The Dragoons, who had issued the challenge, were fighting for revenge, for the absolution of a feud that had been brewing since *Chu-sa* Jerry Akuma's appointment as Professional Soldiery Liaison. Five weary regiments of Wolf's Dragoons against seven regiments of the Claws of the Dragon.

On 23 April 3028 all five Dragoons regiments left cover in the city of Farsund and moved south toward the main Combine positions on the equator. *Tai-sho* Tetsuhara quickly recalled all of his forces from outlying cities, impressed that the Dragoons were preparing to offer honorable combat. What followed was two days of skirmishing between advance elements as each force attempted to gain an advantage over the other. The Hamar Valley, in particular, on the edge of the Opdal Glacial Field, was host to a number of skirmishes, including the final battle between recon forces that resulted in the Dagoon capture of a Ryuken commander.

On the morning of the 25th the Ryuken, together with the Galedon Regulars, assembled in a great line across the Opdal facing the assembled regiments of Wolf's Dragoons. Both sides paused to examine the other—the Combine, eyeing the now-famous paint schemes of notable units like Zeta Battalion or Beta Regiment, and the Dragoons impressed at the sheer number of opponents. Much to the Combine's surprise, a lone Dagoon advanced and challenged the Ryuken to single combat. More combat followed, hours' worth, before a burst of fire from the Dagoon lines interfered in a duel. The Combine warriors, outraged, charged forward into a trap: the Dragoons had been playing for time, waiting on their engineers to burrow through the ice, planting charges. More than a regiment of 'Mechs were lost into the suddenly-opened pits, and the entire Dagoon line charged forward and crippled nearly a regiment more before withdrawing in the face of the last minute arrival of the Sword of Light.

The next weeks were filled with fire and death on the icy plains of Misery. Here a Dagoon battalion would encounter a Ryuken or Galedon battalion and destroy it—there a Sword of Light battalion would encounter a Dagoon company and annihilate it. Neither side could locate the decisive victory they sought, but both sides quickly slaked their thirst for revenge. By mid-month the heat of hate had died down and both the Dragoons and the samurai were intent only on finishing the job at hand and escaping.

By 20 May a solid month of battling had ground both sides down precipitously. The long series of skirmishes and feints, highlighted by the odd pitched battle and stinging ambush, had killed hundreds of warriors on both sides, but the Dragoons were slightly ahead. The Combine had

"I am Hans Vordel, lieutenant in Wolf's Dragoons. I am a fourth-generation MechWarrior. I have seen twenty-four-cycles and have fought on more worlds than I have years. Who among you has the courage to face me in single combat?"

His challenge was awkward and his Japanese abominable, but the intent was clear. Silence greeted it. No one in the Kurita force spoke, on either the open channel or any of the protected frequencies. The challenge was unexpected. A *teki* acting like an ancient samurai? It shocked them into immobility. Suddenly a *Thunderbolt* broke from the Kurita ranks, pounding out to within a kilometer of the Dagoon *Victor*. The comm channel reverberated with the pilot's response to the Dagoon.

"Villain. I am Tadashi Bolivar, a mere *Chu-i* in the grand forces of the Draconis Combine. I am not so old and decrepit as you, but I am a fifth-generation samurai of House Kurita and have slain three Davion MechWarriors single-handedly. I accept your challenge. Pray to any gods you hold dear, *teki*, and prepare to die by my hand."

—from *The Coldest Dish: A Narrative of the Battle of Misery*, by *Sho-sa* (ret.) Juan LaRusso, 3053

recovered and repaired many of the 'Mechs lost in the initial trap, but the Dragoons always seemed to be one step ahead of them. *Tai-sho* Tetsuhara planned a series of raids to keep the Dragoons off-balance while he consolidated the remains of his force, but a lightning strike against his command post threw his plans off-kilter. It was only the sudden return of one of his most valuable sub-commanders that saved Tetsuhara from death, but that reprieve was short-lived. His 'Mech force was isolated and his *Dragon* destroyed.

Without Tetsuhara to guide them the remaining Combine forces were disorganized and easily dealt with by the elite Dragoons, who routed them off-world by the 25th. Soon after, as the Dragoons began their own preparations to withdraw to the Federated Suns, *Tai-sho* Tetsuhara committed *seppuku*.

COMMANDERS

JAIME WOLF

Rank: Colonel, commander of Wolf's Dragoons

Born: 2980 (48 in 3028)

Nothing was known of Jaime Wolf prior to 3005, when his Dragoons appeared in the Federated Suns' Delos system and announced their intention to take contract as mercenaries. Since then, of course, much has been written, studied, and broadcast, but the simplest notes are these: since that time, Wolf and his Dragoons have carefully built a reputation as the preeminent mercenaries of the Thirty-First Century, utterly reliable on the battlefield and nearly impossible to defeat. In fact, the few defeats the Dragoons have suffered have been regarded by many as truly impossible missions, and some analysts have lauded them for surviving the missions at all.

About the man Jaime Wolf very little more is known. His only known relative, his brother Joshua, was killed in 3014 by Anton Marik. Wolf appears to live for little other than directing his Dragoons, and has formed few friendships outside of the mercenaries' ranks. It wasn't until his working with Minobu Tetsuhara during the Dragoons' contract with House Kurita that Wolf appeared to take any interest outside the Dragoons: he was a frequent visitor, both professionally and socially, to Tetsuhara's Hoshon Mansion in Cerant on An Ting. A strong friendship developed between the two men, each devoted to their duty and their excellence as MechWarriors.

When the conflict with Kurita erupted into open warfare, Wolf led his Dragoons first against the Ryuken-*ichi* on An Ting and then to Misery,

where they faced the rest of the Ryuken and several supporting regiments. Forced to fight against his only friend—some said they viewed each other as brothers—Wolf led his Dragoons in shattering the Combine forces in a little more than one month's battle. When Tetsuhara could not live with his disgrace, Wolf honored his fallen friend by serving as *kaishaku-nin* during Tetsuhara's *seppuku* ceremony.

Special Abilities: Jaime Wolf is a legend in his own time and is classified as an Elite-level MechWarrior and Officer. He possesses a Natural Aptitude in the Pilot/Mech Skill, and a +8 Skill roll modifier in Administration, Leadership, and Strategy. As a contact, Wolf represents a 6-TP Connections Trait, and his presence in the battlefield negates any special command abilities the opposing force has.

