

BATTLETECH TOTAL CHAOS





A U N I V E R S E A B L A Z E

In late 3067, the Word of Blake unleashed its Jihad, fanning the flames of violence and spreading it across the Inner Sphere. Three mercenary commands struggled to find their footing and profit from the all-encompassing warfare. As they navigated their way through the conflicts erupting on hundreds of worlds, these mercenaries grew in power, prestige, and character. Facing adversity, victory, defeat, and enemies within and without, they were typical of many commands touched—for ill or for good—by the Jihad.

As the Jihad unfolded through the *Jihad Hot Spots* plotbooks, players were introduced to the *Chaos Campaign*, a new game play system that gave players the opportunity to craft their own games around specific battles and events of the Jihad. Now that campaign, spanning fourteen years of conflict, has been collected and updated. Presented here are all of the *Chaos Campaign* tracks from the *Hot Spots* plotbooks and interwoven with select tracks from the *Jihad Turning Points* e-publication series and several all-new tracks and mini-campaigns.

This volume also includes detailed reports on nearly forty planetary campaigns, providing context and details previously clouded by interstellar media, local reports, and personal journals. With an updated and streamlined core ruleset for the *Chaos Campaign* and new Jihad-era Random Availability Tables for the Word of Blake, Mercenaries, and Militias, this book has everything players and gamemasters need to recreate the pivotal campaigns of the Jihad and lead their forces to victory.

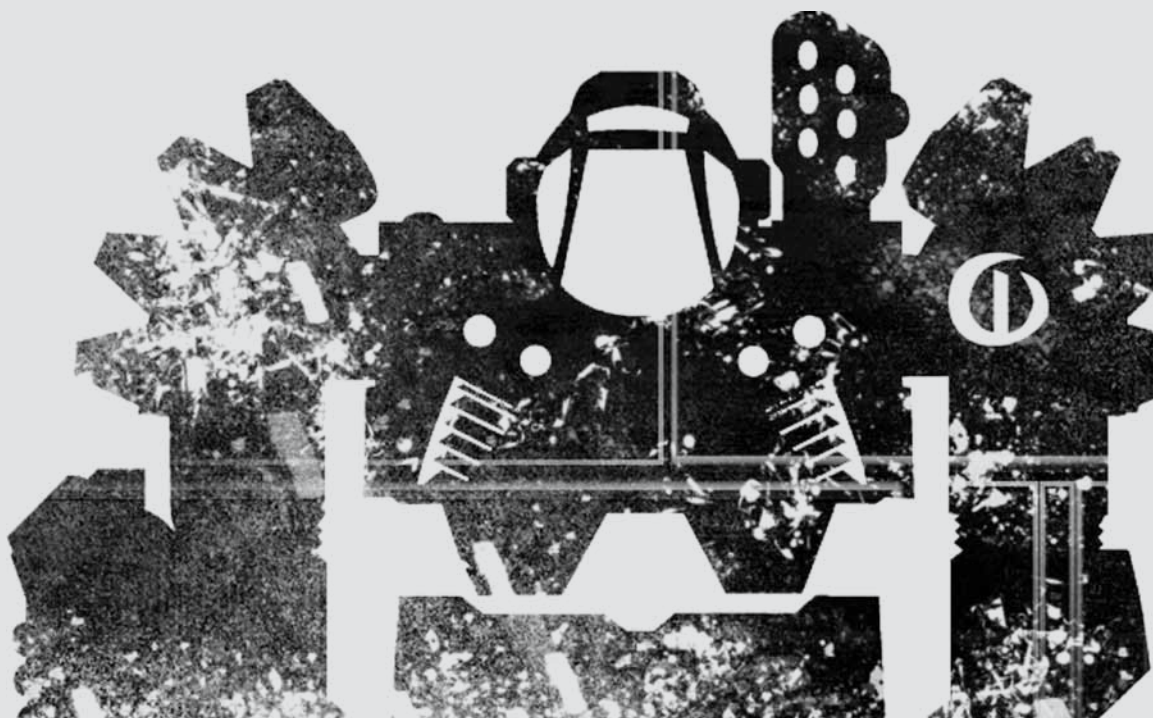


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BATTLETECH™

TOTAL CHAOS

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TABLE OF CONTENTS

THE ONLY ONE THAT MATTERS	4	Graveyard Shift.....	70	The Campaign: 3075	139
INTRODUCTION	8	Resisting Arrest.....	71	Silencing The Shadows.....	139
How To Use This Book	8	The Campaign: 3069	72	<i>Irian</i>	139
RULES OF ENGAGEMENT	9	My Bonnie Lies Over The Ocean.....	72	Heat Lightning.....	141
How To Use The Total Chaos Campaign	10	<i>Algot</i>	72	Mortis Rictus.....	143
Tracks.....	10	<i>Pleione</i>	74	Turn Your Radio On.....	144
Situation And Game Setup.....	12	Seed Of Discontent.....	75	Guns Of Kirin River.....	144
Warchest And Objectives.....	13	<i>Galedon/An Ting</i>	76	Iron Giants.....	146
Special Rules.....	13	Denial Of Service.....	77	The Campaign: 3076	148
Aftermath And Next Track.....	14	Brew-Ha-Ha.....	78	Comes The Reaper.....	148
Warchest Point System.....	14	Bullet In The Blue Sky.....	79	<i>New Hessen</i>	148
Warchest Points Between Tracks.....	15	Brute Force.....	80	Run Them Down.....	150
Skill Advancement.....	16	Liberation.....	81	Rescue Gone Wrong.....	151
Warchest Campaign Record Sheet.....	16	Living Dead Men.....	83	We Are Your Friends.....	152
ENTER STAGE RIGHT	18	Stirring The Anthill.....	84	Infestation.....	153
Gannon's Cannons	19	The Campaign: 3070	86	Sluggers Paradise.....	154
Captain Gannon "Cannon" Derer, Commanding Officer.....	20	Click, Click, Boom.....	86	Starfall.....	155
Lieutenant Amanda Wolf, Executive Officer.....	21	<i>Terra Firma</i>	86	Wave Of Confusion.....	156
Cumberland's Missiliers	22	Panic And Pain.....	87	Steel City.....	157
Captain Roger Cumberland, Commanding Officer.....	23	<i>Zosma</i>	88	Watershed.....	158
Lieutenant Roger Goddard.....	24	Binge, Purge, Flush.....	90	The Campaign: 3077	160
Grandin's Crusaders	25	Celestial Calamity.....	91	Ghost Tiger.....	160
Pierre Grandin Iii, Commanding Officer.....	27	Signs Of Things To Come.....	92	<i>Yorii</i>	160
Hilary Fletcher, Executive Officer.....	27	Final Stand.....	93	By A Thousand Cuts.....	162
Interstellar Expeditions	28	Grim Death.....	95	<i>Halloran V</i>	162
THE MISSIONS	30	The Campaign: 3071	96	Hammer And Anvil.....	164
Missions	30	Savage Silence.....	96	<i>Marcus</i>	164
Mission: Assault.....	30	<i>Kittery</i>	96	Citizen's Arrest.....	165
Mission: Beachhead.....	30	Storming The Balance.....	98	<i>Chara</i>	166
Mission: Defend.....	31	<i>Quentin</i>	98	Ravaged Iron.....	167
Mission: Flank.....	32	Jailbreak.....	100	Cloud Of Despair.....	168
Mission: (Forced) Withdrawal.....	32	<i>Solaris VII</i>	100	Hounds Of War.....	169
Mission: Pursuit.....	33	Free-Fire Zone.....	102	Dragon's Pincers.....	170
Mission: Pushback.....	34	Reasserting Authority.....	104	White Flags.....	171
Mission: Recon.....	34	Nacht Blitz.....	105	Blood And Fury.....	172
Mission: Recon-In-Force.....	35	Oppression.....	106	Wolves From The Slaughter.....	173
Mission: Retreat.....	35	Severance.....	107	Charred Victory.....	174
Mission: Stalwart.....	36	Unfinished Business.....	108	My Enemy's Enemy.....	175
Mission: Strike.....	37	Reaching The Limits.....	109	Bridge To Oblivion.....	176
Mission: Supply.....	38	The Campaign: 3072	110	Climbing Mount Shanyu.....	177
THE CAMPAIGN	39	Homecoming.....	110	Polar Possibilities.....	179
The Campaign: 3067	39	<i>Donegal</i>	110	The Campaign: 3078	180
Look Who's Coming To Dinner.....	39	No Man Left Behind.....	112	Bloody Takedown.....	180
<i>Outreach</i>	39	<i>Galatea</i>	113	<i>Terra – Arrival</i>	180
Another Day, Another C-Bill.....	41	Grave Justice.....	114	Flashpoint.....	182
Fubar!.....	43	<i>Benjamin</i>	115	Trick Or Trap.....	184
<i>New Avalon</i>	43	Will Of Steel.....	116	<i>Terra – European Theater</i>	185
Unwelcome Guests.....	46	Corporate Ties.....	117	Death To Tyrants.....	186
<i>Tharkad</i>	47	Spark.....	118	Sticky Situation.....	188
Payback.....	48	Clean Sweep.....	120	<i>Terra – Asian Theater</i>	189
The Campaign: 3068	50	Going Nova.....	121	Pound Of Flesh.....	190
Vacationing In The Wasteland.....	50	Burning Bridges.....	122	Under The Gaze Of The Sun God.....	192
<i>Luthien</i>	50	Shift Change.....	123	<i>Terra – Southern Theater</i>	193
The Skye Is Falling!.....	52	The Campaign: 3073	125	Joyride.....	194
<i>Skye</i>	54	Grave Recovery.....	125	<i>Terra – North America</i>	195
Peaks Of Blood.....	54	<i>Sheratan</i>	125	Moon Maze.....	197
<i>Dieron</i>	56	Dante's Daydream.....	127	Barriers.....	200
Running From The Devil.....	56	<i>Gibson</i>	127	Ancient Meanings.....	201
Game On!.....	59	Escape Clause.....	129	Gorst March.....	202
<i>Atreus</i>	61	Tunnel Rats.....	130	Suffrage Of Saints.....	203
Golden Goose.....	61	The Campaign: 3074	131	Convoy Duty.....	204
Full Metal Press.....	63	Light Machine.....	131	Burraborang.....	204
Falcon Ptomaine.....	65	<i>Sian</i>	131	Counterstrike.....	205
Final Curtain?.....	66	Roman Candle.....	133	Inch By Inch.....	206
One For The Money.....	67	End Of The Road.....	134	River Waltz.....	207
Hammer Of The Gods.....	68	Davion Falling.....	135	Rom's Roost.....	208
Under Heel.....	68	Acid Rain.....	137	Get Out Of Dodge.....	209
Leading Edge.....	69	Into The Void.....	138	End Of Day.....	210

..... TABLE OF CONTENTS

End Of Night.....	211	<i>Terra – African Theater</i>	225	The Campaign: 3081	241
The Final Countdown.....	212	Monkeywrench.....	228	Wild Weasel.....	241
Picking The Locks.....	213	<i>New Earth</i>	229	<i>Devil's Rock</i>	241
Martian Merry-Go-Round.....	215	Heavy Metal.....	230	Firefly.....	243
Bolthole.....	215	Mainframe.....	231	Storm Shadow.....	244
Tendrils Of Desperation.....	216	<i>New Home</i>	232	Scrap Iron.....	245
Hell's Eruption.....	217	Here Comes The Cavalry.....	234	Gateway To Hell.....	246
Friend Of The Devil.....	218	The Campaign: 3080	235	RULES ANNEX	248
The Campaign: 3079	221	Jinx.....	235	Campaign Tracking Sheet.....	249
Blowtorch.....	221	<i>Nanking</i>	235	Random Assignment Tables.....	249
<i>Terra – Pacific Theater</i>	221	Snow Job.....	237	Using The Random Assignment Tables.....	249
Recondo.....	223	<i>Luyten 68-28</i>	237		
Litmus Test.....	225	Roadblock.....	240		

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This product came about after an initial idea from Øystein Tvedten, who provided the impetus to make this book more than a simple e-publication on Operation SCOUR. Many thanks go to Paul Sjardijn, who helped craft the original *Chaos Campaign* rules. The success of the *Jihad Turning Points* series comes from those writers who helped craft the history of the Jihad on the House capital worlds: Ken' Horner (New Avalon), Nick Marsala (Tharkad, Sian), Jim Rapkins (Atreus), and Ben H. Rome (Luthien, Dieron). In addition, the writers of Chaos tracks in the *JHS* products: Nick Marsala, Ben H. Rome, Adam Sherwood, and Paul Sjardijn. All of these people helped form the complete arc of the Chaos campaign, of which their work is found updated here.

Additional thanks to the fans of BattleTech—both who have loved and hated the Jihad storyline—because without you, our game wouldn't be here. Hopefully the information provided in this book answers, in part, the clamor for “more detail!” on battles and campaigns of the Jihad. While we couldn't hope to get all of it in here, we've given it our best shot.

You may notice that one of the primary characters of this book is named after a son of one of our playtesters. This book is for all the children out there who are diagnosed with any form of life-threatening disease. Gannon Derer is one such boy, who fought and survived leukemia at a way-too-early age. While Gannon Derer is one of the survivors, many others lose their hard-fought battle. This book is dedicated to these strong young warriors: may your aim be true, your campaign successful, and your names remembered in the halls of love and life.

Finally, Ben would like to thank his wonderful and stalwart wife Rianne (inspiring the character of Belle Lee), who continues to support his playtime in the BattleTech world with all its wonderful toys.

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Lakefront North, Harlech
Outreach, Chaos March
11 October 3067

Two men were waiting for me by the time I took my familiar seat by the window. One ugly, one handsome. And old.

We hadn't met before, but they knew who I was—and that meant they knew what I could do for them. There's a trick to negotiation my old commander used to go on about: first one to speak, loses. I sat in silence and waited for them to start talking.

My mind wandered to another of my former commander's axioms while we stared around the table. *The only time the truth comes out of a normal person's mouth is when they're face-to-face with their Maker or what-have-you waiting on the other side.* I figured their talk would clock in around sixty percent on the bullshit meter. Thanks to my former mentor-turned-traitor, I've got a nose for such quadruped-pockey.

The clock over the bar clicked ahead another digit. I didn't mind; I'd already determined I wasn't breaking out the 'I haven't got all day' speech.

I waited for them to become uncomfortable enough to break the silence. The way I see it, everyone's got a built-in discomfort meter and when it hits seven, most start babbling. These guys—these guys were good. They made it to *nine*.

"We are aware of your reputation," Ugly said. He had a face even his mother couldn't love. "And your price."

"Everyone is," I replied. "That and the fact that paying it gets the job done." I paused for effect. "If I decide to take it."

The pretty one raised an eyebrow at that. He leaned forward a little. His voice was little more than a whisper. "If you decide to take it? There is no *if*. Not if you want to stay here."

"Tut-tut. You haven't even bought me a drink yet. Let's save the threats until after the foreplay."

"Mr. Wooden does not like to mix business with pleasure," said Ugly. Now, I'm a big believer in first impressions. With this guy, I wouldn't take the old hose out to urinate on him if he was on fire. I suspect it was mutual. I'm a pro, though, and keep personal prejudices out of business. I don't need to *want* to urinate on you to work with you. Still, I've got a problem with idiots who make like they're the Big Cheese. They always get up my nose.

"I can see why he'd want to do that. Pleasure's overrated." I saw the hint of anger rising in the pretty one's eyes. *Wooden*. His mug didn't exactly match the file photo I'd snagged earlier. Caution signs lit up in my brain.

Wooden raised a hand, silencing Ugly.

"I see Mister Askai is dry and would appreciate a refill. Why don't you go see to it?"

"Coffee's fine," I said. I didn't feel like being sociable. I had a job to do—or at least consider. Ugly raised a hand to flag down a server, but Wooden stopped him.

"What part of 'go see to it' did you not understand?"

I let the flicker of a smirk flit my face. I was beginning to appreciate Wooden—or whatever his name was. Names really aren't that important these days, not in my line of work.

When Ugly moved on, I looked Wooden in the eye and sized him up. That's why I like face-to-face meetings, no electronics to filter tone and expression. He, in turn, was doing his own bit of weighing; I added another respect point to his meter.

"So, Mister Askai," he began.

"Just Askai," I said, keeping eye contact.

"First name or last name?"

"The only one that matters."

"I like you, Askai."

"You don't know me."

"I know enough. You're a straight talker."

"Straight talking doesn't cost anything and gets you to the point where money changes hands quicker."

The man laughed, an easy sound but one I suspected didn't spring to his lips that often. "You've heard of Interstellar Expeditions I take it?"

I nodded. It was a ridiculous question. Anyone who'd been on Outreach for more than a day couldn't *not* have heard of them. Sure, the actual whys and wherefores of their business might be a bit vague for the average civvie, but it was enough to know they had their sticky fingers on anything related to history, artifacts, and interstellar mysteries.

"Well, let's just say I have a somewhat influential role within the company."

"Why not just say you pretty much run the show," I replied. I recalled another tidbit from the file. "Actually, let's go one further and say you and that fat Kurita have full control over the day-to-day business."

"You've done your homework. Good."

"Knowledge is power, right? I take it tea boy over there isn't one of Kurita's?" I nodded back towards Ugly at the bar.

Wooden barked out a short sharp laugh. "No. That is Hon. He is not as important as he thinks."

Ugly returned bearing coffee. Hon tried valiantly to join in the conversation, but unlike my bed, there was no room for three. He sat in silence, scowling.

The coffee was good, the best I had tasted for a while.

"As I was saying, I have a job for someone like you, a man with your very special talents."

"You can say what you like," I said. I didn't ask what he thought my special talents were. I needed a job if I was going to build my life yet again. Right now, it was all about keeping two steps ahead of my former employers. Beggars not being choosers and all that.

"I need a negotiator. A man capable of using his initiative while working within a very strict remit."

I smirked. "You need a yes-man."

"No, I need someone capable of following orders. There's a difference."

"And you think I'm your man? I'm beginning to think I should have had something stiffer to drink."

Ugly Hon wriggled beside Wooden. Body language again. I bet he had wanted the job and been passed over.

..THE ONLY ONE THAT MATTERS

"Any guns involved?" I asked. I've not got anything against them, but if Wooden had said no, I'd have known he was talking out of his rear area.

"I cannot rule it out."

I nodded. "I like your honesty."

"Then you'll take the job?"

I paused. "There's one more if."

"And that is?"

"If the money is right," I said. Was there really no one else on Outreach capable of doing whatever he needed? What kind of job needed someone with the baggage I had? *And* guns? A dirty one. Down-in-the-muck-smelling-like-sewage-and-death kind of job.

In other words, *my* kind of job.

"I'm sure you'll be happy with the money. What about your previous employers?"

"I don't intend on paying them a commission, if that's what you are worried about."

"I am more interested in making sure your previous ties have been severed."

"Like a bloody stump."

"And there's *nothing* you feel you need to tell me?"

"Nope," I lied. I could have told him that my former employers wanted me back, which wasn't stretching the truth too far. *Why* they wanted me back is where it got suspect. I had important stuff trapped inside my head and they wanted to get it out. I'm fairly sure they'd be happy just hacking my head off and scooping it out if they could, but that would irritate the others who would rather see me dead than have those secrets revealed. Damned if I do or don't—or something like that. Maybe working for IE would offer enough money and protection to avoid picking up something terminal.

"Then welcome aboard," said Wooden. He extended a hand across the table.

Hon shifted uncomfortably in his seat. It was getting more difficult to ignore his ugly mug. He was nervous. I didn't like that. A bead of sweat started to form on his forehead. Something was wrong. My self-preservation instinct kicked in right as the fine hairs on the back of my neck started to prickle.

In the silence between heartbeats the window beside me shattered into a million pieces.

As my heart drummed out its next beat, the hubbub of voices around the bar turned to cries and screams. Panic. Violence. Chairs scraped back as people ducked and cowered and dived or ran for the door. There's a difference between people like them and people like me who live in a world of violence. I was already on my feet, tipping the table on its end to act as a shield. I grabbed Wooden's shoulder and drove him down beneath the line of the table. Dead guys don't pay. Hon, on the other hand, could look after himself.

Bullets began slapping the floor, tables, walls.

I pulled my trusted Hawk Eagle from inside my jacket. Another axiom from my dead mentor: *Only draw if you intend to fire; only fire if you intend to drop the other guy.* It had kept me alive this long; I wasn't about to change the habit of a lifetime.

Bottles behind the bar popped like firecrackers.

The screaming around me got on my nerves.

It took all of about two seconds to work out we were in the presence of a bona fide miracle because, despite the press of bodies in the bar, the gunman wasn't hitting anyone. He was missing because he *meant* to. Why?

My brain worried over the situation even as my reflexes took over. That's how my mind works—it digs in and worries at stuff until it makes sense. Sometimes, I don't like the sense it makes of the senseless.

I risked a glance over the top of the table.

Three gunmen framed in the broken window, guns spitting bullets.

Three of them missing the mass of flesh again and again.

I could have jumped up and down waving my arms and they wouldn't have hit me.

Scratch that—they might have hit me.

Only because they'd come looking for *me*.

No one else.

Funny, I didn't *feel* special.

This had Word of Blake written *all* over it.

I risked a second glance as another volley tore into the back wall.

I had to factor a few things into my next move—the odds of a police response, likelihood of medical help getting through, how fast the Home Guard might show up. Such considerations would affect what happened next.

I opted for telepathy with Wooden. I looked back at him, putting it all into my eyes: *run when I give you the signal.* He looked at me and nodded. Maybe he understood?

I was counting on the fact they wanted me alive. If they hadn't, the table would have been riddled with bullets and I'd have been decorating the mirror behind the bar like a Starling painting.

I fully intended to use their orders to my advantage.

Before the first gunman could step through the window, I pressed the muzzle of my Eagle to the table and pumped a full clip through the flimsy wood. Cheap furniture for a classy eatery. I shook my head as I pulled the trigger.

Despite the chaos, I heard the loveliest sound in the world: bullets hitting flesh. Assuming they didn't have reinforcements outside, I'd just significantly evened the odds. The problem would be if they got close enough to trade punches.

I counted to five in my head—a good round number. Long enough for them to react. *Or not.* The silence meant they were hanging back in case I opened fire again. I liked that—it was dull and unimaginative tactics. I could work with that.

I scrambled across the floor. Slivers of broken glass cut into my empty hand and knees. I needed distance between me and my new employer. It was the best shot I had at keeping him breathing.

I raised myself into a crouch, broken glass skittering under my boots. Inhaled. Held it. Let that breath leak slowly out of my mouth. Head down, heavy pistol in a two-handed grip. Breathing.

A bullet slammed into the barricade I'd taken shelter behind. The bullet hole blossomed perilously close to my knee, but in close combat, a centimeter was as good as a kilometer. A sizeable chunk of timber splintered off and buried itself in my leg. I shrugged off the pain and put my hand to the wound. It came away sticky. It was big enough—and deep enough—that I didn't



..THE ONLY ONE THAT MATTERS

want to risk pulling the damned thing out without a medic. I didn't feel like being killed by what was essentially a splinter; that kind of death never looked good on the tombstone.

The two remaining gunmen were on the move again; I could hear their heavy boots crunching on broken glass.

The press of escaping bodies were caught in a bottleneck at the door. I saw the bulky figure of Hon drag someone away, forcing his way through the press towards the exit. Charming soul. I almost put a bullet in his back for the sake of humanity. My telepathy must have been on fire—he cast a furtive glance back in my direction, rumbled. He paused for a split second and then surged forward.

More gunfire. More splinters of wood and shards of glass. Incredibly, my watch indicated less than two minutes had passed since the first shot.

I had no idea if my leg would support me if I tried to stand, but I had no choice. I was a sitting duck. It was one of those do or die moments. I'd find out soon enough if I was right about them having orders to take me alive. My life was banking on it. Of course, they wouldn't be too worried about injuries. Hell, I knew a few of their so-called specialists who savored the whole information-gathering-through-agony thing.

I adjusted my grip on the Eagle and eased myself into position before launching myself upright. I bit down on a shriek of pain as the muscle tightened around the wood embedded in it.

I fired quickly, blindly, at the only other two men still standing.

The first shot caught the nearest target high in the shoulder. The impact spun him around. He stumbled and went sprawling, down but not out. That meant he still posed a threat. *A clean kill would have been nice.* The second man dropped to the ground and fired in response before I was able to get a shot off.

I felt the air whisper as the bullet zipped past my face. I didn't flinch. Flinching gets you killed. It didn't matter that the bullet was already embedded in the wall. It was all about the *next* shot, not the last one.

This guy seemed a lot less worried about keeping me alive than his companion's health. That made things a little more *complicated*.

I dropped to my knees.

This time, the pain made me cry out and I rolled onto my side.

A strange—*lethal*—blackness floated in front of my eyes. There was no way I could afford to give in. This wasn't going to be easy. The pain was overwhelming. I pointed my gun in the general vicinity of where I thought the target was hiding and fired again and again until my clip was empty. I was out—not ideal, with my spares currently between my thigh and the floor—but hopefully I wasn't going to need another bullet.

I suppose I could always try and bludgeon them to death with Hon's personality.

When the smoke settled there was silence.

I knew it was silence because all I could hear was the pounding of my heart.

"Are you all right?" a voice called through the haze of gun-smoke, glass, and blood. It might have been the second or third time the words were repeated. The world seemed to be on some kind of loop and I was having trouble breaking out of it.

Suddenly Wooden leaned over me. He looked genuinely concerned. It was *almost* touching.

"Dead?" he asked.

"Not yet," I said.

"Funny."

"Regular comedian," I agreed, coughing. I realized the restaurant was empty.

"You are a lucky man."

"No such thing," I said. I don't think he bought it.

Two were dead. The third would live. I rolled to my knee, wincing again in pain. Wooden called for the medics.

I tried to thank him, but I was struggling to make my lips work properly.

"I take it they were looking for you?" He gestured towards the corpses. I nodded, reaching for my empty gun before I realized someone was standing over them. Hon.

Something nagged the back of my mind like a fly in a jar banging up against the glass. It just wouldn't come out.

"Who knew that you were meeting me here today?" asked Wooden. It was a question I should have been asking.

"No one," I said. A burst of clarity then; I could almost hear gears falling into place.

I remembered how uncomfortable Hon had been just before the attack: sweating, nervous tension, how he'd abandoned Wooden and everyone else in his flight to the door. It all clicked.

"That's what I suspected," Wooden said, almost sadly. He looked at me, eyes trying to communicate.

I watched in slow motion as Hon turned his gun towards me. I knew he was the one who sold me out. It was cold comfort to be right. Again. I tried to move, but the pain was blinding. The world tunneled down to the barrel of his Nambu. I didn't relish the idea of being killed by Hon—but it was better than a splinter. I closed my eyes and waited for the shot.

When it came, I felt no pain.

The universe, unfortunately, didn't explode.

When I opened my eyes I didn't see anything remotely heavenly. Instead, I saw Hon sprawled out like a whore on the ground, blood draining from a giant hole where his left eye used to be. Crouching beside me, Wooden held a gun in a trembling hand. Some sort of antique Magnum.

"I get the distinct impression you haven't exactly been straight with me, Askai. Perhaps we should have a slightly more in-depth interview," he said. "That is, if you still intend to work for me."

"Or maybe you should just be grateful I saved your life?" I retorted, forcing a laugh through the pain.

"I could say the same thing," Wooden said, looking at the Magnum in his hand like it was suddenly going to turn around and put one right between his eyes. Yeah, definitely his first kill. It was a look I recognized.

"Wooden, what say you and I start this conversation over," I replied. My eyes roved around the eatery and the remnants of violence. "Preferably somewhere with more polish, less noise."

My new employer nodded. "I'll buy."

"I wouldn't have it any other way."

INTRODUCTION

Welcome to MILHIST 305-A: *Campaigns of 3067 to 3081*. This course is designed to provide you with a wide range of factual information regarding the Word of Blake's Jihad against the Inner Sphere. The objective of this course is to not examine the political or societal upheavals of the Inner Sphere nations—a scope of study that is best pursued in MILHIST 305-B (Political Realities of the Jihad Era)—but to examine a range of key battlegrounds and campaigns during this fourteen-year conflict.

Astute students will note that not all of the conflicts described herein are those of popular media focus. Missing are the sensationalized events on Canopus, the propaganda-influenced wars in the Taurian Concordat, and other skirmishes. These and other omitted battlegrounds are important in their own right, heavily entangled with the political firestorms that engulfed their parent houses or patronages, and best left to study in MILHIST 305-C: *Political Wars of the Jihad*. Additionally, your advisors, instructors, and professors felt it best to focus more on the strategic conflicts that directly dealt with the Word of Blake within their short-lived Protectorate. With the opening of several archives on these worlds due to Exarch Stone's own executive orders, analysts see previously hidden detail, often glossed over in local and regional media sources.

New to the MILHIST 300 series of courses are program downloads allowing cadets to program their simulators. These sim programs enhance a cadet's study experience for future battlefield experience. Students are expected to use these and other auxiliary study materials in their coursework; the course's final exam will include a multi-day simulation of a campaign detailed herein.

Additional resources are available at the Thomas Hogarth Library of Conflict, located at Quadrangle Two. Students taking this course via TerraNet are encouraged to utilize the Geneva Jihad Era Records Archive, accessed through your local academy's library server.

Students interested in group networking simulation experiences can access the TerraMilNet servers from 2100 to 0300 hours UTC, using the 305ATCC server bed.

—Brigadier General Armond Heller
Sandhurst Military Academy

HOW TO USE THIS BOOK

The *Total Chaos* sourcebook is a resource for BattleTech players that details nearly forty campaigns of the fourteen-year Word of Blake Jihad, as well as collecting the entire *Chaos Campaign* tracks from the previously published Jihad Hot Spots plot books and several select tracks from the *Jihad Turning Points* e-publications. Included are more than thirty new tracks for the Chaos Campaign, three new mercenary units, and a completely updated Chaos Campaign ruleset.

Foundation Stone is a short story detailing the mysterious connection between Interstellar Expeditions and Mr. Askai. (The continuing serial of Askai's journey will be published periodically at www.battlecorps.com.) *Rules of Engagement* is the updated version of the Chaos Campaign rules using the Warchest track system. *Enter Stage Right* details three new mercenary units that survived the trials of war provided by the Jihad; their stories are

interwoven through the Assignment and Aftermaths of many of the *Total Chaos* tracks in this publication.

The *Missions* section provides information on running generic missions that a player can use to "fill in the cracks" between tracks. The *Total Chaos* section is divided into each year of the Jihad—from 3067 through 3081—and lists all of the campaign tracks available during that year, in chronological order. Each of these sections also includes various sidebars providing detailed information on that location during the Jihad, including combatants, years of occupation, and information on how to run a mini-campaign set in that system.

The *Rules Annex* provides instructions on how to use the Warchest Worksheet, reprinted from *Starterbook: Wolf and Blake*, and includes Random Availability Tables for Mercenary, Militia, Word of Blake, and Shadow Division forces during the Jihad years.



The information presented in this section can be used to create scenarios for BattleTech games set during the Jihad or any era.

Players will need the *Total Warfare (TW)* core rulebook published by Catalyst Game Labs in order to play. Additionally, many of the optional rules use advanced rules from *TechManual (TM)*, *Tactical Operations (TO)*, and *Strategic Operations (SO)*. Complete record sheets for all BattleMechs, vehicles, and aerospace craft that players can use to recreate scenarios appear in any of the pre-filled Record Sheet PDFs for purchase found at www.battlecorps.com/catalog, including BattleTech *Record Sheets: 3039, 3050U, 3075* and *Project Phoenix: Upgrades* (any of the previously published Record Sheet compilations by FASA and FanPro can be used). Illustrations and game statistics for most of these units appear in the various BattleTech *Technical Readouts* published by Catalyst Game Labs (or FASA/FanPro).

While not required to play Total Chaos, there are other BattleTech sourcebooks that can be used to add flavor and depth to a player's campaign. These include: *Technical Readouts 3050U (TR50)*, *3057R (TR57)*, *3060U (TR60)*, *3067 (TR67)*, *Jihad Hot Spots: 3072 (JH72)*, *Jihad Hot Spots: 3076 (JH76)*, *Jihad Hot Spots: Terra (JHT)*, *Jihad Hot Spots: Final Reckoning (JFR)*, *Jihad Conspiracies: Blake Documents (BD)*, and the *Jihad Turning Points*: e-publication series *Luthien (JTPLuthien)*, *Tharkad (JTPTharkad)*, *Atreus (JTPAtreus)*, *Sian (JTPSian)*, *New Avalon (JTPAvalon)*, and *Dieron (JTPDieron)*.

Enterprising players can use the Total Chaos material to craft a roleplaying campaign using the *A Time of War (AToW)* ruleset. While providing details for such an endeavor is beyond the scope of this product, a gamemaster can use each track's information as a framework to create their own adventures.

Players and gamemasters may use *HeavyMetal Pro*, *HeavyMetal Vee*, *HeavyMetal Lite*, and *HeavyMetal Plus* software packages (available from RCW Enterprises) to print their own BattleTech record sheets. The *HeavyMetal Aero* package allows players to print their own AeroTech record sheets, while the *HeavyMetal Battle Armor* package allows players to print battle armor record sheets. Gamemasters and players may also create their own maps using the *HeavyMetal Map* program.

As always, the following rules supplement existing rules. They add variety to and enhance game play but should not give unfair advantage, and so gamemasters and players should all agree on any supplemental rules before using them in play. Similarly, players should feel free to modify any rule that seems inappropriate for their campaign and/or for the era. All of these rules are considered Advanced and may not be used in tournament play.

If there is no rule for a particular situation, players should feel free to come up with their own; all players must agree to its use. As a last resort, players can roll a D6 to resolve any issues.

Mapsheet Terrain: When a terrain type such as Urban, Wooded, or Mountain is mentioned in these rules, the reference is to the *Terrain-Specific Mapsheet Tables* in *Total Warfare*. If a rule specifies Light Urban Terrain, for example, it specifically means the maps in *Table 7: Light Urban Terrain Table* on p. 263, *TW*. Unless specifically stated otherwise in a track, the

number of maps used in play is up to the players involved. However, in general it is recommended that players use a ratio of 1 map per 4 units.

Total Chaos also introduces several new terrain type tables: Ruins, Dense Urban, Industrial Zone, Training Grounds, and Prairie. These tables can be found on page 11.

Miniatures Rules: While BattleTech is a board game that utilizes mapsheets, it is possible to play the game as a 3-D miniatures game with miniatures mounted on hex bases from Iron Wind Metals. Use the *Miniatures Rules* found on p. 386 of *SO* as appropriate, with all of the players consenting. The gamemaster and players will have to make accommodations to set up the terrain similar to what is found on the mapsheets mentioned in the track. Accommodations should also be made to define and declare how any special rules mentioned in the track will be handled before the game.

Terminology: The following rules use the term *unit* as it is used in *Total Warfare*, referring to a single battlefield unit such as a 'Mech or vehicle. *Force* denotes a large combat formation such as a regiment. A player's *total force* refers to all of the units ('Mechs, vehicles, infantry, aerospace fighters, etc.) that the player brings to the whole campaign. A player's *deployed force* refers to all of the units that a player brings to use in a track.

HOW TO USE

THE TOTAL CHAOS CAMPAIGN

Total Chaos Campaign rules provides an open-ended campaign framework that easily allows gamemasters and players to use a variety of published tracks to create their own unique gaming experiences using forces of their own creation. Each track is set up as a general framework to assist players and gamemasters in creating the opposing forces and adding other battlefield effects specific to that track. In addition, using the Warchest Point System (WP), player groups may choose what direction the campaign takes.

Because the player decides which route to take between tracks, this campaign can be replayed often with different tracks, forces, and even outcomes. Gamemasters and players decide how much detail they wish to go into and may create further scenarios to create sub-campaigns within the track framework. Ultimately, the route, gameplay, and depth of detail are up to the player.

TRACKS

Each track centers on a plot line focused on a single event. Many of these tracks can be found in previously published sourcebooks, including *Blake Ascending (BA)*, *JH72*, *JH76*, *JHT*, *JFR*, *JTPLuthien*, *JTP-Tharkad*, *JTPAvalon*, *JTPSian*, *JTPAtreus*, and *JTPDieron*. These tracks have been updated to include the *Total Warfare* ruleset as well as correct any prior errors or imbalance. Note that tracks can be used with the *Quickstrike* rules (see p. 400, *SO*) with minor adjustments.

There are also many new tracks included in this publication, giving players even more options and directions to take their campaign, including several planetary mini-campaigns.

Each track is broken into several sections: *Situation*, *Game Setup*, *Warchest*, *Objectives*, *Special Rules*, *Aftermath*, and *Next Track*.

..... RULES OF ENGAGEMENT

TERRAIN TABLE

	2D6 Result	Map
DENSE URBAN	2	Military Base #1 (MS7)
	3	Drop Port #1 (MS7)
	4	City, Skyscraper (MS6, MC2)
	5	City, Downtown (MS6, MC2)
	6	City, Residential (MS6, MC2)
	7	Seaport (MS7)
	8	City, Suburbs (MS6, MC2)
	9	Lake Area (MS2, MC1)
	10	Heavy Forest #1 (MS4, MC1)
	11	Drop Port #2 (MS7)
	12	Military Base #2 (MS7)

	2D6 Result	Map
INDUSTRIAL ZONE	2	City (Hills/Residential)* #1 (MS3, MSC1)
	3	City Street Grid/Park* #1 (MS4, MSC1)
	4	City, Downtown (MS6, MC2)
	5	Military Base #1 (MS7)
	6	Drop Port #1 (MS7)
	7	City, Suburbs (MS6, MC2)
	8	Drop Port #2 (MS7)
	9	Military Base #2 (MS7)
	10	City Street Grid/Park* #2 (MS4, MSC1)
	11	City (Hills/Residential)* #2 (MS3, MSC1)
	12	Seaport (MS7)

**Place Heavy and Hardened buildings of varying heights in each non-paved hex*

	2D6 Result	Map
PRAIRIE	2	City Street Grid/Park* #2 (MS4, MSC1)
	3	Open Terrain #2 (MS5, MC2)
	4	Scattered Woods (MS2, MSC2)
	5	Rolling Hills #1 (MS3, MSC1)
	6	Open Terrain #1 (MS5, MC2)
	7	BattleTech (MS2, MC1)
	8	Open Terrain #2 (MS5, MC2)
	9	Rolling Hills #2 (MS3, MSC1)
	10	Battleforce 2 (MS6, MC2)
	11	Open Terrain #1 (MS5, MC2)
	12	Desert Hills (MS2, MC1)

**Place Light buildings of 1D6-2 (minimum 1) heights in each non-paved hex.*

	2D6 Result	Map
RUINS	2	Military Base* #1 (MS7)
	3	City Street Grid/Park* #1 (MS4, MSC1)
	4	City, Downtown (MS6, MSC2)
	5	City, Residential (MS6, MSC2)
	6	City (Hills/Residential)* #1 (MS3, MSC1)
	7	CityTech Map* (MS2, MSC1)
	8	City (Hills/Residential)* #2 (MS3, MSC1)
	9	City, Suburbs (MS6, MSC2)
	10	City, Skyscraper* (MS6, MSC2)
	11	City Street Grid/Park* #2 (MS4, MSC1)
	12	Military Base* #2 (MS7)

**Place Medium and Heavy buildings of varying heights in each non-paved hex. Roll 2D6 for every hex containing a building. On a result of 6+, that hex is reduced to Rubble.*

	2D6 Result	Map
TRAINING GROUNDS	2	BattleTech (MS2, MC1)
	3	Open Terrain #2 (MS5, MC2)
	4	Desert Hills (MS2, MC1)
	5	Rolling Hills #1 (MS3, MSC1)
	6	Scattered Woods (MS2, MSC2)
	7	Open Terrain #1 (MS5, MC2)
	8	Open Terrain #2 (MS5, MC2)
	9	Rolling Hills #2 (MS3, MSC1)
	10	BattleTech (MS2, MC1)
	11	Open Terrain #1 (MS5, MC2)
	12	Desert Hills (MS2, MC1)

SITUATION AND GAME SETUP

Situation provides the where and when of the track, including a short fiction entry to provide some context. Many entries detail the fortunes of one of three mercenary commands navigating the Jihad.

Game Setup indicates what Terrain Tables should be used in selecting mapsheets for the track. If *Miniatures Rules* and terrain are being used instead, the player should still roll on these tables and use the results to craft a battlefield that gives the same sense of terrain as those detailed on the maps.

Maps

Unless otherwise described in a track, it is suggested to use 1 mapsheet for every 4 units used in the track, though this can be adjusted to better suit the track's needs or to better fit with whatever size playing field is normal for the players involved. Some tracks may need bigger maps so that players can go around objectives or opposing units for a better approach while some tracks would be better served with the opposing forces within LRM range of the players. Careful consideration regarding number of maps could help make the game enhanced or different from previous games.

Total Chaos also introduces several new terrain type tables: Dense Urban, Industrial Zone, Prairie, Ruins and Training Grounds.

Each track defines the force opposing the player based on a percentage of the player's force. This percentage must be applied to whatever system is used to balance the forces. Players should feel free to use any system they prefer, such as *Battle Value* (see p. 302, *TM*), total tonnage, C-bill cost, and so on.

The specific makes and models of most units a given force may field—whether supplemental forces provided by the scenario or the opposing force—may be determined using the appropriate Random Assignment Tables (RAT) published in various sourcebooks to assist in designating forces, though no player should feel restricted to that medium. More detailed recommendations and guidelines on force selection may be included in each track. RATs for Mercenaries and Militia appear on pp. 250–253. Other RATs that appear in current and older publications are also valid as long as all players agree to their use.

Players lacking access to these sources may alternatively use the standard RATs on pages 267–271 of *Total Warfare*. Gamemasters and players may use any RAT as long as everyone playing agrees to the RATs being used.

For forces that are not specific to the player, roll the Tech level bonus to use when rolling on the appropriate RAT by referring to the Tech Level Table, below. Alternatively, a player may simply choose their Tech level, provided all players are in agreement.

Player Force Size

Though this campaign is designed primarily with company-sized or smaller forces in mind, any size and composition should find it equally challenging. The Total Chaos Campaign rules are scalable for a total force of any size. Any type of force—be it House, Clan, pirate, corporate, or customized player unit—can participate in track campaigns.

For example, if the player chooses to use a House force, it might be detached from its parent command to serve as a ready reaction group. Clan players can detach forces from standard commands to assist the Clan Watch in intelligence-gathering efforts. Ultimately, gamemasters and players decide the details. Once the player has determined their force's origins, the gamemaster needs only spend a little time adjusting various elements to tailor each track to the player's campaign, such as the setting, the identity of the opposing forces, and even the time frame.

Opposing Forces

Most tracks list the player's force and the opposition in terms of percentages of the player's deployed force, as opposed to a specific roster. This allows individual campaign flexibility and keeps each track fair and balanced within the storyline.

The player's *total force* encompasses all units at the player's disposal, whether 'Mechs, vehicles, aircraft, battle armor, or infantry platoons; supplemental forces assigned by an employer or granted in the track rules do not count towards this number unless specifically stated otherwise.

The player's *deployed force* represents the percentage of their total force that will be used in the current track. The percentage listed in a given track is the maximum percentage of the player's total force that can be used in that track. A player may elect to take fewer forces at their own discretion, however.

Opponents should always calculate the size of opposing forces using the player's deployed force, never the total force the players have at hand.

TECH LEVEL TABLE

2D6	Tech Level
2	Player's choice
3	F
4	A
5	B
6	D
7	C
8	C
9	D
10	B
11	A
12	Player's choice

..... RULES OF ENGAGEMENT

In setting up forces for the track *Another Day, Another C-Bill* (p. 41), the player determines their total force comprises 12 'Mechs totaling 20,000 BV2 (not counting Gunnery/Piloting skills) and worth 10 million C-bills. All participants decide to use BV2 as the standard for building all forces. This means the player's deployed force (25 percent) may not exceed 5,000 BV2 in selecting units. Alternatively, if the group had decided to use a numerical standard, then the player would select up to 3 units from their total force. If the group instead used C-bills as the standard, then the total value of the player's deployed force cannot exceed 2.5 million C-bills.

Once the player's deployed force is determined, the opponent figures out the attacking force's composition. The track states that the Attacker must not exceed 75 percent of the Defender (player's deployed force), and so the Attacker's deployed force cannot exceed 3,750 BV2 (or as close as can be made). Because the group opted to not account for Gunnery/Piloting skills, those skills do not factor into the composition of either force. The opponent sees that the *Fifty-first Panzers* are a Veteran unit and so assigns each attacking unit a Veteran skill set using the Average Skills Table found on p. 271, TW.

WARCHEST AND OBJECTIVES

The *Warchest* section of a track describes in detail how many Warchest Points (WP) a track costs and additional bonus options that may be used to add difficulty, and as a result, earn the player more WP upon track completion. The track cost is an abstract number that reflects the combination of travel, distance, time, reputation, and other intangibles considered at the time of the track's occurrence. The player must have enough WP to pay the cost at the beginning of the track. If the player does not have enough WP, they may either go into *Warchest Debt* (p. 14) or select a different track.

The player is not required to use the *Option(s)* listed and may run the track as normal. However, if a player chooses to use an Option in order to achieve a greater WP payout, that Option's effects are applied to the track. Multiple Options may be in effect during a track, and all payouts for chosen Options are cumulative.

Option bonuses are applied at the end of the track after Objectives are calculated. The player receives the listed WP payout if at least one Objective is reached, unless otherwise noted. If a player chooses multiple Options for a track, only one Objective needs to be achieved in order to receive all Option WP payouts in play.

Objectives indicate the track goals the player must achieve. The player receives the listed WP for each Objective reached. These rewards are cumulative unless otherwise indicated. Note that some Objectives have a negative reward, indicating that it is in the player's best interest to avoid "achieving" that objective.

SPECIAL RULES

The *Special Rules* section indicates which special rules, if any, apply in that track. The gamemaster may use any of the following rules in addition to those given for a track if they believe will add flavor and depth to the campaign. Here are the more commonly used campaign special rules in alphabetical order:

Command-level (Tactical) Comms

While not directly addressed in any of the track special rules, a player may use the *Command-level (Tactical) Comms* rules (see pp. 191-196, TO) for additional texture and detail. As with all Advanced rules, all players must agree to their use before they can be used in a track.

Commander

Secretly designate one unit on each side as the Commander; roll for their skills on the *Random Skills Table (Expanded)* (see p. 273, TW) on appropriate skill column with a +2 bonus to the result. **[Example:** A player designates a unit in his *Wolf's Dragoons* force as the Commander. The force is listed as having Veteran skills, so the player rolls on the Veteran column and adds +2 to the rolled result.] If the unit containing the Commander is destroyed, apply a -2 modifier to all subsequent Initiative rolls. Additionally, all units on that side must operate under *Forced Withdrawal* (see below) and begin their retreat unless any other rule would negate withdrawal.

Force Special Abilities

If a player opts to use an existing force previously published, they may use that force's special abilities (if any) throughout the campaign if all players agree.

Forced Withdrawal

Forces indicated will operate under the *Forced Withdrawal* rules (see p. 258, TW). Unless noted otherwise, the player's unit is not obligated to follow these rules.

Salvage

Salvage is the taking of destroyed or crippled equipment remaining on the battlefield at the end of a track. In linked scenarios (such as *Grim Death*, p. 95), salvage may not occur until the end of the mini-campaign unless the player's total force includes units noted for salvage operations and/or has lift hoists, at the agreement of all players involved.

In general, and unless a track's special rules state otherwise, players who achieve at least one Objective in a track may claim all battlefield salvage in any area where their units participated. Players may not claim salvage after battles in which they did not participate.

Salvage may be sold at half the unit's normal list price (see *Warchest Points Between Tracks*, p. 15). Alternatively, vehicles, 'Mechs, and other salvaged units may be repaired either by using the Warchest system or by converting Support Points to C-bills and using an appropriate rule set to spend C-bills for repairing or replacing equipment.

Players interested in more detailed Salvage rules can find them beginning on page 191 of *Strategic Operations*.

Scanning

Any unit (except infantry) in a force may attempt a detailed scan on any turn that it ends its Movement phase within 3 hexes of an opposing unit or building (5 if the Attacker unit is equipped with any equipment with "probe" in the title or equipment description). Scanning is successful if the unit spends two complete turns within range of the target. The unit attempting the action may not fire any weapons or make physical attacks during the time it takes to complete a scan; units equipped with a probe ignore this limitation. Line of sight is not required.

AFTERMATH AND NEXT TRACK

The *Aftermath* section shows additional goings-on at the end of a track through the eyes of unit affected by the track events. Gamemasters may use this information, combined with other Jihad-era sourcebook data, to create their own side campaigns.

The *Next Track* section indicates what track paths the player may choose to follow. The player must have enough WP to move onward to the selected track. Conversely, a player may choose to play any of the *Mission* tracks (pp. 30-38). The player may then

rejoin the Total Chaos campaign at a track after the one previously played; while selecting one from the previous track's Next Track section is recommended, it is not required.

WARCHEST POINT SYSTEM

The Warchest Point System is an abstraction of the rewards and opportunities that arise out of combat. More than merely a monetary concept, the Warchest also represents factors such as renown, contacts, and being at the right place at the right time. It represents opportunities, whether to participate in a particular battle, fight under certain environmental modifiers, or acquire a BattleMech.

Note: The "War Chest" nomenclature also appears in *Field Manual: Mercenaries, Revised* when generating a mercenary force. However, that system does not affect the Warchest Point System.

Getting started

Regardless of how the group comes to the table, the player begins the Chaos Campaign with their chosen forces and 1,000 Warchest Points (WP). This starting balance of WP is used for only purchasing the ability to play tracks and make other Warchest purchases, not to purchase the player's beginning forces.

Between tracks, a player may use their WP to increase personnel experience, repair and rearm, and purchase other group abilities or equipment. All WP expenditures must occur before the beginning of the next track. The player may not spend WP during a track, even if it is split into a mini-campaign. Keep in mind that the next track must also be paid for from the Warchest.

Warchest Debt

If the player lacks enough WP to purchase any tracks available to them, they may go into Warchest debt in order to participate in the next track. The player may NOT purchase services and equipment on Warchest debt.

As the player gains WP during the track, they can use these points to pay off the debt until the Warchest rises to a positive number. If debt still exists after that track, the player must sell off assets until the force can purchase its next track. The player may not go into Warchest debt twice in a row.

If a force is so far in debt that it cannot pay for a new track, the player has two options. He may decide that the force is too damaged to maintain fighting cohesiveness. That force is then "retired" for the remainder of the story arc, but may be brought back in the future arcs, as determined by player agreement.



..... RULES OF ENGAGEMENT

Conversely, the player may opt to spend a large amount of time repairing and refitting by skipping an entire track in order to carry out the necessary repairs. If the player decides on this course of action, he may re-enter the current campaign arc at a point beyond the skipped track where he was initially stuck. To do this, choose a track from the options presented under the *Next Track* guidelines for the track the player would have carried out. When ready to play the next track, the player selects the most expensive bonus (if more than one, choose randomly) listed in the Options section and applies it to the track, but the player does not receive the bonus WP. If the player selects additional Options, however, he will receive WP for them as normal. In addition, all Objective rewards are halved for this track.

WARCHEST POINTS BETWEEN TRACKS

Because the Warchest system is meant to be an abstract method of accounting and force management, spending WP between tracks is simple. The player is welcome to add however much detail they desire in managing their force; these rules are provided for those players who wish to run a custom force through a campaign with minimal time in attending to force management detail.

In order to use WP between tracks, the player converts them to Support Points (SP). Take the number of WP intended for spending and multiply it by 10. The resulting number is the amount of SP now available for a player to use in repairing, purchasing, upgrading, and advancing their force. Once a WP is converted into SP, it cannot be converted back to WP but may be saved for future logistical need. A maximum of 100 WP can be converted for each month of campaign time the unit spends not participating in a track.

If desired, players can then convert these points to C-bills for use with more detailed systems of record keeping and support. The Warchest system is intended as a quick and easy way for players to track their logistics, rather than attempting to encompass all possibilities in the BattleTech universe.

Players interested in using units or possibilities not covered by the Warchest system are encouraged to convert Support Points to C-bills and use the various rule sets to provide the level of detail they desire. When converting Support Points to C-bills, multiply the Support Point total by 10,000. Likewise, C-bills can be converted to Support Points (divide the total C-bills by 10,000).

Support Points – Optional Rule

For a richer level of detail, a player may choose to fine-tune their Support Point levels to account for unit growth and experience throughout their campaign.

WP are still used between tracks; the player wishing to use Support Points converts them using the following method.

To do this, first determine the *Base Force Size Modifier*. This modifier is determined at unit creation and remains constant throughout the campaign, even as the player's force expands or decreases in number. To find the modifier, a player calculates how many sub-forces they can make using their preferred organization method (lances, Stars, or Level IIs). Round fractions up.

Example: A player force contains thirteen 'Mechs and prefers to organize in Stars. Its Base Force Size Modifier is 3 (5 units per Star, 2.6 Stars in the force, rounded up). A player force of thirteen 'Mechs and twelve battle armor Points, organized into Stars, would have a Base Force Size Modifier of 5.

Next, determine the force's *Technology Rating Modifier* as shown in the Technology Rating Modifier Table. Round fractions to the nearest whole number. The Technology Rating (TR) is the percentage of a force's 'Mech, vehicle, and fighter tonnage constructed with advanced technology (Inner Sphere or Clan Standard Rules equipment; i.e. weapons and equipment found in *TechManual*). A unit is considered to be Standard Rules (or Advanced/Experimental; i.e. weapons and equipment found in *Tactical Operations*) if its equipment includes anything not shown on the Introductory Rules Equipment Table, below. (While Introductory Rules weapons and equipment are included in the *TechManual*—as those rules are folded into the Standard Rules—Introductory Rules specifically refers to weapons and equipment found in the *BattleTech Introductory Box Set*.)

TECHNOLOGY RATING MODIFIER TABLE

Equipment Rating	Technology Rating Modifier
A	2.0
B	1.5
C	1.25
D	1.0
F	0.5
Clan Front-line	2.0
Clan Second-line	1.5

INTRODUCTORY RULES EQUIPMENT TABLE

Equipment	Equipment
AC/2, AC/5, AC/10, AC/20	Internal Structure (standard)
Armor (standard)	Jump Jet (standard)
Cockpit (standard)	Large Laser, Medium Laser,
Engine (standard)	Small Laser
Flamer, Flamer (vehicle)	LRM 5, LRM 10, LRM 15, LRM 20
Gyro (standard)	Machine Gun
Hatchet	PPC
Heat Sink (standard)	SRM 2, SRM 4, SRM 6

RULES OF ENGAGEMENT

To calculate a force's TR, determine the percentage of the force's total number of combat units (excluding conventional infantry) that use Standard Rules technology. Allot 5 points for every 10 percent above 30 that the unit possesses in Inner Sphere Standard Rules technology. Units that use Standard Rules Technology are worth 1.5 times their percentage during these calculations, so multiply accordingly. Units that use Clan technology are worth 2.2 times their percentage, when resolving Clan unit percentages, and add the result to the number of Standard Rules (or Advanced/Experimental) units to find the force's overall Technology Rating. Whether units employ Clan or Inner Sphere Standard Rules technology, however, the maximum technology percentage cannot exceed 100.

Equipment Ratings sum up the level of technology in a similar fashion to the TR formula. To find a force's Equipment Rating, simply cross-reference the total percentage of Standard Rules units within the force against the Equipment Rating Table below.

EQUIPMENT RATING TABLE

Standard Rules Percentage	Equipment Rating
15 or less	F
16 to 45	D
46 to 65	C
66 to 85	B
86 and up	A

Example: A mercenary command has four Introductory Rules 'Mechs, six Standard Rules Inner Sphere 'Mechs and two Standard Rules Clan 'Mechs.

The percentages of these units in the force are computed as follows:

Inner Sphere Standard Rules units = $(6 / 12) \times 100 \times 1.5 = 75$ percent

Clan Standard Rules units = $(2 / 12) \times 100 = 16.67 \times 2.2 = 36.67$ percent

Added together, the total percentage of units with Standard Rules Inner Sphere/Clan technology is thus 111.67 percent (rounding down to 111 percent). This exceeds 30 percent by 81.67 percent, or eight full 10 percent increments.

The unit therefore has a 40-point Technology Rating. Comparing the 40 points against the Equipment Rating Table results in a D Equipment Rating.

If players do not wish to spend the time to determine a force's specific Equipment Rating, they can simply assume a D rating for purposes of determining Support Points.

Finally, multiply the available WP by the Base Force Size Modifier and then by the Technology Rating Modifier Table to determine how many Support Points the players have available.

Example: A B-rated mercenary force has a Base Force Size Modifier of 5. You wish to convert 100 WP into Support Points. Multiply 100 by 5 and then by 1.5, which equals 750 Support Points.

Purchase/Repair

Players can use SP to make repairs and to purchase new units or personnel. When repairing or purchasing units, use the SP Activity Cost Table 1. For personnel, use SP Activity Cost Table 2. All new personnel are considered Green unless the player spends double or triple the cost as indicated in the table footnote.

While a player generally has access to any RAT, for better playability the following options are recommended when selecting purchased units. The player (or gamemaster) ultimately determines what RATs are available at what time for purchasing new units.

Localized RAT: Use a RAT that is specific to the region of space where the last track occurred. [Example: A player purchasing new units after recently completing Pound of Flesh would select a unit off of the Word of Blake RAT, as the track takes place in the Word of Blake Protectorate.]

Origin RAT: The player uses a RAT that is specific to the region of space from where the unit originates. [Example: A player using the First FedSuns Lancers would use a House Davion/Federated Suns RAT.]

For-hire RAT: The player uses only the Mercenary, Militia, or Periphery RATs to purchase units at the listed SP cost; selecting any other RAT would be double (or triple) the SP cost.

SP can also be converted to C-bills to allow for the purchase of other components not expressly covered by these rules, such as DropShips, JumpShips, support vehicles, and their attendant crews.

SKILL ADVANCEMENT

Between tracks, personnel that participated in the last track may advance their skills. Those that did not participate in the last track may also advance their skills, but at three times the listed Support Point cost. This represents that while personnel can advance their skills outside of combat through training, it is a more time consuming and financially expensive proposition.

Personnel may only advance each skill set one rating at a time. For example, a MechWarrior can improve his Gunnery or Piloting levels by one rating, or improve both his Gunnery and Piloting by one rating, but he may not advance either skill by two or more levels. For skill advancement between tracks, use the Skill Advancement Table.

WARCHEST CAMPAIGN RECORD SHEET

While players can track their campaigns in whatever form they find most useful, the Campaign Record Sheet can be used to track exactly what optional rules are in effect during a given track. The sheet also allows for players to track the damage received in a track, objectives achieved, salvage taken, and so on.

..... RULES OF ENGAGEMENT

SP ACTIVITY
COST TABLE 1

Activity	Support Point Cost
Repair armor on 'Mech or Aerospace Fighter	Tonnage ²
Repair armor on Vehicle	Tonnage/2 ²
Repair ProtoMech	Tonnage x 5
Repair Battle Armor	No. of suits x 2.5
Repair armor on DropShip or JumpShip	Tonnage x 2 ²
Repair internal structure on 'Mech or Aerospace Fighter	Tonnage x 2 ²
Repair internal structure on Vehicle	Tonnage ²
Repair internal structure/SI on DropShip or JumpShip	Tonnage x 5 ²
Reconfigure OmniMech, OmniVehicle, or OmniFighter	Tonnage/4 ²
Purchase 'Mech (Introductory Rules) ¹	Tonnage x 10
Purchase 'Mech (Standard Rules) ¹	Tonnage x 20 ²
Purchase ProtoMech Point (Clan force only) ¹	Tonnage x 5
Purchase Vehicle (Introductory Rules) ¹	Tonnage x 5
Purchase Vehicle (Standard Rules) ¹	Tonnage x 10 ²
Purchase Battle Armor ¹	No. of suits x 50 ²
Rearm Unit (Introductory Rules ammo)	5
Rearm Unit (Standard Rules ammo)	10 ²
Rearm Unit (Advanced/Experimental Rules ammo)	50 ²

Note: Player can only repair units that have not been Truly Destroyed (see p. 175, SO).

¹Unit does not come with pilot/crew; must be hired/acquired separately.

²Double all costs for units with Clan technology base

SP ACTIVITY
COST TABLE 2

Activity	Support Point Cost
Hire new MechWarrior ¹	30 ²
Hire new Aerospace pilot ¹	30 ²
Hire new Vehicle crew ¹	60
Acquire new ProtoMech pilot (Clan force only)	500
Hire new Battle Armor squad/Point ¹	25 ²
Hire new Foot Infantry platoon	100
Hire new Motorized Infantry platoon	200
Hire new Jump Infantry platoon	300
Heal MechWarrior	100 per Wound box ²
Heal Vehicle crew (Commander hit, Crew stunned critical hits only)	500
Heal Aerospace pilot	50 per Wound box ²
Heal DropShip/Jumpship/WarShip crew	100 per member beneath vessel's crew compliment ²
Heal Infantry squad ³	20 per individual box

¹Does not come equipped with weaponry, vehicles, or equipment (purchased separately). New personnel begin with a Green skill rating; double the cost for Regular skill rating and triple the cost for Veteran skill rating.

²Double cost for Clan personnel

³This is to refill a damaged infantry unit back to maximum personnel

SKILL ADVANCEMENT TABLE

Activity	Support Point Cost
MechWarrior Gunnery Skill	200*
ProtoMech Gunnery Skill	400
MechWarrior Piloting Skill	150*
Aerospace/Aircraft Pilot Gunnery Skill	200*
Aerospace/Aircraft Pilot Piloting Skill	150*
Vehicle/Support Vehicle Crew Gunnery Skill	100*
Vehicle/Support Vehicle Crew Driving Skill	50*
DropShip/JumpShip Crew Gunnery Skill	1,000*
DropShip/JumpShip Crew Piloting Skill	1,500*
Battle Armor Squad/Point Gunnery Skill	800*
Infantry Platoon Gunnery Skill	500

Note: Pilot/crew must have actively participated in prior track to receive advancement.

For those who were idle or just hired, triple the Support Point Cost.

*Double cost for Clan personnel unless player unit is Clan in origin.



The Jihad was not just a time of intense violence and interstellar war. It was also a breeding ground for the rise (and fall) of the mercenary trade. Some experts postulate that one in every five mercenary commands survived the fourteen years of incessant war. Looking back through the carnage, one can trace the success and failures of many of these groups through the recent conflicts; I've opted to focus on three different commands for this project. Each one began with dissimilar origins and followed a divergent path through the Jihad. While their success is relative to their own goals and vision, these men and women possess a rare common bond.

They survived the Jihad.

—Belle Lee, *A Treatise of Jihad-era War; Fortymile Standard Press, 3095*

GANNON'S CANNONS

In 3064, Captain Gannon "Canon" Derer was just another Dispossessed MechWarrior. A member of the Grave Walkers, he numbered among the few survivors from the Falcons' incursion to reach Arc-Royal.

Derer resigned from the Grave Walkers and worked as a mechanic and bartender, using the money earned to attend classes at the Arc-Royal Combat Training Program (ARCTP) while staying in shape and keeping his ears open.

He met Captain Philo Carlton, commander of Carlton's Cavaliers, while tending bar. After several informal discussions, Derer's knowledge and experience so impressed Carlton that he offered the Dispossessed MechWarrior a support position with the Cavaliers. The Cavaliers' business manager was retiring, and Carlton needed a replacement. Derer took the offer.

Derer worked the business side of the Cavaliers' operation for two years. During that time he handled all logistical, financial, and personnel matters and ensured the command stayed solvent. Within short order he gained a reputation as a shrewd negotiator and administrator.

After two years, Carlton presented Derer with a BLR-1G *BattleMaster*, the rank of lieutenant, and a slot in the Cavaliers' command lance.

Trial by Fire

Early in 3067, Duke Morgan Kell hired several small mercenary units to keep the Loyalist Third Donegal Guards on Cumbres. The Third's movement to Tharkad could have tipped the battle in General Nondi Steiner's favor; Kell's mission was for the hired guns to tie up the Guards and keep them in place.

On 3 February, the mercenaries struck Cumbres, seizing vital resources and supplies from key locations. The Third reacted quickly and were soon chasing their quarry all over the planet. Kell's plan was working.

Things went sour when one of the units, Dortman's Devils, decided to take advantage of the situation and line their own pockets. They raided towns and crushed any resistance. To hide their actions the Devils pretended to be other mercenary units stationed on Cumbres. When the Third discovered the raids, they began treating all the mercenaries as pirates.

On 8 February, the Devils attacked Westfield. The Cavaliers were near the town and picked up the civilian distress signals. They responded and found the Devils sacking the town. The Devils immediately attacked the Cavaliers and turned Westfield into a battleground. The Cavaliers' XO was killed early in the fight, and after Carlton was severely wounded, Lieutenant Derer found himself in command. He immediately ordered a counterattack and pushed the Devils out of Westfield.

Without their civilian shields, most of the Devils fell under Cavalier guns. A few escaped only to be destroyed by the Guards a few days later.

A Third Donegal patrol found the Cavaliers in the ruin of Westfield and assumed they were another pirate band. The Third killed or wounded several more Cavaliers before Derer could convince the patrol's commander that the Cavaliers were surrendering.

Death and Rebirth

The Cumbres raid was ultimately successful, leaving the Third unable to aid Tharkad. The surviving Cavaliers were



charged with the crimes committed by Dortman's Devils and placed on trial on 9 March 3067. With Carlton still in the hospital, Derer was the highest-ranking Cavaliers officer in the courtroom. The prosecutor attempted to blame the Cavaliers, but Derer and the Cavaliers' counsel put up a shrewd defense that shredded the prosecution's case.

The trial was still going when Peter Steiner-Davion claimed the Archon's throne and declared a general amnesty throughout the Lyran Alliance. The prosecutor reluctantly dropped the case against the Cavaliers and released them, but the press coverage had already devastated the Cavaliers' public image.

Upon their return to Arc-Royal, the Cavaliers found themselves blacklisted. The unit was at the point of dissolving when the badly injured Carlton came to a decision. He announced his retirement and asked Derer to take command of what remained the Cavaliers. Derer then chose to rename the unit and relocate to Outreach.

Carlton's Cavaliers left Arc-Royal on 30 March 3067. Gannon's Cannons landed on Outreach on 12 August 3067.

First Mission

It didn't take long for the Cannons—down to a lance each of 'Mechs and vehicles—to attract the attention of employers looking for small, cheap mercenary forces. The mercenaries were approached by both Colonel Wayne Waco, offering top wages for an unknown mission, and Interstellar Expeditions, willing to pay a hefty contract for troubleshooters. After careful consideration, Derer chose the IE contract.

The Cannons' first mission occurred on the Word of Blake-controlled Keid, two jumps away from Outreach. The mission was a retaliation strike against several Kallon Industries-owned warehouses in the capital's DropPort. After scouting the area, the Cannons moved in, brushed aside a small security force, and destroyed the warehouses.

The Cannons had reached Liberty's zenith point when news of Waco's war against the Dragoons on Outreach reached them. Derer's IE contract liaison informed him that any attempt at returning to Outreach would be tantamount to suicide. Without Outreach as a base, the Cannons found themselves with an uncertain future.

Composition

The Cannons consist of two lances, Alpha and Beta. Alpha comprises heavy and assault 'Mechs, anchored by Derer's upgraded *BattleMaster*. Beta fields two heavy tanks and two hovertanks, typically used in defensive maneuvers. The Cannons favor a tiger-style paint scheme, using black striping over a red-dish background. The unit's insignia, a black G and C flanking the silhouette of an ancient Terran field cannon on a red circle, is placed anywhere visible on the unit. Fortunately for the Cannons, they currently have enough technical staff to meet their monthly maintenance requirements.

The Cannons specialize in small raiding actions. Derer tries to keep his plans flexible and has several backup options at the ready. On defense, Beta lance can be effective ambushers, using its hovers or Alpha lance to lure the enemy into the trap.

Special Combat Abilities

When choosing maps for a track, the Cannons player selects half of the maps used, rather than rolling. As a unit, the Cannons can use Overrun Combat (see p. 193, *TO*) once per track. In addition, Alpha lance ignores *Forced Withdrawal* rules (see p. 258, *TW*) if Gannon is still active on the map. Beta lance may deploy as *Hidden Units* (see p. 256, *TW*) if they are the defenders in a track and no other units on their side are used in that capacity.

Because of Gannon Derer's administrative skills, if a track offers three or more options in the Next Track section, reduce the Track Cost of the Cannons' next track selection by ten percent.

CAPTAIN GANNON "CANNON" DERER, COMMANDING OFFICER

Gannon "Cannon" Derer is the adopted son of his uncle Kyle, a Lyran baronet. Derer's father William, a Word of Blake adept, left his son in the care of his brother after being assigned as a



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liaison to Tortuga Prime. Because young Derer suffered from leukemia, William knew Gannon would find better medical care through the Lyrans' nobility than in the primitive reaches of the Periphery. Gannon's condition, which entered remission in his early teenage years, infused him with a determination to overcome all obstacles. He left the Alliance with his grandmother's *Warhammer* and spent several years as a mercenary before joining the Grave Walkers and rising to the rank of captain. The later loss of the *Warhammer* was a major blow, but Derer took advantage of the Arc-Royal Combat Training Program, applied himself, and eventually earned a slot in the Cavaliers.

On the surface, Derer is a quiet person whose only hobbies are reading and building 'Mech models. Under that demeanor lies a sharp mind and a determination to become the best. Derer eschews alcohol and other vices, choosing to stay clear-minded and physically fit. He commands respect from the people under his command and regularly talks with every member of the unit, including their dependents. His recent appointment of newcomer Amanda Wolf as the unit's executive officer raised a few eyebrows and fed the gossip mill, but there have been no complaints as of yet.

In the field, Derer studies all he can about the target zone and chooses the best ground for his unit's operations. He is a better-than-average MechWarrior, thanks to his ARCTP training, and his ability to take the right shot at the right time is well known.

Special Abilities: Derer is a Veteran-level MechWarrior and should be the last Cannon unit to move in a turn. He has the Marksman (see p. 220, *AToW*), Sharpshooter (see p. 221, *AToW*) and Tactical Genius (see p. 225, *AToW*) special abilities. All Administration and Negotiation rolls, when done on behalf of the unit, are at a +5 modifier.

LIEUTENANT AMANDA WOLF, EXECUTIVE OFFICER

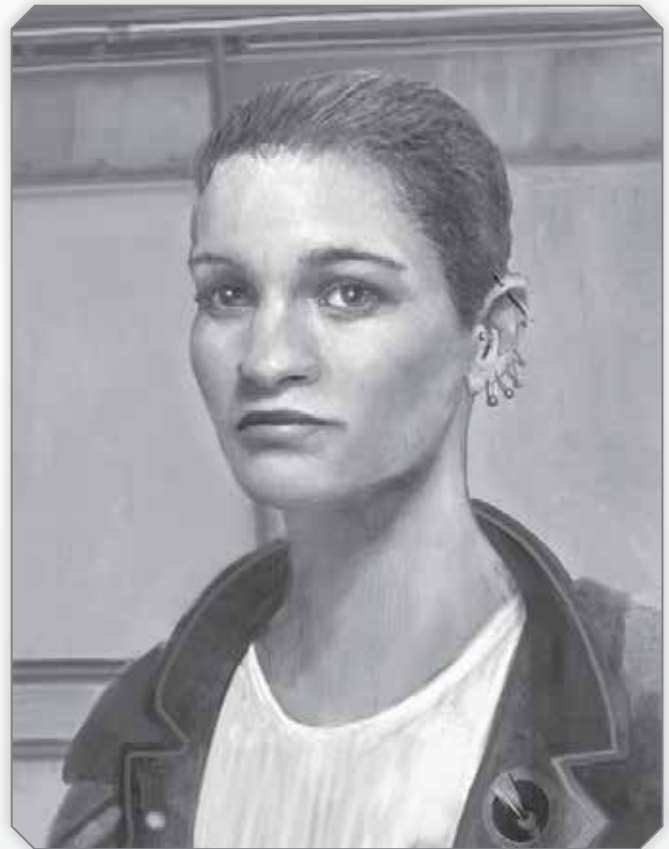
Amanda's freeborn parentage comes from two Clan Wolf-in-Exile technicians. Through rigorous physical discipline and sheer will, she rose to the rank of Star Commander in the Second Wolf Guards Cluster. After several months she found herself on the losing end of a Trial of Position. A month later, after an exemplary showing during a joint exercise, she was transferred to the prestigious Wolf's Dragoons under an officer exchange program.

Within a year, Amanda was assigned to the Home Guard. During one night on leave, she was released from the Dragoons

after brutally injuring a pair of Waco Rangers in a Temptown bar. Without a job and no place to go, she was on her way to picking another fight with a room full of Rangers when Gannon Derer stepped in and defused the situation. After listening to her story over several beers, he offered her a job with the Cannons.

She was shocked when Derer named her the Cannons' new executive officer after only a month with the unit. Her sudden appointment has created an air of tension within the rest of the unit, a situation she is trying to overcome. The rest of the Cannons have taken a "wait and watch" approach with her, trusting their captain's judgment for the moment.

Special Abilities: Amanda is a Veteran-level Clan MechWarrior with both the Marksman (see p. 220, *AToW*) and the Demoralizer (see p. 225, *AToW*) special abilities.



CUMBERLAND'S MISSILIERS

Cumberland's Missiliers is a mercenary unit that has operated on the fringes of greatness for several decades. These specialists in all types of missile-based weapon systems have taken part in every major conflict since the Clan Invasion. They were always second to other mercenary units due to their own relative lack of favorable repute. However, the FedCom Civil War was what allowed them to achieve some notoriety of their own.

Commanding officer Roger Cumberland disobeyed orders to guard the Seventeenth Avalon Hussars' DropShips at their landing zone on Matsuida. Instead, Cumberland led his 'Mech lance and tank platoon into the nearby city of Iida, where their sensors had detected a large force moving up behind the Hussars. Sending in their faster units to serve as spotters, the Missiliers rained down a devastating missile barrage upon the enemy force. They disabled two 'Mechs and destroyed two others in the largely futile maneuver against the Seventh Ghost, whose presence on-world was a surprise. For saving even a small portion of the Hussars, Cumberland was commended and awarded two salvageable 'Mechs as a bonus. Despite nothing more stellar to their record in the Civil War, the unit's improved reputation led to an approach by Interstellar Expeditions.

Since the end of the FedCom Civil War and their minor expansion, Cumberland instituted a number of reforms. Uniforms are now required, though their typical condition is more relaxed than standard military protocols. Cumberland recently began issuing bonuses for anyone who captures an enemy unit with advanced or unknown missile weaponry. Other performance bonuses include downing enemies single-handedly or connecting with a particularly difficult shot. The internal competition these bonuses created has improved the skills of the entire unit.

Missile combat has been the unit's focus since 3060, when Cumberland hired a down-on-his-luck but superior engineer as chief technician, and repeated drills have strengthened this longstanding focus on missile combat. New technicians have been added to increase the support base for the entire unit, ensuring no one enters combat in a malfunctioning or damaged unit. The Missiliers' expert technicians have spent years tinkering with the sensors and control systems of the unit's missile-based weapons, dramatically amplifying the efficiency and accuracy of their missile fire. The Missiliers have gained proficiency with missiles and similar

weapons of any tech base, from primitive rocket launchers to the Clans' Advanced Tactical Missile system and even experimental missile weapons they have obtained through the black market. The technicians have learned enough about missile weapons of every make and model to the point they have improved the unit's defenses against such attacks.

