

ROLLING THUNDER



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FASA
CORPORATION

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ROLLING THUNDER

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INTRODUCTION

My many years as a war correspondent took me to the scene of battle time and again. Though my profession required that I grow accustomed to the blood and gore, deafening explosions, and human tragedy that accompanied my assignments like an unshakable friend, these aspects of warfare will never be forgotten!

Much of my time was spent in the company of Marik troops, many of whom served with the Regular Hussars. One of my favorite units was the First Regular Hussars, of which the Rolling Thunder Company was a part. Led by Captain Gerald Cameron-Jones, a skilled tactician and military man to the core, this company was one of the most fierce and daring that I have ever encountered. Indeed, after meeting this crew, I was relieved that they were on our side!

—From *Line for Line: A War Correspondent's Story*, by Maria Ware Graham

HOW TO USE THE SCENARIOS

Each of the scenarios in this book recreates battles or encounters in which the Rolling Thunder Company of the First Regular Hussars participated. Several of the scenarios are interrelated, representing various phases of a single, continuous battle or campaign. If desired, players may keep track of battle damage taken by the various 'Mechs, LAMs, or fighters from one engagement to another, with the damage and losses suffered earlier in the campaign affecting the condition and make-up of the forces engaged at the end. **Special Rules** for each scenario describe what repairs, if any, are possible between engagements.

The scenario rules include all information necessary to understand and play the game situation. Each scenario begins with an account by one of the warriors who participated in the actual engagement or with a report by knowledgeable sources, followed by a brief historical sketch of the battle.

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

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

Several scenarios include ground forces for one or both sides. Some rules may allow the player to choose a mix of vehicles and/or troops, up to a stated number of tons. See **CityTech** for the rules to create and use both vehicles and troops.

The **Victory Conditions** are described next. These determine the outcome of the encounter, and vary from scenario to scenario. In actual combat, it is rare that an action continues to the point where one side or the other is completely obliterated. For this reason, the **Victory Conditions** usually list special objectives for one or both opponents. As in actual combat, both sides may claim victory in some engagements, based solely on whether or not tactical objectives were won.

Finally, if the scenario uses rules not covered in the general **BattleTech** rules, they are discussed as **Special Rules**. Tips on winning the battle are sometimes included here as well.

The Modified Skill Roll Targets for the *Gunnery* and *Piloting* skills of each member of the Rolling Thunder Company are the base targets for any combat rolls. These can be further modified by range, terrain, and action, depending on the combat situation. The full range of **MechWarrior** skills can be used to help determine the outcome of any encounter involving this company.

All other 'Mechs in the scenarios have regular **BattleTech** *Gunnery* and *Piloting* Skills Levels, which are used normally in the game. If specific skill levels are not given, assume a *Piloting* Skill Level of 5 and a *Gunnery* Skill Level of 4.

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

BRIEF REGIMENTAL HISTORY

The Regular Hussars is a Provincial unit of the Free Worlds League, that hotbed of political infighting, factionalism, and civil unrest. Unlike a House unit, which is under the direct control of the Captain-General, a Provincial unit's primary allegiance is to the leader of its region. Whether or not the Captain-General can rely on them for the League war effort varies from one Marik regime to the next and can even change from year to year.

Today, the leader of any Principality in the Free Worlds League can invoke the Home Defense Act of 2906, which gives him the right to declare up to 75 percent of his troops unavailable for League mustering. Though Provincial units may be assigned to the League armed forces, they often behave with an autonomy reserved only for the most elite regiments. House troops definitely resent this special position enjoyed by Provincial units.

The Regular Hussars currently consist of five regiments. The unit's strength has fluctuated at times, depending on the fortunes of war, but its fighting spirit remains high.

The First and Second Regiments are heavy assault units capable of full-combat assaults and prolonged sieges. The Fourth is a light, quick-strike force that is highly effective in recon and deep-penetration raids. The all-purpose Fifth and Ninth regiments are medium 'Mech units. In operations with their heavier brothers, they usually function as flanking or exploitation forces, while the heavy units hold the enemy in place.

UNIT FORMATION

One of the oldest and most colorful House regiments serving in the Free Worlds League, the First Regular Hussars was first organized in 2478 as the BattleMech arm of the Principality of Regulus, one of the most prosperous and independent states in the entire Free Worlds League.

The initial experiences of the newly founded regiment were anything but auspicious, however. In these early days of the BattleMech era, House Marik was constructing its 'Mechs from plans stolen from the Lyran Commonwealth. After being assigned the first *Archers* and *Wasps* to come out of the League 'Mech factories on Cameron, the Regular Hussars discovered that their 'Mechs were cursed with design problems that kept the machines more often in the repair bay than on the training field. These same design flaws were responsible for the First's disastrous defeat against a force of Capellan heavy tanks on the planet Lopez in 2485. After this debacle, noted Regularan military strategist General Baba Townsend declared 'Mechs to be "little more than titanium steel coffins," and he predicted their quick disappearance from the field. Townsend's prediction was, of course, way off the mark. As for the First Regular Hussars, they recovered rapidly, and went on to become the most renowned unit in Regularan history. They even managed to survive the destruction of the Principality's founding family, House Selaj.

EARLY YEARS

The systems around Andurien are famous to this day for the ferocity of the battles fought between Houses Liao and Marik in their continuing disputes over ownership of these worlds. Indeed, the first Andurien War, which broke out in 2398, ushered in the era known as the Age of War, those many decades of fighting among all the Houses of the Inner Sphere.

During the Second Andurien War (2528–31), the Hussar units saw a great deal of action, in which they consistently out-manuevered and defeated their opponents. Though Captain-General Albert Marik's troops were spread thin over a large front in this conflict, his battalion commanders managed to defeat the Capellans even when the Hussars were

outnumbered three to one. The war had been raging for three years when Ian Cameron, Director of the Terran Hegemony, stepped in to help negotiate an end to the struggle. Though House Marik and House Liao finally reached a settlement in 2531, a Third Andurien War broke out again 20 years later, in 2551.

Led by the 73-year-old Albert Marik, the League forces again battered the Capellans. Once more, it was Ian Cameron who intervened to help put an end to the fighting. It was during these peace talks that Cameron broached Albert Marik and Terrence Liao with his



grand scheme of a Star League, an interstellar organization that would unite the major Houses of the Inner Sphere through mutual protection, trade, and technological exchange. The Capellan Confederation and the Free Worlds League were the first of the Great House leaders to sign Star League accords with the Terran Hegemony in the mid-26th century. By the year 2569, the Lyran Commonwealth, the Federated Suns, and the Draconis Combine had also decided to join this new interstellar government. The Star League guaranteed its members protection from aggression by other member-states, while guaranteeing them autonomy over domestic policy, official sanction for existing lines of succession, and free access to the superior Terran military research.

STAR LEAGUE ERA

It was inevitable that the newly formed Star League would seek to impose its rule over the farflung States of the Periphery—that region beyond the borders of the settled states of the Inner Sphere. It was just as inevitable that these fiercely independent frontier worlds would refuse to give up their freedom so easily. In 2577, the Star League mobilized its forces for a series of thrusts against the Rim Worlds Republic, the Outworlds Alliance, the Taurian Concordat, and the Magistracy of Canopus. The First Regular Hussars and the newly commissioned

shattered units and to train new MechWarriors. This period, from 2590 to 2620, was one of the most tranquil in the unit's long history.

DEFENDERS OF SELAJ

Peace ended in 2620, when a series of economic crises rocked the Free Worlds League. Political discontent rose dramatically, centered on the mercantile-based Principality of Regulus. Free-trade practices were questioned and protectionist sentiments ran high. The political strife continued for 40 years, escalating into frequent acts of terrorism. Most notor-

ious of the terrorist groups was the mysterious band known as the Scourge of Death.

In 2667, a powerful explosive detonated in the Marik family mansion, nearly wiping out the entire ruling family line. Only a badly wounded Gerald Marik survived the blast. Later investigations turned up evidence that not only was the Scourge of Death responsible for the assassinations, but that House Selaj, rulers of the Principality of Regulus,

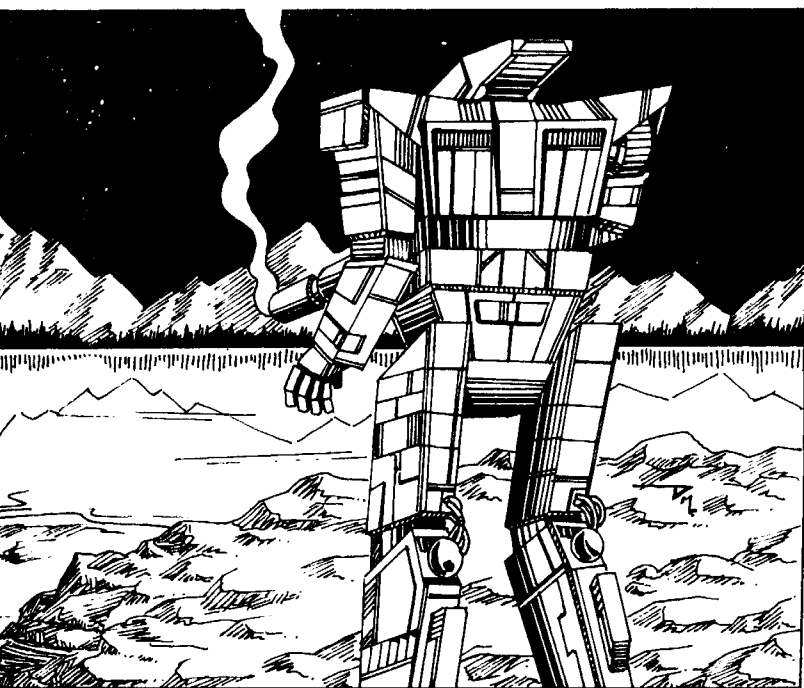
mony. At this point, the members of the Selaj family thought it prudent to seek refuge in the Magistracy of Canopus.

After conquering the Principality, Gerald Marik made certain that all disloyal troops were brutally purged from the Regular Hussars. It is a testament to their valor that Gerald did not disband the unit altogether, though he was obsessed with the desire for vengeance. Once he was satisfied that the Regular Hussars had been cleansed of its disloyal elements, he felt the unit was too valuable to waste. By the end of 2680, the Hussars were back on garrison duty in their home province.

In 2729, civil war erupted between the forces of Captain-General Elise Marik and her brother Oliver. The Regular Hussars remained loyal to the Captain-General and were soon involved in heavy fighting against the rebels. After a fierce desert battle on the planet Ariel, the First Hussars was so decimated that it took five years to rebuild the unit. Though the remaining regiments also suffered heavy losses, they were victorious in the end. To reward their services, the Captain-General made each Hussar battalion and regimental commander a knight of the realm. The Hussars also received a land grant of 10,000 acres on the planet Avior, which soon became the unit's base of operations.

During the next 17 years, all the States of the Inner Sphere enjoyed an era of peace and prosperity as the Star League reached its peak. Training exercises were the toughest duty the Regular Hussar regiments faced, and this era permitted the unit to recoup the losses suffered during the Marik civil war. This also began a period of almost 250 years in which Regulus (through the ruling Cameron family) and the Mariks were close political allies, and the Hussars became one of the most reliable elements in the Captain-General's 'Mech forces.

With the accidental death of Simon Cameron, First Lord of the Star League, in 2751, the days of peace and prosperity were numbered. Simon's heir was only eight years old at the time, and so the High Council named Aleksandr Kerensky, commander of the League Regular Army, as Regent and Protector. The Council, meanwhile, began to behave as though true authority over the Star League lay with them. Indeed, they passed two far-reaching amendments during the Regency period, which would eventually destroy the Star League forever.



Second and Third Hussars Regiments were sent to join the House Marik armada forming on the border of the Magistracy of Canopus. Fleet Commander Marion Marik received the invasion order on 15 March 2576.

The long and brutal campaign to force the Periphery states to bow down to the Star League lasted nearly 20 years. The Regular Hussars were active in fighting this conflict known as the Reunification War, especially in the latter stages, when the battle moved into the Magistracy of Canopus's home systems. The First proved instrumental in the capture of the capital world of Canopus, but the regiment suffered casualty rates of over 60 percent in this planetary campaign.

In the years following the Reunification War, the Regular Hussars took advantage of the relative peace to rebuild its

had provided equipment, transportation, and training for the terrorist band. A military tribunal convicted three members of House Selaj of treason and sentenced them to death, in absentia. Meanwhile, House Selaj placed the Regular Hussars on full military alert. After Rajneesh Selaj paid a personal visit to the Regular Hussars to earnestly proclaim his innocence, he won their full support.

In December 2679, Gerald Marik's forces invaded the Principality, after winning a promise from the other members of the Star League that they would not interfere. When six regiments of the Marik Militia attacked Helios Minor, homeworld of D'mir Selaj, the Regular Hussars valiantly held them off for almost a month. As the Hussars were gradually driven back, however, many soldiers began to defect. Two weeks after the fall of Helios Minor, the Marik forces also took the planet Har-

The first of these allowed each House Lord to begin building up his private armies, and the second levied higher taxes that would enrich the coffers of the Inner Sphere House rulers while creating hardships in the Territorial States of the Periphery. This brought a new wave of protest and unrest to those far-distant planets, which kept General Kerensky busy trying to contain the rebellious Periphery worlds. Though the Star League charter forbade any member state from maintaining too large a House Army, each of the House Lords continued to secretly build up his own forces. The Regular Hussars benefited from this arms race, as new equipment and personnel enlarged its ranks. The Fourth and Fifth Hussar Regiments were formed in 2759, the Sixth and Seventh in 2765, and the Eighth and Ninth in 2781. With a combined strength of nine 'Mech regiments, the Regular Hussars now represented a formidable force.

With the massive buildup of arms and men throughout the Inner Sphere, war was inevitable. The young Richard Cameron was now First Lord of the Star League, though the other members of the League stood more against than with him. By December 2772, three-quarters of the Regular Army was tied up on the Periphery. Stefan Amaris chose this moment to stage a swift and bloody coup on Terra, during which he executed First Lord Cameron, his family, and every other person he could find who had a drop of Cameron blood.

It was six years before the Regular Army could pull out of the Periphery and then, for seven more grueling years, Amaris and Kerensky fought it out, until Kerensky finally liberated Terra in October of 2779. Dissent among the Star League High Council and Kerensky's unsuccessful efforts to mediate a compromise led eventually to the loyal forces of the Regular Army rallying behind their beloved General. Instead of staging a coup and seizing power for himself, Kerensky disappeared with his forces into the vast reaches of the Periphery, ushering in the current era of nearly perpetual fighting known as the Succession Wars. From that time until the present, each of the former House Lords of the Star League has been struggling for dominion over all the rest.