MINOBU TETSUHARA

Rank: *Tai-sho*, commander of the Ryuken

Born: 2992 (36 in 3028)

Minobu Tetsuhara was a samurai of House Kurita and a loyal officer in the Mustered Soldiery. He rose to prominence, ironically, facing the Dragoons in battle on Dromini VI near the end of the Third Succession War. It was his reconnaissance company that located a near-crippled *Archer* (which turned out to be Colonel Wolf's) and let it return to its comrades. That decision led to Minobu's Dispossession and banishment to his home on Awano for several years—until he was recalled to serve as the Professional Soldiery Liaison to the newly-hired Wolf's Dragoons.

It was in this role that Minobu regained his sense of honor, both in his own eyes and the eyes of his superiors. Pleased with his handling of the Dragoons, the Coordinator decreed the creation of a regiment to train alongside the Dragoons, which he named Ryuken—the Dragon's Sword. Recruited from across the Combine, the Ryuken slowly built to strength, working in concert with the Dragoons, and taking part in a raid on the Davion world of Barlow's End. It was here that Minobu was injured in a skimmer accident, and spent long months recovering and adapting to the prostheses that replaced parts of his body.

As discontent with the Dragoons increased, Minobu was frequently drawn into conflict between the Dragoons and the Warlord of Galedon, Grieg Samsonov. When the showdown finally erupted, Samsonov named Minobu general of the Ryuken and directed him to destroy the Dragoons in combat on Misery. Despite his personal feelings Minobu followed his duty and fought bravely and intelligently, wounding the Dragoons severely before they finally overcame the Ryuken and supporting regiments. Minobu was captured in combat and later committed *seppuku* to atone for his failure to the Coordinator.

Special Abilities: Minobu Tetsuhara is a samurai of House Kurita, but his personal honor sometimes conflicts with the goals of his less-constrained superiors. He possesses a 5-TP Enemy trait (Grieg Samsonov), and a 2-TP Enemy (ISF), Natural Aptitude in Pilot/Mech, and +6 Skill Roll modifiers for Tactics and Strategy, and a +4 Skill Roll modifier for Leadership.

COMBATANTS

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

RAT shows which Random Assignment Table (see p. **XX**) to roll units from if randomly determining a force. To build a unit (if not using a player-defined unit from a campaign), follow the Unit Generation rules in *Total Warfare* (see p. 264, *TW*).

Unit Abilities are special game rules that apply to that unit in combat. Keep in mind these rules are optional and all players should agree to their use before gameplay begins.

WOLF'S DRAGOONS

Alpha Regiment

CO: Colonel Jaime Wolf

Average Experience: Elite

RAT: Wolf's Dragoons

Unit Abilities: Alpha Regiment is the cream of the Dragoons; when determining pilot skills, add a +2 bonus to all Skill Level roll results; additionally, Alpha Regiment forces may use Banking the Initiative (see. 192, *TO*).

Beta Regiment

CO: Colonel Andrei Shostokovich

Average Experience: Elite

RAT: Wolf's Dragoons

Unit Abilities: Beta's Charlie Battalion—the Red Guard—are perhaps the most tenacious and unshakeable troops in the Dragoons. Opposing forces may not use Force the Initiative or Overrun special abilities (see p. 192, *TO*) against them.

Gamma Regiment

CO: Colonel Wilhelmina Korsht

Average Experience: Elite

RAT: Wolf's Dragoons

Unit Abilities: Gamma's Able Battalion are adept at nearly any mission; to reflect this, Able Battalion units may use Off-Map Movement and Bank the Initiative (see p. 192, *TO*).

Delta Regiment

CO: Colonel Kathleen Dumont

Average Experience: Elite

RAT: Wolf's Dragoons

Unit Abilities: Only recently having gained their confidence back, Delta's MechWarriors are riding high; in any Track where they are the attacker, Delta's MechWarriors receive a +2 bonus to their Initiative Rolls.

Epsilon Regiment

CO: Colonel Baxter Arbuthnot

Average Experience: Elite

RAT: Wolf's Dragoons

Unit Abilities: Epsilon MechWarriors are adept at examining their surroundings; opposing players may not use Pointblank Shots from Hidden Unit rules (see p.260, *TW*).

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Zeta Battalion**CO:** Colonel J. Elliott Jamison**Average Experience:** Elite**RAT:** Wolf's Dragoons

Unit Abilities: When rolling for units only use the Heavy or Assault columns; also, Zeta may use the Force the Initiative special ability, and receives double the modifiers when an opposing player attempts to Force the Initiative on them.

**Black Widow Company****CO:** Captain Natasha Kerensky**Average Experience:** Elite**RAT:** Wolf's Dragoons

Unit Abilities: Unmatched at small-unit tactics, the Black Widows may use Force the Initiative, Off-Map Movement, and Overrun special abilities (see pp. 192-193, TO).

**Ryukun-ni****CO:** *Chu-sa* Charles Earnst**Average Experience:** Veteran**RAT:** Draconis Combine

Unit Abilities: Attention to terrain was a lesson learned at Minobu Tetsuhara's careful hand; when selecting maps, the player controlling Ryukun-ni can modify his roll result by 1 (up or down) to select a different map.

**Ryukun-san****CO:** *Chu-sa* Jasper Hickam**Average Experience:** Regular**RAT:** Draconis Combine

Unit Abilities: When selecting units, the player controlling Ryukun-san may elect to replace 1D6-1 units with units from the Heavy or Assault RATs.

**Ryukun-go****CO:** *Tai-sa* Sederasu Sullivan**Average Experience:** Regular**RAT:** Draconis Combine

Unit Abilities: Ryukun-go MechWarriors automatically have their randomly-determined Piloting Skill Levels reduced by 1; in addition, they receive a +1 bonus to all To-hit Rolls for physical attacks.

**Ryukun-yon****CO:** *Chu-sa* Chuichi Hokare**Average Experience:** Regular**RAT:** Draconis Combine

Unit Abilities: When fighting at night, Ryukun-yon units may disregard all modifiers for night-fighting.

**Eighth Sword of Light****CO:** *Sho-sho* Jagawen Torisobo**Average Experience:** Veteran**RAT:** Draconis Combine

Unit Abilities: The Eighth Sword of Light is the troubleshooter regiment of the Sword of Light and has no specialty; however, their experience means they are immune to the Force the Initiative special ability.

**Seventeenth Galedon Regulars****CO:** *Sho-sho* Brigham Rutledge**Average Experience:** Green**RAT:** Draconis Combine

Unit Abilities: The green Seventeenth entered the battle of Misery determined to prove they were better than any mercenaries; during any turn where they outnumber the Dragoons, the Seventeenth receives a +1 bonus to all Initiative Rolls in the following turn. When outnumbered by the mercenaries, they receive a -1 penalty to all Piloting Skill Rolls.