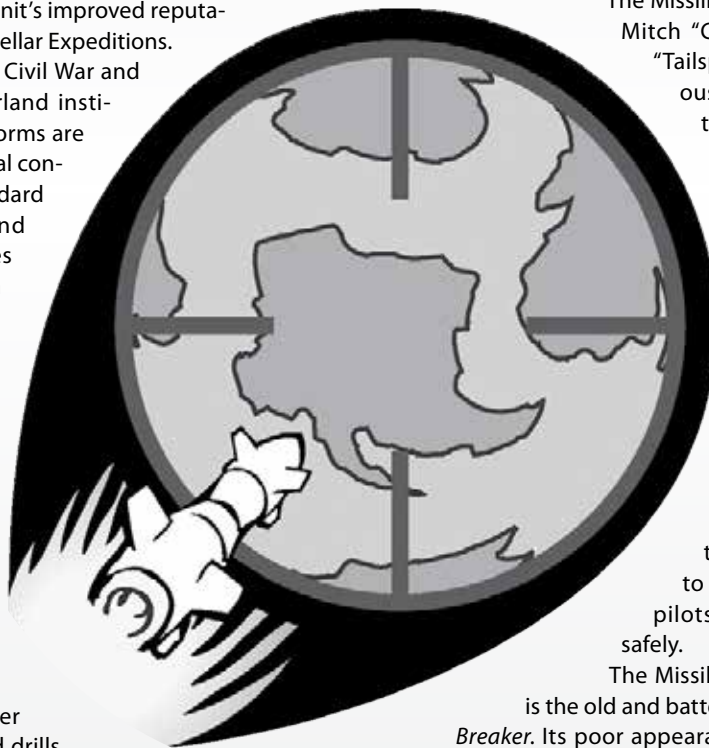
Chief Technician Jake Grizzell, an NAIS graduate, prides himself on the accuracy reports with all the unit's missile weapons. He constantly pores over technical readouts, research reports, and other documentation regarding new advances in missile weaponry. (His constant questions have earned him several "cease and desist" injunctions from a few defense contractors.) Nonetheless, his obsession keeps the unit current on state-of-the-art missile technology, maintaining the Missiliers' edge.

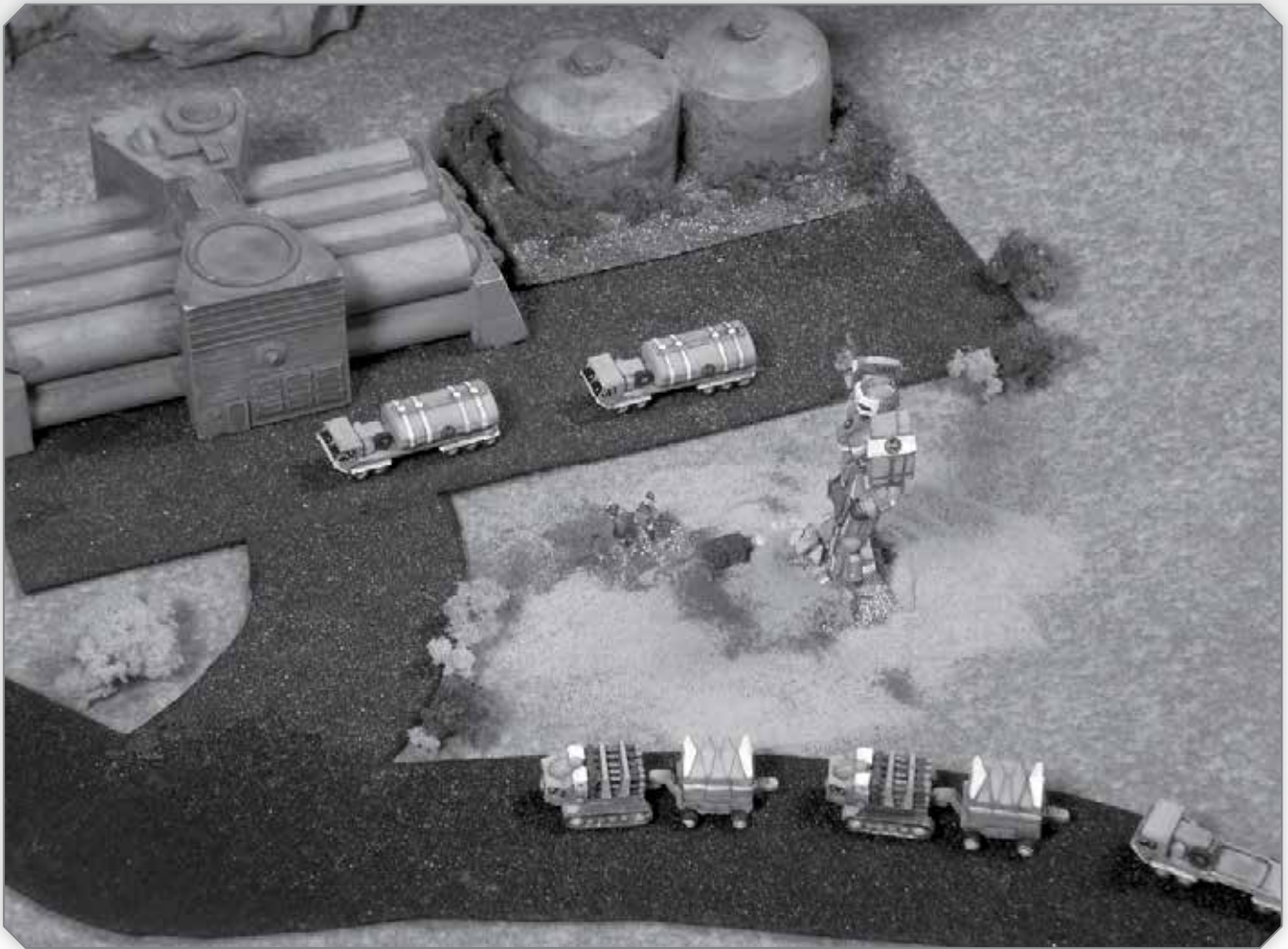
Lieutenant Musette Brady initially chafed at Cumberland's son taking the XO position, though she retains deputy command of the unit's BattleMech assets. Unlike many of her fellow MechWarriors, she is as adept a technician as she is in the cockpit. When not in the command couch, she can often be found hip-deep inside one of the unit's BattleMechs.

The Missiliers have two aerospace pilots.

Mitch "Crater" McGrady and Tommy "Tailspin" Cooper have lost numerous fighters in their service with the Missiliers due to their refusal to abandon comrades in the heat of battle. Their fighters are always among the heaviest and best-armored available. They tend to take heavy amounts of damage or run out of fuel due to loitering over the battlefield and are often forced into emergency landings. They have made aerospace missile support an art form, though Grizzell is never happy to lose his precious work to the pilots' inability to return to base safely.

The Missiliers' sole transportation asset is the old and battered *Union*-class DropShip *Gap Breaker*. Its poor appearance belies its capabilities. All of the vessel's missile systems have been upgraded to modern *Union* specifications, though most of the other bays have not. The DropShip has been refitted to accommodate the Missiliers' eclectic unit mix. The two fighter bays remain, while four of the 'Mech cradles have been converted to tank bays, though there are only two tanks in the unit. Because the Missiliers lack a JumpShip, IE providing one for their use during the contract was a significant bargaining chip.





Special Combat Abilities

The Missiliers are specialists in missile combat. As a result, add a +1 bonus for all To-Hit rolls for any missile weapons and for rolling on the Cluster Hits Table to determine the number of missiles that hit; these add to any bonuses for special munitions, launchers, or missile-targeting systems (such as Artemis or NARC). Reduce all missile weapon minimum ranges by 2. Missilier vehicle units receive no penalty for firing indirectly with a spotter. When a Missilier Anti-Missile System fires, double the amount of missiles shot down. When any Missilier 'Mech missile ammo slot takes a critical hit, roll 2D6. On a result of 9+, the ammo does not explode, therefore inflicting no damage to the MechWarrior or the 'Mech, but the ammo in the slot is lost.

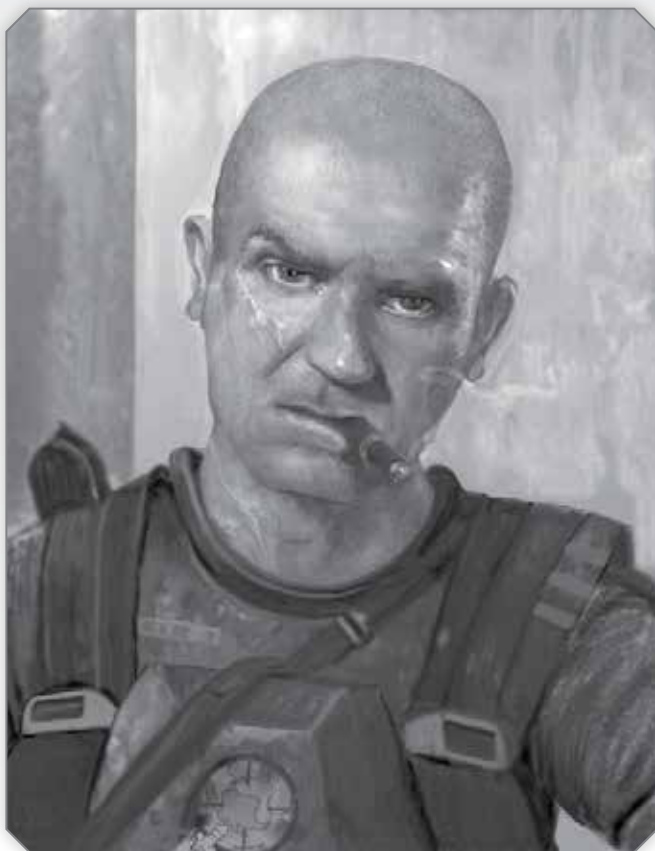
All rolls to salvage, repair, or install any missile-type weapon automatically succeed. All repairs and reloads of missile weapons take half the standard time.

When randomly determining Missilier units, if the rolled unit lacks a missile weapon, the player may re-roll one time. However, the second roll result must be taken even if it lacks a missile weapon.

CAPTAIN ROGER CUMBERLAND, COMMANDING OFFICER

Official records dispute Cumberland's claim of having served in the Kathil Uhlans. With his homeworld known to be Cumberland, however, many in the mercenary community suspect him of changing his name, perhaps to escape some past legal entanglement. Regardless of the vagaries of his past, he has commanded the unit since forming the Missiliers with childhood friends in the Cumberland Militia in 3048.

Cumberland is known as a hard-charging, heavy-drinking brawler. His nose shows evidence of many past drunken battles in barrooms across the Inner Sphere. He makes no apologies and holds no grudges, though, even when locked up or on the worse end of a fight. Since his son joined the unit in 3060, Cumberland has significantly curtailed his less desirable activities. As a result, his complexion, diction, and balance have notably improved. He no longer stumbles into staff meetings and actually manages to treat them as important and necessary.

**LIEUTENANT ROGER GODDARD**

Roger "Junior" Goddard is the son of Captain Cumberland. However, following the societal tenets of his homeworld of Cumberland, he inherited his mother's surname. Fortunately, he also seems to have inherited her proclivities, as he exhibits none of the youthful indiscretions that plagued his father. While he does occasionally indulge in tobacco and drinking when off duty, he limits these vices to manageable amounts.

Goddard is not a MechWarrior like his father. Instead, he commands the Missiliers' tanks. Like the rest of the unit, he has incredible accuracy with his Heavy LRM Carrier's missile weapons. He allows Grizzell to tinker with the weapons while spending his own time working on the tank's other systems. By installing environmental sealing, CASE, and a new engine, he has boosted the vehicle's standard specifications and surprised a number of enemies as a result.

Special Abilities: Lieutenant Goddard is an exceptional technician but only a capable tanker with a Regular skill set. He has elite Technician skills, however, and when he is part of the team working on his Heavy LRM Carrier, reduce any penalties to 0 and add +1 to any repair/customization roll.

His fellow Missiliers worried he might be falling under the influence once again when he charged out from the landing zone on Matsuida, but his accurate fire, precise orders, and placement of his force to pummel the enemy without taking return fire showed a quality that had been lacking throughout the unit's existence: leadership. Cumberland's rebirth has invigorated the unit and improved morale and mission performance.

Cumberland pilots a *Viking* that was salvaged on Matsuida. Like the rest of the unit's missile carriers, the 'Mech's systems have been tinkered with and improved by Missilier technicians.

Special Abilities: Captain Cumberland is a Veteran MechWarrior, with Leadership (see p. 148–149, *AToW*) and Tactics (see p. 156, *AToW*) Skill Roll Modifiers of +4.



GRANDIN'S CRUSADERS

Grandin's Crusaders began as the private army of Jean-Paul Grandin, Baron of Hortense, following his exile in the wake of a revolution in 2995. The speed with which the Federated Suns government recognized the new democratic rule left no doubt that House Davion had sanctioned the baron's removal. Undeterred, the uprooted Grandin family resettled itself on Vaucluse and began preparing their return to power. Jean-Paul used his connections with the Outback-based Davion Warriors' Cabal to create an armed force of retainers to invade his former landhold once the opportunity presented itself.

The newly established "Noble Order of Saint Louis on Hortense" was loaned out to Jean-Paul's fellow Cabalists to provide political muscle. It became customary for the loyalist families who accompanied the Grandins to Vaucluse to serve in it, but the chance of recovering their homeworld was gradually lost. Eventually, the exiled community largely integrated on Vaucluse, and the memory of Grandin's rule on Hortense faded. The Grandins stubbornly continued to serve as part of the "patriotic opposition" but found it more profitable to focus on business ventures in the Crucis March than to lead their private army.

Change came to the Order in 3062 when the baron's heir, Pierre Grandin, returned from Sakhara Military Academy. He was given command of a largely ceremonial guard company and soon plunged into the murky world of corporate contracts. With the beginning of the FedCom Civil War, the market for small, deniable mercenary operators exploded, and Pierre took full advantage. He showed no scruples, working for both pro-Katrina and pro-Victor employers whose objective raids in the Outback destroyed critical economic assets, all in the name of "punishing treason" or "denying resources to the enemy."

Pierre soon grew bored with the small-time theater of the Outback and, over objections from his family, relocated the command to the tumultuous Chaos March. At the same time, he began heavy recruiting of AFFC deserters, without any consideration of their loyalties or past behavior. This influx of new personnel diluted the influence of the Grandin loyalists

and changed the nature of the command to that of a more conventional mercenary organization. Pierre marketed the unit as "Grandin's Crusaders" and stressed its operational flexibility in negotiations with corporate brokers.

A typical example of the new contracts the unit accepted was an action on Hall in January 3065, which involved securing the output of a uranium mine on Kinnock Island for a Terran-based mining corporation. The Crusaders rolled into the city of Chatham, where the miners had settled their families, and imposed martial law. With the town locked down, they went door to door, hunting down a list of anti-corporate "agitators" to be turned over to Emperor Baranov. When Wayland Minerals hired their own mercenaries to recover the mine, the Crusaders ambushed them and used the versatile skills of their infantry to take down the pure 'Mech force.

The surge of conflicts across the Chaos March sparked by the AMC's undeclared war on the Word of Blake offered many similar contracts. The Crusaders served both sides with equal readiness and prospered for their calculated neutrality. Grandin's policy of openly recruiting shady AFFC deserters attracted diverse characters like "Mad Jack" Cunningham and Katarina Kreuzer, greatly enhancing the unit while further distancing it from its Outback origins. Pierre's succession as nominal Baron of Hortense in May 3065 came without even a perfunctory visit to Vaucluse, though the influx of funds provided by his father's investment funds were used to upgrade the unit's 'Mechs.

Conflict over the Crusaders' direction saw the departure of the executive officer, Pierre's cousin Jenna, in February 3066. Jenna's appointment to manage the loyalist community on Vaucluse in the new baron's

stead was simply a means of removing her in favor of the more malleable Hilary Fletcher. A former lieutenant in the Fifth FedCom RCT infantry brigade, Fletcher brought with her the latest AFFC training and leadership doctrine. Her efforts to reorganize the Crusaders' infantry company bore fruit with a more efficient and integrated command, though it was her unwavering loyalty to Baron Grandin that truly secured her the position.

For most of 3067 the Crusaders have operated on Liberty, serving first as a cadre force for several of the planetary militias and later as security for an Interstellar Expeditions site. The Crusaders' present contract will soon expire, and Baron Grandin has made contact with a new mercenary broker by the name of Askai.



Organization and Capabilities

As of September 3067, Grandin's Crusaders boasts one 'Mech lance, a short armor platoon, one aerospace fighter, and an infantry company of five platoons.

The 'Mech lance is the remains of the Crusaders' identity as the Noble Order of Saint Louis on Hortense. Pierre leads as lord commander of the Order, and the three other MechWarriors are all counted as knights. Thus far, Grandin has kept his lance filled with personal retainers owing him feudal loyalty as a check against the more unruly aspects of the infantry company. All four 'Mechs have been upgraded with modern technology. The lone aerospace fighter operates with the 'Mech lance, providing reconnaissance and close air support in low-threat environments.

The infantry company and three armored vehicles operate together to provide an anvil for the hammer of Grandin's 'Mechs. Though nominally members of the Order as armsmen serving under knight-sergeants, the infantry is mostly made up of deserters or other ex-FedCom soldiers loyal to Grandin. Each of the five platoons maintains a specialty, such as "Mad Jack" Cunningham's anti-Mech training or Lieutenant Kreuzer's commando operations, and personnel are rotated throughout the company to attain additional cross-specializations. Counted

as a knight, Hilary Fletcher commands the company as a tactical unit, and dealing with the hodgepodge of colorful and unsavory characters frequently stresses her to the breaking point.

The unit's symbol is a bronze knight's helmet hanging off the dexter corner of a red shield emblazoned with a white Cross of Lorraine, a simplified version of the Grandin coat of arms. Crusaders 'Mechs are painted steel gray, with black segmentation at joints to resemble a suit of plate armor. The three tanks go with a flat coat of gray or suitable camouflage for their current operating terrain. Infantrymen use a diverse array of kit, mostly taken with them following their abbreviated service elsewhere, but they wear standardized gray-green field uniforms with the Crusaders patch attached to the right shoulder.

Special Combat Abilities

Since neither Grandin nor his men are willing to give their lives for a cause, the unit will always operate under *Forced Withdrawal* rules (see p. 258, *TW*), unless a track specifically prohibits it. The Crusaders gain a +1 bonus to Initiative when using combined-arms tactics, defined as the presence of a minimum of three different unit types in play. If Grandin is designated a *Commander* (see p. 13), he has a Gunnery Skill of 3 and a Piloting Skill of 3, and allows the unit to Bank Initiative.



..... ENTER STAGE RIGHT

**PIERRE GRANDIN III, COMMANDING OFFICER**

Baron Pierre Grandin III is charming, elegant, cultured, witty, and erudite. He is also a sociopath, completely incapable of viewing others except as tools for his own gratification. At Sakhara he was a lazy student but showed considerable talent at 'Mech piloting, which he has honed further in his family's *Enforcer*, "Bayard." He seeks excitement by leading the Crusaders and is prone to recklessness and bad temper. He carefully masks his darker side from others except those fully within his power. His skill at manipulating the people around him has helped keep the new, more thoroughly mercenary Crusaders intact and operating as an efficient command.

Special Abilities: As titular Baron of Hortense, Pierre Grandin has +6 TP in Rank (see p. 123–124, *AToW*) and commensurate Property and Extra Income traits (p. 123 and 116–117, *AToW*). He also retains his family's longstanding ties to the Outback-based Warriors' Cabal as a +6 TP level Connection (p. 111–112, *AToW*). His Veteran skills as a MechWarrior are attributable to a Natural Aptitude for 'Mech Gunnery (p. 121, *AToW*). Despite his cold detachment from emotional connections, he has the Gregarious trait (p. 118, *AToW*) to represent his practiced charm and his ability to figure out what others expect and to provide it for them.

**HILARY FLETCHER, EXECUTIVE OFFICER**

Hilary Fletcher joined the AFFC at eighteen, defying her comfortable middle-class family on New Earth. Her performance in the ranks was suitable to earn an invitation to Officer Candidate School. After her commission, she was assigned to the Fifth Fed-Com RCT as a new platoon commander just before the outbreak of the FedCom Civil War. After the unit was blacklisted by both sides for using nuclear weapons, Fletcher deserted, evading bounty hunters and war crimes investigators as she fled back to her homeworld. A chance meeting with Grandin on Epsilon Eridani led her to seek shelter with the Crusaders.

Special Abilities: The stress of her fugitive life has harmed her mental state, giving her a –4 TP Compulsion of Hysteria (see p. 110–111, *AToW*) focused on an obsessive romantic attachment to Baron Grandin. This obsession is informed by rather naïve and bourgeois fantasies of becoming a princess for an aristocratic lover, and Grandin consciously manipulates this obsession to better control her. There is little she would not do for Grandin; if she feels her attachment to him is threatened, she reacts with uncontrolled violence. Having the Fit trait (see p. 117, *AToW*) and significant skill in Small Arms (see p. 153–154, *AToW*), she is extremely dangerous when in such a state.

INTERSTELLAR EXPEDITIONS

Interstellar Expeditions (IE) is a private organization dedicated to the highest ideals of historical research and interstellar archaeology. IE is less a corporation than a consortium of separate entities, including individuals (both professionals and amateurs), groups, and companies. These entities are often closely aligned in their goals and interests. The various groups are known to hire themselves out to wealthy families or well-to-do corporations. In this capacity, IE performs both mundane tasks such as genealogical research and more esoteric pursuits like stellar cartography, archaeological digs, anthropological investigations, and researching into lost colonies and Star League-era storage depots. Some IE groups provide other services in anthropological fields. These duties can include organizing and coordinating expeditions throughout occupied space, from hiring contractors to carrying out the excavation, identification, analysis, and preservation of artifacts. At all times, IE operates according to the local laws of the operation and the guidelines of the Interstellar Archaeological and Anthropological Society (IAAS). However, while many scientists who perform similar work do so for the sake of discovery, IE is a for-profit enterprise. The proceeds of their various undertakings serve to fund expeditions of their own devising. The decisions of IE's senior leadership council determine the allocation of funds and which projects will be given priority.

Interstellar Expeditions has hired your mercenary command to carry out a nebulous range of services. These may include escort duties, security operations, investigations (criminal or otherwise), and other tasks that might be required as called for by the location and situation. In simple terms, your force will serve as the go-to source for troubleshooting, enforcing, and protecting IE's interests. The contract details will be revealed as they become relevant based on the various tracks in the campaign.

IE routinely hires mercenaries to perform services for them throughout the Inner Sphere and Periphery. In some cases, individual members of the IE leadership council hire mercenaries to carry out missions for them, hiding their agenda even from the rest of the council members. Interstellar and planetary transport is provided to mercenary commands that need them, and salaries are disbursed through a ComStar-approved bank on Capolla. The mercenary contract also covers all incidental costs, including

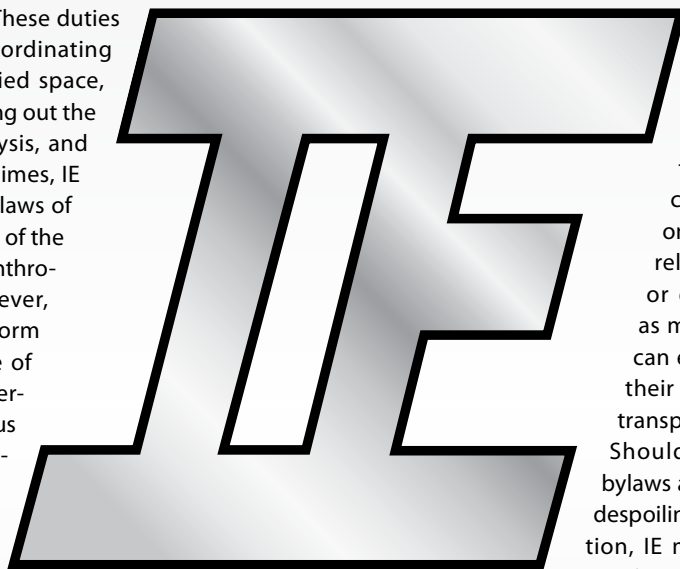
but not limited to the following: standard non-military supplies, salaries, fuel, taxes, and port fees. This compensation places the mercenary command at IE's disposal, which can send the force wherever IE chooses, whenever they choose.

A generous allowance of the contract is the provision that the mercenary command retains the right to hire themselves out on short-term contracts to concerns whose needs do not directly conflict with those of IE or the employer of IE. This frees the mercenary command, for example, to perform cadre training for a local militia or serve the local government as a stand-in defense force against a pirate raid. Provided the mercenaries do not shirk their duties to IE through performance of these simultaneous

contracts, the leadership council typically turns a blind eye to the mercenaries' activities.

This presumes that the mercenaries do not engage in criminal behavior, which would negate the council's good will. Should the council learn of any illicit activity on the part of the mercenaries, from relatively minor crimes like larceny or extortion to major crimes such as murder or piracy, the mercenaries can expect immediate termination of their contract and loss of all supplied transportation and financial assistance. Should the mercenaries violate the bylaws and strictures of the IAAS, such as despoiling a dig site by plunder or destruction, IE may go further than censure or severing the relationship. In such an event, IE is likely to blacklist the mercenary force as rogues or criminals and issue rewards for their apprehension.

Game notes: The player begins the *Total Chaos Jihad* campaign at one of four starting points: *Look Who's Coming to Dinner*; *FUBAR*; *Another Day, Another C-bill*; or any Mission track. The player then proceeds by choosing among the listed options at the end of the track. These can include any of the generic Missions (which are not listed in the *Next Track* section) or specific subsequent tracks included herein. Depending upon the selection of various missions and tracks and their performance toward attaining the objectives, the player follows the course of the Jihad as it proceeds to envelop the entirety of the Inner Sphere. At times, their choices may lead them to be on the side of the attacker, sometimes the defender, and sometimes they may simply be caught in the middle. At all times they must adhere to the restrictions of their contract or risk being stranded in the midst of the conflagration engulfing human civilization.





MISSIONS

The following Mission tracks can be used at any time during the *Total Chaos* campaign. There are no restrictions for using these tracks, as they are designed to provide quick battles that can help a player rebuild their force, acquire more Warchest Points, and occupy stretches of game time between tracks. A player can opt to do a Mission instead of one of the listed tracks in the *Next Track* section. When a player is ready to rejoin the *Total Chaos* campaign, they can either select one of the tracks listed in the last campaign track completed, or, if all players agree, select a new track that occurs in game time after the last campaign track completed.

MISSION: ASSAULT

GAME SETUP

Use the *Selecting Mapsheets* rules (see p. 262, *TW*). The Defender designates one edge as their home edge. The Attacker then chooses two edges to enter from, designating one as their home edge.

Attacker (Player)

The Attacker may use up to 75% of the player's total force.

The Attacker selects 75% of its deployed force to enter from one of the two selected edges at the beginning of the game. The remaining portion of the Attacker's force enters from the other edge between turns 4 and 12, as long as one Attacking unit remains operational on the battlefield.

Defender

The Defender is a portion of the planetary defender's force. To determine the Defender's Force Composition, roll 1D6 for each column on the following table. Add a +2 modifier to the roll if the Attacker failed to complete a successful *Recon*, *Recon-In-Force*, or *Beachhead* Mission immediately prior to this track.

The Defender begins the track with all units in the playing area. No unit may be within 8 hexes of either of the Attacker's chosen edges.

1D6	Tech	Force*	Unit Type Composition	RAT	Skill
1	D	75%	50% Light, 25% Medium, 25% Assault	Militia	Green
2	D	75%	25% Light, 50% Medium, 25% Assault	Faction	Regular
3	C	75%	60% Medium, 20% Heavy, 20% Assault	Faction	Green
4	C	75%	30% Medium, 50% Heavy, 20% Assault	Faction	Veteran
5	C	90%	50% Heavy, 50% Assault	Mercenary	Regular
6	B	90%	25% Heavy, 75% Assault	Mercenary	Veteran
(7)	B	100%	20% Medium, 40% Heavy, 40% Assault	Faction	Elite
(8)	B	100%	50% Heavy, 50% Assault	Mercenary	Elite

* Force represents strength of Defender's force as a percentage of the Attacker's force.

WARCHEST

Track Cost: 400

Option

+100 Complicated Weather: Roll once on the *General Weather Table* (see p. 69, *TO*) and apply the result to the battlefield.

OBJECTIVES

Hammer. Cripple/Destroy at least 65% of the Defender's force. [400]

Cut off the head. Cripple/Destroy the enemy commander's unit. [150]

SPECIAL RULES

The following rules are in effect for this track:

Commander

Use the *Commander* rules for the Defender (p. 13).

Salvage

The *Salvage* rule (p. 13) applies only if the **Hammer** objective is achieved.

MISSION: BEACHHEAD

GAME SETUP

Use the *Selecting Mapsheets* rules (see p. 262, *TW*). The Defender designates one edge as the Defender's home edge; the Attacker's home edge is the opposite side.

The player chooses whether to be the Attacker or Defender and may use up to 50% of their total force. The opposition is 150% of the player's deployed force. To determine the opponent's force composition, roll 1D6 on each column of the following table. Add a +1 modifier if the player failed to successfully complete a *Recon-in-Force* or *Probe* Mission immediately prior to this track.

1D6	Tech	Unit Type Composition	RAT	Skill
1	D	75% Light, 25% Medium	Militia	Green
2	C	25% Light, 50% Medium, 25% Assault	Faction	Regular
3	C	60% Medium, 20% Heavy, 20% Assault	Faction	Green
4	B	30% Medium, 50% Heavy, 20% Assault	Faction	Veteran
5	B	50% Heavy, 50% Assault	Mercenary	Regular
6	B	25% Heavy, 75% Assault	Mercenary	Veteran
(7)	A	20% Medium, 40% Heavy, 40% Assault	Faction	Elite

Attacker

The Attacker divides its force in half. One portion enters the track from the designated home edge at the start of the battle. The remaining portion enters from the same edge at the beginning of

THE MISSIONS

any turn between turns 5 and 10, as long as at least one operational Attacker unit remains on the battlefield. The Attacker must declare when their remaining force is entering during an End Phase. The force arrives in the Initiative Phase of the following turn (i.e., one full turn must pass between the declaration and the arrival).

Defender

The Defender begins the game with all units on the playing area and can be no farther than 4 hexes from their home edge.

WARCHEST

Track Cost: 400

Options

+100 Complicated Weather: Roll once on the *General Weather Table* (see p. 69, TO) and apply the result to the battlefield.

+100 Sensor Interference: Use the *Electromagnetic Interference* rules (see p. 55, TO).

OBJECTIVES

Hammer. Cripple/Destroy at least 50% of the opponent's force. [300]

Breakthrough. The player exits at least 25% of their force off the opponent's home edge [200]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Defender follows the *Forced Withdrawal* rules (see p. 258, TW).

Salvage

The *Salvage* rule (p. 13) applies only if the **Hammer** objective is achieved.

MISSION: DEFEND

GAME SETUP

Use the *Selecting Mapsheets* rules (see p. 262, TW). The Defender designates two edges for their home edge. The Attacker selects one of the remaining edges as their home edge.

Attacker

To determine the Attacker's force composition, roll 1D6 for each column on the table below. Add a +2 modifier to the roll if the Defender failed to complete a successful *Recon*, *Probe*, or *Stalwart* Mission immediately prior to this track.

Defender (Player)

The Defender may use up to 75% of the player's total force.

The Defender sets up 75% of its deployed force on the battlefield. The remaining portion of the Defender's force sets up using the *Hidden Unit* rules (see p. 259, TW).

1D6	Tech	Force*	Unit Type Composition	RAT	Skill
1	F	75%	50% Light, 25% Medium, 25% Heavy	Mercenary	Green
2	D	75%	25% Light, 75% Medium	Mercenary	Regular
3	D	75%	50% Medium, 35% Heavy, 15% Assault	Faction	Green
4	C	100%	50% Medium, 50% Heavy	Faction	Regular
5	C	100%	25% Light, 25% Heavy, 50% Assault	Faction	Veteran
6	B	125%	25% Heavy, 75% Assault	Mercenary	Veteran
(7)	B	125%	20% Light, 40% Heavy, 40% Assault	Faction	Elite
(8)	A	150%	50% Heavy, 50% Assault	Faction	Elite

*Force represents strength of Defender's force as a percentage of the Attacker's force.

WARCHEST

Track Cost: 400

Options

+150 Under a Full Moon: Use the *Full Moon* rules (see p. 58, TO).

+100 Surprised!: The Defender rolls Initiative with a -4 modifier for the first 5 turns.

OBJECTIVES

Turn the tide. Destroy/Cripple at least 75% of the Attacker's force. [400]

Cut off the head. Destroy/Cripple the enemy commander's unit. [150]

SPECIAL RULES

The following rules are in effect for this track:

Commander

Use the *Commander* rules for the Attacker (p. 13).

Forced Withdrawal

Both sides operate under *Forced Withdrawal* rules (see p. 258, TW).

Salvage

The *Salvage* rule (p. 13) applies only if the **Turn the tide** objective is achieved.

THE MISSIONS

MISSION: FLANK

GAME SETUP

Use the *Selecting Mapsheets* rules (see p. 262, TW). The Defender designates one edge as the Defender's home edge; the opposite is the Attacker's home edge.

The player chooses whether to be the Attacker or Defender and may use up to 25% of their total force. The opposition is 125% of the player's deployed force. To determine the opponent's force composition, roll 1D6 on each column of the following table. Add a +1 modifier if the player failed to successfully complete a *Probe* or *Pursuit* Mission immediately prior to this track.

1D6	Tech	Unit Type Composition	RAT	Skill
1	C	100% Light	Militia	Green
2	C	50% Light, 50% Medium	Mercenary	Regular
3	B	25% Light, 50% Medium, 25% Heavy	Faction	Regular
4	B	50% Medium, 50% Heavy	Militia	Veteran
5	D	25% Light, 25% Heavy, 50% Assault	Mercenary	Regular
6	D	25% Medium, 75% Heavy	Faction	Veteran
(7)	C	50% Heavy, 50% Assault	Faction	Elite

Attacker

The Attacker enters the battlefield from its home edge during the Movement Phase of Turn 2.

Defender

The Defender enters the battlefield at the start of the track.

WARCHEST

Track Cost: 400

Option

+100 Treacherous Terrain: Roll once on the *General Terrain Table* (see p. 69, TO) and apply the result to the battlefield.

OBJECTIVES

Turn the tide. Destroy/Cripple at least 75% of the opponent's force. [400]

Crush. Destroy/Cripple 100% of the opponent's force. [200]

Cut off retreat. The player must position at least one half of their available force within 3 hexes of the opponent's home edge opposite their home edge for a minimum of 4 consecutive turns. They may move within this 3 hex area, but if at any time less than half the player's force is within this 3 hex area, the turn count starts over. [300]

SPECIAL RULES

The following rule is in effect for this track:

Salvage

The *Salvage* rule (p. 13) applies if one objective is reached and half of the opponent's deployed force is destroyed or crippled.

MISSION:
(FORCED) WITHDRAWAL

GAME SETUP

Use the *Selecting Mapsheets* rules (see p. 262, TW). The Attacker chooses their home edge first. The Defender's home edge is on the opposite side.

The player chooses whether to be the Attacker or Defender and may use up to 50% of their total force. The opposition is 100% of the player's deployed force. To determine the opponent's force composition, roll 1D6 on each column of the following table. Add a -1 modifier to the roll if the player successfully completed a *Recon-in-Force*, *Flank*, or *Pursuit* Mission immediately prior to this one.

1D6	Tech	Unit Type Composition	RAT	Skill
(0)	F	100% Light	Militia	Green
1	F	75% Light, 25% Heavy	Militia	Green
2	D	50% Light, 50% Medium	Faction	Regular
3	C	65% Medium, 25% Heavy, 10% Assault	Mercenary	Regular
4	C	50% Medium, 50% Assault	Militia	Veteran
5	B	25% Medium, 50% Heavy, 25% Assault	Mercenary	Regular
6	B	100% Assault	Faction	Veteran

Attacker

All of the Attacker's units enter on the first turn from the Defender's home edge.

Defender

The Defender places 25% of its deployed force anywhere within 6 hexes of the Attacker's home edge. The rest of the Defender's force enters the battlefield at the start of Turn 3 from the Attacker's home edge.

WARCHEST

Track Cost: 300

Option

+100 Sand: Treat all Clear terrain as *Sand* (see p. 39, TO).

OBJECTIVES

Gauntlet. Exit at least half of the player's force through their home edge. [300]

Gutted. Cripple/Destroy at least 75% of the opponent's forces. [300]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

Both sides operate under *Forced Withdrawal* rules (see p. 258, TW).

THE MISSIONS

MISSION: PURSUIT

GAME SETUP

Use the *Selecting Mapsheets* rules (see p. 262, *TW*). The Attacker chooses their home edge first. The Defender's home edge is on the opposite side.

The player chooses whether to be the Attacker or Defender and may use up to 25% of their total force. The opposition is 75% of the player's deployed force. To determine the opponent's force composition, roll 1D6 on each column of the following table. Add a -1 modifier to the roll if the player successfully completed a *Probe* or *Pushback* Mission immediately prior to this track. Add +1 to the roll if the player did not successfully complete a *Recon* or *Flank* Mission immediately prior to this track.

1D6	Tech	Unit Type Composition	RAT	Skill
(0)	F	90% Light, 10% Medium	Militia	Green
1	D	75% Light, 25% Medium	Militia	Green
2	D	50% Medium, 50% Heavy	Militia	Regular
3	C	25% Medium, 50% Heavy, 25% Assault	Mercenary	Regular
4	C	50% Medium, 50% Heavy	Mercenary	Veteran
5	B	75% Heavy, 25% Assault	Faction	Regular
6	B	100% Heavy	Faction	Veteran
(7)	A	100% Assault	Faction	Elite

Attacker

The Attacker enters the battlefield from the Defender's starting edge during the Movement Phase of Turn 3.

Defender

The Defender enters the battlefield from their home edge at the start of the track.

WARCHEST

Track Cost: 400

Options

+100 Sinkholes: Roll 2D6 for the first Clear hex each 'Mech enters during a turn using Running MP. If the result is 10+, a Sub-level 1 sinkhole opens beneath the unit. The controlling player makes a Piloting Skill Roll with a +1 modifier to avoid a one-level fall. A successful Piloting Skill Roll allows the player to continue their movement normally; a failed roll ends the unit's movement. The hex should be marked for future reference.

+100 Complicated Weather: Roll once on the *General Weather Table* (see p. 69, *TO*) and apply the result to the battlefield.

OBJECTIVES

Prevention. Prevent at least 75% of the opponent's force from exiting through their home edge through the end of Turn 15. [300]

No quarter. Destroy/Cripple all of the opponent's forces. [400]

SPECIAL RULES

The following rule is in effect for this track:

Forced Withdrawal

The Attacker's force follows the *Forced Withdrawal* rules (see p. 258, *TW*).



MISSION: PUSHBACK

GAME SETUP

Use the *Selecting Mapsheets* rules (see p. 262, TW). The Defender chooses their home edge first. The Attacker's home edge is one of the two perpendicular sides.

The player chooses whether to be the Attacker or Defender and may use up to 100% of their total force. The opposition is 125% of the player's deployed force. To determine the opponent's force composition, roll 1D6 on each column of the following table.

1D6	Tech	Unit Type Composition	RAT	Skill
1	D	75% Light, 25% Heavy	Mercenary	Green
2	D	50% Light, 50% Medium	Militia	Regular
3	C	10% Light, 25% Medium, 50% Heavy, 15% Assault	Mercenary	Regular
4	C	50% Medium, 25% Heavy, 25% Assault	Militia	Veteran
5	B	10% Medium, 75% Heavy, 15% Assault	Faction	Veteran
6	A	100% Heavy	Faction	Elite

Attacker

The Attacker's force is divided in half. Each half enters the battlefield at the start of the track from an edge perpendicular to the Defender's home edge. Both halves may not enter from the same edge.

Defender

The Defender sets up anywhere on the battlefield but must be at least 12 hexes away from its home edge.

WARCHEST

Track Cost: 400

Options

+100 Cover Fire: The opponent has 6 rounds of artillery smoke land in Turn 1. Each round is treated as a standard *Artillery* attack (see p. 179, TO). The target hex and all adjacent hexes are filled with *Light Smoke* (see p. 47, TO).

+150 Tangled Woods: All hexes with Light Woods are considered Heavy Woods, and all Heavy Woods terrain is considered *Ultra-Heavy Woods* (see p. 40, TO). If there are less than 8 Woods hexes on the battlefield, this option cannot be selected.

OBJECTIVES

Gutted. Cripple/Destroy at least 75% of the opponent's forces. [200]

Crush. Destroy/Cripple 100% of the opponent's force. [400]

Cut off the head. Destroy/Cripple the enemy commander's unit. [150]

SPECIAL RULES

The following rules are in effect for this track:

Commander

Use the *Commander* rules for the Attacker (p. 13).

Forced Withdrawal

Both sides operate under *Forced Withdrawal* rules (see p. 258, TW).

MISSION: RECON

GAME SETUP

Use the *Selecting Mapsheets* rules (see p. 262, TW). The Attacker chooses their home edge first. The Defender may choose any edge as their home edge.

The player chooses whether to be the Attacker or Defender and may use up to 25% of their total force. To determine the opponent's force composition, roll 1D6 on each column of the following table.

1D6	Tech	Force*	Unit Type Composition	RAT	Skill
1	F	50%	50% Light, 25% Medium, 25% Heavy	Militia	Veteran
2	D	75%	75% Light, 25% Medium	Mercenary	Regular
3	C	75%	50% Medium, 40% Heavy, 10% Assault	Mercenary	Veteran
4	B	100%	50% Medium, 50% Heavy	Faction	Regular
5	B	100%	25% Light, 25% Heavy, 50% Assault	Faction	Veteran
6	A	125%	10% Light, 30% Medium, 50% Heavy, 10% Assault	Mercenary	Elite

* Force represents strength of the opponent's force as a percentage of the player's deployed force.

Attacker

The Attacker's force enters from their home edge at the start of the track.

Defender

No more than 75% of the Defender's force is set up anywhere on the battlefield. The remainder of the Defender's force is set up as *Hidden Units* (see p. 259, TW).

WARCHEST

Track Cost: 200

Options

+25 Complicated Weather: Roll once on the *General Weather Table* (see p. 69, TO) and apply the result to the battlefield.

+25 Treacherous Terrain: Roll once on the *General Terrain Table* (see p. 69, TO) and apply the result to the battlefield.

THE MISSIONS

OBJECTIVES

Identify the opposition. Successfully scan at least half of the opponent's force. [100]

Preemptive strike. Destroy/Cripple at least 25% of the opponent's force. [100]

Escape! At least half of the player's force must survive and exit their home edge after 8 turns. [100]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The opponent follows the *Forced Withdrawal* rules (see p. 258, TW).

Salvage

The *Salvage* rule (p. 13) applies only if the **Preemptive strike** objective is achieved.

Scanning

Use the *Scanning* rules (p. 14).

MISSION: RECON-IN-FORCE

GAME SETUP

Use the *Selecting Mapsheets* rules (see p. 262, TW). The Attacker chooses their home edge first. The Defender may choose any edge as their home edge.

The player chooses whether to be the Attacker or Defender and may use up to 50% of their total force. To determine the opponent's force composition, roll 1D6 on each column of the following table.

1D6	Tech	Force*	Unit Type Composition	RAT	Skill
1	D	75%	50% Light, 50% Medium	Militia	Veteran
2	C	75%	75% Medium, 25% Assault	Mercenary	Regular
3	C	90%	50% Medium, 35% Heavy, 15% Assault	Mercenary	Veteran
4	B	100%	50% Medium, 50% Heavy	Faction	Regular
5	B	125%	25% Medium, 25% Heavy, 50% Assault	Faction	Veteran
6	A	150%	30% Medium, 50% Heavy, 20% Assault	Faction	Elite

* Force represents strength of the opponent's force as a percentage of the player's deployed force.

Attacker

The Attacker's force enters from their home edge at the start of the track.

Defender

No more than 50% of the Defender's force is set up anywhere on the battlefield. The remainder of the Defender's force is set up as *Hidden Units* (see p. 259, TW).

WARCHEST

Track Cost: 300

Options

+100 Complicated Weather: Roll once on the *General Weather Table* (see p. 69, TO) and apply the result to the battlefield.

+100 Treacherous Terrain: Roll once on the *General Terrain Table* (see p. 69, TO) and apply the result to the battlefield.

OBJECTIVES

Identify the opposition. Successfully scan at least 75% of the opponent's force. [100]

Strike. Destroy/Cripple at least 50% of the opponent's force. [200]

Escape! At least half of the player's force must survive and exit their home edge after 10 turns. [100]

SPECIAL RULES

The following rules are in effect for this track:

Commander

Use the *Commander* rules for the opponent (p. 13).

Forced Withdrawal

Both sides follow the *Forced Withdrawal* rules (see p. 258, TW).

Salvage

The *Salvage* rule (p. 13) applies only if the **Strike** objective is achieved.

Scanning

Use the *Scanning* rules (p. 14).

MISSION: RETREAT

GAME SETUP

Use the *Selecting Mapsheets* rules (see p. 262, TW). The Attacker chooses their home edge first. The Defender's home edge is on the opposite side.

The player chooses whether to be the Attacker or Defender and may use up to 75% of their total force. The opposition is 75% of the player's deployed force. To determine the opponent's force composition, roll 1D6 on each column of the following table. Add a -1 modifier to the roll if the player successfully completed an *Assault*, *Beachhead* or *Pushback* Mission immediately prior to this track. Add +1 to the roll if the player did not successfully complete a *Stalwart* or *Probe* Mission immediately prior to this track.

THE MISSIONS

1D6	Tech	Unit Type Composition	RAT	Skill
(0)	B	80% Light, 20% Medium	Militia	Green
1	C	75% Medium, 25% Heavy	Faction	Green
2	C	50% Medium, 50% Heavy	Militia	Regular
3	D	25% Medium, 50% Heavy, 25% Assault	Mercenary	Regular
4	C	50% Medium, 50% Heavy	Militia	Veteran
5	C	75% Heavy, 25% Assault	Faction	Regular
6	A	100% Heavy	Mercenary	Veteran
(7)	A	100% Assault	Faction	Elite

Attacker

The Attacker enters the battlefield from the Defender's starting edge during the Movement Phase of Turn 2.

Defender

The Defender enters the battlefield from their home edge at the start of the track.

WARCHEST

Track Cost: 300

Options

+100 Wet Conditions: Roll once on the *General Weather Table 3: Rain* (see p. 69, *TO*) and apply the result to the battlefield.

+200 Inspired Opponent: Increase the opponent's Skill level by one (e.g., from Regular to Veteran, etc.). This option cannot be used if the opponent is already Elite.

OBJECTIVES

Gauntlet. Exit at least half of the player's force through the opponent's home edge. [200]

Hammer. Destroy/Cripple half of the opponent's force. [200]

Identify weaknesses. Successfully scan at least 25% of the opponent's force. [100]

SPECIAL RULES

The following special rules are in effect for this track.

Commander

Use the *Commander* rules for the opponent (p. 13).

Salvage

The *Salvage* rule (p. 13) applies only if the **Hammer** objective is achieved.

MISSION: STALWART**GAME SETUP**

Use the *Selecting Mapsheets* rules (see p. 262, *TW*). The Attacker chooses their home edge first. The Defender's home edge is on the opposite side.

The player chooses whether to be the Attacker or Defender and may use up to 100% of their total force. To determine the opponent's force composition, roll 1D6 on each column of the following table. Add a +2 modifier to the roll if the player did not successfully complete a *Defend*, *(Forced) Withdrawal*, *Retreat*, or *Strike* Mission immediately prior to this track.

1D6	Tech	Force*	Unit Type Composition	RAT	Skill
1	F	75%	50% Light, 25% Medium, 25% Assault	Faction	Green
2	A	75%	25% Light, 50% Medium, 25% Assault	Militia	Regular
3	B	75%	50% Medium, 50% Heavy	Mercenary	Regular
4	C	75%	25% Medium, 50% Heavy, 25% Assault	Mercenary	Veteran
5	D	90%	75% Medium, 25% Heavy	Faction	Regular
6	B	90%	25% Heavy, 75% Assault	Faction	Veteran
(7)	A	100%	20% Medium, 40% Heavy, 40% Assault	Mercenary	Elite
(8)	A	100%	50% Heavy, 50% Assault	Faction	Elite

* Force represents strength of the opponent's force as a percentage of the player's deployed force.

Attacker

The Attacker sets up anywhere on the battlefield. Up to 25% of the Attacker's force is set up as *Hidden Units* (see p. 259, *TW*).

Defender

The Defender enters the battlefield from any two edges at the start of the track.

WARCHEST

Track Cost: 500

Options

+200 Incoming: The opponent pre-designates 5 hexes for artillery fire. The opponent may call on a total of 15 rounds of Long Tom artillery fire located 15 mapsheets behind the battlefield (see p. 179, *TO*). Up to 3 rounds may be called on per turn.

+150 No Cover: Convert all Woods hexes to *Level 1 Foliage* (see p. 37, *TO*). This option cannot be selected if the majority of the battlefield is urban terrain.

THE MISSIONS

OBJECTIVES

Crush. Destroy/Cripple 75% of the opponent's force. [400]

Obliterate. Destroy/Cripple 100% of the opponent's force [200]

Hold the line. At least 50% of the player's force must survive the track. [300]

SPECIAL RULES

The following rules are in effect for this track:

Commander

Use the *Commander* rules for both sides (p. 13).

Salvage

The *Salvage* rule (p. 13) applies only if the **Hold the line** objective is achieved.

MISSION: STRIKE

GAME SETUP

Use the *Selecting Mapsheets* rules (see p. 262, *TW*). The Defender chooses their home edge first. The Attacker's home edge is on the opposite side.

The Defender will place/designate 4 Medium buildings (any height) near the center of the battlefield.

The player chooses whether to be the Attacker or Defender and may use up to 50% of their total force. To determine the opponent's force composition, roll 1D6 on each column of the following table. Apply a +1 modifier to the roll if the player did not successfully complete a *Beachhead*, *Pushback*, or *Supply* Mission immediately before this track. Apply a -2 modifier to the roll if the player successfully completed a *Probe*, *Recon*, or *Recon-in-force* Mission immediately before this track.

1D6	Tech	Unit Type Composition	RAT	Skill
(0)	A	100% Light	Mercenary	Veteran
1	F	75% Light, 25% Medium	Faction	Green
2	B	50% Light, 50% Medium	Militia	Regular
3	D	25% Light, 75% Medium	Militia	Green
4	C	25% Light, 50% Medium, 25% Heavy	Militia	Veteran
5	C	50% Medium, 50% Heavy	Faction	Regular
6	B	25% Medium, 50% Heavy, 25% Assault	Mercenary	Veteran
(7)	A	50% Heavy, 50% Assault	Faction	Veteran

Attacker

The Attacker enters half of their force from their home edge at the start of the track. The remainder of the force enters from an edge perpendicular to the home edge during the Movement Phase of Turn 1D6+1; this result is rolled before the beginning of the track and is kept secret from the Defender.

Defender

The Defender places their entire force anywhere on the battlefield. At least 25% must be within 3 hexes of the designated buildings. Secretly designate one of these buildings as headquarters before the start of the track.

WARCHEST

Track cost: 200

Options

+75 They're Shooting Back: Each building is a *Fortress* (see p. 115, *TO*) equipped with a weapons turret. The turret is equipped with a PPC and 2 Medium Lasers. The Gunnery Skill of the buildings is 5. This option can only be chosen if the player is the Attacker.

+75 Inspired Opponent: Increase the Attacker's Skill level by one (e.g., from Regular to Veteran, etc.). This option can only be chosen if the player is the Defender.

OBJECTIVES

Identify and destroy. Locate (using *Scanning*, p. 14) and destroy the headquarters building. This objective only applies if the player is the Attacker. [200]

Seek and destroy! Destroy/Cripple the Commander. This objective only applies if the player is the Defender. [200]

Rough up the place. Destroy/Cripple 50% of the opponent's force. [400]

SPECIAL RULES

The following rules are in effect for this track:

Commander

Use the *Commander* rules for the Attacker (p. 13).

Salvage

The *Salvage* rule (p. 13) applies only if the **Rough up the place** objective is achieved.

MISSION: SUPPLY

GAME SETUP

Use the *Selecting Mapsheets* rules (see p. 262, TW). The Defender designates one edge as their home edge. The Attacker then chooses two edges to enter from, designating one as their home edge. The Defender will place/designate 6 Medium buildings (any height) near the center of the battlefield.

Attacker (Player)

The Attacker may use up to 75% of the player's total force.

The Attacker selects 75% of its deployed force to enter from one of the two selected edges at the beginning of the game. The remaining portion of the Attacker's force enters from the other edge during the Movement Phase of Turn 6, as long as one Attacking unit remains operational on the battlefield.

Defender

The Defender is a portion of the planetary defender's force. To determine the Defender's force composition, roll 1D6 for each column on the following table.

The Defender begins the track with all units in the playing area. At least half of the Defender's force must be within 6 hexes of the designated buildings.

Before the start of the track, the Defender secretly designates 2 of the 6 buildings as the supply warehouses.



1D6	Tech	Force*	Unit Type Composition	RAT	Skill
1	F	75%	50% Light, 50% Medium	Militia	Green
2	C	75%	75% Medium, 25% Assault	Militia	Regular
3	D	75%	50% Medium, 40% Heavy, 10% Assault	Mercenary	Veteran
4	D	75%	75% Medium, 25% Heavy	Faction	Green
5	B	100%	50% Medium, 50% Heavy	Faction	Regular
6	A	100%	25% Medium, 75% Heavy	Faction	Veteran

*Force represents strength of Defender's force as a percentage of the Attacker's force.

WARCHEST

Track Cost: 200

Option

+75 Timing: Roll once on the *General Weather Table 1: Light* (see p. 69, TO) and apply the result to the battlefield.

OBJECTIVES

Search objective. Determine which 2 buildings contain supplies (see *Scanning* below) [100]

Resist! At least half of the Attacker's force must survive ten turns of combat and be present at the end of the track. [100]

Scratch the paint. Destroy/Cripple 25% of the Defender's force. [100]

SPECIAL RULES

The following rules are in effect for this track:

Commander

Use the *Commander* rules for both sides (p. 13).

Forced Withdrawal

Both sides follow the *Forced Withdrawal* rules (see p. 258, TW).

Salvage

The *Salvage* rule (p. 13) is in effect only if all three objectives are reached. Roll 1D6 for each supply building and use the following table to determine the building's contents. Apply -1 modifier to the roll if the Attacker failed to complete a successful *Recon* or *Recon-In-Force* immediately prior to this track.

Scanning

Use the *Scanning* rules (p. 14).

1D6	SPs*
(0)	2%
1	5%
2	10%
3	10%
4	10%
5	15%
6	20%

*Convert the total amount of WP achieved by the player into SP and then determine the percentage rolled. The player is awarded the result.

..... THE CAMPAIGN: 3067

3067

LOOK WHO'S COMING TO DINNER

SITUATION

KEID INTERPLANETARY DROPPORT
KEID, CHAOS MARCH
29 SEPTEMBER 3067

Journal Entry #76

The Cannons' first mission and my first as the commanding officer. When we signed with IE as troubleshooters, I thought we'd be pirate-hunting and guarding their digs. Instead, we're on Keid, two jumps from Outreach. Our targets are several Kallon Industries Drop-Port warehouses. Johnston didn't give us any details except that IE wants to send Kallon a message about interfering with IE operations.

We were told that as long as we don't take the battle outside the target area, the Blakies will look the other way. That's fine by me, as long as the Blakies know that. Still, I'm going to leave most of the Cannons to guard Old Smokey. There shouldn't be any opposing force, but I'm not betting on that. Gannon's Law #3 applies here: Expect problems and complications at all times.

In ten minutes, we're heading out.

—Gannon Derer

GAME SETUP

Use Urban terrain (see p. 263, TW). Place ten medium Level 1 buildings (CF 25) across the battlefield, with the Defender secretly designating four of them as the target warehouses. The buildings must be at least five hexes apart and at least four hexes from any map edge.

Attacker (Player)

The Attacker is the player's deployed force, which consists of no more than 25% of the player's total force.

Defender

The Defender is a small mercenary security force hired by Kallon to foil an expected attack on the warehouse yard. The Defender's force equals 75% of the player's deployed force and includes only vehicles and infantry units. Forces may be rolled from any Mercenary RAT and have Green skills.

OUTREACH

INVADED DECEMBER 3067
LIBERATED NOVEMBER 3077



COMBATANTS

Allied Coalition

Twelfth Atrean Dragoons, Eleventh Mechanized Cavalry, Seventh Donegal Guards

Wolf's Dragoons

Alpha Regiment, Beta Regiment, Epsilon Regiment, Gamma Regiment, Zeta Battalion, Wolf Spider Battalion, Home Guard

Mercenary forces Broadsword Legion (later Word of Blake), Battle Magic, Second Dismal Disinherited, Devil's Brigade

Word of Blake

First Division, Fourth Division

Mercenary forces Broadsword Legion, Wannamaker's Widowmakers, Waco's Rangers, Smithson's Chinese Bandits, Tiger Sharks, Fifty-first Dark Panzer Jaegers

OUTREACH MINI-CAMPAIGN

To accomplish a mini-campaign for Outreach, the following missions and tracks should be completed. If at least one objective is achieved in each, the player receives +1,000 WP at the conclusion of the mini-campaign.

Missions (any order): Assault, Pursuit, Recon, Strike, Supply Run

Chaos Tracks: *Another Day, Another C-Bill; Liberation*

Few worlds could claim to have suffered worse in the Jihad than Outreach. The Blakists hired a number of unsavory mercenary units to serve their interests on Outreach. These mercenaries were to bide their time and launch a surprise attack on Wolf's Dragoons at the command of the Blakists. Ready to "take it to the 'Goons," the hired soldiers couldn't wait and jumped the gun.

With the roots of his hatred for Wolf's Dragoons lying five decades past, Colonel Wayne Waco could not restrain himself. As the de facto commander of the four groups under Blakist contract on Outreach, he ordered the strike when his rage got the better of him. His own Waco's Rangers, along with the Smithson's Chinese Bandits, the Fifty-first Dark Panzer Jaegers, and the Tiger Sharks, attacked Harlech City on 15 October 3067. With some lesser commands attached to their force, they numbered better than four regiments. The Wolf's Dragoons did not meet the unprovoked assault meekly.

Although several Dragoon regiments remained off-world, the battle-hardened Beta and Epsilon Regiments, Zeta Battalion, and the Wolf Spider Battalion bolstered Outreach's Home Guard. The Dragoons could also draw support from Battle Magic and the Broadsword Legion. The Legion, however, was composed of former Com Guards. Their supposed break with their former organization later be revealed as little more than extensive subterfuge.

The First Battle of Harlech saw control of the capital oscillate between the two sides. The suddenness of the attack pushed the Dragoons and their allies almost completely from the city. Neither side could assert control, and the battle degraded into a stalemate. This ended on 18 October, when Jaime Wolf and Wayne Waco met in the streets of Harlech City. This confrontation was perhaps less grand than the famed battles between Morgan Kell and Yorinaga Kurita, but its consequences carried far more significance. Instead of engaging in honorable single combat, these two MechWarriors resolved to fight to the death. In the end, they both attained this goal. Waco's *BattleMaster* fell first. The remaining Rangers swarmed Wolf's position. An errant machine gun shot penetrated the Dragoon commander's cockpit and embedded itself in Wolf's thigh, severing his femoral artery. Later review of BattleROM footage indicated Wolf dropped another five Ranger 'Mechs before bleeding out in his cockpit.

The discovery of Wolf's body forced the Dragoons to enact an order never given before: "Condition Feral."

This standing order—set in place over two decades prior by Dragoon command—was conditional on the death of their supreme commander in combat. All Dragoons on-world immediately attacked any non-Dragoon combat unit within range. No quarter was given, not even for neutral units caught in the crossfire. If *any* unit refused a single opportunity to stand down, they were eliminated with extreme prejudice. This planned savagery saw the contest for control of Harlech City end in less than twenty-eight hours. Ultimately the Dragoons had lost more than half their combat numbers. Waco's Rangers and the Fifty-first Dark Panzer Jaegers were both exterminated in the unrestrained fury.

Investigation of the motivations behind the attack revealed Blakist involvement. As Gamma Regiment and the Second Dismal Disinherited arrived to aid the battered victors, preparations were made for a punitive raid on the Blakists at Mars. This raid involved a large percentage of the Dragoons' combat strength that had survived Outreach.

WARCHEST

Track Cost: 300

Options

+100 Blizzard: Use *Blizzard* rules (see p. 60, TO).

+100 Thundersnow: Use the rules for *Electromagnetic Interference* (see p. 55, TO).

+150 Overwhelming Force: Increase the Defender's force by 50% of the Attacker's deployed force.

OBJECTIVES

Fulfill the contract. Destroy all four designated warehouses. [150]

Claim some payback. Destroy or drive off all defending forces. [200]

SPECIAL RULES

The following rule is in effect for this track.

Forced Withdrawal

The Defender's force is operating under *Forced Withdrawal* rules (see p. 258, TW).

AFTERMATH

(Excerpt from Wolfnet report 30670931/7568-Gamma, filed by agent Ramrod)

The destruction of the Keid warehouses was not without complications. First, the contact said nothing about the security force we ran into. Granted, it was only vehicles and infantry, but it did cause us a few problems in the streets around the warehouses.

The second was the high number of civilian structures around the warehouses, which made our job harder because the contract wanted us to maintain a low profile and Captain Derer wanted to keep civilian casualties to a minimum. If only someone had told those security idiots... Didn't anyone ever drill fire discipline into their heads?

Still, the warehouses were destroyed, and I did get a glimpse of the contents before we destroyed them. There was a lot of materiel in those buildings, enough to keep a couple of 'Mech battalions supplied for three or four months. Attached to this report are stills from my gun cameras showing the contents. Hopefully, someone can get serial numbers off some of those crates and start tracing them.

As for Derer, he is showing no evidence that he is planning to take up Waco's offer. It appears that he does not trust the colonel any more than we do. I fear this approach to get inside Waco's plans is a dead end, and I don't think my staying with the Cannons will bear any more fruit.

NEXT TRACK

Vacationing in the Wasteland; The Skye is Falling!; Payback

..... THE CAMPAIGN: 3067

ANOTHER DAY, ANOTHER C-BILL

SITUATION

HARLECH, OUTREACH

CHAOS MARCH

15 OCTOBER 3067

15/10/67: *It seems mad old Wayne Waco is finally having his revenge. How fortunate our retainer with Interstellar Expeditions doesn't prevent us from taking on side contracts. After the stint on Carver V (I don't care what those jumped-up peasants renamed their world) I was looking forward to the chance for some action and glory. Not that I'm stupid enough to join the would-be revolutionaries. If they haven't crushed the Dragoons by now they won't do it at all, and if you don't kill the Dragoons outright—well, Takashi made that mistake and regretted it.*

I did so enjoy the panic and terror in that Blackwell rep's voice, though. It made getting a good contract a simple affair. So I'll take Katerina and go save their wayward vice president. Keeping Hilary and Jack back will let us do that and still collect a paycheck for guarding IE's assets.

—Pierre Grandin

GAME SETUP

Set up Urban terrain (see p. 263, TW). Any aerospace units are restricted to a starting Velocity of 4 or lower.

Attacker

The Attacker's total force consists of elements of the Fifty-first Dark Panzer Jaegers mercenary command and should equal 125% of the Defender's deployed force, not including the Blackwell contingent. The Jaegers are out to capture the VIP first or kill him if necessary. Use any Mercenary RAT; the rampaging mercenaries have Regular skills.

Place the Attacker's units in the first quarter of the playing area opposite the Defender's starting edge.

Defender (Player)

The player's deployed force may not exceed 25% of its total force composition.

Place the VP in one of the following unit groups. This force is considered the Blackwell contingent and has Veteran skills. This force does not count towards the Defender's deployed force:

- Heavy Hover APC, escorted by two Badger A vehicles.
- KR-61 Long Range Shuttle, escorted by two TR-7 Thrushes

WARCHEST

Track Cost: 325**Options****+50 Rainfall:** Use the rules for *Moderate Rainfall* (see p. 59, TO).**+50 High Winds:** Use *Light Gale* rules (see p. 59, TO).

+150 Hasty Departure: To represent the suddenness of this contract, reduce ammo loads for all ballistic and missile systems (including personal weapons) by 75%, to a minimum of one round.

Their poorly planned invasion of the Terran system wiped out Beta Regiment, Zeta Battalion, and a battalion of Home Guard, along with the Disinherited and Lindon's Battalion. The Blakists retaliated, dispatching WarShips and dozens of DropShips. The fleet arrived in the Outreach system on 20 December. After destroying the defending Dragoon WarShips and orbital stations, the Blakists moved on the world itself.

Dragoon General Maeve Wolf responded with alacrity. She arrived in-system as the Blakists dropped their troops. The *Alexander*, her *Aegis*-class flagship, entered the fray and succeeded in destroying a number of inbound Word DropShips and landing two battalions of Alpha Regiment. However, the combined firepower of the Blakist fleet forced the *Alexander* into retreat. Badly damaged, it lurked at the system's edge for some time, unable to aid in the fight for the Dragoons' homeworld.

Elements from the First and Fourth Divisions prosecuted the Word's invasion with brutal ruthlessness. As they fought troops who had suffered mightily in the earlier battles, it appeared the world might fall. Alpha Regiment's arrival reinvigorated the defenders. The tide was turning toward the Dragoons when their supposed allies, the Broadsword Legion, revealed their true colors. Their betrayal of the Wolf Spider Battalion nearly wiped the unit out completely.

On 28 December, Precentor Shin-Ichi Yoshizumi decided as the battle swung against the invaders to execute his optional orders. The Word bombarded the planet with a cataclysmic barrage. The Blakist WarShips laid waste to the two small continents of Romulus and Remus. The defenders broke completely under the indefensible assault. Seeing the carnage being wrought, the *Alexander's* captain made a sacrificial charge in order to allow the few surviving Dragoons to escape. As the Dragoons fled their dying world and headed for Arc-Royal, the Blakists consolidated their control over the few remaining survivors.

Despite the iron fist gripping the system, rumors of small resistance cells on Outreach eventually reached Arc-Royal. Prompted by the Dragoons, Clan Wolf-in-Exile sent a relief task force, which arrived on 20 March 3068. While the Exiled Wolves could not eradicate the defending blockade, they were able to slip some forces to the surface to evacuate two companies of troops and a number of civilians.

Elson Novacat, who had once led rebellious elements in the Dragoon Civil War during the 3050s, spearheaded a guerrilla campaign against the Blakists and led the team that liberated former Zeta Battalion commander Tara Lucas, one of the few survivors of the failed Mars expedition.

THE CAMPAIGN: 3067.....

When Novacat was killed in March 3070, Lucas assumed control of the resistance. A month later, the resurrected Black Widow Company under Stacy Church crash-landed in the ruins of Harlech City. She linked up with the resistance and provided much-needed supplies and manpower.

As the Jihad progressed, the Blakists reassigned their forces to other worlds in the growing Protectorate. They placed newly-hired Wannamaker's Widowmakers in charge of Outreach. From the start, the Widowmakers contended with the ruthless resistance fighters, who attacked at random places and times. The resistance traversed the Argosyan Sea and hit Widowmakers on both continents, including an assault on a detention center to free more prisoners.

December of 3071 saw the ceaseless operations take their toll on both sides. Tara Lucas was critically wounded in battle, and Stacy Church assumed command of the resistance. They soon freed more Dragoon civilians and captured a *Union*-class DropShip. January 3072 saw a daring escape by Church and several Dragoons, leaving Outreach just as the Word's Opacus Venatori arrived to hunt them down. As the Black Widows led the elite Manei Domini on a chase throughout the Protectorate, Outreach was left with a piddling few resistance fighters under a recovering (but unstable) Tara Lucas. Leading a cell known as the Four Horsemen, she took the lead in terrorizing the occupying forces.

The unrelenting insurgency led by the believed-dead Lucas demoralized Wannamaker's Widowmakers, especially since the mercenary command's employers had largely abandoned them. Outreach became a war of attrition, both in terms of morale and materiel. While not a key world in the Protectorate, it held symbolic significance as the Protectorate began to fall to the Allied Coalition's Operation SCOUR.

Alys Rousset-Marik arrived on Outreach at the head of a Coalition task force in November 3077. Their uncontested landing faced pitiful resistance by the Widowmakers. Marik's forces overwhelmed and captured most of the mercenaries inside two weeks. The Widowmakers were disbanded as a mercenary force, and its few remaining members were remanded to planetary authorities after the fall of Terra.

No longer suitable for habitation due to the hard ionizing radiation from the nuclear strikes, the world has undergone little surface reconstruction. Domed cities have since been constructed, fostering underground communities. The world still relies heavily on Republic subsidies for its rebuilding efforts.

The Dragoons, however, will not return.

—The Wolf and the Blade; *Arc-Royal Publications*, 3099

OBJECTIVES

Safety first! Get Mr. Guillome to safety by exiting the opposite map edge. [175]

No quarter. Destroy all of the Attacker's forces so they cannot link up with Waco's Rangers. [400]

Watch the paint! At least two units of the Blackwell contingent must survive the track. [100]

SPECIAL RULES

The following rules are in effect for this track.

Aerospace Restrictions

Dragoons Air Code #532-A restricts all air traffic over Harlech to Velocity 6 or less, to avoid the possible collateral damage such passage can do to the surrounding buildings. GM Blackwell has an image to protect and even in the heat of battle will obey the Air Code for the sake of civilians. Deduct 50 WP at the end of the track for each turn any Defending unit exceeds Velocity 6.

Capture

Guillome is considered captured if an enemy unit is in the same hex as the VP's vehicle and remains for one full turn.

Committed

None of the attacking forces will withdraw from the field but will continue their attempt to capture or kill Guillome. The Blackwell contingent likewise will not withdraw until the turn after Guillome exits the board.

AFTERMATH

Pierre Grandin and his 'Mech lance intercepted a small combat group from the Fifty-first Dark Panzer Jaegers at an intersection near the Harlech Mercantile Building. The Crusaders' commando platoon provided him with full and accurate reports of the progress of their rival mercenaries, making it possible to set up an ambush. This allowed Baron Grandin to even the odds by having Leutnant Kreuzer blow down several buildings on top of the leading Panzer Jaeger elements. The Crusaders followed up with a merciless attack as the Jaegers clawed their way out of the rubble, scoring three 'Mech kills before they were driven off.

While the ambush was going on Kreuzer had a squad escort Blackwell Industries Vice President Dameon Guillome out of the building to a commandeered civilian sedan. An accompanying commando was able to drive the executive back to the secure corporate headquarters without incident. Leutnant Kreuzer then took the wheels of Guillome's Avanti hoverlimo to distract the regrouping mercenaries, leading the pursuing Jaegers into a series of further traps coordinated with Grandin. The renegades withdrew after an hour of fruitless pursuit to reinforce their command's efforts elsewhere.

The Crusaders spent the rest of the day safeguarding IE property in the outskirts of Harlech, and extorting surrounding businesses for protection from the rampaging TempTown

..... THE CAMPAIGN: 3067

commands. They survived Condition Feral by immediately surrendering to the frenzied Beta Regiment. Baron Grandin did not forget that heavy-handed treatment from the Dragoons, or that the MRBC had refused to sanction them for attacking neutral commands.

—The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

Payback; The Skye is Falling!; Running from the Devil; Unwelcome Guests

FUBAR!

SITUATION

RURAL ROUTE 92, FOX PROVINCE
NEW AVALON, FEDERATED SUNS
5 DECEMBER 3067

This should be a nice milk run. Apparently, one of the guys at IE holds a large interest in the Micron facilities whose green security forces they want us to train. And I thought we were inexperienced. We're positively Solaris champions compared to these guys. I just hope Junior stops talking about how one of the Micron MechWarriors couldn't even get his 'Mech out of the DropShip without falling over. Not only does it do nothing to help establish a professional relationship, it's likely to lead to a fistfight.

Anyway, if all goes well, we should be able to get home in time for Christmas. I know, it's a lot to promise, but I—what the—?

Junior! Who in the hell is shooting at us? The who? Get on the comm and tell them who we are, dammit!

—Truncated HPG recording from Captain Roger Cumberland to Sara Goddard

GAME SETUP

Use a mix of Hills and Forest terrain (see p. 263, TW).

Attacker

The Attacker consists of air and ground elements of the Second NAIS Cadre in the middle of deploying to a preset rally point. Their total force is no more than 75% of the Defender's deployed force. At least one junior commander should be present (Gunnery 3, Piloting 3).

Roll for the Attacker's equipment on any Federated Suns RAT.

The Attacker enters from the map edge opposite the Defender.

Defender (Player)

The Defender consists of elements of the player's mercenary force and the Micron security cadre they are currently training, consisting of no more than 25% of the player's total force and accompanied by twice that number of Micron security cadre personnel. The security forces have a Green skill level; roll for appropriate equipment on a Federated Suns RAT.

NEW AVALON

INVADED DECEMBER 3067
LIBERATED SEPTEMBER 3074



COMBATANTS

Federated Suns

First Davion Guards, Third Davion Guards, Fifth Donegal Guards, Davion Light Guards, Davion Heavy Guards, Davion Assault Guards, Second NAIS Cadre, Third NAIS Cadre, Fifth FedCom RCT, Tenth Lyran Guards,

Mercenary forces New Avalon Cavaliers, Twelfth Vegan Rangers Beta Regiment

Word of Blake

Thirty-first Division, Thirty-sixth Division, Forty-fourth Shadow Division

Mercenary forces Bronson's Horde

NEW AVALON MINI-CAMPAIGN

To accomplish a mini-campaign for New Avalon, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +1,500 WP at the end of the mini-campaign.

Missions (any order): Beachhead, Assault, Pushback, Probe, Supply, Strike

Chaos Tracks: *FUBAR!; Unwelcome Guests; Peaks of Blood; Grave Recovery; Davion Falling*

While the 15 October 3067 attack by Word of Blake-employed mercenaries on Outreach was the actual opening of the Blakist Jihad, the attacks on Tharkad and New Avalon followed quickly on the heels of the Second Star League's dissolution. On 5 December a fleet of Blakist WarShips jumped in from an outlying region of the New Avalon system. They had been lurking undetected and awaiting the order to announce themselves as defenders of the Federated Suns capital. After the fall of the Second Star League, their orders changed to show the Davions the error of their ways. When the AFFS forces on New Avalon detected the Blakist WarShips (the *Essex-class Divine Forgiveness*, the *Riga-class Red Angel*, and the *Aegis-class Herald of Justice*) the response was more than the meek reply given at Tharkad.

The *Fox-class* WarShips *Bryceland* and *Antrim* attempted to stop the Blakist WarShips' advance. It proved an impossible task. As the Federated Suns WarShips fell under the powerful guns of the invaders, they attacked the *Herald of Justice* and crippled it with a suicide collision. While the sudden arrival of hostile WarShips galvanized

the defenders, so too were the Blakists motivated by the savage defense of the New Avalon forces. Instead of firing mere “warning shots” to convince the Davions to rethink their audacity, the Word initiated the First Battle of New Avalon. As Blakist ground forces arrived in Avalon City, their WarShips pummeled the planetary surface.

While the defending forces fared well against the Word’s Thirty-first Division, orbital bombardment destroyed the Second NAIS Cadre and the New Avalon Cavaliers mercenary regiment. This left the Thirty-first facing the First Davion Guards RCT and the remnants of the Fifth Donegal Guards and Tenth Lyrans Guards (who had remained on-world since the end of the FedCom Civil War). As the initial fighting progressed into weeks of combat, the two Lyrans units were ground down to nothing.

Despite the surprise attack, Blakist ground forces could not overcome the battle-hardened, civil-war veterans defending Avalon City. By the end of December, the Thirty-first Division was forced off-world. Though the *Herald of Justice* was scuttled in orbit, *Divine Forgiveness* and *Red Angel* gave the Word of Blake space superiority, leaving the First Battle of New Avalon a stalemate. While the AFFS had won the first ground war, the Fifth Donegal was completely destroyed and the few survivors of the Tenth Lyrans, Second NAIS, and New Avalon Cavaliers formed an ad hoc force to augment the First Davion Guards. They called in reinforcements, and the Third Davion Guards, Davion Light Guards, Davion Heavy Guards, Davion Assault Guards, and Beta Regiment of the Twelfth Vegan Rangers were rerouted to relieve the ground forces. They would not arrive before Blakist reinforcements.

Using superjumped JumpShips, the Word’s Thirty-sixth Division made planetfall in the second week of February 3068. The Thirty-first Division returned to the surface to bolster their attack. Because of the AFFS’s tenacious and successful defense in the First Battle, the Blakists augmented their opening thrust of the Second Battle with nuclear weapons to accomplish what their superior numbers could not. In addition to laying waste to most of Avalon City, the precise application of tactical warheads shattered the First Davion Guards. As control of New Avalon teetered on the brink, five regiments of Davion reinforcements arrived in-system. Landing operations were disastrous for the Light Guards, as the two blockading Blakist WarShips caught and destroyed their DropShips in space by. The Word’s Pocket WarShips did much the same to Third Davion Guards, taking out half their force during the atmospheric insertion. The five commands had all arrived at different points in the system and approached New Avalon by different vectors, preventing the blockade from stopping them all.