FIRST SUCCESSION WAR

In November 2787, Captain-General Kenyon Marik ordered a massive invasion of the Capellan Confederation. The First Regular Hussars proved especially successful during a deep raid on the Federation of Skye, which culminated in an assault on Summer that massively damaged and depleted that planet's industrial capability by 50 percent. The First Regular Hussars destroyed several key factories, including one manufacturer of JumpShip components.

In 2806, the First and Fifth Regiments were transferred to the Capellan frontier, where they helped defeat a third Liao attempt to invade the planet Oriente. In the process, the 1st Hussars destroyed the 41st Capellan Heavy Assault Battalion, a crack Liao unit.

Two years later, tragedy struck the Hussars. While garrisoned on the newly captured world of Kyrkbacken, the Seventh Hussars Regiment suddenly faced an invasion by five Liao regiments. Though the Seventh offered stiff resistance, the unit was destroyed in less than a week. This attack was marked by numerous Liao atrocities, and records show that not a single prisoner was taken. To this day, units of the Regular Hussars bear a special grudge against House Liao and are one of the few Marik units to relish fighting on the Capellan frontier.

By 2810, the First and Fifth Hussars returned to the Lyrn front. In 2813, the planet Bella became the focus of the struggle. Through a clever ruse that made it appear that their attack force consisted of four regiments instead of two, the Regular Hussars drove the 12th and 14th Lyrn Regulars off the planet. By the time the Steiner defenders realized the trick, it was too late, for actual Marik reinforcements had already arrived to bolster their control over the planet.

The Hussars remained to garrison Bella. When they received news of internal political wrangling at home, the unit exercised their rights as Provincial troops by returning to their homeworlds in political protest. The Regular Hussars participated very little in the remainder of the First Succession War, as more of the regiments left the front in dispute over command rights and distribution of repair parts.

The First Succession War ended in 2821, more because of exhaustion than a desire for peace. A wary truce spread across the Inner Sphere, but most recognized the inevitability of renewed hostilities.

SECOND SUCCESSION WAR

The Second Succession War opened on the Lyrn front with House Marik's capture of the Steiner worlds of Dieudonne and New Hope. Encouraged by these early successes, the Marik High Command assigned the Regular Hussars to take Zwenkau and Senftenberg, which they accomplished handily.

The fortunes of House Marik took a turn for the worse after its military destroyed a ComStar relay station at Oriente, killing the Adepts of the planet's "A" station and reducing the station itself to floating space debris. Captain-General Charles Marik ordered this action because he was convinced that ComStar was leaking information about his force dispositions and troop movements to House Steiner and House Liao. In retaliation, ComStar placed the Free Worlds League under a Communications Interdict that left that state without rapid interstellar communications for nearly two years. Planning troop movements became a fiasco, as sector commanders could do little more than strike blindly and trust in their luck. Meanwhile, enemies of the Free Worlds League took full advantage of the situation.

In 2839, while Marik forces were still reeling from the effects of the Interdict, Lyrn forces invaded Graham IV. The planetary garrison included the Sixth Regular Hussars, one of the best. The attackers had achieved total surprise, however, and the Hussars unit was almost entirely destroyed during the fierce, week-long battle. This battle marked the second complete loss of a Regular Hussars regiment and is commemorated in special services to this day.

ComStar restored House Marik's communications late in 2389, following the Marik capitulation to their demands for reparations. In the next few years, Marik defenses were rebuilt, showing a slow but steady reversal of their military fortunes.

THIRD SUCCESSION WAR

The Third Succession War began in 2866, bringing more devastation to the already ruined Inner Sphere. For the next three years, Marik forces conducted numerous raids and invasions against the Lyrans Commonwealth. The industrialized Federation of Skye received special attention. In a year-long blitzkrieg, five regiments of the Regular Hussars pounded the worlds of New Kyoto, Lamon, Clinton, Mariefred, and Arcadia.

At one point during the next 60 years, the Regular Hussars was transferred back to the Liao front, because of the need for more heavy 'Mech units and because the Marik High Command wished to take advantage of the Hussars's vendetta against the Capellans. The Hussars enjoyed this chance to raid up and down the Capellan border, while the Liao forces began to lose more 'Mechs than they could afford to replace at this point in the war. Eventually, the Hussars were sent home to rest and regroup, after which they transferred to the Lyrans frontier to participate in a renewed offensive. The unit fought in the massive sweep through the Commonality of Sarna, during which Marik forces took the Liao worlds of Berenson, Zion, and Kyrkbacken. After two regiments of the Northwind Highlanders ambushed and destroyed the Third Regular Hussars during a raid on the planet Nanking, the Hussars's vendetta against the Capellans grew even more intense.

In 2924, the First Regular Hussars invaded the Lyrans planet of Wing, where they encountered the Eridani Light Horse in the form of the 50th Heavy Cavalry Battalion. Despite a valiant effort by the Eridani troops, they were forced offworld after a two-week campaign. Before being defeated, however, the Eridani inflicted heavy losses on the Hussars.

After Marik forces raided the Lyrans world of Solaris in 2928, the Steiner military raided the planet Stewart in reprisal. Unfortunately for the Lyrans invaders, the Marik garrison was expecting them. In an elaborate trap that culminated in a low-altitude combat drop by the First Regular Hussars into the Lyrans rear, the Marik defenders wiped out the entire invasion force.

In 2971, House Marik launched a massive offensive against the Lyrans world of Loric, a strategic border world that the League had often attacked before but never on this scale. The Sixth Regular



Hussars, a mercenary 'Mech regiment, and twelve soft regiments descended on the planet. After some initial victories, it looked as though Loric would soon fall to House Marik. When the defenders suddenly rallied, however, Stephen Marik failed to send in badly needed supplies or reinforcements. The Hussars fought on for two more grueling years, but by 2973, the Lyrans had virtually destroyed their force and driven the tatters of the unit offworld. Because the Hussars blamed this disaster on Captain-General Stephen Marik, it brought a dramatic end to the symbolic bond that had existed between the Regular Hussars and the Marik family for some 250 years.

Marik forces launched several deep raids into Lyrans space in 3006, striking the worlds of Bolan, Pollux, and Coventry, as well as several secondary planets. The Fourth Regular Hussars conducted a successful raid on Coventry, nearly destroying every weapons factory on the planet, while the First Hussars pounded the Lyrans border worlds of Cavanaugh II and Ford. The success of these raids demonstrated the impotence of Archon Alessandro Steiner's policy of "concentrated weakness." Unfortunately for House Marik, the success of these raids also led directly to a coup d'etat by Alessandro's niece, Katrina, who has become one of the Lyrans Commonwealth's most effective leaders.

The newly installed Archon wasted little time in preparing the offensive. To keep the Marik military off-balance, she deployed several crack mercenary units in lightning raids. The Fourth Regular Hussars received heavy casualties when Hsien's Hotheads took them by surprise, and the Fifth and Eighth Hussars were also decimated by mercenary raids of the same period. At this point, all Hussar regiments were recalled home for garrison duty. Losses were so severe that the Regular High Command was forced to disband the Eighth Hussars to provide replacements for the remaining regiments. The Regular Hussars remained in the Principality for the next seven years, involved primarily in a number of peacekeeping assignments.

One of the Regular Hussars's severest tests came in 3014 when Anton Marik, Duke of Procyon and brother of Captain-General Janos Marik, declared himself the new Captain-General. This precipitated an all-out civil war. Because the Regulus government remained neutral, declaring for Janos only after the war's outcome seemed certain, each Hussar regiment was left to decide its loyalty for itself. The unit's allegiances were split. The First and Second Regiments remained in the camp of Janos Marik, while the Fourth and Fifth regiments declared for his brother. The remaining regiment, the Ninth, was involved in a deep raid against the Capellans at the time and chose to stay out of the fight.

Heavy, confused fighting occurred almost immediately. Spearheaded by Wolf's Dragoons, on loan from the Capellan Confederation, rebel units seized Nova Roma, Emris IV, and Sophie's World before loyalist forces could react. In the fierce actions that followed, all Hussar regiments took heavy casualties. Wolf's Dragoons severely defeated the First Hussars on Tiber, inflicting casualties of more than 40 percent.

As the year wore on, however, the full might of the Free Worlds League made itself known. By February 3015, the rebels had been pushed into a small cluster of worlds centered on Ling. The end was in sight. It was in this phase of the war that the first Hussars versus Hussars conflict occurred, with the First and Second Regiments encountering the Fifth on McKenna. The loyalist Hussars had never gotten over their bitterness at the defection of the Fourth and Fifth regiments to Anton's camp, which made this battle a vicious one. In less than three days, the two loyalist Hussar regiments inflicted a 60 percent casualty rate on their former comrades, forcing the Fifth to evacuate offworld.

Following the now-famous Wolf's Revenge incident, the Civil War ended in March 3015. Though loyalist forces were poised all along the front for one last thrust, Captain-General Janos Marik held them at bay while a settlement was being negotiated. That accomplished, Janos Marik set to purging his realm of opposition through a wave of treason trials. Many people were sentenced to life terms in prison or mining camps, while others—including Janos's own son Gerald—were put to death. In a surprise move, Janos Marik offered a contract to Wolf's Dragoons, which was accepted. The mercenaries were soon put to work harrying the Lyran frontier to prevent the enemy from taking advantage of the situation.

Meanwhile, the Regular Hussars slowly rebuilt their strength. In reward for their loyalty, Janos Marik awarded a sizeable bounty of money and spare parts to the First and Second Hussars. Unfortunately, the lion's share of this reward came from the Fourth and Fifth Hussars, as punishment for their rebel sentiments. This only intensified the inter-regimental resentments, and the ill-will continues to the present day.

UNIT TRADITIONS

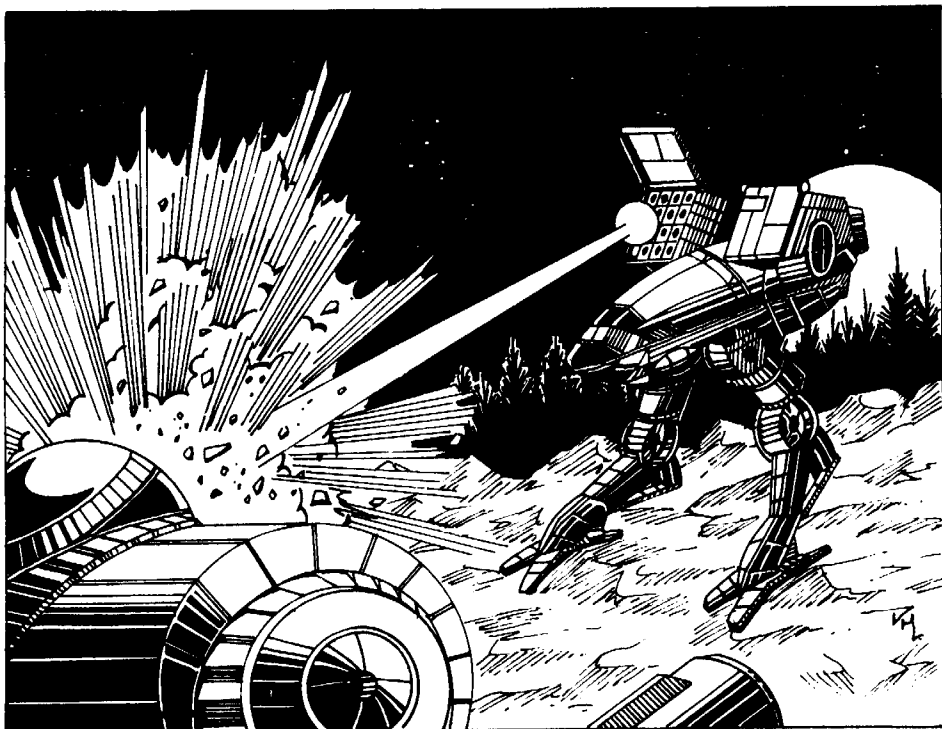
Despite their rivalries, the five regiments of the Regular Hussars share several traditions that significantly influence their operations both on and off the battlefield. The first concerns the use of the *Trebuchet* 'Mech, which made its first appearance during the First Succession War. The *Trebuchet* is a favored Marik 'Mech, but the Hussars were the first Free Worlds unit to recognize that a lance with four *Trebuchets* could fiercely batter a distant foe while maintaining enough short-range power to hold its own in close quarters. Each regiment of the Hussars currently has at least two of these specialized lances.

The second tradition of the Hussars dates back to when Bertram Marik bestowed orders of knighthood on the officers of the Hussars. To this day, all battalion and regimental commanders in a unit receive these now-honorary titles, and are still addressed as "Lord" or "Sir" by their subordinates during formal ceremonies or full meetings of the unit.

The final tradition of the Hussars dates from the unit's origins, and the free trader spirit that has always characterized the Regular people. The Hussars have always maintained that the right of com-

mand is a trust that an officer holds as long as he does not violate the trust. This principle has led to the ritual of challenge combat, in which any MechWarrior can challenge the existing leader's right of command. Over the long years of the unit's existence, the right of challenge has seldom been raised without a just cause. Nonetheless, this tradition is usually enough to keep the officers of the Hussars on their toes.

Since the Civil War, the First Regular Hussars have been involved on all fronts. As one of the handful of heavy units remaining to Janos Marik, the First have found themselves increasingly assigned to costly, short-term offensives with little hope of success. The unit is rotated on a regular basis to either the Lyran or Capellan frontier, followed by garrison duty on Principality worlds. This steady combat duty keeps the experience level of the MechWarriors high, but has stretched the unit's Technical Support Section to the limit. Their wizardry and the unit's high level of experience have combined to make the First Regular Hussars a formidable fighting force, capable of taking on any opposition. Only time will tell if the unit can survive under the increasing demand for its services.



REGIMENTAL DATA



INSIGNIA

The unit banner for all Regular Hussar regiments consists of a bat-winged banshee standing on a spacemap of Regulus. This design is usually displayed on the left torso and arm of the unit's BattleMechs, and on the left sleeve of unit uniforms. The Marik Eagle is displayed on the right torso and arm of the unit's 'Mechs and on the right sleeve of unit uniforms.