**Twenty-First Galedon Regulars****CO:** *Sho-sho* Jarvek Dolmassay**Average Experience:** Regular**RAT:** Draconis Combine

Unit Abilities: The Twenty-First Galedon prefers urban combat to open-field; when fighting in urban terrain, the Twenty-First receives a +1 bonus to all Initiative Rolls, and a -1 penalty when not in urban terrain.



THRUST AND PARRY

SITUATION

*Hamar Valley
Misery, Draconis Combine
23 April 3028*

When the Dragoons' contract with the Draconis Combine expired all five regiments moved out of their bivouacs near Farsund and advanced south, toward the lines of the Ryuken and Galedon Regulars. They could have made the movement in a little less than a day, but they advanced slowly, probing with recon lances to see where the Kuritans would defend. These small units were the first Dragoons to engage the Kuritans, but the Ryuken and Regulars were just as incensed, and few of the recon lances on either side kept to their customary rules of engagement.

GAME SETUP

Recommended Terrain: Flatlands, Hill, Badlands (see p. 263, *TW*) or Northern (see p. 5).

Place 2 mapsheets side by side with the long edges together. Use 2 mapsheets per 2 lances of Attackers, rounding down, with a minimum of 2 mapsheets (ex. If the Attackers use 3 lances, use 3 mapsheets. If the Attackers use 4 lances, use 4 mapsheets).

Attacker

Recommended Forces: Wolf's Dragoons

When determining units randomly, roll from the Light or Medium RATs (see p. 6). The Attacker may determine his or her home map edge first, but deploy his units after the Defender. All units must deploy within four hexes of the Attacker's home map edge.

Defender

Recommended Forces: Ryuken, Galedon Regulars

The Defender is 100 percent of the Attacker's deployed force. When determining units randomly, one unit in four may be rolled from the Heavy RAT. All other units should be rolled from the Light or Medium RATs (see p. 6). The Defender places his or her units first, within four hexes of the Defender's home map edge. The Defender's home map edge is opposite the edge chosen by the Attacker.

WARCHEST

Track Cost: 100 WP

Optional Bonuses:

[+100] Artillery: Each side may call on four Thumper barrages; the guns are two turns away (see p. 179, *TO*).

[+150] Expert Marksmen: Use the Bracing and Careful Aim rules (see p. 84, *TO*).

It was like this, see? We had the Snakes right where we wanted them—in general. The Colonel told us this was the ground we wanted them on, and who's going to argue with the Colonel, right? But there's a world of difference in being able to point at a map and terrain abstracts and saying "here" and being able to go out on the ground and kill Snakes. So he sent us recon lances out, told us to advance to contact and bring back some Snakes for him to talk to. If we could. Said it like it wouldn't be hard—yeah, right. Like we weren't on An Ting with him when the Ryuken went batshit. Not hard at all.

Right.

A half-dozen recon lances out playing in the Icebox, waiting for the Snakes' recon lances to find us. Captain Fraser took his company out toward the front, trying to get eyes on the Snakes' main body. He's welcome to that. I'm going to keep my lance back here, just close enough to get the sensor skinny and report back. There'll be plenty of fight later on.

OBJECTIVES

1.) Locate the Enemy (Attacker). The Attacker must scan the enemy forces off-map. To claim this objective, an Attacker unit must spend three consecutive turns within three hexes of the Defender's home map edge; this unit may move at any rate, but cannot fire. The time required may be reduced by using more units: 2 units = 2 turns; 3 units = 1 turn. **(Reward: 200)**

2.) Close the Door (Defender). The Defender must prevent the Attacker from completing his or her scan. **(Reward: 200)**

3.) Even the Odds. For each enemy unit destroyed, regardless of Objectives 1 and 2. **(Reward: 50)**

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

Both sides are operating under Forced Withdrawal rules (see p. 258, *TW*), unless negated by special unit rules (see pp. 8-9).

AFTERMATH

The skirmishes across the Hamar Valley and the outskirts of the Opdal Glacial Field for the two days preceding the first large-scale engagement were far from decisive, but they did reinforce for both sides the knowledge that their enemies were taking this battle just as seriously as they were. In the end, though, the Dragoons were successfully able to maneuver the Combine forces into the location of their choosing, setting the stage for their first significant conflict.

ACROSS A FIELD

SITUATION

*Opdal Glacial Field
Misery, Draconis Combine
25 April 3028*

After two days of skirmishing, the Combine forces finally met the Dragoons *en masse* across the expanse of the Opdal Glacial Field, a kilometer-wide, windblown ice plain. Expecting a massive engagement, the Combine warriors were shocked when a Dragoon strode forward and challenged them to single combat. Although the first Combine warrior fell dishonorably, another stepped forward to accept the next challenge, and the next... and soon the Dragoons were not winning them all. Unbeknownst to the Combine forces, though, the Dragoons were mining under the ice, planting explosives for a deadly trap.

GAME SETUP

Recommended Terrain: Flatlands, Hill (see p. 263, *TW*), Northern (see p. 5)

Use at least 4 mapsheets arranged 2x2 vertically. The Defender may choose his or her home map edge before units are placed.

Attacker

Recommended Forces: Ryuken, Galedon Regulars, Sword of Light

The Attackers are the Combine forces on-planet. Deploy 50 percent of the Attacking force before Turn 1, within four hexes of the Attacker's home map edge. The remaining Attackers (Sword of Light) arrive on Turn (2D6+4) during the End Phase of that Turn.

Defender

Recommended Forces: Wolf's Dragoons

The Defenders are Wolf's Dragoons. The Defenders force should be equal to 50 percent of the Attacker's total force (equal to the Attacker's forces present in Turn 1) and deploy within four hexes of the Defender's home map edge.

WARCHEST

Track Cost: 250 WP

Optional Bonus:

[+100] Elite Forces: All units use the Extreme Range and Linked Fire rules (see pp. 85-86, *TO*).

OBJECTIVES

1.) Honor Demands It! For each duel won before the arrival of the Sword of Light (or the trap is sprung). **(Reward: 100)**

2.) Live to Kill Another Day (Defender only). For every Defender unit that retreats off the Defender's home map edge after the trap is sprung. **(Reward: 50)**

3.) Even the Odds (Attacker only). For every Attacker unit the Defender destroys after the trap is sprung (or the Sword of Light arrives). **(Reward: 100)**

I'd had enough of listening to the scouts whine about how tough these teki were. Unskilled eta peons, running around in 'Mechs barely heavy enough to be worthy of the name—of course they were beaten! You don't send a boy to geld the bear; you send a man, a warrior! I don't know how the Ryuken did things but in the Swords we didn't let boys do a man's work.