Additionally, add one of the following vehicle groups. These forces do not count towards the Defender’s deployed force total.

- One Maxim Hovercraft and two tracked APCs.
- One Yellow Jacket gunship and two Karnov UR transports.

The Defender enters from a map edge of the player’s choosing.

WARCHEST

Track Cost: 275

Options

+100 Fog: Use rules for *Light Fog* (see p. 57, TO).

+100 High Winds: Use *Light Gale* rules (see p. 59, TO).

+150 Buzz Bombs: A pair of AFFS conventional fighters or VTOLs enters 1D6 turns from the start of the track. Pilots of these craft are Veterans and automatically attack the Defender’s force. The fighters are any two conventional fighter designs or two VTOLs on any FedSuns RAT.

OBJECTIVES

Defend yourselves and your charges. Less than 50% of the Defender’s total force is Crippled or Destroyed. Units that leave the battlefield are not considered destroyed if they exit the Attacker’s home edge after Turn 8, nor are those withdrawing under the *Forced Withdrawal* rules. [100]

“Try not to kill the Davions; they’re only following orders.”

Destroy no more than 25% of the Attacker’s force. [75]

Protect your cargo haulers from destruction. Lose no more than one transport vehicle. [75]

Training, training, training. Each unit of the security cadre must conduct at least three successful attacks (defined as a successful To-hit roll). [50]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

All forces in this track follow the *Forced Withdrawal* rules (see p. 13).

Time Limit

Beginning with the End Phase of Turn 12, the Attacker rolls 2D6. On a result of 9 or greater, communications with the Attacker’s commanding officer are re-established. Once communications are re-established, the track ends.

AFTERMATH

Boy was Dad pissed! I thought I’d heard him yell at the techs when they were slow reloading his *Viking*. That was nothing! The way he tore into those pompous asses on the NAIS Review Board? Wow. I think I saw something of the man the rest of the Missiliers talk about, when Dad used to drink. Who would have thought those cadet-wranglers would be so apologetic? And accommodating! Not only did they reimburse us for all the ammo and armor we lost, they also handed over

.....THE CAMPAIGN: 3067



a freshly-painted *Stuka* to replace Tailspin's old *Eagle*, which is now resting in a smoking crater about three clicks east of the Micron complex.

I gotta say, at least the Micron boys were able to keep their feet. I still say they'd be better off in tanks. I can't see why they consider that a damn insult. I mean, I drive a tank. I should be the insulted one, the way they reacted to the suggestion. At least it's tougher to capsize a tank driving off the DropShip ramp than it is to trip and fall driving a 'Mech, based on their earlier performance.

I guess we should all be lucky none of the Missiliers were killed. That's more than we can say for the Micron boys. Not that New Avalon's looking like a good place to hang around, with all the enemy DropShips coming down on the capital.

—Journal entry for Lt. Roger Goddard, 6 December 3067

NEXT TRACK

Unwelcome Guests; Vacationing In the Wasteland; The Skye is Falling; Running from the Devil

With the Vegan Rangers and the Third, Heavy, and Assault Guards relieving the battered survivors of the First Guards, the Second Battle of New Avalon turned once more in the favor of the defenders. Savage combat over the next year completely ruined Avalon City. Supply raids by Blakists in outlying cities caused additional collateral damage. The on-world HPG network was demolished, and massive infrastructure damage prevailed across much of the Albion continent. While no formal accounting for civilian casualties exists during this time, the death toll was estimated in the millions. The defenders slowly rallied for victory after victory. Blakist ground forces were put to flight and retreated off-world in March 3069. The Thirty-first and Thirty-sixth Divisions had levied significant casualties against the defenders: none of the five surviving combat units could claim even fifty percent of their pre-war strength. The Second Battle of New Avalon ended much as the First Battle did—a stalemate that saw the defenders controlling the planet but the Blakists maintaining orbital superiority. The addition of a third WarShip in November strengthened this blockade.

The next three years were something of a respite for the beleaguered defenders. Aside from raids and periodic bombardments, the AFFS held complete control of the surface.

November 3072 saw the Blakists resupplied with further aerospace forces and additional armaments for their WarShips. The arrival of the Fifth FedCom RCT sparked some hope for the besieged. The Fifth spent their nuclear arsenal on 8 December destroying the *Red Angel* and a Pocket WarShip as they made for planetfall. This turn of events presaged a renewed focus on the system, and the Blakists sent new ground forces. Furthermore, the Forty-fourth Shadow Division arrived on 20 December with the mercenary Bronson's Horde in tow. The Third Battle of New Avalon began soon after.

In January 3073 the defenders deployed the newly-developed *Legionnaire* BattleMech for the first time. Its battlefield debut was of little avail against the fresh invaders. The Word scored a major victory in their assault on the Fox's Den, the AFFS's mountain fortress, killing Marshal of the Armies Jackson Davion on 4 February and gaining control of the command center. During the attack the Forty-fourth's commander, Precentor Avitue,

was gravely wounded and evacuated from New Avalon. The death of the Federated Suns' beloved marshal broke AFFS morale and gave a clear victory to the Blakists in the Third Battle—who now controlled both the planet and the space around it.

For the next year and a half, the surviving defenders of the Third Battle held out as best they could and mounted a workable insurgency against the occupiers. With supplies dwindling due to a multi-system embargo by AFFS naval forces, the ability of the Blakists to hold out against the on-world raiders was deemed infeasible. Precentor Martial Cameron St. Jamais ordered all Blakist forces currently commanded by Precentor David Zucker to quit the world. The sudden withdrawal caught the AFFS defenders by surprise. Their renewed attacks were of little consequence as the occupiers began withdrawing of their own volition.

Whether as a demonstration of her contempt for the Federated Suns or as a means of petty revenge for wounds suffered in the Third Battle, Precentor Avitue had a number of nuclear warheads placed within Mount Davion. On 27 September 3074, the Word triggered the bombs and enacted a number of other scorched-earth attacks before making orbit. The collapse of Mount Davion's peak accompanied the fire-bombing of Davion Palace, the few remaining NAIS installations, and the nearby Acheron BattleMechs factory. The precentor's forces took insignificant losses in the retreat but left behind a vast swathe of burning devastation where Avalon City once stood. It was the ultimate Pyrrhic victory for the battered defenders.

Yvonne Steiner-Davion and Tancred Sandoval set foot on the surface of New Avalon once again on 10 January 3075. After a solemn tour of the ruins of the nation's capital, Yvonne rallied the morale of the survivors with a rousing speech. She announced a rebuilding program for Avalon City, though near the ruins instead of upon them. The rededication of the rebuilt Davion Palace and Avalon City took place on 12 October 3079. The assassination of MIIO Chief Cole Williams during the Camelot Summit was the last Blakist operation on New Avalon. An exhaustive investigation by MIIO discovered a small network of Word sleeper agents that was quickly dealt with, removing the Princess Regent and her consort from harm's way.

—Under Siege of Darkness; *Robinson March* Syndicated Press, 3084

UNWELCOME GUESTS

SITUATION

MCCAREL FARM, AVALON COUNTY
NEW AVALON, FEDERATED SUNS
11 DECEMBER 3067

11/12/67: *This isn't how I imagined my grand return to New Avalon.*

The Word had this prepared as a present to celebrate their entry into the Star League. IE assured me there was no chance of combat. Our mission was just to get our contact to the fleet. I think she was just as shocked as we were when Kernoff sent his ultimatum.

I can't say I'm outraged that they're bombarding the capital of my "homeland." House Davion broke its contract with my family decades ago. Let the NAIS burn. The fool Hanse created it as a pit to spawn social usurpers.

They're offering us hard cash to help out their Thirty-first Division down on the planet. Well, if the Davions wanted loyalty they really shouldn't have betrayed us on Hortense. And the Word is a lot stronger than everyone thought...

—Pierre Grandin

GAME SETUP

Use Prairie terrain (see p. 11).

Attacker

The Attacker consists of elements of the Tenth Lyran Guards. They are Veterans and use any FedSuns and Lyran RAT. The Attacker enters from any one edge of the battlefield.

Defender

The Defender consists of elements of the Word of Blake's Thirty-first Division and is 125% of the Attacker's force. They have Veteran skills and use any Word of Blake RAT. The Defender's units are placed between one and five hexes along the map edge perpendicular to the Attacker's entry edge.

There are three Prairie Schooner Land Trains (see p. 8, *TRVA*) under the Defender's control. All three land trains begin along the Defender's entry edge.

WARCHEST

Track Cost: 400

Options

+200 Forced Withdrawal: All units follow rules for *Forced Withdrawal* (see p. 13)

+100 Mating Season: McCarel's crops have attracted sour-bugs, and leaking 'Mech coolant has sent them into a mating frenzy. Use the rules for *Bug Storm* (see p. 40, *TO*)

OBJECTIVES

No quarter. Destroy all of the opposition. [300]

Get the goods. The Blakists will try to exit the Schooners to the north edge while the Tenth will try to destroy or cripple the Land Schooners. [200]

..... THE CAMPAIGN: 3067

SPECIAL RULES

The following rules are in effect for this track:

Crops

The Defender selects one map; the chosen map will have modified hexes. All Clear hexes that do not have another terrain feature on the chosen map are considered *Planted Fields* (see p. 38, TO).

Supply Vehicles

The Thirty-first has three Prairie Schooner Land Trains, each with two modules loaded with supplies. The Schooners attempt to escape or surrender and do not fight. They have Green Piloting skills. Vehicles will surrender when an opponent's unit (except unarmored infantry) occupies the hex immediately in front of the vehicle and declares a weapon attack during the Fire Declaration Phase.

Support Troops (Player)

The player can add up to 25% of their total force to either side. If this optional rule is used, add an equal number of force to the opposite side. The added forces follow all setup rules.

AFTERMATH

The initial landing of the Thirty-first Division on New Avalon was a fiasco and would have turned out much worse if not for the intervention of Grandin's Crusaders. The Blakists had intended to pin the Tenth Lyran Guards in place with a thin screening force while the bulk of the division occupied Avalon City. The elite unit was not fooled and punched through the Blakist screen, sending a company of combat hardened MechWarriors straight toward the unit's supply train. Blakist commanders bypassed the IE representative to offer an on-the-spot contract to the mercenaries, who were thrown right into the path of the raiders.

Grandin and his officers had just enough time to deploy their infantry in the ripe grain fields of the McCarrel Farms before the Tenth passed through. Mad Jack Cunningham demonstrated his utility, leading his squads to take down the two leading Guards 'Mechs while they were distracted by supporting fire from the unit's vehicles. This sudden infantry ambush, carried out with particular ferocity by the veterans of the unit, stopped the momentum of the marauding company. The arrival of reinforcements from the Thirty-first Division allowed Grandin to wipe out the detached force, leaving the Crusaders unidentified by the AFFS.

In spite of the victory the Thirty-first was stopped short of taking Avalon City and retreated off-world within a few days. The Crusaders themselves withdrew right after the battle, their mission for Interstellar Expeditions accomplished and the Blakist C-Bills in hand.

—The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

Vacationing In the Wasteland; Peaks of Blood

THARKAD



INVADDED DECEMBER 3067
LIBERATED JANUARY 3072

COMBATANTS

Allied Commands

Kell Hounds First Regiment, Thirteenth Wolf Guard Cluster

Lyran Alliance

First Royal Guards, Second Royal Guards, Third Royal Guards, Twenty-fourth Lyran Guards, Third Lyran Guards, Eleventh Arcturan Guards RCT, Twentieth Arcturan Guards RCT

Word of Blake

Thirty-seventh Division, Fortieth Shadow Division

Mercenary forces Lowbräu

THARKAD MINI-CAMPAIGN

To accomplish a mini-campaign for Tharkad, the following missions and tracks should be completed. If at least one objective is achieved in each track and mission, the player receives +1,500 WP at the end of the mini-campaign.

Missions (any order): *Assault, Probe, Pushback, Recon, Strike*

Chaos Tracks: *Reasserting Authority; Homecoming; Will of Steel; Grave Justice*

Tharkad is where the Jihad very publically began. When the Word-subverted LCS *Invincible* fired its shots of anger, it sent the Inner Sphere into a fourteen-year conflict that would reshape civilization as much as the collapse of the first Star League. Bertram Habeas's seminal work, *December Guns*, details the first month of the Jihad far better than any summary this tome can provide and is recommended to those wishing to understand what led up to those first critical weeks of the Jihad. His accounts of the initial bombardment and occupation of Tharkad and the swift organization of Tharkadian resistance provide a deep insight into the will and heart of the Lyran nation.

The next four years would see a grinding guerilla war envelop the Lyran capital world. The Word's control of the planet's surviving production and a constant flow of replacement troops allowed them to retain their hold on the world. However, Archon Peter Steiner-Davion and many pockets of resistance waged a remarkable defense, considering they lacked the luxury of a military support structure.

THE CAMPAIGN: 3067.....

One of the keys to the Words stranglehold was the *Invincible*. Later discovered to be a supposed “gift” to the Lyran people, it became the hammer for the Word’s conquest. Even as the *Blake’s Sword*, *Blake’s Deliverance*, and *Stalwart Defender* withdrew in 3068, the Blakist naval blockade remained brutally effective. The attempted relief and counterstrike assault, mounted from Coventry in 3069, was unable to get near enough to Tharkad to effectively deliver any of its supplies.

The *Invincible* was equally effective against any gathering resistance forces. Given a target, the battlecruiser’s naval lasers and PPCs could quickly reduce any target to smoldering ruin, as evidenced by the swift destruction of the *Luftenberg* carrier thought to be carrying the Archon, and the eventual destruction of the Mako valley.

The Lyran resistance was not inactive. With support from the populace and a deep understanding of their world, the scattered opposition continually harried the Word. Their effectiveness far outstripped their apparent numbers. One such example is the deadly ambush that wiped out Precentor McKinnsey’s Level II, which sent the Word into turmoil until Precentor Kishimoto could take command. Still, despite its effectiveness, the resistance had no real chance of forcing the Word occupiers from Tharkad.

Not until January of 3072 was General—and acting Archon—Adam Steiner able to mount a full-scale assault to free Tharkad. Through diplomacy and no small amount of luck, Steiner gathered the Third Lyran Guard, the Twentieth Arcturians, and the Kell Hounds—supported by the Wolf’s Dragoons, the Grave Walkers, and the Exiled Wolves’ Thirteenth Wolf Guards Cluster. A token Jade Falcon Nova was added at the last minute due to a clandestine ceasefire agreement between Steiner and Khan Marthe Pryde. Their inclusion in the task force gave the Falcons their first true look at the Word of Blake’s threat.

The first task facing General Steiner was to break the Word of Blake naval blockade. Backing up his considerable DropShip and aerospace force, Steiner had the sister ships *Fygilia* and *Yggdrasil* and the *Fox-class Ian McQuiston*. Asking his crews to fire on the former symbol of Lyran pride would be difficult, even with it in Word of Blake hands.

The twin *Mjolnir* WarShips bore down on the *Invincible* to shield the Lyrans’ true attack. Mixed among the swarms of fighters, more than a score of assault shuttles delivered a cargo of two hundred marines to the *Invincible*. As the naval battle raged, the marines fought a deck-by-deck action against the fanatical Blakist defenders. Though they would lose nearly three-quarters of their number, the marines would ultimately carry the day, and the *Invincible* would once more fly the Lyran flag.

PAYBACK

SITUATION

ZENITH POINT

STYK, CAPELLAN CONFEDERATION

18 DECEMBER 3067

(Excerpt from Wolfnet report 30680127/1548-Gamma, filed by agent Ramrod)

Just came back from the briefing with Earthwerks’ people. Johnston is not happy with us taking the contract, but we have been sitting on our asses for the last two months, guarding a couple of warehouses filled with stuff that only historians and archeologists would love to have. Captain Derer invoked the training clause in our contract, and Johnston acceded, though in bad grace.

The job for Earthwerks is simple: they want us to target the Tao Mechworks’ research and development center on Styk’s Fire Island. Tao destroyed Earthwerks’ fusion engine assembly line back in March. The main target building is IDed as TM-834X-C; opposition is expected to be Tao security forces, with possible backup from Syn’s Hussars, the Confed’s garrison unit.

I do not know when or if you get this. I hope I can come back soon.

GAME SETUP

Use a mix of Light or Heavy Urban and Coastal terrain (see p. 263, *TW*). Randomly place a heavy Level 2 (75 CF) building (the objective) on one map. The building has one hard point for defense; the Defender may choose one Ballistic weapon to mount in the hard point with 2 tons of ammunition. The hard point is located two hexes away from the objective building and at least two hexes away from any other building hex.

Randomly place/select two Level 2 buildings (any CF) within one hex of the objective building and a communications tower array (light Level 4 building, 15 CF) within 10 hexes of the objective building.

Attacker (Player)

The Attacker is 50% of the player’s total force and enters from any map edge. That edge becomes the Attacker’s home edge.

Defender

The defending force is made up of units from Tao Mechworks security and Syn’s Hussars, a Capellan unit currently serving as Styk’s garrison. The Defender’s total force should equal the Attacker’s deployed force, with 75% Tao and 25% Hussars.

Tao security forces are determined using a mix of FedSuns and Capellan RATs. The Hussars are determined from any Capellan RAT. The Defender’s force is of Regular skill level.

The Defender places all the Tao units within five hexes of the objective building. The Hussar units are placed within three hexes of a map edge perpendicular to the Attacker’s home edge.

..... THE CAMPAIGN: 3067

WARCHEST

Track Cost: 500**Options****+250 Dusk Firefight:** Use the rules for *Dusk* (see p. 58, TO).**+250 Rainfall:** Use the rules for *Moderate Rainfall* (see p. 59, TO).**+300 Overwhelming Force:** Add an additional 25% of Capellan troops (Regular skill) to the Defender's deployed force.

OBJECTIVES

Destroy the R&D building. Destroy the R&D building by round 10 (minus the number of deployed units to a minimum of Turn 4). [300]**Spare the Hussars.** Do not cripple or destroy any Hussar forces present. [500]**Cut them off!** Destroy the communications array before the R&D building. [100]

SPECIAL RULES

The following rules are in effect for this track:

Forced WithdrawalSyn's Hussars operate under the *Forced Withdrawal* rules (see p. 13).

AFTERMATH

Journal Entry #140

Good news, mission completed. Bad news, the repair bill's going to be a bitch.

We landed a cargo DropShip near Tao Mechworks and left half the Cannons to secure our ride; the rest headed for Fire Island. As we got close to the target, we ran into Tao security. We pushed them back, but just as we reached the building, we picked up a Syn's Hussars patrol coming in from the east. While Earthwerks didn't care how much damage we did to the Tao boys, they didn't want us wrecking CCAF units.

While we're demolishing the building and keeping the Capies off us, Amanda took out a communications array tower near the building to hamper their communications. After we flattened the building, we hightailed it for the DropShip, with both the Tao and Hussars right behind us. But halfway to the DropShip, they stopped chasing and pulled back for no apparent reason.

By the time we reached the DropShip, all hell was breaking loose. We could see smoke rising near the city's center, and Sanderson said the radio was full of police officers calling for riot control. We didn't hang around, but loaded up and got the hell out of there.

We were out of Styk's atmosphere before we found out what was going on. A full-blown riot was happening below us. I don't know if it had anything to do with our raid. I hope not.

—Gannon Derer

NEXT TRACK

Running From the Devil, Vacationing In the Wasteland

While the *Fygilia* and *Yggdrasil* brought the *Invincible* to bay, the majority of the assault force made for an approach to the opposite side of Tharkad. Although the *Ian McQuiston* escorted the assault force, Word of Blake Pocket WarShips swept in on the formation. These converted *Union*, *Leopard*, and *Mule* DropShips were no match for the conventional firepower of the *McQuiston*. While the *Fox* was able to quickly dispatch the Word ships, the swarm of incoming nuclear-tipped missiles proved too much for its defenses. Only ancient assault practices kept the Lyran assault from losing its leadership: General Steiner had remained on his *Overlord* DropShip when the Word missiles destroyed the *McQuiston*.

With space under control, Steiner began the operation to free Tharkad. Having trained extensively for this mission, the Third Lyran Guards led the attack with an orbital drop into the outskirts of Tharkad City. Rather than create a large landing zone—easily subjected to orbital or artillery strikes—the intention was to disrupt the Word of Blake and keep them focused on the Third. This allowed the remainder of the Lyran forces to land in the ensuing chaos. Along with Clan Jade Falcon Star Commander Tara Helmer's Nova, the Third admirably conducted their mission, selling themselves dearly against the Word defenders.

The initial campaign saw a rocky start when the Twentieth Arcturans, "Peter's Pride," took it upon themselves to extend their assigned operational area in order to investigate reports of Peter Steiner-Davion's location. Despite the Twentieth's devotion to their Archon, their insubordination kept them out of the main conflict. It took threats of court-martial to bring them back into the fight—and then only after they had escorted Peter Steiner-Davion to the safety of the allied staging grounds.

Despite the temporary loss of the Arcturans, the assault on the Word of Blake's Thirty-seventh Division moved forward with brutal efficiency. The Third Lyran were tasked with finding the Word and driving them into the waiting guns of the Wolf Guards—a simple plan with effective results. As the Word's hold on Tharkad quickly deteriorated, the Kell Hounds and Wolf's Dragoons constantly hampered the Blakists' attempts to consolidate and retreat. The Thirty-seventh's defeat led to an all-out rout that saw fewer than two Level IIIs retreat off Tharkad at the end of January 3072.

When General Adam Steiner called on all the survivors to gather at the shattered capital, only a combined-arms battalion of various line troops, corporate soldiers, mercenaries, and homegrown resistance fighters answered the call. After five long years and an estimated ten million dead, a devastated Tharkad and Archon Peter Steiner-Davion were finally free.

—Iron Fist, Steel Spine; *Donegal Press United*, 3097

LUTHIEN

INVADED DECEMBER 3067
LIBERATED DECEMBER 3074



COMBATANTS

Clan Ghost Bear

Alpha Galaxy, Omega Galaxy, Rho Galaxy

Clan Nova Cat

Xi Galaxy

Draconis Combine

First Genyosha, Second Sword of Light, Otomo, Izanagi Warriors, Sorenson's Sabres

Kokuryu-kai

Second Sword of Light, Sixth Benjamin Regulars, Fortieth Benjamin Regulars

Mercenary forces Sathen's Snipers (later hired by the Word of Blake)

Word of Blake

Ninth Division, Thirty-second Division, Forty-second Shadow Division

Mercenary forces Sathen's Snipers

LUTHIEN MINI-CAMPAIGN

To accomplish a mini-campaign for Luthien, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +1,500 WP at the end of the mini-campaign.

Missions (any order): (Forced) Withdrawal, Probe, Pushback, Strike, Pursuit

Chaos Tracks: *Bullet in the Blue Sky; Tunnel Rats; Light Machine; Into the Void*

Luthien did not immediately fall into the Word of Blake's crosshairs in the opening stages of the Jihad. Instead, it was internal elements that first opened fire on the Draconis Combine's capital. The Black Dragon Society (BDS), or *Kokuryu-kai*, had been corrupting portions of the military for years. The reforms that began under *Gunji-no-Kanrei* Theodore Kurita in the 3030s never sat well with certain traditional elements of the DCMS. The Black Dragons' insidious efforts through the years had won to their side numerous commanders, who in turn garnered the favor of their subordinates and effectively turned entire regiments against the Dragon. In the wake of the breakup of the Second Star League, before Coordinator Theodore could return to Luthien, the Black Dragons launched their coup.

3068

VACATIONING IN THE WASTELAND

SITUATION

MIDDLE OF NOWHERE, CONTARD MINING PROPERTY
ACAMAR, FEDERATED SUNS
8 JANUARY 3068

31 December 3067: *After what we've heard about New Avalon, this is hardly where we want to be. Sure, a cushy garrison contract is good work when there's a peace on, but everyone wants to pay back these Blakist bastards. Nobody even seems to know why they're doing this, much less how they have WarShips enough to blockade New Avalon. If we don't get some action soon, I think we'll all go nuts. At least there's booze for the party tonight...*

8 January 3068: *Looks like we've got some pirates inbound. Talk about picking the wrong place at the wrong time. Cooper and McGrady are ready to spring the trap before the raiders land, the rest of us will be waiting for what's left here on the ground. Welcome to Acamar, assholes.*

—Journal entries for Capt. Roger Cumberland

GAME SETUP

Use a mix of Badlands and Hill terrain (see p. 263, TW). Randomly determine each side's home edge; a home edge may not be shared with an opponent.

Attacker

The Attacker is the Lafayette Legion, a new pirate band made up of disgruntled Liao expatriates originally from Liberty. The Attacker's force should equal 100% of the Defender's deployed force. Make all equipment rolls on a mix of Capellan and FedSuns RATs. All attacking forces are of Regular skill level.

The Attacker enters opposite the Defender's home edge; all special equipment (if any) is turned on.

Defender (Player)

The Defender's deployed force is no greater than 75% of the player's total force. The Defender may set up to 25% of their force using the *Hidden Units* rules (see p. 259, TW).

The Defender sets up on one half of the battlefield, with any hidden units placed on that side of the playing area. Select one edge within that half as the home edge.

..... THE CAMPAIGN: 3068

WARCHEST

Track Cost: 400**Options****+100 Blowing Snow:** Use the *Snow Flurries* rules (see p. 60, TO).**+150 Lethargy:** To reflect a period of inactivity, apply a -2 modifier to all Initiative and Piloting rolls.**+150 Harsh Conditions:** All equipment may malfunction because of lax technical crews and brutal weather. For any weapon system that fails a to-hit roll (or has a Margin of Failure) by more than 3, roll 1D6. On a result of 5 or 6, consider that weapon jammed/misaligned and unable to fire for the rest of the track.

OBJECTIVES

They must not pass! Keep more than 50% of the Attackers from exiting the Defender's home edge. [150]**Intelligence is information.** Capture or cripple at least one Attacker unit for interrogation. A unit is considered captured if it is crippled or destroyed but still has a cockpit and/or a pilot at the end of the track. [50]**No remorse.** Keep all enemy forces from exiting their home edge. [250]

SPECIAL RULES

The following rules are in effect for this track:

Forced WithdrawalThe Attacker operates under the *Forced Withdrawal* rules (see p. 13).**Prior Knowledge**

The Defender receives a +3 Initiative bonus for the first two turns to reflect the surprise of the ambush.

AFTERMATH

Talk about a letdown. The pirates came in all full of bluster, but as soon as we took one of them down, the fight went out of them. They had to limp back to orbit after the damage our flyboys had inflicted to their DropShip, but we were content to let them go. After all, we got a few decent 'Mechs to salvage. Looks like the vacation's over and we might get to see some real action, though. IE wants us back to New Avalon. Apparently one of their muckety-mucks wasn't able to get off-world and now thinks it's too hot to stay. We might have wanted to take part in the fighting, but New Avalon seems like a hornet's nest to me. No one wins when one of those gets poked too hard.

Grizzell's not any happier about it than the rest of us. Of course, he's always more worried about the state of our equipment than we are, which is pretty remarkable since it's *our* lives that depend on things working correctly. Just proves I chose well when I hired him. Besides, he can work on the 'Mechs while we're in transit. What really matters is that he gets us back in shape before we get back to New Avalon.

Maybe Acamar's not such a bad place after all. Let's just hope this isn't some sort of cosmic lesson about getting what you wish for.

—Journal entry for Capt. Roger Cumberland, 9 January 3068

NEXT TRACK

Running From the Devil; Peaks of Blood; Golden Goose

The coup came as an utter surprise. The HPG fell first, cutting off Luthien from the rest of the Combine and preventing the loyal forces on-world from reporting the situation or calling for aid. While rumors reached as far as Dieron, no one was certain of the reason for Luthien's communications blackout, including Theodore Kurita. As the Coordinator headed home to calm the ensuing panic and put down the rumored rebellion, the *Kokuryu-kai* launched an attack on Imperial City itself. Traitorous elements in the vaunted Second Sword of Light—once the most fanatical and feared command in the DCMS—and the mercenary Sathen's Snipers overwhelmed the Otomo, the Izanagi Warriors, and other loyalists. The battles showcased the incredible prowess of DCMS samurai, as neither side gave an inch. The few who survived to be captured showed the defenders' determination even with the Coordinator absent. In the end, though, the Black Dragons succeeded in wresting control of the capital. A number of loyal defenders escaped with their lives thanks to the efforts of the First Genyosha, and they would continue to serve the Dragon against the traitors until the world was liberated.

An unintended consequence of the blackout was that no outside information was able to get in. The downed HPG kept the rebels in the dark about the Word of Blake's Jihad. It also prevented them from learning that the Word had forces in the Luthien system. While the Blakists' motivations were ostensibly benevolent to the legitimate government of the Combine, their methods were less than competent.

The Word of Blake fleet moved on Luthien. Precentor Alice Phuong felt a show of support for the Combine, which was seen as a staunch supporter of the Second Star League, would serve to cement the DCMS as an ally of the Word in their unfolding Jihad. Rather than communicating their intentions or announcing support for one side or the other, the fleet carried out an aggressive combat assault. The show of force was intended to bring an end to the fighting and foster some sense of peace and order. Phuong's plan backfired; their belligerent posture instead earned the enmity of both the DCMS and the Black Dragons. While neither of these two viewed the other as even an ally of convenience, both sides recognized the Word of Blake as enemies to be opposed with full force.

Once her mistake was realized, Phuong attempted diplomacy to rectify the situation. An effort to secure a cease-fire with the loyal DCMS led the Blakists to the main Luthien Armor Works facility. Black Dragon agents, using secured codes from a high-level traitor, navigated the secured tunnels underneath the massive complex and set off a trio of nuclear devices. The factory was destroyed in the attack, and the blame was placed on the shoulders of

the Word of Blake. Phuong attempted to prove she had not brought nuclear devices, but the average Combine citizen's xenophobia was too difficult to overcome. No one on either side of the conflict entertained their pleas of innocence. Resistance against the Blakists was galvanized.

At about the same time, the Coordinator suffered a stroke and fell into a coma from which he would not emerge. Hohiro Kurita refused to assume his father's title and was later captured by the Word on Dieron. With the Combine fragmenting, Pesht Military District Warlord Kiyomori Minamoto assumed the post of *Gunji-no-Kanrei* and temporarily relocated the Combine capital to New Samarkand. While this ensured the government could continue operating, it relegated Luthien to a lesser priority for liberation.

The fighting between the Word's Ninth Division and the two Combine forces devolved into a stalemate. For the better part of two years, no one could claim absolute control of the world, though the Blakists held the most important territory and the few remaining factories. Traitorous elements of the Sixth Benjamin Regulars and Fortieth Dieron Regulars reinforced the Black Dragon forces, but the arrival of neither unit broke the stalemate. Early 3071 saw the Word of Blake receive the Forty-second Shadow Division, Belial's Angels of Chaos, who had just finished putting the nail in the coffin of Pesht's conquest. Their use of chemical and nuclear weapons in that theater bespoke similar horrors for the holdouts on Luthien. Fortunately, Belial's troops were tasked with supporting the Ninth Division, not taking over the pacification efforts.

With the Word's WarShip assets unnecessary for sustained operations on Luthien, the Forty-second sought to wage a psychological war against the Combine. Believing an attack on the Nova Cats while implicating the Draconis Combine Admiralty could further fragment forces within the Combine, Precentor Belial ordered a naval assault on Irece in June 3072. After destroying a Nova Cat WarShip and bombarding the capital city with nuclear weapons, the raiders returned to Luthien. They underestimated the Nova Cat Watch; Xi Galaxy arrived at Luthien a month later to exact vengeance.

The Word of Blake WarShip fleet and Luthien's retasked battlesat system greeted the Nova Cat arrival. Though the Clan destroyed two Word of Blake WarShips, the engagement cost them one of their own and left their rest of their fleet severely damaged. Xi Galaxy slipped past the Word's blockade and grounded, ignoring both DCMS and Black Dragon forces. The Clan's lack of intelligence on the Forty-second resulted in a number of tactical and strategic errors. As they overestimated the number of enemies their warriors had eliminated, the Nova Cats fell prey time and again to clever traps laid by Precentor

THE SKYE IS FALLING!

SITUATION

BUGBOTTOM SWAMP

SKYE, LYRAN ALLIANCE

5 FEBRUARY 3068

Journal Entry #203

Things are not getting better.

The last place we expected to have to fend off an invasion was on Skye. Demonstrations, riots, and the occasional attempted secession? Sure. But an invasion by the Leaguers? Skye isn't happy with the Lyrans. What makes the Leaguers think they'd be any more welcome?

In any case, our babysitting job is on hold. Duke Kelswa-Steiner has called every militia and mercenary unit on-planet to Skye's defense. IE doesn't have a choice, and neither do we.

And now we have our first mission. Seems the Leaguers have taken over an abandoned LAAF airbase in some swamp and have been bombing the capital. The duke wants it taken out, and we've drawn the Joker. Doesn't help much that we've got a lance of Skye Rangers to keep an eye on us.

I hope it's worth it.

—Gannon Derer

GAME SETUP

Use Flatlands terrain (see p. 263, *TW*). The Defender delineates the airbase runway, selecting either 12 non-water hexes in a row or two six-hex rows within two hexes of each other that do not change elevation. These hexes are considered Paved. In addition, the Defender places six light Level 1 (CF 10) and one medium Level 2 (CF 40) buildings near the runways. The buildings should stand within three hexes of each other and at least three hexes away from the map edge. A communications tower, represented by a light Level 5 (CF 15) building is placed within four hexes of the end of one runway.

Attacker (Player)

The Attacker's deployed force consists of up to 50% of the player's total force and an additional Lyran lance from the Fourth Skye Rangers RCT. The Lyran lance is Veteran and uses a mix of any 'Mech, vehicle, and aerospace fighter RAT. The Attacker enters the battlefield from one map edge, also designated as its home edge.

Defender

The Defender comprises elements of a Word of Blake air wing with support units disguised as Free Worlds-employed mercenaries. The defending force equals 50% of the Attacker's deployed force, with another 50% on standby (fighters waiting on the runway and/or 'Mechs and vehicles parked in "ready five" mode). Determine equipment using any FWL RAT for three out of every four units. Roll the remaining force using a Word of Blake RAT.

..... THE CAMPAIGN: 3068

Defending forces begin the track on the board. Units designated “standby” must be placed on a runway hex or in a hex next to a building. The Defender must declare standby units before the start of the track. All other units may be placed anywhere on the battlefield. Aerospace units begin at a Velocity of 4 or less.

The Defender designates one edge as their home edge for the purposes of Forced Withdrawal.

Beginning with the End Phase of Turn 2, each unit on standby rolls 2D6. On a result of 9 or greater, that unit starts up and may begin movement during the following turn. Aerospace forces on the ground must take off using the *Liftoff* rules (see p. 87, *TW*).

WARCHEST

Track Cost: 600

Options

+200 Under-Gunned: The Attacker opts to not use the Lyrans support forces.

+100 Geysers: Use the *Geyser* rules (see p. 48, *TO*). In addition to rolling for eruption and duration, roll 1D6 – 3 to determine height. The Defender places two geysers for every lance (or equivalent) in the Attacker’s deployed force.

+200 Poor Intelligence: Add 25% more units to the Defender’s total force size.

OBJECTIVES

Salt in the wound. Destroy every unit that began the track in standby mode. [200]

“Frugal” is the word of the day. Minimize damage by keeping casualties (Destroyed/Crippled units) to 25% of the player’s deployed force. [300]

Just plain mean. Destroy every flying/jumping unit possessed by the Defender. [300]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Defender’s entire force operates under the *Forced Withdrawal* rules (see p. 13). Units leaving the battlefield in this manner are considered destroyed when determining objectives.

Gift

If the player gains all four objectives, the Skye government gives them one unit rolled from any appropriate Lyrans RAT.

Salvage

The *Salvage* rule (see p. 13) applies only if the attackers achieve at least three objectives at the end of the track.

Belial. The Nova Cats withdrew from Luthien after taking some seventy-five percent losses in less than three weeks.

In 3073, the mercenary Sathen’s Snipers were transferred off Luthien after suffering from battle fatigue and combat usefulness. The Word of Blake rotated in the Thirty-second Division in February. Renowned for their infiltration, sniper, and counterinsurgency skills, the Thirty-second inflicted heavy casualties on Combine loyalist and Black Dragon forces.

The rest of 3073 and 3074 passed in a stalemated blur. Lack of imports and exports slowly strangled the world; disease, malnutrition, and famine steadily increased among the populace and exacted a heavy toll. Those who supported the Word’s troops saw an influx of supplies and assistance, as the Word controlled the space and skies above Luthien.

Despite their slow success in winning the stomachs of the populace, the Word could not strike a decisive blow against the loyalists or the *Kokuryu-kai*. Black Dragon forces carried out sneak attacks and harried the Blakists along the fringes of Imperial City, which the Word controlled, but it was the surviving DCMS that dealt the most serious blows to the occupiers. Without slackening their efforts against the *Kokuryu-kai*, the local Combine samurai carried out clandestine attacks and sought to undermine the Word’s morale and combat viability. Their self-sacrificing methods saw many of them fall while destroying ammo dumps, ambushing military convoys, and assassinating troops sleeping in their barracks.

Everything came to a head with Clan Ghost Bear’s arrival in December 3074. The Dominion first secured the space over Luthien by obliterating the Blakist forces. The Clan landed three Galaxies—Alpha, Rho, and Omega—on Luthien’s soil, and at no time did they communicate to anyone on-world. Single-mindedly, the Clan sought and exterminated every member of the Word of Blake they could find. Anyone who stood in their way was similarly dispatched. This savage ruthlessness brought about the end of the Blakist presence on Luthien. When the Black Dragons attacked Dominion forces out of contempt, Omega Galaxy singularly destroyed the Sixth Benjamin and Fortieth Dieron.

The abrupt end of the Word’s occupation left the battered world in loyalist hands. The few Black Dragons who surrendered were soon executed. The Second Sword, Sixth Benjamin, and Fortieth Dieron were later struck from the DCMS rolls. As the Jihad wound down, Luthien would once again be recognized as the capital of the Combine, but the devastation there would be decades in recovery.

—Black Samurai, White Doves; *New Samarkand Printers*, 3091

SKYE

**RAIDED FEBRUARY AND
OCTOBER 3068, JULY 3074**

**COMBATANTS****Allied Coalition**

Clan Wolf (in-Exile) Beta Galaxy, Clan Wolf Delta Galaxy, Stone's Lament

Lyran Alliance

First Skye Jaegers, Fourth Skye Rangers RCT, Seventeenth Skye Rangers, Twenty-second Skye Rangers, Skye Guards

Word of Blake

Third Division, Eighteenth Division, Light of Mankind (Special Forces)

SKYE MINI-CAMPAIGN

To accomplish a mini-campaign for Skye, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +750 WP at the end of the mini-campaign.

Missions: Recon, Defend, Stalwart

Chaos Tracks: *The Skye is Falling!; Hammer of the Gods; End of the Road*

Skye, one of several key systems that the Blakists failed to conquer despite a considerable advantage in manpower, was a textbook example of determined people defending their homes against invasion. The Word of Blake made three separate assaults against Skye, though only two were intended to capture the world.

The Jihad came to Skye in February 3068 when the Word disguised their forces as the Free Worlds League's Sirian Lancers and used the *Eagle*-class *Percival*'s shake-down cruise to stage their attack. The "Lancers" landed on 4 February and engaged defending forces in a two-day battle before withdrawing. The assault provoked Duke Robert Kelswa-Steiner to declare war on the Free Worlds League. A month later, the entire Bolan Province joined his crusade, and many Skye forces departed for offensive forces against the League.

In September the damaged *Mjolnir*-class LAS *Fylgia* dropped anchor at Skye for resupply. A month later, a Word of Blake task force, which included several Pocket WarShips, struck Skye but was chased off by the *Fylgia* without inflicting significant damage. Skye then avoided the ravages of the Jihad for several years.

AFTERMATH

(Excerpt from Wolfnet report 30680311/896-Beta, filed by agent Ramrod)

Something stinks about this Leaguer assault.

Attached to this report is a list of the Lancers' equipment we found after our assault. Considering the state of relations between the LCCC and the Lancers, their equipment is much better than expected. It is probable the Lancers have found another source for equipment, and the leading candidate is the Word of Blake.

As for the attack on the airbase itself, we caught them by surprise and hammered them hard before they could get on track. Captain Derer and the rest of the command lance pounded the standby fighters while the rest of us hit everything else. We mauled them and took most of the Lancers down. Only a couple of hovertanks and a badly shot-up *Trenchbucket* got away into the swamp, and some of the Rangers' aerospace boys finished the job the next day. The Lancers were gone two days later. IE wrapped things up quickly, and we got off-planet ASAP.

It is clear that we were not the only ones leaving Skye at that time. Attached are stills from my gun camera that showed the Fourth at the DropPort. The duke has declared war on the League, and he is not wasting any time.

The *hauptmann* in command of the Rangers lance attached to us was impressed with our work, and he must have sent a glowing report to the duke. He gave us a brand-new 6S *Penetrator* as a bonus.

NEXT TRACK

Golden Goose; Running From the Devil; Falcon Ptomaine; Game On!

PEAKS OF BLOOD**SITUATION**

BALRIGHT PASS, CRIS MOUNTAINS

NEW AVALON, FEDERATED SUNS

18 MARCH 3068

13-03-68: *I'm starting to wonder about these IE jerks. First they want us out of New Avalon to nursemaid the Contard facility on Aca-mar. Now they want us to run the blockade back to New Avalon? That hardly seems wise.*

We all heard about what happened to the Light Guards. The Word probably could have kept it quiet, but why would they? Hopefully it's just propagandist exaggeration, but nothing's contradicted it. Word has it the Guards have held up well on the ground. Still, running a gauntlet of Blakist WarShips to make planetfall is sure to leave a mess in the cockpits. I better remember to have the doc pass out space-sickness pills before we make the final jump.

18-03-68: *Things look hot in the Balright Pass. Just our luck: that's where this IE official's supposed to be.*

—Journal entries for Capt. Roger Cumberland

..... THE CAMPAIGN: 3068

GAME SETUP

Use a mix of Mountain and Forest terrain (see p. 263, *TW*). Each side designates up to five hexes per mapsheet to be *Sheer Cliffs* (see p. 64, *TO*); these may only be placed where terrain changes levels. Sheer cliffs are eliminated after receiving 50 points of non-beam weapon damage.

The Attacker declares their home edge first; the Defender's home edge is opposite.

Attacker

The Attacker consists of elements of the Word of Blake's Thirty-sixth Division and is 125% of the Defender's deployed force. They have Veteran skills, use any Word of Blake or ComStar RAT, and enter the battlefield from their home edge.

Defender

The Defender consists of elements from the Third Davion Guards and Twelfth Vegan Rangers. The Third Guards have Veteran skills and use any FedSuns RAT. The Rangers are no larger than 50% of the Guard's deployed force, have Regular skills, and use a mix of FedSuns, Lyran, Mercenary, and Capellan RATs. If the player chooses to fight on the Defender's side, their force takes the place of the Twelfth Vegan Rangers.

The Defender enters the battlefield from their home edge.

WARCHEST

Track Cost: 500

Option

+300 Speedy Support: The Federated Suns add a lance of medium VTOL units; the Blakists add a Level II of light VTOL units. These units are of Regular experience, do not enter the battlefield until the Movement Phase of Turn 4, and do not count for the **Hold** objective.

OBJECTIVES

Hold. Destroy the fastest 25% of the opposing players units by Turn 8. [300]

Extreme prejudice. Destroy at least half of the opposing force. [300]

SPECIAL RULES

The following rule is in effect for this track:

Support Troops (Player)

The player can substitute up to 25% of their total force for an equal amount to either side.

AFTERMATH

People might tell tales of the fight we just watched, but it won't do it justice. If anyone thought the Davion Brigade of Guards might have an exaggerated reputation, this battle should have put it to rest. Maybe it's the affront of having enemy boots on their home soil, but they were savage in their thrust into the

In mid-3073 the Word turned their attention back to Skye. In preparation for a massed invasion, Precentor Martial Cameron St. Jamais ordered intelligence assets to determine the defenses around Skye. Word of the impending attack leaked to Stone's Coalition forces. In October 3073, Stone proposed reinforcing Skye, which included his personal leadership of a multinational force comprising Wolf, Wolf-in-Exile, and ComStar forces. By early 3074 a command circuit of JumpShips linked Tukayyid and Skye. Roughly three regiments arrived on 21 March.

The invasion of Skye began in earnest on 27 June when the Word's Third and the Eighteenth Divisions—supported by two regiments of mercenaries, four WarShips, and a score of nuclear weapons—arrived at a pirate point.

The Word initially evaded the defending naval forces and dropped ground forces on Skye. Within a month the battle stalemated, and the Coalition formed an impenetrable shield around the capital of New Glasgow. Coalition WarShips moved to drive the Blakists from orbit, and the Word retaliated by deploying several WMDs with deadly result. Clan Wolf-in-Exile's *Cameron*-class flagship *Ulric Kerensky* and Clan Wolf's *Texas*-class *Nicholas Kerensky* fell to nuclear assaults.

In response Duke Kelswa-Steiner nearly gave the order to unleash Lyran nukes, but Devlin Stone convinced the duke that such action would ultimately visit more harm upon Skye than the Word. The next day Stone personally led a battalion against the Third Division's mobile command center and captured Precentor Callen, the Word's overall commander of the Skye invasion. The loss of Callen broke the invader's morale, and they withdrew. The Battle of Skye was a major victory for the Coalition. Of the two Word of Blake divisions that invaded, only two Level IIIs escaped, and the Blakists lost multiple DropShips and other naval assets before abandoning the system. The area around New Glasgow was heavily damaged during combat, but most of Skye's industry and civilian population survived relatively unscathed.

After the fall of the Word of Blake Protectorate, the newly-formed Republic of the Sphere attempted to woo Skye. Free Skye separatists lobbied once again for an independent Isle of Skye. The matter was resolved only when Stone offered the Lyran Alliance lucrative trade deals and the retention of several crucial worlds, including Hesperus II and Solaris VII. One of the key points of the agreement was a dual jurisdiction clause that allowed Lyran authorities to prosecute any former Lyran citizens, even if they claimed Republic citizenship through residency on Skye.

—Ascension: the Liberation of Skye; *Republic Educational Press*, 3098

DIERON

INVASED FEBRUARY 3068
LIBERATED DECEMBER 3077



COMBATANTS

Clan Ghost Bear

Alpha Galaxy, Beta Galaxy, Omega Galaxy, Rho Galaxy

Draconis Combine

Eighth Dieron Regulars, Second Dieron Regulars, Tenth Ghost Regiment, Third Dieron Regulars, **Mercenary forces** Eridani Light Horse, Twenty-first Striker Regiment, Nineteenth Cavalry, Ghosts of the Black Watch

Word of Blake

Second Division, Third Division, Eighth Division, Fourteenth Division, Nineteenth Division, Twenty-third Division, Protectorate Militia (Liberty, Fletcher, Acamar, Asta, Milton), Venatori (Special Forces)

Mercenary forces Burr's Black Cobras, Hannibal's Hermits

DIERON MINI-CAMPAIGN

To accomplish a mini-campaign for Dieron, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +1,500 WP at the end of the mini-campaign.

Missions (any order): Beachhead, Recon, Assault, Stalwart

Chaos Tracks: *Running from the Devil; My Enemy's Enemy; Climbing Mount Shanyu; Polar Possibilities; Bloody Takedown*

Dieron first suffered the Blakist blade in February 3068 when the Word of Blake's Eighth Division and the mercenary Hannibal's Hermits began their landings. The Blakists found themselves outnumbered establishing safe landing zones for the bulk of their incoming forces. Finding the Third Dieron Regulars more scattered than initially believed, the Word concentrated on eliminating the Eridani Light Horse's Fort Winston on the outskirts of Fortress Dieron before turning their sights on the DCMS. Judicious use of tactical and strategic nuclear weapons destroyed the bulk of the Third on Voltenna.

Blakist lines. We were just on the fringes, dragooned—albeit somewhat willingly since the alternative sounded unpleasant—as auxiliaries, but what we saw more than cemented the pride I have in the elite defenders of the Federated Suns.

If I hadn't seen it, I would never have believed it. But when General Marguerite McCaffee's *Atlas* actually picked up that *Thorn* then *threw* it into that Word *Grand Crusader*, I knew right then the enemy would never defeat these troops. They fell back before the might she displayed, and the Third Guards poured through. The Blakists were routed, and we were able to clear the area and evacuate our precious IE benefactor.

If nothing else, we got some stories to tell our grandkids, assuming Junior ever sorts out his priorities and chooses someone to settle down with. That we got a nice bonus for slipping past the blockade and extricating our target only adds to the euphoria.

When we had to run the blockade once more to get out of the system, we were all sobered a bit back to reality.

—Journal entry for Capt. Roger Cumberland, 19 March 3068

NEXT TRACK

Full Metal Press; Final Curtain?

RUNNING FROM THE DEVIL

SITUATION

SCALES OF THE DRAGONET MOUNTAINS, PEARL DISTRICT
DIERON, DRACONIS COMBINE
8 APRIL 3068

I swear to God, if Katerina looks at the Baron that way one more time, she'll eat my Sternsnacht. I can see how she's trying to get between us. And I've seen her file. She goes through boys like popcorn. And some of the girls, for variety. I won't let her treat him that way. He deserves someone pure, and dedicated to him.

And speaking of people I'd like to shoot, that damned Kuritan officer is on the list. The only way I ever wanted to visit Dieron was with the Fifth. Between that IE rep and that silver-tongued Snake, though, the Baron was just overwhelmed. Deceived.

But then again he's always known what was best. Even back on New Avalon. He says the Snakes will owe IE big for this, and that IE will owe us big. I'm sure he's right.

—Hilary Fletcher

GAME SETUP

This is a two-part track. The player may opt to run either part or both. Part A involves intercepting a convoy on land and escorting it to the drop zone for loading. Part B covers the trip out-system.

Part A: Use any mix of terrain (see p. 263, TW) in Chase format.

Part B: Place several Space maps end to end. Using the *Asteroid* rules (see p. 44, SO), scatter 1D6 small, 1D6 medium, and 1D6 large asteroids between the maps. At least half the asteroids are stationary.

..... THE CAMPAIGN: 3068

Attacker

Part A: The Attacker's total force is equal to 75% of the Defender's deployed force. The Blakists are Veteran and use any Word of Blake RAT; the force should contain at least one squad of Purifier battle armor and several VTOL and hovertank units.

The Attacker enters from the map edge behind the convoy at the beginning of Turn 3.

Part B: The Attacker's total force is 100% of the Defender's deployed force. The Blakists are Veteran and use any Word of Blake RAT.

The Attacker enters perpendicular to the Defender's starting position on the furthest mapsheet at a Velocity of no less than 7.

Defender (Player)

Part A: The Defender's deployed force is up to 50% of the player's total force (75% if the player uses their own DropShip in Part B) and a Veteran Combine convoy consisting of an HQ 67-K Daimyo and any three of the following units:

- Pegasus Scout hovertank
- Sprint Scout VTOL (laser variant)
- Saracen hovertank (MRM variant)
- Maxim heavy hover transport
- One squad of Kage flamer battle armor

The player's force enters from one of the short edges of the battlefield; the convoy from the opposite edge.

Part B: The Defender's deployed force is up to 50% of the player's total force, or 75% if using their own DropShip in this track. If there is no DropShip, an *Okinawa*-class vessel (with a Regular crew) is provided by Maltex Corporation. Add the following DCMS units (with Veteran skills) to the Defender's force:

- 1 *Condor* (upgraded) DropShip
- 4 AHB-443 *Ahabs*

The Defender enters the map from one of the short map edges at 5 or less Velocity.

WARCHEST

Track Cost: 500 (Part A or B separately)/850 (both parts of the track must be played)

Options

+150 Sand (Part A): Treat all clear Level 0 terrain as *Sand* (see p. 39, TO).

+150 Malfunctioning Drive (Part B): One of the Defender's DropShips (randomly selected) suffers drive problems. Reduce the unit's Safe Thrust Rating by half (rounding up) and recalculate its Max Thrust.

+200 Overwhelming Force (Parts A or B): Change the Attacker's deployed force to equal 150% of the Defender's deployed force.

OBJECTIVES

These objectives apply separately to both parts of this track.

Survival of the fittest. At least one Draconis Combine unit must survive through the end of Turn 8. [100]

Under the overall command of Precentor XIV Alex Winningham, the Eighth captured both Mount Shanyu and Fortress Dieron within a month, removing most of the DCMS's command and control functions. The remaining Regulars staged several valiant standoffs but succumbed to Winningham's relentless assault by the end of March. The late arrival of the Tenth Ghost Regiment did little to stem the Blakist tide. The Ghosts suffered a catastrophic blow to their command structure outside of Deber City even as they outflanked and outfought the recently arrived Burr's Black Cobras. The fighting ebbed and flowed along the outskirts of Deber City for most of Dieron's daylight hours, dwindling only when both sides began running out of ammunition and withdrawing.

Despite the Tenth dealing the Cobras a crippling blow, *Tai-sa* Gerald Hyogo recalled the regiment to defend Iznakki Spaceport before they could finish off the mercenaries. When the Tenth was ordered to evacuate in order to spread the word of Dieron's situation, the Cobras surged forward and captured the spaceport. The Combine forces were thus denied their last main link for supplies and remained cut off from further reinforcements.

With active resistance on the planet quelled, Winningham seized most of the system's heavy manufacturing. The Blakists also unlocked the long-shut portions of the First Star League-era Fortress Dieron and began integrating the planetary government with their own. Over the next two years, the Combine's resistance movement scored only one major success when survivors of the Royal Black Watch and DEST managed to rescue Lord Hohiro Kurita, who had been captured in early 3068.

Sacrificing themselves at seemingly every turn, the escapees threw themselves repeatedly into the line of fire as the *Wolverine* carrying Hohiro Kurita successfully rendezvoused with a waiting *Union* DropShip. Out of the original thirty-five escapees, less than ten escaped aboard the *Inside-Out*.

Emboldened by the escapees' success, the battered remains of the Third Dieron attempted to establish a string of firebases from ancient SLDF depots noted on old surveyor logs. Repeated failures brought the last seven survivors—including *Tai-sa* Hyogo—to surrender in Tibet City in late 3071.

Over the next few years, Dieron established itself as a Protectorate industrial powerhouse, churning out war materiel for the Blakist armies. The system became a staging area for raids deeper into the Combine, executed by small mercenary commands garrisoned near important production centers. In 3071, the Blakist's Nineteenth Division relieved Precentor Winningham and the Eighth Division. Under Precentor XI Rachel Eager, Dieron became the central hub of all Blakist operations within seventy-five light years.

THE CAMPAIGN: 3068.....

ROM, the Protectorate's intelligence network, got wind of a possible retaliatory strike by the DCMS in mid-3074. The arrival of the Fourteenth Division reinforced the system, and command transferred to Precentor XX Mary Stahl. While the attack never materialized, the Word upgraded many of the area defenses around Mount Shanyu and Fortress Dieron, along with several key factory cities and firebases.

In 3075, a string of resistance bombings broke the planet's silence. Rebel cells were forged from a few escaped POWs, infiltrated ISF agents, and determined citizenry. Their first strike collapsed two Wakazashi Enterprises fabrication centers at Mandalgovi. The rebels then destroyed the new Protectorate Government Center in Deber City. Precentor Stahl instituted strict curfews and increased checkpoints, permitting Protectorate authorities to imprison anyone deemed suspicious. While her heavy-handed tactics curtailed further rebel strikes, it also began to swell the ranks of the resistance.

New intelligence in late 3076 reported the Ghost Bear Dominion's latest military forays would focus on Dieron. Protectorate officials augmented the planet's defenses with the Twenty-third Division. In early 3077, additional reinforcements in the form of five Protectorate Militias and two frontline divisions brought a level of military force previously unheard of in Dieron's history—a staggering twenty-two Level III formations and heavy orbital support.

The Ghost Bear Dominion's Alpha, Beta, Omega, and Rho Galaxies arrived in October 3077 along with the DCMS's Second and Eighth Dieron Regulars. Commanded by *Tai-sa* Cale Schultz-Tanaka, the Combine forces were given the honor of leading the liberation force. Moving swiftly up the Khentii Towers range, the Second managed to reclaim two minor weapons factories for the Dragon before running headfirst into a reinforced Blakist position at LAW-KT2. The unit suffered major losses while breaching the facility and its entire command structure was killed when the Word detonated the plant from within.

The Ghost Bears' Beta Galaxy, under the command of Loremaster Laurie Tseng, grounded near Olivet. The city would serve as a central firebase on the continent of Mateao. Knowing of the Bears' reputation of showing no quarter to Word of Blake forces, Precentor Stahl ordered the militias to conduct civilian evacuations from the area. The Fletcher Protectorate Militia held out for five days, using the rugged Chiloe Pass to their advantage while the Blakist support services evacuated as many civilians from Olivet as possible. Despite some much-needed bolstering by the Twenty-third, the combined might of Beta Galaxy—along with some DropShip support—overran the defenders, and Beta flooded into the valley, capturing the nearly empty city within a day.

Glory to the defenders! Destroy/Cripple at least 50% of the Attacker's force (not counting the objective vehicles). [100]

Duty above honor. The Combine forces takes no more than 50% losses. [400]

SPECIAL RULES

The following rule is in effect for this track:

Gift

If the player completes a total of four objectives between both tracks, the Kurita government gifts them two units rolled from an appropriate Combine RAT.

AFTERMATH

IE loaned Grandin's Crusaders to the DCMS by IE to assist the evacuation of Ninyu Kerai-Indrahar, the severely injured head of the ISF. They were dropped into the Scales of the Dragonet Mountains, where Kerai-Indrahar's convoy was taking a secret route to a secure DropPort. It soon became apparent that the route was not as secret as the DCMS hoped. Elements from the WoBM Eighth Division were detected in pursuit, leaving the Crusaders little time to organize a defense.

Grandin led his 'Mechs in a series of stalling actions to buy time for his infantry to prepare a position at a narrow pass ahead of them. A supporting squad of Kage battle armor proved decisive, giving the defense enough firepower to dissuade the raiders from trying to break through the pass. Once the convoy had a large enough lead, the Crusaders withdrew in an orderly fashion. They kept the Blakists at bay with light skirmishing until the convoy reached the DropPort. Once there they turned over defense of Kerai-Indrahar to the DCMS and made their own way off Dieron.

The Word was not content to let their target get away. They attempted to intercept the *Condor*-class DropShip carrying Kerai-Indrahar off-world. Grandin's DropShip, the *Tonnant*, was in a position to support the defense, and their IE liaison encouraged the Baron to do so. After driving off the Blakist fighters, they were commended for "volunteering" to assist the DCMS a second time and were rewarded with a choice of military equipment.

—from *The Pierre Grandin Story*; Galatean Press Limited, 3089

NEXT TRACK

Golden Goose, Game On!, Full Metal Press, Falcon Ptomaine

.....THE CAMPAIGN: 3068

GAME ON!

SITUATION

GRID 45Y18X, TANGERINE DESERT

SOLARIS VII, LYRAN ALLIANCE

16 JUNE 3068

(Excerpt from Wolfnet report 30680819/521-Beta, filed by agent Ramrod)

[Captain Gannon Derer]: Look alive, people. There are reports of riots in Solaris City.

[Lieutenant Amanda Wolf]: So? Are you expecting the rioters to show up here?

[Lieutenant Wayne Wilson]: Captain, were out in the middle of the desert. Who's going to show up?

[Derer]: Could be anyone, Wayne. Something's in the air.

[Wolf]: The only thing in the air out here is sand! Chief Gonsalvez is already unhappy with the extra work his techs are putting in.

[Derer]: We do our job, people. Would you rather deal with sand or pirates?

[Wilson]: With all due respect, Captain, I would prefer to deal with that cute little blon—

[Sargeant Laurie Collins]: Heads up! I'm picking up an incoming force!

[Wilson] [annoyed] Laurie, if you're—

[Derer]: She isn't! Multiple targets, coming in from the south! Up and at them, Cannons!

GAME SETUP

Use a mix of Flatlands and Badlands terrain (see p. 263, *TW*). Randomly place two Light Level 1 (CF 25) buildings in adjacent hexes at least five hexes from the map edge.

Attacker

The Blakists' deployed force should equal 120% of the Defender's deployed force. The attackers are a Veteran combined-arms force and use any Word of Blake or Mercenary RAT. Randomly determine the Attacker's starting edge.

Defender (Player)

The player may use up to 50% of their total force for this track. The Defender begins with 75% of the player's deployed force within six hexes of the two buildings. The other 25% may begin anywhere in the playing area as *Hidden Units* (see p. 259, *TW*).

WARCHEST

Track Cost: 900

Options

+200 Sand: Treat all Clear hexes as *Sand* (see p. 39, *TO*).

+200 Winds: Use *Light Gale* rules (see p. 61, *TO*).

+300 Blowing Sand: Use *Blowing Sand* rules (see p. 62, *TO*).

The tenuous alliance between the DCMS and the Dominion was tested in late October outside of Fort Cross. Galaxy Commander Michael Hawkins, operating under standing orders from the khans, attempted to eliminate nearly three hundred Blakist prisoners of war in the custody of the Eighth Dieron. The DCMS, under their own orders from High Command to cultivate intelligence assets, refused to acknowledge the Clan's orders, and a brief firefight ensued.

Both the Combine and Dominion forces engaged with ferocity, each commander believing they were in the right and stubbornly refusing to back down. Only the sudden appearance of Blakist 'Mechs from the Twenty-third Division united the two combatants; the Coalition forces pounded the Blakists before their prisoners could escape. The Combine evacuated at least forty POWs before Dominion forces leveled the compounds, the fort, and the adjoining town. The incident became a public relations nightmare, fueling anti-Clan rhetoric for years.

After nearly a month of fighting through the tight confines of the mountain passes leading to Mount Shanyu, the bulk of the Eighth Dieron arrived at one of the two gates to Fortress Dieron. It took two days of constant assault for the Eighth to breach the mountainous wall. The DCMS troops then held the gate from a concentrated Blakist counterattack as Clan Ghost Bear's Alpha Galaxy rushed through the gap. Caught in the open, the warriors of Alpha Galaxy became easy targets for constant artillery fire. The battered remains of the Eighth charged the oncoming Asta Protectorate Militia, giving Khan Aletha Kabrinski and her warriors time to overrun the lower artillery positions. With the destruction of their artillery nests and the arrival of the Second Dieron and Omega Galaxy, Blakist control of the Fortress's main gate fell apart.

During the three-month assault of the sprawling mountain complex, the Blakists waged a scorched-earth campaign on the rest of the planet. Military manufacturing centers became frequent targets of sabotage, with critical Star League-era components destroyed and several complexes seeded with toxic waste or heavy radiation. The Word did avoid a large amount of collateral damage to civilian industries and interests during this campaign, however. Most non-critical infrastructure and services damage occurred from the intense and savage combat waged in and through civilian sectors as Omega and Rho Galaxies pursued the Liberty, Acamar, and Milton Protectorate Militias.

One of the smallest campaigns on Dieron turned out to be the biggest turning point of Operation SCOUR. A Dominion Watch intelligence team noticed several unusual contacts and readings along the planet's northern ice cap.

THE CAMPAIGN: 3068.....

Part of the sensor data matched Dominion intelligence on the Manei Domini; Loremaster Tseng dispatched part of Rho Galaxy to investigate. A string of Watch successes led to the discovery of Precentor Vapula in a smuggler's DropShip as he attempted to evacuate the system. The high ranking Domini agent, who was renowned for designing the Word's Celestial-series OmniMechs, was turned over to David Lear after intense negotiations.

By the end of the campaign, the liberators took over sixty percent losses in personnel and equipment but had wiped out nearly ninety percent of the Blakist occupying force. However, the most horrific damage was to the Dieronese. With four major cities burning or destroyed, several mines and manufacturing complexes ruined beyond repair, and an entire continent laid to nuclear and toxic waste, the loss of civilian life far exceeded the ten million mark. Dieron was in dire straits and in desperate need of relief and rebuilding at its liberation. ISF and DCMS resources were tied up in pacification and relief efforts elsewhere, and little could be done to begin the rebuilding process until after 3079.

—Dieron: Tactics and Study; *Sun Zhang Military Press*, 3092



OBJECTIVES

Protect and secure! Prevent the site buildings from being destroyed. [400]

Time is of the essence. Prevent the Attacker from capturing the site by crippling/destroying or driving off all the attacking forces. [1,000]

SPECIAL RULES

The following rule is in effect for this track:

Forced Withdrawal

At the end of twenty turns, if the Word of Blake has not destroyed or captured the site, they begin to withdraw under *Forced Withdrawal* rules (see p. 258, TW). Units withdrawing in this fashion may still fire on their opponents without restriction; after Turn 20 they are not counted towards the objectives.

AFTERMATH

Journal Entry #361

Now Solaris is the latest victim of the madness that's gripping the Inner Sphere. Riots in Solaris City, then we get attacked by unmarked raiders in the middle of a desert.

They tried steamrolling us fast and hard, but we didn't let it happen. Command lance held the line while Wilson's lance hit them in the flank. Caught in the crossfire, the raiders didn't back off, but did maneuver close enough to smash up the dig site before they retreated. Fortunately, Sergeant Benetar got the IE team into his Goblin when the raiders were closing in. They're a bit shaken up, but they're alive.

Nevertheless, the Cannons took some casualties. We lost several good soldiers and have many more wounded. Three of our 'Mechs are wrecked, and everyone else suffered some damage to their rides. The dig site is a mess, but the raiders didn't get the chance to do a thorough job. As for the raiders, those that couldn't get away fought to the death, and Doc Easton thinks two of them committed suicide.

Both Amanda and Chief Gonsalvez think this is the Word of Blake's doing. What pirate band has access to *Wraiths*, *Mercurys*, and a *Zephyr*? Answer: None. I think it's the Word, *sans* markings, but why hit an archeological dig in the middle of nowhere?

I've ordered Gonsalvez to strip any useable parts from the raider's 'Mechs while the IE people load up their find. If nothing else, we can use the stuff ourselves.

—Gannon Derer

NEXT TRACK

Falcon Ptomaine; Resisting Arrest; Final Curtain?

..... THE CAMPAIGN: 3068

GOLDEN GOOSE

SITUATION

OUTSIDE WEIHAIWEI

TSINGTAO, CAPELLAN CONFEDERATION

28 JUNE 3068

20/06/68: *Hasek is bold, I'll give him that. If he pulls this campaign off, he could make himself First Prince. Let's hope. The FedSuns needs someone with vision ruling it.*

Our own part in his campaign is rather straightforward. We're to accompany the Illician Lancers and help them raid Tsingtao. It is interesting that Mr. Styles over on the IE board knew about this Operation SOVEREIGN JUSTICE in time to send us here. They seem to have the same reach that the old ComStar did.

And just as many hidden agendas. We're to take a detour and ransack Shu-lin Networking for a computer core. Mr. Styles claimed it was revenge, but he clearly didn't want us asking questions. So be it. I'm getting paid double for killing Capellans. That core could contain exotic Canopian pornography or Aleksander Kerensky's recipe for borscht for all I care.

—Pierre Grandin

GAME SETUP

Use a mix of Mountain and Wooded terrain (see p. 263, *TW*). Place one Heavy Level 1 (CF 70) building near a Heavy Woods hex. The building should be at least 7 hexes from the map edge.

Attacker (Player)

The Attacker may comprise up to 50% of the player's total force and begins the track on the map edge farthest from the facility.

Defender

The Defender comprises a mix of planetary militia and mercenaries hired by the local government. Each of these forces should equal 50% of the Attacker's deployed force, resulting in a total deployed force strength that matches 100% of the Attacker. Use a mix of Mercenary, Militia, and Capellan RATs. Mercenary units possess Veteran skills; the rest are Green.

If the force includes vehicles, care should be given when determining the motive type, as the militia will deploy only vehicles that make sense in the terrain being used (for example, re-roll any hover forces for the militia if using Heavy Woods maps).

The militia force enters the area from any map edge at the beginning of Turn 5, while the mercenaries are placed anywhere on the battlefield within eight hexes of the facility at the start of the track.

WARCHEST

Track Cost: 700

Options

+300 Ambush: Change the militia portion of the Defender's force to 75% of the Attacker's deployed force. Half the militia force begins the track as *Hidden Units* (see p. 259, *TW*).

ATREUS



INVADED OCTOBER 3068

LIBERATED DECEMBER 3077

COMBATANTS

Free Worlds League

First Knights of the Inner Sphere, Second Knights of the Inner Sphere, Second Free Worlds Legionnaires, Eighth Free Worlds Legionnaires, Dark Shadows (Special Forces)

Mercenary forces Romanov's Crusaders

Word of Blake

Fifteenth Division, Twenty-seventh Division, Forty-ninth Shadow Division

ATREUS MINI-CAMPAIGN

To accomplish a mini-campaign for Atreus, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +1,000 WP at the end of the campaign.

Missions (any order): Beachhead, Recon, Strike, Defend, Pushback, Withdrawal

Chaos Tracks: *Silencing the Shadows; Rescue Gone Wrong; We Are Your Friends*

The Word of Blake launched a surprise attack against Atreus on 25 October 3068, finally bringing the Jihad home to their allies in the Free Worlds League. In Atreus City, Blakist-controlled elements of the FWLM carried out a chemical weapons strike against the homecoming parade of the Knights of the Inner Sphere. It is now widely believed that the Word of Blake mounted the attack as a preemptive blow against the false Thomas Marik, who was preparing to move against them. The attack may have also targeted the Free Worlds League Parliament in an effort to pave the way for overt Blakist control of the League.

The attack was less successful as a military operation than as a political ploy. The strike hit the First Knights and the Eighth Free Worlds Legionnaires hard, but the Second Knights retained cohesion. Survivors pushed through the Atreus City Police Department quarantine and reassembled themselves as combat units. Parliament came out much worse, with barely enough surviving members to allow a quorum. However, the revelation that the Captain-General was an impostor did the most damage, instantly destroying the false Marik's authority.

THE CAMPAIGN: 3068.....

As the Captain-General tried to restore his legitimacy, rebuilding the Knights in full was neither practical nor desirable. Too many provincial leaders had long been critical of the unit's personal loyalty to a man rather than to an office. The false Marik instead focused his efforts on the political situation, obtaining support from the Marik family and trying to buttress his position with a favorable ruling from the Free Worlds Supreme Court. The Knights were left to linger wounded on Atreus as their liege relocated himself to Marik.

The false Marik's efforts were in vain. Kirc Cameron-Jones declared himself Captain-General on 9 August 3069, which aborted the effort to raise a new Parliament to confirm the Captain-Generalcy. That provoked a pro-Blakist coup inside the Marik Commonwealth, led by Minister of Intelligence Paul Marik. The false Marik escaped the planet but left behind his wife and their surviving child as hostages. Corinne Marik, Paul's daughter and long-time commander of the Second Free Worlds Legionnaires, became the new Blakist puppet.

In preparation for the coup, Paul had subverted SAFE vetting for replacements in the Eighth Legionnaires. The unit declared for Corinne as soon as news of the coup arrived and quickly forced the unprepared Knights into hiding. The arrival of the Word of Blake Militia's Fifteenth Division in February 3070 ended any chance the Knights had of reclaiming the planet for the false Marik and cemented Corinne's authority as Captain-General.

Despite their hopeless situation the Knights fought on. They carried out a guerrilla war on the island continent of Ionia, breaking down into lances and harassing the Blakists and their collaborators. Their valiant stand mobilized loyalists of the false Marik and inspired civilians to support them with desperately needed food, ammunition, and even replacement parts. The Knights' exceptional skills embarrassed their enemies in countless small actions, such as those fought along the Uruqhart Rapids or the rugged coastal fjords of Pireaus.

The arrival of Corrine Marik alongside her Second Legionnaires in January 3072 finally forced the Knights to ground. With the situation stabilized by the reinforcements, her father Paul found time to root out other elements of resistance. SAFE investigated the Eagle Corps and found then to have harbored subversive elements. Operatives who had gone missing after the coup were connected to civilian support networks aiding the Knights. The unit was disbanded, and SAFE's own paramilitary force, the Dark Shadows, was posted to their Eyrie fortress on Wendigo.

+200 Mines: Add four 10-point conventional minefields to the Defender's force and secretly place them before the start of the track.

+200 Electromagnetic Interference (EMI): Use the *EMI* rules (see p. 55, *TO*).

OBJECTIVES

Retrieve the core. One attacking unit must end its movement next to the building hex and remain stationary for five complete turns. This may be shortened to three turns if an ECM is in use around the facility at the same time to assist in defeating the computer security. The core cannot be retrieved from a destroyed building. [400]

Defeat the defenders. Destroy/Cripple every defending unit. [250]

Destroy the facility. Destroy the building. [250]

SPECIAL RULES

The following rule is in effect for this track.

Forced Withdrawal

The planetary militia operates under *Forced Withdrawal* rules (see p. 258, *TW*).

AFTERMATH

The Illician Lancers took George Hasek's orders to heart, going after and destroying any Capellan forces they could find. The Crusaders accompanied them, serving as a mop-up force to eliminate isolated Home Guard or militia units bypassed in the initial assault. Grandin soon convinced the Lancers command to let him hit the city of Weihaiwei on his own to "hunt down guerrilla elements." As a civilian company Shu-Lin Networking had avoided damage thus far, but their corporate security unit matched the description of the guerrilla force Grandin had reported to the Lancers.

Fletcher's infantry company again proved its worth in the urban fighting, seizing several buildings outside the corporate headquarters to use as firebases. The local militia was reluctant to fire on the crowded buildings and prevented the Shu-Lin mercenaries from leveling them. That let Pierre cut the two defending units apart and destroy them in detail. Storming the headquarters itself was a simple task for the elite commandos of Kreuzer's platoon, and the presence of Eddie Vargas, a former MIIO information warfare specialist, easily allowed them to defeat the core's security.

Grandin soon handed the core over to David Styles, an influential member of IE's Council of Peers and member of the executive board. The files it contained were filled with SLDF research on weapons of mass destruction, including biological and chemical weapons. This data soon found its way into the hands of the Word of Blake, courtesy of Styles.

—The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

Full Metal Press, Falcon Ptomaine

..... THE CAMPAIGN: 3068

FULL METAL PRESS

SITUATION

COLMAR MYOMICS SCRAP FACILITY HH-2, TRACHEN PLAINS
MINNACORA, CAPELLAN CONFEDERATION
7 JULY 3068

IE wanted that core badly. We burned out at two gees to a Jump-Ship waiting for us at a pirate point. I don't know what the rush was, but I feel like I've gone a few rounds with Jamad Warren. A lot of the company took it even worse. Our readiness is shot.

Thankfully the Baron was able to get us a job here after his meeting with that Styles guy. Guarding a scrapyard is pretty boring work, but it'll give me time to whip the company back into shape. And Mad Jack won't have ready access to the bars, which will make the legal side a lot easier.

The only down side is that the Baron won't be able to take me out for my birthday like he promised.

But he'll make it up to me, I'm sure!

—Hilary Fletcher

GAME SETUP

Use a mix of Urban and Woodland terrain (see p. 263, *TW*). Designate six Level 1 medium buildings (40 CF) near each other on one map sheet. There should be at least one hex between each, and the buildings should stand at least four hexes from the edge of the map.

Attacker

Two components make up the Attacker—elements of the AFFS and the CCAF. Neither side will cooperate with the other but will attack each other on sight. Both forces will strike each other before attacking the Defender's force.

The AFFS force should equal 50% of the Defender's deployed force. These are Veterans and use any FedSuns RAT. They enter the board on the farthest edge from the facility at the beginning of the track.

The CCAF force consists of Green troops, use any CCAF RAT, and should equal 125% of the total AFFS force. At least three-fourths are heavy vehicles and SRM or laser infantry. They enter along any map edge at the beginning of Turn 3.

Defender (Player)

The Defender consists of up to 75% of the player's total force.

WARCHEST

Track Cost: 800

Options

+250 Better Troops: Increase the skill level for the AFFS and CCAF troops by one after forces have been selected.

+200 Weapon Malfunction: On any failed weapon roll result of 2, consider that weapon jammed/damaged for the rest of the track.