NICKNAME

The Steel Hussars

MOTTO

"On Target" (Official)

"Push till It Gives" (Unofficial)

COMPOSITION AND TACTICS

The First Regular Hussars is the pride of the Principality of Regulus and one of the best-equipped Provincial units, surpassed only by the Fusiliers of Oriente and the Defenders of Andurien. With a long history of distinguished service to both the Principality of Regulus and the Free Worlds League, the First has been in existence for over five hundred years. As one of the few heavy units remaining in the Free Worlds League, its troops are seasoned campaigners.

Because Colonel Tomaso Kinchuhara's strict standards of discipline and performance apply to all levels of his command, the unit is remarkably cohesive by Marik standards. Double-dealing exists, however, for petty politics are a fact of

life in every Marik unit. Even Colonel Kinchuhara engages in occasional dirty tricks to obtain necessary supplies.

The First Regular Hussars is known throughout the Free Worlds League for their ferocity in battle. Though recognizing the current military reality of limited warfare, the regiment approaches battle with a fervor that recalls the violent clashes of the First Succession War. The unit's commanders realize that keeping up the offensive momentum serves to minimize their own casualties. To paraphrase an ancient Terran general, they like to "hold 'em by the nose and kick 'em in the pants."

All nine companies contain a full complement of BattleMechs (i.e., twelve each). The AeroSpace Fighters are consolidated into a single squadron to increase their effectiveness. Spare parts are generally available, with the single major exception of replacement PPCs, whose lack is a League-wide problem. Major credit for unit readiness must go to the Regimental Technical Support Section. Their wizardry at jury-rigged repairs is often all that stands between the unit and battlefield disaster.

With an assortment of 'Mech models in its ranks, the First Regular Hussars is classified as a heavy regiment. Assault companies usually contain a mixture of *Battlemasters*, *Awesomes*, and an occasional *Atlas*. Heavy companies and Fire Lances usually contain several *Orions*, *Archers*, *Trebuchets*, and *Hunchbacks*. Finally, Recon and Light Attack companies contain a variety of 'Mechs, including *Wolverines*, *Quickdraws*, *Cicadas*, and *Locusts*.

The Regimental Transport Group contains an attached contingent of DropShips. The Group consists of two *Overlord* Class, three *Union* Class, and one *Command* variant *Overlord* Class. An additional three *Leopard* Class DropShips constitute a Group Reserve. The Transport Group thus is capable of moving the entire regiment in one lift. JumpShip support is generally provided by either the Regular High Command or the Marik Central Command.

ROLLING THUNDER COMPANY

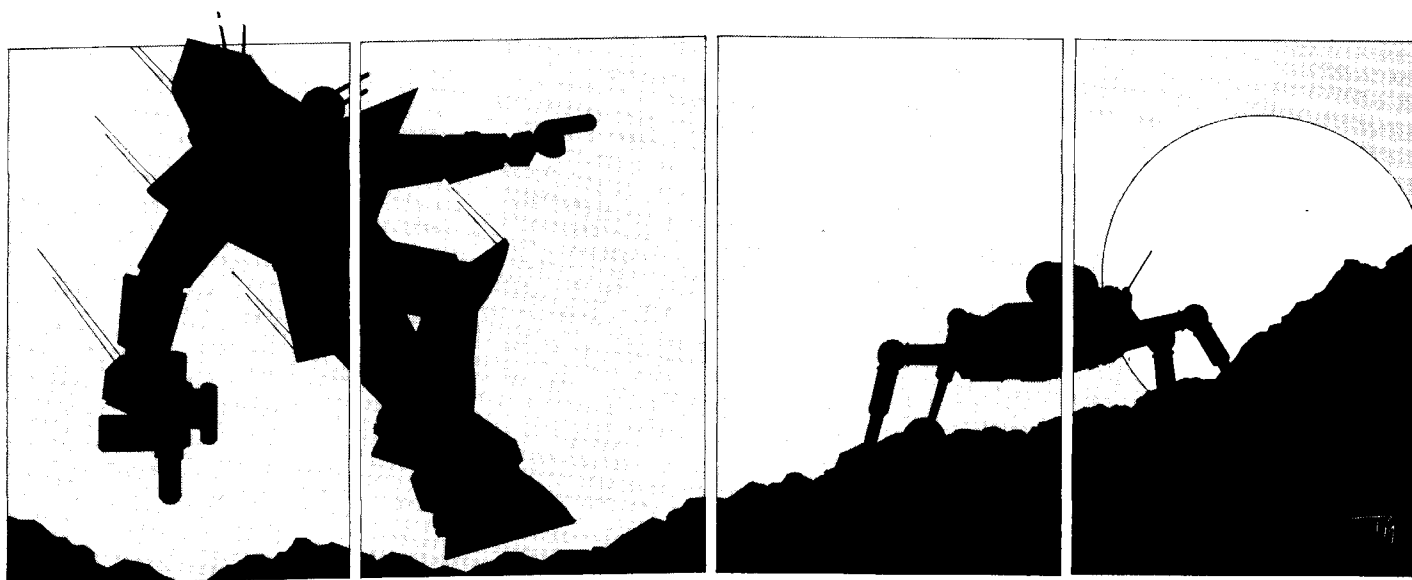
Unit Name: Rolling Thunder Company, Eastern Star Strike Battalion, First Regular Hussars Regiment

BRIEF HISTORY

The Rolling Thunder Company was formed in October 3015 from the remnants of three First Regular Hussars companies that were destroyed in the civil war between Janos Marik and his brother Anton. Force Captain Vic "The Ripper" Davis was assigned as Company Commander. With sadistic glee, Ripper Davis proceeded to carry out his orders to whip the unit into combat readiness in the shortest possible time. After liberal doses of his verbal and physical abuse, the unit was pronounced combat-ready one year later and was dubbed Ripper's Reavers.

The Reavers were soon given an opportunity to test their battle skills. Late in 3016, the First Regular Hussars participated in a raid on the Lyran world of Dixie. The Hussars supported the left flank of the mercenary Wolf's Dragoons, the major component of the raiding force. The battle was progressing well, with the Lyran defenders being forced to retreat, when a Lyran assault company ambushed the Dragoons and threatened to split them. Heedless of losses, the Reavers barreled into the Lyran company's flank and scattered it. The fierce battle that followed destroyed half of the Reaver's 'Mechs, but saved the day for the Marik raiding force and prevented Wolf's Dragoons from being outflanked. Surprised at the valiant behavior of these House Troops, Colonel Jaime Wolf remarked that the Reavers' approach to battle was like "rolling thunder." The nickname stuck and soon became the company's official designation.

The company did not rest on its laurels, but accompanied Wolf's Dragoons as part of a heavy raiding force rampaging along the Lyran frontier for the next two years. In the course of this long and hard campaign, the company was strained to its limits, with many 'Mechs now only barely functional. Finally, in mid-3019, the unit was posted back to the Principality for R & R and garrison duty on the world of Tiber.



For two years, this uneventful assignment allowed the unit to rebuild to full strength and to conduct strenuous training exercises in the hills overlooking the planet's capital city. Then disaster struck as the people of Tiber rose in revolt to overthrow the current ruling family. Rolling Thunder found itself involved in bitter street fighting that forced them to carry out atrocities against civilians before they could restore order. Because of the local resentment against the unit after the revolt, the Regular High Command transferred Rolling Thunder to security duty on the provincial capital of Regulus.

Late in 3021, the unit was selected for Parliamentary security duty on Atreus, capital of the Free Worlds League. Because most warriors consider a security assignment on Atreus to be a dull job, Rolling Thunder's hardened troopers chafed at this "powder-puff duty." After Force-Captain Davis addressed the discontent in his usual direct manner, several MechWarriors soon appeared on sick call with various injuries. From that time on, the unit fulfilled its assignment without incident. The highlight of the tour came in September 3022, when Rolling Thunder was selected to be part of the honor guard to welcome Subhash Indrahara, Director of the Draconis Combine's Internal Security Forces, to Atreus.

In December 3022, Rolling Thunder was reassigned to security duty on Regulus. Upon arrival, the company received a new commander, Force-Captain Gerald Cameron-Jones. The newly promoted officer was no stranger to the unit, however, having served as the Fire Lance commander only three years before.

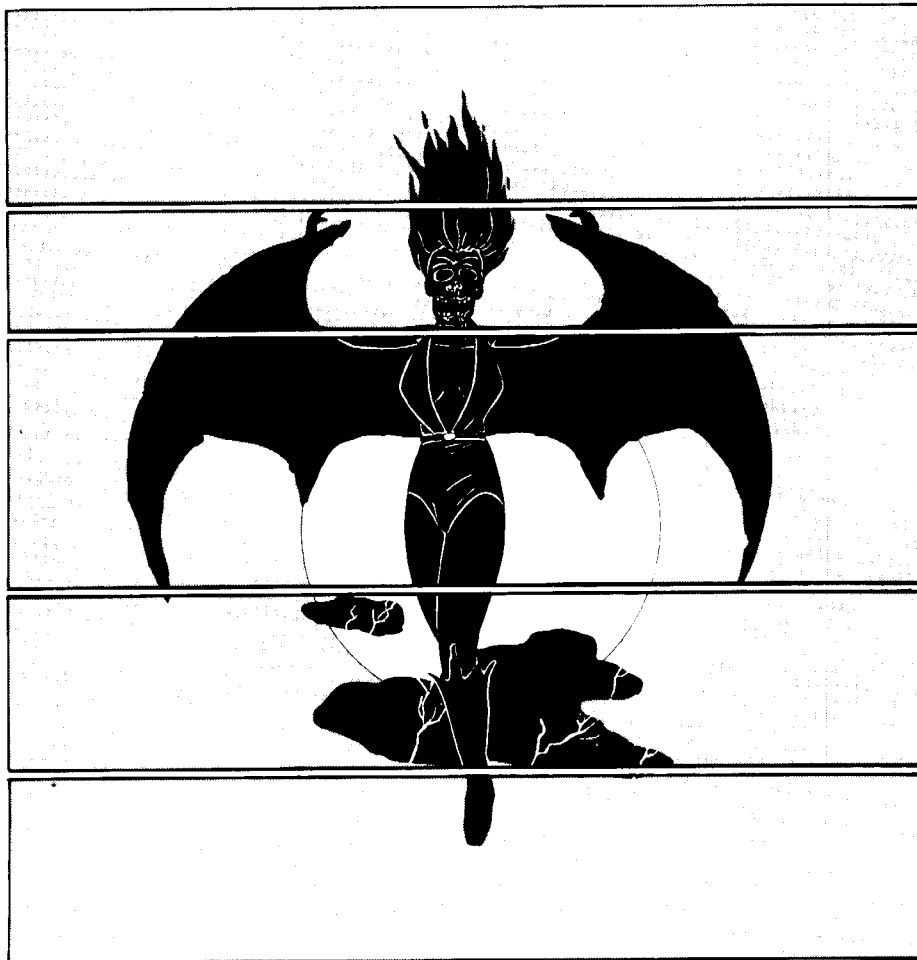
From January 3023 to November 3024, the unit alternated between garrison duty on Regulus and border duty on the Lyran frontier. This duty consisted mainly of garrisoning worlds open to attack and conducting occasional raids into Lyran space. As both sides confined themselves to probing attacks, this period was relatively peaceful for the unit.

In December 3024, Rolling Thunder was sent to the industrialized world of Tiber to pull counterinsurgency duty. Recent intelligence reports had indicated that dissident groups were planning work stoppages and sabotage at several vital weapons factories. When the dissidents escalated their activities to outright revolt in 3025, Rolling Thunder had its hands full restoring order during several urban confrontations. Late the following month, the unit found itself facing down another Hussar unit, which intended to defect to the rebel side. In a fierce all-day battle that severely tested Rolling Thunder's loyalty to the current regime, the unit destroyed the defectors.

In May of that year, Rolling Thunder was posted to Hong Qiao to suppress a guerrilla war that had been brewing there for more than five years. Confronted with an elusive foe who refused to battle on equal terms, the unit soon learned the frustrations that all conventional units experience in guerrilla warfare. After five months of fruitless search-and-destroy missions, the Regular High Command admitted defeat and reassigned the unit.

Rolling Thunder and its parent regiment were transferred to the Capellan frontier in November 3025. Recent Liao raids had strained the peace accord between the two powers, and so Janos Marik decided to give the Capellans a taste of their own medicine. As soon as the regiment arrived on Calloway VI, a regiment of McCarron's Armored Cavalry attacked them. Because the mercenaries were not expecting to encounter such a campaign-hardened foe, the First Regular Hussars soon turned the raid into a rout. Indeed, the mercenaries were lucky to get away in one piece.

The following week, the regiment paid the Capellans a visit. In a series of raids along the Liao border, the First Hussars proved themselves to be a formidable foe. Rolling Thunder, in particular, mounted several successful raids on Nanking, St. Andre, Ingersoll, and Raballa. Because the Regular Hussars have



despised the Capellans for so long, the unit thoroughly enjoyed this new assignment.

When the regiment was reposted back to the Principality of Regulus for garrison duty a year later, Rolling Thunder was assigned to counterinsurgency duty on Wallis. Rumors of an impending revolution proved accurate when the local military staged a coup d'etat that gave them control of the planet two weeks after the arrival of Rolling Thunder. The company barely escaped ambush, and for the next three months, dodged enemy patrols and AeroSpace Fighters. When help finally arrived in late March 3027, the unit was able to put down the revolt with its usual ferocity.

In early April 3027, Rolling Thunder pulled garrison duty on Regulus. In preparation for its upcoming assignment on the Lyrans frontier, the company spent six months training hard to regain their edge.

Rolling Thunder, along with the rest of the 1st Regular Hussars, was sent to the Lyrans frontier in early October 3027. Their

orders were to conduct raids on Lyrans worlds to keep the Steiner military off-balance and to lay the ground work for future offensive operations. During the next eight months, Rolling Thunder participated in numerous attacks on such Lyrans worlds as Poulsbo, Ford, Loric, and Dixie. These raids, both large and small, hit the Lyrans hard but also kept the regimental Techs busy, especially those of the Rolling Thunder Company.

Since its formation, Rolling Thunder has become one of the best units in the regiment. Always ready for a fight, the company has found plenty of opportunities in the strife-torn Free Worlds League. From destroying bandit strongholds to pounding Lyrans 'Mechs into scrap, Rolling Thunder fulfills its missions with honor and dispatch. Though its members are as individualistic and contentious as the state they serve, the Mechwarriors of Rolling Thunder continue the tradition of high standards set by the original Regular Hussars more than five hundred years ago.