Finally the yohei came out of hiding and faced us, all five regiments of them, against six of ours. As if we needed six regiments—if only we could reach them in time. Torisobo dallied getting us out of Boras, moving south. The old man was afraid for our flanks, especially around the Voss Gap. Bah. We were close enough then—close enough to zoom in across the plain and see the squat eggs of the Dragoon DropShips filling Farsund's little spaceport. We should have turned toward them then, instead of wiling away two days in the passes.

There is firing ahead... there had better be some of the yohei left. The Sword of Light will not be denied the chance to enforce the Coordinator's will.

SPECIAL RULES

The following rules are in effect for this track:

The Duels

After all units have been placed before Turn 1, the Defender should announce one of his units challenges one of the Attacker units to a duel. The challenges must be made between units of not more than 15 tons difference. After each duel concludes (by destruction or surrender of one combatant) the Defender should issue another challenge, until the trap is sprung or the Sword of Light arrives.

The Trap

Roll 2D6+6; this is the Turn the trap will explode. To determine the location, roll 2D6 and multiply the result by 2; then count from the Attacker's home edge that number of hexes. Reroll any results of 2 or 12. That hex row explodes, as does the hex row above and the hex row below. Any units caught in those rows are destroyed during the End Phase of the exploding Turn. All hexes in those rows become impassable, although they do not block line of sight. If the Sword of Light arrive before the trap explodes, it automatically explodes before the beginning of the next turn.

AFTERMATH

The duels went on for hours before the Dragoons finally interrupted one by destroying the Combine 'Mech with combined fire. Outraged at the breach of honor, the Combine forces charged forward while the Dragoons drew back. Despite their commanders' attempts to slow them the regiments moved forward until the Dragoons detonated charges beneath them, destroying a regiment's worth of 'Mechs in one gigantic trap. They immediately counterattacked across the cracked abyssal ice, only withdrawing when the Sword of Light finally made their appearance.

QUANTITY ISN'T EVERYTHING

SITUATION

*Trolfel Highlands
Misery, Draconis Combine
2 May 3028*

The Dragoons were outnumbered on Misery, and they knew it. Five weary regiments, on the tail end of a five-year high-combat contract, having just fought their way off of several Combine worlds and suffering under equipment shortages, against seven full regiments of the DCMS. The Combine could afford to cycle units on and off the line, simply overwhelming the Dragoons with numbers. That was the plan, at least.

What they didn't count on was the Dragoons' superior gunnery and training.

GAME SETUP

Recommended Terrain: Flatland, Hill (see p. 263, *TW*), Northern (see p. 5)

Designate one map edge north; the Defender may choose his or her home map edge. The Attacker's home map edge is the opposite.

Attacker

Recommended Forces: Ryuken

The Attacker's strength is equal to 200 percent of the Defenders; half should deploy at the start of play, within ten hexes of the Attacker's home map edge. The remaining units will enter from the Attacker's home map edge at Turn 20, or whenever the last of the original Attacking force is Crippled or Destroyed (see p. 258, *TW*).

Defender

Recommended Forces: Beta Regiment, Wolf's Dragoons

When determining units randomly, roll half from the Heavy and half from the Assault RATs (see p. 6). All the Defenders should be Elite-level MechWarriors.

WARCHEST

Track Cost: 500 WP

Optional Bonuses:

[+100] It's Been a Long Battle: 2D6 units of both sides receive 1D6-1 5-point clusters of damage, rolled on the front hit column. Reroll any result that calls for a critical hit.

[+100] Blizzard: Use the Ice Storm rules (see p. 60, *TO*).

I heard a merc on Galatea once, arguing with his buddy about how much we Dragoons charged for our services. He claimed you could get three regiments of anyone else for what we charged for one regiment, and he was probably right. The Colonel doesn't discuss our rates with me, but I know we make good money. We certainly got enough expenses.

Anyway, this merc told his buddy "...quantity has a quality all its own." And, in some respects he's probably right. But not always, and on Misery that day I think we proved it just fine. Captain Rondema has us out looking for a Ryuken company that was probing the lines, and we thought we found 'em. Took 'em down...

... and then another company came 'round the bend...

OBJECTIVES

1.) Destroy. Destroy or Force the Withdrawal of the opposing force. (**Reward: 400**)

2.) Elite, Ha! Destroy or Cripple all units before the reinforcements arrive. (**Reward: 200**)

SPECIAL RULES

The following rules are in effect for this track:

Commanders

The Attacker may, before gameplay begins, designate one unit as the force commander. The Defender's commander should be Captain Rondema's *Atlas* (see p. 21). If the commander is destroyed, that side suffers a -2 Initiative Roll penalty for the remainder of the Track.

Forced Withdrawal

Both sides are operating under Forced Withdrawal rules (see p. 258, *TW*), unless negated by special unit rules (see pp. 8-9).

AFTERMATH

When Captain Danielle Rondema's assault company (Rondema's Roughnecks) encountered a company of Ryuken while on patrol they signaled the contact report and attacked, destroying the company in a short and relatively simple battle. Captain Rondema congratulated her company, marked the location for salvage, and turned back toward Beta Regiment's laager. Her sensors pinged—another Ryuken company appeared behind the first. Captain Rondema wheeled her company around and engaged, destroying a second company, again with little damage to themselves. When they returned to the Beta laager with ROMs showing two companies destroyed, the other Betas were amazed, and Colonel Shostokovich took the report personally to Colonel Wolf, who congratulated the Roughnecks on their incredible prowess.

BELFIRE THE SWORD

SITUATION

100 Kilometers North of Laerdal
Misery, Draconis Combine
8 May 3028

A week and more after the disastrous initial battle the regiments of the Dragoons and the Ryuken had broken up into smaller elements and probed toward each other, each side jockeying for position. It was a two-week game of vengeful cat-and-mouse, punctuated by fierce deadly battles and desperate struggles. Regiment against regiment, battalion against battalion, company against company—both sides fought like devils trying to gain the upper hand.

GAME SETUP

Recommended Terrain: Flatlands, Hill, Wetlands* (see p. 263, *TW*), Equatorial (see p. 5)

*any water hexes should be treated as Ice (see p. 50, *TO*). Designate one edge the Attacker's home edge. The Defender's home edge is the opposite edge.

Attacker

Recommended Forces: Epsilon Regiment, Wolf's Dragoons

The Attacker deploys first, from within four hexes of the Attacker's home map edge.

Defender

Recommended Forces: Eighth Sword of Light

The Defender's force should be 125 percent of the Attacker. The force deploys anywhere ten hexes from the Defender's home map edge. The Defender may deploy up to 25 percent of his units as Hidden Units (see p. 259, *TW*).