+100 Pea Soup: Use the *Heavy Fog* rules (see p. 57, *TO*).

Even having gone to ground, the Knights continued to inspire opposition to the Word. The missing Eagle Corps operatives and SAFE agents loyal to the false Marik organized dissidents into a potent resistance network. Alys Rousset-Marik's own Free Worlds Resistance grafted itself onto the existing groups from 3071 onward. Sorties by the Knights to support their allies were few but carefully planned for the highest impact, as with the July 3074 liberation of SAFE's main detention facility in the Mycale Mountains. Under command of Precentor Evelyn Jennings, the Fifteenth Division responded with savage reprisals, sparking criticism from her Marik Commonwealth allies.

One of the foremost critics of the Blakists was Colonel Anne-Marie McCormack, commander of the Dark Shadows. Paul Marik ignored her outbursts for a time, as she kept them hidden behind a pseudonym. He did isolate the Eyrie from Atreus to ensure that McCormack could not make good on her dissatisfaction. As the war turned against the Word of Blake and the Dark Shadows grew more insubordinate, Paul's patience finally ran out.

In April 3075 he called upon the Forty-ninth Shadow Division to deal with his wayward command. Under the pretense of "joint exercises," the Manei Domini of the Forty-ninth lured the Dark Shadows out from the Eyrie's defenses and annihilated them. The Forty-ninth took no prisoners and left the remains of the fallen Dark Shadows pilots to rest inside their broken 'Mechs. Reliable FWLN marines seized control of the fortress afterward, and the incident remained classified until after the Blakists were driven off Atreus.

A minor purge of SAFE and an anti-partisan sweep through the Hibernian Peninsula on Corin followed the slaughter on Wendigo. The Word's Fifteenth Division located a resistance encampment on Mount Pinatubo, and a detachment of the Second Knights fell trying to hold them off. Several prisoners were summarily executed before the Eighth Legionnaires intervened. In response to the atrocities, the Captain-General ordered the Forty-ninth Shadow Division to leave Atrean space and took the remaining prisoners into FWLM custody.

Despite such friction, the operation was a reminder of the Word's strength and cowed many less-committed resistance members. The strength of the anti-Blakist network was weakened even further in October 3075, when the Knights abruptly withdrew from operations. They were acting on orders from Oriente to concentrate their strength inside Atreus City to assist a rescue of the false Marik's wife, Sherryl Halas. Duchess Halas had been kept in Corinne's custody since the coup on Marik, and her rescue was a priority for the impostor.

THE CAMPAIGN: 3068.....

The long struggle of the Knights came to an end in April 3076, as a rescue attempt became a disaster. The hasty raid may have been prompted by fear that the Word would take out the frustration of recent losses on Halas. Whatever the reason, a task force composed of Romanov's Crusaders and associated mercenary forces was tossed into the Atreus system without sufficient naval support. The aerospace defenses of the capital savaged the Crusaders' descent and shattered a number of the mercenary commands outright.

The assault failed before it began, but the arrival of the Crusaders outside Atreus City on 6 April 3076 prompted the Knights to attempt an escape. They did not count on the willingness of Precentor Jennings and the Fifteenth Division to plow through the Mestalla suburbs to engage the Crusaders as they landed. The Second Knights were forced to spring their attack early, spoiling their surprise emergence from the Atrean Botanical Gardens. The Second Legionnaires engaged them even as the Fifteenth Division slammed into the Crusaders.

The ferocity of the Blakist assault overwhelmed Romanov's Crusaders and broke them down into independent commands that fought their own lonely last stands against superior numbers. The Legionnaires wore down the surviving Knights, and an artillery barrage ordered by FWLM General William Childs shattered the Knights' final stand inside the Atreus Museum of Technology. The battle was unquestionably a victory, but it sowed the seeds of future conflict. The Fifteenth Division's wanton disregard of civilian life brought more strain on the Word's alliance with the Commonwealth and left the Legionnaires spoiling for revenge.

Disillusionment with the Word spurred Corinne to sign an alliance with her cousin Alys Rousset-Marik to liberate Atreus. The operation began on 26 November 3077, with Resistance forces jumping in to reinforce the Legionnaires. The planet's HPG compound was seized, and the Second and Eighth Legionnaires assaulted the Blakist base at the Karpov Training Grounds on Paltos, where they overwhelmed and destroyed the Fifteenth Division and the newly arrived Thirtieth Division.

Paul Marik was able to get word to his Blakist allies, who sent an armada of Pocket WarShips into the system. The Word's forces opened up on orbital traffic with nuclear weapons but spared Atreus further bombardment. Only a handful of survivors from the Fifteenth Division escaped, and Corinne took her father into custody. Relations between Corinne and Alys broke down soon afterward due to clashing visions of the League's future. Alys departed to rejoin Devlin Stone, leaving Corinne to rule uneasily over a liberated Marik Commonwealth.

—Fallen Eagles, Broken Promises; *Marik Peer Press*, 3091

OBJECTIVES

Defend the warehouses. At least three buildings must survive the track. [300]

Minimal obligation. The player can fulfill the minimal obligations of their contract if only two buildings survive the track. (This objective cannot be combined with **Defend the warehouses.**) [200]

Doing a favor. Because Minnacora is a Confederation world, the Capellan government will consider it a favor if the player destroys all the AFFS forces. [600]

SPECIAL RULES

The following rule is in effect for this track.

Forced Withdrawal

All of the Attacker's forces are operating under *Forced Withdrawal* rules (see p. 258, *TW*).

AFTERMATH

The Crusaders were posted to guard a Colmar Myomics scrap facility on a subcontract negotiated through their IE representative. The arrival of the Twentieth Avalon Hussars shortly afterward turned what should have been a sweet garrison contract into a three-way battle over a pile of defective 'Mech parts. Under the impression that the facility operated as an ammunition dump, the AFFS commander ordered the destruction of the yard. Home Guard forces moved to intercept the invaders but failed to coordinate with the Crusaders or adjust their IFF transponders.

In the confusing battle that followed, the Crusaders were forced to engage both Davion and Capellan troops. Creative use of the scrapyards' heavy engineering equipment by Lieutenant Friedrich Baxter, the unit's engineering impresario, helped funnel the two House forces into each other. The Crusaders concentrated their own efforts on defending the administrative offices, disabling or driving off any hostile 'Mechs that approached. It was only after Colmar executives ordered him to support the Home Guard that Grandin took a more active stance. The Crusaders surged out from around the headquarters and engaged the Hussars, tipping the battle against them.

While there was no hidden ammunition dump, the site concealed an underground TSM production plant run by Cortide Magnetics, an IE affiliate. Their allies in Colmar Myomics contacted the Davion command to "clear up the misunderstanding." The Crusaders were dismissed to neutralize the facility, though negotiations ultimately failed; shortly after the mercenaries left, a Rabid Foxes team destroyed the plant.

—The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

Final Curtain?; Graveyard Shift

..... THE CAMPAIGN: 3068

FALCON PTOMAINÉ

SITUATION

GRANT'S STATION TANGO, NUEVO ROMA
TOMANS, LYRAN ALLIANCE
1 AUGUST 3068

Journal Entry #398

Tomans isn't my first choice for R&R, but after the year we've had, the Cannons need some down time. Between the missions and the current state of the Inner Sphere, there's no telling when we'll get the chance again.

Officially, we're garrisoning IE's main research facility here, but you can see the beach from anywhere in the complex, and it's the freshest air we've inhaled in months. If it wasn't for the occasional earthquake and the Jade Falcons sitting only a jump away, it would be perfect.

So, why do I have a feeling of dread that something nasty is coming? Maybe it's because the first time I tangled with those green turkeys, they destroyed my entire unit; the second time cost me Grandma's 'Mech

I've ordered everyone to stay close, just in case. I hope I'm wrong.
—Gannon Derer

GAME SETUP

Use Urban terrain (see p. 263, *TW*). Designate three buildings at least four hexes apart as the objective structures. If no buildings exist, place up to three Heavy Level 2 (CF 60) buildings on the map area.

Attacker

The Attacker is a portion of the mysterious Green Ghosts. These are Elite troops; roll on a mix of any FedSuns, Lyran, or SLDF RATs. Once per lance, roll on a Clan Goliath Scorpion RAT. The Ghosts' total force size should equal 50% of the Defender's deployed force.

Halfway through the battle—a point determined by a 2D6 roll result of 7 or greater made at the start of any turn after Turn 5—Jade Falcons units arrive. The Falcon force equals 100% of the Defender's force, as deployed at the beginning of the track. These are Regular Clan troops; roll for equipment on any Frontline Jade Falcon RAT.

The Falcons are not bound by *zellbrigen* and may fire on either of the factions currently engaged in battle with no preference toward either side.

Defender (Player)

The Defender can consist of up to 100% of the player's total force.

WARCHEST

Track Cost: 900

Options

+300 Rainfall: Use the *Gusting Rain* rules (see p. 59, *TO*).

+200 Twilight: Use the *Dusk* rules (see p. 59, *TO*).

+400 Earthquake (ground only): Use the *Earthquake* rules (see p. 55, *TO*) with the following additions: Tremor strength is a 3, with two aftershocks (the first at strength 2, the next at 1). To determine when the earthquake hits, roll 2D6 after Turn 4. The earthquake occurs on a result of 8 or greater. After the initial tremor, roll 2D6

every turn; an aftershock occurs on a result of 10 or greater. Once two aftershocks have passed, the earthquake subsides.

OBJECTIVES

Protect the facility. Keep at least one designated target building from destruction or capture by enemy forces. [200]

Begone, foul spawn! Destroy/Cripple all the Green Ghosts or force them to withdraw. [500]

"Sharpen this!" Destroy/Cripple at least half the Falcon forces. [500]

SPECIAL RULES

The following rules are in effect for this track:

Clan Honor

Though not following *zellbrigen*, the Falcon Star Colonel in charge of this force still believes his troops should fight with some honor. Therefore, no Falcon units may conduct physical attacks until enemy units from either opposing faction make at least three successful physical attacks against the Falcons. After that, the Falcons gain +1 to all subsequent Initiative rolls as well as being free to retaliate in kind.

Forced Withdrawal

The *Forced Withdrawal* rule (see p. 13) is in effect for the Green Ghosts.

AFTERMATH

(Excerpt from Wolfnet report 30680929/271-Beta, filed by agent Ramrod)

Attached to this report is data from the Grant Station Tango battle in early August.

Whoever these Green Ghosts are, they're well-trained, well-equipped, and strongly disciplined. They did not fall apart when they ran into us but instead pressed the attack. Despite being heavily outnumbered, the Ghosts nearly broke our lines before we drove them back.

Just then, the damn Falcons showed up and started shooting at both sides. The Ghosts didn't like their chances, so they retreated, and we lost them in the ensuing chaos.

Captain Derer's demeanor when the Falcons showed up was surprising. I knew he hated the Falcons, but I didn't realize how deep his hate ran until he started using alpha strikes on the closest Clan target. After he destroyed his third Falcon, a Star Captain in an *Executioner* challenged him. I have included the footage of the fight with this report, and I have never witness such a brutal or one-sided trial between a Clanner and an Inner Sphere warrior. Chief Gonsalvez thinks he can salvage some of the *Executioner's* parts, but I am not taking any bets on that happening.

After their Star Captain went down, the Falcons retreated, leaving us holding the battlefield. IE lost about a third of their buildings, but their casualties should be light. Still, we haven't heard from IE since the battle three days ago, and I do not know if that is good or bad.

NEXT TRACK

Final Curtain?; Hammer of the Gods; Leading Edge

FINAL CURTAIN?

SITUATION

TASK FORCE GAUNTLET, INBOUND VECTOR TT-4

GIAUSAR, BOLAN PROVINCE

LYRAN ALLIANCE

2 SEPTEMBER 3068

Who would have ever thought we'd end up here? Damn IE, anyway. I guess one of the Missiliers was a little too vocal about the illogic of risking all of us in the run to New Avalon just to get one of their idiots out of danger. I can't blame anyone, since it was likely me. Either way, IE didn't renew our contract.

Maybe its hard feelings from the Civil War, but when we heard the Leaguers needed help pushing the Lyrans off Giausar, everyone thought it was a good idea. That was before we'd met these pompous Knights of the Inner Sphere. And we thought Lyrans generals were bad.

It seems our reputation has grown of late. This will be the first time we've been in a planetary assault rather than being tasked with watching the backs of the actual assaulters.

—Journal entry for Capt. Roger Cumberland, 2 September 3068

GAME SETUP

This track is a straightforward planetary assault. Choose any three *Mission* tracks (pp. 30-38) and determine their playing order. Allot one day between the end of one track and the beginning of the next for purposes of repairs, salvage, and other non-combat functions. Only repairs can be accomplished between Missions.

Ignore the track cost of each mission chosen. The player may use any of the Mission's listed options in addition to the ones listed for this track.

Attacker (Player)

The player may use up to 100% of their total force. Whatever the player determines to use is all that is available for the entire track. The player may determine which units from their deployed force to use for each Mission.

Defender

Defending Giausar is the One-Eyed Jacks mercenary command (see p. 93, *MSU*). The mercenaries' total force comprises a BattleMech regiment and two aerospace fighter squadrons, all Veteran troops. Determine most of the Jacks' units using any Mercenary RAT. To reflect Duke Kelswa-Steiner's efforts to capitalize on the Alliance's need for a solid defense against the League, one in every five Jacks units may roll on the Lyrans RAT.

Substitute the Jacks' forces as the opposition for each Mission.

WARCHEST

Track Cost: 1,500 (This encompasses all three Missions agreed upon for this track; ignore the selected Mission track costs.)

Options

Use the listed Options for each Mission.

OBJECTIVES

Individual Mission objectives are earned at half their listed reward. At the end of the last Mission, total up the Defender's casualties and apply the appropriate rewards below.

Bing... Destroy/Cripple at least 50% of the Defender's total force. [500]

Bang... Destroy/Cripple at least 75% of the Defender's total force. [750]

Boom! Force the Defender to withdraw from the planet (Destroy/Cripple 90% of the Defender's total force). [1,250]

SPECIAL RULES

The following rules are in effect for this track.

Forced Withdrawal

The One-Eyed Jacks are operating under *Forced Withdrawal* rules (see p. 258, *TW*).

Salvage

Salvage may be claimed between Missions as long as one objective was achieved during the mission.

AFTERMATH

Thank God that meat grinder's stopped its grisly work. We may only be a company, but with the semi-guided LRMs the Knights supplied us with, we shredded the One-Eyed Jacks with precision fire from extreme range thanks to League spotters. I don't know if it was superior numbers or strategy, but the Jacks folded pretty easily. Even when the damn Knights pulled their Second Battalion out, leaving just us and other mercs on the point of the assault, we never really had to let up. We took some major damage when the AeroJacks strafed us outside Port Reilly, but so did they. It's hard for any fighter to avoid return fire in the form of a couple hundred missiles. We're going to have to scrounge to replace Tailspin and Crater's fighters, though, along with Percy's tank and Llewellyn's 'Mech. With the Leaguers being more than generous with salvage, I think we'll be okay. Even if we have to sell our salvage and buy new units somewhere, we'll still come out ahead.

Looks like we're being moved out of the assault before it's done. The Jacks are still putting up a fight, but if nothing else, we showed some mettle against one of the most famed mercs of recent times. We may only be a company, but we not only held our own, we advanced into enemy fire and secured three strategic hills on the first day alone. God I'm proud of the Missiliers.

—Journal entry for Capt. Roger Cumberland, 15 September 3068

NEXT TRACK

Under Heel; One for the Money...; Resisting Arrest; Leading Edge;

.....THE CAMPAIGN: 3068

ONE FOR THE MONEY...

SITUATION

INBOUND VECTOR

GIENAH, LYRAN ALLIANCE

30 SEPTEMBER 3068

When it rains it pours. Before we'd left Giausar, a Mister Askai contacted me and hired the Missiliers on the spot. Turns out he needs help taking down the automotive and combat vehicle factories on Gienah. It's another short-term job, but if nothing else at least it's a shorter trip than the one from New Avalon to Giausar.

Before we took off, we got our hands on some fighters. They're pretty shot up, though, and Grizzell's not been able to get them running. Looks like we'll be without our angels in the sky for this one. Hopefully it won't be a problem. This Askai guy hired more than just us. There are a lot of other mercs involved, but Askai told none of us who'd be here. There's already been confusion and infighting. Let's hope our new teammates are more professional on the ground.

—Journal entry for Capt. Roger Cumberland, 30 September 3068

GAME SETUP

Use any terrain (see p. 263, *TW*); one section of the battlefield must be an urban map setup. Deploy four Heavy Level 1 2-hex buildings (CF 90); these are aerospace hangars. Deploy at least four additional Medium 1-hex Level 1 buildings (CF 45).

Attacker (Player)

The Attacker consists of up to 25% of the player's total force. All friendly units begin with half their ammunition load as a result of prior engagements. In addition, the Attacker fields two additional forces in support of the player, both equaling 100% of the player's deployed force. Both support forces must have lower quality technology and lesser experience than the player's force and are rolled on any Inner Sphere or Periphery RAT.

Defender

The Defender equals 100% of the Attacker's total deployed force and units are rolled on any Periphery RAT. The Defender's experience level is one rating worse than the Attackers. [Example: The Attacker has an average of Veteran skill level, so the Defender would have Regular skill level.]

WARCHEST

Track Cost: 250

Options

+150 High Ambient Temperature. The battlefield temperature is 52°C (see p. 62, *TO*).

+150 Disorganized. Reflecting poor cooperation between the three attacking forces, all friendly forces suffer a –2 penalty to their Initiative rolls.

OBJECTIVES

Fireworks! At least two hangars are destroyed. [100]

Urban renewal. All buildings are destroyed. [100]

Wipe them out! All hostile forces are destroyed or forced to withdraw. [200]

SPECIAL RULES

The following rule is in effect for this track:

Forced Withdrawal

All Defending forces must use the *Forced Withdrawal* rules (see p. 258, *TW*).

AFTERMATH

Talk about an unmitigated disaster. The same dumbassery that went on in space took root again here on Gienah. No sooner had we put down the last of the militia and corporate security than some of the mercs began fighting over salvage rights.

Maybe we're better than the rest—hell, maybe we were just lucky—but lobbing missiles from range before moving in spared us a lot of damage. We had little choice being short-handed until Grizzell gets us back to full strength. Still, we came through mostly intact. Brady and Jackson took serious damage but nothing that took them out of the fight.

From what I hear over the comm chatter, the infighting between mercs is getting worse. Screw the salvage. I've ordered a pullout. This is no place to be without proper support and numbers. The fighting in Molfetta has smoke hazing the horizon, and I'd just as soon not be lumped in with the morons causing all that havoc.

—Journal entry for Capt. Roger Cumberland, 2 October 3068

The captain just let me know that we're gonna have some down time. With no contract, we've hitched a ride with some of the more sensible mercs leaving Gienah. Looks like we're headed for Galatea to find work. I always wanted to see Solaris, but the Blakists hit the game world back in June. We don't want any part of that, not without a contract.

—Journal entry for Lt. Musette Brady, 2 October 3068

NEXT TRACK

My Bonnie Lies Over the Ocean; Brew-Ha-Ha; Seed of Discontent

HAMMER OF THE GODS

SITUATION

BASTION-CLASS SDS ELLISHADDER

SKYE, LYRAN ALLIANCE

4 OCTOBER FEBRUARY 3068

Pulling garrison duty on a newly-built Bastion-class space station seemed like an easy way to make a few C-Bills, and with the way prices have been going up lately, we needed a few extra more than ever. Everything was going swimmingly until the klaxons went off. Emergence wave detectors picked up a JumpShip at the nadir jump point about twelve hours ago. I'm not a spacer, but this sounds like a colossal waste of time. The tech guys tagged the jumper as an Invader and the droppers as a pair of Mules and a Triumph. Not sure why the brass even bothered to wake us up. Sounds like an unscheduled merchant to me.

—Last journal entry of Cpl. Amy Poloski, Skye Militia Auxiliary Corps

GAME SETUP

Use a minimum of four Space maps. Designate one edge as the *Space/Atmosphere Interface* (see p. 78, TW). Place a *Bastion*-class space station no more than 5 hexes from the edge of the gravity well.

Attacker

The attacker's force consists of a small group of mercenaries (75% of the Attacker's deployed force, Regular skills, any Mercenary RAT) and Light of Mankind special forces (25% of the Attacker's deployed force, Elite skills, any Word of Blake or Free Worlds League RAT).

The Attacker enters the battlefield edge opposite the Interface at the start of the track at a Velocity no greater than 6.

Defender (Player)

The Defender consists of up to 50% of the player's total force. The *Ellishadder* has a Regular-skilled crew. All of the Defender's units are deployed within 5 hexes of the Bastion station at a Velocity no greater than 1.

WARCHEST

Track Cost: 700

Options

—**500 Drop the Hammer:** The Defender includes the *Mjolnir*-class LAS *Fylgia* (see p. 214, TR67) with a Regular crew. The WarShip has not yet been resupplied. All ammunition-dependent weapons have zero rounds available. Additionally, only two squadrons of aerospace fighters are aboard (and lacking ballistic ammunition) with only half their fuel complement. (Fighters are Veterans and from any Lyrans RAT.)

—**600 Q-Ships:** The Attacker adds two *Mule*-class Pocket WarShips of Veteran skill.

—**+300 Nuclear Fire:** The Attacker's arsenal includes two Alamo missiles (see p. 131, BA). The missiles replace two Killer Whale missiles and may be fired in place of a Killer Whale on any missile attack.

OBJECTIVES

Defend Skye. Destroy/Cripple all attacking forces. [500]

Fight for the future. The *Ellishadder* and *Fylgia* (if applicable) must survive the track. [500]

Minimize losses. At least half of the Defender's force (not counting the *Ellishadder* and *Fylgia*) must survive the track. [300]

SPECIAL RULES

The following rule is in effect for this track.

Forced Withdrawal

The Word of Blake forces (including the mercenaries) follow the rules for *Forced Withdrawal* (p. 13).

AFTERMATH

The surprise encounter with the LAS *Fylgia* caught the Blakist forces unawares. Despite the depletion of all her ammunition, the WarShip used its naval PPCs with devastating effect. Unable to match firepower with the battlecruiser or penetrate her sturdy armor, the Blakists retreated. As they turned to burn for the jump point, they deployed their Santa-Ana missile. The attack missed the *Fylgia* and struck the *Ellishadder* instead. All hands were lost. Duke Kelswa-Steiner honored their sacrifice (and all other Skye citizens killed in the Jihad) in 3081 with the installation of Ellishadder Day, to take place every Fourth of October.

The WoB suffered heavy casualties in the assault, precluding any further attacks. The Word would not return to Skye for several years.

—The Idiot's Guide to the Jihad on Skye; *Republic Press*, 3098

NEXT TRACK

Graveyard Shift

UNDER HEEL

SITUATION

CONSECO PLAINS

NEW EARTH, LYRAN ALLIANCE

5 OCTOBER 3068

By the Unfinished Book... there are a ton of them. We signed on... a month ago. We expected... we'd be fighting Cappies or Dracs. Never thought the Wobbies would... come calling. It's a shame they... haven't fallen on their own swords. Heard they took out the Fifth with... nukes yesterday. Nukes! Good Lord, who... uses weapons like that?

—Last audio entry from the personal journal of Captain Kirc T. Jamison

..... THE CAMPAIGN: 3068

GAME SETUP

Use a mix of Flatlands and Hills terrain (see p. 263, *TW*). The Defender chooses their home edge first.

Attacker

The Attacker are elements of the Word of Blake Twelfth Division. They are 125% of the Defender's deployed force, have Regular skills, and use any Word of Blake RAT. The Division enters from any two battlefield edges.

Defender (Player)

The player may use up to 25% of their total force and sets up anywhere on the battlefield.

WARCHEST

Track Cost: 300

Options

+100 Mud: Convert all Clear hexes to *Mud* (see p. 50, *TO*)

+200 Spirited Attackers: Adjust the Attacker's skill level to Veteran.

OBJECTIVES

Get the word out. Exit one Defending unit off one of the Attacker's entry edges after Turn 6. [50]

Escape. Exit at least 75% of the Defender's force through one of the Attacker's entry edges after Turn 10. [300]

Take some with you. Destroy at least 25% of the Attacker's force. [200]

SPECIAL RULES

The following rule is in effect for this track.

Salvage

Salvage (p. 13) applies only if the **Take some with you** objective is completed.

AFTERMATH

Panicked, the last of New Home's defending militia streamed through the Conesco Plains towards an *ad hoc* evacuation point. Unfortunately, the Word's Twelfth Division caught up to the survivors and swarmed them completely. The militia put up stiff resistance, breaking out of the Word's entrapment twice before finally succumbing to the inevitable. Barely two DropShips' worth of militia and dependents managed to escape New Home before the Word locked the system down.

—Occupation and Desolation; *New Home University Press*, 3089

NEXT TRACK

Flashpoint

LEADING EDGE

SITUATION

NADIR POINT CC-332

KITTERY, FEDERATED SUNS

22 OCTOBER 3068

12/10/68: *Mr. Askai pulled through. He was able to locate a Capellan contract and set up a meeting with their liaison outside MRBC auspices. It looks like they're going after the Spica salient next and want us to conduct some recon for them on Kittery.*

It's a pity Hasek didn't live up to my hopes, but we need a contract. Any contract. I'm getting bored, and keeping Hilary at bay when she has nothing to do is troublesome. And the terms are extremely generous. If the Capellans are throwing around this kind of money on contracts, it means they're either very serious or very desperate.

I don't know which, but it doesn't matter. After this run we should be able to get some secondhand battle armor. Organizing a new platoon will keep Hilary busy, and the suits will greatly improve our capabilities.

—Pierre Grandin

GAME SETUP

Use Forest terrain (see p. 263, *TW*). The Attacker designates their home edge first. The opposite edge is the Defender's starting edge.

Attacker (Player)

The player is the Attacker and may use up to 25% of their total force.

Defender

The Defender is a Federated Suns unit with Regular experience and uses any FedSuns RAT. The Defender's deployed force should be 125% of the Attacker's total deployed force. Half of the Defender's force (round down) enters from the edge opposite the Attacker's home edge at the beginning of the track. The second half enters from the same edge on Turn 6.

WARCHEST

Track Cost: 300

Options

+100 Heavy Rain: Use the *Heavy Rainfall* rules (see p. 59, *TO*).

+150 Enemy Minefields: The Defender places 1D6 + 1 conventional minefields anywhere on the playing area before the Attacker deploys their units. Attacking units that begin the game in a minefield only set the field off when exiting the hex.

+150 Spirited Defenders: Increase the Defending force's experience level to Veteran.

OBJECTIVES

Distract and delay. No Attacking unit may exit its home edge for a minimum of ten turns. [200]

Hammer down. Destroy or cripple at least 75% of the Defender's force. [200]

Fast recon. Exit one Attacker unit off the Defender's home edge. [150]

SPECIAL RULES

The following rule is in effect for this track.

Salvage

Because this mission involves fast recon, salvage is unavailable.

AFTERMATH

After several weeks waiting for IE to call in their retainer, the Crusaders began looking for their own side contracts. Baron Grandin made contact with a mercenary broker acquaintance and picked up a job running reconnaissance on Kittery, ostensibly for the CCAF.

The Crusaders landed their 'Mech force in the rugged jungles north of Can Fu City, allowing them to probe the defenses of the capital. Their sudden arrival via pirate point caught the defending First Kittery Borderers on maneuvers in the southern hemisphere, leaving the interception up to the cadets of the Kittery Training Battalion. The green trainees plowed through the jungles in pursuit of the Crusaders, only to repeatedly run into infantry attacks in the thick undergrowth. The distraction of the Training Battalion allowed Grandin to slip his 'Mechs around them to observe the fortifications around the capital city and gauge militia readiness.

After meeting his objectives Grandin hit elements of the Training Battalion from behind, allowing the rest of the unit to disengage from combat. The Crusaders withdrew to their DropShip and conducted a series of quick probes at other sites that had been designated by their Capellan liaison. One of the areas of interest would later become the infamous RBMU 105 prison camp. Those probes failed to encounter any resistance, leaving the Crusaders free to leave Kittery.

The Word of Blake made good use of the intelligence collected by the Crusaders, conquering the planet in November with little difficulty.

—The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

Brew-Ha-Ha; Seed of Discontent

GRAVEYARD SHIFT**SITUATION**

INBOUND VECTOR, BENJAMIN

BENJAMIN MILITARY DISTRICT, DRACONIS COMBINE

2 DECEMBER 3068

(Excerpt from Wolfnet report 30690228/113-Beta, filed by Wolfnet agent)

We are now working for the Federated Suns, or at least part of it.

After IE bought out our contract, an old friend of Captain Derer approached him with an offer. Good pay and excellent salvage rights were too good to pass up. All we have to do to earn it is participate in a force hitting Benjamin in some sort of reprisal raid.

While it all sounds good, I can see Captain Derer is not happy about something. He has not said anything, but I have been around him long enough to read him, and he is suspicious. Maybe because instead of

dropping onto New Avalon and crushing the Blakists, we are going after the Combine. I reminded him we get paid for completing a contract, not for our ethical stance. He did not like that, but we will do the job.

GAME SETUP

Use any terrain (see p. 263, TW). It is suggested the player use primarily aerospace units for this track. This track uses the *Low Altitude Operations* rules (see p. 80, TW).

Attacker (Player)

The player may deploy up to 50% of their total force. In addition, the Attacker receives support from a Federated Suns force equal to 100% of the player's total deployed force. The FedSuns force is Veteran and rolls on any FedSuns or Combine RAT.

The Attacker chooses a starting edge before the Defender deploys and may begin with any starting Velocity.

Defender

The Defender is elements of the Sixth Ghost Regiment. The Defender's force is 125% of the Attacker's total deployed force, uses any Combine RAT, and is of Veteran skill level.

The entire defending force deploys within five hexes of the map edge opposite the Attacker's starting edge, at any Velocity below 4.

WARCHEST

Track Cost: 300

Options

+200 Night Combat. Use the rules for *Moonless Night* (see p. 58, TO).

+200 Elite Defenders. Increase the Defender's experience level to Elite.

OBJECTIVES

Soften them up. Destroy at least 50% of the Defender's total deployed force. [300]

Paste them. Destroy/Cripple the Defender's total deployed force. [300]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Defender is operating under *Forced Withdrawal* rules (see p. 258, TW).

Salvage

The player's force only obtains salvage rights for enemy units they destroy. Any enemy unit destroyed by the Federated Suns support force becomes AFFS salvage.

AFTERMATH**Journal Entry #525**

If I had realize how bad things were in the Federated Suns, I would have told Gates to stuff it.

..... THE CAMPAIGN: 3068

New Avalon's under siege, and what are the blue-blooded bastards Sandoval and Hasek doing? Expanding their borders, setting blood debts with their neighbors, and ignoring the Blakies occupying the capital!

Hanse Davion must be rolling in his grave, assuming it hasn't been obliterated. But the March Dukes' narrow-mindedness has cost thousands of lives and for what? Don't they understand the Suns' enemy right now isn't the Combine or Confederation, but the Blakies? Are they that blind or just stupid? I was reminded that we're mercenaries, not a moral authority. That may be true, but I don't have to like it. On the other hand, we did the job without soiling our hands with innocent blood.

We went to Benjamin, found the Sixth Ghost there, and destroyed them. We got paid, got some salvage and even picked up a few survivors from a less fortunate mercenary unit. Most would consider it a profitable mission.

But I've decided the Cannons won't take any more Federated Suns contracts until something changes. It's not the money. It's being able to look in the mirror every morning and knowing you're not a part of the problem. If someone doesn't stop those two idiots, there won't be a Federated Suns left. I don't care how good the money is, I won't be a part of that destruction.

—Gannon Derer

NEXT TRACK

Denial of Service; Brew-Ha-Ha; Living Dead Men; Brute Force; Bullet in the Blue Sky

RESISTING ARREST

SITUATION

SUBLEVEL 6-E, ISHIYAMA COMPLEX

KOBE DISTRICT, SOLARIS VII

LYRAN ALLIANCE

20 DECEMBER 3068

The only way we're going to survive and maintain the Solaran way of life is if we set aside our differences, our egos, and our competitive nature and focus on punching out the invaders.

Then we can get back to the business of kicking each others' asses for fun and profit.

—attributed to Eric Gray, Silver Dragon Stables

GAME SETUP

Use a minimum of six Ishiyama mini-maps (from *MapPack: Solaris VII*) in random order. Connect the maps in a line while adjoining the longer sides.

Alternatively, use a mix of Light and Heavy Urban terrain (see p. 263, *TW*). All Paved and Clear hexes denote cavern tunnels that are Level 6 in height. All building hexes are impassable rock walls. All Wooded hexes are considered Rubble terrain.

Attacker

The Attacker consists of elements of the Word of Blake's Twenty-fifth Division. This force has Regular skills, uses any Word of Blake or Free Worlds League RAT, and equals 100% of the Defender's deployed force. Only 'Mech units can be used.

Place units in pairs near any tunnel entrance along one edge of the battlefield. If there remains only one unit left after all pairs have been placed, that unit may be placed near a previously placed pair.

Defender (Player)

The Defender consists of up to 25% of the player's total force and two Silver Dragon 'Mechs. Use any Combine RAT to determine the two Silver Dragon units. The two stable warriors have Veteran experience.

The Defender sets up after the Attacker. Place half of the Defender's force anywhere on the battlefield within four hexes of each other and at least five hexes from any Attacking unit. Place the other half of the Defender's force along the opposite edge of the Attacker's deployment; these should be within two hexes of each other. One Silver Dragon warrior should be placed with each group.

WARCHEST

Track Cost: 1000

Options

+300 "Live" Arena: All standard *Ishiyama Arena* rules (see p. 48, *MPS7*) are turned on.

+350 Night Fighting: Use the *Pitch Black* rules (see p. 58, *TO*). Any of the Defender's units may be designated with searchlights. None of the Attacker's units have searchlights.

OBJECTIVES

Spreading the word. At least one of the two Silver Dragon units must survive the track. [300]

Survival. At least half of the player's force must survive. [500]

Confusion. Destroy/Cripple 100% of the Attacker's force. [800]

SPECIAL RULES

The following rules are in effect for this track:

Salvage

The salvage rule is not in effect for this track unless the **Confusion** objective is achieved.

Endless Tunnels (Optional)

Use the *Endless Tunnels* optional rule (see p. 48, *MPS7*).

AFTERMATH

Outlaw? Wanted? Head on the money block?

How is this any different from headlines in rival stable locker rooms? The Word's going to have to do more than trite made-for-press release snap quotes to scare me.

—attributed to Eric Gray, Silver Dragon Stables

NEXT TRACK

Seed of Discontent; Brew-Ha-Ha; Free-Fire Zone

ALGOT

INVASED OCTOBER 3069
LIBERATED FEBRUARY 3077



COMBATANTS

Capellan Confederation

Ambermarle's Highlanders, Devon's Armored Infantry, House Imarra

Federated Suns

Algot Militia, First Davion Guards

Word of Blake

Nineteenth Division

Mercenary forces Carson's Renegades, Hannigan's Monsters, Khasperov's Knights

ALGOT MINI-CAMPAIGN

To accomplish a mini-campaign for Algot, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +500 WP at the end of the mini-campaign.

Missions (any order): Recon, Assault, Flank, Pursuit

Chaos Tracks: *Hammer and Anvil; Citizen's Arrest*

An idyllic world with clean air, lush greenery, and long human lifespans, Algot originally belonged to the Tikonov Union. The Union became a member of the Capellan Confederation, and Algot remained in Capellan hands until the Third Succession War, when the Federated Suns overwhelmed the planetary defenders. Unwilling to ruin the world's ecosystem with unending raids or assault attempts, the Confederation bided its time until the situation was right. The loss of almost half of their worlds in the blitzkrieg of the Fourth Succession War placed its new borders even further from Algot, dashing Capellan hopes of reclaiming the world for the foreseeable future.

In October 3069, three Level IIIs of the Word of Blake Militia's Nineteenth Division descended upon the planet while sporting Capellan colors. Word aerospace forces firebombed the AFFS compound on the outskirts of the city of Cassol, depriving Algot of the majority of their garrison forces. A ground assault across the southern deserts of Algot's sole continent flushed out the remainder of the Algot Militia and placed the world under the new Word of Blake Protectorate.

3069

MY BONNIE LIES OVER THE OCEAN

SITUATION

KANDER SEA, SOUTHERN HEMISPHERE

BLUE HOLE, LYRAN ALLIANCE

9 JANUARY 3069

Working for the Lyrans is bad enough. Sure, it's better than those Leaguers treated us, but that's mainly just financial. But the way these so-called officers act, they're much more like politicians than soldiers or leaders. And it's not like any soldier worth his weight in cowflop would ever have come up with this "plan." Seriously? We're supposed to guard an underwater building—but only until the Falcons get close enough—and then blow it ourselves? I've seen more believable plots on episodes of Eternal Warrior.

—Journal entry for Lt. Roger Goddard, 6 January 3069

Galatea was only slightly worse than this toilet of a planet. At least the two new VTOLs and their crews seem to be working out. Fast spotters should be murder on these Clan assholes. The two new MechWarriors leave a little more to be desired, though.

—Journal entry for Lt. Musette Brady, 8 January 3069

GAME SETUP

Use Wetlands terrain (see p. 263, *TW*). Place one Hardened Level 2 building (CF 125) in any water hex of Depth 2 or greater (building will be underwater).

Attacker

The Attacker consists of elements of the Jade Falcons' Alpha Galaxy. The Attacker's force equals 100% of the Defender's total deployed force and uses any Clan Jade Falcon RAT. For every complete Star, one unit has Elite experience, and the other four are Veterans.

Defender (Player)

The Defender consists of up to 75% of the player's total force. In addition, the player's force may add five sea mines of any type (see pp. 364-367, *TO*) or three anti-aircraft gun turrets for every 10 units fielded.

..... THE CAMPAIGN: 3069

WARCHEST

Track Cost: 500**Options****+300 Contemptible Birds:** Add 25% to the Attacker's deployed force.**+300 High Winds:** Use the *Strong Gale* rules (see p. 61, *TO*).**-500 Fist Full of Dollars:** Add one *Jormungand*-class blue-water cruiser (the BHS *Brynhild*) to the defending force (see p. 171, *HBHS*).

OBJECTIVES

Denial. Keep the underwater base from being captured or destroyed. [300]**Bird-hunting.** Destroy/Cripple at least 75% of the Attacker's force. [400]**Prove yourselves.** Destroy/Cripple at least 25% of the Attacker's force underwater. [300]**Don't sink the *Brynhild*.** If the *Jormungand* is in play, it must survive the track. [300]

SPECIAL RULES

The following rules are in effect for this track:

Aerospace Bomb Racks

Aerospace forces on both sides have access to depth charges, which function as bombs for purposes of rules and damages, with the option of how deep the charge submerges before exploding. Depth times may be changed during the End Phase. If carrying split loads of ordinance, the player should note which racks carry which bombs on their record sheets.

Torpedo Launchers

Non-aerospace units that have access to torpedo racks may mount them in place of the appropriate LRM/SRM launchers as normal. The Jade Falcons do not have access to such weapons. These racks can be fired only against targets at or below the water's surface.

AFTERMATH

I can still hear the comms of the men we left behind. Knowing I had no choice doesn't make it any easier to deal with. Maybe it should hurt less with them being new to the unit, but it doesn't. I figure that's better than being a callous bastard who tosses men to the enemy and leaves them behind while he retreats like a coward with no regard for who he's condemned.

—Journal entry for Capt. Roger Cumberland, 16 January 3069

Though divested of their military protection, the citizens of Algot chose to oppose the Word's occupation with guerilla actions rather than surrender their home to invaders unconcerned for protecting the ecosystem. The Nineteenth Division responded by releasing poison into Lake Ochiba, a substantial freshwater body that supplied dozens of cities and nearby industries. Despite a death toll reaching close to one million, the chemical attack merely angered the inhabitants further. The resultant quagmire of sabotage and civil unrest forced Blakist Precentor Martial Cameron St. Jamais to reassign the Nineteenth elsewhere and leave a Word-funded mercenary garrison—Hannigan's Monsters—to deal with insurrection.

During Operation SCOUR, as the Allied Coalition forces distracted Blakist Militia across the Word's Protectorate, the Capellan Confederation finally turned its sights on bringing Algot back into the Capellan fold. On 14 February 3077 House Imarra met the bulk of the Blakist mercenary garrison in the desert outside Cassol while Ambermarle's Highlanders and Devon's Armored Infantry flanked the mercenaries and overran the former AFFS compound the mercenaries were using as their base of operations.

While battle raged on the ground, Allied Coalition forces arrived at the system's jump point on 24 February, expecting to liberate Algot from the Word of Blake. Instead, aerospace forces from the First Davion Guards clashed against Capellan naval assets. Both sides suffered several casualties before the Coalition task force learned they were opposing Capellan fighters. Coalition commander Devlin Stone advised the Federated Suns to withdraw, leaving the Capellans to deal with the Blakist threat.

The CCAF troops quickly completed mop-up actions with negligible damage to planetary ecology, placing Algot back under the Capellan aegis for the first time in more than fifty years.

—Reclaiming Our Heritage; *St. Ives Press*, 3089



PLEIONE

INVADED DECEMBER 3069
LIBERATED JUNE 3078



COMBATANTS

Capellan Confederation

Roman's Mounted Fusiliers, Harloc's Raiders and Warrior House Hritsu, Warrior House Ma-Tsu Kai

Mercenary forces Little Richard's Panzer Brigade
Word of Blake

Thirty-fifth Division, Pleione Defense Corps

PLEIONE MINI-CAMPAIGN

To accomplish a mini-campaign for Pleione, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +300 WP at the end of the mini-campaign.

Missions (any order): Strike

Chaos Tracks: Pound of Flesh; Roadblock

Retreat is always a bitter pill to swallow. What's worse is the new guys apparently wanted to prove themselves to be big, bad men and charged the advancing Falcons. Maybe it's because they hadn't learned our tactics yet or maybe it's because they only had short-range weapons. Either way, they knew we were leaving, yet they moved forward anyway. Cumberland had no choice but to order the liftoff when the Falcon missiles started hitting the hull. Yeah, retreat's bitter, but guilt is far worse. Hopefully the aftertaste won't drive the captain back into the bottle.

—Journal entry for Lt. Musette Brady, 16 January 3069

We and Tailspin did what we could as the Gap Breaker was heading for orbit. We got a few runs in on the Falcon OmniMechs and scattered them before their own fighters closed in. We saw Smitty and Jerralds break off and pour on the speed. I hope they got away.

—Journal entry for Lt. Mitch McGrady, 16 January 3069

NEXT TRACK

Brute Force; Living Dead Men; Bullet in the Blue Sky; Stirring the Anthill

..... THE CAMPAIGN: 3069

SEED OF DISCONTENT

SITUATION

DROPSHIP **TONNANT**, NADIR POINT
 GAMBILON, MAGISTRACY OF CANOPUS
 28 FEBRUARY 3069

I had just gotten the new battle armor platoon up to snuff. I wanted the Baron to see them in action for the first time. He'd be proud of them. And me.

Instead we're stuck inside the Tonnant while we do this flyby. And I'm worried about it. Those Magistracy types aren't trustworthy. I know that bitch was trying to use her cleavage to distract the Baron during his questioning. And they're using their own people as decoys. They'll do the same to us. We're just mercenaries.

There's just something about this mission that makes me feel powerless. It's all up to the sailors and the flyboys. I didn't get to plan anything about it—which makes sense—but now I'm concerned that he might hide things from me.

But he wouldn't do that, would he?

—Hilary Fletcher

GAME SETUP

This is an aerospace track. Use a minimum of two Space maps. Designate one short edge as the objective.

Attacker (Player)

The Attacker consists of up to 50% of the player's total force. In addition, three Mark VII landing craft with Elite crews (run by the Magistracy Intelligence Ministry) are attached to the Attacker's deployed force. Before play, the Attacker designates one of these units as the objective (for resolving Objective Two, below).

The Attacker enters from the edge opposite the objective edge at a Velocity of 5 or lower at the beginning of the track. The MIM shuttles enter at the beginning of Turn 2 at a Velocity of 4 or lower.

Defender

The Defender is comprised of the Thraxan militia and mercenaries. The Thraxan militia equals 25% of the Attacker's total deployed force and has Green skills. The mercenary commands equal 75% of the Attacker's total deployed force and are Veterans.

The Defender's units may be determined from Word of Blake, Magistracy, Hegemony and/or Mercenary Random Assignment Table.

The Defender begins the track within four hexes of the objective edge at any Velocity.

WARCHEST

Track Cost: 500

Options

+200 Asteroids: Place 2D6 asteroids on the map and use the Asteroid rules (see p. 44, SO).

+300 System Defense: Add an *Olympus*-class space station (see p. 178, TR57R) with Green experience to the Defender's force.

+300 More Mercs!: Add another mercenary force equal to 50% of the Attacker's total deployed force with Regular experience.

Unsurprisingly to most analysts, the Word of Blake did not target Pleione in the first wave of attacks. Embattled in practically every major engagement since being settled, the FedCom Civil War had finally bled the planet dry of anything worthwhile. It was not until December 3069 that the Word's Thirty-fifth Division routed what remained of Little Richard's Panzer Brigade and raised the Blakist flag above Fort Thunder Rock, taking control of the planet.

During the following years, the Word of Blake transformed Pleione into a cornerstone of Precentor Martial St. Jamais's "Maginot Line" defense surrounding Terra. On the ground, a full three divisions of Protectorate Militia dug in, turning Pleione's only continent into a citadel. In space, early warning systems were placed as far out as the zenith and nadir points, enabling several Pocket WarShip squadrons stationed nearby to strike with clockwork precision.

The carefully planned defenses failed its first test in 3075 when the Capellan Confederation reached Pleione. A surprise nuclear assault from orbit devastated industrial targets, fortifications, and population centers alike. No landing operations followed. What could have been an easy liberation turned into a costly debacle in the future. Shocked by the CCAF's ruthlessness, citizens swarmed into the ranks of the Protectorate Militia.

The Confederation failed to gather intelligence before their next strike. When Warrior House Ma-Tsu Kai arrived in February 3078, less than half of its warriors made it to the surface. The survivors were ground down piece by piece while trying to regroup. Back in the Confederation, a strict news blackout on the Warrior House's destruction was put into place.

The CCAF tried once more in May 3078. This attempt came with overwhelming force and massive WarShip support; even so, the Confederation had to fight viciously to establish a beachhead. The ensuing combat was short but savage, culminating just outside the capital on Gina Fields when the Word threw their last tactical nuclear warheads into the fray before dispersing. Capellan forces retaliated in kind by publicly executing Director Joseph Larsus and a large number of collaborators. Lake Placid, located near the execution field, was renamed Lake Scarlet after the blood runoff from over 2,500 people stained the water.

On 15 June 3078 the Celestial Throne declared Pleione liberated. In reality, the CCAF barely held the capital and its main spaceport, several scattered settlements, and two key industrial centers. Blakist cells remained active for months, mixing with citizen groups who opposed Confederation rule. Unrest eventually died down, though it flares up periodically around Confederation-sponsored holidays.

—Aggressor Liao; *Unity Publishing Amalgamated*, 3087

THE CAMPAIGN: 3069.....

GALEDON/AN TING



GALEDON
INVADED DECEMBER 3068
(FEDERATED SUNS),
JUNE 3069 (CLAN SNOW RAVEN)
QUARANTINED FEBRUARY 3070

COMBATANTS**Clan Snow Raven**

Swift Wing Naval Star, Storm Crow Naval Pursuit Star

Draconis Combine

Twelfth Galedon Regulars, Twenty-first Galedon Regulars

Federated Suns

Second New Ivaarsen Chasseurs

Mercenary forces Blacklate Mentals, Brian's Bombers, Colstrup's Cavaliers, Weizer Volunteers

AN TING

INVADED APRIL 3070 (FEDERATED SUNS)
QUARANTINED DECEMBER 3070

COMBATANTS**Draconis Combine**

Twelfth Ghosts

Federated Suns

Second New Ivaarsen Chasseurs

GALEDON/AN TING MINI-CAMPAIGN

To accomplish a mini-campaign for Galedon/An Ting, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +500 WP at the end of the mini-campaign.

Missions (any order): Beachhead, Defend, Withdrawal, Retreat

Chaos Tracks: *Denial of Service; Panic and Pain*

Unlike other conflicts throughout the Jihad, the Word of Blake was only indirectly responsible for the tragedy that befell Galedon V. In June 3068, Clan Snow Raven's Swift Wing Naval Star launched punitive raids on the Galedon Military District capital as retaliation for alleged DCMS complicity in the *White Cloud's* destruction in late 3067. Six months later the Second New Ivaarsen Chasseurs launched an unsanctioned strike on Galedon to capitalize on the confusion sown by the Black Dragon Society's attempted coup on Luthien. April of 3069 saw the Twelfth

OBJECTIVES

Get in, get out, no sacrifices. Avoid more than 50% casualties (Destroyed/Crippled units) by the end of the track. [250]

Successful insertion. The MIM Mark VII landing craft must survive and exit the designated edge. [500]

SPECIAL RULES

The following rule is in effect for this track:

MIM Mark VII Landing Craft

In order to execute a successful insertion, the MIM unit must perform a combined total of five successful sensor sweeps to determine the best insertion path. To execute a successful sweep, a MIM craft must declare at the Initiative Phase whether it is performing a sweep or not. If a sweep is declared, roll 2D6 during the End Phase. A successful sweep is achieved on a roll result of 10 or better. If the craft does not fire any weapons during the turn, add a +2 bonus to the roll. Once 5 successes are logged, the designated objective craft may exit the playing area through any hex along the designated map edge.

AFTERMATH

The Crusaders were routed to Gambilon after running relief convoys into the hard-hit Rim Commonality for the Coterie. A low key Magistracy contract, circulated only in select channels, sought out a command with its own DropShip for "special operations." The loss of contact with the Magistracy had been a matter of concern to IE for some time, so their liaison brought the contract to Grandin's attention and strongly encouraged him to accept.

An MIM agent contacted the Crusaders and directed them to Thraxa's nadir point, where they met three Mark VII landing craft crewed by elite Canopian intelligence agents. Two of the landing craft were designated as distractions; they would break away before hitting orbit to draw off "hostile surface defenders" while the third, escorted by the Crusaders, infiltrated agents in via HALO drop.

The mission itself went smoothly. Mercenary and militia craft lifted off-world to engage the landing craft, but the elite skills of the MIM pilots kept them from having an easy intercept. Grandin recognized one of the commands involved as a company-store victim of the Word but kept that information from the Canopians. The Crusaders' DropShip *Tonnant* received minor damage, but the contract payment covered repairs at an IE yard and then some.

Grandin learned afterward that the drop itself had been a distraction for an operation aimed at toppling the collaborationist local government. His later report to IE was one of the first signs that resistance to Blakist occupation still existed inside the Magistracy.

—The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

Living Dead Men; Brute Force; Stirring the Anthill

..... THE CAMPAIGN: 3069

DENIAL OF SERVICE

SITUATION

HILLS OF SORROW

GALEDON V, DRACONIS COMBINE

10 APRIL 3069

With most of the Com Guards fighting the Blakists during the opening shots of the war, far too many HPG stations lacked adequate defenses. Considering the HPG blackouts on numerous important worlds across the Inner Sphere, ComStar couldn't afford to take any more chances on losing District capitals like Galedon V. Sixth months prior to the FedSuns invasion, intelligence reports were rife with Davion movements near the border. As a stopgap, ComStar hired some mercenaries to look after the Galedon HPG just before Davion forces invaded. As the FedSuns and Combine troops eventually clashed, it was simply a matter of time before their grudge match spilled towards the mercs—and erupted in yet more violence.

And through it all, the Curse flowed among them.

—The Death of Galedon; Luthien Press, 3092

GAME SETUP

Arrange a combination of Light Urban and Hill Terrain maps (see p. 265, TW). The Defender designates a building of no more than six hexes as the HPG station. The upgraded station is considered a Level 3 Hardened structure (CF 120). The Defender's home edge is the one that lies closest to the HPG station.

Attacker

The Attacker consists of the Second New Ivaarsen Chasseurs, which is 75% of the Defender's total deployed force and has Veteran skills. The Second may not deploy aerospace units and uses any FedSuns RAT.

The Attacker enters from the edge opposite the Defender's home edge.

Defender (Player)

The Defender consists of up to 100% of the player's total force. Defending units are set up anywhere on the battlefield and up to half may be deployed as *Hidden Units* (see p. 259, TW).

WARCHEST

Track Cost: 800

Option

+200 Full Moon Night: Use the *Full Moon* rules (see p. 58, TO).

OBJECTIVES

Neither snow nor rain nor heat nor gloom of night... Prevent the HPG station from being completely destroyed by the end of Turn 15 [600]

Postage due. Destroy/Cripple 50% of the Attacker's forces [500]

No more Saturday delivery. The HPG station suffers less than 50% damage. [300]

and Twenty-first Galedon Regulars return home to force the AFFS troops off-planet. The Chasseurs' retreat, however, resulted in the destruction of Galedon's HPG, and fierce combat in the Outermark Hills breached containment of a hidden, underground ISF facility that predated the First Succession War.

Within weeks, whole swaths of the population had fallen prey to an influenza-like plague that became known as the "Curse of Galedon." Countless thousands died in the initial outbreak, and the death toll continued to mount as the mutating pathogen spread across the planet.

To further compound matters, the Snow Ravens were not done using Galedon as an object lesson. On 5 January 3069, nuclear sabotage at Ramora in the Outworlds Alliance—proven far too late to be the work of Blakist-backed terrorists operating on Dante—destroyed the Swift Wing Naval Star. Snow Raven leadership denounced the act as Combine retribution for the previous year's raids. On 1 June 3069 the Storm Crow Naval Pursuit Star bombarded Galedon V's military installations from orbit and gave the planet's "civilian castes" one week to evacuate. Only thirty thousand Galedonians escaped the Snow Ravens' wrath before the Raven fleet began systematically barraging every population center on the planet.

Draconis Combine High Command soon ordered the system quarantined. In February 3070, DCMS vessels scoured the planet's entire surface with thermonuclear bombardment to put an end to the "Curse of Galedon" once and for all.

Two months later the Curse reared its head when DropShips carrying the infected Second New Ivaarsen Chasseurs arrived on the Matsuida Prefecture world of An Ting. Despite the local authorities' efforts to isolate the refugees from the general populace, the people of An Ting descended into panic once new cases of infection surfaced. Riots turned into armed conflict, and the planetary government was unable to control the situation. On 7 December 3070, the DCMS finally quarantined An Ting and left the planet's inhabitants—including the garrisoned Twelfth Ghost Regiment—to fend for themselves.

Some historians believe the Snow Ravens unintentionally averted a potential Sphere-wide crisis. Their bombardment of Galedon, despite being an unparalleled act of vengeance more devastating than even the infamous Kentares Massacre, had the unforeseen consequence of inhibiting the plague's initial spread. If not for the Ravens' wholesale destruction of military and civilian infrastructure, more refugees might have fled the system and brought the Curse to countless other worlds, in Combine space and beyond.

—Unintended Consequences; Pesht Press Syndicate, 3088

SPECIAL RULES

The following rules are in effect for this track.

“Curse of Galedon”

Some of the Second New Ivaarsen Chasseurs are starting to feel under the weather. Before play, the Attacker secretly rolls 1D6 for each Attacking unit to determine whether that unit is affected. A result of 5–6 indicates the pilot/crew has contracted the “Curse of Galedon.”

Infected units begin the track with 1 point of pilot damage (if applicable), suffer a +1 modifier for any to-hit rolls for weapon attacks, and add +2 to any Piloting/Driving Skill rolls (except when conducting Physical Attacks). Infected infantry units begin the track below full strength, lacking 5 troopers (if conventional) or 1 trooper (if battle armor).

If a Defending unit captures an infected unit or if two opposing infantry units are stacked, roll a 1D6: 5–6 means the opposing unit has contracted the plague, and its pilot/crew/platoon is effectively considered destroyed if it survives to the end of the track. Also make this roll whenever an infected conventional infantry unit occupies the same hex as an uninfected infantry unit.

Forced Withdrawal

All forces are operating under *Forced Withdrawal* (see p. 258, *TW*).

Salvage

Due to rampant plague rumors, there is no salvage available for this track.

AFTERMATH

The Second New Ivaarsen Chasseurs used the cover of darkness and blitzkrieged the HPG, surprising the ComStar mercenary garrison. In the ensuing carnage, no one knows whose shots were responsible for sending that massive HPG dish screeching to the pavement.

Shortly after the battle, some disturbing reports of epidemic spread across the local news broadcasts, and a few of the garrisoned troops on both sides began reporting coughing and dizziness. Immediate quarantine protocols only resulted in slowing the plague’s spread, prolonging the coming tragedy by a few months.

—The Death of Galedon; *Luthien Press*, 3092

NEXT TRACK

Bullet in the Blue Sky; Brute Force; Panic and Pain

BREW-HA-HA**SITUATION**

MATHER SWAMP, LOWELLSTOWNE

TOHELET, FREE WORLDS LEAGUE

6 MAY 3069

No sooner had we landed on Galatea than we were contacted by this Askai character – the guy who brought us in to Gienah. Said he wants to make up for the trouble. He offered double our rates and all the salvage we could haul off. Problem is, it’s not for six months, and it’s back in the Federated Suns. At least it got the boss sober again, gave him something to focus on besides guilt.

—Journal entry for Lt. Musette Brady, 11 February 3069

None of us know what the hell the Coterie is, but their contract offer was too sweet to pass up. Sure, we were only passing through the League, but a side job can’t hurt. Besides, this is more suited to us than fighting the damn Clans. How hard can it be to guard a peat farm?

—Journal entry for Capt. Roger Cumberland, 5 May 3069

GAME SETUP

Use a mix of Hill and Mountain terrain (see p. 263, *TW*). The Defender places/designates one Medium Level 1 building anywhere on the battlefield.

Attacker

The Attacker consists of elements of Reed’s Brew and fields a force equal to 75% of the Defender’s total deployed force. Reed’s Brew is a Veteran mercenary command and rolls on any Mercenary RAT with a –1 modifier (to a minimum of 2).

The mercenaries start on the map edge farthest from the objective building.

Defender (Player)

The Defender consists up to 50% of the player’s total force; the small planetary militia equals 25% of the player’s deployed force and is Green. The militia uses any Militia RAT to determine forces.

Set up the Defender within eight hexes of the objective building.

WARCHEST

Track Cost: 600

Options

+150 Brute Force: Add a number of mercenaries equal to 50% of the Defender’s total deployed force. These units enter at the beginning of Turn 1D6+2.

+250 Sharpshooter: At least 25% of the Attacker’s force are Elite.

..... THE CAMPAIGN: 3069

OBJECTIVES

Defend target. The objective building must survive the track. [150]

Information. Capture or cripple one mercenary unit; that unit must survive at the end of the track. [250]

Eliminate the threat. Destroy/Cripple more than 75% of the Attacker's force. [300]

SPECIAL RULES

The following rule is in effect for this track:

Reed's Brew

Reed's Brew isn't suicidal but they are out to prove that they're more than just a "party patrol." They will begin to withdraw (using *Forced Withdrawal* rules, p. 13) only after they take more than 50% losses.

AFTERMATH

That was easily the strangest contract we've ever had. Sure, we kept those Reed's Brew jokers from crossing the peat bogs, but I'll be a damned Capellan monkey if that was their target. They came in the same time other raiders hit the staging area for the land trains. Either they were a diversion or they were supposed to hit the city from the opposite side as the other pirates. Whatever their plan, we stopped them cold. They'd hardly gotten out of sensor range before these Coterie DropShips arrived. They claimed they were there to "inspect the damage" to the peat bogs, but no one believed that. Seems to me their real purpose was to give us our marching orders. That suited us just fine, since they paid up first. Now we just have to hope we can make it to Caselton in time for whatever Askai's got planned for us next.

—Journal entry for Capt. Roger Cumberland, 6 May 3069

I may be just a tank jockey, but there was something real strange about that whole business on Tohelet. Not sure anyone else thought of it, or maybe they did and just didn't wanna say anything. What's got me, though, is how the Coterie knew there'd be raiders hitting there, and when, and from what direction. Makes me wonder if they were behind it but wanted it to look like they cared about the people. Is that League politics?

—Journal entry for Lt. Roger Goddard, 8 May 3069

NEXT TRACK

Brute Force; Liberation; Living Dead Men

BULLET IN THE BLUE SKY

SITUATION

RUINS OF LAW CITY, TOKYO ISLAND

LUTHIEN, DRACONIS COMBINE

18 JULY 3069

Journal Entry #740

We have an odd mission into a blast furnace of a situation.

Luthien Armor Works has hired us to escort a team to Luthien to examine their factories there. I don't know how there can be anything left—the Blakists nuked the place. But LAW wants to be sure, and they don't want to depend on the loyalist forces for security.

So here we go, right into the middle of a three-way war between the Combine loyalists, the Black Dragons, and the Word of Blake. When we landed, the Combine loyalists warned us of an impending Black Dragon attack. After consulting with the LAW team leader, Dr. Linna Yamazaki, we decided to wait. I've offered the First Genyosha CO the Cannons as a mobile reserve as a gesture of goodwill. If we have to get involved, I want to do it on our terms.

—Gannon Derer

GAME SETUP

Use a mix of Dense Urban and Industrial Zone (see p. 11). All buildings on the battlefield have suffered 1D6x10 CF damage. Buildings may be destroyed from this assigned damage. Each side secretly selects two building hexes per eight units fielded (round up) as the objective buildings; these buildings should still be standing.

Both sides must use units that incorporate *Environmental Sealing* (see p. 216, TM).

Attacker

The Attacker is a combination of elements from the Second Sword of Light (*Kokuryu-kai*), Sixth Benjamin Regulars, and Fortieth Dieron Regulars. Use any Combine RAT to determine forces. The Second Sword of Light units have Elite skills, the Sixth Regulars have Veteran skills, and the Fortieth Regulars have Regular skills. The total deployed force is 100% of the Defender's deployed force. The Fortieth Regulars make up no more than 30% of the Attacker's total force.

The Attacker enters the battlefield from two map edges that are perpendicular.

If the player opts to support the Attacker, they replace the Fortieth Regulars forces.

Defender

The Defender is made up of a combination of elements from the First Genyosha, Word of Blake Ninth Division, and the Sathen's Snipers mercenary unit; the total combined force is 100% of the Attacker's deployed force.

The First Genyosha uses any Combine RAT and has Elite skills; they do not cooperate with the mercenaries or the Ninth Division and will fire on them when opportunity presents itself. The First Genyosha is 50% of the Attacker's total force.

The Ninth Division uses any Word of Blake or ComStar RAT and has Veteran skills. The Snipers use any Mercenary RAT and have Veteran skills. These two forces will cooperate with each other. The Snipers make up no more than 30% of the Defender's combined total force.

Any Word of Blake forces set up within 3 hexes of one map edge, facing towards the center of the battlefield. Any DCMS forces may set up anywhere on the battlefield, but must be at least 5 hexes away from the edge and may not set up within 4 hexes of any Word of Blake units.

If the player opts to support the Defender, they replace either the Snipers or the Genyosha forces.

WARCHEST

Track Cost: 600

Options

+100 Rainy Day: Use the *Moderate Rainfall* rules (see p. 59, TO).

OBJECTIVES

Seizure. Retain control of as many designated buildings as possible by the end of the track. [50 for each building]

Maximum damage. Destroy/Cripple at least half of the opposition's total deployed force. [500]

SPECIAL RULES

The following rules are in effect for this track:

Scanning

Use the *Scanning* rules (p. 14) to determine the opponent's objective buildings.

Seizing Buildings

In order to take control of a building, an operational unit (including units that are Crippled but not Destroyed) must remain in an adjacent hex for at least 5 turns. If any enemy units are adjacent to the same building during the End Phase of a turn, that turn will not count towards the total. Units do not need to be in contact the entire time, but the player's force must maintain uncontested contact for a total of five full turns.

Destroying a building has no effect on seizing the location for objective purposes.

Support Troops (Player)

The player can substitute up to 25% of their total force on either side.

Time Limit

The track ends after the End Phase of Turn 15.

AFTERMATH

(Excerpt from Wolfnet report 30691022/113-Beta, filed by Wolfnet agent Ramrod)

The situation on Luthien is a tangled web of honor, fanaticism, and insanity.

The *Kokuryu-kai* and the loyal samurai are locked in a death struggle, with the goal to exterminate the enemy. Ironically, the Word of Blake forces on Luthien are probably the least fanatical troops of the three sides.

At first, *Tai-sa* Shih Chou was not happy to see us. It took a lot of official paperwork from LAW and explanations from both Captain Derer and Dr. Yamazaki. Finally convinced, Chou told us we could not go out because the area we wanted to go was in no man's land and the *Kokuryu-kai* was launching an attack against this part of the line.

The captain decided that we had to assist Chou, to show we weren't the enemy and to keep Yamazaki and her team safe. We placed a couple of lances under Chou's command when they moved out against the enemy.

When we reached the battlefield, the *Kokuryu-kai* forces were already rolling over a Blakist force. Chou ordered us to stay back while the Genyosha hit both *Kokuryu-kai* and Blakists like a tidal wave. We moved around, shoring up weak points in the Genyosha's line but otherwise staying out of their way. I have never seen such a brutal battle in my life. No quarter given or asked by anyone. Captain Derer called it a matter of Kuritan honor.

I called it insane.

NEXT TRACK

Stirring the Anthill; Panic and Pain

BRUTE FORCE

SITUATION

SITE 2B, CASSINI BELT

CASELTON, FEDERATED SUNS

10 SEPTEMBER 3069

I can't believe I was in such a bad state that I took this contract. Brady tells me I did, though. This Askai could not have been up front about the job. There's not enough booze on Galatea to make me take this contract if I'd known we'd be attacking the Second Davion Guards. Not only does this deal make me feel like a damn traitor, I don't think we could beat the Guards even if they gave us a handicap. I've already had the techs paint over our insignia and change the Gap Breaker's transponder. One thing's sure, even if we win, we still lose, because we'll never be able to go home again. We're supposed to hit some mining site in the asteroid belt. I just hope it stays quiet that my orders are to target only the turrets and not the Guards.

—Journal entry for Capt. Roger Cumberland, 8 September 3069

.....THE CAMPAIGN: 3069

GAME SETUP

Use Mountain terrain (see p. 263, *TW*). The Attacker places the headquarters, a Level 2 Heavy building (CF 80) within five hexes of one map edge. The Defender places the power station, a Level 1 Medium building (CF 50) within ten hexes of the HQ building. This track also uses the *Low Gravity* (see p. 55, *TO*) and *Vacuum* rules (see p. 54, *TO*).

Attacker (Player)

The Attacker consists of up to 100% of the player's total force. The Attacker deploys on the map edge farthest from the HQ building. Starting Velocity (if applicable) must be 3 or lower.

Defender

The Defender consists of elements of the Second Davion Guards RCT. The Defender's force equals 100% of the Attacker's total deployed force, has Elite experience, and uses any FedSuns RAT. Add five RAC 2 turrets (CF 60; 20 rounds per turret) and place the turrets before the Attacker deploys. Turrets must be no farther than twelve hexes from the power station.

The Defender deploys on the map edge closest to the HQ building. Starting Velocity (if applicable) must be 5 or lower.

WARCHEST

Track Cost: 700

Option

+250 Transport Glitch: Part of the Attacker's transportation gets separated from the main group or develops mechanical problems; reduce the Attacker's force build by 25%.

OBJECTIVES

Take down that network! Destroy the power hub and all turrets. [250]

Sever system coordination. Destroy the headquarters building before the power hub and turrets. [250]

Soften 'em up! Destroy or cripple at least 75% of the Defender's force. [500]

SPECIAL RULES

The following rules are in effect for this track:

Commander

Add a *Commander* to the Defender's side (p. 13). The Initiative bonus for the Second Davion Guards commander is +2.

Forced Withdrawal

The Second Davion Guards follow *Forced Withdrawal* rules (see p. 258, *TW*).

Turrets

In addition to following the rules for *Gun Emplacements* (see p. 117, *TO*), each turret is independently powered and rotated; the destruction of the power station does not affect them. All turrets

have Gunnery Skill 3 for this track. To reflect their quirky fire control systems, each turret suffers a +1 penalty to all to-hit rolls if the hex containing the turret is covered by enemy ECM.

AFTERMATH

We made a good show of it, if nothing else. We steered clear of the Guards, mostly, and took out the turrets one by one. Then we hit the power station that Askai had assigned to us. Fat lotta good that did. His sources reported that the generators fed the entire mining site, but after it was gone the place sure looked like it was still operational. It also still had the Guards protecting it, so we got the hell out of there while we could. Yeah, we fulfilled the contract, but at least we didn't completely abandon our loyalty to the Federated Suns.

—*Journal entry for Capt. Roger Cumberland, 10 September 3069*

Sensors recorded a large wave of incoming transports as we were vectoring back to our JumpShip. IFFs were not available, so it was likely an assault force. Their destination is not our concern. Maintained course and reported contacts to Captain Cumberland.

—*Ship's log entry for Union-class DropShip Gap Breaker, 11 September 3069*

I guess we're headed into the Combine. That's where this JumpShip is headed anyway. Dad's hoping to get some work as we travel. Grizzell's complaining that we took a lot of hits on that asteroid but got none of the salvage that Askai had promised. Dad says to be happy we got away without being identified. At times like these I think he wishes he were still in the AFFS.

—*Journal entry for Lt. Roger Goddard, 16 September 3069*

NEXT TRACK

Living Dead Men; Panic and Pain; Binge, Purge, Flush

LIBERATION**SITUATION**

NEW WYATT, ROMULUS

OUTREACH, BLAKE PROTECTORATE

15 OCTOBER 3069

The Word of Blake has chosen to insult Wolf's Dragoons and intimidate the local populace by parading Major Tara Lucas through Outreach's cities. She might have been part of the disaster at Mars, but being used to demoralize one's own people is a disgrace. The Word must pay. But first, Tara Lucas must be freed. Being captured by the enemy should never result in such treatment. Absorption into the unit, certainly, or subjugation if incapable of serving a useful purpose, perhaps. Tara Lucas might be old by Clan standards, but this is the Inner Sphere. She has many years of service left to provide. She will be a useful asset in prosecuting the campaign against the occupiers.

—*Journal entry for Maj. Elson Novacat, 12 October 3069*

GAME SETUP

Use a mix of Badlands and Light Urban terrain (see p. 263, TW). Connect the two opposite edges with a road (if none available), converting necessary hexes into Level o Paved. This road is the parade route the Blakists will use. Both sides alternately place a total of 2D6 unarmed infantry platoons to represent the locals. The Attacker secretly designated 1D6 of these platoons as armed. Determine home edges as normal.

Attacker (Player)

The Attacker is a mix of Outreach rebels, Dragoon survivors, and the player's group. Only light and medium vehicles and infantry may be used. Rebel units are Green and use any Periphery RAT; Dragoon survivors are Veteran and use any Mercenary or Clan Wolf RAT. The player may use up to 25% of their total force and is under the same unit restrictions.

The Attacker adds to their total deployed force the following *Hidden Units* (see p. 259, TW): 5 light vehicles (Regular skills) and one Star of Elementals (four Points are Veteran, one Point is Elite).

Half of the Attacker's force enters from any battlefield edge except where the parade route begins; the other half enters from the end of the parade route. Both forces enter at the beginning of the track.

Defender

The Defender consists of elements from the Outreach Protectorate Militia and is 125% of the Attacker's total deployed force. They have Regular skills and use any Word of Blake or Militia RAT; only infantry and light and medium vehicle units are available. Designate one vehicle unit as carrying Tara Lucas.

Set 25% of the Defender's force aside as reinforcements, which enter the battlefield closest to the largest concentration of the Attacker's force during the Movement Phase of Turn 6. The remainder enters from one end of the parade route at the start of the track and should attempt to remain along the route until attacked.

WARCHEST

Track Cost: 250

Options

+250 Escorts: The Defender adds a lance of light BattleMechs; these are placed along the parade route before the start of the track.

-100 Even odds: Reduce the Defender's size to 75% of the Attacker's deployed force.

OBJECTIVES

Save Lucas! Attacker must free Tara Lucas (see *Special Rules*, below) and exit any edge. [500]

Slaughterhouse. Destroy/Cripple at least 50% of the Defender's force. [300]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

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

Tara Lucas

The Defender must place Tara Lucas in a vehicle at the center of the parade units. Because of her value, the Word will not kill her but attempt to remove her from the battlefield as quickly as possible. To free her, an Attacking unit must occupy the same hex as the vehicle during the Physical Attack Phase. The Attacker makes a modified Swarming roll with a -3 To-hit modifier. If successful, Tara Lucas is freed and becomes a 1-trooper unarmed foot infantry unit controlled by the Attacker. If the roll fails, the Attacker's unit was repelled by the vehicle operators and must make another attempt next turn.

AFTERMATH

The battle was a perfect success. The Word of Blake occupiers were caught completely by surprise. We slaughtered those who stood between us and Major Tara Lucas. The guards tasked with securing her were a minor nuisance as we literally tore them apart for daring to stand between us and the honorable mission we had undertaken.

Unfortunately, my prior assessment of the usefulness of Tara Lucas to our efforts was premature and incorrect. It seems the Word of Blake subjected her to physical and psychological torture, both on Mars and since her arrival on Outreach. She seems much like those who succumb to combat fatigue, also known as shell shock. She has withdrawn into herself and is nearly catatonic. We have sought to make her comfortable in the hopes she will recover and take an active part in the war with the occupiers.

The Word of Blake torturing her only compounds their dishonor in displaying her as some war trophy. The Blakists we killed during her liberation shall be the fortunate ones. The Word of Blake deserves no better treatment than pirates and other *dezgra*. We shall educate them on the proper prosecution of war against such elements.

—Journal entry for Maj. Elson Novacat, 16 October 3069

NEXT TRACK

Stirring the Anthill; Click, Click, Boom

.....THE CAMPAIGN: 3069

LIVING DEAD MEN

SITUATION

HPG COMPOUND AA-2, TAGUS METROPOLIS
TALITHA, FREE WORLDS LEAGUE
8 DECEMBER 3069

4/12/69: *It's disappointing to not find more engaging assignments after finally getting the Tonnant back, but the contract rate was too good to turn down. We're only supposed to be here for a month before the other mercenaries arrive, at least, which'll also give more time to integrate the new aerospace fighters. And seeing Precentor Ghazni manipulate the local legislature has been instructive.*

The only real downside is that Hilary has more time to pester me. Dealing with her infatuation is more and more bothersome. Fortunately, for whatever reason she won't press the issue aggressively. Stupid woman. If you want something you have to take it.

And I feel some satisfaction being here watching the League fall apart. This is what democracy inevitably leads to. The weak and unworthy hobble the strong, and the system collapses. We were right.

—Pierre Grandin

GAME SETUP

Use Urban terrain (see p. 263, *TW*). Designate one building as the upgraded HPG Station; it should be at least of Heavy construction and a minimum of three levels in height.

Attacker

The Attacker comprises elements of the Third Dismal Disinherited and Burton's Brigade mercenary commands. The AMC units should be 150% of the Defender's total deployed force and are of Veteran skill level. The Disinherited units roll on any FedSuns, Lyrans, or Mercenary RAT. The Brigade's units (of which there should be no more than nine units) roll on any Mercenary or Militia RAT.

The Attacker may choose two map edges from which to enter but must declare one edge as the home edge.

Defender (Player)

The Defender consists of up to 100% of the player's total force. The Defender sets up anywhere within 10 hexes of the HPG station.

WARCHEST

Track Cost: 750

Options

+300 Combat Drop: The Attacker may drop up to 100% of its force using the *Dropping Troops* rules (see p. 22, *SO*).

+300 High Winds: Use the *Storm* rules (see p. 61, *TO*)

–500 Early Reinforcements: The Defender may bring in additional reinforcements. These troops may be up to 50% of the Defender's total deployed force. These units enter during the Movement Phase of Turn 4 from the map edge closest to the HPG station.

OBJECTIVES

Defend with your lives! The HPG station must survive the track. [300]

We need information. Cripple or capture an attacking unit and ensure that unit survives the end of the track. [500]

Remain in control. At least 50% of the Defender's deployed force must survive. [400]

SPECIAL RULES

The following rules are in effect for this track.