COMPOSITION AND TACTICS

The composition of the Rolling Thunder Company is slightly different from the standard BattleMech company, though well within the bounds of its parent regiment. The unit was designed for firepower rather than speed, as its composition clearly shows. Its Attack Lance, for example, fills the role of both a Heavy Recon Lance and a swift flanking force capable of participating in the main battle.

Generally speaking, the Fire Lance provides the unit's base of fire, while the Command Lance closes with the enemy and the Attack Lance probes for weaknesses. On a movement to contact, the two light 'Mechs from the Command and Fire Lances scout ahead, the Attack Lance forms an advance guard, and the rest of the company forms the main body. During retrograde operations, the Attack Lance covers the retreat of the company, while the flamer-equipped 'Mechs start fires to create a smokescreen that obscures the unit's withdrawal.

Like its parent unit, Rolling Thunder prefers close combat with the enemy. Though not as bloodthirsty as a Kurita unit, the company loves a good fight and does not hesitate to engage the enemy. This martial spirit has served to raise the unit's fearsome reputation in the current age of limited warfare.

Another, less noble, aspect of the unit is its scrounging ability. Under the able leadership of Sergeant Karlevski, Rolling Thunder always manages to locate whatever it needs. When questioned about his supply sources, Sergeant Karlevski replies, "It's not who you know, but what you know about who you know that counts."

The experience level of the company is generally good, with most members possessing combat experience. Because of recent losses and new replacements, however, the company has one of the lowest overall Experience Levels in the regiment. Only time will tell if Captain Cameron-Jones can make effective use of these new MechWarriors.

Colonel Kinchuhara is well aware of Rolling Thunder's reputation, both good and bad. Because he cares more about high performance than good manners, the unit will always have the Colonel's unwavering support as long as it continues to produce so well on the field.



TOMASO KINCHUHARA

BRIEF PERSONAL HISTORY:

*Colonel, First Regular Hussars
Regiment, Principality of Regulus,
Free Worlds League
Awarded the Order of the Saber
Awarded the Regular Ankh*

At first glance, Colonel Tomaso Kinchuhara is an unprepossessing man of plain features and slight build. Appearances are deceiving, however, for Kinchuhara is a person of uncommon ability and great personal charm. On duty, he is a stern taskmaster and a stickler for details. Off-duty, he is an accomplished raconteur and amateur sportsman. Having attained his dream of command of the premier BattleMech regiment of the Regular Hussars, he is fiercely proud of his unit and determined to keep it combat-ready.

Kinchuhara began his career as a MechWarrior after graduating from Princefield Military Academy at the top of his class. While still only a freshman, he set an Academy record for the most duels fought. Fortunately, he won all of them and is still a fair swordsman to this day.

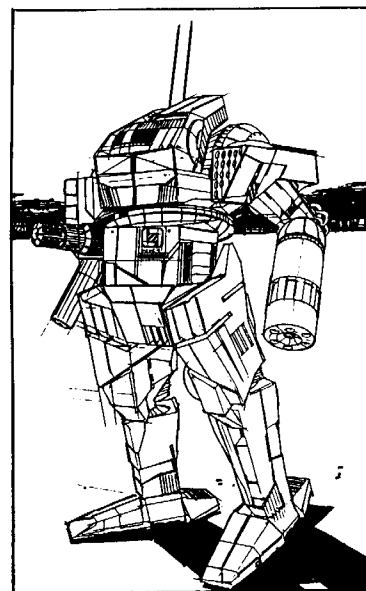
After graduation, Kinchuhara rose steadily through the ranks of the Regular Hussars, performing admirably as Lance Leader, Company Commander, Battalion Operations Officer, and Battalion Executive Officer. In 3018, he was given command of the Eastern Star Strike Battalion, First Regular Hussars. By 3020, he had made a name for himself when the regiment tangled with House Steiner's 17th Skye Rangers at the Battle of Kendrew's Crossing. After a fierce two-day battle, which nearly destroyed both regiments, Kinchuhara found himself the only senior officer still alive. His battalion was responsible for holding the vital river crossing at Hemphill Bluff, which enabled the rest of the regiment to escape the advancing Lyran troops. For his efforts, he was inducted into the Order of the Saber and given command of the regiment.

Since then, he has ably commanded the regiment through some of its most difficult times. Between the constant civil unrest that characterizes Free Worlds League politics and the pressures of continued combat, his unit has been strained to the breaking point. Only regimental traditions and the Colonel's leadership have prevented the unit from coming apart at the seams.

A knowledgeable and demanding leader, Kinchuhara requires 100 percent from his men. He reminds them that they are the best unit in the Regular Hussars and constantly works to maintain the unit's morale and esprit de corps. He also insists on strict military discipline, regulation uniforms, and strict adherence to standard operating procedures. Though this causes some grumbling among the more independent soldiers, the vast majority understand and respect his methods. Indeed, he applies the same standards of conduct and performance of all members of the regiment, regardless of rank or connections.

Off-duty, the Colonel is a personable individual who enjoys relaxing with his men during regimental functions. As often as possible, these social events include the soldiers' families, as the Colonel recognizes the value of family in a military unit. Kinchuhara is known throughout the Regular Hussars for his war stories, which can be as outrageous as they are obscene. He is also a noted fencer and marksman, who prefers slug throwers to laser pistols because of the greater skill required for accurate shots.

In combat, the Colonel directs the battle from either the regiment's Mobile Headquarters or the Command DropShip *FWLS Belisarius*. Whenever possible, however, he leaves headquarters to observe the battle firsthand. The sight of his dark gray *Orion* on the field is a sure sign that his unit is engaged in a major fight.





Pilot: Force Captain Gerald Cameron-Jones

BattleMech: BLR-1G *Battlemaster*

BattleMech Status Report:

Cameron-Jones's *Battlemaster* is in perfect condition and is painted in standard colors.

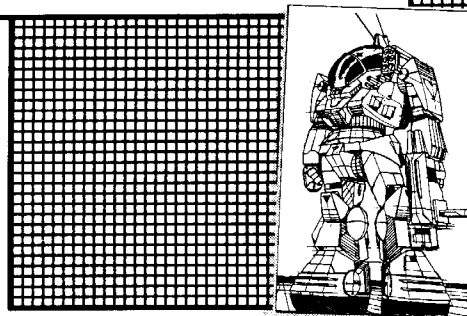
MechWarrior Data:

Gerald Cameron-Jones is a short man with a medium build, dirty blond hair and gray eyes. He is the second son of Carmelo Cameron-Jones, a major political figure in the Principality of Regulus. His younger sister, Lynn, is Countess of Trablek and a member of the League Parliament from their home world of Harmony.

Though most of the Cameron-Jones clan are notoriously corrupt, Gerald is a straightforward fellow who prefers the rough-and-tumble life of a MechWarrior to the vicious infighting of League politics.

Gerald is loyal to House Marik for pragmatic reasons, believing it to be the glue that holds the Free Worlds League together. Because he is a stickler for maintenance as well as unit discipline, Gerald caught the eye of the regimental commander, Colonel Kinchuhara. The Colonel is currently grooming Gerald, the senior company commander in his battalion, to assume command of the Eastern Star Strike Battalion once Major Vic Davis gains another rank. Gerald's ultimate goal is regimental command, though he realizes that circumstances may eventually force him to enter politics.

Gerald received his long-awaited promotion to Force-Captain in late 3022. His former company commander, Vic "The



Ripper" Davis, was promoted to Major and given command of the company's parent unit, the Eastern Star Strike Battalion.

Gerald is one of the best commanders in the regiment, known for his ferocity in attack and tenacity in defense. A skilled tactician as well as a consummate diplomat, his true home is his unit. Because of his humane values, he hates to see 'Mechs used to suppress the civil unrest common in the League, but he also recognizes their value as terror weapons. Gerald Cameron-Jones will never allow any rebellion to threaten the integrity of the state.

Name: Gerald Cameron-Jones

Age: 34

Rank: Force Captain

Affiliation: Principality of Regulus/House Marik

Home Planet: Harmony

'Mech Type: BLR-1G *Battlemaster*

Warrior Data

BODY — 8 CHA — 9
DEX — 10 PIB — 8
LRN — 10 HTK — 80

Total xp: 126,000

xp Available: 9,010

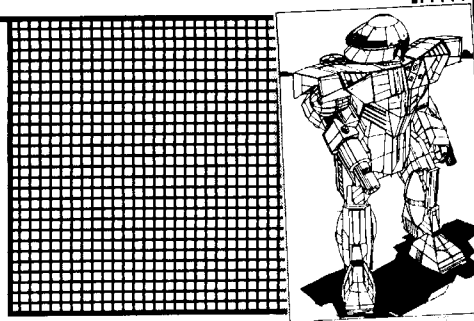
Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Diplomacy	4	8	4
Gunnery/'Mech	5	7	2
Leadership	4	8	4
Piloting/'Mech	5	7	2
Pistol	4	7	3
Rogue	4		
Bribery	3	7	4
Forgery	2	7	5
Hide in Cover	3	7	4
Listen/Eaves.	2	7	5
Sec. Systems	3	7	4
Stealth	3	7	4
Streetwise	2	8	6
Survival	4	8	4
Tactics	4	7	3
Technician	4	7	3

Contacts:

Lynn Cameron-Jones
Colonel Tomaso Kinchuhara
Two Useful Contacts

Notes:

Right-handed
Attended Princefield Military Academy
Controls holdings equivalent to a Barony



Alexandra's two weaknesses are her temper and her overconfidence. When angry, her sharp tongue can scald the paint off a DropShip. Because of a long-standing feud between her family and that of Esteban Rodriguez, she deeply resents his assignment to the Rolling Thunder Company. Upon hearing of his assignment, she said, "Tell that little rat he'd better stay out of my way if he knows what's good for him." She shows an equally open contempt for opponents whom she believes to be less capable than her. This has created some dangerous moments, but Alexandra has so far returned from every mission with her skin and 'Mech relatively intact.

Pilot: Lieutenant Alexandra "Lexi" Cherenkov

BattleMech: VTR-9B *Victor*

BattleMech Status Report:

Alexandra's *Victor* is in perfect condition, thanks to liberal infusions of her family's money. It is painted in standard colors.

MechWarrior Data:

Alexandra Cherenkov is a tall, coldly beautiful woman with long black hair and brown eyes. Aloof to all but her closest friends, she is a highly capable MechWarrior. As the daughter of one of the richest and most powerful families in the Regular Principality, she pilots the family's pride and joy, a mint-condition *Victor* named *Lexi's Revenge*. The 'Mech was named in honor of the vengeance Alexandra wreaked on a bandit unit that killed her husband, Roger Beaufort, a company commander in the Marik Militia. She is contemptuous of House Marik and feels the current ruler is weak and unfit to rule.

Alexandra holds the position of Company Executive Officer, which makes her responsible to the commander for unit supplies and combat-readiness. Though she is dissatisfied with her job and uninterested in logistical matters, the company and her 'Mech are sources of pride. She will do whatever necessary to care for them, including using her connections. Her diplomatic skills make her well-suited to this activity.

Name: Alexandra Cherenkov

Age: 29

Rank: Lieutenant

Affiliation: Principality of Regulus/House Marik

Home Planet: Harmony

'Mech Type: Victor

Warrior Data

BODY — 7 CHA — 10

DEX — 10 PIB — 6

LRN — 10 HTK — 70

Total XP: 83,000

XP Available: 6,400

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Athletics	2		
Equestrian	6	8	4
Bow/Blade	4	7	3
Diplomacy	4	7	3
Gunnery/'Mech	4	7	3
Leadership	3	7	4
Piloting 'Mech	3	7	4
Pistol	3	7	4
Survival	3	8	5
Tactics	3	7	4
Technician	4	7	3

Contacts:

Two Prominent Contacts

Two Useful Contacts

Two Informants

Notes:

Left-handed

Attended Princefield Military Academy

Family feud with the Rodriguez family



Pilot: MechWarrior Paul DeVries

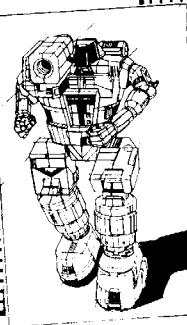
BattleMech: HBK-4G *Hunchback*

BattleMech Status Report:

DeVries's *Hunchback*, painted in standard colors, is in good condition, despite its battered appearance.

MechWarrior Data:

Paul DeVries is a nondescript man of medium build, with light brown hair and blue eyes. As the newest and second-most inexperienced member of the unit, he is an unknown quantity. He arrived recently from a company destroyed while suppressing a planetary revolt. According to his file, De Vries prefers close combat and physical attacks. Proud of his 'Mech, the *Sledgehammer*, he prefers to do most of the maintenance work himself.



Name: Paul DeVries

Age: 23

Rank: MechWarrior

Affiliation: Principality of Regulus/House Marik

Home Planet: Ellsworth

'Mech Type: Hunchback

Warrior Data

BODY — 6	CHA — 6
DEX — 8	PIB — 0
LRN — 7	HTK — 60

Total xp: 2,500

XP Available: 250

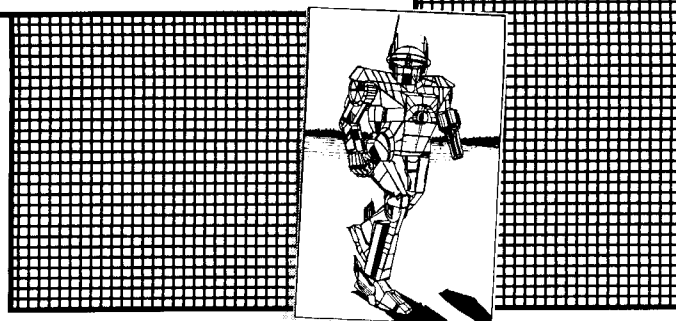
Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Brawling	2	9	7
Gunnery/'Mech	3	8	5
Piloting/'Mech	3	8	5
Pistol	1	8	7
Rifle	1	8	7
Survival	1	9	8
Technician	1	8	7

Contacts:

None

Notes:

Right-handed



Despite his vanity, Jansen is considered one of the best scouts in the entire Regular Hussars. He is renowned for finding the one gap in an enemy's defenses that can weaken or destroy it. Peter is especially fond of independent operations, or what he calls "sneaking" and "peekin". Though obsessive about his duties as the unit's main scout, Peter affects a devil-may-care attitude on duty that does little to mask the touch of a consummate professional. Peter's off-duty hobbies include gourmet cooking, collecting edge weapons, and martial arts. In his frequent sparring matches with Alexandra's brother Mikhail, the two make an unlikely combination both on and off the practice mat.