WARCHEST

Track Cost: 300 WP

Optional Bonuses:

[+150] Ice Storm: Use the Ice Storm rules (see p. 60, *TO*).

[+150] Artillery: Each side may call on 6 Thumper barrages; the guns are 1 turn away from the map (see p. 179, *TO*).

We'd really knocked the crap out of the Snakes that first day—Unity, we'd outright plastered them. More than a tenth of their force under the ice! We pulled back toward Farsund, let the techs patch us up, then broke up to go hunting. Colonel Arbuthnot spoke to the battalion before we left the laager.

"Lads," he shouted—and man, for a little guy, that man can yell—"we're going out there and pound those Snakes right back into the ground. We're going to show them how real jocks fight, and what happens when they threaten our loved ones. We're going to show them the price of stiffing us for supplies, for framing us for atrocities. We're going to show them—show the whole damn Sphere!—what happens when you cross the Dragoons."

The Colonel was right, too—we showed them. 'Course, I might have wished we'd run into a few less of them than we did... more of my 'mates would still be breathing, that were the case.

But damn—we showed them.

OBJECTIVES

- 1.) Destroy!** Destroy/cripple all enemy units. **(Reward: 300)**
- 2.) Salvage.** For each enemy unit Crippled (see p. 258, *TW*). **(Reward: 75)**
- 3.) Preserve your Force:** Destroy the enemy without losing more than 50 percent of your force. **(Reward: 250)**

AFTERMATH

One of the many actions of the long string of battles that made of the campaign on Misery took place barely 100 kilometers north of Laerdal, when a battalion of Epsilon Regiment made a long-range strike south to try and destroy a Ryuken forward repair and replenishment base. A reinforced battalion of the Eighth Sword of Light intercepted the Epsilon battalion just before it reached the base, however, and sprung an excellent ambush. Although the Dragoons destroyed the Swarder battalion nearly to a man, it cost them more than seventy percent of their strength.

BLOODY HONOR

SITUATION

*Trolfel Highlands
Misery, Draconis Combine
14 May 3028*

As the combat on Misery dragged on more and more warriors on both sides were succumbing to fatigue. The constant battle meant no respite—no chance to repair battered 'Mechs, no chance to heal festering wounds. There was only honor, and anger, and the next mission. The Combine forces had suffered greatly. None of their regiments, not even the Sword of Light, was above sixty percent strength. The Dragoons were little better, but even a little better was enough. Both sides sensed the combat coming toward the endgame—and rather than slack off, both threw themselves into the attack, desperate for a final victory.

GAME SETUP

Recommended Terrain: Flatland, Hill (see p. 263, *TW*), Northern (see p. 5)

Set the mapsheets in Chase configuration (see p. 264, *TW*) with the short ends together. Designate one end north and one end south. The south end is the Attacker's home edge.

Attacker

Recommended Forces: Delta Regiment, Wolf's Dragoons

The Attacker deploys his entire force within three hexes of the Attacker's home map edge.

Defender

Recommended Forces: Seventeenth Galedon Regulars

The Defender's force should equal 150 percent of the Attackers. Deploy 75 percent of the Defender force before Turn 1. One-half of these units should be deployed half the distance to the Attacker's home edge; the remaining units within four hexes of the Defender's home edge. The remaining units enter from the side of the map (Defender's choice) half the distance to the Attacker's home edge on Turn (1D6+3).

WARCHEST

Track Cost: 700 WP

Optional Bonuses:

[+200] It's Been a Long Battle: 2D6 units of both sides receive 1D6-1 5-point clusters of damage, rolled on the front hit column. Reroll any result that calls for a critical hit.

[+200] Blizzard: Use the Ice Storm rules (see p. 60, *TO*).

Three weeks we've been fighting—an instant, in the great scope of warfare, but an eternity on this frozen Purgatory. I know the Coordinator's orders as well as any man—no mercy. We are to destroy these Dragoons utterly for their disobedience and their criminal acts. Proud orders. An honorable task. But three weeks...

Surely there are other regiments of the Dragon.

The tai-i tells us we are heroes of the Combine, that we are honorable samurai. How many more honorable samurai have these mercenaries—these bandits, who fight harder than any Davion regiment I've ever faced—put down in the snow and ice? We've been pursuing this battalion for three days. Our scouts say it is Delta Regiment. Does it really matter?

This is fatigue. They taught me to recognize it at Sun Zhang, to realize that it is lack of sleep and constant battle grinding at my will. "Awareness," they said "will harden you against it." I am aware of my fatigue—it is the wind, grinding my resistance to dust like one of these damnable glaciers. The end must be near—they cannot fight much longer. We will prevail.

Then we may rest.

OBJECTIVES

1.) Destroy. Destroy or Cripple all enemy units. **(Reward: 500)**

2.) Penetration. The Attacker must exit at least 75 percent of his force (rounded down) off the Defender's map edge. If he or she fails, the reward goes to the Defender. **(Reward: 200)**

SPECIAL RULES

The following rules are in effect for this track:

Commanders

Each side may, before gameplay begins, designate one unit as the force commander. If this unit is destroyed, that side suffers a -2 Initiative Roll penalty for the remainder of the Track.

Crippling Damage

If a unit receives Crippling damage (see p. 258, *TW*), roll 1D6: on a result of 5 or 6, that unit will attempt to retreat from their home map edge. On any other result it will remain the fight until destroyed.

AFTERMATH

A Delta Regiment battalion on a strike mission toward a Ryuken mustering point ran into a blocking force from the Galedon Regulars in a wide canyon in the Trolfel Highlands and decided to try and burst through and complete their mission. Despite the strong, but inexperienced, opposition the Dragoons made significant headway until another company hit them in the flank during their advance. This second force caused great casualties amongst the Dragoons, who had to abandon their raiding target and concentrate on defeating the enemy in front of them. They did so, but at the cost of most of the battalion.

CUT OFF THE HEAD

SITUATION

*Trolfel Highlands
Misery, Draconis Combine
20 May 3028*

After four weeks the Kuritans felt they were finally gaining the upper hand. They had repaired many of the machines lost earlier in the battle, including many pried from the jaws of the dishonorable trap sprung on the Opdal that first day. *Tai-sho* Tetsuhara had planned a full-scale attack into suspected Dragoon positions, despite the lack of intelligence. The battles between recon lances had often gone in the Dragoons' favor, and he was nearly blind, but he knew he had strength... if he could only bring it to bear. In a last-minute conference in the Ryuken's hidden comcenter, Tetsuhara gave his orders and watched the unit counters move—

—before they started disappearing, and explosions filled the air.