Gift

If the player achieves at least two objectives, their employer gives them an additional 200 WP with which to purchase new units. These points may not be used for any other purpose.

AFTERMATH

While transiting the Talitha system in November, the Crusaders received an offer directly from Precentor Ibrahim Ghazni. The Blakist had a hole in the scheduled mercenary coverage of the planet's HPG compound and was offering high rates for any command that would take the slack for December. Grandin decided to accept the offer to bolster his accounts while he searched for a new contract. Neither Ghazni nor Grandin expected the Crusaders to face combat.

The remains of the Allied Mercenary Command had different ideas. The Third Dismal Disinherited and Burton's Brigade, melded into a single unit in the aftermath of their defeat on Hall, had learned of the gap and made a raid on Hall in early December. Their combat drop right on top of the HPG Compound in Tagus came with minimal warning. The brutal urban combat that ensued saw the Crusaders fighting for their lives against a superior force while the planetary militia mobilized.

The new battle armor turned the tide of the struggle. The suits were at home in the cramped spaces of the megalopolis, and the Dismal Disinherited lacked combined-arms support to deal with them. Swarm attacks led by Mad Jack Cunningham brought down Disinherited commander John Marik-Johns, adding to the chaos caused by the drop. The arrival of militia reinforcements swept the remaining enemy mercenaries from the city, eliminating one more AMC unit. Grandin was repaid generously with salvage and came out at a new profit despite heavy damage to his 'Mechs.

—The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

Click, Click, Boom; Binge, Purge, Flush

STIRRING THE ANTHILL

SITUATION

MIGHTY SPINE MOUNTAINS
AVON, DRACONIS COMBINE
25 DECEMBER 3069

(Excerpt from Wolfnet report 30700218/109-Beta, filed by Wolfnet agent Ramrod)

Apparently, we impressed someone up the Combine chain of command. They want us to help with some small-unit and counter intrusion training with the Nova Cats on their worlds. They are offering good money, and Captain Derer is not about to turn it down, but he and I both think we are not being told the entire truth. The entire Inner Sphere has gone to hell in a handbasket, and the Dracs are working on small-unit tactics? How is that not suspicious?

Anyway, we are told the mission is simple one. There's a DEST team on Avon. We are supposed to sneak onto the planet, extract the team and get out, all under the Cats' noses. It is supposed to be a training exercise, but I do not need the Captain's sixth sense to tell me that we are not being told everything.

GAME SETUP

Use a combination of Hills and Flatlands terrain (see p. 263, TW). The Attacker chooses one of the short edges as their home edge.

Attacker (Player)

The player may use up to 25% of their total force. Add a single squad of Kage battle armor to the force; this is a Draconis Elite Strike Team (DEST). The DEST squad begins no more than six hexes from the side opposite the Attacker's home edge.

Defender

The Defender is elements of the First Nova Cat Guards, all Elite troops, and equals 150% of the Attacker's total deployed force. Use a mix of any Combine or Clan Nova Cat RATs to determine forces. The Defender's force should include one to three *Ocelots* (see p. 136, TR75).

Up to half of the Defender's force enters during the Movement Phase of Turn 2 from the edge opposite the Attacker's home edge. The remainder enters after the Kage unit is within one hex of an Attacker's unit and enters from the Attacker's home edge.

WARCHEST

Track Cost: 900

Options

+600 Polar Mission: Consider all Clear hexes as covered in *Ice* (see p. 50, TO) In addition, replace all Woods hexes with *Deep Snow* (see p. 41, TO).

+500 Visionaries: Deploy up to 25% of the Defender's force as *Hidden Units* (see p. 259, TW).

OBJECTIVES

New 'Mech, new toys. Capture an *Ocelot* by crippling it; the unit must survive the track. [200]

Smackdown! Destroy/Cripple all defending forces. [500]

Dragon's bite. The Kage unit must succeed with an anti-Mech attack. [200]

ISF intel wanted. Capture at least three Nova Cat MechWarriors. Cripple units without killing the pilot; units must survive the track. [300]

SPECIAL RULES

The following rules are in effect for this track.

Clan Honor

The Nova Cats do not honor *zellbrigen* with mercenaries but do suffer a +2 penalty to all physical attack rolls.

Salvage

No salvage is possible during this track.

AFTERMATH

Journal Entry #965

I was right—this wasn't a training mission.

This wasn't a second-line Nova Cat unit we faced but the First Nova Cat Guards themselves. In addition, the Cats had a brand-new light 'Mech with the same speed and jump profile as a *Stinger* or *Wasp* but with more firepower, including some monster laser that makes a PPC look like a targeting laser. Thank the deity upstairs that they couldn't use them effectively.

We followed the signal as instructed and found the Kage-suited DEST squad just as the Cats found us. They tried pushing though us, but we held firm and stopped them cold. Once the DEST squad was behind us, we began a retreat, only to have more Cat s show up behind us! For a few minutes, we were the meat in a Clan sandwich until Amanda and her lance pummeled the first Cat force while I hammered the second. The Cats finally pulled back, and we got out of there.

We took down five Cat 'Mechs, including one of those new designs, and left another four in poor shape. Although we didn't lose anyone, several 'Mechs, including mine, are going to need a lot of work. The DEST squad got shot up, and only two of them reached the extraction point.

But... mission accomplished. The Combine paid up and even threw in a bonus. We broke about even, but I think we'll move on.

—Gannon Derer

NEXT TRACK

Click, Click, Boom; Panic and Pain; Binge, Purge, Flush



TERRA FIRMA

JOINED
PROTECTORATE AUGUST 3068
LIBERATED FEBRUARY 3078

**COMBATANTS****Allied Commands**

Black Widow Company, Ryuken-roku, Stone's Lament

Word of Blake

Terra Firma Protectorate Militia, Opacus Venatori (Special Forces)

TERRA FIRMA MINI-CAMPAIGN

To accomplish a mini-campaign for Terra Firma, the following missions and track should be completed. If at least one objective is achieved in each track, the player receives +400 WP at the end of the campaign.

Missions: Assault, Pursuit, Supply Run

Chaos Track: Trick or Trap

Operation GUERRERO plunged Terra Firma into civil war as neighbors turned against neighbors in the name of Liao and Davion. Blakist technicians later restored infrastructure gutted by the conflict, leaving Terra Firmans receptive when the Word began making political overtures. A promise of autonomy sealed the planet's entry into the Blakist Protectorate in August 3068.

The Jihad's atrocities soon polarized the planet despite the light Blakist hand. Partisans reemerged in the interior of Rusalsia by 3070, putting aside the Davion-Liao feud to fight the Word. Surviving members of the Seventh Kommando organized the resistance and connected it with anti-Blakist forces elsewhere in the Protectorate.

An inconclusive clash between the Black Widow Company and the Opacus Venatori in April 3073 brought the situation to the attention of Terra. The Widows had originally arrived to supply the resistance and took the opportunity to strike at a work camp in the Turbine Mountains. The Opacus Venatori, on planet for anti-partisan operations, broke away to intercept them. The clash had no clear result before the Widows withdrew, but their presence alarmed the Blakist high command.

The Terra Firma Protectorate Militia was carefully vetted for loyalty before being expanded to deal with the guerrilla threat. The radical New Terran Party provided much of the new manpower, and their leader Marius Verloewen was appointed as commanding officer. Verloewen embarked on a savage pacification campaign, taking hostages and inflicting collective reprisals to break the partisans.

3070

CLICK, CLICK, BOOM**SITUATION**

NAG'S HEAD PLAINS

DONEGAL, LYRAN ALLIANCE

19 APRIL 3070

I don't like the LIC. I don't like the way that spook looked at me like he knew who I was. Like he was judging me. Do they know? Could they send bounty hunters or Loki after me if the Baron refused them?

He didn't. Of course not. He cares too much for me. Even if he can be so oblivious at times.

But what are they going to want in the future?

I thought it would be nice being back in the Alliance, but I just want to get out of here as soon as possible. Maybe he would feel the same way. We could run away into the Periphery. There's more than enough money. Some backwater planet would welcome us if we could keep them free of pirates.

I hope we can find these VIPs quickly...

—Hilary Fletcher

GAME SETUP

Use a mix of Badlands and Mountain terrain (see p. 263, TW). The Attacker designates one map edge as the objective edge.

Attacker

The Attacker consists of Veteran elements of a Word of Blake Hunter force. The Attacker's force equals 100% of the Defender's total deployed force. In addition, for every six units fielded by the Attacker, one unit is Elite. Use a mix of Word of Blake, Free Worlds League, Lyran, and ComStar RATs.

The Blakist units enter from the designated objective edge.

Defender (Player)

The Defender consists of up to 50% of the player's total force and enters from the edge opposite the designated objective edge. In addition, place one Goblin Infantry Support Vehicle (or other APC) near the center of the playing area. This unit has Regular experience and receives a -2 Cruising MP due to motive system damage.

..... THE CAMPAIGN: 3070

WARCHEST

Track Cost: 1,000**Options****+500 Brutality:** Increase the ratio of Elite warriors on the Attacker's side to one for every four Veterans.**+300 Cyber-up:** Convert the Defender's Elite warriors into Tau soldiers (see p. 120, *JH72*).

OBJECTIVES

Save the suits! The objective vehicle must survive the track and/or exit off the Defender's starting edge. [500]**Break the Blakist spine.** Destroy every Elite warrior in the Attacker's force. [250 each]**Burn the body.** Destroy every attacking unit. [1,000]

SPECIAL RULES

The following rules are in effect for this track.

Word of Blake

The Blakists become more aggressive as they take damage. For every two hits suffered by the pilot, each pilot gains —1 to all weapon to-hit rolls. Conversely, for every two Elite warriors eliminated from battle, the Word of Blake forces suffer a —1 penalty to Initiative rolls. The Word of Blake forces will not surrender or retreat.

AFTERMATH

A lack of available military assets forced the LIC to turn to mercenaries for backup when it came time to infiltrate Donegal. The Crusaders came recommended by sources within IE, and while the Lyrans were smarting for everything else, they were never short on money. A generous payment and performance bonuses were more than enough to lure Grandin into their employment.

The target was a convoy of VIPs trying to escape Blakist pursuit in the badlands of the Nag's Head Plains. The Crusaders landed near the Goblin serving as an escape vehicle and discovered that the VIP was Ruth Kirkland, CEO of ComPress. Baron Grandin was deep in argument with his LIC liaison when a Blakist hunter-killer team caught up with them.

The Manei Domini plowed through Grandin's outer line with contemptuous ease. The unit's vehicle force was almost wiped out trying to stall them. Grandin was barely able to keep his 'Mechs from routing. It was only a suicidal stand by the unit's new battle armor platoon—led in by Fletcher and aided by LIC personnel—that bought him time enough to rally the company. Concentrated fire managed to bring down the enemy 'Mechs one by one, but they inflicted heavy damage to the entire command.

The LIC obtained information about conditions on the planet, so they counted the mission a success. The information about the combat abilities of the Manei Domini netted the Crusaders a bonus to cover the damage the cyborgs inflicted on Grandin's surviving units.

—The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

Binge, Purge, Flush; Celestial Calamity; Grim Death; Reasserting Authority

By early 3076 the Protectorate Militia had isolated the resistance to the Okeenog Woodlands. The respite was short-lived, however. Agents of the Coalition smuggled in copies of the Kittery Manifesto and news of the Blakist reversals. They helped to organize a general uprising in March 3076 that the Protectorate Militia put down with predictable brutality. The massacres fueled a spiraling urban guerrilla war.

The struggle continued until February 3078, when Coalition forces came to liberate Terra Firma. The elite Ryuken-*roku* spearheaded the invasion and overwhelmed the overstretched Protectorate Militia. Rather than face justice the New Terrans destroyed the capital of Aserlitz in a suicidal last stand, and Marius Verloewen himself was unaccounted for after the final battle. He currently remains on a list of wanted war criminals.

—Tales of the Jihad; *Republic Educational Press*, 3092

PANIC AND PAIN

SITUATION

*THE BURRENS, ALGONQUIN ISLAND**AN TING, DRACONIS COMBINE*

23 APRIL 3070

Cumberland didn't need to tell any of us twice. Once word got out that these plague victims had come from Galedon, we were all wearing SCBA rigs and buttoning up tight in our 'Mechs. God help me, I do not wanna die of plague. Let it be some faceless enemy across the field of battle, not some damn germ.

—Journal entry for Lt. Musette Brady, 10 April 3070

Police duty's hardly glorious, but it's easy and pays the bills. The locals were so desperate for our help they gave us a huge load of supplies up front. That settled Grizzell down. We set up base away from any population centers. It wasn't that long ago we were killing the Dracs on Matsuida, so the less time we spend among them, the less chance we'll be recognized. Or infected.

—Journal entry for Capt. Roger Cumberland, 20 April 3070

THE CAMPAIGN: 3070.....

ZOSMA

ANNEXED JUNE 3070
LIBERATED AUGUST 3077

COMBATANTS**Allied Coalition**

Seventeenth Arcturan Guards

Word of Blake

Zosma Corporate Security Protection Force

ZOSMA MINI-CAMPAIGN

To accomplish a mini-campaign for Zosma, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +200 WP at the end of the mini-campaign.

Missions (any order): Beachhead, Probe, Recon, Recon-in-force

Chaos Track: *White Flags*

Once considered a strategically important world in the Free Worlds League, Zosma was only one world among many when the Jihad broke loose. Barely habitable and with no relevant industrial capacity, the planet was skipped in the initial attack waves as armies all around opted for more prestigious and important targets.

Half a year later, the situation gradually heated up with Duke Robert Kelswa-Steiner's personal war right on Zosma's virtual doorstep, but the system dodged another proverbial bullet. The chaos unfolding around them primarily focused on three goals: military hardware, production capabilities, and revenge. Unrefined mineral resources took a back seat, and Zosma avoided conflict yet again.

Zosma's only participation in the early years of the Jihad was as a hub of information. Shortly after the White-Out, several news teams from the major interstellar networks started using the empty facilities at Fort Amadeus as a staging point. In time, impromptu studios turned into fixed installations, and the media community established a small-scale information brokerage. While this arrangement inevitably put the local population a small step ahead on off-world information, it also laid the foundation for Zosma's future destiny. With growing unease, the planetary government followed the unfolding Jihad and watched in horror as the Free Worlds League began to dissolve and devour itself. As an unaffiliated planet, Zosma had no obligation to show the Marik flag or to take an active role in any conflict. The system's populace did rely, however, on its neighbors for food and water imports.

**GAME SETUP**

Use any combination of terrain (see p. 263, TW) set up in a Chase format. The Initiative winner selects their home edge; the opposite edge is the opposing side's home edge.

Attacker (Player)

The player may use up to 25% of their total force. The Attacker sets up within eight hexes of its designated home edge.

Defender

The Defender's force consists of elements of the poorly armed planetary militia and several civilian vehicles. The armed portion of this force equals 50% of the Attacker's total deployed force and use any Militia RAT. There are 20 civilian vehicles, determined at random. (It is recommended the Defender use TRVA, but any source is acceptable.) Any weapons on these vehicles are considered inoperable. All Defender units are Green.

Up to three civilian vehicles enter on every odd turn, beginning with Turn 1. The militia force enters the area on Turn 5.

WARCHEST

Track Cost: 1,100

Options

+500 Human Flood: Add another 20 civilian vehicles to the Defender's force. These units enter on every even turn starting with Turn 4. A maximum of four vehicles enter per turn.

+500 The Dragon is Watching: Add +2 modifier to all Attacker to-hit rolls, to reflect extra care being taken as several Combine officials watch for casualties.

+300 Kittens With Claws: Any weapons on the civilian vehicles are functional; weapon operators are considered Green. These vehicles only fire when fired upon.

OBJECTIVES

Contain the outbreak! Stop as many vehicles as possible from exiting the area. [100 each non-destroyed vehicle at the end of the track]

Stand down! Cripple (but do not purposefully destroy) all militia forces. [700]

Avoid casualties. Do not kill civilians. [-200 each civilian vehicle destroyed]

SPECIAL RULES

The following rules are in effect for this track.

Civilian Vehicles

In order to get a vehicle to stop, an attacking unit must move within one hex of a civilian unit and call for that unit's surrender. During the End Phase, roll 1D6 for that civilian vehicle. On a result of 1 to 4, the unit ignores the command. On a 5 or 6, the unit surrenders. The Attacker may modify the roll by hitting the vehicle with a non-lethal attack (any attack that causes damage of 3 points or less), which adds a +1 bonus. For each successive attempt, add +1 to the roll.

.....THE CAMPAIGN: 3070

Civilian vehicles may be any unit that has a motive system of Airship, VTOL, Hover, Wheeled, Tracked, or Fixed Wing; each civilian vehicle can move no faster than half its maximum speed. Each attacking unit may only demand the surrender of one civilian unit per turn. Civilian vehicles that exit the battlefield from any edge they did not enter from after crossing at least half the battlefield are considered escaped.

Salvage

There is no salvage for this track.

AFTERMATH

"Dammit, I said disable them only! Do *not* destroy them!"

"It ain't that easy, Captain. These cars and trucks of theirs just sort of go up no matter how soft we hit 'em."

"I won't hear any damn excuses, Stallworth! Next one that goes up, it's your ass."

"...Copy that, Captain."

—BattleROM recording for Capt. Roger Cumberland, 23 April 3070

Looks like we wore out another welcome. Damn Dracs anyway. All they had to do was stay in their quarantine zone. Why the hell'd they have to try and get out? And what's with the locals? If they wanna avoid the plague, why the hell get closer to the sick and attack them? And people talk down about the educational system in the Federated Suns. At least we're smart enough to keep our distance from a quarantine zone.

—Journal entry for Lt. Roger Goddard, 24 September 3070

That no good con-man Dexter "Fleece 'em then Shear 'em" Conrad found us another job. It might be tight getting there in time. Sheratan's in the Chaos March. The Grim Determination has set up shop there and whoever's paying us for this job wants the mercs gone. Apparently it doesn't matter how we do it. Only thing, how the hell is an understrength company supposed to take down an entire regiment? I hope they've gotten some other good hands to help out, or we could be in for a really bad time.

—Journal entry for Lt. Musette Brady, 30 September 3070

NEXT TRACK

Grim Death

The planetary government, seeing the writing on the League's wall, took steps to secure the world's safety. On 22 June 3070, the system openly declared its allegiance to the Word of Blake Protectorate. The media community was allowed to remain, albeit under the watchful eyes of the newly-formed Zosma Protectorate Militia. As the Word's desperation increased, so did pressure on the interstellar media to submit to censoring and other violations of free press. By 3074, the thriving information community had shriveled to only a determined few. (It would surge again in 3078 after surrendering to Stone's Coalition, eventually rebuilding the foundation for the system's post-Jihad success as a media mecca.)

Even with hindsight, the government made the correct choice, though that decision remains a modern moral and ethical exercise in today's Republic political science curricula. At that time, only the Protectorate could provide the stability and support the system needed. When Precentor Martial Cameron St. Jamais established his "Maginot Line" defense plan, Zosma received a boost in its military facilities and defenses.

The price paid was similar to many other Protectorate worlds. Men and women were drafted into the Protectorate Militia; the prospect of steady income and basic necessities appealed to many of Zosma's younger generations. The Zosma Protectorate Militia swelled to twice its allotted size in no time. One Level III was transferred to Dyev later in the Jihad and played a part in handing the Ghost Bear Dominion a bloody defeat. The rest of the militia was repositioned on Chara. Zosma was left in the hands of its all-volunteer Corporate Security Protection Force (CSPF), filled with retirees and come-of-age youths.

In August 3077, the Seventeenth Arcturan Guards made planetfall, ostensibly to survey the world's defenses for a later Coalition assault. The Guards found a determined but inexperienced foe in the CSPF. After two days fighting the more experienced Guards, the Militia surrendered. Seeing their defenses evaporate and reading the winds of change, the planetary government quickly followed suit.

—Zosma: A Study in Mediabuilding; *Regulus Publications Limited*, 3096

BINGE, PURGE, FLUSH

SITUATION

ENNIS WEAPONS RANGE, COLBERT PROVINCIAL COUNTY
KALIDASA, BLAKE PROTECTORATE
6 JULY 3070

Journal Entry #1136

So we finally get to meet Mr. Askai.

His name has been floating around in mercenary circles for a couple of years now. No one knows who he really works for, but whoever it is, they have deep pockets and are not afraid to use them. As far as I can find out, he's above board and pays on time and in full. Still, I don't trust him completely.

But the mission is a good one: Go to Kalidasa and beat up on the Word's Third Militia Division. And if we just happen to capture or kill Precenator Timothy Mayo, which would be a bonus. Beat up on Blakies and get paid for it? Sounds like a win-win situation to me.

—Gannon Derer

GAME SETUP

Use a mix of Wooded and Hills terrain (see p. 263, TW). The Defender chooses their home edge first; the opposite side is the Attacker's home edge.

Attacker (Player)

The Attacker consists of up to 100% of the player's total force. The Attacker begins the track at any two selected map edges other than the Defender's home edge.

Defender

The Defender consists of elements of the WoB Militia's Third Division and is 125% of the Attacker's total deployed force. These units are of Regular experience. The Defender secretly designates one unit as the commander of the on-site forces and two units as "gunslingers." All three of these units are the designated targets for objective purposes and have Veteran experience. The Defender may use any Word of Blake, Mercenary, or Militia RAT to determine forces.

The Defender sets up all units within four hexes of their home edge.

WARCHEST

Track Cost: 1,000

Options

+500 Shorthanded: The Attacker consists of up to 75% of the player's total force.

+500 Elite: The commander and up to two additional units of the Defender's force have Elite skills.

–700 Valuable Intel: The identity of the Defender's commander is revealed to the Attacker before the start of the track.

OBJECTIVES

Sky high. Destroy/Cripple the Defender's gunslingers. [500]

Retribution. Destroy/Cripple all defending forces. [1,000]

POW. Capture the enemy commander (Destroy/Cripple the unit without killing the pilot). [400]

SPECIAL RULES

The following rules are in effect for this track.

Commander Loyalty

If the Defender's commander is killed, crippled, or captured, all remaining units gain a +1 bonus to all Piloting and Gunnery rolls and the Defender gains a +1 Initiative bonus. These bonuses can be combined with the Fanatical Devotion special rule. All units will fight to the death.

Fanatical Devotion

If a Defender's unit is reduced to a point where it must make a forced withdrawal, that unit adds a +1 bonus to all Piloting and Gunnery rolls and fights until destroyed or unable to function. The unit does not follow *Forced Withdrawal* rules. These bonuses last for the duration of the track.

AFTERMATH

(Excerpt from Wolfnet report 30701130/73-Beta, filed by agent Ramrod)

Attached to this report are photos of the man calling himself Mister Askai. I do not know if it's the same man that is been hiring merc units for the last several years, but his name opens doors.

The mission Askai paid us to do was hit Kalidasa and do as much damage as we could to the Word forces there. As part of the contract, Askai also placed a bounty on the local WOB precenator, one Timothy Mayo. A few of Derer's contacts gave us enough on the Third WOB Militia Division to know this wouldn't be a pushover. I think Derer took the contract so he could inflict some damage on the Blakists.

We made our way to Kalidasa and started raiding WOB supply dumps and ambushing their patrols. After a few days, we located Mayo and a large chunk of his force. We moved out and caught them in a pincer movement.

The Blakists fought like cornered Nova Cats, and we took losses, but we had the upper hand until Mayo ejected from his exploding *Grand Crusader*. After that, the Word troops went crazy, and we had to concentrate fire to put them down. In the end there was not a single Blakist moving, but we weren't in that much better shape. We grabbed Mayo and as much salvage as we could, then got the hell out of there.

NEXT TRACK

Celestial Calamity; Sign of Things to Come; Grim Death; Savage Silence

.....THE CAMPAIGN: 3070

CELESTIAL CALAMITY

SITUATION

BEILIN, SOUTH OF FORBIDDEN CITY
SIAN, CAPELLAN CONFEDERATION
13 SEPTEMBER 3070

12/09/70: *The Dragon's Breath are idiots. They think I'm flattering them by adopting their colors for this mission, that I'm setting a good example for the other mercenaries serving under them.*

Of course some of those aren't any better. Several fools there don't even realize they're under contract to the Word of Blake. They actually believed Askai when he said he represented the FedSuns.

I know Askai himself isn't stupid. Is he a Blakist? Or just flexible? Either way, I had better be careful of him in the future.

We needed this contract, though. Rebuilding from the losses those Robes on Donegal inflicted strained even my investment fund. Letting the Word refill my accounts is fitting. A victory here will make the Crusaders part of history. And to think Jenna just wanted us to sit around the Outback fighting pirates.

—Pierre Grandin

GAME SETUP

Use any mix of terrain (see p. 263, TW).

Attacker (Player)

The Attacker consists of up to 100% of the player's total force and up to a full battalion of the Dragon's Breath mercenary force. The Attacker may enter the battlefield from any map edge.

Defender

The Defender may field up to 200% of the Attacker's total deployed force and consists primarily of the Third Canopian Fusiliers, augmented by elements of the Death Commandos (at a rate of one Death Commando lance for every full company of Fusiliers units). One of every four defending units is deployed per *Hidden Units* rules (see p. 259, TW). Use any Periphery, Magistracy, Mercenary, or Capellan RAT to determine forces. All of the Defender's units are Elite and will not retreat or surrender under any circumstances.

WARCHEST

Track Cost: 2,000

Option

+800 Hurricane: Use the *Blizzard* rules (see p. 60, TO).

OBJECTIVES

Retribution. Destroy 50% of the Defender's force. [1,500]

Survival of the fittest. More than 50% of the Attacker's force must survive through Turn 15. [1,000]

SPECIAL RULES

The following rules are in effect for this track:

Dragon's Breath

The Dragon's Breath MechWarriors are adept sharpshooters with an eye toward salvage and so can reduce the penalty for *Called Shots* by 1 (see p. 78, TO).

For more information on the Dragon's Breath, refer to p. 31 in MS2.

Third Canopian Fusiliers

During any turn in which the Defender wins the Initiative, they may move half their current Third Canopian Fusiliers units (round down) after all attacking units have moved first.

Time Minimum

In order to fulfill the requirements of the contract, the Attacker must remain on the battlefield for a minimal amount of time in order to draw Capellan troops away from the real objective—the Forbidden City. For every turn after the fifteenth that the Attacker retains at least 50% of their force, the Attacker earns an additional 250 Warchest Points. These points cease to be awarded once the Defender falls below 50% of his total deployed force.

AFTERMATH

The Word of Blake invaded Sian to put an end to the ferocious Capellan resistance. While regular WoBM divisions landed around the Forbidden City, the Dragon's Breath and a host of smaller commands made a feint. Their attack on the port of Beilin, south of the capital, was intended to draw off defenders from the Forbidden City. They did not expect to run into any other serious opposition.

The presence of the Third Canopian Fusiliers on Sian had been discounted by ROM analysts. Thus the mercenaries were unprepared when Naomi Centrella led her regiment out of a hidden base in the High Crysanthides Mountains. Several lances of Death Commandos inside Beilin reinforced the Canopian counterattack. The Dragon's Breath folded under the pressure, breaking the command cohesion of the mercenary task force and leaving every small command to fend for itself.

Grandin's Crusaders escaped the worst of the Canopian onslaught. They fought their way through Beilin rather than fall back into the waiting arms of the Fusiliers. Inside the city, the Crusaders smashed through Death Commando ambushes as quickly as possible, without concern for collateral damage. Once free of the city, Grandin elected to join the WoBM in the assault on the Forbidden City rather than try retreating offworld. The Baron still hoped for the payday that would result from a Blakist victory.

The Fusiliers mopped up the remains of the Dragon's Breath and hastened to joined the defense of the Liao capital.

—The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

Sign of Things to Come; Final Stand; Grim Death

SIGNS OF THINGS TO COME

SITUATION

OUTSKIRTS OF FORBIDDEN CITY
SIAN, CAPELLAN CONFEDERATION
13 SEPTEMBER 3070

13/09/70: *The attack on Beilin was a catastrophe. The Third Canopian Fusiliers were present, as were the bloody Death Commandos. If they hadn't halted to wipe out the Dragon's Breath, we probably couldn't have broken away. Askai is going to have much to answer for once I get off this planet.*

Still, the Crusaders haven't taken much damage. And there are a few other small commands following our lead. This might turn out for the best after all, as long as the Robes take the planet and meet our payment. We'll be linking up with their landing outside the Forbidden City shortly. With two divisions and the reinforcements we're leading their way, they should still have a shot at taking the city.

And if not, withdrawing in the company of the Blakists is still safer than making a run for it by ourselves.

—Pierre Grandin

GAME SETUP

Use a mix of Training Grounds (see p. 11), Forest, and Light Urban terrain (see p. 263, *TW*). For each building or Woods hex prior to the start of the battle, roll 2D6. On a 9 or better, a building is considered Rubble, and a Woods hex is considered a Rough hex (on a 9 or 10 result).

If *Fire and Smoke* rules are used (see pp. 43-48, *TO*), the hex is also considered to be on fire if the roll is an 11 or 12. In this case, the Defender determines if the entire building is on fire or any particular floor (see *Spreading Fires*, p. 45, *TO*). In either case, reduce the building's current CF by half to begin the game.

Attacker

The Attacker consists of elements of the Word of Blake's Seventeenth Division and the Dragon's Breath mercenary unit. Both forces have Regular skills. The Seventeenth uses any Word of Blake RAT; the mercenaries use a mix of any Combine, Word of Blake, or Mercenary RATs. The Attacker's force is 100% of the Defender's total deployed force.

The Attacker is performing a combat drop with up to six units per turn. Use the *Dropping Units* rules (see p. 22, *SO*). For every subsequent turn, the Attacker may deploy up to another six units in the same fashion until the entirety of its force is deployed. Units that land outside the battlefield map are considered destroyed for the purposes of the track.

Designate one unit as the overall commander; this unit has Elite skills.

Defender

The Defender consists of forces from Warrior House Imarra, the Third Canopian Fusiliers, and the Red Lancers. Warrior House Imarra has Elite skills, makes up no more than 25% of the Defender's deployed force, and uses any Capellan RAT with a bonus of +3 to the roll result. The Fusiliers have Regular skills, make up no more than 50% of the Defender's deployed force, and use a mix of any Canopian, Periphery, or Mercenary RATs. The Red Lancers have Veteran skills, make up no more than 25% of the Defender's deployed force, and use a mix of Capellan or Mercenary RATs.

Designate one unit as the overall commander; this unit has Elite skills.

The Defender may enter on any edge of the battlefield at the beginning of the game.

WARCHEST

Track Cost: 600

Option

+200 Evacuations in Progress: Groups of civilians are desperately trying to get off the battlefield. Each side places six unarmed foot infantry platoons (to represent a civilian crowd) at least 8 hexes from a map edge. These platoons are considered to be enemy units to both sides for purposes of stacking. Each turn the crowd moves its maximum speed to the closest map edge, avoiding any hexes containing fire and/or smoke. Casualties to the evacuees reduce this award by 2 points for each civilian killed by any combatant on the battlefield. If this optional bonus is taken, reduce all water hex depths on the battlefield by one.

OBJECTIVES

Headhunting! Destroy/Cripple the designated opposing commander before friendly forces suffer 25% losses. [300]

No mercy. Destroy/Cripple all of the opposing forces. [400]

SPECIAL RULES

The following special rules are in effect for this track:

Dragon's Breath

The Dragon's Breath MechWarriors are adept sharpshooters with an eye toward salvage, and so can reduce the penalty for *Called Shots* by 1 (see p. 78, *TO*).

For more information on the Dragon's Breath, refer to p. 31 in *MS2*.

Support Troops (Player)

The player can add up to 25% of their total force on either side. Augment the opposing side with an equal amount of force.

Third Canopian Fusiliers

During any turn in which the Defender wins the Initiative, they may move half their current Third Canopian Fusiliers units (round down) after all attacking units have moved first.

.....THE CAMPAIGN: 3070

**AFTERMATH**

As the distraction at Beilin disintegrated under pressure from the unexpected Canopians, the WoBM was busy conducting a hot drop into the Forbidden City itself. The balance of naval forces had left both sides unable to bring orbital support to bear, but Blakist commanders still believed that a sudden blitzkrieg assault could shatter the Capellan defenders. The Seventeenth Division led the way, intending to break the Red Lancers and Warrior House Imarra in a single overpowering attack straight from its bridgehead.

The Capellan troops were unfazed by the Word's ferocity and answered it with their own fanatical defiance. Warrior House Imarra took the brunt of the attack and held its ground in the face of overwhelming odds. That stand cost it dearly but blunted the Blakist drive and enabled the Red Lancers to strike at their flanks. Neither side gave thought to sparing the city around them, with Blakist and Capellan troops alike smashing down buildings to clear lines of fire or driving their machines through houses to achieve a tactical surprise.

The arrival of mercenary reinforcements and the landing of the Twenty-fourth Division shifted the tide of battle in favor of the Word. The Red Lancers were beaten back toward the Celestial Palace, and even the stubborn elements of House Imarra were forced to withdraw from their dearlyheld positions. Only the arrival of the Third Canopian Fusiliers stabilized the defensive lines south of the Palace and brought on a temporary stalemate within the capital.

—The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

Final Stand; Savage Silence

FINAL STAND**SITUATION**

RUINS OF FORBIDDEN CITY
SIAN, CAPELLAN CONFEDERATION
19 SEPTEMBER 3070

This is it! We're going to be pushing on the ruins of Liao's Palace today. The Baron thinks the Robes are going to take it. And then we can get out here and rebuild. And we need it badly.

It's been hell. The Blakists and Capellans have been shelling the area constantly. I've had to take over Third Platoon on top of running the company after that Jinggau squashed Jack five days ago, and it's driving me ragged. Why couldn't the Cappie have stepped on that bitch Katerina instead? I have no idea how we'll replace him.

The Baron thinks we can pick up survivors from the units who got hit hard at Beilin. They're mostly MechWarriors and vehicle crews, though. I have to make sure the infantry company remains crucial so I can be useful to him. Maybe we need more battle armor?

—Hilary Fletcher

GAME SETUP

Use a mix of Training Grounds (see p. 11), Forest, and Light Urban terrain (see p. 263, TW). For each building or Woods hex prior to the start of the battle, roll 2D6. On a 9 or better, a building is considered Rubble, and a Woods hex is considered a Rough hex (on a 9 or 10 result). The Defender determines the home edges for both sides.

Attacker

The Attacker consists of elements from the Word of Blake's Seventeenth and Twenty-fourth Divisions and the Dragon's Breath mercenary unit. The Seventeenth and Twenty-fourth use any Word of Blake RAT; the mercenaries use a mix of any Combine, Word of Blake, or Mercenary RATs. Both the Seventeenth and the Dragon's Breath have Regular skills; the Twenty-fourth are Veterans.

The Attacker's deployed force is 100% of the Defender's. The Twenty-fourth equals 50% of the Attacker's total deployed force; the Seventeenth is no larger than 20% and the Dragon's Breath makes up 30%.

The Attacker's force enters from their home edge. All attacking forces operate under the *Forced Withdrawal* rules (see p. 13).

Defender

The Defender consists of elements from the Third Canopian Fusiliers, the Red Lancers, and the Death Commandoes. The Fusiliers have Regular skills, make up no more than 50% of the Defender's deployed force, and use a mix of any Canopian, Periphery, and Mercenary RAT. The Red Lancers have Veteran skills, make up no more than 25% of the Defender's deployed force, and use a mix of Capellan and Mercenary RATs. The Death Commandoes have Elite skills, make up no more than 25% of the Defender's deployed force, and use any Capellan RAT.

The Defender enters from their home edge.

WARCHEST

Track Cost: 1,000

Option

+800 Ash Fall: The burning buildings of the capital are causing a significant amount of ash fall. Use *Light Snowfall* (see p. 60, *TO*), but without the cold temperatures.

OBJECTIVES

Holding action. Destroy 50% of the opposing force. [1,000]

Survival of the fittest. More than 50% of the player's chosen side must survive through Turn 15. [800]

SPECIAL RULES

The following rules are in effect for this track:

Dragon's Breath

The Dragon's Breath MechWarriors are adept sharpshooters with an eye toward salvage, and so can reduce the penalty for *Called Shots* by 1 (see p. 68, *TO*).

For more information on the Dragon's Breath, refer to p. 31 in *MS2*.

Relief Forces

In a battle deemed so important, both sides find themselves being reinforced by various independent forces as commanders desperately try to sway the outcome.

Starting on Turn 3, each side rolls 2D6 before the Initiative Phase. On a 10+, that side receives reinforcements equal to 25% of their original force. These reinforcements may be banked for future entrance into the battle. Once reinforcements are rolled as available, no more rolls are made. For every turn after Turn 3, add +1 to the rolled result.

Units may enter one at a time, in small groups, or all at once; when a player wishes to use their reinforcements, they must declare it during an End Phase when reinforcements are available. Declared units will then enter the battlefield during the End Phase of the following turn either through the player's home edge or via *Dropping Troops* (see p. 22, *SO*).

Support Troops (Player)

The player can substitute up to 25% of their total force on either side. Augment the opposing side with an equal amount of force.

Third Canopian Fusiliers

During any turn in which the Defender wins the Initiative, they may move half their current Third Canopian Fusiliers units (round down) after all attacking units have moved first.

AFTERMATH

The assault toward the Celestial Palace began with a heavy artillery barrage that reduced vast swathes of the Forbidden City to rubble. The Twenty-fourth Division drove toward the Palace through oceans of debris and waves of fanatical Capellan militia. The Word met the hordes of poorly-armed infantry with utter ruthlessness, employing flamers on a large scale to root out all opposition.

While the Capellan fanatics posed little threat, they bought time for *Sang-jiang-jun* Talon Zahn to recall detached forces from the Canopian Fusiliers and the Red Lancers. The assault settled into a bitter back-and-forth conflict along several boulevards within the Forbidden City. The Word of Blake had greater numbers, but grinding through the Capellan resistance proved a brutal and tedious task as more and more reserves were tossed in their way.

Grandin's Crusaders were assigned to cover the western approaches to the capital. They intercepted several small Capellan commands rushing to join the battle and avoided the worst of the urban combat.

Even as the Twenty-fourth Division broke through, a reserve of Death Commandos and Warrior House Imarra met them head on. The Twenty-fourth might still have won had it not been for the surprise arrival of the Blackwind Lancers. The suicidal assault checked the Blakists despite the near total destruction of the Lancers and the death of their commander, Warner Doles, while defending what appeared to be the Chancellor's *Emperor*. With their last chance to take the Palace thwarted, the Word began withdrawing shortly afterward.

—The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

Grim Death; Savage Silence; Storming the Balance; Free-Fire Zone

.....THE CAMPAIGN: 3070

GRIM DEATH**SITUATION**

INBOUND, PIRATE POINT K-E7
SHERATAN, CHAOS MARCH
29 NOVEMBER 3070

Cumberland's plan is as good as any. Hit 'em here and there, piss 'em off, and draw 'em out. Pound the shit out of 'em with everything we've got. Then run like hell. Get to the DropShip and lift off. Find a new spot to settle in and start the process all over again. If we're lucky, we survive. If not, well, at least I get to die with my boots on.

—Journal entry for Lt. Musette Brady, 29 November 3070

Thank God we're not the only bunch hired to take on the Grim Determination. Apparently our FedSuns benefactor knew we were way too shorthanded to handle them ourselves. Dad says we're gonna hit them on the edges, nibble our way to the heart, and tear it out. Sounds bad, but it's the job. Let's do this.

—Journal entry for Lt. Roger Goddard, 29 November 3070

GAME SETUP

Use any mix of terrain (see p. 263, TW).

Attacker (Player)

The player may use up to 100% of their total force and may enter from any map edge at the start of the track.

Defender

The Defender consists of the Grim Determination mercenary regiment and equals 100% of the Attacker's total deployed force. See *Special Rules* (below) for determining units.

The Defender sets up half of its force anywhere on the battlefield. The remainder of the mercenary unit enters the battlefield from any edge during the Movement Phase of Turn 3.

WARCHEST

Track Cost: 1,800

Option

+500 Groundswell of support: The Sheratan militia sides with the Grim Determination to help save the planet from invasion. Increase the Defender's total force by 25% with Green units using any Militia RAT.

+200 Low Gravity: Sheratan has a gravity of 0.9 Gs. Use the *Low Gravity* rules (see p. 55, TO).

OBJECTIVE

Eliminate the Grim Determination. Destroy the mercenary command as a viable combat force. Cause a minimum of 75% damage to the mercenary's total force. [2,500]

SPECIAL RULES

The following rules are in effect for this track.

Grim Determination

A troubled mercenary force with a storied past, the Grim Determination has suffered constant terrorist attacks on Sheratan for a few years. The Grim Determination is a Regular command; for equipment, roll on any Mercenary or Militia RAT with a -2 modifier. When randomly determining force composition, the Grim Determination player may not choose any assault 'Mechs and should re-roll any heavy units that have a Walking/Cruising MP of 4 or less, taking the second result regardless of its MP. In addition, the Determination suffers a -1 Initiative penalty when operating in any formation larger than a company, reflecting its greater emphasis on small-scale warfare and mobility.

Linked Missions (Optional)

A player looking for a longer mini-campaign may break this track into a series of Missions. For this optional rule, ignore the Mission costs. Objective and Option rewards are accumulated as normal. If, at the end of the Mission series, the total reward is less than this track's Objective reward, the player gains the difference. The player may not repair/rearm units or spend Support Points between Missions.

AFTERMATH

It's times like these I realize why it's better to be in a drunken stupor than to be actually aware of how stupid I am. News just came over the comm that it wasn't a Federated Suns loyalist who hired us and the other mercs after all. It was the goddamn Word of Blake. The Grim Determination was all that prevented the Blakists from controlling Sheratan. And we helped the bastards take the world. It should have been a lot harder, but apparently the Blakists have been sponsoring terrorists there for the last few years. The bombings and assassinations had all but killed the Determination's morale before we ever heard from Conrad.

Because they were so broken, our quarry surrendered early on in the assault. We've all heard about the Grim Determination for years. Hell, Junior's never known a time when they weren't in the newsvids for some battle or other. Like us, they'd served contracts for the AFFS most of the time. It hurt me down deep too, them popping their hatches and asking for terms. God help me, seeing that felt like their demoralization was infectious. Least we could do was tell them our contract called for destroying the unit, not killing them all. Long story short, we've nearly tripled the size of the Missiliers. Since we hit their rear area, we got DropShips and tons of supplies too. Life of a merc, I suppose.

—Journal entry for Col. Roger Cumberland, 5 December 3070

NEXT TRACK

Savage Silence; Storming the Balance; Reasserting Authority

KITTERY

INVADIED NOVEMBER 3068
LIBERATED OCTOBER 3071

COMBATANTS

Allied Commands

Stone's Lament (also known as the "Kittery Resistance")

Federated Suns

First Kittery Borderers

Word of Blake

Thirteenth Division, Kittery Protectorate Militia

Mercenary force Black Angus Boys

KITTERY MINI-CAMPAIGN

To accomplish a mini-campaign for Kittery, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +750 WP at the end of the mini-campaign.

Missions (any order): Beachhead, Recon, Probe, Strike

Chaos Tracks: *Leading Edge; Jailbreak; Unfinished Business*

Kittery's first brush with the Jihad was a seemingly innocuous raid by mercenaries supposedly hired by the Capellan Confederation, but the Word of Blake had a hand in the engagement. This attack was typical of the Blakists' first moves in the Jihad, which were designed to stir up trouble and foul inter-realm relations.

A month later, in November 3068, Word forces overran the Kittery defenders and occupied the planet on behalf of their Capellan "allies." This convinced Federated Suns nobles that the Word and the Confederation were working together. The loss of Kittery to the Blakists deprived the Suns of a vital staging ground and forced the AFFS to pull back from their invasion of the Capellan Confederation. The Word used Kittery to stage further attacks against the Suns, capturing Scituat and Gurnet in early 3069 and Spica and Denbar later that same year.

The Blakists held Kittery until 3071. One of the most significant events of the Jihad occurred in March of that year. Devlin Stone and five other prisoners escaped from RBMU 105, a massive Word of Blake reeducation center, and collectively formed a resistance movement. Within

3071

SAVAGE SILENCE

SITUATION

NADIR JUMP POINT

CHAMDO, CAPELLAN CONFEDERATION

20 FEBRUARY 3071

(Excerpt from Wolfnet report 30710530/45-Beta, filed by agent Ramrod)

I have never heard of this happen before: two similar contracts, both for the Confederation planet Chamdo. One is from our old friend Mister Askai (pictures attached), who wants us to defend some of his client's property. He is offering a good deal, and his money was good last time. We still do not trust him.

The other offer is also good, but the rep is one of those oily types calling himself Mister Chen. His personality is perfect for selling used cars or running for political office. He wants us to destroy the same property Askai wants us to guard.

So, which offer do we take—Askai's or Mister Chen's?

GAME SETUP

Before setting up, the player should determine which contract they will honor—Garrison or Raid. If Garrison is chosen, follow all "Garrison" instructions. If Raid is chosen, follow all "Raid" instructions. Sections without either designation apply to the track in general, regardless of choice.

Use Heavy Urban terrain (see p. 263, TW).

Attacker (Garrison)

The Attacker is a mixed unit of "weekend warriors" and mercenaries. As a whole, they have Green experience, use a mix of Militia or Mercenary RATs, and are 125% of the Defender's total deployed force. The Attacker may enter from any map edge and must designate any other edge as their home edge for purposes of withdrawal.

Defender (Garrison) (Player)

The Defender is the player and may use up to 25% of their total force. The Defender sets up all units within 10 hexes of the objective buildings and designates one map edge as their home edge.

..... THE CAMPAIGN: 3071

Attacker (Raid) (Player)

The player may designate up to 25% of their total force and enters the playing area from any edge. The Attacker designates one map edge as their home edge for withdrawal purposes.

Defender (Raid)

The Defender is a mixed unit of WoB acolytes and mercenaries. As a whole, they have Green experience and use a mix of Word of Blake, Militia, and Mercenary RATs. The Defender's deployed force should be 150% of the Attacker's total deployed force. The Defender sets up all units within 10 hexes of the objective buildings and designates one map edge as a home edge.

WARCHEST

Track Cost: 400

Options

+100 Heavy Rain: Use the *Heavy Rainfall* rules (see p. 59, TO).

+150 Fanatical Opponents: Increase the experience level of the opposing force to Regular.

OBJECTIVES**Garrison contract:**

Distraction. Defending units must perform rear attacks (from the rear of the target unit) on 50% of the Attackers force by the end of turn 10. [400]

Protection. Defending units may not enter or move through any building hexes for the entire scenario. [200]

Raid contract:

Deflection. Destroy/Cripple at least 75% of the Defender's force. [300]

Annihilation. Destroy/Cripple 100% of the Defender's force. [300]

SPECIAL RULES

The following special rule is in effect for this track.

Forced Withdrawal

All non-player forces use the *Forced Withdrawal* rules (see p.259, TW).

AFTERMATH**Journal Entry #1436**

Neither Askai nor Chen told us what the property was before we arrived. It was a regional HPG substation, part of the planetary network linked to the main station in Sing-wa. Angry Cappies had already destroyed several other HPGs elsewhere in the Confederation. We didn't like the Word, but we drew the line at killing noncombatants.

Once on-site, we did the job we'd been hired to do—defend the station. Six hours after we were in place, the Cappies launched an all-out attack. In an hour it was over, and we got some useful salvage out of it.

But I realized what was going on when I questioned a couple of the Cappie survivors. Sunny-boy's declaration that the *Word*—not the Federated Suns—had bombarded Sian a couple of years back had started a movement among the citizens to take the

a month, the resistance had grown to thirty members. Thanks to David Lear, one of RBMU 105's escapees, an extensive network of contacts found sympathetic ears, foodstuffs, and—most importantly—weaponry. By early June the resistance cell, called Stone's Lament, was nearly one hundred strong.

The Kittery Manifesto was broadcast worldwide on 9 June. Stone never admitted authoring the manifesto, but historians credited him with it regardless. On 10 June, Stone led his compatriots in an assault on RBMU 105. Coordinated guerilla activity drew the garrison 'Mechs away from the prison, giving Stone's Lament their opportunity. The daring daylight assault overwhelmed the Blakist defenders and succeeded in freeing the entire prison population. Nearly all of the liberated prisoners joined Stone's Kittery resistance.

With hundreds of trained soldiers now at his disposal, Stone turned his attention towards liberating Kittery. He then led a series of small strikes to capture supplies and to deny them from the Blakists. The balance of power slowly shifted in Stone's favor. As his force grew, so did his ambitions. Stone began attacking larger Blakist targets. What had started as largely infantry operations had grown to 'Mech engagements. The Word called for reinforcements, citing concerns that if Stone continued unabated, he would eventually overthrow Kittery. Fortunately for Stone, reinforcements weren't in the cards. The Blakist high command regarded Kittery as an oubliette—a place for forgetting. It lacked any significant strategic value, and most of the Word's forces were engulfed in higher priority engagements.

In October, Stone led his motley collection of soldiers against the last Word of Blake stronghold—Divine Tranquility, an underwater stronghold in the Seren Ocean. Stone's Lament and the Word's forces were practically even, but the edge went to the Blakists. After several hours of pitched battle, the tide shifted, and Stone's force was victorious. In the end twelve Blakist MechWarriors and three Level IIs worth of material were captured. Stone brought a company up to combat-ready status and began sorties against nearby Blakist worlds. After liberating a handful of nearby systems—Scituate, Gurnet, Spica, and Denbar—he drafted reciprocal mutual defense pacts that formed the "Kittery Prefecture."

After Stone departed Kittery, the world largely avoided further brushes with the Jihad. At the conclusion of the Jihad, Stone returned the Kittery Prefecture worlds to the Federated Suns as part of Yvonne Steiner-Davion's agreement to recognize The Republic of the Sphere.

—Kittery: Birthplace of The Republic; *Altair Syndicated Historicals*, 3099

QUENTIN

INVADED MARCH 3071
LIBERATED JUNE 3077

COMBATANTS

Allied Coalition

Twenty-third Arcturan Guard, Clan Nova Cat Tau Galaxy, Clan Wolf Iota Galaxy, Eighth Deneb Light Cavalry, Thirtieth Marik Militia, First Sword of Light

Draconis Combine

Tenth Ghost

Word of Blake

Twenty-second Division, Forty-seventh Shadow Division, Quentin Protectorate Militia

Mercenary forces Khasperov's Knights

QUENTIN MINI-CAMPAIGN

To accomplish a mini-campaign for Quentin, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +400 WP at the end of the mini-campaign.

Missions (any order): Flank, Defend

Chaos Tracks: *Cloud of Despair; Dragon's Pincers*

Former home to Independence Industries and the famous *Atlas* chassis, Quentin was hotly contested during the Jihad. Untouched during the first few years, Quentin fell under the Word's "protection" after the garrisoning Tenth Ghost Regiment turned *ronin*. The Blakists quickly stepped in and annexed the undefended world with Khasperov's Knights. A critical part of Precentor Martial St. Jamais's "Maginot Line" defense, Quentin raised a full three divisions of Protectorate Militia as the Knights trained them to defend the world and neighboring systems.

Quentin also became the main staging world for the Forty-seventh Shadow Division. The Manei Domini unit was not present, however, during a raid-in-force by Sorenson's Sabres in 3077, a precursor to invasion by Devlin Stone's Coalition. *Kanrei* Minamoto seized the opportunity and dropped two full regiments on Quentin but found nothing beyond an oversized Protectorate Militia.

Though well-equipped, the Militia's skills were no match for the elite forces of the Draconis Combine and Clan Wolf. Expecting the arrival of the Forty-seventh, *Kanrei* Minamoto remained on Quentin for several weeks. In mid-May, several Light of Mankind and Manei Domini troops sabotaged several DropShips and came a hair's breadth from assassinating *Kanrei* Minamoto. The



law into their own hands. The Word was the number one target inside the Confederation, and with HPG stations on every planet, a visible one. Didn't matter to them that most of these personnel were noncombatants: if they were members of the Word, they deserved to die.

Well, the Word got the message. We guarded the station long enough for the Blakies to remove the important parts of the systems and then got the hell off Chamdo as fast as we could.

But I'm wondering who Askai is really working for and why.

—Gannon Derer

NEXT TRACK

Free-Fire Zone; Nacht Blitz; Severance

STORMING THE BALANCE

SITUATION

INBOUND VECTOR

ENZESFLED, LYRAN ALLIANCE

10 MARCH 3071

With the JumpShip we got when the Grim Determination survivors swelled our ranks, we made our way to Galatea. Things are getting entirely too busy there. We didn't even bother trying to get a decent contract because having a JumpShip sit undefended there for too long was entirely too unpleasant a prospect. Instead, we took the first viable contract that came up, just to get the hell out of Dodge. We're transporting some small-timers to the Rim Collection. Not exactly the most glamorous job, but the Periphery has been hit hard by pirates lately, and maybe when we get there we can lend a hand of our own.

Our route led us through the Enzesfled system, where we're putting in for supplies. That's when we heard the call for help. With all these extra mouths to feed, we need the work. It'll also be good to see how the new guys work out. The small-timers won't even be late, since the drive's recharging anyway.

—Journal entry for Col. Roger Cumberland, 5 March 3071

GAME SETUP

Use Coastal terrain (see p. 263, *TW*). The Attacker designates one edge as the objective.

Attacker

The Attacker consists of elements of the Democratic People's Army which equal up to 75% of the Defender's total deployed force, use any Mercenary or Militia RAT, and have Regular experience. The Attacker enters from the designated objective edge.

Defender (Player)

The Defender consists of 10% of the player's total force. In addition, the Defender includes two transport-type vehicles appropriate for the setting, with Green experience. These vehicles are carrying the escaping noble family members. All of the Defender's units enter on the map edge opposite the objective.

..... THE CAMPAIGN: 3071

WARCHEST**Track Cost:** 300**Options****+150 Light Fog:** Use the *Light Fog* rules. (see p. 57, *TO*)**+150 Bad Intel:** Add one additional unit to the Attacker's force. This unit has Veteran experience.**OBJECTIVES****Survival!** At least one of the transports exits off the objective edge. [100]**No witnesses...** All hostile forces are destroyed or forced to withdraw. [200]**Quarterback Sack.** The Defender must destroy the fastest 50% of the Attacker forces by the end of Turn 10. [200]**SPECIAL RULES**

The following rules are in effect for this track.

Forced WithdrawalAll defending forces must use the *Forced Withdrawal* rules (see p. 258, *TW*).**Gift**

If both transports escape, the noble family is so grateful they bestow a gift of 1,000 SP upon the player unit. These points may only be used towards purchasing new units and/or recruiting new personnel. The points must be spent before the next track begins.

AFTERMATH

It's sad that the Grim Determination is no more. How do you deal with the death of the unit you spent your whole life in? Take it out on the oppressive assholes of this Democracy Now bullshit, that's how. This so-called Democratic People's Army had more on the ground than us, but they should've brought some air cover. When a wave of Grim Determination fighters followed the Missiliers' reckless pair of aerjocks, there wasn't much left but craters. Good old Anne Dobbs, now a lieutenant under Captain McGrady, took out two 'Mechs in her three passes. We may have brought our last squadron with us, but at least we've found a home. These Missiliers are all right. Captain Cumberland even let us keep the old insignia by pairing it with their own. With the reward from the Reinhardt family, Cumberland says he'll buy some new 'Mechs for the Dispossessed that came with us.

—*Journal entry for Lt. Ansel Haarhar, 6 March 3071*

These Grim Determination tankers sure know their business. If they'd put up the hurtin' on Sheratan like they did saving these nobles, I don't think we'd have stood a chance in hell. It's weird commanding a company of tanks now. With the fighters, tanks, and the additional 'Mechs, on paper we're a combined-arms battalion. I think Dad's feeling the pressure of commanding the whole lot even more than I am this small part of it.

—*Journal entry for Capt. Roger Goddard, 6 March 3071***NEXT TRACK***Reasserting Authority; Nacht Blitz; Oppression*

kanrei struck back in search of other threats by authorizing house-to-house searches, random group round-ups, and population screenings. The tension among Quentin's population increased, which created further opportunities for Blakist operatives. ROM stirred up riots and struck back with an underground propaganda campaign, souring the population against the self-declared liberators.

On 26 May, the Forty-seventh Shadow Division arrived in force and blasted through the Coalition's aerospace defenses. Clashes between Coalition and Word forces were quick, brutal affairs that ground both sides down over the next several days. The Forty-seventh turned to scorched-earth tactics and unleashed several biological weapons that spoiled several thousand tons of Coalition supplies. *Kanrei* Minamoto had no choice but to declare martial law, and seize commercial warehouses and Drop-Ships full of supplies in order to maintain logistical flow.

In mid-June, several regiments under the *kanrei*'s command attacked the Forty-seventh's main staging base in the Broken Teeth Mountains. While ultimately victorious—Minamoto declared the world free on 20 June—the Coalition's celebration was bittersweet. At least three Level IIs from the Forty-seventh managed to escape under the protective guns of an arriving Blakist WarShip. The Word left behind several ROM-supplied rebel groups, which kept Quentin on the edge of rebellion for several more years.

—SCOUR: the Dragon's Wave; Republic Public House, 3094

SOLARIS VII

INVADED JUNE 3068
LIBERATED DECEMBER 3071



COMBATANTS

Lyran Alliance

Solaris Home Defense League

Word of Blake

Eighteenth Division, Twenty-fifth Division

SOLARIS VII MINI-CAMPAIGN

To accomplish a mini-campaign for Solaris VII, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +1,500 WP at the end of the mini-campaign.

Missions (any order): Supply Run, Strike, Assault, Probe, Pushback, Retreat

Chaos Tracks: *Game On!*; *Resisting Arrest*; *Free-Fire Zone*; *Nacht Blitz*; *Reaching the Limits*

The Blakists arrived on 10 June 3068, overpowering Solaran defenses. With the complete absence of Com Guards forces, the Word's Twenty-fifth Division faced a number of individual battles with various stables, and overwhelmed them. Stable owner Thaddeus Bromley and several smaller Marik-sponsored stables sided with the invaders, believing the Word was taking the world for the Free Worlds League.

The Blakist assault sparked off a round of riots worse than those waged between Lyran and Davion loyalists during the FedCom Civil War. The Word let the combatants fight it out—often among the streets of Solaris City—and stepped in only when Blakist objectives were threatened. As the initial wave of violence calmed, the Word moved in and seized stable compounds, corporate assets, and other key facilities. Their heavy-handedness established control on the surface but pushed varying factions towards an alliance of convenience to oppose the occupation.

Eric Gray, a rising star in the Silver Dragons stable, began recruiting individual gladiators to form an underground resistance unit. As the movement eventually became the Solaris Home Defense League (SHDL), several stables and corporate interests signed into the alliance. Gray faced significant resistance from the Gambelli and Bertolli mob families and several *yakuza* groups who saw Gray's successes as a threat to their future plans. With the backing of several prominent stables like the Silver Dragons, Cenotaph, Lynch, and the Black Lions, Gray's SHDL

JAILBREAK

SITUATION

RBMU 105

CAN FU CITY

KITTERY, WORD OF BLAKE PROTECTORATE

18 MARCH 3071

[Stone]: *[soft spoken, each name emphasized]* After we overpower the guards in sector three, Daniel will lead the diversionary group on an assault of the 'Mech hangar. Meanwhile, I'll lead Alpha team to the real objective. *[coughs]* Once we knock out the relay connecting the prison to the power grid and emergency generator, the electromagnetic locks will disengage, releasing all the doors. Stephen will lead the inmates on D-Block to the armory.... but remember this all starts with the riot in C-Block. *[points at Juan]* Juan, that's all you. Any questions? *[steely gaze at camera]* Okay, good. Let's make this happen. *[crossfade to scene 73-e]*

—*The Devlin Stone Story*; first aired on the Liberty Broadcast Network, 3092

GAME SETUP

Use Heavy Urban terrain (see p. 263, TW). Designate ten buildings as the prison complex. Convert each designated building to Heavy classification (CF 50). The Defender publicly labels each building as one of the following: Prison entrance, Power relay, Sector Three, C-Block, D-Block, Hangars 1–6 (six different buildings), and Armory.

The Defender constructs a fence perimeter that surrounds the prison compound; the fence should include at least one hexside of the Prison entrance and six Hangar buildings.

The Attacker automatically wins Initiative for the first three turns.

Attacker (Player)

The Attacker consists of various battle armor and infantry elements of the First Kittery Borderers and up to 10% of the player's total force. The player's force can only include battle armor, infantry, and vehicle units.

The Attacker has 21 foot infantry platoons from the First Kittery Borderers to represent various prisoner mobs. They are placed in the following locations at the start of the track:

- **Platoons 1–8** (Green experience): Place anywhere on the battlefield and at least 3 hexes from any prison building.
- **Platoons 9–18** (Regular experience): Place one in each prison building. These units may exit their building only when the power relay station is destroyed.
- **Platoon A** (Stone; Veteran experience): Place in the Sector Three building
- **Platoon B** (Stephen; Veteran experience): Place in the D-Block building
- **Platoon C** (Juan; Veteran experience): Place in the C-Block building

Player units enter from the edge farthest from the center of the prison compound during the Movement Phase of Turn 4.

..... THE CAMPAIGN: 3071

Defender

The Defender consists of elements from the Kittery Protectorate Militia and is 75% of the Attacker's deployed force. The Militia has Regular skills and uses a mix of Word of Blake and Militia RATs.

The Militia deploys anywhere in the city but at least eight hexes away from the center of the prison compound and no closer than three hexes to any Attacker infantry platoons.

In addition, the Defender adds four foot infantry platoons (Regular skill level) to represent the prison guards. These platoons are placed in any hex within the prison grounds.

Finally, the Defender assigns six 'Mechs to the hangar; these 'Mechs are from any Militia RAT and do not count as part of the defending force. All are in maintenance mode—weapons are offline, and no WoB MechWarriors are available to pilot these units.

WARCHEST

Track Cost: 400

Options

+200 Monsoon: Use the *Torrential Downpour* rules (see p. 59, TO)

+400 More Blakists: Increase the WoB force to 100% of the Attacker's deployed force. These additional troops are deployed anywhere within the prison compound, with a maximum of one unit per hex.

+200 Low Gravity: Use the *Low Gravity* rules (see p. 55, TO); Kittery has a gravity of 0.88 Gs.

OBJECTIVES

Get everyone out. Platoons A–C must exit through the Attacker's entry edge. [200 each platoon]

Freedom. Disable the power relay and release all the prisoners. [150]

Capture 'Mechs. Capture at least one 'Mech (see p. 216, TO) and exit through the Attacker's entry edge. [100 per 'Mech]

SPECIAL RULES

The following rules are in effect for this track:

Prison Buildings

The Word is loathe to destroy the prison compound outright as many prisoners are subjects of various experiments. They will not destroy prison buildings for the first eight turns of play.

Prison Exits

Non-battle armor units may only enter/exit the prison through the prison entrance or 'Mech hangar hexes. The fence has no effect on BattleMech, battle armor, or vehicle units; if any of these units cross the fence, that hex section is considered destroyed. Non-battle armor units may cross a broken hex with a +1 MP modifier.

Power Relay

An infantry unit may disable the power relay if it is in the power relay hex on the End Phase of any turn and makes a successful (unmodified) anti-'Mech attack.

began to conduct larger operations designed to push back against the Word and force the occupiers to withdraw. Using the power of the media, which still thrived on the planet despite Blakist censorship of interstellar communications, the SHDL pulled the public behind them in revolt. The Solarans turned the war against the occupiers into a form of sport, broadcasting the violent clashes with the same panache as gladiatorial matches. Several individuals reworked the elaborate betting and gaming system to turn a profit.

SHDL forces and allies took on new life as trivid heroes, their exploits plastered across entertainment screens. From January 3069 through March of 3071, the Word counterattacked with their own propaganda by parading captured gladiators and popular warriors into showcase arenas and executing them through lopsided contests. The Twenty-fifth Division spread out and struck suspected SHDL cell sites with overwhelming force. Collateral damage was high as the Blakists burned down anything they couldn't remove, salvage, or strip.

In May 3071, the SHDL hit back with force. As Gray's alliance attacked Blakist strongholds in Solaris City, the *yakuza*—in a rare alliance of convenience—secretly spread the word to citizens several days prior. The early warning saved the lives of countless Solarans as the assault began.

Solaris City became a free-fire zone as units of every stripe targeted anything not broadcasting a prearranged IFF signal. Desperate to head off defeat, the Blakists withdrew from Montenegro and used DropShips to strafe the district. The SHDL responded by seizing the under-defended International Zone. Hundreds of impounded BattleMechs and equipment were discovered. Secondary attack forces, created when every nearby MechWarrior and wannabe claimed a war machine, emerged from the IZ, and the carnage in Solaris City began anew.

By June 3071, the Word of Blake forces had withdrawn from Solaris City and destroyed the planetary HPG. Though the SHDL claimed victory, the alliance fractured scant days later. Numerous firefights erupted as gladiators, fueled by the media's constant coverage, sought out rivals and settled grudges. Blakist forces took advantage of the fragmentation in mid-August by reclaiming the International Zone in a blitzkrieg assault. Knowing they couldn't hold the sector for long, Precentor Sariana Pryor staged artillery in the warehouse district. Under the cover of their guns and the continuing chaos, the Blakists slowly advanced through Solaris City.

The SHDL, fragmented into five smaller alliances, forced the Word of Blake back out of Solaris City and into the Reaches by mid-October 3071. A Blakist raiding force

penetrated Nowhere and destroyed a key SHDL refit and construction base. Combined with the massive collateral damage caused by the constant heavy fighting, both sides were effectively stripped of major repair capabilities. The lack of parts and supplies forced both sides to deplete a once-thriving black market.

By December 3071, the Blakist forces on Solaris had withdrawn, too battered to continue. Three and a half years of fighting had resulted in millions of military and civilian casualties, homelessness, poverty, and a shattered industrial base. The remaining SHDL numbered roughly two regiments. Less than a month later, the SHDL dissolved into a collection of warring gangs divided along old factional and stable lines. With the planetary government effectively destroyed after the occupation, no unified security force existed to contain the rapidly escalating violence, which subsided only after the arrival of Lyrans forces in late 3074. The Solaris Stable Association formed in February 3075, marking the beginning of the system's rebirth.

—Blake's Gamble: Gaming the Game World; *Solaris Publications Company*, 3079

Arming Prisoners

If Platoon B (Stephen's squad) successfully reaches the armory, they may upgrade any infantry unit that ends its turn in the armory hex from foot to mechanized or jump, and change their weaponry to laser or missile (SRM or LRM).

AFTERMATH

The initial prison riot distracted the guards long enough for Stone and his group to steal several BattleMechs and escape the compound. When Stone led a counterassault on the facility two months later, he had pulled together a sizeable group of rebels to assist him. The facility fell twenty hours later with no Blakist survivors. Using RMBU 105 as their base, the Kittery Resistance strengthened and spread across the planet. Kittery was freed from both Word of Blake and Capellan military force by the end of the year.

—The Unclassified Kittery Files; *New Syrtis Press*, 3091

NEXT TRACK

Unfinished Business

FREE-FIRE ZONE

SITUATION

BORDER OF THE INTERNATIONAL ZONE

SOLARIS VII, LYRAN ALLIANCE

4 MAY 3071

Journal Entry #1531

First contract as "Major" Derer. Four years ago, I had what was left of the Cavaliers, which was only a 'Mech lance and a vehicle lance. Now the Cannons have almost two 'Mech companies, a vehicle/infantry company, and a solid reputation, which is why we headed back to Solaris.

Some of the stables that are fighting the Blakies decided it would be a good idea to have some forces that were more concerned with doing the job than worrying about their ranking. We'd been contracted by Zelazni tables to act as the core of an assault on the International Zone while the Blakies were "improving" Montenegro. The objectives are warehouses filled with 'Mechs and supplies the SHDL needs. All we have to do was take them. Simple, right? So why is my sixth sense acting up again?

—Gannon Derer

GAME SETUP

Use a mix of Light and Heavy Urban terrain (see p. 263, TW). Both the Attacker and Defender alternately select five buildings to serve as objectives; the Defender keeps their selections secret.

Attacker (Player)

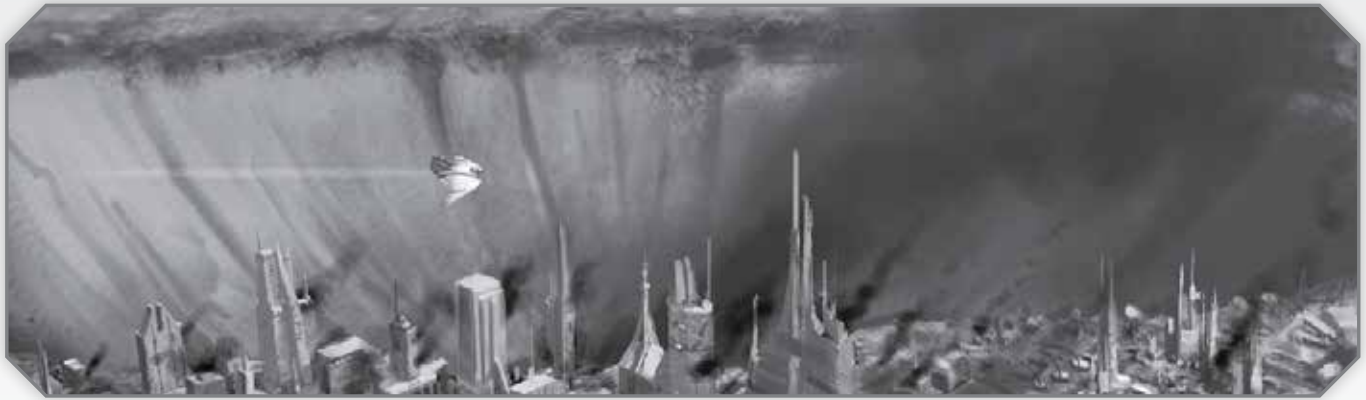
The Attacker consists of units of the Solaris Home Defense League (SHDL) raised from three other stables (Zelazni [Regular], White Hand [Veteran] and Silver Dragons [Elite]) as well as up to 25% of the player's total force. Each stable and the player select a starting edge (the same edge, if desired). Stables may select from any Inner Sphere faction RAT with a -2 modifier to their roll.

All units except the Silver Dragons enter the battlefield at the start of the track. The Silver Dragons enter at the start of any turn after Turn 5 after declaring their intention to do so during the End Phase of the turn prior to their entry.

Defender

The Defender consists of elements from the Word of Blake's Twenty-fifth Division. The Defender's force is 100% of the Attacker's deployed force and has Veteran skills. The Defender deploys its entire force anywhere on the battlefield. Units may not begin the game inside buildings.

.....THE CAMPAIGN: 3071

**WARCHEST****Track Cost:** 400**Options****+200 Dusk:** Use the *Dusk* rules (see p. 58, TO)**+200 Heavy Fog:** Use the *Heavy Fog* rules (see p. 57, TO)**OBJECTIVES**

Capture the warehouses. Control at least 2 of the objective warehouses by the end of the track. [**50 for each warehouse under control**]

Paste them. Destroy/Cripple all of the Defender's original total deployed force. [**300**]

Justice. Eliminate all the traitor units. [**100**]

SPECIAL RULES

The following rules are in effect for this track.

Salvage

Salvage may be claimed by the player's force if at least two objectives are completed.

Forced Withdrawal

All of the original Defender units are operating under *Forced Withdrawal* rules (see p. 258, TW).

Traitors

During the End Phase of the turn in which the Silver Dragons enter the battle, each unit assigned to a stable must roll 2D6. On a result of 10+, that unit is a traitor and receives commands from the Word of Blake to double-cross the Attacker's force. Starting in the Initiative Phase of the subsequent turn, any traitor units are controlled by the Defender. These units do not count as part of the Defender's original force.

Warehouses

Units with an operating probe (any equipment with "probe" in the title) automatically detect hidden objective warehouses when they come within range. If a unit does not have a BAP, it may elect to scan a building under the following guidelines:

- A scanning attempt must be declared during the Initiative Phase and before the unit moves.
- The unit must be within 2 hexes of the target building at the end of its movement.
- Scanning units may not exceed Walking MP or make any weapon attacks during the scanning turn.

To control an objective building, the player must have at least one unit within 2 hexes of the building at the end of the track, with no active Defenders operating within that same distance of the building. The objective building must also have been positively identified.

AFTERMATH

(Excerpt from Wolfnet report 30720109/155-Alpha, filed by agent Ramrod)

The operation to seize the International Zone warehouses was a near disaster. We hit the IZ, along with forces from the Zelazni and White Hand Stables, while a contingent from the Silver Dragon Stables moved to flank the IZ. The Blakists were good, but the stable warriors, being great one-on-one combatants, provided a big enough distraction, which allowed us to hit any target we saw with all the firepower we could muster. We managed to irritate a couple of the SHDL boys, but we are not here for glory.

As soon as the Silver Dragons arrived, things got ugly for a while. Several of the SHDL suddenly started shooting at us instead of the Blakists. Major Derer immediately ordered massed fire on the traitors, and none of them lasted more than a minute. The major then got on the radio and bluntly told the SHDL survivors that if there were any more stunts like that, the Cannons would make sure it would be their last. Then he asked them how dying under the Cannons' guns would affect their stables' rankings. That did not go over well, but no more SHDL idiots shot at us.

After that, we pushed the Blakists out of the IZ and secured the warehouses. The major had a long talk with several of the stablemasters that boiled down to "Worry about your rankings *after* the Blakists have been thrown off Solaris!" I do not know if he got through to them, but we will see.

NEXT TRACK

Nacht Blitz; Reaching the Limits

REASSERTING AUTHORITY

SITUATION

TATYANA ISLAND CHAIN
THARKAD, LYRAN ALLIANCE
16 JUNE 3071

12/06/71: *Running escort ops for IE in the Periphery and taking the odd side job have helped our recovery. Now it's time to see how sharp our edge remains.*

I can't say I like the idea of working with the Word again, despite how well they paid even after failing to take Sian. If Askai hadn't coughed up that bonus payment, I wouldn't even consider it. And I definitely do not like working under the Lowbräu. At least we won't be operating under our own colors and name.

Despite all that my only real concern is our infantry. Replacing Cunningham was difficult, and I don't believe Lieutenant Panchit is up to his level. Bringing in Leaguers and Capellans makes the mix there more volatile, but one does what one must. Hilary will keep them in line when the cannons sound.

—Pierre Grandin

GAME SETUP

Use a mix of Mountain, Light Urban, and Forest terrain (see p. 263, *TW*). The Attacker chooses their home edge first.

Attacker

The Attacker consists of elements of the Lowbräu mercenary unit and the Word of Blake's Fortieth Shadow Division. The mercenaries make up 30% of the Attacker's deployed force, are of Regular experience, and use any Word of Blake and Mercenary RAT. The Fortieth Shadow are Veterans and use any Shadow Division RAT. Randomly determine 50% of the Shadow Division units increase their Piloting or Gunnery skills by 1; determine which units randomly.

The Attacker enters from their home edge.

If the player's force opts to support the Attacker, they replace the Lowbräu force.

Defender

The Defender consists of the battered elements of the Twenty-fourth Lyran Guards RCT and the Royal Guards. Both units use any Lyran RAT; the Royal Guards have Elite skills, and the Twenty-fourth have Regular skills. At least 80% of the Defender's deployed force is from the Twenty-fourth Lyran. The Defender's total deployed force is 100% of the Attacker's.

The Defender may set up anywhere on the battlefield but no closer than 10 hexes from the Attacker's home edge.

If the player opts to support the Defender, they replace the Royal Guards force.

WARCHEST

Track Cost: 600

Options

+200 Hidden Support: At the start of the track, up to a third of the opposing force may be deployed as *Hidden Units* (see p. 259, *TW*).

+200 Monsoon Season: Use the *Torrential Downpour* rules (see pg. 59, *TO*).

OBJECTIVES

Maximum damage. Destroy/Cripple at least half of the opposing force. [300]

Breakthrough! At least a third of the side aligned with the player leaves the map via the opposing player's home edge. [400]

SPECIAL RULES

The following rules are in effect for this track:

Free-Fire Zone

Up to half the Lowbräu, Twenty-fourth Lyran Guards, and Royal Guards may turn traitor at some point in the battle. Beginning on Turn 2, roll 2D6 for each functional unit; on a result of 10+, that unit switches sides. Once a unit has switched sides, that unit makes no more rolls. Continue this search during each Initiative Phase until half of each side's units have switched sides or Turn 5 is reached. This effect lasts through the end of the battle. Units from the player's force that turn traitor are no longer available to the player's total force.