Pilot: Junior Sergeant Peter Jansen

BattleMech: HER-2S *Hermes II*

BattleMech Status Report:

Jansen's 'Mech, the *Pretty Boy*, is painted in standard camouflage colors. Because the 'Mech suffered head and leg damage in an earlier battlefield encounter, the head supports only 8 points of armor instead of the normal 9, while the left leg supports 10 points of armor instead of the usual 14.

MechWarrior Data:

Junior Sergeant Jansen is a recent addition to the unit, having transferred from the Fifth Regular Hussars. The assignment was ordered by Colonel Kinchuhara, who wished to increase the reconnaissance capabilities of Rolling Thunder. Though Jansen's service has been flawless, his behavior has raised a few eyebrows.

Peter Jansen is the best-looking man in the unit, and he is well aware of it. Tall and athletic, with blond hair and blue eyes, he is popular with female MechWarriors during R & R. Because of his preening, he is not particularly popular with the members of his company, however. Thus far, he has been unsuccessful in winning the favor of Alexandra Cherenkov, but the fact that he has toned down his boastfulness may indicate that his interest in her is more serious than usual.

Name: Peter Jansen

Age: 32

Rank: Junior Sergeant

Affiliation: Principality of Regulus/House Marik

Home Planet: Cameron

'Mech Type: Hermes

Warrior Data

BODY - 7 CHA - 11

DEX - 10 PIB - 5

LRN - 10 HTK - 70

Total xp: 54,000

xp Available: 7,450

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Brawling	8	8	0
Gunnery/'Mech	4	7	3
Leadership	2	7	5
Piloting/'Mech	4	7	3
Pistol	3	7	4
Rifle	4	7	3
Rogue	4		
Hide In Cover	4	7	3
Listen/Eaves.	4	7	3
Security Systems	4	7	3
Stealth	4	7	3
Survival	3	8	5
Tactics	2	7	5
Technician	2	7	5

Contacts:

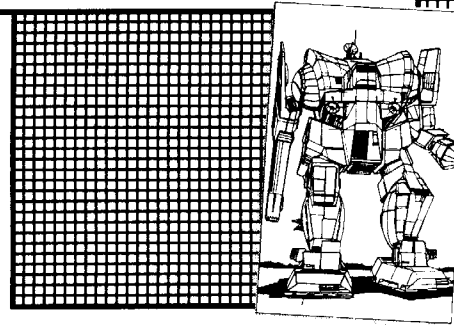
Two Useful Contacts

Two Informants

Notes:

Left-handed

Attended Princefield Military Academy



position and connections, he secured his wife's transfer from the Second Regular Hussars, where she was serving as company commander in the Green Monster Assault Battalion, to a vacancy in the Fire Lance of Rolling Thunder. Though Kathryn had to take a demotion from Force-Captain to Lieutenant, she jumped at the chance to finally serve in a unit with her husband.

Because of a natural talent for medicine, Kathryn doubles as the unit's medic when no medical support is at hand. She is also an expert Tech and a fair AeroSpace Pilot.

Name: Kathryn Garrick

Age: 32

Rank: Lieutenant

Affiliation: Principality of Regulus/House Marik

Home Planet: Muscida

'Mech Type: Awesome

Warrior Data

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

Total xp: 46,000

XP Available: 3,250

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Gunnery/'Mech	4	8	4
Leadership	3	8	5
Medical/First Aid	3	8	5
Piloting/Aerospace	2	8	6
Piloting/'Mech	4	8	4
Pistol	3	8	5
Survival	2	8	6
Tactics	2	8	6
Technician	5	8	3

Contacts:

One Useful Contact
Two Informants

Notes:

Right-handed
Natural aptitude for Medical/First Aid
Attended Allison MechWarrior Institute

Pilot: Kathryn Garrick

BattleMech: AWS-8Q *Awesome*

BattleMech Status Report:

Kathryn Garrick's *Awesome* recently underwent a major refit and is in perfect condition. It is painted in standard colors, with bright red letters across the 'Mech's front torso, which read, "Come and get it!"

MechWarrior Data:

Kathryn Garrick is of medium height and build, with auburn hair and green eyes. Attractive and good-natured, she makes friends easily but has a strong mischievous streak. Her sense of humor and practical jokes occasionally land her in difficulties, but she always bounces back. Kathryn is fond of the unit and its members and will defend any lancemate in trouble.

Kathryn is married to the unit's DropShip captain, Matthew Garrick. The two met while attending rival academies, the Allison MechWarrior Institute and the Lloyd Stanley-Marik Aerospace School. Though the two have been married since shortly after graduation, assignments have often kept them light years apart. Both have gradually risen through the ranks, however, with Matthew gaining command of the DropShip FWLS *Adamant*, in 3022, the craft assigned to carry Rolling Thunder. Using his



Pilot: Lucas McCain

BattleMech: ARC-2K *Archer*

BattleMech Status Report:

Though battered and scarred by numerous near-misses, McCain's venerable *Archer*, the *Slim*, is completely functional and in good condition. The 'Mech is painted in standard colors.

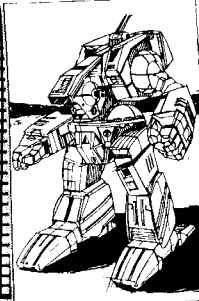
MechWarrior Data:

Lucas is a tall, gaunt man, whose weathered features and prematurely gray hair make him appear older than he is. He has served in Rolling Thunder for the past five years.

Lucas McCain began his military career as a private in the Principality's 151st Light Infantry Brigade. This unit had a long, distinguished history as part of Tiber's Planetary Militia Force, whose main mission was urban defense. McCain climbed steadily through the ranks, becoming a Sergeant and gaining command of a rifle platoon in 3019.

Late that year, Tiber was the target of a raid by McCarron's Armored Cavalry, a mercenary unit of House Liao. Though the veteran mercs pounded the planetary defense forces hard, the defense firmed outside the capital city of Verona. In a fierce two-day battle, more than a third of the raiding force was destroyed, but at the price of heavy casualties and extensive damage to Verona's suburbs. Sergeant McCain's rifle platoon was decimated in the fighting, but he salvaged something from the debacle.

As the battle raged past the remnants of his platoon's rooftop position, McCain noticed a damaged *Archer* attempting to withdraw from the fight. Snatching an SRM launcher from the lifeless fingers of one of his dead troopers, McCain sprinted to the edge



of the building. Taking careful aim at the cockpit, he fired. The missiles impacted the rear of the cockpit, killing the pilot, but leaving the 'Mech relatively intact. McCain was awarded the 'Mech for his valor in combat and was made a member of the planetary 'Mech garrison, the Tiber Typhoons.

Garrison duty soon palled for the new MechWarrior, and so he applied for transfer to the First Regular Hussars in August 3020. He was accepted and assigned to the Rolling Thunder Company, which was pulling security duty on Tiber at the time. Lucas soon found more action than he could handle. In April 3021, the people of Tiber rose in revolt against their corrupt rulers. McCain soon learned urban combat from the MechWarrior's perspective, as his company fought desperately to restore order. After the revolt was put down, Lucas and several of his lance-mates were charged with war crimes against the civilian population. To decrease local resentments against the Rolling Thunder company, the unit was reassigned to garrison duty on Regulus.

Lucas has given steadfast service. Remembering his humble origins, he has little conceit and no wish to return to infantry life. He therefore keeps his 'Mech in good condition and does his best on the battlefield.

Name: Lucas McCain

Age: 34

Rank: MechWarrior

Affiliation: Principality of Regulus/House Marik

Home Planet: Tiber

'Mech Type: Archer 2K

Warrior Data

BODY — 7 CHA — 6

DEX — 8 PIB — 1

LRN — 9 HTK — 70

Total xp: 11,000

xp Available: 400

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Brawling	1	8	7
Gunnery/'Mech	4	8	4
Leadership	1	9	8
Piloting/'Mech	3	8	5
Pistol	2	8	6
Rifle	3	8	5
Survival	2	8	6
Technician	5	8	3

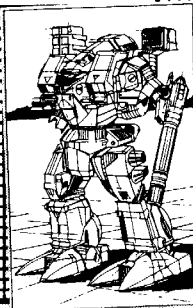
Contacts:

None

Notes:

Right-handed

Natural aptitude as Technician



Mikhail grew up on the family's sprawling Harmony estate, constantly overshadowed by his more talented sister. A healthy sibling rivalry developed between them, which continues to this day. Mikhail resents his current assignment because it puts him in daily contact with his sister. He also knows that she pulled strings to get him to where she could keep an eye on him. Though chafing under these familial restraints, Mikhail keeps his thoughts to himself for he fears Alexandra's anger.

Mikhail's best friend in the unit is Peter Jansen. An inseparable pair off-duty, the two cruise the bars and practice martial arts together. The sight of the pair of them practicing aikido is both amusing and frightening.

Mikhail is aware of his family's long-standing feud with the Rodriguez family but never comments on it publicly. Privately, he wishes the two families would end the bitterness, for he considers the reasons for the feud long since resolved.

Name: MechWarrior Mikhail Cherenkov

BattleMech: WHM-6L Warhammer

BattleMech Status Report:

Mikhail's *Warhammer*, the *Alexander Nevsky*, lost its right arm PPC in a battle six months ago, and lack of replacement PPCs have prevented its repair. Also, the damage sustained by the arm reduced the amount of armor it supports from the original 20 points to 15. The 'Mech is in good condition otherwise. The *Nevsky* is painted in standard colors. It is the Liao-variant *Warhammer*, which replaces the machine guns and ammo with twin flamers.

Weapons and Ammo			
Type	Location	Critical	Tons
Flamer	RT	1	1
Flamer	LT	1	1

MechWarrior Data:

Alexandra Cherenkov's younger brother, Mikhail, is a black-bearded bull of a man who pilots his *Warhammer* with all the ferocity of his Russian ancestors. For all of his battlefield brutality, Mikhail is a charming man when off duty. Tall and handsome, with deep brown eyes, he is courteous to a fault and a good friend in a crunch.

Name: Mikhail Cherenkov

Age: 25

Rank: MechWarrior

Affiliation: Principality of Regulus/House Marik

Home Planet: Harmony

'Mech Type: Warhammer

Warrior Data

BODY — 10	CHA — 6
DEX — 8	PIB — 1
LRN — 7	HTK — 100

Total xp: 7,000

xp Available: 200

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Brawling	3	7	4
Gunnery/'Mech	4	8	4
Leadership	1	9	8
Piloting/'Mech	3	8	5
Pistol	2	8	6
Survival	1	7	6
Technician	2	8	6

Contacts:

One Prominent Contact

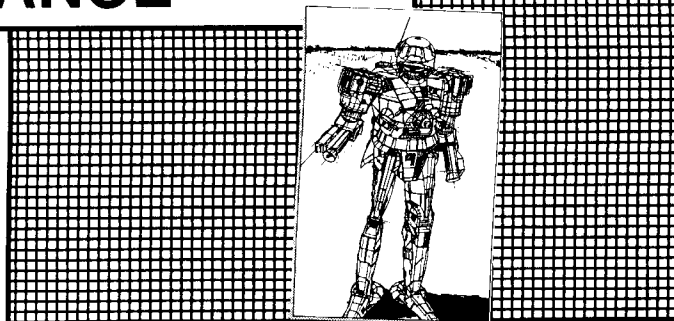
Notes:

Right-handed

Attended Princefield Military Academy

Family feud with the Rodriguez clan

FIRE LANCE



Name: Robert Blackwell

Age: 28

Rank: MechWarrior

Affiliation: Principality of Regulus/House Marik

Home Planet: Hong Qiao

'Mech Type: Firestarter

Warrior Data

BODY - 7 CHA - 6

DEX - 8 PIB - 1

LRN - 7 HTK - 70

Total xp: 10,000

xp Available: 500

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Gunnery/'Mech	4	8	4
Piloting/'Mech	3	8	5
Pistol	2	8	6
Rifle	2	8	6
Survival	2	8	6
Technician	2	8	6

Contacts:

One Useful Contact

Notes:

Right-handed

Revenge motivation against Steiner infantry

Pilot: Robert Blackwell

BattleMech: FS9-H *Firestarter*

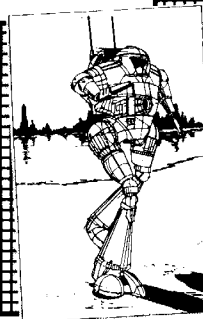
BattleMech Status Report:

Blackwell's *Firestarter* is in perfect condition and painted in standard colors.

MechWarrior Data:

Robert is a tall, well-built man with dark hair and eyes. Another recent addition to the unit, he transferred in more than a year ago to replace a MechWarrior killed in battle. His current duties include scouting operations with Sergeant Jansen and serving as FO for McCain's *Archer*. Blackwell, along with Jansen and Mikhail Cherenkov, covers the unit's retreat using flamers to create a smokescreen.

Blackwell has a nasty scar running down the length of his arm, a souvenir from a faulty ejection from a crippled *Wasp*. His first 'Mech was destroyed when it ran into a Steiner infantry ambush on Cavanaugh II. After SRM infernos turned his *Wasp* into a flaming coffin, only quick thinking saved his life. To this day, Blackwell especially hates Steiner infantry. He goes out of his way to engage them, even to the point of disobeying orders. He is particularly fond of using his flamers on these Steiner troops, claiming revenge as his right.



Name: Francis Canny
Age: 23
Rank: Lieutenant
Affiliation: Principality of Regulus/House Marik
Home Planet: Keeling
'Mech Type: Ostsol

Warrior Data

BODY — 7 CHA — 8
 DEX — 8 PIB — 1
 LRN — 7 HTK — 70

Total xp: 4,000
xp Available: 250

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Computer	3	8	5
Diplomacy	1	8	7
Gunnery/'Mech	3	8	5
Piloting/'Mech	3	8	5
Pistol	2	8	6

Contacts:

2 Prominent Contacts
 2 Useful Contacts

Notes:

Right-handed
 Glass jaw

Pilot: Francis Canny
BattleMech: OTL-4D *Ostsol*
BattleMech Status Report:

Canny's *Ostsol* suffered severe damage to the left arm in its last battlefield encounter. It supports only 3 points of armor instead of the normal 8 points. Otherwise, the 'Mech is in good condition and is painted in standard colors.