GAME SETUP

Recommended Terrain: Flatland (see p. 263, *TW*), Northern (see p. 5)

Designate one map edge north. The Defender should choose one clear hex to place the Ryuken comcenter and note the location. It is a Level 1 Light CF 30 building, and he is required to reveal its presence if any Attacking unit passes within two hexes of it.

Attacker

Recommended Forces: Alpha Regiment, Wolf's Dragoons
The Attackers enter from the north map edge.

Defender

Recommended Forces: Ryuken-*ni*

The Defenders should equal 75 percent (rounded up) of the Attacker's strength. They may deploy anywhere on the map, with up to half of them hidden per Hidden Unit rules (see p. 259, *TW*). Additionally, reinforcements equal to 50 percent of the Attacker's original force arrive on Turn (1D6+2).

WARCHEST

Track Cost: 600 WP

Optional Bonuses:

[+100] Mines: The Defender may place ten conventional minefields (see pp. 208-209, *TO*) before the start of play.

[+200] Blizzard: Use the Ice Storm rules (see p. 60, *TO*).

OBJECTIVES

1.) Burn the Flag. The Attacker must locate and destroy the comcenter. (**Reward: 500**)

2.) Even the Odds. For each enemy unit destroyed. (**Reward: 100**)

3.) Save the King. The Defender must keep the Attacker from completing Objective 1. (**Reward: 500**)

Word from the Colonel is that we finally found out where the Iron Man has been hiding. I don't know if that's the straight skinny or not but I do know the Colonel's called out the Command Lance for this op, so I'm guessing he's taking it pretty seriously. Stone Face and the rest of First Team are away to the east, hitting the main Ryuken lines like the whole damn horde was coming through—we're over here to the west, sneaking through goddamn frozen arroyos and chasms so dark my searchlight don't reach the bottom.

Iron Man Tetsuhara better be out here.

Unity, that might be the end of it. I saw him on Barlow's End—big jock, coffee-bean dark, imperious-looking. Looks at you like he's looking right at your soul. I see why the Ryuken jocks call him the Iron Man—it ain't just the arm. But if we can catch him napping, maybe we can put this damn battle behind us and get out of here. Off to Davion—off to someplace warm. If we can get the Iron Man...

... hopefully he'll be nudged up against a fire somewhere, and not in his 'Mech. Hate to have to chase him through this...

SPECIAL RULES

The following rules are in effect for this track:

Commanders

The Attacker must designate one unit as the commander; if this unit is destroyed, the Attackers will immediately retreat from the Attacker's home map edge whether they have completed their objective(s) or not.

The Defender should replace one unit of the reinforcements with Michi Noketsuna's *Ostroc* (see p. 19). If this unit is Crippled or Destroyed the Defender suffers a -3 Initiative Roll penalty for the remainder of the Track.

Fanatical Devotion

The Defenders will not retreat even if the comcenter is destroyed.

AFTERMATH

The Dragoon raid on the Ryuken's headquarters was a success, but an incomplete one. Although they succeeded in destroyed the vital communication nexus, they failed to capture or kill *Tai-sho* Tetsuhara, who escaped thanks to the timely arrival of his subordinate, Michi Noketsuna. Tetsuhara was able to board his 'Mech and leave the area before sufficient Dragoons could be flooded into the area, and for a short time Wolf and his officers feared they would have to track him down again. Luckily for the Dragoons, however, one of the trailing companies intercepted Tetsuhara's force before it could join Ryuken-go, and captured the Kuritan general.

ENDGAME

SITUATION

150 Kilometers south of Boras
Misery, Draconis Combine
23 May 3028

With the capture of *Tai-sho* Tetsuhara the cohesion of the Kuritan forces fell apart. The Dragoons were quick to exploit this, skillfully separating the Galedon Regular regiments from the Ryuken and tearing them apart before turning back to the Ryuken. Both Galedon regiments were shredded—to most observers, the Seventeenth would never recover—but the Ryuken hunkered down into tight defensive positions and began preparations to leave Misery to the Dragoons. The mercenaries, their bloodlust nearly slaked, turned north toward the one last icon of Kuritan power on Misery: the Eighth Sword of Light.

GAME SETUP

Recommended Terrain: Flatlands, Hills (see p. 263, *TW*), Northern (see p. 5)

Set up two mapsheets for each company (or fraction thereof) of forces involved (ex. 2 companies = 4 mapsheets). Designate one edge north. The Defender may choose his home map edge. The opposite is the Attacker's home map edge. The Defender should place one CF100 building within ten hexes of his home map edge to indicate the Sword of Light's headquarters.

Attacker

Recommended Forces: Zeta Battalion, Wolf's Dragoons

The Attackers deploy anywhere within five hexes of the Attacker's home map edge.

Defender

Recommended Forces: Eighth Sword of Light

The Defender should number 150 percent of the *number* of Attacker units, regardless of weight or Battle Value. They may deploy anywhere on the mapsheet containing their home edge, and up to 25 percent may deploy as Hidden Units (see p. 259, *TW*).

WARCHEST

Track Cost: 800 WP

Optional Bonuses:

[+100] Mines: The Defender may place ten conventional minefields (see pp. 208-209, *TO*) before the start of play.

[+200] Blizzard: Use the Ice Storm rules (see p. 60, *TO*).

[+100] Headhunter: Cripple or destroy *Sho-sho* Torisobo's 'Mech.

OBJECTIVES

1.) Burn the Flag. The Attacker must capture the headquarters; a 'Mech may capture the building by destroying at least 50 percent of its CF and remaining motionless in an adjacent hex for three consecutive turns. (**Reward: 500**)

2.) Even the Odds. For each enemy unit destroyed. (**Reward: 100**)

3.) Save the King. The Defender must keep the Attacker from completing Objective 1. (**Reward: 500**)

Finally! We've got these bastards on the run. Fraser and his crew took down the Iron Man two days ago, and word is the Colonel has him on ice in Farsund. Not that he needs more ice—this whole damn place is an iceball, and I heard he had to eject into this crud. He's probably wrapped around a heater, thawing out. Now if we could just get the rest of these fools to realize they're beaten.

The Seventeenth Galedon—what's left of it, CO says it can't be more than a few lances—boosted this morning. Saw the DropShips out of Laerdal myself. That leaves those prickly bastards in the Twenty-First and whatever Ryuken are left. And the bloody Sword of Light—but we're about to see about that one...

Thirty days, give or take. A month, since we first put our boot on the Snake's throats. A lot of Dragoons out in the ice and snow. A damn lot of Dragoons. But now the Snakes know not to mess with us. We might make it away, to Davion. To rest.

After.

SPECIAL RULES

The following rules are in effect for this track:

Commanders

The Attacker must designate one unit as the commander; if this unit is destroyed, the Attackers will immediately retreat from the Attacker's home map edge whether they have completed their objective(s) or not.