Support Troops (Player)

The player can substitute up to 25% of their total force on either side.

AFTERMATH

The Lowbräu mercenary command was the scourge of the Tharkan underground. Utilizing a series of deceptions, false-flag operations, and infiltration, they undermined resistance to the Word's occupation. Their tactics made possible an ambitious operation to wipe out opposition in the Tatyanna Islands. Grandin's forces would provide an obvious threat to drive the Tatyanna resistance into a panic, after which infiltrators from the Lowbräu would guide the guerrillas straight into an ambush.

However, the resistance had learned how to counter such tricks; their own infiltrators alerted them to the plan. The guerrillas feigned playing along until the main Lowbräu spies revealed themselves by urging them on a path to the ambush site. After dispatching the traitors the Lyrans continued on with the intent of ambushing the ambushers. They had not gotten all of the Lowbräu infiltrators, so contact between the two forces swiftly devolved into utter chaos as friend and foe blurred.

The Blakist commander on Tharkad, Precentor Gregory Kishimoto, ordered the Crusaders to salvage the situation. They did so with a rapid assault on the confused jumble of 'Mechs and vehicles, ordering all involved to shut down or be fired on. The tactic restored a measure of order after Grandin demonstrated his resolve by obliterating a Lowbräu *Wolverine*, but the resistance forces were able to escape.

Major Parker of the Lowbräu was able to spin the battle as a minor victory based on damage done to the resistance, which allowed the Crusaders to leave Tharkad with their contract payment.

—The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

Oppression; Reaching the Limits; Homecoming

.....THE CAMPAIGN: 3071

NACHT BLITZ

SITUATION

LONG-TERM STORAGE FACILITIES, INTERNATIONAL ZONE
SOLARIS VII, LYRAN ALLIANCE
17 AUGUST 3071

(Excerpt from Wolfnet report 30720109/155-Alpha, filed by agent Ramrod)

After three months of working with the SHDL, my assessment of them has not changed: they are a mess. While a few of the stables can be trusted, most of the stables (and warriors) are more concerned with their current ranking than cooperating long enough to smash the Blakists. There is more sabotage and backstabbing going on inside the SHDL than at an ISF convention. Add in a few Blakist plants, people playing both sides, and the entire situation is madness.

Despite that, we have held onto the IZ for three months. The Canons and a couple of the stables are the only ones who remember the Blakists are the enemy. But rumors are thick that the Blakists have been reinforced and are getting ready to attack. If that happens, we are the only ones who can stop them.

GAME SETUP

Use a mix of Light and Heavy Urban terrain (see p. 263, TW). If *Free-Fire Zone* was previously completed, use the map setup from that track, including any previously damaged buildings.

Attacker

The Attacker consists of a mixed force of Word of Blake and Blakist sympathizers. The Attacker's total deployed force should be 100% of the Defender's total deployed force; they have Regular skills. Use any Word of Blake and Mercenary RAT to determine forces. The Attacker must identify 25% of its force as sympathizer units.

The Attacker's entire force enters from the map edge of their choosing. All battlefield edges are considered the Attacker's home edge for purposes of withdrawing. Any aerospace units enter the battlefield at a Velocity of 4 or less.

Defender (Player)

The Defender consists of up to 75% of the player's total force. The Defender begins the track set up anywhere on the battlefield, but each unit must be at least four hexes away from another friendly unit. Any aerospace units begin the game at a Velocity of 2 or less. Select one edge as the Defender's home edge.

WARCHEST

Track Cost: 600

Options

+200 Déjà Vu: Apply this bonus against the track cost if the group achieved all three objectives in *Free-Fire Zone* (see p. 102).

+300 Storm: Use the *Storm* rules (see p. 61, TO)

OBJECTIVES

Denial. Keep the Attackers from destroying 600+ CF of buildings. [200]

Justice served. Destroy/cripple all of the Attacker's forces that are not Word of Blake. [300]

Prove yourselves. Destroy/cripple at least 75% of the Attacker's total deployed force. [300]

SPECIAL RULES

The following rule is in effect for this track:

Forced Withdrawal

All forces follow the *Forced Withdrawal* rules (see p. 258, TW).

AFTERMATH

Journal Entry #1631

There is an acronym for the Solaris situation: FUBAR. The so-called SHDL, as a group, are pompous jerks who are more concerned with their current rankings than about defending Solaris. *Everyone* is obsessed with rankings, factoring the Wobblies into the action like any other variable. I wouldn't trust these people if I had a choice.

A good example of stupidity is the warehouses. Three months after we captured them, there's still enough equipment in them for two whole battalions, but the SHDL are fighting over them! My people have broken up a few battles over the contents, and that isn't what we're here for!

While the SHDL fights among themselves, the Wobblies are gearing up for another assault on the IZ. I've discussed the threat with the few astute stablemasters, and they've agreed to move it all out. In return for protecting the warehouses until they're empty, they also agreed to give us a percentage of the equipment they get out.

A couple of hours before the SHDL are supposed to start hauling the equipment, the Wobblies storm the IZ and level everything in their path. We lost a couple of the warehouses, but we made the Wobblies and their toadies pay a high blood toll for their efforts. In the end, only a few of them got away.

While the SHDL was hauling, we were collecting battlefield salvage. Between the salvage and our cut of the saved equipment, we made out all right.

This time.

—Gannon Derer

NEXT TRACK

Severance; Reaching the Limit

OPPRESSION

SITUATION

MACREADY

MERCEDES, LYRAN ALLIANCE

27 AUGUST 3071

23/08/71: *Contracted to blow up an agricultural processing plant in the middle of nowhere on a planet that is in the middle of nowhere. The pay is suspiciously good, however. A little research by Katerina turned up that this plant is owned by one Calvin Strauss, chief demagogue of the ludicrous Democracy Now movement. We're either being paid by his rival firebrand Lindon Ashley or by some concerned noble. I should hope for the latter, since that means there's someone farsighted enough to stomp on this nonsense, but it doesn't matter.*

Speaking of which, I've received some interesting news from Jenna, by way of our friends in the Broken Wheel Brotherhood. It seems they're prepared to take action to restore the natural order disrupted by the lowborn scum hiding behind House Davion's skirt. I look forward to seeing how that develops.

—Pierre Grandin

GAME SETUP

Use a mix of Hills, Wetlands, Flatlands, and/or Coastal terrain (see p. 263, TW). The Defender places six Heavy Level 1 buildings (CF 70) on one map within a 9 hex radius.

Attacker (Player)

The player may use up to 20% of their total force. The Attacker enters from the edge farthest from the buildings. This edge is also considered the home edge for withdrawal purposes.

Defender

The Defender is made up of elements of the local security force and civilian defenders. The Defender's force is no more than 75% of the Attacker's total deployed force. The Defender may use a combination of Lyrans, Militia, and Mercenary RATs to determine equipment. At least half of the force consists of some combination of vehicles, support vehicles, and conventional infantry. Half of the Defender's force has Green skills; the rest have Regular skills.

The Defender sets up anywhere on the map that contains the buildings. Once the Attacker's force is determined, the Defender must determine the number of *Pit Traps* and *AA Guns* (see below) and place them on the battlefield.

WARCHEST

Track Cost: 500

Options

+200 Electromagnetic Interference (EMI): Use the *EMI* rules (see p. 55, TO).

+300 Mercs!: Add to the Defender's force an additional mercenary command that is 50% of the Attacker's total deployed force, with Regular experience.

OBJECTIVES

No more, no less. Destroy 50% of the Defender's force before the Attacker suffers 25% losses. [300]

No witnesses. Destroy/Cripple all of the Defender's force. [450]

SPECIAL RULES

The following rules are in effect for this track:

Pit Traps

Scattered across the fields around the agroplant are a number of natural sinkholes that have been expertly covered and set as traps. Before the game begins, the Defender selects two non-wooded hexes for each of the Attacker's ground units and secretly records their location.

Whenever an Attacking unit enters a designated hex, roll 2D6. On a result of 9+, the trap is successful. The attacking unit suffers a Level 2 fall, and its movement ends in that hex. If the result is 8 or less, the trap still goes off but does not catch the attacking unit (the unit spotted and dodged the trap at the last second, winding up on its outer rim) and may continue its movement. A hex with a triggered pit trap is considered to be 2 levels below the original height of the hex.

AA Guns

Place one AA gun for each aerospace unit fielded by the Attacker. Each emplacement is a Medium Level 2 building (CF 30) and contains one LB 5-X autocannon on a 360-degree swivel mount. Each gun has 10 rounds of ammunition. The buildings with AA guns do not count towards the first objective. The weapon crews have a Green skill level.

AFTERMATH

The "agricultural complex" was an ammunition factory, a fact discovered only after the Crusaders began their raid.

A well-equipped security force was supported by a network of AA platforms which made digging them out very difficult. In the end Grandin used his BattleMechs to cover his armored infantry as they stormed through a breach to disable the turrets. After securing the command center, Hilary Fletcher alerted Grandin to the nature of the target. He reacted by pushing the unit to completely eliminate the remaining defenders as quickly as possible.

Once the factory was secured, the Crusaders looted the ammunition with the intent of selling the surplus on the black market. After taking their fill Lieutenant Baxter's engineers used the factory's explosive stores to demolish the facility as thoroughly as possible, leaving little more than a smoking crater in the ground. Grandin forwarded the pictures to his broker along with a sharp rebuke for lying about the target.

Within weeks pictures of the devastated factory were circulating around Alarion Province, tied to a manifesto by Lindon Ashley denouncing the lack of militia readiness that allowed "pirates" free reign to destroy economic infrastructure. The upswing of support

.....THE CAMPAIGN: 3071

for Ashley's radical faction of Democracy Now was matched by a decline in the fortunes of Calvin Strauss. The nominal leader of Democracy Now had lost significant income from the destruction of the plant and found himself with fewer resources to fend off his challenger.

—The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

Homecoming; Corporate Ties; Going Nova; Roman Candle

SEVERANCE

SITUATION

FORT LOUDON TRAINING FACILITY
SAVANNAH, FREE WORLDS LEAGUE
14 SEPTEMBER 3071

15-04-71: *Not only did we get the mercs to Otisberg, we were able to buy a few Arbiters made on New St. Andrews, and we got a tour of the local factory site. It's not producing yet, but they expect it will in under five years. That's not bad for the ass end of nowhere.*

12-08-71: *We're almost back to Galatea and just got a message from Conrad. The folks on Savannah think they can declare their independence from the Free Worlds League. That's a bit of a tall order, but we're close enough to help, and the money's way too good to pass up. It's damn close to the Word's area of control, so it could be rough. Our new members seem eager that they might face the Blakists and get some payback. Hopefully they won't be trouble.*

—Journal entries for Col. Roger Cumberland

GAME SETUP

Use a mix of Flatlands, Light Urban, and/or Wetlands terrain (see p. 263, TW). The Attacker chooses their home edge first; the opposite side is the Defender's.

Attacker (Player)

The player may use up to 75% of their total force. The Attacker enters the battlefield from their home edge.

Defender

The Defender consists of 150% of the Attacker's total deployed force and is a mix of Regular and Veteran units: one Veteran unit for every three Regular units. The Defender may use any Free Worlds League, Word of Blake, and Militia RAT to determine their forces.

The Defender's home edge is opposite the Attacker's chosen home edge.

WARCHEST

Track Cost: 600

Options

+300 Reinforcements: Add an additional amount of planetary militia (Green experience) equal to 50% of the Defender's total deployed force, rolling on the Militia RAT. These units enter from any edge at the beginning of Turn 4 and assist the Defender. These units operate under *Forced Withdrawal* rules (see p. 258, TW).

+350 Level 1 Foliage: Use the *Level 1 Foliage* rules (see p. 36, TO)

OBJECTIVES

Expedient removal of force. Destroy/Cripple 100% of the Defender's force. [450]

Information. Capture or cripple the commander's unit. [300]

SPECIAL RULES

The following rule is in effect for this track:

Commander

Use the *Commander* rules for the Defender (see p. 13).

AFTERMATH

That's the kinda milk run that can give a bunch of mercs an over-developed sense of confidence.

—Journal entry for Capt. Musette Brady, 14 September 3071

As good as it felt to get some payback against those Blakist bastards, we all know they were just militia forces, and green at that. I doubt we'd have fared as well against the Word's frontline troops as we did with this garrison, but hopefully another victory under our belts is what we need to get past the Determination's breakup.

—Journal entry for Lt. Ansel Haarhar, 14 September 3071

And the groundies think me and Tailspin are reckless? These former Grimboys and -girls are downright nuts! Whoever the hell taught them to fly should be damn proud, though. Strafing the entire length of Main Street outside Fort Loudon's gates was risky with such a short stretch to pull up before hitting the Bullock Tower, but it sure got the job done. The garrison holed up inside couldn't surrender fast enough after that!

—Journal entry for Capt. Mitch McGrady, 14 September 3071

Thank God the neighboring systems followed Savannah's example. The mutual defense pact frees us up from staying here any longer than necessary as a garrison force. I'm pleased at the performance of the new *Arbiters*. The short time as security forces here put them to their express purpose, which they do well.

—Journal entry for Col. Roger Cumberland, 25 September 3071

NEXT TRACK

No Man Left Behind; Corporate Ties; Spark

UNFINISHED BUSINESS

SITUATION

300KM EAST OF CAN FU CITY

KITTERY, WORD OF BLAKE PROTECTORATE

10 OCTOBER 3071

The Kittery Resistance was no longer a collection of tattered rabble but a battle-hardened military resistance. For the last four months, they've raided the Word's positions. Now it's time to finish the job.

The majority of the surviving Blakists sought refuge at Divine Tranquility, an underwater base in the Seren Ocean.

—*Song of Stone Miniseries: Episode 7; Solaris Broadcasting Corporation, 3094*

GAME SETUP

Use Coastal terrain (see p. 263, *TW*). The Attacker determines their home edge first. The battlefield edge that contains all water hexes may not be selected as a home edge.

Designate ten contiguous underwater hexes to represent the Divine Tranquility base. Four of the hexes are 'Mech hangars and

have bay doors. Divine Tranquility is a Level 4 heavy building (CF 75). Adjust the depth of the hexes containing the base to Depth 3, with each adjacent hex as Depth 2.

Attacker (Player)

The Attacker consists of up to 100% of the player's total force and enters from their home edge at the start of the track.

Defender

The Defender consists of elements of the Kittery Protectorate Militia and is 100% of the Attacker's deployed force. 75% of the Militia has Regular skills and uses any Militia RAT; the remainder of the militia force has Veteran skills and uses any Word of Blake RAT.

The Defender sets up anywhere on the battlefield.

WARCHEST

Track Cost: 800

Options

+400 HarJel: Half of the Defender's force is equipped with *HarJel* (see p. 288, *TO*). For those selected units, roll 1D6; the result indicates how many locations are protected with HarJel.

+400 Hurricane: Use the rules for a F3 *Tornado* (see p. 61, *TO*)

+200 Low Gravity: Use the *Low Gravity* rules (see p. 55, *TO*); Kittery has a gravity of 0.88 Gs.

OBJECTIVES

Eliminate the Blakists. Destroy/Cripple 100% of the Defender's force. [400]

Survive. The Attacker can suffer no more than 50% losses through crippling or destruction. [300]

Sink Tranquility. Destroy Divine Tranquility. [400]

SPECIAL RULES

There are no special rules for this track.

AFTERMATH

The Divine Tranquility facility was the last bastion of the occupying Blakist army. A pitched battle that raged up and down the coastline slid under the Seren Ocean to the gates of the underwater fortress. Rather than capturing the building, Stone ordered his troops to target the facility's hull. The last Blakist survivors weren't wiped out by Stone but by the millions of gallons of saltwater that poured through various blast holes.

With the facility flooded, Kittery was free, and Stone took over.

—*Rise of the Republic; New Avalon Historical Press, 3099*

NEXT TRACK

Homecoming; Spark



.....THE CAMPAIGN: 3071

REACHING THE LIMITS

SITUATION

VEST BAY 4, NOWHERE
SOLARIS VII, LYRAN ALLIANCE
15 OCTOBER 3071

Journal Entry #1698

Once the Wobblies finished leveling the IZ (after the SHDL hauled away the warehouse contents), we moved our base of operations to Nowhere, one of the last intact major repair and supply points left on the planet. All this drama with the stables makes it a relief for us to deal with the corporations instead. In return for acting as a security force, we get access to cutting-edge technology and some of the best techs on the planet. Chief Gonsalvez has his techs soaking up everything they can from the corporation techs. I don't think our 'Mechs have been in this good a shape since they came off the assembly line.

We're going to need them. We've got Wobblies moving out of Solaris, and it's a good chance they're coming here. We've pulled in a few trusted SHDL members to strengthen the defenses, and hopefully we are ready.

—Gannon Derer

GAME SETUP

Use a mix of Heavy Urban and/or Coastal terrain (see p. 263, TW). The Defender designates 1D6+6 non-Hardened buildings of any size as the objectives and informs the Attacker of their location. The Attacker designates any edge as their home edge.

Attacker

The Attacker consists of a mix of Word of Blake troops and sympathizers. The Attacker's total force should be 125% of the Defender's total deployed force. The Word troops consist of 80% of the Attacker's force. One of every six units has Elite experience; the rest are Veteran troops; all roll on any Word of Blake RAT. The WoB sympathizers have Regular experience and should make up no more than 20% of the Attacker's total force. The sympathizers may use any Mercenary, Militia, Lyrans, or Word of Blake RAT to determine their force.

The Attacker may enter from any edge but must use their home edge for withdrawal purposes.

Defender (Player)

The player may use up to 100% of their total force. In addition, a smattering of SHDL units accompanies the defending forces; these units should be no more than 30% of the player's deployed force. The SHDL units are Regular, with one in five having Veteran experience. These units may be rolled on any Inner Sphere RAT.

The defending units begin the track anywhere on the battlefield.

WARCHEST

Track Cost: 700

Options

+400 Blowing Sand: Use the *Blowing Sand* rules (see p. 62, TO)

+200 Previous Contacts: Apply this bonus if the player achieved all three objectives in *Nacht Blitz* (see p. 105).

OBJECTIVES

Stand and deliver! Destroy/Cripple at least 75% of the Attacker's force. [600]

Justice. Destroy/Cripple all WoB sympathizer units. [300]

Failure. Apply this penalty only if none of the previous objectives were met. [-300]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Word of Blake units and sympathizers follow the *Forced Withdrawal* rules (see p. 258, TW).

Heavy Industrial Zone

A Heavy Industrial Zone hex is assigned to all non-Paved, non-building hexes and replaces marked terrain in that hex. Use the *Heavy Industrial Zone* terrain modifier rules (see p. 31, TO).

AFTERMATH

(Excerpt from Wolfnet report 30720109/155-Alpha, filed by agent Ramrod)

Major Derer thinks the Blakists threw a reinforced Level III at us in the Battle of Nowhere. It is hard to tell, as we do not have all the pieces from the Blakists that did not retreat.

I do not know how many Word troops there were. All I know is that there were a lot of them and it was the worst fighting we have seen on Solaris so far. I have no doubts that if Derer had not made that tech support agreement with the Nowhere corporations, the Cannons' death toll would have been much higher. As it is, we suffered more casualties in this engagement than in any previous battle over the past four years. We also lost most of the Solaris pilots that stood with us.

However, we gave better than we received. At least thirty Blakist 'Mechs ended up destroyed, crippled, or captured, and every sympathizer they brought with them died—the SHDL made sure of that.

We did not get much salvage, but the corp techs were happy enough to put our damaged units back together. Hopefully, the Blakists will give us enough time before they try that again.

As for the future, I think we're either going to stick around here for a few more months or until the Blakists leave, whichever comes first. The major doesn't want to stay around a second longer than necessary, because it's clear that once the Blakists are gone, the SHDL alliance is going to shatter very quickly.

NEXT TRACK

No Man Left Behind; Corporate Ties; Spark; Going Nova

DONEGAL

INVADED MARCH 3068
LIBERATED FEBRUARY 3072



COMBATANTS

ComStar

116th Division

Lyrans Alliance

Donegal Jaegers, Sixth Lyrans Guards

Clan Wolf (in-Exile)

Alpha Galaxy

Word of Blake

Second Division, Eighteenth Division, Thirty-first Division, Fiftieth Shadow Division

DONEGAL MINI-CAMPAIGN

To accomplish a mini-campaign for Donegal, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +750 WP at the end of the mini-campaign.

Missions (any order): Beachhead, Pushback, Pursuit

Chaos Tracks: Click, Click, Boom; No Man Left Behind; Corporate Ties

17 March 3068 will be a day long remembered on Donegal. From nowhere, the Word of Blake war fleet launched their second wave of destruction in Lyrans space. With the Lyrans Alliance barely coping with the loss of Tharkad, coordinated strikes against Donegal, Coventry, and Hesperus II were clearly intended to decapitate the Lyrans command structure while disabling their most productive war factories. On Donegal, the attackers reached their goals without needing boots on the ground. The Word only needed the *Blake's Redemption*. The *Vincent*-class corvette appeared uncontested above the planet and used precise marksmanship with capital ship weapons and a few nuclear devices. In less than two days, Nashan Diversified's and Lockheed/CBM's vast complexes were reduced to rubble. All major cities were bereft of key infrastructure and—apparently targeted in spite—their main landmarks. Despite fervent resistance by the Donegal Jaegers' fighter wing, *Redemption* unleashed ceaseless barrages that broke citizen morale before the WarShip fell silent and circled the planet, waiting.

3072

HOMECOMING

SITUATION

SASSAFRAS VALLEY, FRANZ
THARKAD, LYRAN ALLIANCE
11 JANUARY 3072

That was the best layover yet on Galatea. The last four weeks allowed some R&R and still left plenty of time for training. The Grimboys, as the ex-Determination troops have taken to referring to themselves, have integrated pretty well with the unit. They've not really adapted the Missilier philosophy, though, except for their aerjocks. Lieutenant Dobbs took note of the improved accuracy of Grizzell's tweaked launchers and had her Rapier's launcher similarly upgraded. Still, they've taught us more about night fighting than I ever could have imagined.

Meanwhile, Conrad finally found us something worth our time. Archon Adam Steiner's about to retake Tharkad. I find it interesting that we were on New Avalon when it was first hit, and soon we'll land on the Lyrans capital. Hopefully we'll be able to help free the Suns capital, too. Tomorrow's the jump in-system. Should be interesting.

—Journal entry for Col. Roger Cumberland, 10 January 3072

GAME SETUP

Use a mix of Light Urban (see p. 263, *TW*), Forest, and Ruins (p. 11) terrain.

Attacker

The Attacker consists of elements from the Third Lyrans Guards, the Twentieth Arcturan Guards, the First Kell Hounds, and the Thirteenth Wolf Guards. Both the Lyrans and Arcturan Guards use any Lyrans RAT, have Veteran skills, and combined form 60% of the total deployed force. One in four units of Third Guards have Elite skills. The First Kell Hounds use a mix of Lyrans, Mercenary, and Wolf-in-Exile RATs, have Elite skills, and consist of 25% of the total deployed force. The Wolf Guards use a mix of Wolf-in-Exile and Clan Wolf RATs, have Elite skills, and make up 15% of the total deployed force.

..... THE CAMPAIGN: 3072

The Attacker enters via *Dropping Troops* (see p. 22, *SO*) and may attempt to land on any hex. Any attacking unit that fails a landing attempt and results in a landing off the battlefield is considered destroyed for the purposes of the track. The Attacker's home edge is considered opposite of the Defender's chosen edge.

If the player's force opts to support the Attacker, they replace the Lyran and Arcturan Guards force.

Defender

The Defender consists of elements from the Word of Blake's Thirty-seventh Division and the Lowbräu mercenary unit and is 125% of the Attacker's total deployed force. The mercenaries are 40% of the Defender's total deployed force, have Regular experience, and use any Word of Blake and Mercenary RATs. The Thirty-seventh Division is of Veteran experience and uses any Word of Blake RAT.

The Defender may enter from any one map edge at the beginning of Turn 2. That edge is considered their home edge and is not declared until the start of Turn 2.

If the player's force opts to support the Defender, they replace the Lowbräu mercenary force.

WARCHEST

Track Cost: 800

Options

+400 Air Support: Up to three medium aerospace fighters are deployed by the side opposing the player, chosen by rolling on the appropriate RAT. The fighters are of Veteran experience.

+200 Harsh Weather: Use the *Strong Gale* rules (see p. 61, *TO*).

OBJECTIVES

No quarter asked, none given. Destroy at least 75% of the opposing force. [400]

Make it to the rally point. At least half of a player's deployed force must leave the map via the opposing side's home edge. [400]

SPECIAL RULES

The following rule is in effect for this track:

Support Troops (Player)

The player can substitute up to 25% of their total force on either side.

Barely a month later, the LAAF tried to lift the blockade with a WarShip of their own. For almost two years, the *Ian McQuiston* was Donegal's beacon of hope in the Lyran fleet. Regardless of all her best efforts, the *McQuiston* was unable to force *Redemption* out of the system.

In February 3070, the Word dropped the Second Division *en masse* on Donegal. Unbeknownst to the Lyrans, several Level IIs had been transported and hidden on the planet at strategic locations over the previous year. When the Second arrived, the hidden Blakist forces emerged and took the defenders by surprise. As a last measure, the *Ian McQuiston* tried to escort a relief force to the planet but suffered heavy damage in the failed attempt. Donegal held out for a week before surrendering. It would take Lyran allies two more years to mount an effective rescue mission.

The Blakists quickly converted what industrial capacity that hadn't been destroyed—including the famous "Tin Cans" in orbit—to further the Blakist war effort. Over the last half of 3070, the Word transferred in the Eighteenth Division under Precentor Ernst Regan, who took overall command. An impatient man incapable of anything other than military leadership, the precentor had a difficult time governing a planet full of rebellious subjects. Work gangs, prison camps and mass executions failed to cow the restless populace. Without the *Redemption* in orbit, open rebellion might have broken out sooner. Such as it was, Donegal's citizens settled for ongoing civil unrest and took pride in the precentor's increased urging for reinforcements.

Regan's wish came true in early 3072 when the Fiftieth Shadow Division was dispatched to Donegal, mere weeks before Victor Steiner-Davion's rescue operation. Delayed, scrapped, and delayed again, the precentor martial's rescue plan for Donegal had leaked out to Word of Blake ROM; the acting commander lost patience with the incessant delays and ordered the task force into action.

ComStar, the LAAF, and Clan Wolf-in-Exile fought side-by-side for three long weeks, slowly driving the Word of Blake Divisions from their trenches and beating them into retreat both in orbit and on the ground. Inexplicably, the Fiftieth division fixated solely on Com Guards and Clan targets first. This single-minded focus cost the Word most of their advantages and allowed the liberators to steer them into favored battle conditions. In hindsight, this biased engagement pattern clearly lost the fight. If the Fiftieth would have deployed its Manei Domini troops, orbital support, and superior equipment in a reasonable manner, the outcome might have been decidedly different.

On 14 February, Steiner-Davion declared Donegal freed—a bit premature, considering the enemy forces were still busy executing scorched-earth orders while on the run. But despite the enemy's presence on Donegal, the outcome was clear: the Lyran's allies had effectively liberated the system.

Donegal itself took years to recuperate from the occupation. Millions killed, billions homeless, thousands deported. More than half of its cities suffered from chronic utility issues; public health and welfare were sufficiently degraded for over two decades. In time, the severe economic depression would reverse itself, but lingering resentment towards the Blakists remained.

Some small recognition came for the population's suffering came when Devlin Stone held his 3076 summit in Donegal's capital. The site of the high-security summit, during which Operation SCOUR was first conceived and planned, was designated a historical site in 3085.

—The Determined; *Donegal Press, Ltd*, 3094

AFTERMATH

Wow. I never in my life thought I'd be fighting alongside the Kell Hounds and Wolf's Dragoons, much less both at once. Liberating a national capital—this is definitely one to tell the grandkids about. Too bad Dad discourages kill markers. Of course, I'm not sure there is one for freeing a planet.

—*Journal entry for Capt. Roger Goddard, 12 January 3072*

It's going to be tough to make up for our losses. If we hadn't added so many new faces, we'd never have been a factor in this one. Thankfully all the new fighters were so relentless in their air support. The Blakist counterattacks nearly prevented us gaining a foothold after the drop went so poorly. I know what we need to drill on next time we train. Lost six 'Mechs, one fighter, and four tanks. Five of the MechWarriors made it, but none of the tank crews did. The aerjock ejected, but Blakists shot him down before we could get to him. We made those bastards pay, though. Lots of salvage, though it doesn't make up for lives lost. Soon we'll get the survivors back into the command couch.

My main hope is that New Avalon isn't so ruined as Tharkad City. I'd never been to the Lyran capital before, but the complete and utter desolation we found here, a place where splendor once reigned, was hard to look at.

—*Journal entry for Col. Roger Cumberland, 12 January 3072*

NEXT TRACK

Grave Justice; Corporate Ties

NO MAN LEFT BEHIND

SITUATION

MARSDENVILLE SOUTH

DONEGAL, LYRAN ALLIANCE

13 JANUARY 3072

As if we hadn't done that before... Show off your gear, wake 'em up, rattle sabers and break down a few doors if need be. Area of operation: Marsdenville South, home of the scum left on this planet. Mission: Find and neutralize any opposing forces Word of Blake left behind. Again.

Ha ha.

Forces!

Whatever is left after four years has either bled and wed into the population or died. Believe me, we'd know if there were any hidden Manei Domini battle groups massing in forgotten ancient sewer systems. We've been there...

And why right now anyway? Out of the blue, after all this time... What has the brass all stirred up all of a sudden? Can't be spring feelings!

—journal of Private P. Kreuchen

GAME SETUP

Use Light Urban Terrain (see p. 263, TW). Add at least five buildings of different heights and CF if none are present. The Attacker designates one building as the main barracks.

Attacker (Player)

The Attacker consists of elements from Donegal's resistance and 10% of the player's total force. The Donegal resistance fighters are no larger than 100% of the player's deployed force and are a mix of Green (25%) and Regular (75%) skills and use a mix of Word of Blake and Lyran RATs.

The Attacker enters the battlefield from the edge closest to the main barracks at the start of the track.

Defender

The Defender consists of dispersed survivors of the Word of Blake's Eighteenth Division and Fiftieth Shadow Division. The Eighteenth has Veteran skills, is 75% of the Defender's deployed force, and uses any Word of Blake RAT. The Fiftieth has Elite skills, is 25% of the Defender's deployed force, and uses any Word of Blake, Lyran, Shadow Division, and Capellan RAT.

The Defender's complete force is 150% of the Attacker's deployed force and is deployed as per Hidden Units rules (see p. 259, TW). No unit may be closer than 10 hexes to the barracks.

.....THE CAMPAIGN: 3072

WARCHEST

Track Cost: 500**Option****+300 Underarmed:** The Attacker may only use Vehicle and Infantry units.

OBJECTIVES

White cells. Destroy/Cripple 75% of the Defender's deployed force. [300]**Morale booster.** The Attacker loses less than 50% of its deployed force. [500]

SPECIAL RULES

The following rule is in effect for this track.

50th Shadow Division

One of every four BattleMech and Vehicle units in the Fiftieth's force is equipped with a VDNI system. Each VDNI-equipped soldier receives a +1 bonus to all Piloting and Gunnery skill rolls.

AFTERMATH

Flushing out the remaining Word of Blake troops proved costly, with heavy losses in reputation and men. The resistance's actions forced the Word to conduct surprise search-and-seizure raids, which did not sit well with Donegal's population. Many cities declared martial law and Blakist troops set inconvenient roadblocks, checkpoints, and random scanning posts across the planet. The fearsome Fiftieth Shadow Division, newly arrived, seemed to take pleasure in wreaking random havoc for even the slightest insult. Donegal's infrastructure burned and the populace cowered.

Despite the violent crackdowns, the resistance marched on, observing and recording the Word's movements and waiting for the day when Donegal would be free. That day arrived scant weeks later.

—Donegal and the Jihad: A Primer; *Donegal Press Local*, 3091

NEXT TRACK

Will of Steel; Corporate Ties

GALATEA

INVADED OCTOBER 3072
LIBERATED JANUARY 3076



COMBATANTS

Allied Coalition

Com Guards First and Fourth Armies, First Skye Jaegers, Clan Wolf Delta Galaxy, Stone's Lament

Mercenary forces Knights of St. Cameron, Tooth of Ymir, Battle Corps Legion

Word of Blake

Eleventh Division, Forty-seventh Shadow Division

Mercenary forces Bullard's Armored Cavalry, Gray's Ghosts, Martian Cuirassiers

GALATEA MINI-CAMPAIGN

To accomplish a mini-campaign for Galatea, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +500 WP at the end of the mini-campaign.

Missions (any order): *Probe, Strike*

Chaos Tracks: *Burning Bridges; Comes the Reaper; Run Them Down*

The Word's invasion of Galatea was swift, brutal, and stunningly effective. While the world was not heavily defended in a traditional sense, its large transient mercenary population made for a difficult objective. To this end the Word of Blake massed a heavy force to conquer the world, including the Eleventh Division, the Forty-seventh Shadow Division, and a mixed regiment of mercenaries.

Flying the false flag of the long-absent Northwind Highlanders, the Eleventh was able to land in force at Galaport and secure a safe landing zone for the Word mercenaries. The Forty-seventh's near-suicidal hot drops into Galatea City further disrupted attempts at organized resistance. Operating with prior intelligence, the Manei Domini made rapid strikes on key mercenaries commands and critical defensive points. Headhunting attacks sowed confusion that allowed the Eleventh and supporting mercenaries to advance from Galaport and take much of the capital in the initial days of fighting. A few weeks of dogged resistance later, and the Word claimed Galatea. Full control of the world, however, would elude the Word through the entirety of their occupation.

In 3075, Devlin Stone targeted Galatea for liberation as part of his stabilization of Skye Province. A free Galatea was considered vital, both in freeing lines of advance and restoring the Mercenary's Star to operation, thereby supporting Stone's growing Coalition.

The initial assault was tasked to the Seventy-ninth and 103rd Divisions of ComStar's First Army, with support from the First Skye Jaegers. A force exceeding four combined-arms regiments and an active resistance movement against the Word, was expected to be more than enough to dislodge the garrisoning Eleventh Division and mercenary supporters.

The Coalition's initial assault on 2 November was highly promising. Galaport was secured in the first twelve hours, and within the first week the attack broke the Word's hold on the capital. So impressive were the gains that Stone stripped the majority of aerospace assets from the assault, expecting Galatea to soon be flying a Lyran flag. That was then the Com Guards learned a lesson the Word had learned in their initial invasion: control of Galatea City did not equate to control of Galatea.

While the majority of the planet's population lived within one hundred kilometers of the capital, the rest of the world had once been the largest Star League-era training center in the Inner Sphere. An entire world given over to the training of the massive SLDF left a legacy of bunkers, proving grounds, underground roadways, and the like. This environment was ideally suited to the guerrilla warfare mounted by survivors of the initial invasion.

The Blakists turned this liability into an asset. Forced out of the capital, the Word defenders took to the countryside. The majority of their forces took shelter in the Paphos and Pygmalion Star League forts. From here, the Eleventh began a campaign of hit-and-run tactics mixed with brutal terrorism orchestrated by the Manei Domini soldiers. In mid-December, one such Manei Domini attack succeeded in killing the Coalition's task force commander, Precursor Styven Kimmerly. Stone and Arch-Duke Morgan Kell recognized the threat and dispatched additional forces from Arc-Royal and Hesperus II. These forces allowed Precursor Louisa Draga to recapture the offensive.

Draga took the Seventy-ninth Division and the majority of the reinforcements to join the 103rd Division at Pygmalion. Even with added firepower, it took the Coalition three days to crack the Word's defenses. A breach allowed the 103rd to stream in and rout the Blakists. As the Coalition hunted the main body down, the Paphos defenders broke out and fled to DropShips hiding deeper in the deserts.

—Fading Light: The Diminishing Role of Galetea; Republic Press, 3096

GRAVE JUSTICE

SITUATION

THARKAD CITY

THARKAD, LYRAN ALLIANCE

24 JAN 3072

With the majority of the allied forces behind the Word retreat, the Kell Hounds formed the wall of steel the Word would have to run through to make their escape. The Hounds took the brunt of the Word's retreating firepower but brought the Grave Walkers into play. These mercenaries ranged farther out to stop Word forces from breaking through the blockade. Held in reserve for much of the battle, the Grave Walkers were in good condition when the Word of Blake rout began. Even with several small mercenary commands filling out their ranks, the Walkers were considered in far better shape than the shaky formation bearing the crying wolf emblem of the Wolf's Dragoons.

—Reclaiming the Homeland; Tharkad University Press, 3083

GAME SETUP

Use a mix of Light and Heavy Urban (see p. 263, *TW*) and Industrial (p. 11) terrain. Half of the buildings have suffered 1D6x10 CF damage. Buildings destroyed from this damage are converted into Rubble hexes. For each Woods hex, roll 2D6; on a result of 10+, convert the hex into Rough terrain.

The Attacker selects one of its starting edges before the Defender chooses their home edge.

Attacker (Player)

The Attacker is a combination of the player's force and the Grave Walkers mercenary unit.

The player may use up to 50% of their total force. The Grave Walkers are an additional force that equals 25% of the player's deployed force. The mercenaries are Veterans and roll on a mix of any Lyran, Combine, and Mercenary RAT.

The Attacker enters 60% of its deployed force from any two battlefield edges at the start of the track. The remainder of the force enters during the Movement Phase of any turn after Turn 5; the force must enter all at once at that time as long as one unit from the original group remains functional on the battlefield.

Defender

The Defender consists of elements from the Lowbräu mercenary command and is 75% of the Attacker's deployed force. The mercenaries have Regular experience and use any Word of Blake and Mercenary RATs.

The Defender sets up 75% of their force anywhere on the battlefield but must be a minimum of 7 hexes from their home edge. The remainder of the Defender's force enters the game from the edge opposite the Defender's home edge at the beginning of Turn 4.

..... THE CAMPAIGN: 3072

WARCHEST

Track Cost: 600**Options**

+150 Veteran Defenders: Increase the skill of half of the Defender's units from Regular to Veteran rating.

+100 Sensor Interference: Use the *Electromagnetic Interference* rules (see p. 55, *TO*).

+400 Fire! Use the *Fire and Smoke* rules (see p. 43, *TO*); during initial setup, roll 1D6 for each building and Rubble hex. On a result of 6, that hex is considered to be on fire.

OBJECTIVES

Hammer. Destroy/Cripple 50% of the Defender's force. [300]

No quarter. Destroy/Cripple 80% of the Defender's force. [200]

Cut off retreat. The Attacker must position at least half their force within six hexes of the Defender's home edge for a minimum of four consecutive turns. Units may move within this six-hex area, but if at any time less than half the Attacker's force is within this area, reset the turn count. [300]

SPECIAL RULES

The following rule is in effect for this track:

Forced Withdrawal

The Lowbräu is spread thin elsewhere and follows the *Forced Withdrawal* rules (p. 258, *TW*) after half of its force is destroyed or crippled.

AFTERMATH

Having spent the Jihad in constant training, the Grave Walkers were ready to see some combat and prove they were not just "another Kell Hound farm team." With their combined-arms experience and seamless integration of tactics from dozens of former units, the Walkers excelled in their mission. Only a fraction of the Lowbräu trying to sneak past the Kell Hounds managed to escape the Grave Walkers.

The Walkers' dedication to orders and their heroic stands during the occupation vaulted them into the elite mercenary class, separating themselves from the shadow of the Kell Hounds.

—Reclaiming the Homeland; *Tharkad University Press*, 3083

NEXT TRACK

Will of Steel

BENJAMIN



INVADED APRIL 3068

LIBERATED DECEMBER 3072

COMBATANTS

Clan Nova Cat

Tau Galaxy

Draconis Combine

Sixth Ghost, Second Benjamin Regulars, Fifteenth Benjamin Regulars

Federated Suns

Second Robinson Rangers, Sakhara Academy Training Battalion

Mercenary forces Beowulf Rangers, Donnel's Commandos, Piotrs Privateers, 227th David Hunters

Word of Blake

Twenty-eighth Division, Forty-fifth Shadow Division

BENJAMIN MINI-CAMPAIGN

To accomplish a mini-campaign for Benjamin, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +500 WP at the end of the mini-campaign.

Missions (any order): Beachhead, Flank, Pursuit

Chaos Tracks: *Graveyard Shift*; *Shift Change*

April of 3068 was the first involvement of the Combine Military District capital world of Benjamin in the Jihad. The evacuation of ISF Director Ninyu Kerai-Indrahar from Dieron led him to the safety of Benjamin. All seemed well as his recovery from the wounds suffered on Dieron were given time to heal. However, in December renegade Federated Suns forces invaded, taking advantage of the confusion spreading through the Combine.

Even for Draconis March forces, the AFFS assault was especially brutal. The Sakhara Training Battalion was more measured in their attacks, consciously seeking to limit collateral damage. Not so for the Second Robinson

THE CAMPAIGN: 3072.....

Rangers, who had no morals in the fighting and targeted hospitals, schools, and housing with deadly efficiency. Among those killed was the ISF Director himself. The Sixth Ghost, the lone DCMS garrison at the time, fought valiantly, but against the Second Robinson they were unable to hold out. Less than a week into December, the Sixth were effectively destroyed, though a few survivors went to ground and waged a covert campaign of resistance. This left AFFS forces in full control of Benjamin.

During the first week of February 3069, the Second and Fifteenth Benjamin Regulars finally returned to their district capital to liberate it from the occupiers. Instead of sweeping the AFFS forces away, the Benjamin Regulars found themselves involved in a battle from which neither side was prepared to retreat. On 20 February, the balance shifted again when Word of Blake forces arrived.

The Blakists exhibited the same disregard for target selection as the AFFS forces had in their initial assault. With their main goal being further damage to the Combine's leadership structure, the Blakists were only too pleased to take out the Draconis March forces on-planet. The Word's powerful raid-in-force shattered both the DCMS and AFFS forces. When the Draconis March troops retreated, Blakist aerospace assets were waiting them in space. Pocket WarShips destroyed some of the retreating AFFS forces; less than thirty percent escaped.

The Blakists soon ended their raid and left the remnants of the two Regulars regiments holding their capital. In May 3072, however, the Word returned. The Twenty-eighth Division and Forty-fifth Shadow Division began their conquest by first destroying many of the orbiting artificial suns that supported the world's agriculture. They executed the assault with brutal efficiency, supporting ground forces with orbital fire from Pocket WarShips. Resistance began almost immediately, but the untrained civilians from the Osaka Fields Proving Grounds posed little threat.

November saw an unfortunate attempt to break the blockade. The DCA lost all three WarShips tasked to the effort, but they succeeded in eliminating the Blakist WarShips before falling to the remaining Pocket WarShips. Though the mission came at high cost, it cleared the way for a Nova Cat force to land, which destroyed the Blakist forces on the ground a month later. Echoing the tactics of the Sixth Ghost, survivors of the Forty-fifth Shadow Division went underground and waged a guerilla campaign. The Combine controlled their District Capital once more, though with shattered forces.

The last of the Forty-fifth's terrorists were eliminated in 3079.

—Suffering the Scourge; *Benjamin Planetary Press*, 3098

WILL OF STEEL

SITUATION

THARKAD SPACEPORT, THARKAD CITY

THARKAD, LYRAN ALLIANCE

26 JANUARY 3072

The Kell Hounds asked for some help to prevent the Thirty-seventh Division from escaping. They couldn't have pleased us more. It's not just the Grimboys that need payback. The way the Blakist bastards killed our tank crews after disabling their rides still twists my guts.

There could still be saboteur teams operating in the ruins, and I need our DropShips protected. I asked for volunteers, for all the good that did. Even our wounded wanted to get back in the fight, but I ordered them to stay in the medbay. We're leaving Junior and his tanks behind to supervise the LZ, with the fighters hitting the Blakist DropShips ahead of us. We might only be taking in a company of 'Mechs, but by God we're gonna tear a big hole in the Blakist lines to avenge our lost.

—Journal entry for Col. Roger Cumberland, 26 January 3072

GAME SETUP

Use a mix of Light Urban and Mountain (see p. 263, *TW*) and Ruins (p. 11) terrain.

Attacker

The Attacker consists of elements from the Twentieth Arcturan Guards, the First Kell Hounds, and the Thirteenth Wolf Guards. The Arcturan Guards use any Lyran RAT, have Veteran skills, and combined form 50% of the total deployed force. The First Kell Hounds use a mix of Lyran, Mercenary, and Wolf-in-Exile RATs, have Elite skills, and consist of 30% of the total deployed force. The Wolf Guards use a mix of Wolf-in-Exile and Clan Wolf RATs, have Elite skills, and make up 20% of the total deployed force.

The Attacker chooses any two perpendicular edges to enter the battlefield. One of these is designated as their home edge. Declare one unit as the overall force commander.

If the player's force opts to support the Attacker, they replace the Arcturan Guards force.

Defender

The Defender consists of elements from the Word of Blake's Thirty-seventh Division and the Lowbräu mercenary unit and is 100% of the Attacker's total deployed force. The mercenaries are 40% of the Defender's total deployed force, of Regular experience, and use any Word of Blake and Mercenary RAT. The Thirty-seventh Division is of Veteran experience and use any Word of Blake RAT.

The Defender may be deployed anywhere on the map but must be at least 10 hexes away from one of the Attacker's entry edges. Designate one unit as the overall force commander.

If the player's force opts to support the Defender, they replace the Lowbräu mercenary force.

..... THE CAMPAIGN: 3072

WARCHEST

Track Cost: 1,000**Options**

+400 Booby Traps: The Defender secretly chooses up to four buildings prior to the start of the game to be rigged for explosions. These building traps are command-detonated and explode as a 30-point minefield. Damage is resolved as an artillery attack on that hex. Once detonated, the building is reduced to rubble.

+200 Fanatical: When a unit on the side opposing the player reaches Crippled status, it receives a -1 bonus to all Piloting and Gunnery skills. These units must still follow the *Forced Withdrawal* special rule, below.

OBJECTIVES

Revenge. Destroy at least 75% of the opposing force. [800]

Headhunting! Destroy the designated opposing commander. [300]

SPECIAL RULES

The following rules are in effect for this track:

Commander

Use the *Commander* rules for both sides (p. 13).

Forced Withdrawal

Both sides are operating under the *Forced Withdrawal* rules (see p. 258, *TW*). As long as the designated command unit is present, no friendly unit may be forced to withdraw.

Support Troops (Player)

The player can substitute up to 25% of their total force on either side.

AFTERMATH

This has got to be the first truly bright moment of the Jihad. Tharkad is free. Adam Steiner was quick to return the title of Archon to Peter Steiner-Davion once it was clear he'd survived the occupation. Five years in hell. That has to be the Davion side of his heritage. Not that Adam Steiner's any embarrassment. I'd follow that man anywhere, seeing as how he led from the front to retake his capital from those damn Blakist cowards.

We did pretty well in this one. No permanent losses, though we did lose a lance to minefields hidden in the ruins. Grizzell says he can get us back in fighting trim in no time, though, which is good, seeing as how depleted we are in terms of operational units.

—*Journal entry for Col. Roger Cumberland, 26 January 3072*

That one was for you, Dad. You'd have been so proud of us. We chased those bastards right into space and crushed the rearguard left behind. I know you'd hate that the Grim Determination is gone, but these Missiliers have the same heart. You would've liked them.

—*Journal entry for Lt. Ansel Haarhar, 26 January 3072*

I am gonna have to wring Conrad's scrawny neck next time I see him. What the hell's he thinking? He signs us up to garrison Spica? We don't even have time to enjoy this victory. Goddamn. I've spent most of this war cooped up in a DropShip.

—*Journal entry for Capt. Musette Brady, 26 January 3072*

NEXT TRACK

Corporate Ties; Spark; Burning Bridges; Grave Recovery

CORPORATE TIES

SITUATION

MARSDENVILLE

DONEGAL, LYRAN ALLIANCE

14 FEBRUARY 3072

Pierre took me to the briefing and actually introduced me to Prince Victor! I know the Baron doesn't like him, and I was prepared to kill him on sight during the Civil War, but he's still royalty. I got to meet royalty! Victor's taller than he looks on trivid.

The Baron's been nicer to me lately. Maybe he's starting to think about what will happen when the war is over. He even wants me to learn how to pilot a 'Mech so I can better help him manage the Order.

It'll be a tough fight ahead of us here. I guess the LIC types were happy with how we performed last time. Given how badly those Manei Domini handled us then, I'm not looking forward to facing them again. Pierre has confidence in me, though, so I'll do my best to not let him down.

First step is to get dirtside.

—Hilary Fletcher

GAME SETUP

Use at least two Space maps. The *Atmospheric Operations* rules apply (see p. 78, *TW*). Place the Defender's *Olympus*-class station (see *TRO57R*, p. 178) within 10 to 13 hexes of the Planet Interface row.

Attacker (Player)

The Attacker consists of elements of Clan Wolf-in-Exile's Star Wolves Naval Star, ComStar's 116th Division, and at least 25% of the player's total force. Both the Wolf-in-Exile and Com Guards forces are of Veteran experience. The combined Wolf-in-Exile and Com Guards forces may not exceed 50% of the player's force strength.

The Wolf-in-Exile forces use a mix of any Wolf-in-Exile and Clan Wolf RATs; the 116th uses any ComStar RAT.

The Attacker may choose two map edges from which to enter but must declare one edge as their home edge for any forced withdrawals. All units begin with a Velocity of 6 or lower, with a minimum of 1.

Defender

The Defender consists of elements of the Word of Blake's Eighteenth Division and Fiftieth Shadow Division. All of the Defender's units are Veteran. The Defender's force is 100% of the Attacker's total deployed force and adds the *Essex*-class WarShip *Righteous Honor*. Both Divisions use any Word of Blake RAT; the Fiftieth can also use any Shadow Division RAT, if desired.

The Defender enters from any map edge at a maximum of 8 hexes from the planetary edge. The *Olympus* station has a crew experience level of Regular and is ignored for the purposes of building the Defender's force.

WARCHEST

Track Cost: 1,000

Options

+200 High Speed Interception! The Defender enters the battlefield at a minimum Velocity of 7 and receives a +2 bonus to Initiative rolls for the first turn.

-200 Prior Intelligence: If the player successfully completed at least two objectives in *Click, Click, Boom* (see p. 86), the Attacker receives a +1 Initiative bonus for the duration of the track.

OBJECTIVES

Eliminate WoB support. Destroy the *Olympus*-class station. [400]

We need information... Capture enemy soldiers by crippling their units without destroying them; total the number of units left on the battlefield at the end of the track. [100 for each unit]

Bring the pain. Destroy or cripple at least 75% of the Defender's deployed force. [600]

SPECIAL RULES

The following rules are in effect for this track:

50th Shadow Division

One of every four units in the Defender's force is a Manei Domini soldier equipped with a VDNI system (excluding Drop-Ships, JumpShips, and WarShips). Each VDNI-equipped soldier receives a +1 bonus to all Piloting and Gunnery skill rolls.

Forced Withdrawal

Both the Wolf-in-Exile and ComStar forces operate under the *Forced Withdrawal* rules (p. 258, TW).

Salvage

The level of battlefield salvage turned over to the player is equal to half the percentage of the player's force brought to the battle. [Example: Steve used 50% of his total force as part of the Attacker's force, making him eligible for 25% of the total salvage left on the field ($50/2 = 25$ percent)]

AFTERMATH

The battle for Donegal was a savage affair, pitting the Word's Fiftieth Shadow Division and elements of the Eighteenth Division against a coalition of ComGuard, Wolf-in-Exile, and LAAF forces. The First Wolf Legion led the assault in a daring drop outside the planetary capital of Marsdenville, slashing into the defense mounted by the "frails" of the regular WoBM. The Blakists quickly fell back into the city, drawing in the Wolves and ComStar's 116th Division.

There the Fiftieth Division emerged and tore into the coalition forces in a frenzied assault that staggered even the ferocious Clan warriors. Precentor Martial Victor Steiner-Davion responded by sending his mercenaries to attack the HPG compound and relieve the pressure on the Wolves and Com Guards. Grandin's Crusaders, with prior experience on Donegal and recommendations from the LIC, were a core command of the mercenary group and took point.

The fighting inside Marsdenville proved nightmarish for the Crusaders. Their armored infantry found itself confounded by the superior Manei Domini of the Fiftieth Division, and they lacked the heavy firepower to plow through on brute force. Grandin resorted to grinding his way forward, calling up assistance from his fellow mercenaries and even begging the coalition headquarters for artillery support. While Steiner-Davion vetoed the use of heavy shelling to pry out the Blakists, the assault served its purpose. A renewed drive by the Com Guards and Wolves broke through resistance by the Eighteenth Division and forced the Blakists to retreat off-world.

—The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

Going Nova; Burning Bridges

SPARK**SITUATION**

RESEARCH FACILITY 48-K, UGANDI-ZETI DESERT
SPICA, WORD OF BLAKE PROTECTORATE
25 MARCH 3072

Being on a supposedly Blakist-occupied world straddling the Federated Suns/Capellan Confederation border, we expected to find a hotbed of constant raids and serious battles. Instead, this is like being on Otisberg again: boring. Stories from Kittery about an anti-Blakist uprising have spooked the local government—which claims independence of any larger power—so they hired us to keep an eye on things. So far we've seen no sign of Blakists, but we've heard rumors of them running a lab in the Ugandi-zeti desert. I'd love to find that place and close it down, but it's well-hidden. Our fighters have had no luck spotting it from the air.

We'd begun to hope for a quiet deployment when raiders arrived. I have no idea who Stone's Lament is, but they're gonna learn who we are.

—Journal entry for Col. Roger Cumberland, 25 March 3072

.....THE CAMPAIGN: 3072

**GAME SETUP**

Use Badlands terrain (see p. 263, *TW*).

Attacker

The Attacker is a small military force called Stone's Lament. They use any Inner Sphere RAT with a -3 modifier (minimum result of 2). The Attacker's deployed force is 100% of the Defender's total deployed force and has Veteran experience.

The Attacker enters the battlefield from any map edge not selected as the Defender's home edge. Two edges are declared as the Attacker's home edge.

Defender (Player)

The Defender consists of up to 75% of the player's total force. The Defender automatically wins Initiative for Turn 1, enters from any map edge, and declares that edge as their home edge before the Attacker deploys.

WARCHEST

Track Cost: 800

Options

+500 Tornado. Use the F2 *Tornado* rules (see p. 61, *TO*).

OBJECTIVES

Defensive measures. Destroy/Cripple at least half the Attacker's force. [400]

Smackdown! Destroy/Cripple all attacking forces. [400]

Survival. At least half of the Defender's force must survive the end of the track. [200]

SPECIAL RULES

The following rule is in effect for this track.

Forced Withdrawal

The Attacker's forces operate under *Forced Withdrawal* rules (see p. 258, *TW*).

AFTERMATH

I'm only too happy to leave Spica behind. Talk about a nuthouse. First, we move in on the Stone's Lament LZ. Before we can even fire on them, *Gap Breaker* tells comms that they just watched the entire government board a DropShip and leave. They freakin' *left*. Their own freakin' planet! What's more, they took our payment with them. At least we'd gotten half up front, but being forced to leave without our due compensation isn't easy. Other mercs might take it out on the locals, but we're not assholes. We were prepared to pull back and let this Stone guy add Spica to his Kittery Prefecture, whatever the hell *that* is, and leave as respected fellow mercenaries. Then the real weird shit started. Stone offered to pay us the fee the thieves had stolen as they fled. How do you like that? There we were, about to blast these invaders off the surface, and now they're paying us the money our last employer stiffed us for. I give up trying to understand this damn war.

Seeing as we're so close to Cumberland, we're heading home instead of to Galatea. We need time to visit our families. It'll also be good to drop off the Grimboys' families and all the civvies we've collected the past four years. I think it'll do the Grimboys good to have a permanent home with the rest of us.

—Journal entry for Col. Roger Cumberland, 25 March 3072

NEXT TRACK

Clean Sweep; Burning Bridges

CLEAN SWEEP

SITUATION

BANNISON'S BANE, LILAC ISLAND

ALTHEA'S CHOICE, TAURIAN CONCORDAT

12 JUNE 3072

(Excerpt from Wolfnet report 30721125/45-Alpha, filed by agent Ramrod)

As soon as we're off Solaris, we got a message from our old friend, Mister Askai. He is offering excellent money and a DropShip full of Federated Suns equipment if we take it. The kicker is that the target is on Althea's Choice, in the Taurian Concordant, which is months away from our current location. The major is going to go for it, I think. He doesn't like the Taurians, and he would not mind having all the equipment Askai is dangling in front of us. I cannot blame him. Our time on Solaris reduced us to about half-strength, and our bank account could use the money. Besides, it might be a good idea to get out of the Inner Sphere for a while.

I will record the serial numbers for the new equipment and include them in the next report. Would not surprise me if any of that hardware is stolen property.

GAME SETUP

Use a mix of Mountain and Wooded terrain (see p. 263, TW). The Defender designates one side as their home edge.

Attacker (Player)

The player may use up to 100% of their total force. At least half of the fielded equipment is on loan from a nearby Davion supply depot; use any Federated Suns RAT. All pilots and crews, however, are from the player's force.

The Attacker may enter from any map edge.

Defender

The Defender consists of the Clean Kill mercenary command. The Defender's force equals 125% of the Attacker's total deployed force, has Veteran experience, and uses a mix of the Capellan, Federated Suns, Periphery, and Mercenary RATs when determining equipment. Apply a +1 modifier to all roll results.

The Clean Kill may begin anywhere on the battlefield.

WARCHEST

Track Cost: 1,500

Options

+400 Weapon Malfunction: On any failed to-hit roll result that has a Margin of Failure of 4 or higher, consider that weapon jammed/damaged for the rest of the track.

+200 Ultra-Heavy Woods: Use the *Ultra-Heavy Woods* rules for all Woods hexes (see p. 40, TO).

OBJECTIVES

Decapitation. Destroy/Cripple the Clean Kill's command lance. [300]

Elimination. Destroy/Cripple at least 80% of the Clean Kill. [1,200]

Failure. Apply this penalty only if none of the previous objectives were met. [−600]

SPECIAL RULES

The following rules are in effect for this track:

Clean Kill Mercenary Command

The Clean Kill's recent internal struggles have put them on thin ice with the government of Althea's Choice. Because of their desperate need to prove that they are indeed worth the money being spent, they will not retreat from the battlefield until they have taken at least 60% casualties. At that point, they follow the *Forced Withdrawal* rules (p. 258, TW).

The Clean Kill is led by Major Shahna Richman and three captains. This command lance typically consists of a combination of heavy- and assault-class BattleMechs and vehicles.

AFTERMATH

Journal Entry #1985

Askai hoodwinked us.

Our target was the Clean Kill mercenary command, and we went in under AFFS colors. We landed far south of the capital and started moving north, pulling the Clean Kill toward us. Thirty clicks from the capital, we found each other. Our job was to keep them busy and do as much damage as we could.

It was a nasty battle. We had the technological edge, while the Clean Kill people knew the land, kept peppering us with artillery the entire time, and had a grim resolve to stand their ground. We batted each other around until they'd taken better than fifty percent casualties. They then started a fighting retreat until Major Richman's *Banshee* lost its left leg. The mercs fell back a lot quicker after that.

We'd just finished rounding up all the Clean Kill people left behind, including an irate Major Richman, when we heard the low rumble of explosions. Amanda immediately said she could see several massive smoke columns to the north of us. Sparks, our EW guy, then said there was another AFFS unit—a *real* AFFS unit this time—attacking the capital, and someone had set off a chemical weapon.

I immediately recalled all the Cannoneers, and we hightailed it for the DropShips. By the time we hit orbit, the news was screaming about "Davion's Demons" and called for every single one of our heads, *sans* bodies.

We just stepped into a big pile of hooley.

—Gannon Derer

NEXT TRACK

Burning Bridges

.....THE CAMPAIGN: 3072

GOING NOVA

SITUATION

CHIMERA ROCK, BURBERRY ISLE
NOVARA, LYRAN ALLIANCE
15 AUGUST 3072

12/08/72: *The upstart Ashley is beginning to make me regret taking this contract. Mr. X had to twist my arm hard in the first place to do so. What IE has to do with Democracy Now I don't know, but if it means I'm stuck on this rock with a few thousand fools who do nothing but spout democratic ideology all day long, I am forced to resent it.*

At least Hilary is coming along nicely with her training. She's not exactly noble material, but she'll do for piloting a spare assault 'Mech. I need her, Claude, and Isabel more than ever with the expansion of the Order. Most of the new MechWarriors we've picked up will never really be loyal vassals, which makes those who will not betray me all the more vital for retaining control of the unit.

—Pierre Grandin

GAME SETUP

Use a mix of Badlands, Mountains, and Hills terrain (see p. 263, TW). Alternately decide the home edge of both sides.

Attacker

The Kaumberg Planetary Guard (KPG) possesses an equal mix of Regular and Veteran troops and comprises 100% of the Defender's deployed force. Use a mix of Militia and Lyrans RATs.

The Attacker enters the battlefield from any map edge. Any aerospace units begin with a minimum Velocity of 5.

Defender (Player)

The Defender consists of the player's force and additional security and mercenary units from Lindon Ashley's Democratic People's Army. At least 75% of the player's total force is used. A small contingent of local security (Green) and mercenary (Regular) forces are added; both of these forces combined should not exceed 30% of the Attacker's total deployed force. These forces use Militia and Mercenary RATs, respectively.

The Defender begins the track deployed on one map, determined randomly. Any aerospace units begin the track with a maximum Velocity of 4.

WARCHEST

Track Cost: 1,400

Options

+400 Heavy Fog: Use the *Heavy Fog* rules (see p. 57, TO).

+500 Torrential Downpour: Use the *Torrential Downpour* rules (see p. 59, TO).

OBJECTIVES

Not today, bub! Destroy or cripple at least 75% of the Attacker's total force. [900]

Survival. At least half of the forces from the Democratic People's Army must remain on the battlefield by the end of the track. [500]

SPECIAL RULES

The following rule is in effect for this track.

Forced Withdrawal

Both the Democratic People's Army and the KPG operate under *Forced Withdrawal* rules (see p. 258, TW).

AFTERMATH

The long-anticipated showdown between Democracy Now and Lyrans authorities was ignited by the appointment of Erich Sheridan as Kaumberg's regional Archonette. Lindon Ashley had been leading the dissident movement in an increasingly radical and militarized course following the assassination of Kalvin Strauss. Sheridan was an outspoken critic of the movement and a personal enemy of Ashley, which meant he had no reservations using his new authority to deal with the situation by force.

While Ashley postured he forged deals with several devils to bolster his "Democratic People's Army." Eriksson's Einherjar, a command formerly under Blakist contract in the Circinius Federation, became the core of Ashley's military strength. David Styles, an IE Council member, was another source of aid. He pressured Grandin's Crusaders into taking a contract with Ashley outside IE auspices, even to the point of dropping veiled threats on the Baron. Grandin complied, but he was not happy.

The subsequent assault of the Kaumberg Planetary Guard on Ashley's stronghold came as little surprise. The Crusaders, alongside the poorly trained DPA, had only to defend the movement's compound against a ponderous attack. The Crusaders sent out their allies to be slaughtered, making the Kaumberg militia overconfident as it approached the DPA headquarters. A sudden attack by modern battle armor supported with an efficient force of 'Mechs drove the Kaumberg Guard back. Grandin's discovery that Ashley had already fled Novara—taking the mercenaries' payment with him—brought the battle to a swift end.

—The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

Burning Bridges; Shift Change; Grave Recovery; Dante's Daydream

BURNING BRIDGES

SITUATION

GALAPORT, SECTOR 82

GALATEA, LYRAN ALLIANCE

5 OCTOBER 3072

It's fantastic to be home and not taking fire from the enemy of the week. The Cumberland planetary militia, where a lot of the original Missiliers once served, wanted us to give them some tough training. It seems they took it pretty hard when the Capellans hit in 3069.

Conrad's been quiet. I know he's always fishing for work, but I think I hurt his feelings when I told him I'd taken the cadre and garrison contract here at home. More than likely, he's upset that he's still stranded on Galatea.

—Journal entry for Col. Roger Cumberland, 3 May 3072

GAME SETUP

Use any combination of Light Urban, Heavy Urban, and Flatlands terrain (see p. 263, TW).

Attacker

The Attacker consists of elements of the Word of Blake's Eleventh Division and Forty-seventh Shadow Division and the mercenary units Bullard's Armored Cavalry, Gray's Ghosts, and the Martian Cuirassiers. All the mercenary soldiers are Regulars and use any Mercenary RAT. Units from the Eleventh Division are Veterans and use any Word of Blake or ComStar RAT. Units from the Forty-seventh are Elite and use any Shadow Division RAT.

The Attacker's force should be 150% of the Defender's total force. Mercenary units enter the battlefield from one edge at the start of Turn 4. The Word of Blake units begin the track as per the *Dropping Troops* rules (see p 22, SO).

Defender (Player)

The Defender consists of up to 100% of the player's total force and fragments of other mercenary commands. For every eight player units, add two Regular-skilled units and one Veteran-skilled unit; use any Mercenary RAT to determine units.

The player's force begins the track anywhere on the battlefield. Other mercenary units enter the battlefield at the beginning of Turn 5.

WARCHEST

Track Cost: 4,000 (2,500 if previous track was Spark, p. 118)

Options

+1,000 Strong Gale: Use the *Strong Gale* rules (see p. 61, TO).

+1,000 Complete Chaos: Add a third force that equals 75% of the Defender's total deployed force. This group follows the *Pandemonium* special rule, below.

+400 Waste Heat: Use the *Extreme Temperatures* rules (see p. 62, TO); Galatea's equatorial temperature is 55C.

OBJECTIVES

Unmitigated violence. Destroy/Cripple all Word of Blake units. [3,000]

Survival. At least 50% of the player's force must survive after Turn 15. [2,000]

SPECIAL RULES

The following rules are in effect for this track:

Fanatical Devotion

If a Word of Blake unit is reduced to a point where a *Forced Withdrawal* (see p. 13) is called for, that unit instead receives a +1 bonus to all Gunnery and Piloting Skill rolls and will fight until destroyed or unable to function. Neither unit follows the *Forced Withdrawal* rules.

47th Shadow Division

One of every four units from the Forty-seventh is a Manei Domini soldier equipped with a VDNI system. Each VDNI-equipped soldier receives a +1 bonus to all Piloting and Gunnery skill rolls.

Pandemonium

Beginning in the End Phase of Turn 6, roll 2D6 for each non-player mercenary unit in the Defender's force. On a result of 10+, that unit turns "chaotic." Immediately roll 1D6 and consult the following table to determine the unit's new loyalty. Once a unit has turned chaotic, it no longer performs this check.

CHAOTIC TABLE

Roll	Loyalty Result
1–2	Unit sides with Word of Blake and targets all Defender units
3–4	Unit panics and attempts to flee the battlefield, following the Forced Withdrawal rules (see p. 258, TW)
5–6	Unit decides to look out for itself and fires on any available nearby target, regardless of side.

Units beginning the game using the *Complete Chaos* option (see above) roll their loyalty result *before* the track begins. These units enter the battlefield from any randomly determined edge.

AFTERMATH

Maybe it's divine intervention or just plain dumb luck that we stayed on at Cumberland instead of heading back to Galatea straight away after the weirdness on Spica. We just got a comm from Conrad. Sounds like Blakists are hitting Galatea pretty hard. I guess it finally occurred to them that their enemies were hiring mercenaries in huge numbers to oppose them right on their

..... THE CAMPAIGN: 3072

so-called Protectorate's doorstep. Conrad said the Blakists came in disguised as the Northwind Highlanders and in the Highlanders' own DropShips. Everyone's afraid that means Northwind might have gotten the same treatment as Outreach because there's been no word from the Highlanders since before the Blakists started this damn Jihad of theirs.

We know a lot of people on Galatea. Considering Tharkad showed us how the Blakists like to fight, I don't want to think about what might happen to our friends over there. Is it wrong that I feel glad to be here with my family again instead of on some foreign world, trying to hustle up a contract only to be attacked by the cowards responsible for the whole war?

While we're here, we've picked up some new tanks and crews to replace the losses on Tharkad. Junior's getting them trained up while McGrady trains the new pilot we hired before Spica.

—Journal entry for Col. Roger Cumberland, 7 October 3072

NEXT TRACK

Shift Change; Dante's Daydream; Tunnel Rats; Roman Candle

SHIFT CHANGE

SITUATION

OUTSKIRTS OF DEBER CITY
BENJAMIN, DRACONIS COMBINE
14 DECEMBER 3072

We have arrived at Benjamin. The enemy appears surprised by our appearance. We will not honor them with batchall or any other recognition of their status as so-called warriors. We will treat them as dezgra and exterminate them without consideration of isorla or accepting any terms of surrender.

—Journal entry for Galaxy Commander Ajax Drummond; 14 December 3072

GAME SETUP

Set up using a mix of Flatlands and Hills terrain (see p. 263, *TW*). The Attacker chooses a home edge prior to the start of play. The Defender's home edge is the opposite edge.

Attacker (Player)

The Attacker is the Vision Keshik Supernova Trinary of Clan Nova Cat's Tau Galaxy and an auxiliary mercenary command. Designate one unit as Galaxy Commander Ajax Drummond before the start of play. Drummond has Elite skills and normally pilots a Clan assault-class OmniMech (typically a *Dire Wolf*). The rest of the Nova Cat force has Veteran skills and uses any Nova Cat RAT.

A fourth of the Attacker's force consists of up to 25% of the player's total available force.

The Attacker enters from their home edge at the beginning of the track.

Defender

The Defender's force equals 100% of the Attacker's force comprising of the Forty-fifth Shadow Division. The Blakists have Veteran skills and use any Word of Blake and Shadow Division RAT. The Defender includes the Command Level II of Precentor Arioch. Arioch is Manei Domini and has Elite skills. He has VDNi (see p. 129, *JHS72*) and normally pilots any Word of Blake assault-class BattleMech (typically an *Archangel Invictus*).

The Defender enters the battlefield at the start of the game from their home edge.

WARCHEST

Track Cost: 600

Options

+300 Demi-precentors: The Blakists have established a strong chain of command. Each Level II has its own commander who preserves the overall unit integrity. The Blakists will not suffer the effects noted in *Special Rules* (see below) for their commander's or any sub-commander's death until they are all eliminated. The Defender secretly designates each Level II's commander prior to the start of play.

+500 Instant Upgrade: The Defender upgrades all pilots/troops/crews using the Manei Domini creation rules (see p. 120, *JHS72*).

OBJECTIVES

Kill the commander. Destroy Precentor Arioch before he can escape via Attacker's home edge. [500]

Shatter them. Destroy/Cripple half or more of the Defender's units. [1,000]

Show no mercy. Destroy/Cripple all of the Defender's units. [1,500]

SPECIAL RULES

The following rule is in effect for this track:

Commanders

Use the *Commander* rule (p. 13) for both sides.

AFTERMATH

We destroyed them. If only we had faced enemies of honor, we could hope for this battle to be memorialized in *The Remembrance*. Sadly, since they were only Word of Blake Shadow Division *surats*, we must content ourselves with eliminating their blight from the galaxy without the deed being venerated.

Unfortunately, some of the enemy was able to withdraw. We estimate a total of one Level III made good their cowardly escape. This seemed to include the Forty-fifth's commander, who fought like a demon to break through our lines.

We remained on the surface only long enough to collect our survivors and the *giftakes* of those who fell. Other duties await us. We cannot afford to dawdle any longer in hunting down the cowards who fled.

—Journal entry for Galaxy Commander Ajax Drummond, 15 December 3072

NEXT TRACK

Dante's Daydream; Tunnel Rats; Roman Candle



..... THE CAMPAIGN: 3073

3073

GRAVE RECOVERY

SITUATION

CORMARC FALLS
NEW AVALON, FEDERATED SUNS
16 JANUARY 3073

The last flotilla brought us in, and we were among the lucky ones. We saw at least seven other DropShips destroyed en route to orbit or during landing. That we made it intact is more a matter of luck and numbers than any sort of skill. With the task before us, we'll need more of that. I just wish we'd been here a week or so earlier because we could've been part of the defense against Mount Davion. Maybe we'd have made no difference, but we can make one now. I can't believe the Davion Guards just broke when Marshal of the Armies Jackson Davion was killed. Someone needs to go and find whatever remains of the Marshal or his 'Mech to keep the Blakists from turning it into some kind of sick trophy. Night's falling, which means I'm taking the Missiliers to do what the Guards couldn't.

—Journal entry for Col. Roger Cumberland, 16 October 3073

GAME SETUP

Use a mix of Mountain, Forest, and Light Urban terrain (see p. 263, *TW*). Select 2D6 buildings and convert them to Rubble hexes. All remaining buildings have half their original CF. The Defender places 5D6 counters for various wrecked 'Mechs, vehicle husks, and downed aerospace fighters, secretly noting which unit represents Jackson Davion's *BattleMaster*. There can be no more than two counters per hex.

The Attacker chooses their home edge first.

Attacker (Player)

The player may use up to 10% of their total force. The Attacker enters the battlefield from their home edge at the start of the track.

Defender

The Defender consists of elements from the Word of Blake's Forty-fourth Shadow Division and is 100% of the Attacker's total deployed force. They are Veterans and use any Shadow Division RAT. They may field one Elite unit for every five units.

The Defender may place units anywhere in the middle of the battlefield, facing in any direction. They must be at least five hexes from any edge.

SHERATAN

JOINED PROTECTORATE
IN AUGUST 3067
LIBERATED MARCH 3079



COMBATANTS

Allied Command

Seventeenth Benjamin Regulars, Com Guard
Third Army, Clan Nova Cat Delta Galaxy, Clan Wolf-
in-Exile Alpha Galaxy

Allied Mercenary Command

Thirteenth Stalking Horse, Wild Geese

Word of Blake

Fifth Division, Sheratan Protectorate Militia,
Opacus Venatori (Special Forces)

Mercenary forces Grim Determination

SHERATAN MINI-CAMPAIGN

To accomplish a mini-campaign for Sheratan, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +500 WP at the end of the mini-campaign.

Missions (any order): Assault, Probe

Chaos Tracks: *Grim Death; Here Comes the Cavalry*

Sheratan never played a crucial role in the Word of Blake Jihad, but for a historian the events that occurred there provide an interesting showcase to the inner workings of this fanatical organization.

The system was never officially announced as being a part of the Protectorate. Unlike other joiners, voluntary and otherwise, the planetary government remained firmly in place, with free rein in every matter from civil duties to military spending. Not that this meant for a calm life. A vast network of terrorist cells led by the former Sheratan Knights remained constantly active, threatening public security throughout the war.

Nevertheless, Sheratan constantly served as the main base for Word of Blake's Fifth Division. The Fifth kept largely out of the planet's internal affairs, garrisoning only their own installations. Public security and planetary defense were primarily contracted to the Grim Determination mercenary outfit.

In November 3070 the Thirteenth Stalking Horse and the Wild Geese, two prominent members of the Allied Mercenary Command, raided the planet while *en route* to Spica. The blitz blunted the Fifth Division—on convalescence from several brutal missions off-world—and

THE CAMPAIGN: 3073.....

squashed the Grim Determination. Officially, the AMC forces acted under a FedSuns contract out of Galatea, which made sense at the time. Newly-elected governor Jenson Call and his cabinet were rumored to have strong leanings toward the Federated Suns. Common expectations were that any actions taken to weaken Sheratan's defenders would be in light of a possible liberation. The hard question was, why specifically target the government's own forces?

A different possibility began to emerge after the raid. At first, Precentor Garin Latronis filled Grim Determination's slot with his own personal unit (later forming the core of a rebuilt Sheratan Protectorate Militia) and effectively took military control of Sheratan. A few weeks later, so-called "volunteer engineering groups" were established to help repair damages and fortify existing defenses and roadwork. By the end of the year, Sheratan was covered in worker camps, and the precentor had established himself as a despot of the worst kind after deposing the planetary government. Occasional labor strikes were put down by force, with the Word often employing "fatal accidents" to weed out agitators. All hope seemed lost after a peaceful protest of over 100,000 citizens ended in a massacre costing thousands of workers their lives.