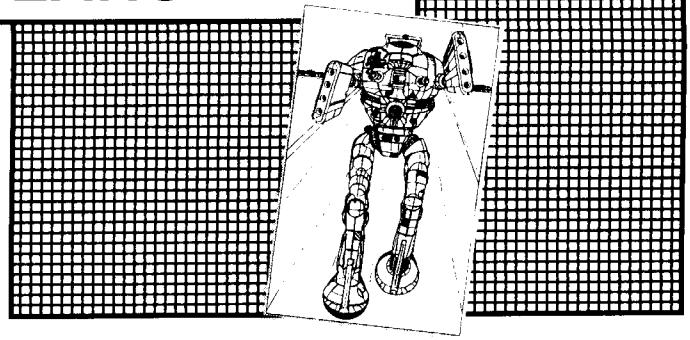
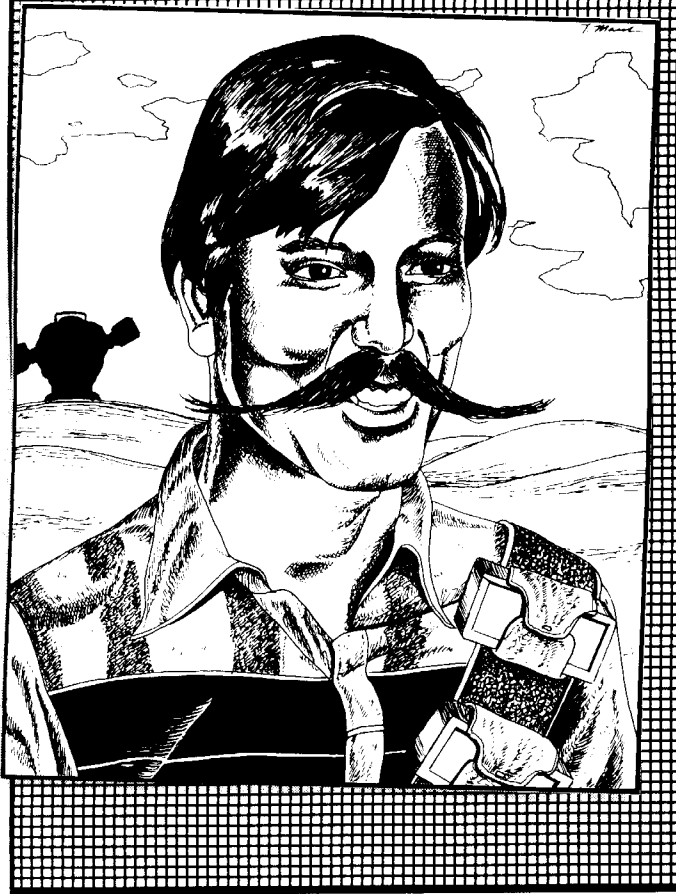
MechWarrior Data:

Francis is short and stocky, with dark hair and a dark complexion. As the son of one of the rich and powerful families of Regulus, Francis enjoys the privileges of wealth and polite society. As a MechWarrior, however, he is merely competent, owing his position more to family connections than to ability. His leadership skills are marginal, and though not a coward, he tends to exaggerate enemy numbers. Sergeant Karlevski provides the leadership and tactical skills that Lieutenant Canny lacks.

Because of his 'Mech's armament, Francis prefers close combat, but he will attempt to disengage at the first sign of trouble. His *Ostsol* is a family heirloom, which has made him nearly paranoid about losing it. The recent damage to the 'Mech's left arm has only increased this anxiety. As a result, Captain Cameron-Jones often has to "kick Canny in the pants" to get him to engage the enemy.

At first, Cameron-Jones sought to reassign Canny. When he discovered Francis's family connections, however, the Captain recognized that though this crewman was unspectacular militarily, he had political value for the unit. Canny's one area of expertise is with computers, and so he does double-duty as the company's expert in the area.

ATTACK LANCE



Rodriguez comes from a rich mercantile family that holds valuable mining concessions on Trablek, Harmony's northern continent. Unfortunately, these concessions were won at the expense of the powerful Cherenkov family, who hold similar mining rights in the area. The legal wrangling over rival claims escalated to full-scale warfare over two hundred years ago. Though overt violence is no longer condoned between the two families, the legacy of bitterness continues to this day.

Name: Esteban Rodriguez

Age: 21

Rank: MechWarrior

Affiliation: Principality of Regulus/Free Worlds League

Home Planet: Harmony

'Mech Type: *Ostroc*

Warrior Data

BODY - 7 CHA - 7

DEX - 7 PIB - 0

LRN - 6 HTK - 70

Total xp: 1,000

xp Available: 150

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Gunnery/'Mech	2	8	6
Piloting/'Mech	2	9	7
Pistol	2	8	6
Survival	1	8	7
Technician	1	9	8

Contacts:

Family friend: Count Derick Cameron-Jones, ruler of Harmony

Attended Allison MechWarrior Institute

Notes:

Right-handed

Thick skin

Family feud with Cherenkov family

Pilot: Esteban Rodriguez

BattleMech: OSR-2C *Ostroc*

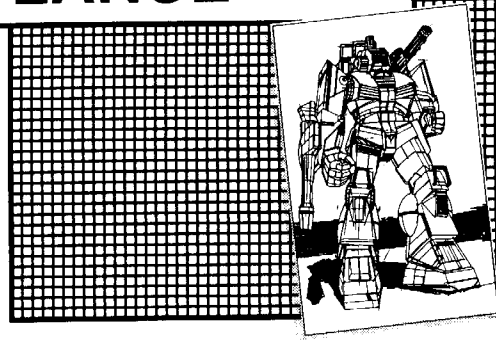
BattleMech Status Report:

Esteban's *Ostroc* lost its SRM 4 launcher in combat with a Steiner *Griffin* that landed a punch beyond repair. Rodriguez anxiously awaits repair parts. Otherwise, the 'Mech is in good condition and is painted in standard colors.

MechWarrior Data:

The youngest member of the unit, Esteban Rodriguez is tall, thin, and well-muscled. With his impeccable manners, carefully groomed chestnut hair, and flowing moustache, he looks like a Spanish don out of an ancient romance novel. He transferred to the Rolling Thunder Company three months ago, after graduating from the Allison MechWarrior Institute. He has never seen serious combat, with his battlefield experience limited to a few small skirmishes.

Esteban thinks of himself as a duelist, and prefers single combat against a skilled opponent. Unfortunately, he lacks both experience and grace on the battlefield. After occasionally failing to complete a particularly tricky maneuver, his *Ostroc* looks more like a drunken ostrich than a war machine. Furthermore, Esteban has more sense of honor than common sense at times, which has forced the rest of his lance to have to rescue him from close scrapes more than once. Captain Cameron-Jones has already reprimanded him for unauthorized personal combat, and it was only Esteban's family's connections that prevented his expulsion from the unit. For all his faults, he is well-liked by his lancemates, who treat him like a quirky kid brother.



Name: Jacob Bianco
Age: 32
Rank: MechWarrior
Affiliation: Principality of Regulus/House Marik
Home Planet: Regulus
'Mech Type: Shadow Hawk

Warrior Data

BODY - 9 CHA - 8
 DEX - 8 PIB - 1
 LRN - 7 HTK - 90

Total xp: 8,000

xp Available: 500

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Bow/Blade	1	8	7
Brawling	1	8	7
Gunnery/Mech	4	8	4
Piloting/Mech	3	8	5
Pistol	2	8	6
Survival	1	8	7
Technician	1	8	7

Contacts:

None

Notes:

Right-handed
 Thick skin

Pilot: MechWarrior Jacob "Crazy Jake" Bianco

BattleMech: SHD-2H *Shadow Hawk*

BattleMech Status Report:

Bianco's *Shadow Hawk* is battered and heavily scarred. Despite its looks, the 'Mech is fully functional and painted black with gold stripes.

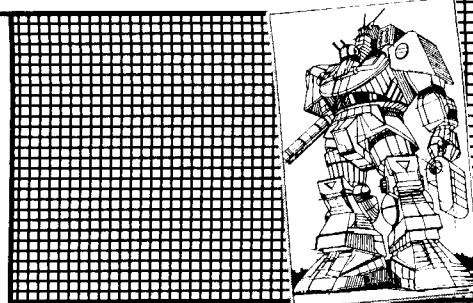
MechWarrior Data:

Jacob Bianco is a muscular man of medium height who wears his black hair in a long ponytail. The youngest child of a lower-middle class family, his other siblings are well-known bodyguards for prominent members of the Regular criminal elite. After Regular Hussar recruiters noticed him, they encouraged the young Jacob to join the military. Given his temperament and abilities, this may have been a questionable decision.

"Crazy Jake" is the unit's wildman, infamous for attacking the first good target that presents itself. He carries this same attitude when off-duty and is notorious for picking fights in bars. Jake thrives on controversy, reveling in spirited political and theological discussions with anyone who will debate him. Unfortunately, his opinions tend toward extremism, which does nothing to temper his belligerent nature.

Jake prefers to service his own 'Mech, which his lancemates have nicknamed "The Renegade" in honor of his battlefield tactics.

ATTACK LANCE



Karlevski hates any kind of incompetence, and is a severe taskmaster on duty. Known as "the Rock", a tribute both to his size and his stabilizing influence, the man's amazingly calm personality is the result of more than 20 years of combat experience.

Anton Karlevski is a career NCO who barely masks his gentle contempt for officers. He tolerates Lieutenant Canny, but secretly desires a more effective replacement. He realizes that the company commander has assigned him to the Attack Lance to keep an eye on Lieutenant Canny, and Karlevski refuses to shirk his duties.

One of the most highly decorated combat veterans in the regiment, he has received the Crest of the Eagle, the Order of the Saber, and the Regular Ankh. He plans to become a Regimental Sergeant Major before retiring in the next five years.

Name: Anton Karlevski

Age: 43

Rank: Sergeant

Affiliation: Principality of Regulus/House Marik

Home Planet: Wallis

'Mech Type: Wolverine-M

Warrior Data

BODY — 10 CHA — 10

DEX — 9 PI — 5

LRN — 10 HTK — 100

Total xp: 75,000

xp Available: 11,460

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Bow/Blade	3	8	5
Brawling	4	8	4
Gunnery/'Mech	5	8	3
Leadership	3	7	4
Piloting/'Mech	4	8	4
Pistol	2	8	6
Rifle	4	8	4
Rogue	6		
Forgery	3	8	5
Bribery	3	8	5
Survival	3	7	4
Tactics	3	7	4
Technician	3	7	4

Contacts:

Two Useful Contacts

Two Informants

Notes:

Right-handed

Thick skin

Sixth sense

Pilot: Sergeant Anton Karlevski

BattleMech: WVR-6M *Wolverine-M*

BattleMech Status Report:

Karlevski's *Wolverine* is in perfect condition and is painted in standard colors. The 'Mech is the Marik-variant *Wolverine*, which replaces the autocannon and ammunition with a large laser, a medium laser, two heat sinks, and a ton of armor.

The *Wolverine-M* statistics are identical to the standard WVR-6R, with the following changes:

Wolverine-M Data: **Tons**

Heat Sinks: 14 4

Armor Factor: 168 10.5

Armor Value:

Head: 9

Center Torso: 25.8

Rt./Lt. Torso: 20.6

Rt./Lt. Arm: 18

Rt./Lt. Leg: 19

Weapons and Ammo:

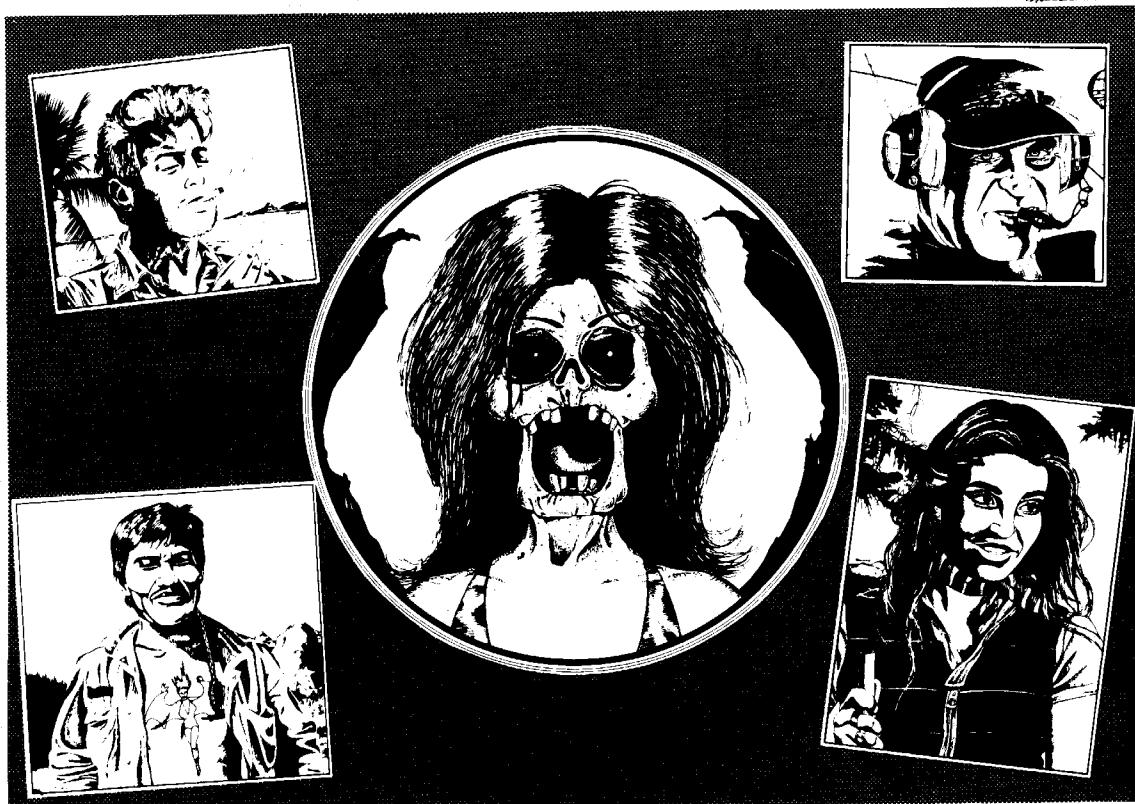
Type	Location	Critical	Tonnage
Large Laser	RA	2	5
Medium Laser	LA	1	1

MechWarrior Data:

Anton Karlevski is a short, well-built man with tangled brown hair and deep-set blue eyes. Though extremely level-headed, he puts even Alexandra Cherenkov to shame when his temper is aroused.

ROLLING THUNDER

IS THIS THEIR WITCHING HOUR?