The Defender should replace one unit of the reinforcements with *Sho-sho* Jagawen Torisobo's *Stalker* (see p. 20). If this unit is Crippled or Destroyed the Defender suffers a -3 Initiative Roll penalty for the remainder of the Track.

Forced Withdrawal

The Dragoons are angry, but also see that their victory is within reach. As such, they operate under Forced Withdrawal rules (see p. 258, *TW*).

AFTERMATH

The Sworders put up a solid defense but the *Sho-sho* had already ordered a retreat and the DropShips were nearly loaded. The assault by Zeta Battalion and elements of Alpha and Gamma Regiments was too slow to do more than blast the Sworders' rearguard, led by *Sho-sho* Torisobo himself. Although they took significant losses, including the loss of their headquarters before it could be destroyed, the bulk of the Sword of Light successfully boarded their DropShips and escaped. The Ryuken followed suit a day later, leaving Misery in the hands of the Dragoons.

Their thirst for revenge quenched, but not totally satisfied, the Dragoons turned to recovery operations and made preparations for their departure as well. A contract with Hanse Davion's Federated Suns had already been signed, and Zeta Battalion quickly departed to act as escort for the Dragoon dependents headed for Robinson. On Misery, Jaime Wolf failed to convince his friend Tetsuhara that he wasn't responsible for the Kuritans' failure. Despite much circumstantial evidence Tetsuhara's honor demanded he atone to the Coordinator for his failure, and he slit his belly. A little over two months later, Jaime Wolf presented Tetsuhara's swords to Takashi Kurita himself on Terra, declaring a blood feud between the Dragoons and the Combine that would last for decades.

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **OSR-2C OSTROC MICH**

Movement Points: **Tonnage: 60**
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 Succession
 Jumping: 4 Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RT	8	8 [DE]	—	5	10	15
1	Medium Laser	RT	3	3 [DE]	—	3	6	9
1	SRM 6	RT	4	2/Msl	—	3	6	9
				[M,C,S]				
1	Large Laser	LT	8	8 [DE]	—	5	10	15
1	Medium Laser	LT	3	5 [DE]	—	3	6	9

Cost: 4,992,960 C-bills

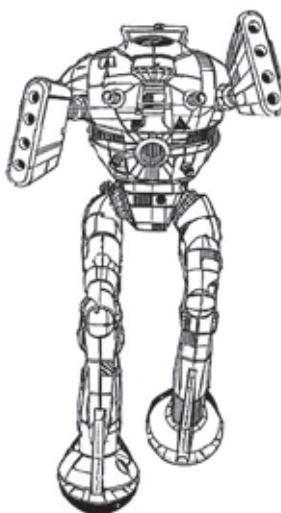
BV: 1,321

WARRIOR DATA

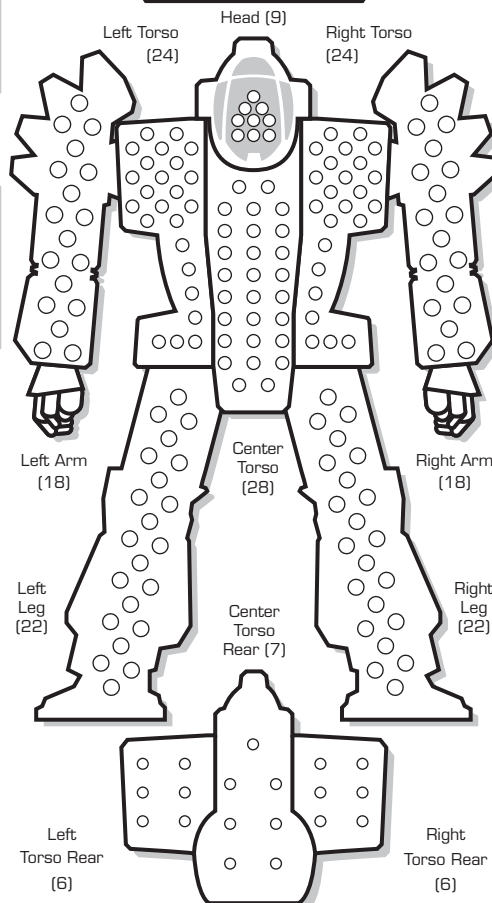
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Large Laser
- Large Laser
- Medium Laser

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

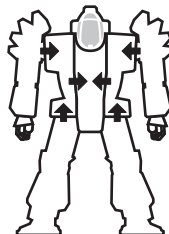
- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- Heat Sink
- Heat Sink
- Ammo (SRM 6) 15

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

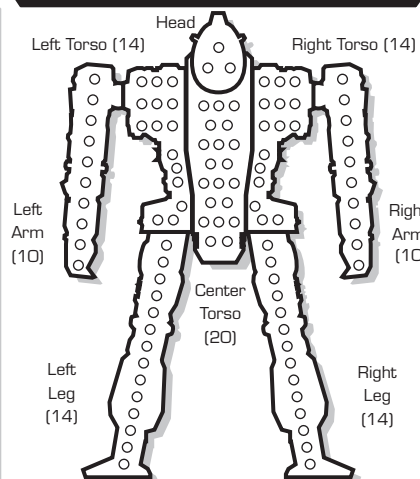
- Heat Sink
- SRM 6
- SRM 6
- Large Laser
- Large Laser
- Medium Laser

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: STK-3F STALKER JAGAWEN

Movement Points: Tonnage: 85
Walking: 3 Tech Base: Inner Sphere
Running: 5 Succession
Jumping: 0 Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RT	8	8 [DE]	—	5	10	15
2	SRM 6	RT	4	2/Msl	—	3	6	9
[M,C,S]								
1	Large Laser	LT	8	8 [DE]	—	5	10	15
2	SRM 6	LT	4	2/Msl	—	3	6	9
[M,C,S]								
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
2	Medium Laser	LA	3	5 [DE]	—	3	6	9