Help came from an unexpected direction. The Opacus Venatori arrived on-planet in February 3073 with one clear mission: remove the corrupt precentor from power and render punishment for his crimes against humanity. After carrying out their orders, the Blakist special forces unit moved on, leaving the inhabitants of Sheratan to their own devices.

With a new junta installed, Sheratan went back to normal and faced violence once more in early 3079 when Coalition forces formally freed the planet. Stone's Republic later announced that those responsible for offenses during the Protectorate's rule would be put on trial for crimes committed. In the ensuing years, one thing became clear: on Sheratan, sorting out who did what to whom and whether it was a crime under Republic definition would take a long time. And the Sheratans didn't care.

—Morass and Morality: the Sheratan Conundrum;
Republic Press Limited 3099

WARCHEST

Track Cost: 300

Options

+250 Betrayed: The Defender places five standard minefields on the battlefield. Mines may occupy the same hexes as wreckage.

-250 Night Lights. The Defender has illuminated the area for their search efforts, negating the cover of darkness.

OBJECTIVES

Respect for the dead. Recover pieces of Marshal of the Armies Jackson Davion's *BattleMaster*. [500]

None left behind! Recover the bodies of any other non-Blakists. [+50 per body recovered]

I hate carrion feeders. Destroy/Cripple at least half of the Defender's force. [400]

SPECIAL RULES

The following rules are in effect for this track:

Jackson Davion

The location of Jackson Davion's *BattleMaster* remains cannot be determined by sensors, Beagle Active Probes, or other means. To correctly identify the location, a unit must occupy the *BattleMaster*'s hex or an adjacent hex and spend one full Attack Phase without acting (due to the darkness). Recovering the material requires an infantry unit of at least half its starting strength or a 'Mech with at least one functional hand actuator. Removing the pieces uses the *Finding a Club* rules (see p. 146, TW). Failure means an additional turn must be spent to remove the wreckage.

Night Fighting

Use the *Pitch Black* rules (see p. 58, TO).

AFTERMATH

Well, we had the right idea but not the right plan. We should have taken time to scout the area out first. Of course, if we had we'd have been too late. As it was, we might have succeeded just before the Word of Blake beat us to it. There were bodies and BattleMechs scattered all over that slope. We recovered all the friendlies we could, but it was difficult to do under fire. We're not sure if the *BattleMaster* we found was the Marshal's or not. Truth be told, we're not absolutely certain the mangled mess even was a *BattleMaster*, but we drove off the Blakist scavenger team and made it back safely. None of the fallen deserves to be mistreated and have Blakists desecrate the grave of honor where they fell in battle. I'm not sure it truly matters in the end. In the five years since we were last here, the AFFS defenders have lost some of their fire, and Davion's death only further demoralized them. We're supposed to be here one way or another until the battle's finally over. Whether we're in our own battlefield graves or standing over those of the Blakists, it's not going to be quick. For now, all we can do is keep the pressure on the occupying force and hit them where it hurts, again and again.

—Journal entry for Col. Roger Cumberland, 17 October 3073

NEXT TRACK

Tunnel Rats; Davion Falling

.....THE CAMPAIGN: 3073

DANTE'S DAYDREAM

SITUATION

PORTENT

GIBSON, FREE WORLDS LEAGUE

13 AUGUST 3073

05/08/73: *The Regulars are fired up for their assault on Gibson. So are the Wild Geese and the Stalking Horse. It's fortunate they don't know about our role in destroying the Dismal Disinherited. Instead we're the "heroes of Donegal," living proof that unsung mercenaries can defeat even the Word's best.*

I have to stifle the impulse to laugh. Given how much those Manei Domini cost us, it's hard to say we won. If Ashley hadn't left us holding the bag, if IE ops hadn't died down so much, I wouldn't have come within four jumps of Gibson. But we need a big payout, and this contract will certainly provide that. And the Regulars swear that there's only one Shadow Division waiting on the planet.

Between the Fourth Hussars and the AMC units, I expect we'll be a low priority for them.

—Pierre Grandin

GAME SETUP

Use Heavy Urban terrain (see p. 263, *TW*), adding additional buildings of any type and CF to all Clear, non-paved hexes. The Defender selects one map edge as their home edge.

Attacker

The Attacker consists of the Fifty-second Shadow Division, is 200% of the Defender's deployed force, and may be placed anywhere on the map. Up to half of the Attacker's units are set up using the *Hidden Unit* rules (see p. 259, *TW*). Treat each unit as an Elite pilot. Though all pilots are Manei Domini, cybernetic enhancements are considered an Optional Bonus for this track. The Attacker uses any Word of Blake or Shadow Division RAT.

Designate two units as demi-precentors; these units may not begin play as Hidden Units.

Defender (Player)

The Defender consists of up to 100% of the player's total force. The Defender enters through their home edge at the start of the track.

WARCHEST

Track Cost: 1,000

Options

+300 Heavy Industrial Zone: Treat all Paved hexes as if they had the *Heavy Industrial Zone* terrain modification (see p. 31, *TO*).

+500 Manei Domini: Outfit each Attacking unit with up to three cybernetic enhancements of any level (see pp. 120–131, *JHS72*). The units controlled by the two demi-precentors may have four enhancements of any level.

GIBSON



**ANNEXED TO PROTECTORATE
DECEMBER 3067**

LIBERATED DECEMBER 3078

COMBATANTS

Free Worlds League

First Regular Hussars, Second Regular Hussars, Fourth Regular Hussars, Eleventh Regular Hussars, Twelfth Regular Hussars, Thirteenth Regular Hussars, Fourteenth Regular Hussars, New Gibson Freedom League

Mercenary forces Deadly Burns, Doomsday Brigade, Herculan Muster, Johannes' Sting, Thirteenth Stalking Horse, Wild Geese

World of Blake

Forty-first Shadow Division, Forty-ninth Shadow Division, Fifty-second Shadow Division, Opacus Venatori (Special Forces)

GIBSON MINI-CAMPAIGN

To accomplish a mini-campaign for Gibson, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +1,000 WP at the end of the mini-campaign.

Missions (any order): Assault, Flank, Pushback, Retreat, Strike

Chaos Tracks: *Dante's Daydream; Escape Clause; Litmus Test; Monkeywrench*

Shortly after the Battle of Tukayyid halted the Clan juggernaut, ComStar's transition from a quasi-religious order to a secular institution left many of its members unhappy. The fanatical adherents to Jerome Blake's teachings divorced themselves from the new ComStar and fled from Terra. With nowhere else to turn, the fledgling Word of Blake took refuge in the Free Worlds League. Captain-General Thomas Marik—later revealed to be a ComStar-created impostor—offered the Word a haven on the League planet Gibson.

Gibsonian natives resented the Word's unwanted intrusion, and in 3053 simmering distrust led to open conflict between the Word of Blake Militia and a local group of Regular-backed dissenters known as the Gibson Freedom League. The Captain-General called in the First Knights of the Inner Sphere to quell the unrest, but it was not until 3055 that a tactical nuclear warhead, allegedly deployed by the Freedom League, brought the fighting to a swift conclusion. With the Freedom League scattered and its leadership in Word custody, the Blakists were able to exploit Gibson's manufacturing resources to their fullest.

THE CAMPAIGN: 3073.....

By 3071 native opposition resurrected in the form of the New Gibson Freedom League (NGFL). At the behest of Paul Marik, Captain-General Corrine Marik—who ousted the false Thomas Marik in 3069—officially ceded control of Gibson to Precentor Apollyon, leader of the Word's elite Manei Domini. Apollyon used his new authority to set up facilities for mass-producing Manei Domini troops, which further emboldened the NGFL to act. Freedom League teams attempting to sabotage the Gibson Federated BattleMechs and assassinate Demi Precentor Vapula—Dr. Devon Cortland, designer of the Word's Celestial-series OmniMechs—encountered Manei Domini troops that tore them apart. Apollyon then led his Fifty-second Shadow Division through the capital city of Portent and purged all remaining traces of the NGFL. The Word's control over Gibson was complete.

Regulan Prince Kirc Cameron-Jones, displeased with the outcome on Gibson, expressed his intent to attack the Blakist's puppet regime on Atreus. On 6 June 3072, while Regular forces were tied up in a punitive strike on Oriente intended to root out the false Thomas Marik, the Word's Forty-ninth Shadow Division combat-dropped into the middle of Regulus City and razed the Principality's capital, resulting in over one million deaths. Leading the Forty-ninth was Precentor Namaah, who had masqueraded as Cameron-Jones's consort Sonja Amora since 3069. The Word intended the Night of Fire, as the attack was later called, to preemptively crush Regular spirit and dissuade the Principality from military adventurism against Blakist strongholds. Instead, this personal betrayal only tempered Cameron-Jones's resolve for vengeance.

In 3073 solid intelligence from the Regular Security Service placed Namaah's Forty-ninth Shadow on Gibson, and Kirc ordered his pacifistic son Titus to form a task force meant to bring the war to Namaah's own doorstep. Using the Fourth Regular Hussars as the foundation for Operation VIJAY, Titus hired the Thirteenth Stalking Horse, the Wild Geese, and several smaller mercenary formations and gave operational command to retired Regular General Tomaso Kinchuhara.

The task force arrived at Gibson on 13 August and found the system devoid of any naval presence; their landing was likewise uncontested. During the assault on the Gibson Federated BattleMechs industrial complex, hidden Manei Domini battle armor swarmed the Regular troops and killed General Kinchuhara, sending the task force into disarray as the Forty-ninth Shadow entered into the fray. Precentor Apollyon's Fifty-second Shadow Division—despite intelligence placing them elsewhere in the Inner Sphere—joined the battle and scattered the Regulars. Apollyon forced the smaller mercenary commands to surrender, and both Shadow Divisions hunted down the invaders while Word WarShips jumping in-system attacked Regular naval assets. Less than a single combined regiment escaped the system,

OBJECTIVES

Give 'em hell. Destroy at least 75% of the Attacker's force. [1,000]

Delaying tactics. Destroy/Cripple both demi-precentors before Turn 6. [600]

SPECIAL RULES

The following rules are in effect for this track:

Fanatics

The Fifty-second will fight to the death. If a unit reaches a condition that normally calls for a Forced Withdrawal, do not follow those rules but instead assign a +1 modifier to all Gunnery and Piloting skill rolls.

Salvage

The Defender may claim half of the battlefield salvage only if they achieve both objectives. Otherwise, no salvage is available.

AFTERMATH

The Regular descent on Gibson met only limited opposition from Blakist aerospace forces. The Fourth Regular Hussars secured a dropzone outside Portent and pushed on the capital while the AMC units secured the landing site. Initial probes toward the former Castle Dystar faced scattered resistance as the Hussars swept all before them. And then, the Fifty-second Shadow Division revealed itself.

Regular commander General Tomas Kinchuhara became one of the first victims as swarms of the nightmarishly powerful Manei Domini battle armor popped up out of hidden positions. The Thirteenth Stalking Horse rushed to their aid and were smashed apart by the ultra-elite MechWarriors of the Fifty-second Division under the direct command of Precentor Apollyon. The devastating trap was completed by a hot drop from the Forty-ninth Shadow Division on top of the Wild Geese as they tried to rally the rest of the task force to come to the aid of their AMC comrades.

That Grandin's Crusaders or any other mercenary units escaped was due to the sacrifice of the Wild Geese, who bore the brunt of the Forty-ninth's assault and still managed to organize a retreat. The Manei Domini simply obliterated the Fourth Regular Hussars, and only a handful of the Stalking Horse or Wild Geese MechWarriors survived to reach their DropShips. Apollyon allowed them to depart without further pursuit, believing the terror of "Fortress Gibson" they carried back to Regulus would deter any future attacks.

—The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

Escape Clause; Acid Rain; Heat Lightning

..... THE CAMPAIGN: 3073

ESCAPE CLAUSE

SITUATION

OUTER MARKER ZULU-4

GIBSON, FREE WORLDS LEAGUE

13 AUGUST 3073

That chorus of screams and wails you hear? That is the music of your own funeral dirge!

—Precentor Dantalion, Forty-ninth Shadow Division

GAME SETUP

Use Wooded terrain (see p. 263, *TW*). The Defender chooses their home edge first.

Attacker

The Attacker is the Forty-ninth Shadow Division and is 150% of the Defender's deployed force. The Forty-ninth are Regulars and use any Shadow Division RAT. Battle armor should comprise of at least 25% of the deployed force.

The Attacker may set up on any mapsheet not occupied by Defending units. Up to 50% of the Attacking units may be set up using *Hidden Unit* rules (see p. 259, *TW*).

Defender (Player)

The Defender consists of up to 50% of the player's total available force. If the player participated in *Dante's Daydream*, use all surviving units from that track and retain all damage sustained. Otherwise, apply 2D6 damage in 5-point groups to each participating unit, adding +1D6 damage for each weight class above medium. Re-roll any damage that would cripple or destroy the unit.

The Defender deploys within 6 hexes of the edge opposite their home edge.

WARCHEST

Track Cost: 800

Options

+100 Heavy Rainfall: Use the *Heavy Rainfall* rules (see p. 59, *TO*).
+100 No Time: Apply an additional 2D6 damage to each Defending unit in 5-point groups; re-roll any damage that would cripple or destroy the unit.

+200 Came Outta Nowhere!: Increase the maximum number of Attacker hidden units to 75%.

+300 Instant Upgrade: The Attacker upgrades one-fourth of their force to Elite Manei Domini pilots/troops using the Manei Domini creation rules (see p. 120, *JHS72*).

OBJECTIVES

You don't scare me! Destroy/Cripple 50% of the Attacker units by the end of Turn 15 [500]

Survival of the fittest. Move as many units off the Defender's home edge as possible by the end of Turn 15. [100 per unit]

then only because the Word wanted to discourage any further attacks on Gibson by sending a strong message to any would-be raiders or conquerors.

Regulus ultimately left the Blakist stronghold to its own devices until 3078. While Coalition forces were assaulting Terra, Prince Titus Cameron-Jones took advantage of the situation by sending Task Force EXECUTIONER to Gibson. On 25 December, Regular WarShips bombarded every city and military outpost from orbit with conventional and nuclear weapons. Seven Regular Hussar regiments—including the few Fourth Hussars who had survived Operation VIJAY—then landed amid the apocalyptic wastes and rooted out several hidden Manei Domini nests. Within weeks, the assault eradicated all traces of the Word's Gibsonian presence, leaving the shattered planet all but uninhabitable.

—Revenge: *Regulus Rising*; *Regulus Syndicated Press*, 3086

SPECIAL RULES

The following rules are in effect for this track.

Forty-ninth Shadow Division

None of the units in the Forty-ninth will retreat from battle and will fight to their death unless incapacitated. If incapacitated or crippled, they will suicide their machines through either reactor overload or another method in order to avoid capture.

Forty-ninth Division 'Mech units halve any heat received from outside sources [Example: a single *Inferno SRM* missile would cause 1 point of heat], while vehicles and battle armor ignore the effects of fire, and conventional infantry are only destroyed by fire on a roll of 10 or greater.

Any time a Forty-ninth Division force consists of at least one battle armor unit for every four units deployed, the controlling player receives a +1 bonus to Initiative, and all deployed Forty-ninth battle armor units receive a -1 modifier to their Gunnery and Anti-'Mech skills.

Salvage

No salvage is available for this track.

AFTERMATH

After slogging through dense woods and downpour, the broken remnants of Operation VIJAY managed to snatch a few survivors from the Manei Domini's bloodthirsty claws. Such a mix of troops scrambled aboard this DropShip—hell, I don't even know which unit it even belongs to. Fourth Hussars, Wild Geese, other mercs—none of the lucky souls on board seem to care either so long as we get off this accursed rock.

The Word meant this "Night of Fire" (as Commander Cale started calling it) to kill the Regular spirit. Privately, I think this debacle might have done the trick.

—Personal journal entry #9, Warrant Officer Maggie Womack

NEXT TRACK

Acid Rain; Heat Lightning

TUNNEL RATS

SITUATION

TAKASHI MEMORIAL SPACEPORT, CUSTOMS ANNEX
LUTHIEN, DRACONIS COMBINE
28 NOVEMBER 3073

Journal Entry #2556

We're back on Luthien after four years.

This time, Buda Weapons hired us. Their chief weapons researcher, Hideoshi Yamika, managed to smuggle himself and his weapons team onto the planet two months ago. They've been working on a revolutionary new laser system. I have no idea why the hell they'd come here, but Buda is willing to pay us to retrieve them.

To complicate matters, apparently the Wobblies have one of their Shadow Divisions on-planet. Everything I've heard about them is bad news. They're a nightmare—cyber-soldiers who obliterated an entire Nova Cat Galaxy within a month. We're no Clan Galaxy.

Our first area to check for Yamika was the Takashi Memorial Spaceport. The bad news was the Black Dragons had set up a base there. The even worse news was the Wobblies were coming in force to push the Black Dragons out.

—Gannon Derer

GAME SETUP

Use a mix of Industrial Zone and Dense Urban terrain (p. 11). See the *Underground* special rule (below). Each side designates a 'Mech, vehicle, or building as their command post. The Attacker designates their home edge before deployment.

Attacker

The Attacker contains elements of the Word of Blake's Thirty-second Division. They have Regular experience and use any Word of Blake or ComStar RAT. The Attacker's force is 75% of the Defender's deployed force.

The Attacker begins by entering at least half of their force from their designated home edge on Turn 1. The Attacker may enter the rest of their forces through Turn 4.

Defender

The Defender contains elements of the Fortieth Dieron Regulars and the Second Sword of Light, both loyal to the *Kokuryu-kai*. Both forces use any Combine RAT. The Fortieth Dieron has Regular skills; the Second Sword are Veterans.

The Defender may set up anywhere on the half of the battlefield farthest from the Attacker's home edge. Any of the other edges are considered the Defender's home edge.

WARCHEST

Track Cost: 600

Option

+400 Tunnel Rats: Designate three buildings as underground entrances/exits. Use the *Underground* rules, below.

OBJECTIVES

Command. Destroy the opposition's command post. [300]

Destruction. Destroy/Cripple the opposition's entire force. [300]

Survival of the fittest: Destroy/Cripple 50% of the opposition's force before the player's force suffers the same. [300]

SPECIAL RULES

The following rules are in effect for this track:

Support Troops (Player)

The player can substitute up to 50% of their total force for an equal amount on either side.

Underground

The Defender designates three buildings as exits/entrances to the underground 'Mech tunnels; the buildings must be at least 10 hexes apart and cover at least two maps. Using a separate mapsheet, construct a series of tunnels that connect the three buildings. At least one tunnel must exit out a map edge, indicating the passage to the spaceport bays. This can be done using the reverse side of many mapsheets (the "white" side), using the Ishiyama maps from the *MPS7*, or utilizing an urban map with the non-paved hexes representing solid walls (and thus, impassable).

The Defender should note where the entry points are located by using marking chits or dice on the main battlefield. To enter the underground tunnels, a unit must end its movement on the marked hex. Elevator systems will then lower/raise the unit into the underground levels (treated as 4 levels below the battlefield surface) during the End Phase; the unit may move as normal on the alternate map in the next Movement Phase. The elevators cannot be damaged, and normal stacking rules apply.

AFTERMATH

(Excerpt from Wolfnet report 30740112/68-Alpha, filed by agent Ramrod)

This three-way war is getting old really quick.

Buda gave us a list of possible hiding places for Yamika, the first one being the Takashi Spaceport's Customs annex. Buda had an underground bunker there, and despite being a major *Kokuryu-kai* base, we had to check it.

Fortunately, the Blakists decided to take the *Kokuryu-kai*'s base just as we were figuring out how to recon the area. We waited until they and the *Kokuryu-kai* were busy killing each other then moved in and seized one of the elevators. While one of our platoons went down into the tunnels, the rest of us ringed the elevator and fended off both the Blakists and the Dragons. Neither side could peel off enough troops to seriously threaten us, but we remained cautious until the platoon signaled the bunker was empty. Once the platoon was topside again, we got out of there and let the Blakists and the *Kokuryu-kai* get back to killing each other.

So, one possible hiding place eliminated, a dozen more left to check. If we can do it without running into those cyborgs, I will be very happy.

NEXT TRACK

Light Machine; Silencing the Shadows

..... THE CAMPAIGN: 3074

3074

LIGHT MACHINE

SITUATION

SKYTOWER CITY, BUDA WEAPONS SECTOR
LUTHIEN, DRACONIS COMBINE
14 MARCH 3074

(Excerpt from Wolfnet report 30740719/37-Alpha, filed by agent Ramrod)

After four months of fruitless searching, we finally got a solid location for Yamika.

His team had gone to ground in Skytower City, located in Buda Weapons Sector, which until recently was held by the Kokuryu-kai. Unfortunately, the Word has been looking for him too, and they have a better Intelligence game than we do. If we didn't get out there in a hurry, the Blakists would get them first.

We had not expected the Blakists to leak the info to the Kokuryu-kai. Before we got there, they launched an attack intent on taking back Skytower City. Upon our arrival, the battle between the two Combine factions was already in full swing, and the Blakists were just reaching the battlefield. We were in a race with the cyborgs for the Buda team.

GAME SETUP

Use a mix of Forest (see p. 263, TW), Dense Urban, and Industrial Zone (see p. 11).

Attacker

The Attacker consists of two separate forces: the Word of Blake and the Kokuryu-kai.

The Word of Blake force comprises 50% of the Attacker's total deployed force and consists of elements from the Forty-second Shadow Division and the Ninth Division. Both units have Veteran skills and uses any Word of Blake RAT. The Forty-second Shadow Division also uses any Shadow Division RAT.

The Kokuryu-kai consists of elements from the Fortieth Dieron Regulars and the Second Sword of Light. Both forces use any Combine RAT. The Fortieth Dieron has Regular skills; the Second Sword are Veterans.

The Attacker may enter from any map edge, but all Word of Blake units do not enter the battle until the beginning of Turn 5. The Word of Blake and Black Dragon forces do not cooperate with each other and will fire upon each other as opportunity presents itself.

SIAN

RAIDED SEPTEMBER 3070,
JANUARY 3074



COMBATANTS

Capellan Confederation

Death Commandos (Special Forces), Red Lancers, Third Canopian Fusiliers, Warrior House Imarra, Warrior House White Tiger

Word of Blake

Eighth Division, Seventeenth Division, Twenty-fourth Division, Warrior House Rakshasa

Mercenary forces Dragon's Breath

SIAN MINI-CAMPAIGN

To accomplish a mini-campaign for Sian, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +500 WP at the end of the mini-campaign.

Missions (any order): Probe, Pushback

Chaos Tracks: Celestial Calamity; Signs of Things to Come; Final Stand

Looking back at the two battles for Sian during the Jihad, it can be easy to forget they were separated by nearly four years' time and not weeks or even days. Both of the Word's assaults pursued the doctrine of "cut off the head and the body will die." Given the centralized command structure and the nations' near-total reliance on Chancellor Sun-Tzu, it was certainly a sound strategic decision. However, sound strategy would break down in the face of the brutal street-to-street fighting that proved fanatical zeal was not solely a Word of Blake commodity.

Even though Chancellor Sun-Tzu Liao effectively declared war on the Word of Blake in January of 3070, not until September of that year would the Word of Blake take the war to the Confederation and Sian. The Blakist high command had made the same mistake so many others had made (and would continue to make) in grossly underestimating the Chancellor. Unprepared for him to cast off his allied neutrality, it would take the Word months to marshal a force large enough to make the first assault on Sian.

Precentor Martial Cameron St. Jamais's plan was brutally simple: kill the head of the serpent and then clean up the fragmented pieces of a nation utterly reliant on its centralized command structure. His plan to strike Sian swiftly, and with maximum force would very likely have shattered the nation, had it been successful.

THE CAMPAIGN: 3074.....

After Sun-Tzu's palace and the rest of Forbidden City was bombarded from orbit, the chaos caused by his supposed death was extreme. Had he not "miraculously" recovered, analysts believe that Talon Zahn and Naomi Centrella would have come to blows and sparked a grab for regional power by the Confederation's lesser nobles. Unfortunately for the Word, they greatly underestimated the fanaticism of Sian's defenders.

Expecting minimal resistance, the Word was confident that the *Black Lion*-class *Rays of Enlightenment* and *Vincent Mk 39*-class *Blade of Divinity* would quickly take control of Sian space, providing aerospace superiority similar to that over New Avalon. Had Sun-Tzu not recalled half his WarShip fleet to Sian, there is no doubt the invaders would have been in a position to systematically dismantle Sian's ground defenses. Instead, the Word faced heavy naval opposition and was forced to rapidly deploy its ground forces before Capellan WarShips eliminated them.

The Word's Seventeenth and Twenty-fourth Divisions and an auxiliary mercenary command formed around the Dragon's Breath arrived in September 3070. Facing stiff orbital opposition, the Word was forced to conduct rapidly organized combat drops directly into the populated regions around Forbidden City. If Precentor George Sanders, commander of the Seventeenth Division, could mass his forces quickly and strike at Forbidden City, then the battle could still be won and the Word of Blake would remove the Confederation as a threat.

The initial drops were highly successful despite unexpectedly encountering Naomi Centrella and the Third Canopian Fusiliers. After consolidating his landing force, Precentor Sanders directed the Dragon's Breath and attendant mercenary commands to ensnarl the Fusiliers, who were attempting to draw the Word away from Forbidden City. The mercenaries were moderately successful but combat cost the auxiliary nearly seventy percent of its strength. Already outmatched by the elite forces of Naomi's personal unit and the sudden appearance of Death Commandos at their flanks, the mercs hastily retreated with massive damage.

While the mercenaries attempted their mission, the Seventeenth and Twenty-fourth Divisions pushed straight for the center of Forbidden City. On paper, the Word should have won the battle decisively due to overwhelming numbers. What couldn't be quantified, however, was the strength of the Capellans' conviction. The Red Lancers put up an stalwart defense, trading lives and ground for the precious commodity of time. Their defensive efforts allowed the bulk of the Fusiliers to link up with the Lancers' position. As the battle neared the center of the city, Naomi Centrella's *Cataphract* could be seen fighting side-by-side with the Chancellor's *Emperor*. Even with the

Defender

The Defender consists of elements from various DCMS units—the First Genyosha, the Otomo/Izanagi Warriors, and the samurai faction of the Second Sword of Light. All units use any Combine RAT and are Veterans. There is one Elite unit for every two Veteran units in the First Genyosha. The Defender's deployed force is 125% of the Attacker's total deployed force.

Before placing units, the Defender must secretly select one building as the one housing Chief Researcher Hideoshi Yamika and his weapons team. The Defender may set up anywhere on the battlefield.

WARCHEST

Track Cost: 1,000

Options

+400 Sinkholes: Whenever a unit fails a Piloting Skill Roll while occupying a paved hex, roll 2D6 for a Sinkhole Check. On a result of 6+, the pavement weakens and a hole opens up (Sublevel 1). Because the unit already failed its Piloting Roll, the unit automatically falls to the bottom of the Sublevel. Roll Falling Damage as normal.

+200 Fanatical: All units will fight to the death; all opponents must be destroyed either through head or center torso destruction or pilot death. A 'Mech is not considered destroyed unless it is finished in this fashion.

OBJECTIVES

Maximum damage. Destroy at least half of the opposing force. [500]

Capture the technology. Retain control of the building that houses the scientist team. [400]

SPECIAL RULES

The following rules are in effect for this track:

Support Troops (Player)

The player can substitute up to 50% of their total force for an equal amount on either side.

Yakima's Technology Team

The Defender selects the building location at the beginning of the game. Every End Phase, the Attacker rolls 2D6. On a result of 9+, ROM has discovered the team's location and broadcasts it to the Word and also leaks it to the Black Dragons. To retain control of the building, a player must have more units in adjacent hexes than the opposing force.

Optional rule: The player who controls Yakima's team at the end of the engagement may mount three Large X-Pulse Lasers (see p. 321, *TO*) on any units in a future Track.

..... THE CAMPAIGN: 3074

AFTERMATH

Journal Entry #2682

We failed.

There is no way to sugarcoat it. Half the Cannons are either dead or wounded, and it's going to take months to get everything repaired. For the first time in five years, the Cannons have failed a mission.

I'd heard about these Manei Domini and their Shadow Divisions, but until you face them in battle, you can't understand what these creatures are.

Yes, *creatures*. They aren't human anymore, just monsters of steel and flesh. Even their 'Mechs resembled demons in appearance and movement. They cut down everyone in their path—*Kokuryu-kai*, samurai, and us.

We reached the building with Yamika's team, but before we could extract them, the Manei Domini attacked. First Company lost a third of its strength in less than two minutes. Second Company tried flanking them, but the cyborgs cut them apart. Amanda was forced to eject from her *Penetrator* and escaped a squad of Wobblie battle armor by the skin of her teeth.

We held as long as we could. We took down several of those monsters but couldn't stop them. Several squads of demonic battle armor swarmed the building and seized the Buda team. The MDs held their ground long enough to get Yamika's team to a Word hovercraft. Once the hovercraft was away, they retreated, never giving us a chance to intercept the team. We couldn't pursue.

Now, I have to explain to Buda why we failed. I never intend on doing that again with any client.

—Gannon Derer

NEXT TRACK

End of the Road; Davion Falling; Acid Rain; Into the Void; Heat Lightning

ROMAN CANDLE

SITUATION

NOVA MEDIOLANUM

TRASJKIS, MARIAN HEGEMONY

20 MARCH 3074

We're out here in the Periphery again. Nothing good ever comes of these contracts, and it's pretty obvious that Askai is either a Robe or is working for them. But at least we shouldn't run into any of those cyborgs out here.

On the plus side Pierre thinks I'm good enough with the Hercules we salvaged that he wants me in his command lance. He's asking me to keep closer to him. I don't want to give up command of the infantry company, but Baxter's better inside a suit than I am. And he can be trusted, unlike Kreuzer or Lee. I'll still be in charge of administration, so I can contribute there while serving as a MechWarrior.

As a proper Knight. Is that what Pierre has in mind? I can only—Yes, it's obvious. We just have to survive this war.

—Hilary Fletcher

Fusiliers lending their power to the defense, the Blakist assault continued to advance, and for several long minutes it looked as if the assault would break the back of the defenders and secure the center of the capital.

The unexpected arrival of the Blackwind Lancers and their commander's heroic sacrifice saved the 'Mech believed to be piloted by the Chancellor. In the heat of battle, the Blackwind's arrival galvanized the defenders and broke the Blakist advance. Their momentum spent, the Word pulled back towards their waiting DropShips.

The second battle of Sian involved considerably more cunning and planning on the part of the Word of Blake. The disastrous failure, however, simply proves the old adage that one should "never deal with a Liao." Over the course of 3073, the Word—with the aid of Sun-Tzu's sister Kali Liao—smuggled the majority of the Eighth and Twenty-fourth Divisions onto Sian. Half of its intended force was already on Sian when the false Thomas Marik (later Thomas Halas) arrived under a flag of truce. The operation was nearly discovered when a Level II from the Twenty-fourth attempted, under ROM's orders, to assassinate Halas. Only luck and the fanatically suicidal assassins, who killed themselves rather than be captured, prevented the Word's presence on Sian from being uncovered.

On 7 January 3074, the Word emerged from hidden sites all across Forbidden City. The Twenty-fourth Division charged towards the Celestial Palace, intent this time on capturing the complex. When the steadfast defense of the Capellan and Canopian defenders threatened to blunt their advance, Precentor Marques Hunt called up his secret reserves. Rushing from their own hidden locations, Kali Liao's Thuggee "Warrior Houses" converged on the brutal battle being waged at the very gates of the Celestial Palace. Precentor Hunt became the first victim of Kali's reverse betrayal against the precentor martial. As Warrior House Rakshasa formed up with intent on punching straight through the defenders' line, their sister unit—the White Tigers—fell on them from the rear. The ensuing chaos devolved into a brutal four-way battle.

Had the Eighth Division not already been tasked with clearing a line of retreat, it is doubtful any of the Word's forces would have extricated themselves from the maelstrom. Scant few of the Twenty-fourth and House Rakshasa survived the pandemonium. The second invasion of Sian died before it truly began. The precentor martial's choice of sharing Kali Liao's bed ultimately led not only to a brutal defeat on Sian but arguably a key turning point in the Jihad. From that point forward, the Word would be operating on the defensive throughout the rest of Liao and Davion space.

—Celestial Calamity; *Poznan Republic Publications*, 3099

GAME SETUP

Use Light Urban terrain (see p. 263, *TW*). The Defender declares their home edge first, with the Attacker's home edge on the opposite side. If no buildings are present on these mapsheets, the Defender must place up to 12 buildings of any size and CF per mapsheet.

Attacker (Player)

The player may use up to 25% of their total force and enters the battlefield at the beginning of the track. The Attacker's units may only use Cruising/Walking MPs during their first turn of movement.

Defender

The Defender consists of scattered elements of the IV Legio and is 75% of the Attacker's deployed force. The

IV Legio has Regular skill level and may roll on any Periphery or Mercenary RATs. Before play, the Defender selects two buildings and secretly marks their location; this represents the IV Legio's HQ.

WARCHEST

Track Cost: 300

Options

+200 Smoke: Each player adds 1D6–2 Light Smoke and 1D6–3 Heavy Smoke hexes (to a minimum of 1 each) to the battlefield; these may be placed on any hex not occupied by an intact building. Use the *Smoke* rules (see *TO*, p. 47).

OBJECTIVES

Party Crashers: Any unit that successfully detects the radio emissions of the HQ buildings must survive the following full turn in order to properly triangulate the HQ's location. [100]

Party HQ. Locate and destroy the Marian HQ buildings. [100]

Guillotine. Destroy/Cripple at least half of the Defender's forces. [200]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The IV Legio is operating under *Forced Withdrawal* rules (see p. 258, *TW*).

Radio Emissions

Any attacking BattleMech unit with undamaged Sensors can make a dedicated radio band scan once every two turns. Scans are declared and resolved in the End Phase. When scanning, roll 2D6; on a result of 11 or 12, the location of one of the HQ buildings is revealed as the rebel commanders transmit from their encrypted equipment.

AFTERMATH

The Crusaders had been promised a straightforward objective raid contract, and they received it. Dropping outside the renamed capital, they brushed aside the blocking detachments established by Legio IV intended to deter the Illyrian resistance. The unprepared Marian force fell back on its temporary headquarters and drew reinforcements from detached occupation duties. Grandin's battle armor ambushed the arriving Marian 'Mechs and exploited their relative inexperience.

With the Marian units flailing around in the face of his armored infantry, Grandin had free reign to assault the Legio headquarters. After smashing their way through a number of occupied buildings to achieve tactical surprise, Grandin and his Knights blew apart the Marian command center. The few security troops who resisted were mercilessly gunned down without having much opportunity to threaten Grandin's 'Mechs. After ensuring the headquarters was completely demolished and all Marian forces in the area were annihilated, Grandin broke away and hit the remaining Legio IV units in conjunction with his infantry and armor.

Facing a difficult tactical situation, the Marians fell back to regroup, allowing Grandin to disengage. With his objective complete the Baron saw no reason to remain behind. As the *Tonnant* lifted off it registered several Circinian DropShips arriving in orbit. The Federation's attempted expansion into the Hegemony's restive Illyrian province would consume Marian attention for years to come.

—The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

End of the Road; Acid Rain; Silencing the Shadows; Mortis Rictus

END OF THE ROAD**SITUATION**

NEW TOTE FOREST, 50KM WEST OF NEW GLASGOW
SKYE, LYRAN ALLIANCE
19 JULY 3074

This is it. The Blakists are making their big push. Two divisions of Wobblers have grounded and are heading right for New Glasgow, and the only thing standing between them and owning Skye is us. The brass have had plenty of time to prepare for this invasion, but it still feels like I'm going to see the elephant for the first time. Five years ago, the last WoB assault on Skye failed. Five weeks ago, the current assault began. Five hours ago, we deployed to new defensive positions. Five minutes ago, we made contact...

—personal journal, Sgt Albert McManus

GAME SETUP

Use Wooded terrain (see p. 263, *TW*). The Attacker chooses their home edge first.

..... THE CAMPAIGN: 3074

Attacker

The Attacker is a scattered grouping of Word of Blake Militia forces equaling 150% of the Defender's total deployed force. They have Regular skills and use any Word of Blake RAT.

The Attacker enters from their declared home edge at the start of the track.

Defender (Player)

The player may use up to 100% of their total force and are deployed anywhere on the battlefield as *Hidden Units* (see p. 259, TW).

WARCHEST

Track Cost: 1,300

Options

+400 Artillery Support: The Defender fields one Arrow IV-equipped artillery unit for every four units deployed. The artillery is 3 mapsheets away and has a Regular-skilled crew.

+200 Dawn's Early Light: Use the *Dawn* rules (see p. 58, TO)

+200 To the Death: The Attacker does not follow *Forced Withdrawal*.

+200 Elite Vengeance: Half of the Attacker's force is upgraded to Elite skill level.

OBJECTIVES

Quick death. Destroy/Cripple 75% of the Attacker's force by the end of Turn 10. [800]

Survive the first wave. At least 75% of the Defender's force must survive (not be destroyed or crippled) through the end of Turn 7. [800]

SPECIAL RULES

The following rule is in effect for this track.

Forced Withdrawal

All forces follow the rules for *Forced Withdrawal* (see p. 258, TW).

AFTERMATH

The WoB push to capture New Glasgow failed. On the third day of fighting, Devlin Stone led a crack team against the WoB command assets, capturing Precentor Callen in the process. The momentum shifted to the Coalition force, and the Blakists staged a fighting withdrawal. Casualties were highest on the WoB side, with nearly a seventy-five percent attrition rate.

Despite Coalition successes, the Word of Blake managed to cripple the main HPG relays before completely withdrawing from Skye, rendering the network inoperable for nearly a decade.

—The Idiot's Guide to the Jihad on Skye; *Republic Press*, 3098

NEXT TRACK

Acid Rain; Silencing the Shadows

DAVION FALLING**SITUATION**

CHECKPOINT ALPHA, MOUNT DAVION

NEW AVALON, FEDERATED SUNS

26 SEPTEMBER 3074

We were too late to save Marshal Davion a year ago, but we'd be damned if we were going to miss the chance to follow up with pushing the bastards off New Avalon just like we'd done on Tharkad in '72. I just wish that my first clear look at Avalon City during the drop hadn't dashed my long-held hope of the capital surviving the Blakist storm..I've never wanted to kill other human beings so much in my life.

—Journal entry for Col. Roger Cumberland, 26 October 3074

It's hard to believe this is the same place we stood just seven years ago. It looks like a still from a history text of the First Succession War. There's no way the Blakists can ever be made to pay enough to make up for this.

—Journal entry for Capt. Roger Goddard, 26 October 3074

GAME SETUP

Use a mix of Light Urban, Mountain, and Forest terrain (see p. 263, TW).

Attacker

The Attacker consists of elements from the Fifth FedCom RCT, Third Davion Guards, and the Davion Heavy Guards. The Fifth FedCom makes up 30% of the Attacker's deployed force, has Regular experience, and uses any FedSuns and Lyran RAT. Both Guards units are Veterans and use a mix of FedSuns and Lyran RATs. The Heavy Guards have one heavy-class unit for every two units they field and make up 50% of the Attacker's total deployed force.

The Attacker enters from any three edges at the start of the track.

Defender

The Defender consists of elements from the Word of Blake's Forty-fourth Shadow Division. The Forty-fourth has Veteran skills and uses any Shadow Division RAT. The division may field one Elite unit for every five units.

The Defender may place units anywhere in the middle of the battlefield, facing in any direction. They must be at least five hexes from any edge. The Defender also places two *Gun Emplacements* (see p. 117, TO) at least six hexes from any edge. The Gun Emplacements mount a pair of LB 5-X autocannon with one ton of ammunition. The gun crews are of Regular experience.

THE CAMPAIGN: 3074.....

**WARCHEST****Track Cost:** 1,000**Option****+400 Ice Flakes:** Use the *Snow Flurries* rules (see p. 60, *TO*).**OBJECTIVES****Obliterate.** Destroy/Cripple 100% of the opposing force. [600]**Desperation.** Destroy/Cripple at least two-thirds of the opposition. [600]**Stall tactics.** Destroy/Cripple at least a third the opposing force. [600]**SPECIAL RULES**

The following special rule is in effect for this track:

Support Troops (Player)

The player can substitute up to 50% of their total force for an equal amount on either side.

AFTERMATH

Pyrhus would have been proud of this victory. Sure, we won, New Avalon's free, and the damn Blakists were sent packing. But it had shades of the passive-lure strategy. They suckered us in, and once we were past the point of no return, they sprung their damn trap. We were lucky: only two dead, but a company's out of commission with wounded and damage in the meantime. Some of the Heavy Guards took far worse, so I'm not complaining. But as I look about at the broken wreckage that was once the greatest city in the nation I have to wonder why we fought so hard for it. Pride? Sure. But there was nothing to gain here. The Blakists destroyed what little was left as they fled. They brought down a goddamn *mountain* for Chrissake. And why? For spite. These Blakists, they're like spoiled children throwing a tantrum. They didn't get their way, so they broke their toys.

There's sure to be rebuilding and lots of pomp and circumstance—I have no doubt—but that's just going to be so much window dressing. The fact is, they'll be rebuilding on a mass grave of our fellow countrymen. None of that matters now. What matters is making these bastards suffer before they die. Then we break all their toys for good.

—*Journal entry for Col. Roger Cumberland, 27 October 3074***NEXT TRACK***Into the Void; Silencing the Shadows; Heat Lightning; Iron Giants*

.....THE CAMPAIGN: 3074

ACID RAIN

SITUATION

ST. KATHERINESBURG, TIKOGRAD

TIKONOV, WORD OF BLAKE PROTECTORATE

4 OCTOBER 3074

Journal Entry #2896

*I took the contract from the rebels on Tikonov for a couple of reasons.**The first reason is because we want revenge on the Wobblies. They hurt us badly on Luthien, and we want to hurt them in return. If we can help the rebels seize the Earthwerks facility, it'll disrupt their timetable.**The second reason is we're being offered insane salvage rights. Any equipment we capture, we keep. After Luthien, we need all the equipment we can get our hands on. Right now, the Cannons can field two short companies. We need the salvage to fill out those companies and rebuild Third Company.**Hitting Tikonov may sound suicidal, but we should only be going up against Protectorate Militia. The facility also has static defenses, but I think we can beat them.**Time to inflict some pain on the Wobblies.*

—Gannon Derer

GAME SETUP

Use a mix of Light Urban and Flatland terrain (see p. 263, TW). Set up four watchtowers (Level 4 Medium buildings, CF 50) spaced at least eight hexes apart. Each tower contains a weapon hardpoint (see *Special Rules*, below). The Defender chooses one edge as their home edge.

Attacker (Player)

The player may deploy up to 50% of their total force, which enters the battlefield from the edge farthest from the watchtowers.

Defender

Several Veteran security forces from the Tikonov Protectorate Militia are defending the Earthwerks facility. The Militia is 100% of the Attacker's total deployed force. Use a mix of Militia, Capellan, or FedSuns RATs to determine forces.

WARCHEST

Track Cost: 450

Options

+200 Light Fog: Use the *Light Fog* rules (see p. 57, TO).**+200 Security Chief:** One Defender is an enhanced Veteran pilot using a VDNI system (see p. 129, JHS72).

OBJECTIVES

'Ware the watchtowers. No friendly units are crippled or destroyed by the Watchtowers by the end of turn 8. [250]

Bang-bang. Destroy/Cripple at least half of the Defending force. [400]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Protectorate Militia operates under the *Forced Withdrawal* rules (see p. 258, TW).

Watchtowers

Each tower mounts a single PPC. Each tower has a weapon crew with a Gunnery skill of 4; the crew is killed when the building is destroyed.

AFTERMATH

(Excerpt from Wolfnet report 30750313/48-Alpha, filed by agent Ramrod)

I should have suspected something was wrong as soon as we met the Tikonov rebels. Looking back, I think we should have been suspicious of *Zhong-shao* Rim's easy assurances that we would get as much salvage as we could carry. Major Derer knew something was wrong, but I think he was looking forward to hauling away a load of equipment.

Of course, to collect, we needed to destroy the Earthwerks' defenses and the on-site Protectorate Militia.

The laser towers were easy—we just brought them down with massed firepower, destroying three of the four before the Protectorate forces could stop us. Rebel strikes across the planet had reduced the on-site security forces, but they didn't have our advantages of surprise and experience.

Once we secured the Earthwerks facility, Rim gave us six hours to grab everything we could. We worked hard to stuff all three of our DropShips with new 'Mechs, vehicles, spare parts.

We finished up with twenty minutes to spare and had one last meeting with Rim. Incoming reports said the Word was going to hit the place, but Rim didn't seem too concerned. He thanked us for our work and politely refused the major's offer to stay and fight.

Right when we were clearing Tikonov's atmosphere, we found out why Rim was not worried. The rebels detonated several nuclear weapons in the path of the Word's counterattack. I almost felt sorry for the Blakists.

Almost.

NEXT TRACK

Heat Lightning; Mortis Rictus

INTO THE VOID

SITUATION

ISHIKAWAJIMA, SHIZUOKA
LUTHIEN, DRACONIS COMBINE
26 DECEMBER 3074

Clan Ghost Bear has attacked the Blakists. They are ignoring our communications and offers to coordinate operations. However, they are focusing their attacks on Imperial City and other locations on Hakkaido. While the Ghost Bears have indiscriminately destroyed civilian, military and industrial sectors to get to the occupiers, they've ignored the Ishikawajima plant on the continent of Shizuoka. We know the plant has been under Blakist control since their occupation began. It is time to change that, without destroying the factory.

—Journal entry for Tai-sa Shih Chou, 26 December 3074

GAME SETUP

Use a mix of Light and Heavy Urban terrain (see p. 263, *TW*). At least one multi-hex building should be used to represent the Ishikawajima-Harima Battle Armor Industries factory. The factory is a heavy building with CF 75 per hex. The Attacker chooses a home edge prior to the start of play. The Defender's home edge is opposite the Attacker's.

Attacker (Player)

The Attacker consists of elements of the First Genyosha, which uses any Combine RAT and has Elite skills. The player's force equals up to 100% of the First Genyosha's force. The Attacker enters the map via the home edge at the start of the track.

Defender

The Defender consists of the Word of Blake's Thirty-second Division. The Defender's force equals 100% of the Attacker's total deployed force, has Veteran skills, and uses a mix of Word of Blake, Combine, and Militia RATs. In addition, the Defender gains 1D6+4 squads of prototype Void battlesuits (see *Special Rules*).

WARCHEST

Track Cost: 500

Options

+500 Don't Forget Us: A Black Dragon force that equals 100% of the Attacker's deployed force enters the battle during the Movement Phase of Turn 4. They attack both sides, attempting to accomplish the same mission as the Attacker. The Black Dragons are elements of the Fortieth Dieron Regulars, have Regular skills, and use any Combine RAT.

+500 Holed Up. The Defender has three unarmored infantry platoons within the factory that refuse to exit. The player must send in its own infantry assets (if available) or resort to targeting the factory to hit the infantry.

OBJECTIVES

Squatters rights. Have more units occupying the factory building hexes and the hexes adjacent to them by the end of turn 8 than the Defender. [200]

Drive the nail. Destroy/Cripple at least half of the Defender's force. [300]

Research goal. Kill at least one squad of Void prototypes to enable salvage for future research. [150]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

All forces operate under *Forced Withdrawal* rules (see p. 258, *TW*) unless negated by special unit rules.

Void Prototypes

The Blakists were developing new variants of the Void battlesuit. Each squad should be a different variant incorporating advanced technology, including Clan weapons salvaged from the defeat of Clan Nova Cat Xi Galaxy. At least one of the variants should be similar to the Void Caltrop variant (see p. 15, *XTR:K*). The troopers in the variants are of Regular skill level.

AFTERMATH

We were progressing well with limited collateral damage to the nearby worker habitation modules when the Fortieth Dieron once more demonstrated their treacherous ways. They smashed their way through the civilian housing and attacked us from the flank while we were routing the Blakists. This gave the Thirty-second Division enough time to withdraw and inflict minor damage to the factory in the process.

Fortunately, we had suffered few casualties fighting the Blakists and were able to stand firm against the traitorous *Kokuryu-kai*. We drove them from the field, leaving behind more dead than managed to escape. I ordered no pursuit, in fear of being led to a typical Black Dragon ambush.

If nothing else, we have secured the factory and prevented it from being demolished by the Ghost Bears in their frenzy.

—Journal entry for Tai-sa Shih Chou, 27 December 3074

NEXT TRACK

Silencing the Shadows; Heat Lightning; Iron Giants

..... THE CAMPAIGN: 3075

3075

SILENCING THE SHADOWS

SITUATION

PERIMETER OF THE EYRIE, WENDIGO
ATREUS, FREE WORLDS LEAGUE
23 APRIL 3075

17/04/75: *I was almost beginning to feel grateful to Askai for finding us this retainer contract with the Marik Commonwealth. We've just had to reinforce loyalty to the Captain-General on a few worlds and can relax on Atreus. It's nicer than New Avalon or Tharkad, as far as capitals go, and the pay has been great.*

But it's the Free Worlds League, so naturally we're going to get sucked into a civil war.

Well, maybe Paul Marik wants to head that off, but having us tangle with his own super-elite paramilitary battalion goes above and beyond the contract we signed. Marik says he just wants us to lure out the Dark Shadows, but if they get even an inkling, they'll hit us hard.

And if we don't do this, the Manei Domini will be wiping us out instead.

—Pierre Grandin

GAME SETUP

Use Mountain terrain (see p. 263, *TW*). All Water hexes are assumed to be Clear terrain for the purposes of this track. All Woods hexes are to be treated as Rough, with no impact on LOS. Both Attacker and Defender choose home edges.

Attacker

The Attacker is elements from the Word of Blake Forty-ninth Shadow Division. They are Regulars and use any Shadow Division RAT.

The Attacker enters from their home edge. Designate one unit as Force Commander. This unit is considered Veteran when randomly rolling forces.

Defender

The Defender is elements from the Dark Shadows; they are 75% of the Attacker's deployed force, have Veteran skills, and use any Free Worlds League RAT.

The Defender enters from their home edge. Designate one unit as Force Commander. This unit is considered Veteran when randomly rolling forces.

IRIAN

JOINED PROTECTORATE

JUNE 3069

LIBERATED 8 DECEMBER 3075



COMBATANTS

Free Worlds League

Thirteenth Marik Militia

Mercenary/irregular forces: HeavyHell Raisers, Irian Corporate Security, Irian Partisan League

Word of Blake

Forty-ninth Shadow Division, Irian Protectorate Militia

Mercenary/irregular forces: HeavyHell Raisers, Redfield's Renegades

Irian mini-campaign

To accomplish a mini-campaign for Irian, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +1,000 WP at the end of the mini-campaign.

Missions (any order): Beachhead, Recon, Assault, Stalwart

Chaos Tracks: *Turn the Radio On; Guns of the Kirin River; Iron Giants*

Outsiders have long found it hard to judge where the world of Irian ended and the Irian Technologies conglomerate began. A series of contracts tightly woven over time had merged civil government and commercial enterprises into a cohesive whole. Consequently, IrTech governed more than a simple corporation: it was the heart of a nebulous and unofficial commercial province centered on Irian. The population was legally bound not to the system, but to the corporation. In fact, *Camlann v. Free Worlds* did not apply to Irian. The law regarded Irian as a corporate entity rather than a political member-state of the Free Worlds League, thus protecting the conglomerate from hostile political maneuvers. More importantly, it did not prevent IrTech from doing a little maneuvering on their own accord.

As an unscrupulous corporation, Irian was more than happy to sell to the highest bidder. In the late 3060s, that happened to be the Word of Blake. Once the Jihad launched, these ties became much closer, as Irian found it prudent to place their bets on the new power in the Free Worlds League and not on a fracturing House. A little civil

unrest was a small price to pay for planetary safety and promising market outlooks. In June 3069, Irian officially declared against Atreus and the "false" Thomas Marik.

Unfortunately for Irian, the Word turned out to be a bully. Irian leadership splintered over their direction for the future, and the Word made gains from their indecisiveness. By 3072, Irian and IrTech as a whole were effectively controlled by well-paid, staunch opportunists and Blakist puppet officials. Rebel cells sprouted throughout IrTech and began coordinating their actions within company divisions and subsidiaries. The Word of Blake responded by giving the Irian Protectorate Militia carte blanche authorization to act. The Militia stayed out of much of the conflict, instead ordering either Irian Security or the HeavyHell Raisers to handle most of the heavy-handed responses.

Irian was a key world in Precentor Martial St. Jamais's "Maginot Line" defensive plan surrounding Terra. For every hardened fortification and newly built defense system, the planet slid further into unrest. More and more citizens openly protested the Word's behavior. Roadblocks at factory gates, air defense towers in Indran's parks, and daily security screenings at maglev stations simply began to wear on the previously privileged populace.

On 18 January 3074, a Regular expedition force under direct command of Prince Titus Cameron-Jones materialized at a pirate point, burst through the planet's orbital defenses, and made planetfall on Kriess. The Regulars had their sights set on hunting down and destroying the Forty-ninth Shadow Division. Only after grounding did the Regulars discover how false their intelligence reports were: the Forty-ninth was nowhere on Irian (although the Shadow Division would arrive several months later). As such, Titus refrained from using his nuclear arsenal and opted for standard procedure. The Regulars pillaged, burned, and bloodied the Irian Protectorate Militia.

What the Regulars did was provide the spark Irian's resistance needed. With the Regular raid, the self-proclaimed Irian Partisan League (IPL) realized they were not alone against the Blakist menace. High-ranking board members and planetary officials privately declared their allegiance to the rebels, and the IPL's resources and membership grew in leaps and bounds.

On Bruin, open rebellion was declared as heavily armed insurgents took the continent's capital in a surprise attack. The Word's high command responded by sending the Forty-ninth Shadow Division to Irian with orders to keep the peace and secure the valuable facilities by any means necessary.

WARCHEST

Track Cost: 1,000

Options

+300 Fanatical: All units fight to the death; all opponents must be destroyed through head or center torso destruction or pilot death. A 'Mech is not considered destroyed unless it is finished in this fashion.

+300 Ultra-Elite Commander: Player may select any 'Mech from their unit's appropriate RAT as the commander's unit; upgrade their skill to a Piloting Skill of 2 and a Gunnery Skill of 1.

OBJECTIVES

We're much better than you. Destroy/Cripple at least half of the opposing force. [500]

Boss in the crosshairs. Destroy/Cripple the opposing commander before the player's commander. [300]

Fight another day. The player's commander survives the entire scenario. [300]

SPECIAL RULES

The following rules are in effect for this track:

Commander

Both sides use the *Commander* rules (p. 13).

Support Troops (Player)

The player can substitute up to 50% of their total force for an equal amount on either side.

Wendigo

As a lunar body, Wendigo has low gravity and effectively no atmosphere. Use the *Atmospheric Density/Vacuum* (see p. 54, TO) and *Low Gravity* rules (see p. 55, TO) with a multiplier of 0.5 for the duration of the track.

AFTERMATH

SAFE's Dark Shadows battalion had staffed the defenses of Wendigo since the disbanding of the Eagle Corps. Their increasingly critical attitude toward the Word of Blake's excesses had gradually made Paul Marik wary of their allegiance. An online tirade posted under a flimsy cover identity by the unit's commander, Anne-Marie McCormack, infuriated Paul Marik and provoked him to resolve the situation once and for all.

Marik ordered the Crusaders to deploy on Wendigo to lure out his wayward battalion. The Dark Shadows were told that the mercenaries were to test the defense of the Eyrie fortress. Colonel McCormack was secretly alerted that the Crusaders were coming to disarm her command. She brought her battalion outside on the moon's airless and cratered surface to engage the mercenaries as soon as their presence was confirmed. Without giving Grandin time to declare his intent, the Dark Shadows tore into his command and drove them into a headlong retreat.

..... THE CAMPAIGN: 3075

Once both sides were completely out of support range from the Eyrie, the Forty-ninth Shadow Division revealed its presence on the moon. The Manei Domini assaulted the Dark Shadows with a suicidal frenzy and annihilated the battalion in a short but ferocious battle. Precentor Dantalion condescendingly allowed the Crusaders to “pick the remains of the kill” but forbade them from disposing the SAFE pilots’ corpses. FWLN marines seized control of the Eyrie shortly afterward, and the entire incident remained classified until after the ejection of the Word from Atreus.

—The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

Iron Giants; Rescue Gone Wrong

HEAT LIGHTNING

SITUATION

OLD RED FOREST

VERMEZZO, LYRAN ALLIANCE

1 MAY 3075

As much as I want to be killing Blakists right now, the new troops need some seasoning. I'm still not sure how best to use the company of battle armored infantry we picked up from the scraps on New Avalon. Captain Cody was the most senior of the lot, so he's their commander now. I told him to make himself useful whenever and wherever he could. He showed me that half smile of shattered teeth and said he understood. I wish I did.

—Journal entry for Col. Roger Cumberland, 30 April 3075

These Kaumberg Planetary Guard characters are a joke. They just better get the hell out of the way of my guns. These Democracy Now assholes are worse than a bad centipound coin. They always turn up. Now it's time to put them down.

—Journal entry for Capt. Musette Brady, 1 May 3075

GAME SETUP

Use a mix of Wetlands and Woodland terrain (see p. 263, *TW*). This track is dependent on *Fire and Smoke* rules (see pp. 43-48, *TO*) and cannot be accurately played without them.

Attacker

The Attacker consists of Democracy Now (DN) paramilitary forces of Regular experience. The force is predominately vehicular, with one 'Mech for every five vehicles, and uses a mix of Lyrans and Mercenary RATs. The Attacker's force is 75% of the Defender's deployed force. The DN force enters the battlefield from any edge at the beginning of Turn 3.

Before play, the Attacker sets two fires on each map sheet. Fires may only be set on flammable terrain, such as buildings or wooded hexes. The Attacker then conducts one Fire and Smoke Resolution Sequence (see *Fire and Smoke*, below) before play begins.

Precentor Dantalion immediately cracked down on the growing insurgency, ultimately driving ten Irians to the rebel flag for every one the Word punished. Resistance took place on all possible fronts, from open assaults on supply trains to hidden sabotage to assembly lines.

The rebellion reached its first peak in the winter of 3074 after several tragic deaths during a training exercise. HeavyHell Raisers Captain Herschel's (sabotaged) autocannon suddenly fired random rounds and killed a Word of Blake inspection team. The misfiring weapon flattened several tent structures before cooking off its own ammunition, destroying Herschel's *Rakshasa* and killing him. Blakist investigators tracked the “faulty” ammunition to a production facility near Bruin's seaport. The HeavyHell Raiser garrison was ordered into the factory courtyard and forced to publicly apologize for any harm their actions might have wrought. Whoever refused to apologize was instantly shot. Halfway through the kangaroo court, chaos broke loose. Rebel troops emerged from underground access tunnels and opened fire. At the same moment, roughly two-thirds of the 'Hell Raisers turned their guns on their sister company, declaring themselves freed from any obligations towards the Word of Blake. Pandemonium ensued; the ammunition factory was destroyed as rebels assisted defecting mercenaries in escaping. Those 'Hell Raisers who hadn't broken contract fought for their lives against Irian Security.

Police actions intensified as house-to-house searches and identification checkpoints became part of the daily routine. In addition, tensions increased between the Protectorate Militia and the Forty-ninth, and the rebels gladly exploited this situation. Skirmishes erupted frequently, though neither side was able to strike a decisive blow.

On 5 December 3075, IPL scout formations probed all of the Irian Protectorate Militia's main positions and regional headquarters. At the same time, Irian Corporate Security seized control of all automated defense systems and put most key facilities into lockdown. Then all hell opened up. While massed rebel forces burst out of hiding and charged openly at Kirin River, the rearmed HeavyHell Raisers took on the Forty-ninth with the support of carefully placed explosives and a squadron of previously unknown aerospace fighters.

Interstellar News Network and local media stations switched their programming to resistance propaganda, inciting the populace to openly oppose the Word in the city streets (although industry officials later cited their communications networks were hacked).

Small portions of prepared Militia commands were able to mount a limited coordinated defense. While not enough to staunch the rebellion, it bought the Blakist

commanders enough time to initiate a scorched-earth retreat. On 8 December, the Word withdrew from Irian after employing several nuclear warheads against vital industrial complexes across the planet.

Two decades later, questions still linger. Is it possible IrTech's leadership completely outsmarted the Word of Blake at its own game? Many experts theorize that IrTech's Board of Directors simply played the Word for profit and expansion possibilities, taking on whatever mantle was convenient in order to maximize profitability and industry power. Conspiracy theorists, however, pose a more sinister plot, that Irian's government played not only IrTech but also the Word of Blake to bring about governmental autonomy. This theory holds up under casual scrutiny, considering Irian and IrTech are now more separate entities than before the Jihad. The catastrophic loss of IrTech's off-world assets diminished the company's holdings but opened up expansive opportunities for growth. That the company would do such harm to itself to consolidate power at home makes little sense to all but the extremely paranoid.

—The Irian Supremacy: Power Corrupted; *Atrean Press*, 3097

Defender (Player)

The Defender consists of up to 50% of the player's total force and a mix of KPG armor and infantry units equal to 100% of the player's deployed force. The KPG uses any Lyran RAT and has Regular experience. Place all of the KPG units on the board after the Attacker has placed their fire hexes but before the Fire and Smoke Resolution Sequence (see *Fire and Smoke*, below). The KPG units must set up as close to the center of the battlefield as legally possible. Select one map edge as the Defender's home edge.

The player's force enters from the Defender's home edge at the start of the track.

WARCHEST

Track Cost: 300

Options

+200 Light Gale: Use the rules for *Light Gale* (see p. 61, *TO*). Additionally, add a +1 to all Spreading Fires rolls.

+200 Moonless Night: Use the rules for *Moonless Night* (see p. 58, *TO*). Additionally, any unit within two hexes of a hex on fire operates as if it has an active Searchlight due to the amount of light coming from the fire.

−400 Prior Engagement: Assign this penalty if the player successfully completed the *Going Nova* track (see p. 121); this penalty applies even if no objectives are achieved in this track.

OBJECTIVES

Rescue. Save the KPG from the encroaching fire by destroying or crippling at least half of the Attacking force. [300]

Salvation. Make sure as many KPG units exit along their home edge as possible. [+50 per surviving unit]

SPECIAL RULES

The following rules are in effect for this track.

Salvage

Salvage is only possible if the Defender achieves the **Rescue** objective.

Fire and Smoke

Use the *Fire and Smoke* rules (see pp. 43-48, *TO*).

AFTERMATH

I'm not gonna miss that hellhole.

—*Journal entry for Capt. Roger Goddard, 12 May 3075*

I guess I can take solace in the fact that I killed a whole lot of those bastards, but they keep turning up. We caught eight of the bastards trying to plant explosives on our DropShips the past week. Thank God that Cody knows his business.

—*Journal entry for Capt. Musette Brady, 12 May 3075*

I feel bad for the KPG troopers. Sure, we fulfilled our contract, but they've got to deal with this Ashley shitead while we move on. If nothing else, I can say that our new members benefited from their experience on New Avalon. Putting up with the incessant Blakist attacks made dealing with these Democracy Now terrorists child's play.

—*Journal entry for Col. Roger Cumberland, 12 May 3075*

Escort duty. I'm getting so tired of escort duty. I see the boss's point, sure—if we'd supported the groundies against the terrorists, we'd have only caused more fires and leveled more buildings—but the damn place burned to the ground anyway, so what's the difference? Me and the rest of the pilots need some action. Soon.

—*Journal entry for Capt. Mitch McGrady, 14 May 3075*

The colonel says we're headed for Malagrotta to help garrison against pirates. I wonder how we're supposed to distinguish them from our so-called allies?

—*Journal entry for Lt. Ansel Haarhar, 20 May 3075*

NEXT TRACK

Mortis Rictus; Iron Giants

..... THE CAMPAIGN: 3075

MORTIS RICTUS

SITUATION

POLN STATION

MALAGROTTA, MALAGROTTA COOPERATIVE

22 OCT 3075

I wish I knew what the colonel was thinking, taking another job from this Askai guy. Sure, the money's good, like always, but it's always the worst type of situations we end up in. Take this posting. Not only are we garrisoning a secessionist splinter state, but we're working alongside the same seedy sorts that we were hired to defend the place from. There've already been enough bar fights that all Missiliers have been confined to the DropShips.

If we have one advantage over most of these privateers, it's our aerospace support—thanks to these privateers sending them elsewhere. McGrady and his boys have interdicted three hostile DropShips headed this way from the primary jump points and sent them running. I can tell they're aching for a good fight. With luck, it won't be with the folks already on-world...

—Journal entry for Capt. Musette Brady, 20 October 3075

GAME SETUP

Use a mix of Light and Heavy Urban terrain (see p. 263, TW).

Attacker

The Attacker consists of a portion of the Death's Consorts. The Consorts should be 125% of the Defender's deployed force. Half possess Regular skills; the other half is Veteran. They may not deploy any battle-armored forces. Use any Periphery, FedSuns, or Mercenary RAT to determine forces.

The Attacker may enter from any two sides of the battlefield, determined in secret, and may enter any number of units (with a minimum of one) between Turns 1 and 3.

Defender (Player)

The Defender consists of up to 100% of the player's total force. The Defender may set up anywhere on the battlefield.

WARCHEST

Track Cost: 500

Options

+200 Tiquahme: Add Gary Tiquahme to the Attacker's forces in any heavy or assault Inner Sphere 'Mech with Elite skills. Tiquahme operates under *Forced Withdrawal* rules (see p. 258, TW), but only after any two attacking units have been crippled or destroyed.

+200 Betrayal: One of the defending units betrays the player's force. To determine which unit, roll 2D6 for each unit in the End Phase, starting in Turn 4. A unit switches sides on a result of 11 or 12. Once a unit has been determined as the traitor, no more rolls need made. Roll in every End Phase until a betrayer has been determined. If the game ends before a traitor has been

determined, roll a 2D6 for each surviving Defender. The first unit to roll a 9 or better has deserted the unit and is no longer part of the player's force.

OBJECTIVES

Hold the line. Destroy/Cripple at least 50% of the Attacker's force. [300]

Intel. Capture as many enemy 'Mech pilots as possible for interrogation. [100 per each captured pilot]

SPECIAL RULES

The following rules are in effect for this track:

Capturing Consorts

Consort pilots will surrender and submit to capture if their 'Mech receives one sensor hit, suffers two engine hits, or has its movement reduced to 1 MP or less. Crippled units will only surrender if they are nine hexes or more away from any map edge in the End Phase of the turn they are crippled. Destroyed units are not considered available for capture.

Salvage

Salvage is only available if the **Hold the line** objective is completed.

AFTERMATH

Cody once more proved himself a valuable addition to the Missiliers. Not only did his round-the-clock patrols pick up the traitors headed our way, but they slowed the enemy advance long enough for us to take to the field against them. If only we'd not been outnumbered, I think we could have kept Malagrotta from falling. When we spotted the size of the incoming force, though, it just made more sense to fall back. We weren't gonna get paid any more, anyway. Malagrotta wanted independence? Well, they got it. I'm betting they're learning to be careful what they wished for.

—Journal entry for Capt. Musette Brady, 22 October 3075

That was more like it! Damn pirates, hitting us in the middle of the night like that? They deserved every damn missile I gave 'em.

—Journal entry for Lt. Tommy "Tailspin" Cooper, 22 October 3075

We fell for it. I never said I wasn't a goddamn moron. They sent a small probing force our way, drew us out in anger, then hit us hard. Thank goodness Junior was on the ball and kept those missiles coming in from the base. Those salvos kept the pirates from pressing their advantage. At least no one got left behind this time. I won't suffer through another Blue Hole. Never again. I just have to tell myself that all the civilians left to the pirates' devices don't count. Yeah. Good luck with that.

—Journal entry for Col. Roger Cumberland, 22 October 3075

NEXT TRACK

Comes the Reaper; Slugger's Paradise; Starfall

TURN YOUR RADIO ON

SITUATION

VALLEY OF FLOWERS, INDRAN

IRIAN, WORD OF BLAKE PROTECTORATE

5 DECEMBER 3075

"People of Irian! The time has come. Rise up and take back what is rightfully yours. Smell the roses and feel the wind again. This evening you shall dine with wine. Never again will the Blakist giant oppress our freedom. Many a worker has lost his life because of their duplicity. More will live because of what is about to come. The long growl of the drums of autumn wounds our hearts no more. You are not alone. We are one planet united with one purpose. Attack! Attack! Attack!"

—Repeated message broadcast on all channels; source unknown

GAME SETUP

Use a mix of Badlands and Hill terrain (see p. 263, TW). Randomly place five Heavy Level 2 (CF 75) buildings to represent rebel broadcast stations.

Attacker

The Attacker's force consists of elements of the Irian Protectorate Militia; they possess Regular skills, use any Free Worlds League or Militia RAT, and are 75% of the Defender's deployed force. They enter the battlefield from any one edge.

Defender (Player)

The Defender consists of several Irian Partisan League groups, supported by 10% of the player's total force. The IPL troops are 150% (of which no more than half can be BattleMech units) of the player's deployed force, use any Free Worlds League and Word of Blake RAT, and have Regular skills.

The Defender sets up anywhere on the battlefield; every unit should be no farther than 4 hexes from any one broadcast station.

WARCHEST

Track Cost: 600

Options

+200 Early Bird: Morning fog lies at the bottom of the valley. All Level 1 hexes and lower use *Heavy Fog* and all hexes of Level 2 and 3 use *Light Fog* rules (see p. 57, TO). Hexes above Level 3 are unaffected.

+200 Weekend Warriors: The Defender receives a -2 modifier on all Initiative rolls through Turn 5.

OBJECTIVES

Play it again. Destroy/Cripple at least 50% of the Attacker's force before the end of Turn 10. [500]

And again. Destroy/Cripple at least 75% of the Attacker's force before all broadcast stations are destroyed. [300]

Radio daze. Some of the broadcast stations survive the track. [50 for each surviving station]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Irian Protectorate Militia is operating under *Forced Withdrawal* rules. Withdrawn units count as destroyed in calculating the objectives.

Salvage

The *Salvage* rule (p. 13) is in play only if the **And again** objective is achieved.

AFTERMATH

On a world filled to the brim with modern technology, the Irian rebels chose the low road to full effect. A large part of communication between cells was based on runners and carefully coded radio and holovid messages. The final call for open rebellion, broadcast on across a multitude of channels on 5 December, is believed to contain more than fifty separate marching orders in at least seven types of encryptions. Even today, code phrases, word-and-letter swaps, mathematical algorithms, as well as cultural references and hidden meanings in the plain text and frequencies are allegedly being found, discussed, and hotly contested among history and conspiracy buffs.

The result cannot be denied. All over Irian, armed resistance began in a mere thirty minutes after the broadcast. Blakist forces tried fervently to silence it, but to no avail. For every transmission installation identified and shut down, two more popped up elsewhere. By the end of the day, it was the rebel leadership who silenced the message.

—The Irian Codes; *Irian Free Press*, 3088

NEXT TRACK

Guns of Kirin River; Iron Giants

GUNS OF KIRIN RIVER

SITUATION

OBJECTIVE ALPHA, KIRIN

IRIAN, WORD OF BLAKE PROTECTORATE (FORMER)

5 DECEMBER 3075

"...Attack! Attack! Attack!"

Sigrun Manderly turned the volume down, her hands shaking. The moment she had longed and feared had finally come. A deep breath as she realized the absurdity of her last thought. She chuckled quietly.

Like a walking cliché, Sigrun simultaneously turned two keys and pressed a couple of buttons before giving the strike team outside the window a thumbs up. She sat in the silence, suppressing her emerging doubts. Her reverie was cut short by the thunder of the heavy guns upstairs. Sigrun relaxed. *All is well*, she thought, re-arming the nearby anti-personnel defenses—with slightly different parameters.

—Martyr for a Cause: the Sigrun Manderly Story; *IrPub*, 3080

..... THE CAMPAIGN: 3075

GAME SETUP

Use Heavy Urban terrain (see p. 263, *TW*). The Defender secretly designates eight buildings as fire control centers.

Attacker (Player)

The Attacker's force consists of Regular Irian Rebels, accompanied by no more than 20% of the player's total force. Use a mix of any Free Worlds League or Mercenary RAT. At least half of the Attacker's deployed force consists of Infantry units.

The Attacker enters from any edge at the start of the track.

Defender

The Defender consists of elements from the Irian Protectorate Militia. They are 100% of the Attacker's deployed force, use a mix of Free Worlds League and Word of Blake RATs, and have Regular skills.

The Defender sets up anywhere on the battlefield and before the Attacker selects their starting edge.

WARCHEST

Track Cost: 800

Options

-300 Inside Sources: After the first round, the Defender reveals two of the fire control centers to the Attacker.

+500 Armed Camps: All fire control centers have *Gun Emplacements* (see p. 117, *TO*) and are mounted with any Ballistic weapon. Gun crews have Regular skills.

OBJECTIVES

Mission impossible. Locate and control six or more fire control centers using the *Scanning* rules (p. 14) and occupying the hex with an infantry unit by the end of the track. [100 for each center]

My Castle. Destroy/Cripple at least 50% of the Defender's force before the end of the track. [400]

SPECIAL RULES

The following rule is in effect for this track.

Forced Withdrawal

The Defender operates under *Forced Withdrawal* rules (see p. 258, *TW*).

AFTERMATH

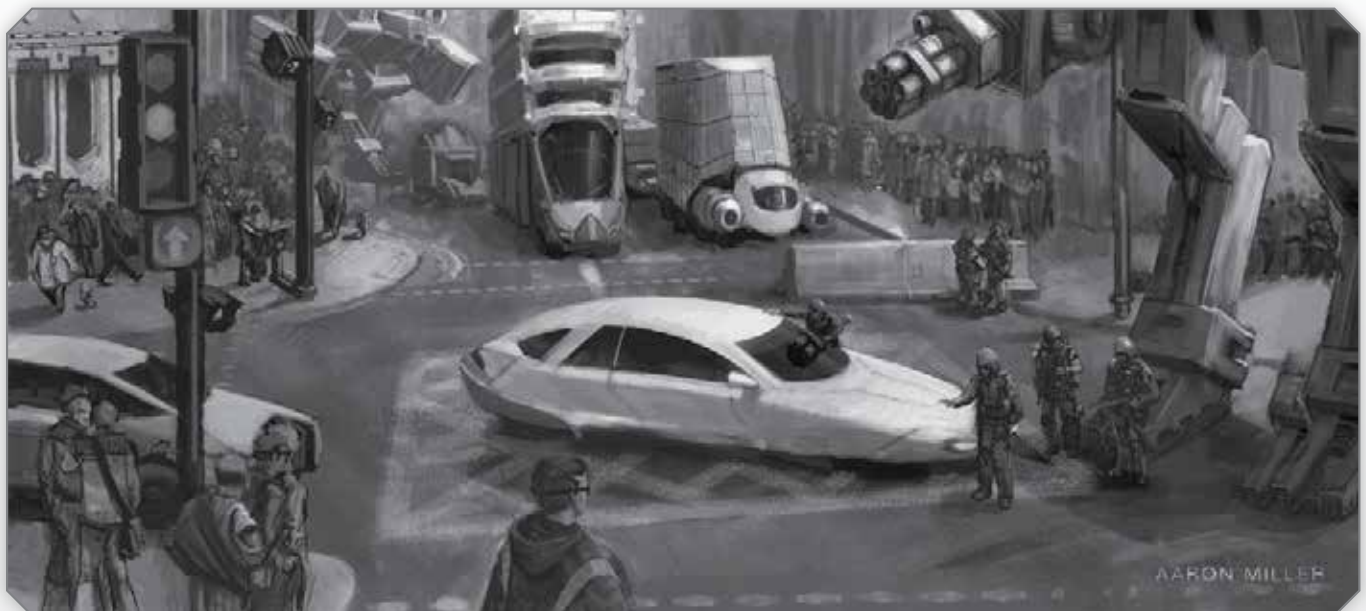
The Irian Partisan League simultaneously hit broadcast centers and key security installations. In most cases, the loyalties of Irian Corporate Security had been assured and the transfer of power was swift. Facilities near Kirin, however, saw ferocious firefights. Time and numbers favored the IPL and by dusk, all of the rebels' targets were wrested from Irian control. The operation was the first major step in overturning the years of Blakist and corporate collaboration.