Clockwise from upper left: Gerald Cameron-Jones, Lucas McCain, Kathryn Garrick, Jacob Bianco

(Continued from July, 3026)

For two years, this uneventful assignment allowed the unit to rebuild to full strength and to conduct strenuous training exercises in the hills overlooking the planet's capital city. Then disaster struck as the people of Tiber rose in revolt to overthrow the current ruling family. Rolling Thunder found itself involved in bitter street fighting that forced them to carry out atrocities against civilians before they could restore order. Because of the local resentment against the unit after the revolt, the Regular High Command transferred Rolling Thunder to security duty on the provincial capital of Regulus.

Late in 3021, the unit was selected for Parliamentary security duty on Atrous, capital of the Free Worlds League. Because most warriors consider a security assignment on Atrous to be a dull job, Rolling Thunder's hardened troopers chafed at this "powder-puff duty." After Force-Captain Davis addressed the discontent in his usual direct manner, several MechWarriors soon appeared on sick call with various injuries. From that time on, the unit fulfilled its assignment without incident. The highlight of the tour came in September 3022, when Rolling Thunder was selected to be part of the honor guard

to welcome Subhash Indrahara, Director of the Draconis Combine's Internal Security Forces, to Atrous.

In December 3022, Rolling Thunder was reassigned to security duty on Regulus. Upon arrival, the company received a new commander, Force-Captain Gerald Cameron-Jones. The newly promoted officer was no stranger to the unit, however, having served as the Fire Lance commander only three years before.

From January 3023 to November 3024, the unit alternated between garrison duty on Regulus and border duty on the Lyran frontier. This duty consisted

PAYBACK

WOLF HUNT

—From the diary of Captain Gerald Cameron-Jones, First Regular Hussars

A bandit group, the Red Wolves, operated out of the Periphery, raiding planets and upsetting our offensive timetable against the Lyrans. The High Command decided to make an example of them. Rolling Thunder was tapped for the punitive raid because of our position near the border, where we were preparing for our raid on Poulsbo. Our raid was postponed, but the crew would enjoy shooting up the bandit's planet.

"Thunder Six, this is Recon Six."

"Go, Recon Six."

"Captain, sir, we have the bandit's spaceport in sight. Sensors do not indicate any 'Mechs in the area. I think we got 'em with their pants down."

"O.K., Recon Six. Keep the area under observation. Report any changes. Thunder Six out."

I thumbed the general frequency and ordered, "All right people, we've got 'em right where we want 'em. Everybody lock and load. Bianco, no funny stuff, you got that? We've got a job to do and a short time to do it in. Shoot up the place and get out in one piece. Anyone who overstays his welcome gets skinned, got it?"

In answer, there was a general chorus of assent, with only a grunt to mark Bianco's reply. "He'll do it again," I thought. "They don't call him 'Crazy Jake' for nothing. Oh well, it's his hide, not mine." I reactivated the general frequency.

"Fire Six, you take the left flank. I'll take the right flank. Nothing fancy, just shoot up everything. Blast anything that looks expensive. Any questions?" There wasn't a peep in reply. "All right, people, move out."

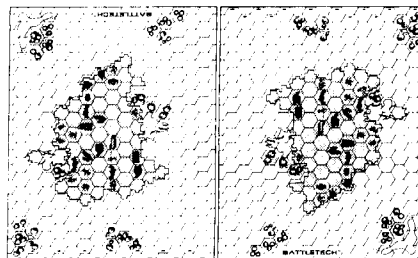
GAME SET-UP

Arrange the two **CityTech** mapboards as shown. Place Building counters according to the following sequence on the East Mapboard:

Building Type	Hex Number(s)
M1, M1 (Parts Depot)	0102, 0402
H3, H3 (Vehicle Garages/ Repair Bays)	0115, 0314
M3 (Transmission Tower)	1302
M4 (Control Center)	0407-0408

West Mapboard:

Building Type	Hex Number(s)
M1 (Parts Depot)	0215
H3, H3 (Vehicle Garage/Repair Bay)	0202, 0402
M4 (Control Center)	0407-0408



WEST MAP

EAST MAP

Defender

The Defender consists of elements of the Red Wolves' planetary garrison:

- 4 Harasser Missile Platforms
- 4 Scorpion Light Tanks
- 2 Hunter Light Support Tanks
- 4 Galleon Light Tanks
- 4 Infantry Platoons (Rifle)
- 4 Infantry Platoons (MG)

Deployment

The Defender deploys first anywhere on the two mapboards. Infantry may be placed as Hidden Units.

Attacker

The Attacker consists of the entire Rolling Thunder Company. Its 'Mechs are in the condition described in their BattleMech Status Reports.

Deployment

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

Victory Conditions

Victory is determined through a points system. The Defender receives 3 Victory Points for every enemy 'Mech destroyed or disabled, and 2 Victory Points for every enemy vehicle destroyed or disabled. In addition, the Attacker receives Victory Points for destroying or damaging the bandit's spaceport and repair facilities. (See **Special Rules** for attacking these structures.)

At the end of the scenario, players subtract the Defender's Victory Points from the Attacker's Victory Points to determine the Attacker's Point Total. Players then consult the Outcome Table to determine the winner.

SITUATION: TIANJIN (THE PERIPHERY), 0630 HOURS LOCAL TIME

ATTACKER VICTORY POINTS		
Structure	Damaged	Destroyed
Parts Depot	2 points	3 points
Transmission Tower	3 points	10 points
Control Center	4 points	15 points
Vehicle Garages & Repair Bays	2 points	5 points
Note: Points awarded are per building.		

DEFENDER VICTORY POINTS	
Target	Victory Points
Each Enemy 'Mech Disabled	5
Each Friendly Unit Retreated Off the Map	3
Every Turn After Turn 15 that Both Sides Remain on Map	2
Reinforcements Arrive Before Attacker Leaves Map	25

OUTCOME TABLE	
Attacker Points	Outcome
16+	Attacker Substantial Victory
6 to 15	Attacker Marginal Victory
0 to 5	Draw
-5 to -1	Defender Marginal Victory
-6 or less	Defender Substantial Victory

Special Rules

1. The Attacker's primary goal is to destroy the bandit's spaceport and repair facilities. Use the **CityTech** Building Rules to attack these structures.
2. The transmission tower is a deep-space satellite communications uplink tower. It is considered a Medium Building (Construction Factor 30). The tower is considered Damaged after receiving 15 damage points and Destroyed after receiving 30 damage points.
3. The spaceport control centers and administrative buildings are considered Medium Buildings (Construction Factor 40). A control center is considered Damaged after receiving 20 damage points and Destroyed upon receiving 40 damage points.
4. Vehicle Garages and Repair Facilities are Heavy Buildings (Construction Factor 60). They are considered Damaged after receiving 30 damage points and Destroyed after receiving 60 damage points.
5. Parts Depots are Medium Buildings (Construction Factor 40). They are considered Damaged after receiving 20 damage points and Destroyed after receiving 40 damage points.
6. On every turn after Turn 12 that combat continues, the Defender rolls 2D6 for the arrival of reinforcements against the table below. Reinforcements consist of 740 tons of 'Mechs, vehicles, or infantry. The Defender can choose any mix of all three.

REINFORCEMENTS TABLE	
Turn	Die Roll
13	11+
14	10+
15	9+
16	8+
17	7+
18	6+
19	5+
20	Reinforcements Automatically Arrive

The assault on Tianjin served as a good example of a House punitive raid. Any successful bandit unit that caught the attention of House rulers became a likely target for such a raid. The Red Wolves were just such a group.

Rolling Thunder conducted a low-level drop under cover of darkness and moved quickly toward the objective. The bandits, meanwhile, were occupied with fighter attacks and other diversionary tactics. The 'Mech company gained sight of its goal by dawn.

Striking hard and fast, Rolling Thunder shot everything in sight, blazing a path of death and destruction through the bandit's spaceport. Only the belated arrival of reinforcements prevented the Marik unit from leveling the facility. The raid was deemed an unqualified success, and the Red Wolves ceased to be a menace.

THUNDER MEETS LIGHTNING

A LONG DAY

—From the diary of Captain Gerald Cameron-Jones, First Regular Hussars

The raid on Poulsbo was our first major operation of 3028. We knew that the Lyrans were preparing a major offensive later in the year, and so the Marik High Command hoped to upset their timetable a bit. They planned an attack and, as usual, our company drew the heavy duty. Our orders were to clear the town of Silverdale in preparation for an assault on the Bangor military base, a mission I did not relish. Though we had the firepower to level most small towns, the Lyrans might have set a trap.

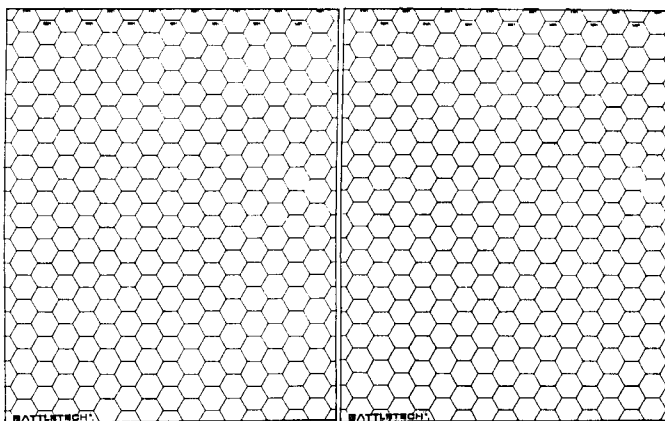
The plan proceeded well, and the battle at the LZ was over quickly, which allowed us to secure landing sites with minimum casualties. While the Lyrans retreated in considerable disarray, our troops started to smell blood. I didn't like it.

The trap was sprung on the outskirts of the city. When my Attack Lance suddenly reported tanks and infantry in the town, I ordered them to fall back and wait for the rest of us. Then, LRMs started to rain in, and Kathy sighted a flight of VTOLs vectoring in on our flank. That's when I knew it would be a long day.

GAME SET-UP

Lay out the **BattleTech** mapboards as shown, using the reverse side. All ground is considered Paved. This scenario uses all **CityTech** rules, including those on Fires, Basements, and Limited Intelligence. Arrange the Buildings to simulate the long streets and avenues of a typical small city. Building elevation is random, but Building types (Light, Medium, and Heavy) are used to create residential, business, and industrial districts. Building placement rests with the Defender, who uses the following counters:

- 28 Heavy Buildings
- 43 Medium Buildings
- 36 Light Buildings



WEST MAP

EAST MAP

Defender

The Defender consists of elements of the Lyrans 2nd Armored Brigade ("Steel Lightning").

Steel Lightning

- 4 Von Luckner Heavy Tanks
- 4 Rommel Tanks
- 4 Warrior H-7 Attack Helicopters
- 3 LRM Carriers
- 1 SRM Carrier

1025th Heavy Infantry Company

- 3 SRM Platoons
- 1 Portable Laser Platoon

312th Light Infantry Company

- 4 Rifle Platoons

Deployment

Vehicles are deployed anywhere on the map. Infantry are deployed using the Hidden Units rules in **CityTech**. Helicopters enter from the eastern edge of the Eastern Map on Turn 1.

SITUATION: SILVERDALE, POULSBO, 1400 HOURS, 6 JANUARY 3028

Attacker

The Attacker consists of the entire Rolling Thunder company. Its 'Mechs are in the condition described in their BattleMech Status Reports.

Deployment

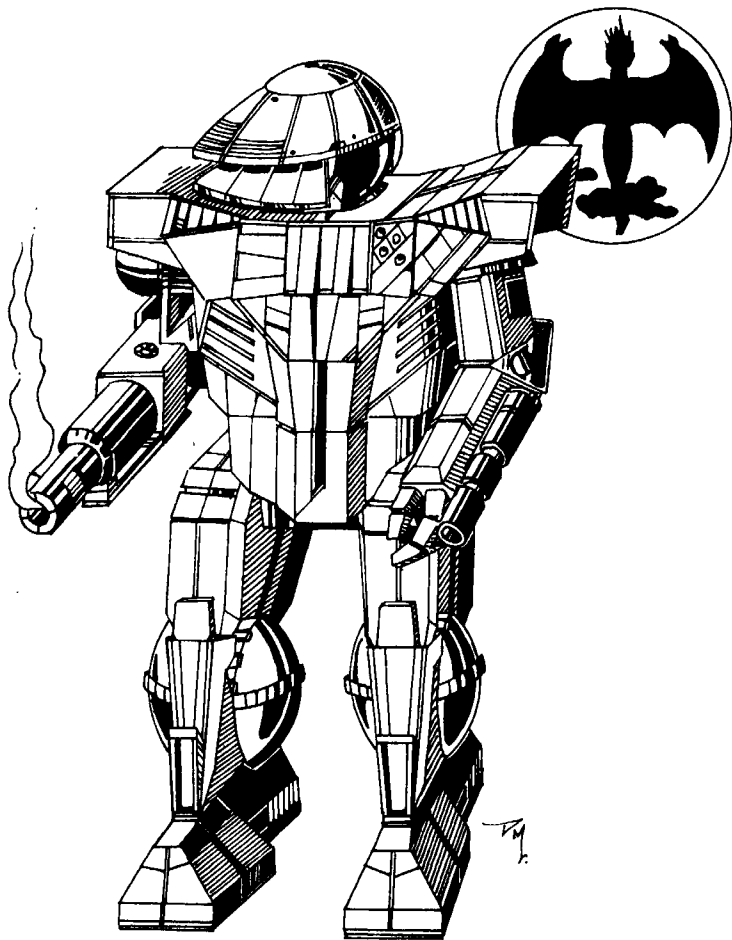
The Attacker enters on the western edge of the Western Map on Turn 1.

Victory Conditions

The Attacker must clear the map of enemy vehicles by the end of Turn 15. The Defender must destroy at least as many war machines as it loses to win. Any other result is a draw.

House Marik ushered in the year 3028 with a series of big raids along the Lyrn border, aimed at disrupting any upcoming offensive by House Steiner. One such raid involved the Lyrn planet of Poulsbo, the site of the Bangor military base and a large staging area for attacks into the Free Worlds League.

The First Regular Hussars and three soft regiments hit the planet at dawn on January 6, 3028. Initially victorious, the attackers gained sight of the Bangor base by noon. Then the Lyrn defenders launched a counterattack, spearheaded by the Lyrn Second Armored Brigade ("Steel Lightning"). After a fierce battle at the very gates of the base, the Marik attackers were forced to withdraw. Though the overall objective of the raid was not accomplished, the attackers severely mauled their opponent.