Cost: 7,201,125 C-bills

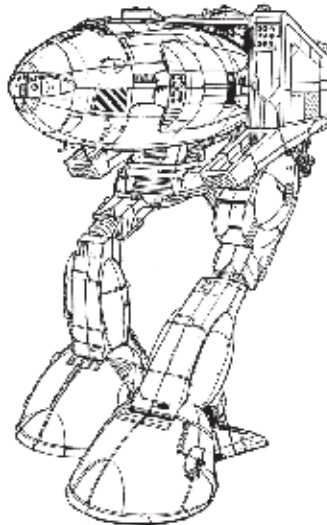
BV: 1,570

WARRIOR DATA

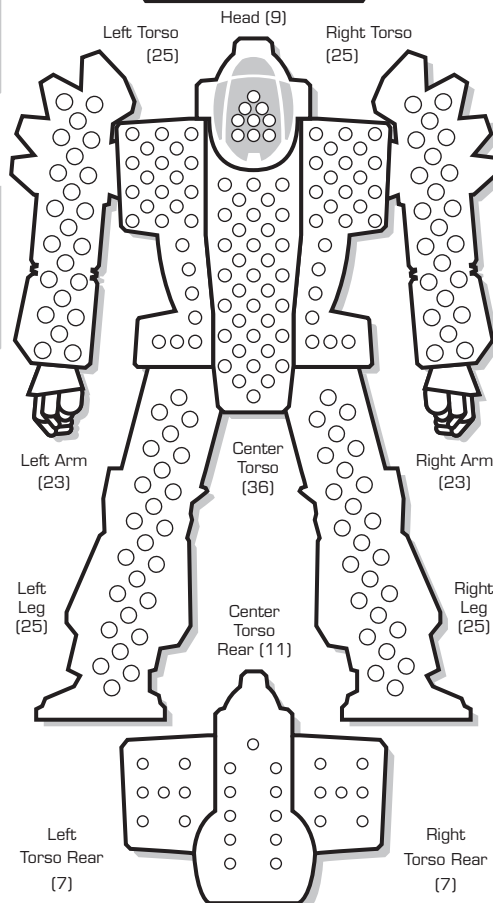
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

- Medium Laser
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Heat Sink
- Large Laser
- Large Laser
- SRM 6
- SRM 6
- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heat Sink
- Heat Sink

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

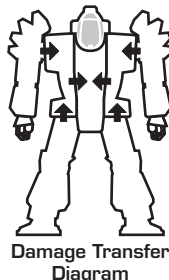
- Medium Laser
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- Heat Sink
- Large Laser
- Large Laser
- SRM 6
- SRM 6
- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again

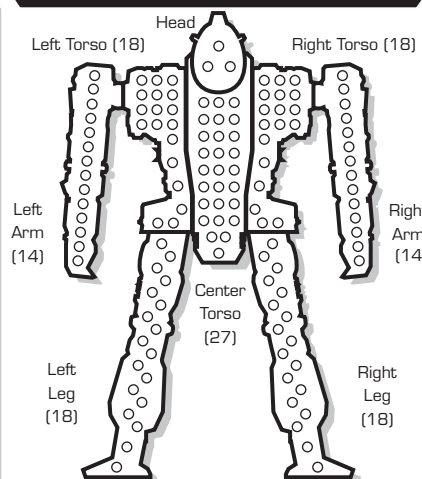
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	26
28	Ammo Exp. avoid on 8+	Single
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: AS7-D ATLAS DANIELLE

Movement Points: Tonnage: 100
Walking: 3 Tech Base: Inner Sphere
Running: 5 Succession
Jumping: 0 Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	RT	7	20 [DB,S]	—	3	6	9
1	LRM 20	LT	6	1/Msl	6	7	14	21
				[M,C,S]				
3	Medium Laser	RA	3	5 [DE]	—	3	6	9
3	Medium Laser	LA	3	5 [DE]	—	3	6	9

Cost: 9,420,000 C-bills

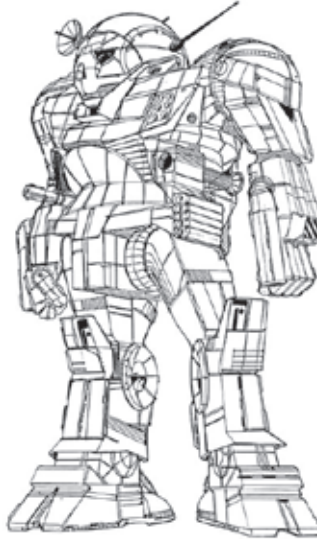
BV: 1,976

WARRIOR DATA

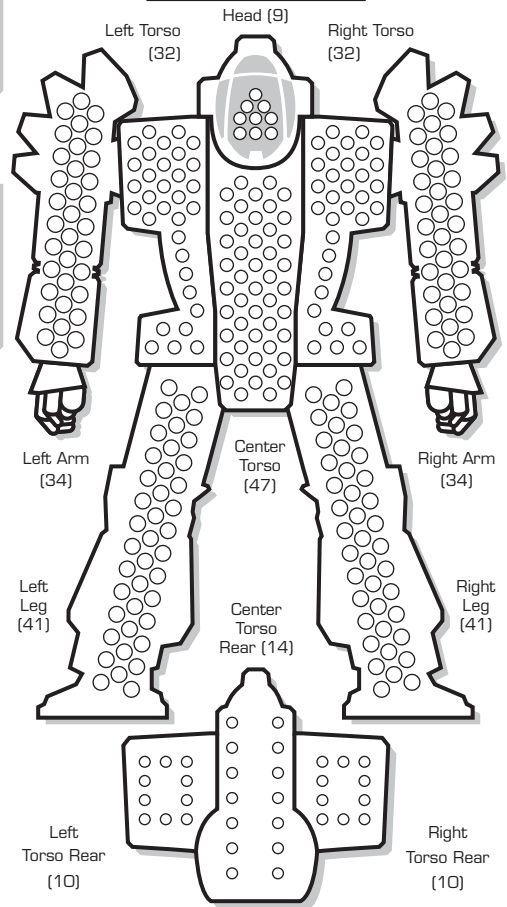
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heat Sink
- Medium Laser

Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heat Sink
- Medium Laser

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

Right Torso

- Medium Laser
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Heat Sink
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heat Sink
- Heat Sink

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

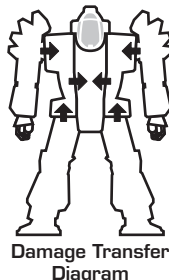
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

Right Torso

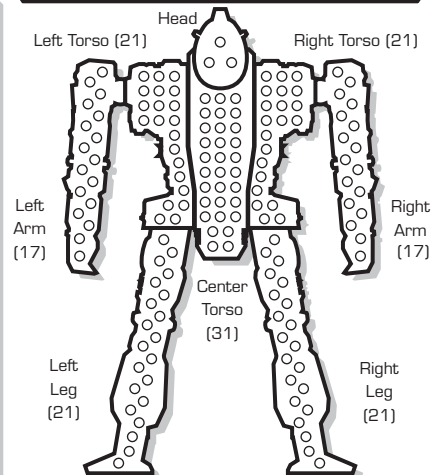
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Ammo (AC/20) 5
- Ammo (AC/20) 5

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks: 22 Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