BIG MAC ATTACK

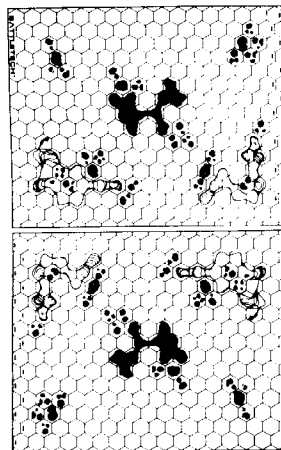
A SURPRISE PARTY

Calloway VI didn't turn out the way we planned it. So what else is new? They were supposed to be fat, dumb, and happy, just waiting to be attacked. We figured on a smash and grab raid, in and out quickly and with few casualties. You know, the kind of mission mercs love because it's one that makes money.

Well, guess who crashed the party? The First Regular Hussars! Man, they hate Capellans worse than a late paycheck. We suddenly started receiving garbled reports that our DropShips were under attack, and then their 'Mechs started dropping into our midst. It was not a pretty sight. Between the planetary garrison and the Hussars, we barely managed to escape.

GAME SET-UP

Lay out the **BattleTech** mapboards as shown. This scenario uses the **Expert BattleTech** Rules.



Defender

The Defender consists of the Fire and Attack Lances of Rolling Thunder.

Fire Lance

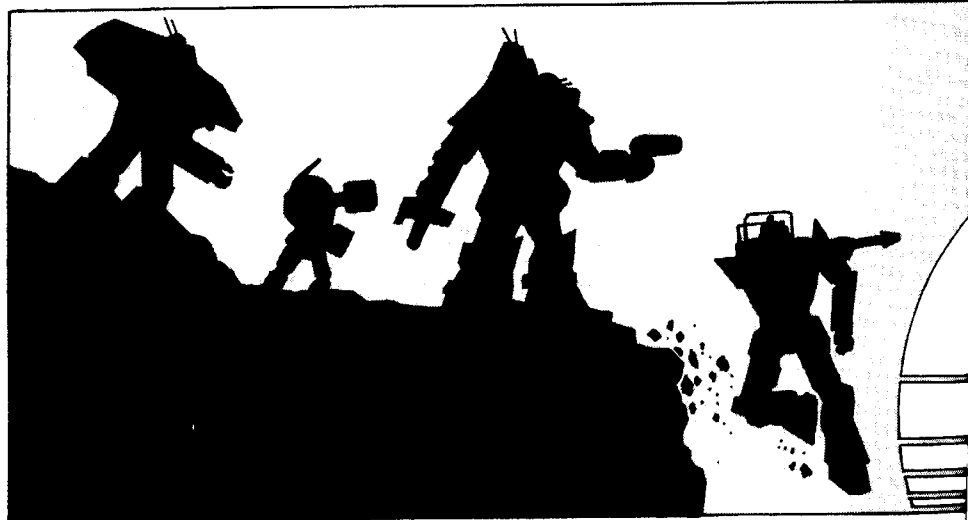
Lieutenant Garrick's *Awesome*
McCain's *Archer*
Cherenkov's *Warhammer*
Blackwell's *Firestarter*

Attack Lance

Lieutenant Canny's *Ostsol*
Rodriguez's *Ostroc*
Bianco's *Shadow Hawk*
Karlevski's *Wolverine-M*

Deployment

The Defender deploys first, anywhere on the southern mapboard.



SITUATION: CALLOWAY VI, 1500 HOURS LOCAL TIME, 18 DECEMBER 3025

Attacker

The Attacker consists of the remnants of Johnston's Jaguars. McCarron's Armored Cavalry.

Command Lance

- 1 *Crusader*
- 1 *Centurion*
- 1 *Phoenix Hawk*

Fire Lance

- 1 *Catapult*
- 1 *Quickdraw*
- 1 *Griffin*

Deployment

The Attacker enters on the northern edge of the Northern Mapboard on Turn 1.

Victory Conditions

The Jaguars must escape off the southern edge of the southern mapboard by the end of Turn 12. Two Victory Points are awarded for each 'Mech exited.

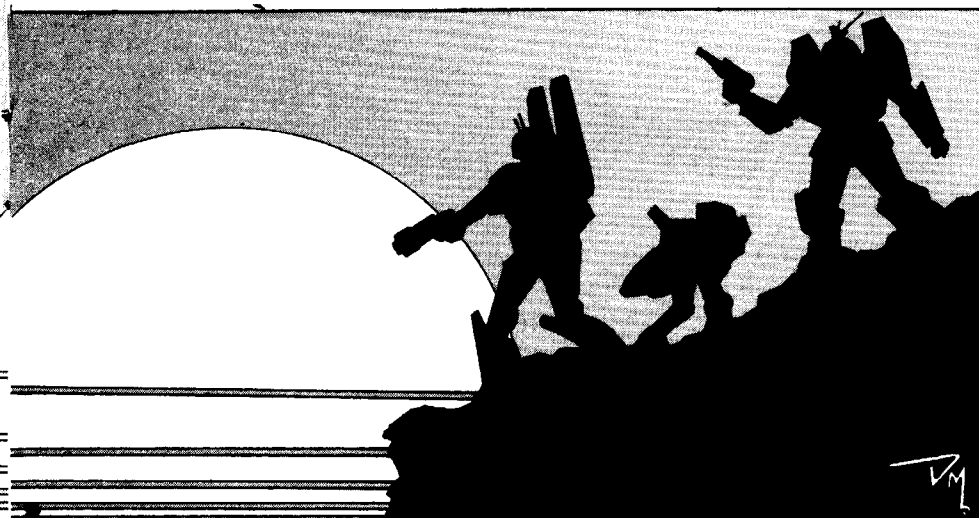
VICTORY TABLE	
Victory Points	Results
9-10	Attacker Substantial Victory
7-8	Attacker Marginal Victory
5-6	Draw
3-4	Defender Marginal Victory
0-2	Defender Substantial Victory

Early in 3025, House Liao initiated a series of small raids into Marik space to test that House's combat capabilities. Due to the nominal peace existing between the two governments, many of the raids were led by mercenary units that Maximilian Liao could later disavow. House Liao did, of course, receive its share of the raid's booty.

By late 3025, the pattern of these raids became clear, and so House Marik responded by secretly assembling units on the Capellan frontier. These units were to conduct raids into Capellan space and to retrieve all the military supplies possible, especially PPCs. In this way, House Marik would have vengeance for the Liao raids and gain critically needed replacement PPCs.

One of the initial units transferred to the Capellan frontier was the First Regular Hussars, and they arrived on Calloway VI just in time. The Second Regiment of McCarron's Armored Cavalry had landed the previous day and was slicing its way to the planet's 'Mech factories. The situation looked grim for the local defenders, with Big Mac appearing to be on the verge of victory.

The arrival of the First Regular Hussars altered the situation. The mercenaries suddenly found themselves on the brink of disaster, cut off from reinforcements, encircled, and their DropShips under attack. Only the quick thinking of the Regimental Commander saved the unit. He ordered a hasty attack on the Hussars while they were still reorganizing following their Drop. The mercenaries, taking full advantage of the mobility of their lighter 'Mechs, broke through the encirclement and escaped. Losses were heavy, but the regiment survived. The Hussars saw their quarry escape, but had the satisfaction of knowing they had dealt Big Mac a good pounding.



GUERRILLA WARFARE

RUMBLE IN THE JUNGLE

"Recon Six, this is Recon Four"

"Go, Recon Four"

"Scanners show multiple heat readings ahead. Lieutenant Canny, this place screams ambush. Recommend we bypass."

"Negative Recon Four. Continue planned route."

"Roger."

Sergeant Karlevski grumbled under his breath as he thumbed off the commlink. "That damned kid is marching us right into an ambush and there's not a thing I can do about it!" he thought. "This is one more time I have to pull his hide out of the fire. This is getting old."

The Recon Lance entered the valley cautiously, expecting trouble. Dwarfed by tall trees and lush vegetation, the huge 'Mechs moved through the dank rain forest. Ahead, through the gloom, there appeared a faint light marking the site of a rare jungle clearing. Advancing slowly, their movement hampered by the heavy undergrowth, the lance approached the clearing.

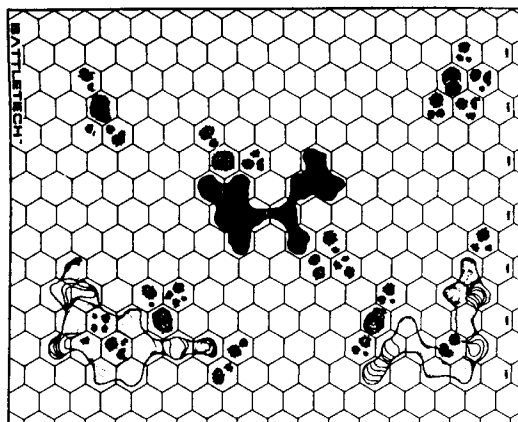
Suddenly, the gloom lifted as explosions and energy weapons fire lit up the scene. As the 'Mechs stopped, momentarily confused, several were staggered by numerous hits. The enemy remained invisible until the jungle growth parted, revealing four enemy 'Mechs landing on flaming jump jets. They unleashed a quick barrage and leaped out again, leaving their quarry hurt and angry. The Attack Lance began to spray the jungle indiscriminately, hoping to flush the enemy, but nothing stirred.

"Dammit Lieutenant! We've got to get out of here! We can't maneuver in this mess!" shouted Karlevski.

"Roger," snapped Lieutenant Canny. "Let's head for that clearing and maybe they'll follow us. Then we'll nail 'em."

GAME SET-UP

Lay out the **BattleTech** mapboard as shown. This scenario uses the **Expert BattleTech** and **CityTech** rules. Use the **Optional Rules** for Fires and Limited Intelligence.



Defender

The Defender consists of the Attack Lance of Rolling Thunder:

Lieutenant Canny's *Ostsol*

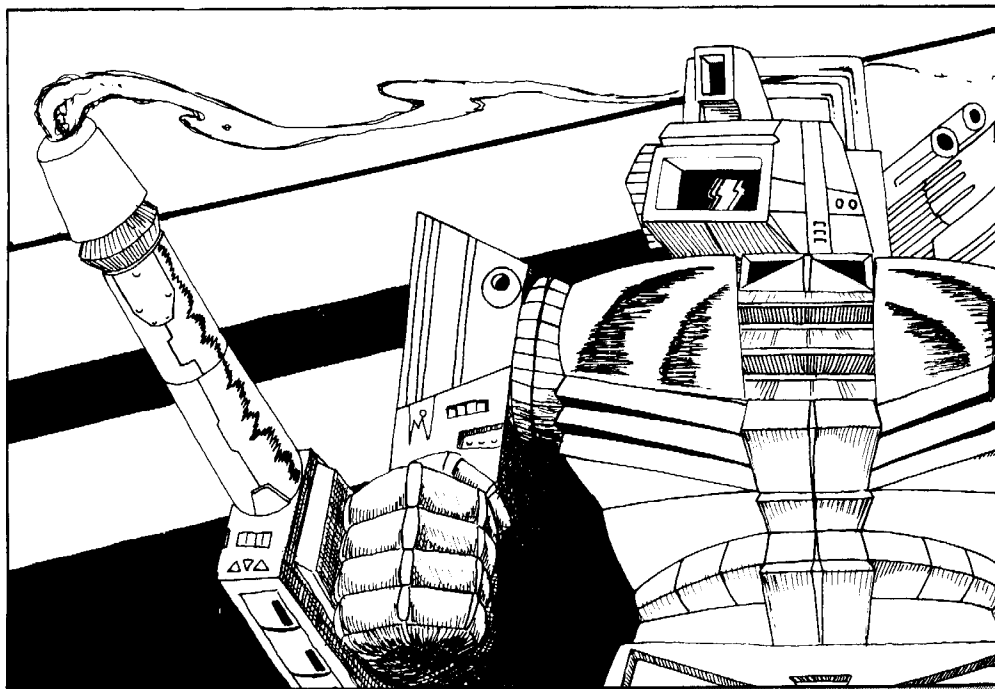
Rodriguez's *Ostroc*

Bianco's *Shadow Hawk*

Karlevski's *Wolverine-M*

Deployment

The Defender deploys first, anywhere on the mapboard.



SITUATION: HONG QIAO, 1000 HOURS LOCAL TIME, 18 AUGUST 3025

Attacker

The Attacker consists of elements of the guerilla army:

- 1 *Wolverine-M*
- 1 *Phoenix Hawk*
- 1 *Jenner*
- 1 *Assassin*

- 2 Infantry Platoons (MG)
- 1 Infantry Platoon (Rifle)
- 1 Infantry Platoon (SRM)
- 1 Infantry Platoon (Portable Laser)

Deployment

The Defender deploys second, anywhere on the mapboard. The infantry units may be deployed using the Hidden Units rules.

Victory Conditions

The Attacker wins by destroying or disabling all enemy 'Mechs. The Defender wins by destroying or disabling the Attacker. Any other result is a draw, reflecting the "no-win" conditions that are so often typical of guerrilla warfare.

Special Rules

All Light Woods hexes are considered Heavy Woods hexes. Clear terrain is considered Light Woods, and all other terrain is as indicated.

Political discontent, simmering for the past 20 years on Hong Qiao, broke into outright guerrilla war when new tax assessments arrived from Regulus. When the local garrison found it impossible to keep order, the garrison commander called for assistance. Having failed to study the situation carefully, the Regular High Command reacted in the usual manner by sending in conventional reinforcements that included 'Mechs.

The new troops learned the lessons of guerrilla warfare in the steamy jungles of Hong Qiao. Conventional patrols never found the enemy, while terror tactics only hardened the populace toward their rulers. Two years passed before the generals admitted their failure, and many people died before the lesson was learned.

Ambush tactics formed a large part of the guerrilla's methods, and they used the terrain to good effect. One such ambush involved the Attack Lance of Rolling Thunder against elements of the guerrilla Third Route Army. While on a standard search and destroy mission, the MechWarriors' patrol route took them through a section of the Xinhuai River Valley. The guerrillas followed the lance's movements in the area and laid a skillful ambush.

Once the Attack Lance was deep within the lush vegetation of the river valley, the ambushers struck from all sides. Using light, jump-capable 'Mechs and well-trained infantry, the guerrillas enjoyed early and numerous hits. Eventually, however, the Attack Lance's weight and firepower reasserted itself and the guerrillas were forced to disengage. They faded back into the jungle and the ambush ended, leaving a thoroughly baffled and angry enemy.