The distance of years gives not only time to analyze the IPL's initial operation, but also hindsight. Critics consistently argue that a world full of military technology, used to high security, and jealously guarding its secrets cannot be overthrown by such small group tactics. One common theory espoused by said critics state that the rebellion did not, in fact, happen. The entire operation was simply a ruse by IrTech to calm Devlin Stone and win his good graces, causing Stone and his armies to bypass Irian. Such theories insinuate that the Word of Blake still rules on Irian—undercover and civil, but in complete control.

—The Fifth of December: Ruse or Revolution?; *Regular Free Press*, 3097

NEXT TRACK

Iron Giants; Comes the Reaper



IRON GIANTS

SITUATION

SOAPSTONE MOUNTAIN

IRIAN, WORD OF BLAKE PROTECTORATE

8 DECEMBER 3075

29/11/75: *The LCCC seems to want to extend our contract, but while we negotiate terms it's worthwhile taking short-term objective raids. Restoring our ties with IE offers more than just financial benefits, which is another good reason for us to be in the Irian system. And IrTech will owe us.*

But getting away from Atreus for a while is its own reward. Hilary is getting even more clingy. If only I could find someone I could trust to take her place, but people like that are in short supply of late. Taking in stragglers has been good for our growth, but they're only loyal to money. That's all well and good, but I need an advantage if things go badly, and Hilary and the Order are it.

If we get wrecked again I may have to marry her. At least until this Jihad is over.

—Pierre Grandin

GAME SETUP

This battle occurs underground among the myriad of passageways and caverns that make up a portion of the Irian BattleMech Unlimited site; all VTOL, WiGE, and aerospace units are unavailable for use.

Use any combination of maps that have Paved hexes, such as those on the Light and Heavy Urban map tables (see p. 263, TW) or the Ishiyama maps from the *Solaris VII Map Pack*. All building hexes are considered impassable solid rock formations that stretch from floor to ceiling, and all Woods hexes are considered Level 1 Rubble terrain. The tunnels are considered a uniform 4 levels in height. Any terrain Level 4 or higher is assumed to instead connect to the cavern ceiling.

Attacker (Player)

The Attacker's force consist of up to 25% of the player's total force and a portion of the HeavyHell Raisers, which equals 100% of the player's deployed force. The HeavyHell Raisers have Regular skills and may use a mix of Word of Blake and Mercenary RATs.

The player's force enters from one map edge; the Hell Raisers enter from a different map edge.

Defender

The Defender consists of Irian Corporate Security, which equals 100% of the Attacker's total deployed force, employs Free Worlds League and Word of Blake RATs, and possess Veteran skills. The Irian force is an even mix of BattleMech and vehicular forces; battle armor may not exceed 10% of the Defender's total force.

Designate one defending unit as the commander; this unit has Elite skills, uses a buffered VONI system (see p. 129, JHS72), and enters the battlefield at the beginning of Turn 2. The rest of the Defender's forces sets up anywhere on the battlefield; up to 25% may set up as *Hidden Units* (see p. 259, TW).

WARCHEST

Track Cost: 600

Options

+200 Mines: Add 3D6 *Minefields* (see p. 207, TO) of any type (may be a mix) to the Defender's force; these minefields are placed before play begins and their locations secretly recorded.

+200 Labyrinth: Use the *Tunnel* rules (see p. 141, TO) combined with *Rolling Maps* (see p. 214, TO).

OBJECTIVES

Topple. Destroy/Cripple at least 75% of the Defender's force. [500]

Takedown. Destroy/Cripple the Irian Security Forces commander. [300]

SPECIAL RULES

The following rules are in effect for this track:

Commander

Both sides use the *Commander* rules (p. 13).

Forced Withdrawal

The HeavyHell Raisers are operating under *Forced Withdrawal* rules (see p. 258, TW). If used in conjunction with the **Labyrinth** option, the Raisers' home edge is considered the side of the battlefield they originally entered from.

Salvage

Salvage is possible only with the completion of the **Topple** objective.

AFTERMATH

After years of secret resistance anti-Blakist forces within IrTech began the liberation of their planet and company. Uprisings were set off throughout Irian in early December and culminated in an assault on the massive BattleMech production complex underneath Soapstone Mountain. The HeavyHell Raisers, a defecting Blakist mercenary unit, and support from sympathetic corporate forces bolstered the resistance forces. IE was able to get in touch with Grandin's Crusaders on behalf of the rebels and offered the unit a lucrative contract to take out Irian's pro-Blakist corporate security force.

The fighting inside the Soapstone complex's labyrinthine passages proved claustrophobic and confusing for both sides. Irian defectors guided the Crusaders and their HeavyHell Raiser allies through winding passages to get the drop on mobilizing corporate security troops. After the initial surprise of the attack wore off, the assault became a terrible game of cat-and-mouse against the fanatical defenders.

As soon as the Crusaders liberated the factory, they left Irian. After the revolution toppled the Word of Blake's puppet government, the Blakists launched a large-scale nuclear assault on the planet's industrial base before retreating off-world. Irian was liberated but at an enormous cost in lives and the destruction of over half of IrTech's production capacity. Reconstruction of the proud world and its flagship corporation would take decades.

—The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

Comes the Reaper; Infestation



NEW HESSEN

INVADED AUGUST 3076
LIBERATED DECEMBER 3076

COMBATANTS
Federated Suns

Mercenary forces First Avalon Hussars, Second Ceti Hussars, Hampton's Hessens

Word of Blake

Thirty-third Division

NEW HESSEN MINI-CAMPAIGN

To accomplish a mini-campaign for New Hessen, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +400 WP at the end of the campaign.

Missions (in any order): Recon, Pursuit, Defend

Chaos Tracks: Steel City

In 3069 New Hessen's native mercenary force, Hampton's Hessens ultimately brought the Jihad home with them. When the Hessens left to recover a wayward battalion on New Canton, they ended up liberating some of the earliest Blakist prison camps. The Hessens documented the horrors of these camps and spread the word throughout the Inner Sphere upon their return home, and the freed prisoners provided ample testimony to the Blakists' atrocities. New Hessen then mobilized itself for war with the ceaseless encouragement of the Hessens' General Pat Hampton.

A bloodless coup in 3070 left Hampton in charge of the planet and its defensive buildup. The Blakists, who steered clear of New Hessen despite the humiliation Hampton had inflicted on them, appreciated the drive with which New Hessen prepared for battle. The Word remained a distant threat even as New Hessen WorkMechs Incorporated transformed itself into a critical source of "retro" BattleMechs with the help of the New Dallas Memory Core.

The introduction of the *Rook* BattleMech, an original retro design built to Hampton's specifications, emboldened New Hessen. Beginning in late 3074, the NHWM facility outside Darmstadt worked ceaselessly to turn out more and more of the hardy design for the planetary militia. The *Rook* complemented other NHWM designs already turned out in significant quantity. Over a hundred of the new 'Mechs had been deployed when General Hampton began taking a more active role fighting the Word of Blake.

New Hessen signed an alliance with Devlin Stone in June 3076, allowing the world as a staging ground for the Coalition's assault into the Protectorate. The savannahs

3076

COMES THE REAPER

SITUATION

CONE CITY, SECTOR 4

GALATEA, LYRAN ALLIANCE

2 JANUARY 3076

(Excerpt from Wolfnet report 30760623/19-Alpha, filed by agent Ramrod)

Stone has finally noticed us.

As mentioned in previous reports, we had spent most of 3075 working short-term garrison contacts, using the time to rebuild and reinforce Gannon's Cannons. I think Stone hired us because we were fresh and our 'Mech weight was tilted toward the heavy and assault end of the spectrum.

Whoever this Stone is, he is not an idiot. Before they hired us, we had to pass a thorough background check to make sure we were not some sort of Blakist plant. They did not find any weak points or holes in our past, but it was still a tense situation.

Stone needed us because his people were having problem pushing the Blakists off Galatea. He hired a collection of units like ours, added some Com Guards reserves to stiffen our offensive capabilities, and sent us to Galatea.

We are back into the maelstrom.

GAME SETUP

Use a mix of Plains and Coastal terrain (see p. 263, TW). Near the center of the battlefield, place four two-hex hardened Level 1 buildings (CF 150 each). Each building hex contains one automated weapon of up to 15 tons in weight, not including ammunition (see p. 133, TO). Designate one of these buildings as the command bunker. The Attacker chooses their home edge.

Attacker (Player)

The Attacker consists of up to 100% of the player's total force and a Com Guards detachment that equals 10% of the player's deployed force. The Com Guards detachment fields only vehicles or fighters; these units have Veteran skills and use any ComStar RAT. The Attacker enters from their home edge. All attacking units may only use Walking/Cruising/Safe Thrust during the first turn of movement.

..... THE CAMPAIGN: 3076

Defender

The Defender consists of elements of the Word of Blake's Eleventh Division and equals 100% of the Attacker's total deployed force. They may use any Mercenary, ComStar, and Word of Blake RAT and are of Veteran skill level. The Defender sets up anywhere on the battlefield after the Attacker has declared their home edge.

WARCHEST

Track Cost: 800

Options

+300 Heavy Rainfall: At the beginning of Turn 5, heavy rain begins to fall. Use the *Heavy Rainfall* rules (see p. 59, TO).

+200 Payback: If the player successfully completed at least one objective in the *Burning Bridges* track (p. 122), the Attacker's units may ignore the movement limitations for Turn 1.

OBJECTIVES

Might of heroes. Destroy 75% of the Defender's total forces. [600]

Revenge. Destroy/Cripple at least half of the Defender's force. [400]

SPECIAL RULES

The following rule is in effect for this track.

Forced Withdrawal

The Com Guards forces are operating under *Forced Withdrawal* rules (see p. 258, TW).

AFTERMATH**Journal Entry #2987**

Our first mission with Stone. Before he hired us, Stone's people spent several weeks making sure we weren't Wobblies.

After the "Broadsword Enema," we were eager to hit Galatea. The insertion was hot.

The Word stood their ground, but the Cannons showed that the last year had not been wasted. While First and Third Companies slammed into the Wobblies, Amanda and Second Company hit them in the flank. Unlike on Luthien, the Wobblies' flank collapsed and they broke. Amanda's new Gunslinger performed flawlessly, allowing her to best four Word 'Mechs by herself.

Stone's intelligence moles managed to get some great data out of the bunker's computer, things like locations of supply caches, communication codes, force compositions, and areas of operations. We used the data to hammer the Wobblies over the next several weeks and drive the survivors off Galatea.

Once the Wobblies were gone, Galatea reopened for business.

—Gannon Derer

NEXT TRACK

Run Them Down; Infestation; Slugger's Paradise; Starfall; Wave of Confusion

on the main continent Lüderitz, once used for the planet's famous war games, transformed into an armed camp to support the Coalition's logistics. The Word of Blake promised retaliation for New Hessen's decision, and the planet prepared itself for inevitable assault.

The first strike came from an unexpected source in August 3076. The Word's intelligence service had turned a political movement against Hampton's dictatorship into an effective tool. Traitors smuggled a nuclear weapon into Munich Interstellar Spaceport in a bid to cripple the planet's aerospace defenses. Their primary mission failed, but the economic and human losses the explosion caused were considerable.

Soon afterward, the Word's Thirty-third Division landed on a swift preemptive strike but quickly became entangled in brutal fighting. General Hampton used his hastily built forces to wear down the Blakists in battle around the capital of Buchvaal. Once the Blakist momentum was exhausted, the Hessens launched their counterattack. The defenders crashed into the fanatics and drove them toward the foothills of the Harz Mountains, away from their landing zones.

The Hessens' aerospace fighters destroyed most of the Blakist DropShips during the Thirty-third's attempt to evacuate. The stranded Blakist troops then scattered into the wilderness to wage a guerrilla campaign alongside the Word's remaining sympathizers. A raid by a Level III of light forces in September failed to relieve them, which left the Thirty-third on their own.

Precentor Keira Montague, commanding officer of the division, decided that raiding NHWM was the most effective use of her remaining assets. On 23 November, what remained of the Thirty-third launched an attack toward Buchvaal, an offensive strong enough to overwhelm the defenders. Once Hampton brought in his Hessens, Blakist raiders broke through to Darmstadt and looted NHWM. The company of *Rooks* they captured was sent out on the last surviving Blakist DropShip.

Hampton's response was to redouble his efforts. The Hessens hounded the Blakists without respite and in early December forced them into a last stand inside the Agripole Mining Complex. Rumors that the Blakists used nuclear weapons were never officially unconfirmed, but the mines remain abandoned to this day.

In 3078 Blakist survivors were subjected to war crimes trials on New Hessen. All of the native dissenters were executed for treason, and Precentor Montague was hanged for her alleged role in the Munich tragedy. Common belief holds that the Coalition's criticism of these controversial sentences may have spurred General Hampton's later rejection of The Republic.

—Rook and Rock: *New Hessen's Stand*; *New Avalon Press*, 3099



RUN THEM DOWN

SITUATION

NORTH OF GALATEA CITY
GALATEA, LYRAN ALLIANCE
19 JANUARY 3076

Three months of dogged resistance had finally collapsed. With Pygmalion breached and its Word defenders being hunted down, the Blake forces at Paphos knew they would soon be next. Breaking past the Skye Jaegers siege, they made a desperate run for the interior of Lubbock. Still sprinkled with Star League era training grounds, the desert had a lot of places to hide things. The Coalition knew the Word had DropShips somewhere out there. The question was, could they stop the Eleventh from getting to them?

—Mercenary's Game; *Galatean Press Limited*, 3093

GAME SETUP

Use a mix of Hills, Wetlands, Badlands, and Mountain terrain (see p. 263, *TW*). The Defender chooses their home edge first; the Attacker's home edge is the opposite edge.

Attacker (Player)

The Attacker consists of up to 50% of the player's total available force. At least 25% of the force must have units with a Walking/Cruise speed of 6 or higher. Additionally, the Attacker adds elements from the Battle Corps mercenary unit, equal to 25% of the player's deployed force. The Battle Corps is a Veteran unit and uses a mix of Mercenary, Lyran, FedSuns, Periphery, and Capellan RATs.

The Attacker sets up 75% of its deployed force within 10 hexes of its home edge. The rest of the force enters from the Attacker's home edge during the Movement Phase of Turn 3.

Defender

The Defender is elements of the Word of Blake's Eleventh Division and equals 75% of the Attacker's deployed force. 25% of the Defender has Regular skills; the rest are Veteran. The Eleventh uses any Word of Blake RAT.

The Defender enters from the Attacker's home edge at the start of the track.

WARCHEST

Track Cost: 400

Option

+100 No Cover: Convert all Woods hexes into *Mud* terrain (see p. 50, *TO*).

OBJECTIVES

Stop Them! Prevent at least two-thirds of the Defender's force from exiting through their home edge. [400]

Maintain Pursuit. Half of the Attacker's units must survive the track. [250]

SPECIAL RULES

The following rule is in effect for this track:

Forced Withdrawal

The Battle Corps mercenaries follow *Forced Withdrawal* rules (p. 258, *TW*).

AFTERMATH

The added firepower and mobility of Kell's reinforcements allowed the Coalition to quickly bring an end to the stubborn Word defense. With their main force crushed and no hope of additional reinforcements, the surviving Blakists executed a break out. Their commander planned to retreat his force to DropShips hidden at an outlying training base.

Unfortunately for the Word, Stone's intelligence analysts figured out where they were headed and cut off their retreat. Only two battered Level IIIs, including hastily integrated mercenary forces, managed to escape and flee to the Blake Protectorate.

With the reclamation of the system, the Mercenary's Star reopened for business in February of 3076. As a debt of gratitude, the mercenary commands that helped liberate the system received rewards and discounts for a variety of services across the planet.

—Relighting the Star; *Galatean Press Limited*, 3088

NEXT TRACK

Infestation; Wave of Confusion

.....THE CAMPAIGN: 3076

RESCUE GONE WRONG**SITUATION**

MESTALLA, ATREUS CITY
 ATREUS, FREE WORLDS LEAGUE
 6 APRIL 3076

06/04/76: *Has the fake Marik lost his mind? He put together a pretty large flotilla of DropShips, but the aerospace defenses of Atreus are butchering them. Why didn't he send some of those WarShips of his if he planned to pull this off?*

I suppose it's irrelevant. Just as well that this makes our job so much easier.

The Robes are so eager to get at the few surviving DropShips that they're smashing right through the suburbs. I have to admire Precen-tor Jennings' directness, though I do wonder if it was smart to do that in front of the Legionnaires. Then again, if the Word had a lot of smart commanders, they would have won this war a long time ago.

We'll proceed a little more carefully. Let the Blakists take the bullets for us this time. They owe us enough.

—Pierre Grandin

GAME SETUP

Use a mix of Ruins (see p. 11), Light Urban, and Forest terrain (see p. 263, TW). Place at least 20 Light and Medium buildings per mapsheet on the playing surface. The Attacker designates their home edge.

Attacker

The Attacker consists of elements from the Word of Blake's Fifteenth Division. They have Regular skills and use any Word of Blake RAT. The Attacker enters from their home edge.

Defender

The Defender consists of elements from the mercenary unit Romanov's Crusaders and equals 100% of the Attacker's deployed force. The mercenaries have Regular skills and use a mix of Mercenary and Capellan RATs.

The Defender sets up first anywhere on the battlefield within 15 hexes of the Attacker's home edge.

WARCHEST

Track Cost: 600

Options

+200 Electromagnetic Interference (EMI): Use the EMI rules (see p. 55, TO).

+400 Make 'Em Count: All units begin with half of their standard ammo loads (round up).

OBJECTIVES

Coming through! At least a third of the player's force exits the map via the opposing player's home edge. [400]

You didn't think it'd be that easy, did you? Destroy at least 50% of the opposing force. [500]

SPECIAL RULES

The following rules are in effect for this track:

Homeowner Hassles

The Defender has a higher moral code than the Attacker and as such will try to minimize civilian casualties as much as possible. To this end, no Defending unit can willfully target a civilian structure. Furthermore, for every building destroyed by the Attacker, the Defender gains a +1 bonus to their Initiative roll for the next turn. This bonus applies only once per building but does stack. [Example: The Attacker destroys three buildings in one turn. The next turn the Defender will receive a +3 bonus to their Initiative]

Prior Damage

Both sides have taken previous damage; the Fifteenth in their drive through the suburbs and the Crusaders during their opposed landing. As such, assign 4D6 damage to each unit, breaking the damage into 5-point groupings and randomly assigning location. Re-roll any damage that result in a unit becoming Crippled or Destroyed.

Support Troops (Player)

The player can add up to 25% of their total force on either side. Augment the opposing side with an equal amount of force.

AFTERMATH

The aerospace fighters and naval defenses of the Free Worlds capital savaged the Romanov's Crusaders' DropShips, but enough of the mercenary unit landed intact to pose a threat to Atreus City. In their zeal to close with the invaders, the WoBM Fifteenth Division raced through the city's Mestalla suburb with a blatant disregard for collateral damage. This sudden blitzkrieg against the landing site caught the Crusaders unprepared and battered by their descent. Though the Blakists had also taken damage in their literal push through suburbia, they had superior numbers and shock value on their side.

The Crusaders fell back to their damaged DropShips while fighting a bitter delaying action in a futile attempt to drive off the Blakists. The Word brought its aerospace fighters to bear against the grounded DropShips, destroying or severely damaging them ahead of their final push. Grandin's Crusaders arrived to reinforce the Blakists, giving the Fifteenth Division the confidence to throw themselves into a headlong assault to crush the so-called "Third Knights" once and for all. The Romanov's Crusaders' oft-noted lack of tactical cohesion proved fatal as the Halas loyalists fought their own individual last stands. In the end, none of the Oriente troops escaped, and few of them surrendered.

The action rendered the Fifteenth Division too damaged to aid the Legionnaires fighting the surviving Knights of the Inner Sphere inside Atreus City. The mostly fresh mercenaries were dispatched instead.

—The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

We Are Your Friends; Steel City

WE ARE YOUR FRIENDS

SITUATION

INTERSTELLAR BOTANIC GARDENS, ATREUS CITY
ATREUS, FREE WORLDS LEAGUE
6 APRIL 3076

We are killing the Knights of the Inner Sphere.

I don't understand. What's happened here? Why are we doing this?

Pierre has to know what he's doing. But they're fellow Mech-Warrior Knights! They embody chivalry—everything the Order is supposed to stand for, all that Baron Grandin is supposed to rule by. This can't be right. What's happening here is unjust. It's against his nature. We've been pawns of the Word before, but we were just doing what we had to do. This is something else.

Did we go wrong somewhere?

It's that bitch Kreuzer. She's been leading the execution squads. She was urging Pierre to come closer to the Blakists. It's like she flourishes in murder and depravity. She wants to steal my fiancé and my title and my future, and drown them in blood.

I can't allow that.

—Hilary Fletcher

GAME SETUP

Use a mix of Urban Ruins (see p. 11), Light Urban, and Forest terrain (see p. 263, *TW*). The Defender chooses their home edge first.

Attacker

The Attacker consists of elements from the Second and Eighth Free Worlds Legionnaires. Each force comprises 50% of the Attacker's total deployed force and uses any Free Worlds League and Word of Blake RAT. Both Legionnaire forces have Regular skills. The Second may choose to replace up to four light-class units with assault-class units.

The Attacker's total force is 100% of the Defender's deployed force and enters from the edge opposite the Defender's home edge at the start of Turn 2.

Defender

The Defender contains elements of the First and Second Knights of the Inner Sphere and Romanov's Crusaders. The First Knights are 10% of the Defender's total deployed force, have Elite skills, and use any Inner Sphere RAT. The Second Knights are 40% of the deployed force, have Veteran skills, and use any Free Worlds League, Lyran, or Capellan RAT. The Crusaders have Regular skills and use a mix of Mercenary and Capellan RATs.

The Defender enters the map from their home edge at the beginning of the track.

WARCHEST

Track Cost: 1,000

Options

+300 They've Got the Big Guns: The opposing side gains 3 off-board Long Tom artillery pieces and 6 pre-designated hexes to be noted in secret at the beginning of the game. The guns are six maps away for purposes of flight times, with Regular crews.

+300 Heavy Industrialized Zone: Designate up to 12 hexes as Heavy Industrialized terrain (see p. 31, *TO*).

OBJECTIVES

They're not getting through. Destroy at least two-thirds of the enemy force. [500]

Make them pay. Earn points for each enemy unit Crippled or Destroyed. [50 per unit]

SPECIAL RULES

The following rules are in effect for this track:

Final Stand

The Knights know that their days are numbered and are prepared to sell themselves to buy enough time for Sherryl Halas to escape. For this track, no defending unit can be forced to withdraw.

Support Troops (Player)

The player can add up to 25% of their total force on either side. Augment the opposing side with an equal amount of force.

AFTERMATH

Though the Knights of the Inner Sphere quickly realized that the attack was a failure and they could not mount a rescue of Sherryl Halas, they still rose up inside Atreus City. The sudden emergence of the surviving Knights caught the Eighth Free Worlds Legionnaires completely by surprise.

Only the quick reaction of the Captain-General's guard regiment, the Second Legionnaires, forestalled serious losses. The Stygians reoriented their line of advance and counterattacked the rebel force without the slightest hesitation. The Knights, despite having been battered and worn ragged by years of unsupported guerrilla war, fought back with incredible skill. Only through overwhelming numbers and firepower were the Legionnaires eventually able to suppress the Knights.

The last stand of the surviving Knights took place in the venerable Free Worlds Museum of Technology. The Legionnaires, under pressure from the Word not to allow any escapes, called in artillery to blast the complex into rubble. Blakist and mercenary personnel scoured through the debris, dragging out the few survivors and shooting them on the spot. The involvement of Grandin's Crusaders in these executions led Captain-General Corinne Marik to cancel their retainer in a largely empty protest.

—The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

Slugger's Paradise; Starfall; Ghost Tiger

.....THE CAMPAIGN: 3076

INFESTATION

SITUATION

BOCURI CITY, LUMBER DISTRICT
NAHONI, FEDERATED SUNS
14 JUNE 3076

The troops might get soft if we keep making these long stops on Cumberland. Anything that takes them away from the realities of this Jihad, though, is okay with me. Still, the chance to work close to home means we can make some quick money without taking the whole unit along. McGrady says he wants more ground attack practice with the new guy, so we're leaving the fighters behind to train up.

This contract is supposed to be for us to control civil unrest. With Filtvelt and Malagrotta seceding, I think it's a good idea to put a lid on any other groups hoping for the same, especially in the heart of the Suns. Nahoni's not too many jumps away. We should be able to secure the local government and get back for a few more weeks of R&R.

—Journal entry for Col. Roger Cumberland, 5 May 3076

GAME SETUP

Use a mix of Mountain and Wooded terrain (see p. 263, TW). Add two Level 1 heavy buildings (CF 90 each) of one to two hex sizes to each mapsheet. One building from each mapsheet pair contains an automated weapon up to 15 tons in weight, not including ammunition (see p. 133, TO). Each building hex also receives the bonuses of the underlying terrain when determining movement and line of sight.

Attacker (Player)

The Attacker consists of up to 10% of the player's total force. Select one map edge to enter from; that edge is also considered the Attacker's home edge.

Defender

The Defender equals 125% of the Attacker's total deployed force; only 25% of it may consist of BattleMech units and may not contain any battle armor. The Defender's forces are of Regular experience and may use Federated Suns, Mercenary, and Periphery RATs.

The Defender sets up all units on the battlefield after the Attacker declares his home edge. All units must be within 3 hexes of a building.

WARCHEST

Track Cost: 400

Options

−100 Hot Drop: The Attacker enters the battle as per *Dropping Troops* (see p. 22, SO).

+300 Nest of Vipers: Add an additional 25% of force to the Defender; these units are of Elite skill level. Both objectives need to be completed in order to gain this bonus.

OBJECTIVES

Squash the nest. Destroy/Cripple at least 75% of the Defender's forces. [300]

Exfoliate. Destroy all of the Defender's BattleMechs. [200]

SPECIAL RULES

The following rule is in effect for this track.

Salvage

If only one objective is reached, all salvage is halved. If the **Nest of Vipers** option is chosen and both objectives are completed, all salvage may be claimed; also, the player is awarded two vehicle units (rolled on a Federated Suns RAT) that are discovered in the ruins of one of the bunkers.

AFTERMATH

BattleMechs have ruled the battlefield for centuries. So why do questionably armed mobs think they can present some kind of threat?

—Journal entry for Capt. Musette Brady, 15 June 3076

The nearest I can figure is that the bigwigs running the show wanted to be able to have someone else do their damn dirty work for them. Those people weren't a threat to a hog at a barbeque, much less to the government. They just wanted to have their voices heard. That ain't possible now, not after we smashed them into mush.

—Journal entry for Capt. Roger Goddard, 15 June 3076

I much prefer security duty, that's no secret. But being hired as a thug for weak politicians bothers the hell out of me. Another job like this, and I'm taking my company to look for a commander with better judgment.

—Journal entry for Capt. LeRoy Cody, 15 June 3076

Words can't describe how happy I am that only a small part of the Missiliers was present for that. We're not leg breakers, dammit. Sure, we got paid, but it's dirty money. After repairs and maintenance I'm giving the surplus of this contract fee to the families of the people we killed.

I can guarantee that governor won't try to hire us again anytime soon, not after the private face-to-face discussion I had with him. I wonder how good he'll be at guile and deceit with a split lip and some missing teeth.

—Journal entry for Col. Roger Cumberland, 15 June 3076

NEXT TRACK

Slugger's Paradise; Wave of Confusion; Steel City; Watershed

SLUGGER'S PARADISE

SITUATION

TANZANIA PRAIRIE
RIO, BLAKE PROTECTORATE
3 JULY 3076

Journal Entry #3160

Stone's getting ambitious.

He wants to hit several Protectorate worlds at once, but he's having problems with units borrowed from the Successor States. The Wobblies are bad enough, but if the Great Houses can't put aside their differences long enough to fight them, that's going to be a problem.



Fortunately, Stone has mercenary units who don't worry about politics. But they're stretched thin, so we've been asked by Stone's people if we could split the Cannons for this operation.

We agreed. First and Fourth Companies will be part of the coalition strike against Rio, while Amanda will take Second and Third Companies with the force hitting Van Diemen IV. It's time for Captain Amanda Wolf to have some independent command experience without me looking over her shoulder. She's been a good XO. It's time to prove she's a good leader.

—Gannon Derer

GAME SETUP

Use a mix of Flatlands, Badlands and Mountain terrain (see p. 263, TW).

Attacker (Player)

The player may use up to 100% of their total force. For support, add either a Lyran 'Mech force or a Davion vehicle and infantry force; either force may not exceed 25% of the player's deployed force. The Lyran units are of Veteran skill level and may use any Lyran Alliance, Militia, or Mercenary RAT. The Davion units are of Elite skill level and may use Federated Suns, Militia, or ComStar RATs.

The Attacker's force may enter from two perpendicular map edges

Defender

The Defender consists of a mix of the Blue Blazers mercenary unit and the Rio Protectorate Militia; the Defender's total force is 75% of the Attacker's deployed force and is of Veteran skill level. Use a mix of any Word of Blake, ComStar, and Federated Suns RATs for both forces. The Militia comprises of 40% of the Defender's deployed force.

Up to 10% of the force may use units from the Clan Wolf RAT. Secretly designate one of the Defender's units as the overall commander; this unit has Elite skills.

The Defender enters from any map edge not selected by the Attacker. One of these edges must be declared as the Defender's home edge.

WARCHEST

Track Cost: 800

Options

+300 Little People: Add a Level II of battle armor from any Word of Blake RAT to the Defender's force. These units have Regular skill levels and are set up using *Hidden Unit* rules (see p. 259, TW).

+200 Sand: Treat each Level 0 Clear hex as *Sand* (see p. 39, TO).

+200 Prior Service: For each of the listed tracks in which the player successfully completed at least one objective, subtract the bonus from the track cost: *Corporate Ties* (p. 117), *Spark* (p. 118), *Comes the Reaper* (p. 148).

+200 Heavy Gear: Use the High Gravity rules (see p. 55, TO); Rio's gravity is 1.2 Gs.

..... THE CAMPAIGN: 3076

OBJECTIVES

Headcap. Take down the field commander. [300]

Hammer down. Destroy/Cripple over 75% of the mercenaries. [400]

Soften 'em up. Destroy/Cripple over 50% of the Protectorate Militia. [300]

SPECIAL RULES

The following rules are in effect for this track:

Commander

Add a Commander to the Defender's side (p. 13).

Forced Withdrawal

The Protectorate Militia is operating under *Forced Withdrawal* rules (see p. 258, TW).

Salvage

The Attacker may gain salvage as normal only if the unit successfully completed at least one of the tracks listed in the **Prior Service** options.

AFTERMATH

(Excerpt from Wolfnet report 30761002/37-Alpha, filed by agent Ramrod)

I can't report on what happened on Rio directly, as I was not there. I was assigned to the Van Diemen strike, but I did get the information after we rejoined the unit.

The task force landed and was confronted by the local Protectorate Militia and a mercenary unit calling themselves the Blue Blazers (*not related to the Blue Blazers Battalion of the late New Avalon Cavaliers*). The Cannons, supported by small contingents of Davion and Steiner forces, struck the left flank and pushed the enemy back, forcing the rest of the Protectorate line to fall back. Once that happened, the Word troops continued until they ran into a Coalition blocking force. Surrounded on all sides, the defenders surrendered after suffering a series of artillery strikes and bombing runs.

But the Coalition has cracks in its foundation. The factions are still too focused on each other as the enemy. During the debriefing Major Derer witnessed an argument between the LAAF and AFFS commanders that escalated into a physical brawl. The mercenary commanders and Stone's people broke it up but not before both combatants had struck the other. The major was angry; he chewed out both of them right then and there for "unprofessional behavior." The major's still furious at the March dukes for their inaction when New Avalon was under siege, but it appears his anger is not just confined to his homeland.

NEXT TRACK

Steel City

STARFALL

SITUATION

APPROACH VECTOR VD-731-U33N

VAN DIEMEN IV, WORD OF BLAKE PROTECTORATE

10 JULY 3076

(Excerpt from Wolfnet report 30761002/37-Alpha, filed by agent Ramrod)

Part of the plan for this operation was to pull Protectorate forces from one planet to another, leaving the first planet open to a Coalition strike. The strikes were staggered to confuse the Blakists and their cyber stormtroopers and make them overreact.

While Major Derer and his half of the Cannons were hitting Rio, the other half was hitting Van Diemen IV. In addition to the Cannons' DropShips Falconet and Henry Hunt, the major contracted a squadron of freelance aerospace fighters, the Aaron's Arrows, to act as an auxiliary to our half of the battalion. We are supposed to evaluate them with an eye at making them a permanent part of the Cannons.

Well, we needed them, because the Blakists were determined to keep us off the planet.

GAME SETUP

Use a minimum of two Space mapsheets with the long edges connecting. Randomly determine one of the shorter sides as the *Space/Atmosphere Interface* (see p. 78, TW). Place one *Large Habitat* (see p. 177, TR57) within 5 hexes of the planet's upper atmosphere.

Attacker (Player)

The Attacking force consists of up to 50% of the player's total force. It also includes elements of the Kell Hounds and the Forty-eighth mercenary units. The Kell Hounds' contribution is no more than 25% of the player's deployed force, has Veteran skills, and uses a mix of Mercenary, Lyran, Clan Wolf, and Combine RATs. The Forty-eighth is no larger than 50% of the player's deployed force, has Regular skills, and uses any Combine RAT.

The Attacker enters from the map edge opposite the planet at a Velocity of 4 or lower.

Defender

The Defender is the aerospace elements of the Second Van Diemen Protectorate Militia Division and is 75% of the Attacker's total deployed force. The Second Van Diemen uses a mix of Word of Blake, ComStar, and Free Worlds League RATs and is a mix of Veteran and Elite skill levels, with one Elite for every two Veteran pilots.

The Defender enters from the 5 hexes along either edge near the planet at a Velocity of 5 or lower. Up to 6 fighters may also launch from the habitat in Turn 3.

WARCHEST

Track Cost: 800**Options**

+500 Upgraded System Defenses: Replace the habitat with a *Capitol*-class system defense station (see p. 180–181, *TR57*). The crew is of Regular skill level.

+200 Asteroids: Add 1D6 large asteroids; these are placed at least 10 hexes from the planet (see p. 44, *SO*).

+200 Prior Service: For each of the previous tracks that the player successfully completed at least one objective, subtract the bonus from the track cost: *Corporate Ties* (p. 117), *Spark* (p. 118), *Comes the Reaper* (p. 148).

OBJECTIVES

Clear the air. Destroy/Cripple at least 75% of the Defender's forces. [600]

Initiate landing operations. At least 25% of the Attacker's force should successfully enter the planetary atmosphere and exit off that map edge. [300]

SPECIAL RULES

The following rule is in effect for this track:

Salvage

The Attacker may gain salvage as normal only if the unit successfully completed at least one objective in one of the tracks listed in the **Prior Service** option.

AFTERMATH

Journal Entry #3157-A

Gannon, I still think keeping a journal is stupid!

Who is going to bother reading it, some tweedy academic sometime in the future who has never been shot at?

Fine.

The Word's aerospace fighters scrambled to meet us, but the Kell Hounds and the other units that had fighters (including the Arrows) outnumbered them. Rousset-Marik was sure we could bull our way past the Word.

But the Word did not roll over. The Arrows need major repairs before they can go up again.

And after we landed? The Protectorate forces lasted three days before they fell apart. We barely got our paint scratched.

But something is going on here. There have been rumors that some sort of ground-based SDS was in the process of being built. We have found some construction that does not fit in with normal military facilities. No one is saying anything, but I am seeing worried faces. I will look around some more.

—Amanda Wolf

NEXT TRACK

Wave of Confusion; Steel City

WAVE OF CONFUSION

SITUATION

ALESSANDRO CITY

NEW KYOTO, LYRAN ALLIANCE

19 SEPTEMBER 3076

12/09/76: *It's been difficult, but at last I can declare the Crusaders a full battalion. More or less. We still need to fill out the vehicle company, though a couple of aerospace fighters to round out that command are more important. But we are close enough for the purposes of contracts.*

Like our present one. Garrison duty on New Kyoto had been quiet despite its proximity to the Blakist Protectorate. Which is fortunate, because integrating the battalion has proven challenging. I may have to send for some recruits from Vaucluse to shore up the Order's role as my loyalty enforcers. Reaching this size will allow us to stabilize growth for a while, though.

Now if I could just shut Hilary up about Katerina. I'd rather not lose a veteran officer, and to a stupid fit of jealousy at that.

—Pierre Grandin

GAME SETUP

Use a mix of any non-urban terrain (see p. 263, *TW*); at least two mapsheets must have a river present.

Attacker

The Attacker consists of elements from the Word of Blake Militia's Second Division and equals 100% of the Defender's total deployed force. The Second has Veteran skills, with one Elite crew/pilot for every two Veteran crew/pilots, and uses any Word of Blake, Lyrans, and Combine RATs. The Second may not field any infantry or battle armor units.

The Attacker enters from any one map edge, declared before the start of the battle.

Defender (Player)

The Defender consists of up to 25% of the player's total force. The Defender sets up anywhere on the battlefield.

WARCHEST

Track Cost: 600**Options**

+200 Light Fog: Use the *Light Fog* rules (see p. 57, *TO*).

+200 Dusk: Use the *Dusk* rules (see p. 58, *TO*).

OBJECTIVES

Full court press. Destroy/Cripple at least half of the Attacker's force before Turn 10. [500]

Survival. At least 75% of the Defender's force must survive the track. [300]

..... THE CAMPAIGN: 3076

SPECIAL RULES

The following rule is in effect for this track:

Floodwaters

The Alessandro Dam has broken due to excessive nearby combat and is flooding the plains around it. Beginning in Turn 3, expand all rivers present by two hexes on each bank (so a one-hex river becomes a five-hex river); the new hexes are at Depth 1. Every odd turn thereafter, increase the river size by two hexes, with the new hexes at Depth 1 and all prior Water hexes increasing in depth by one.

All terrain Level 1 and higher remains above water; the water is spreading, not rising, due to the soil erosion occurring under the surface. All Woods hexes covered by water are considered cleared.

All Water hexes are affected by the *Torrent* rules (see p. 52, TO). The direction of water flow is determined by the Defender at the beginning of Turn 3.

AFTERMATH

New Kyoto was rocked by yet another tragedy of the Jihad in September 3076, when elements of the Word of Blake's Second Division attacked near the city of Yonei. On top of destroying the University of New Kyoto, the Blakists struck out towards the massive Alessandro Hydroelectric Dam Complex, intent on destroying this vital piece of planetary infrastructure. The well-rested Crusaders pursued the Blakists and engaged the main body of the Level III before it could reach the dam.

During a bitter struggle in the fading light of dusk, the mercenaries pushed the Blakist raiders toward the inland Enrich Sea. Some of the Word's troops broke through and delivered enough damage to the dam's integrity to collapse it. The unleashed sea raced down the old river channels, sweeping everything in its path. Most of the Blakist force was washed away, but the Crusaders fled to higher ground in time to avoid catastrophic losses. The rushing flood and rising water levels almost completely submerged an entire city district.

Afterward, the Crusaders hunted down the surviving Blakist forces and assisted local responders with rescue and relief operations. Though the local government of New Kyoto was furious about the disaster, Grandin fought off any attempt to censure his Crusaders by referencing their excruciatingly detailed contract. The LAAF liaison was forced to agree with his interpretation, leaving only the Blakists available to take the blame. Several of the prisoners Grandin turned over to the government were accordingly tried and executed.

—The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

Steel City; Watershed

STEEL CITY**SITUATION**

FORT BERKENSHERE, SOUTH QUADRANT

NEW HESSEN, FEDERATED SUNS

23 NOVEMBER 3076

General Hampton reminds me a lot of Adam Steiner. His demeanor when holding planning sessions and his delivery of orders to his forces reminds me a great deal of the Archon. And yes, that is a compliment.

—Journal entry for Capt. Musette Brady, 19 November 3076

This is a world of good people. I can't bear the thought of it ending up like Tharkad or New Avalon. At least fighting the goddamn Blakists, you know you're on the right side.

—Journal entry for Col. Roger Cumberland, 21 November 3076

This is an ambusher's paradise. I've identified more than a dozen optimal positions to station troops, tanks, and 'Mechs in the event of an assault on Fort Berkenshere. Out here on the eastern flank, we're exposed to attack. The Colonel sure seems fired up, though. I almost pity the Word.

—Journal entry for Capt. LeRoy Cody, 22 November 3076

GAME SETUP

Use a mix of Mountains, Wetlands, Badlands, and Hills terrain (see p. 263, TW); at least one map should be off the Light Urban terrain table to represent part of Fort Berkenshere, the current headquarters of General Hampton and the defenders of New Hessen.

Designate one multi-hex building on the urban mapsheet as the camp's central command center (C3), and a second, single hex building as the communications center. Both buildings are converted to Hardened buildings (retaining original height) with a CF of 150.

Attacker

The Attacker consists of elements of the Word of Blake Militia's Thirty-third Division, augmented by local sympathizers. The Word's force is 150% of the Defender's total deployed force and is of Veteran skill level, with one crew/pilot of Regular skill for every two Veterans. The sympathizer's force is 25% of the Defender's total deployed force and is of Green skill level.

There are two vehicles for every BattleMech unit present in the sympathizer's force. The Thirty-third Division uses a mix of Word of Blake, Militia, and Federated Suns RATs. The sympathizers use any Federated Suns or Mercenary RAT.

The Attacker enters from the edge farthest from the fort; this edge is considered their home edge.

Defender (Player)

The Defender consists of the player's force augmented with base security forces. The player may use up to 100% of their total force. Base security is 10% of the player's total deployed force and is of Regular skill level. The security force uses any Federated Suns, Mercenary, or Word of Blake RAT.

The Defender may set up anywhere on the map designated to represent the fort. Base security forces set up as *Hidden Units* (see p. 259, *TW*).

WARCHEST

Track Cost: 1,500

Options

+500 RetroTech: Use only 3025-era and Primitive technology for the base security forces. Add to the Attacker's forces a *Torrent* heavy bomber (see p. 120, *TRVA*) for every four units deployed by the Defender.

+500 Castle Brian: Construct the fort along the lines of a partial Castle Brian (see p. 141, *TO*), covering a maximum size of one mapsheet, with structures up to 6 levels above or below the map surface, and no more than 10 fixed weapon emplacements. Increase the Word of Blake's force to 200% of the Defender's deployed force and replace all Regular Word of Blake pilots with Elites.

OBJECTIVES

Defend command! The C3 and communications center must survive to the end of the battle. [1,000]

Anvil. Destroy/Cripple at least 50% of the Thirty-third Division forces. [400]

Sustainability. At least 25% of the base security force must survive to the end of the battle. [300]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Word sympathizers operate under *Forced Withdrawal* rules (see p. 258, *TW*) but only after at least two Thirty-third Division units are destroyed.

Anti-Air

If aerospace elements are present among the Attacker's force, at least 10% of the Defender's fielded force must incorporate Flak-capable weapons (such as LB-X Autocannon, Artillery weapons, and so forth). If the **Castle Brian** option is used, at least two turrets must be dedicated AA platforms, featuring a minimum of two such weapons per turret.

AFTERMATH

It's never easy against the Word of Blake. The general pulled his reserve force out, and we were hammering the Blakists hard, but the whole thing was a ruse. Once the factory's defense had advanced, the Word and the traitors helping them sneaked a covert force past the battle lines. They stole two full DropShips, making off with a company of *Rooks* and tons of supplies. That's all the guerrillas needed, a source of resupply at the expense of the legitimate authorities.

I've spoken with General Hampton and he extended our contract for the next few months. I think he could see how eager we were to hunt down these bastards, but he still offered fair terms. On top of our payment, he even promised us some of these new RetroTech 'Mechs the WorkMech factory's been producing. That's more than good enough for me. Any chance to punish the Word is just about all the compensation we need.

—Journal entry for Col. Roger Cumberland, 24 November 3076

We hunted down some of the traitors last night. They might only have been trying to sneak back into the city to have dinner with their collaborating families, or maybe they were coming to plant some bombs. Either way, they led us back to their base in the forest. That's some of the enemy down. Even captured a few workable 'Mechs for the Missiliers, though Grizzell might have to hose out the cockpits.

—Journal entry for Capt. LeRoy Cody, 7 December 3076

NEXT TRACK

Ghost Tiger; Hammer and Anvil; Hounds of War; Blood and Fury; Charred Victory

WATERSHED**SITUATION**

PLAINS OF SUN

CAPOLLA, WORD OF BLAKE PROTECTORATE

3 DECEMBER 3076

Journal Entry #3311

Guess who's shown up after three years? Our old friend Mister Askai, and with a new contract! How the hell did he know where to find us? His intelligence network must be on par with ROM, Wolfnet, MIIO or one of the other intel services.

I still don't trust him.

And once more, it isn't a straightforward contract. Seems Deliah's Gauntlet, a merc unit in the Word's employ, has abandoned their contract because they didn't like some of the standing orders. Fair enough, but instead of telling us which side to fight, he's giving us a choice. We can either help the Gauntlet or punish them for violating their contract and bringing down the mercenary profession. We have all the time to decide until we hit Capolla.

We took the contract, but I think the next time I see that bastard, I'll kill him.

—Gannon Derer

..... THE CAMPAIGN: 3076

GAME SETUP

Use Flatlands terrain (see p. 263, *TW*); treat Paved hexes as Clear terrain. The player's force enters as a neutral third party but will need to make a decision on which side to support (see *Special Rules*, below).

Attacker

The Attackers are the remnants of the Deliah's Gauntlet mercenary company and equal 50% of the Defender's deployed force. The mercenary unit is of Regular skill level and uses any Mercenary RAT. The Gauntlet enters on the map edge of their choosing; this is also designated their home edge.

Defender

The Defenders are forces from the Capolla Protectorate Militia. The Militia is of regular skill level, uses any Militia RAT, and equals 100% of the player's deployed force. The Militia enters on their home edge opposite the Attacker.

Player Force

The player may deploy up to 50% of their total available force, which may enter either edge not already chosen by the Attacker or Defender.

WARCHEST

Track Cost: 300

Options

+600 Dissention in the Ranks: When the player's force decides which side to support, not everyone agrees. For each deployed unit of the player's force, roll 2D6. A result of 10+ causes that unit to switch sides; control of the unit now passes to either the Attacker or Defender. Units that successfully defect suffer a +1 penalty to all To-Hit rolls when targeting a former comrade.

Units that defect are considered destroyed for the purposes of achieving the **Holding On** objective.

+200 Light Fog: Use the *Light Fog* rules (see p. 57, *TO*).

OBJECTIVES

None shall pass. Destroy/Cripple over half of the declared enemy. [400]

Holding on. At least a third of the player's force survives without being destroyed/crippled. [400]

SPECIAL RULES

The following rules are in effect for this track:

Declaration of Intent

The player's force must decide which side they will support by the end of Turn 3. Once the decision is made, it cannot be undone. The side chosen becomes friendly to the player's force during the Initiative Phase of the next turn.

If the **Dissention in the Ranks** option is in play, all rolls are made immediately after the decision is made. Rolls may be made before play begins but after forces are determined, if the decision occurs before the start of the game.

Until the decision is made, the player's force may not attack any other units on the battlefield. However, either side may fire upon the player's units until the decision is made.

AFTERMATH

(Excerpt from Wolfnet report 30770214/112-Alpha, filed by agent Ramrod)

I knew some of the battalion hated the idea of hunting down a mercenary unit that was trying to get away from the Blakists, but Major Derer kept quiet about which side he was going to jump in on.

As we approached Capolla, the major told the Protectorate commander that we had been hired to finish off the Deliah's Gauntlet escapees. The commander was more than happy to direct us to a location a hundred and fifty kilometers from the capital.

We deployed and moved toward the battle. The major left Third Company to guard our rear and Fourth Company to guard the DropShips. Beyond that, he said nothing.

We crested a ridge and saw the battle below. The the Protectorate Militia outnumbered the Gauntlet, which was in bad shape. It looked like we would just be piling on.

The major watched for a few seconds then spoke on the general channel. "We make our choice clear today. I made mine a long time ago. *Attack.*" With that, he charged down the hill, raised his PPC, and fired. The Protectorate *Cicada* he struck went down with a severed leg. The rest of the Cannons followed, and we smashed into the Protectorate flank. I heard the major order the Gauntlet survivors to head for our DropShips while we covered them. As soon as they were clear, we fell back and escaped.

If there ever was doubt, it's erased. As of now, we are committed against the Word.

NEXT TRACK

By a Thousand Cuts; If the player's unit sided with the Protectorate Militia, proceed to *Blood and Fury*. If they sided with Deliah's Gauntlet, proceed to *Ghost Tiger*.

YORII

INVASED JUNE 3068
LIBERATED SEPTEMBER 3077

COMBATANTS

Allied Coalition

Stone's Lament, Kell Hounds First Regiment

Clan Ghost Bear

Kappa Galaxy

Draconis Combine

Third Night Stalkers

World of Blake

Fourth Militia, Fourteenth Militia

YORII MINI-CAMPAIGN

To accomplish a mini-campaign for Yorii, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +400 WP at the end of the mini-campaign.

Missions (any order): Recon, Flank, Probe, Assault, Pushback

Chaos Tracks: *Ghost Tiger*

A minor center of mining and industry during the Star League era, Yorii persevered through the abuses of the Amaris occupation and the ravages of the Succession Wars. Despite these setbacks, the populace managed to rebuild one brick at a time. By the end of the FedCom Civil War, Yorii's people had begun to experience a measure of prosperity and economic growth for the first time in centuries.

The citizens of Yorii, familiar with industrial and financial loss, were ill-prepared for the kind of horror the Word of Blake unleashed upon them in June 3068. While the Word's Fourteenth Militia—operating under false colors—tore into elements of the Third Night Stalkers, Blakist ROM operatives introduced a biological agent into numerous water reservoirs across the planet. The agent killed millions before working its way into the irrigation systems of countless square kilometers of farmland, poisoning vital crops. Several million more died from contaminated produce before planetary officials put every affected field to the torch; even more perished from the ensuing famine.



3077

GHOST TIGER

SITUATION

OUTSKIRTS OF CAMP OWL-4

YORII, WORD OF BLAKE PROTECTORATE

20 JANUARY 3077

This one sounds too good to be true. And since we came by way of this contract through some contact of Mister Askai, I'm betting it is. The intel we've got claims the Blakists have moved almost all their Protectorate Militia off-world, leaving just a skeleton crew to mind the shop. I'm not planning for anything so cut and dried. If their numbers are that small, it's better we hit them with everything we've got and don't let up. The problem is, there are four sites, and we don't know which one the Word's holed up in. That means I've got to split our force up four ways and send them each at a target. Hopefully we'll still outnumber them, and even if not, a simple comm should be enough for us to redeploy to take them down.

—Journal entry for Col. Roger Cumberland, 20 January 3077

GAME SETUP

Use Flatlands terrain (see p. 263, TW).

Attacker (Player)

The Attacker consists of up to 25% of the player's total available force. The Attacker enters from any one map edge.

Defender

The Defenders are Protectorate Militia consisting of only BattleMechs and battle armor. The Defender is of Veteran skill level and equals 125% of the Attacker's deployed force. They use a mix of Militia and Word of Blake RATs.

The Defender enters from their home edge, which is opposite of the Attacker's starting edge.

WARCHEST

Track Cost: 500

Options

+200 No honor. The Defender disregards all *Special Rules* for this track.

+200 Worthy opponents. The Defenders have Elite skills.

+200 Heavy Gs: Use the *High Gravity* rules (p. 55, TO); Yorii has a gravity of 1.12Gs.

..... THE CAMPAIGN: 3077

OBJECTIVES

Take 'em down. Destroy/Cripple more than half of the Defender's forces by the end of Turn 12. [400]

Non-Lethal means. Cripple at least two-thirds of the Defender's force. [400]

SPECIAL RULES

The following rules are in effect for this track:

Honor Bound

The defending forces are using Level 1 Clan honor rules (see p. 273, *TW*).

Forced Withdrawal

Both sides are operating under the *Forced Withdrawal* rules (p. 258, *TW*).

AFTERMATH

Smoke Jaguars? You have got to be kidding me.

—*Journal entry for Capt. Roger Goddard, 20 June 3077*

Without being in the fight against the Clans, I didn't know what *zellbrigen* was. Maybe I should have remembered the reports from those days, but even the Clans have mostly given up on this honor duel business the last few years, haven't they? Hell, in the heat of battle, I wouldn't have recognized it even if it had been on my mind. But to think these Clanners have been imprisoned for almost twenty years and still held to their code? I have to admit, I'm impressed.

—*Journal entry for Capt. Musette Brady, 20 June 3077*

It's interesting to meet Devlin Stone in person this time. I can see why so many people are flocking to his banner. Somehow he got us and the Jaguars to stop firing on each other. Hell, somehow he knew it wasn't Blakists we were fighting. I'm not going to complain, but I kinda wish I knew how he knows all this stuff.

Anyway, our losses were minimal since such a small part of the Missiliers actually engaged the Jaguars. Too bad the same cannot be said for them, what with them holding to their honor and all. Fog of war, sure, but knowing we had the same enemy doesn't mean we would be friends. At least we completed the contract: Yorii is free.

—*Journal entry for Col. Roger Cumberland, 20 June 3077*

NEXT TRACK

Charred Victory; Hounds of War

With the Third Night Stalkers wiped out and a confused populace unsure who to blame for the attack, the Word of Blake placed Yorii under their protection. The planet remained beneath the Blakist Protectorate's thumb until late 3076, when Devlin Stone led Coalition forces to reclaim the planet on the drive toward Terra. Expecting resistance from the Blakist garrison, Stone's Lament and the Kell Hounds First Regiment met a token defense raised by small groups of hopelessly outnumbered MechWarriors who challenged their opponents to honor duels. Stone soon learned these supposed Word troops were actually Clan Smoke Jaguar prisoners of war that had recently freed themselves from Blakist reeducation camps. These Jaguar warriors had likely been taken captive by DCMS forces during the Battle of Tukayyid, Operation BULLDOG, and Task Force SERPENT. Further evidence suggested the Word had purposely abandoned their Jaguar prisoners in hopes that Stone would destroy them outright; instead, he welcomed them into his fold.

Before departing for his next target, Stone left behind a conventional garrison of Lyran volunteers. In March 3077 the Word's Fourth Militia quickly overwhelmed and slaughtered the entire garrison. Yorii remained in Blakist hands until September. Word forces ambushed and destroyed a Ghost Bear merchant convoy bringing supplies to the Coalition garrison. Furious over the cowardly incident, the Bears sent the entirety of Kappa Galaxy to root out every Word of Blake nest across the planet. Not a single Blakist was taken prisoner.

Though the threat was neutralized, the Word had left a lasting reminder of their occupation. To this day, countless square kilometers of poisoned farmland lie untouched. Every five years Republic agriculturalists retest the underlying soil; it remains contaminated.

—Yorii History: 3060-3090; *Republic University Press, Limited, 3097*

HALLORAN V

INVADED OCTOBER 3067
LIBERATED SEPTEMBER 3078



COMBATANTS

Capellan Confederation

Sixth Confederation Reserve Cavalry, Laurel's Legions, Lockhardt's Ironsides, Fifth McCarron's Armored Cavalry

Federated Suns

First Federated Suns Armored Cavalry

Word of Blake

Halloran V Protectorate Militia, Forty-eighth Shadow Division

HALLORAN V MINI-CAMPAIGN

To accomplish a mini-campaign for Halloran, the following missions and tracks should be completed. If at least one objective is achieved in each track and mission, the player receives +400 WP at the end of the mini-campaign.

Missions (any order): Assault, Flank, Stalwart, Strike

Chaos Tracks: *By a Thousand Cuts*; *Ravaged Iron*

A bleak world with little to recommend, Halloran V is remembered mostly as a Terran Hegemony world with massive deposits of ultra-pure copper. Halloran V's only other worthwhile commodity was ice, but the rise of the Star League and cheap water purification ended that trade. So unremarkable is the world that, had it not been part of the Terran Hegemony, it likely would never have seen combat even in the darkest days of the Succession Wars.

The Jihad initially came to Halloran V not wearing white but bearing a *dao*. Retaliating against Duke George Hasek's recent invasion, the Capellan Sixth Confederation Reserve Cavalry attacked in October 3067. Catching the just-arrived First Federated Suns Armored Cavalry by surprise, the Sixth CRC established a solid beachhead. The Confederation was well on its way to taking control of the system when a Word of Blake flotilla used its WarShips to bombard both combatants. Both Davion and Liao troops retreated from the world and certain destruction.

Halloran V would become part of the Word of Blake's "Maginot Line" defensive plan, giving the system strategic importance for the first time in its history. The Word upgraded and expanded Halloran's militia, constructed ground-based capital-missile launch facilities for a

BY A THOUSAND CUTS

SITUATION

NEAR ORBIT

HALLORAN V, CAPELLAN CONFEDERATION

12 FEB 3077

Forced off Halloran V by the Word of Blake's orbital bombardment, the Confederation returned in 3077 supported by their upgraded Feng Huang cruiser Franco Martell. Prepared for a Blakist blockade, the Capellans were surprised to find only a single squadron of Leopard Pocket WarShips and a handful of fighters protecting the jump point. As they approached the fifth world in the system, no further aerospace forces made themselves known. Counting their blessings, the Confederation forces settled into orbit and prepared to invade the planet below.

They then found they had played the fly to the spider as space around them exploded with capital missile fire.

—Crucible; StarCorps Books, 3093

GAME SETUP

Lay out a minimum of three Space maps. Designate one edge as the *Space/Atmosphere Interface* (see p.78, TW).

Attacker (Player)

The Attacker is 100% of the player's total force. They are supported by an equal number of CCAF aerospace forces. The CCAF are Veterans and use any Capellan RAT.

The Attacker enters from any edge other than the Interface, with a starting Velocity of 1.

Defender

The Defender is an SDS Network equal to 100% of the Attacker's total deployed force. The force consists exclusively of *Cockatrice* Monitor Platforms and *Hive Class* aerospace fighters (see *Word of Blake SDS Network* p. 178, JHT). At least half of the Defender's force is *Cockatrice* Monitors.

The Defender's *Hive* aerospace fighters enter from any edge not the Interface at the start of the track with a starting Velocity up to their Safe Thrust. Because they appear as normal satellites to the Attacker's sensors, the Defender's *Cockatrices* begin the track as *Hidden Units* (see p. 259, TW) anywhere on the battlefield.

WARCHEST

Track Cost: 750

Options

-300 In the Eye of the Storm: Add the *Feng Huang*-class WarShip *Franco Martell* (see p. 18, JTPSian) and escorts; the WarShip must remain in the center of the Attacker's formation for a minimum of five turns. See *Eye of the Storm* below.

+200 Ship Killers: The Defender's aerospace fighters may start the game with any aerospace-legal external ordnance (see *Bomb Munitions* p. 357, TO).

..... THE CAMPAIGN: 3077

OBJECTIVES

Gutted. Destroy/Cripple at least two-thirds of the Defender's force. [500]

Resist! At least half of the Attacker's force must survive ten turns of combat. [500]

SPECIAL RULES

The following rules are in effect for this track:

Eye of the Storm

If the In the **Eye of the Storm** option is used, add the following task force to the Attacker's force: *CSS Franco Martell* (see p. 18, *JTP: Sian*), six 6-fighter squadrons, and one 3-fighter squadron. The *Martell* and half the 6-fighter squadrons are Regular skill, and the remaining squadrons have Veteran skills.

The Defender adds two *Drake* SDS Control stations, twenty-four *Cockatrice* Monitors and twelve squadrons of *Hive*-class fighters (evenly divided between *Tabanid*, *Scarab* and *Aeshna* fighters).

Both the Attacker and Defender must deploy their aerospace fighters using squadron rules (see p. 27, *SO*). As long as the *Drake* stations are active, the drones commanded by that station will exclusively target the *Franco Martell*.

Forced Withdrawal

The Capellan forces follow the *Forced Withdrawal* rules (see p. 258, *TW*) and exit from either their starting edge or the Interference edge.

AFTERMATH

The Capellan Confederation made their landing on Halloran V with minimal ground troop losses during the orbital insertion. Unfortunately, this success came at the cost of the *Franco Martell*. Encountering minimal aerospace opposition, the *Martell* settled into a low orbit to oversee the landing operations. With only a portion of the WarShip's fighter complement deployed, the activation of dozens of *Cockatrice* Caspar II drones surprised the *Martell's* crew. In response, the WarShip dropped in close to Halloran's atmosphere. Why the *Martell's* captain chose this maneuver will never be known: all hands were lost when a dozen Killer Whales streaked from the planet's surface and broke the cruiser's keel. The surviving aerospace fighters did what they could to protect the DropShips carrying the CCAF forces, but ultimately they also succumbed to the active drone network.

The Confederation had reached the surface—but the Word controlled the space.

—Crucible; *StarCorps Books*, 3093

NEXT TRACK

Ravaged Iron

sophisticated SDS, positioned a Pocket WarShip squadron, and deployed a network of Caspar II SDS drones around the planet.

When Devlin Stone's Coalition scouted the system in 3076, it found a much-changed world. With Halloran's considerable space defenses and limited strategic value, Coalition planners opted to bypass it in the initial waves, hoping to cut off the world's supply chain to the Protectorate and retake the system after capturing Terra.

Lacking this intelligence, the Capellan Confederation moved on Halloran V at the same time Stone kicked off Operation SCOUR. With support from the *Feng Huang*-class *Franco Martell*, the invasion was launched on 11 February 3077. The Fifth McCarron's Armored Cavalry, supported by Lockhardt's Ironsides and Laurel's Legion, was expected to prove more than a match for the Protectorate Militia. Unaware of the functioning Caspar II SDS network, the *Franco Martell* moved directly into orbit. As it approached, the WarShip came under a hail of capital and conventional weapons fire. While able to deploy its ground forces, the *Martell* broke up with all hands lost.

The Capellans moved with a vengeance to secure the world that had destroyed their flagship. By early April the Protectorate Militia was in full rout. Victory appeared to be within their grasp only to be snatched away with the arrival of the Forty-eighth Shadow Division. The vicious counterassault turned into a protracted conflict that lasted a brutal eighteen months before the Word relented and left the Confederation two shattered units, a broken world, and a claim of victory.

The Confederation, looking everywhere except internally, blamed Stone for withholding vital intelligence about the world's upgraded defenses.

—Roots of Hatred: the Liao War of Aggression; *New Syrtis Publications*, 3096

MARCUS

ANNEXED AUGUST 3067
LIBERATED AUGUST 3077



COMBATANTS

Allied Coalition

Third Lyran Guards, Clan Wolf (in-Exile) Beta Galaxy, Marlette Crucis March Militia, Twentieth Marik Militia, Com Guards Fourth Army

Mercenary forces Kell Hounds First Regiment
Word of Blake

Mercenary forces Canned Heat, Clifton's Rangers, Furies, Stealthy Tigers

MARCUS MINI-CAMPAIGN

To accomplish a mini-campaign for Marcus, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +400 WP at the end of the mini-campaign.

Missions (any order): Probe, Pushback

Chaos Tracks: *Hounds of War; Blood and Fury*

At first it seemed Marcus might be spared the horrors of the Jihad, but that hope proved to be in vain. Though the world quietly joined the Word of Blake Protectorate before the beginning of the Jihad, it did not leave the Protectorate peacefully. A Kell Hounds recon-in-force in June 3077 trumpeted the arrival of war to Marcus. The mercenaries were investigating the system prior to the upcoming invasion.

Less than a month later, a Coalition assault force arrived. The Free Worlds Group IV hit Marcus with everything they had. Fresh from their conquest of Talitha in May and using the intelligence gathered by the Hounds, the Third Lyran Guards led the assault. Against the Third—bolstered by the Exiled Wolves' Beta Galaxy and the Marlette Crucis March Militia—the defending Marcus Protectorate Militia had little chance. Control of Marcus was assured after a mere two weeks. Unfortunately for the Coalition, the civilian sector was hard hit, the worst of the damage being the incidental destruction of an agricultural processing center. Millions of tons of foodstuffs prepped for export were lost. Not only did the conflict take the lives of the workers in the process, but it also destroyed vital agricultural trade, the lifeblood of the planet's economy.

HAMMER AND ANVIL

SITUATION

SECARI DESERT

ALGOT, WORD OF BLAKE PROTECTORATE

13 FEBRUARY 3077

Ol' Max Liao lost this planet to dirty Davion tricks way back in the Third Succession War. That was, what, sixty-some years ago? Eighty? Will these people even remember what it was like to be Capellan? After so many decades of them trapped on a Fedrat leash, I can't help but wonder how deep the Davion infection might run on this planet...

Whatever the case, it's about damn time we reclaimed this world. Better late than never.

—Personal journal of Sao-shao Faith McCarron, McCarron's Pride, Fourth MAC

GAME SETUP

Use Flatlands terrain (see p. 263, *TW*). Treat all Clear and Paved hexes as *Sand* terrain (see p. 39, *TO*). The Defender chooses their home edge, with the opposite side being the Attacker's home edge.

Attacker (Player)

The Attacker consists of up to 100% of the player's total available force and includes elements of the Fourth Tau Ceti Rangers, up to 50% of the player's deployed force. The Fourth Tau Ceti possesses Veteran skills and uses a mix of ComStar, Mercenary, and Capellan RATs.

The Attacker sets up anywhere within 8 hexes from their home edge.

Defender

The Defender is a Blakist mercenary garrison that equals 100% of the Attacker's total deployed force; 25% consists of vehicles and conventional infantry (not battle armor). The mercenaries use any Mercenary RAT; half of the force has Veteran skills, with the remainder having Regular skills.

The Defender enters the battlefield from their home edge at the start of the track.

WARCHEST

Track Cost: 500

Options

+100 Blowing Sand: Use the *Blowing Sand* rules (see p. 62, *TO*).

+300 Hiring Spree: Add an additional 25% to the Defender's force; these units are Veteran conventional infantry.

+200 Fire for Effect!: The Defenders have two Long Tom and two Thumper artillery tubes stationed at their observation post, 9 mapsheets distant. Each launcher has four rounds of ammunition. Use *Artillery* rules (see p. 179, *TO*).

.....THE CAMPAIGN: 3077

OBJECTIVE

The road to paradise. Destroy, drive off, or capture 75% of the Defender's force [500]

SPECIAL RULES

The following rules are in effect for this track.

Fourth Tau Ceti Rangers

When making a ranged weapon attack that passes through only Clear/Sand terrain with no terrain obstructions (including the target's hex), a Fourth Tau Ceti unit receives a -1 modifier to its target number. If a Fourth Tau Ceti unit moves through only Clear/Sand terrain during the Movement Phase, that unit gains an additional +1 MP, which can only be spent towards moving into a Clear/Sand hex.

Salvage

Word of Blake-exclusive hardware is ineligible for salvage, claimed by the Rangers. All other materiel may be salvaged as normal.

AFTERMATH

Right in their element of open-field combat, the Fourth Tau Ceti Rangers stormed across the desert flats amid raining artillery and forced the bulk of the Blakist garrison into retreat. Always advancing and never slowing, the Rangers chased the fleeing Word mercs into the waiting arms of the Fourth MAC, who sent the mercs into a full rout before scattering them to the winds when their quarry escaped by cutting through a raging sandstorm.

Few mercs could stand up to that kind of tenacity and live to tell the tale.

—The Official History of the Tau Ceti Rangers, vol. IX; *Confederation Press*, 3087

NEXT TRACK

Citizen's Arrest; Cloud of Despair

CITIZEN'S ARREST**SITUATION**

OUTSKIRTS OF CASSOL

ALGOT, WORD OF BLAKE PROTECTORATE

24 FEBRUARY 3077

No amount of money could ever excuse the atrocities you and your employers have inflicted upon these people. By the Celestial Wisdom I swear you will hang for what you have done!

—Sao-shao Faith McCarron, to the Algot garrison commander

The Word did not let the system go easily, however. In early August, the Blakists launched a counterattack. A task force, composed not of Blakist divisions or Protectorate Militia but battle-hardened mercenaries, arrived and gave little concern in limiting collateral damage.

The mercenaries and pirates adeptly carried out quick strikes and successfully distracted the defending forces. They were able to isolate the Twentieth Marik Militia, which was left to temporarily garrison the world until conventional militias arrived. The raiders trapped the Twentieth in the confines of the capital city, Zotikos. While the Twentieth gave a good account of themselves, they were outmatched in numbers and urban combat skill. Very few escaped to join the arriving Com Guards Fourth Army. In their wake, Zotikos was in ruins.

The pirates and mercenaries had succeeded in diverting part of the Coalition's task force back to Marcus and seized the valuable uranium mines on the continent of Wahryn. Alys Rousset-Marik was not content to allow the materials to be harnessed for future use. The Com Guards attempted twice to dislodge the Blakist mercenaries, to no avail. As the Com Guards retreated, two Blake's Wrath special forces units destroyed most of the mine network via calculated and deliberate collapsing of tunnels and shafts, eradicating centuries of work but keeping the material out of the Word's hands.

Marcus remained under Protectorate control until word regarding the fall of Terra reached the system. Many of the hired guns chose to flee once their employer was broken. Those who remained could not hold power against a determined revolution (later discovered to be sponsored by ComStar); several were captured, but their executions gave little solace to the locals or the new government.

—The Terran Aftermath; *Republic Public Trust*, 3091

THE CAMPAIGN: 3077.....

CHARA

ANNEXED JANUARY 3068
LIBERATED OCTOBER 3077

**COMBATANTS****Allied Coalition**

Nineteenth Arcturan Guard, Clan Nova Cat Sigma Galaxy, Clan Wolf (in-Exile) Beta Galaxy, Com Guard Fourth and Sixth Armies, Eighth Dieron Regulars, Second Federated Suns Armored Cavalry, Free Worlds League Juggernaut, Stone's Lament, Stone's Stalwart

Word of Blake

Fourth Free Worlds Legionnaires, Thirteenth Marik Militia, Steel Guard, Zosma Protectorate Militia

CHARA MINI-CAMPAIGN

To accomplish a mini-campaign for Chara, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +500 WP at the end of the mini-campaign.

Missions (any order): Retreat

Chaos Tracks: *Wolves to the Slaughter; Charred Victory; Bridge to Oblivion*

Chara was a disaster for the Allied forces. Using tainted information passed on from Damocles as part of a ROM mole hunt, Alys Rousset-Marik assigned Clan Wolf-in-Exile's Beta Galaxy to take the supposedly lightly-defended world and sent the rest of Free Worlds Group IV task force to New Canton. Chara's orbital approach was heavily defended by an unexpected Caspar network and SDS. Escorted by the Nova Cats' *Carrack*-class SLS *Perilous Vision* and *Mjolnir*-class LAS *Fylgia*, Beta Galaxy arrived with the *McKenna*-class *Werewolf*. Despite having a small fleet of three drone WarShips, the system defenses were more than up to the challenge. The lack of prior combat experience working in concert doomed the Allied fleet. None of the three WarShips survived the initial insertion.

Despite the ordeal of reaching the planet, Beta Galaxy made planetfall mostly intact. Once again, Damocles's intelligence was completely inaccurate. The Exiled Wolves found Chara heavily defended not by the two reported battalions but four regiments of waiting defenders. Beta Galaxy split, sending the Second Wolf Legion against the Steel Guard, while the Sixteenth Wolf Guards Battle

GAME SETUP

Use a mix of Hill and Light Urban terrain (see p. 263, *TW*). Treat all Clear and Paved hexes as *Sand* terrain (see p. 39, *TO*). The Attacker's home edge lies on the opposite side of the battlefield from where the greatest concentration of buildings is located. The Defender places a staging base of four Level 1 Heavy buildings (CF 75) and four Level 1 Medium buildings (CF 50) on any Paved hexes on the battlefield.

Attacker (Player)

The Attacker consists of up to 75% of the player's total available force and elements of the Fourth MAC's McCarron's Pride company, which equal up to 50% of the player's deployed force and number no more than 12 units. McCarron's Pride possesses Veteran skills and uses any Capellan and Mercenary RATs.

No aerospace units may be deployed for this track.

The Attacker enters from their home edge.

Defender

The Defender is a Blakist mercenary garrison that equals of 100% of the Attacker's total deployed force; 25% consists of vehicles and conventional infantry (not battle armor). The mercenaries use any Mercenary RAT; half of the force has Veteran skills, with the remainder having Regular skills. All infantry units begin *Dug In* (see p. 108, *TO*).

Incorporate any surviving units from *Hammer and Anvil* (p. 164), including any previously sustained damage.

The Defender also controls four *Gun Emplacements* (see p. 117, *TO*) with a Gunnery skill of 4 and CF 40. Each emplacement may mount a single weapon weighing 10 tons or less and 2 tons of ammunition (if applicable).

The Defender may set up anywhere on the mapsheet containing the staging base.

WARCHEST

Track Cost: 1,000

Optional Bonuses:

+200 Strong Gale: Use the *Strong Gale* rules (see p. 61, *TO*).

+200 Quantity Over Quality: The Defender deploys an additional 6 gun emplacements; all turret crews have Gunnery skill 5.

OBJECTIVES

There's no such thing as "good rubbish." Destroy every building in the Blakist mercs' staging base. [300]

And don't let the door hit you on the way out. Destroy, cripple, or capture all of the Defender's forces [700]

It's a good day for a hanging. Destroy/Cripple the garrison commander's 'Mech [300]

SPECIAL RULES

The following rules are in effect for this track.

Garrison Commander

The Defender uses the *Commander* rules (p. 13).

.....THE CAMPAIGN: 3077

McCarron's Pride

Each turn where McCarron's Pride units are present, the Attacker may bank up to 3 Initiative rolls instead of the normal 2 (see p. 192, TO).

The player designates one McCarron's Pride 'Mech as *Sao-shao* Faith McCarron. Add +1 when randomly determining her Gunnery and Piloting skills. If Faith's 'Mech is incapacitated, the Defenders lose any currently banked Initiative and suffer a -2 to Initiative rolls for the next two turns.

Salvage

Word of Blake-exclusive hardware is ineligible for salvage, being claimed by the MAC. All other materiel may be salvaged as normal.

AFTERMATH

After the Fourth Tau Ceti forced the Blakist mercs to withdraw to their command post—the rebuilt AFFS compound the Word's fighters blasted back in '69—the Fourth MAC drilled into the retreating column. The surviving garrison troops regrouped just in time for *Sao-shao* McCarron's company to sweep in and tear its defenders apart like a whirlwind. She spared only one survivor, the garrison commander, who was shipped back to Sian to stand trial for war crimes against the Capellan people.

Fate decided to play hardball, however, as the MAC's Eclipse Flight was tied up fighting the opportunistic Davions out in space. Firebombing that base to oblivion would've been some rather satisfying and symmetrical justice.

—The Official History of the Tau Ceti Rangers, vol. IX; *Confederation Press*, 3087

NEXT TRACK

Clouds of Despair; My Enemy's Enemy; Trick or Trap; Joyride

RAVAGED IRON**SITUATION**

NEWFOUNDLAND CONTINENT

HALLORAN V, CAPELLAN CONFEDERATION

7 JUNE 3077

The Forty-eighth Shadow Division dropped onto Halloran V on 3 April, changing the Capellan offensive from certain victory to near rout. On the northern plains of Newfoundland, Precentor Rimmon's Level III ruthlessly hunted Lockhart's Ironsides. Even though outnumbered three to one, the Word of Blake soldiers proved to be the Ironside's superior. The week-long running battle saw two-thirds of the mercenaries destroyed or captured before they could break off pursuit.

—Crucible; *StarCorps Books*, 3093

Cluster attacked the Fourth Free Worlds Legionnaires. At the same time, the Second Wolf Strike Grenadiers and Thirteenth Wolf Guards Cluster engaged the Thirteenth Marik Militia and Chara Protectorate Militia. Beta Galaxy had superior skill, attested by the mounting casualties they inflicted, but the weight of the Legionnaires' superior numbers proved too much to overcome, and the Galaxy was forced into desperate retreat. In the end, Beta Galaxy Commander Marcus Hall and Second Wolf Guards Star Colonel Ranna Kerensky numbered among the lost.

When the Wolves-in-Exile retreated to Talitha, they rendezvoused with General Belle Lee. Once she learned of the disaster, she led six regiments back to Chara. Knowing what to expect made it no easier to take the world from the Word. Three weeks of hard-fought battles and numerous hit-and-run strikes followed their contested landing; fortunately, a preliminary operation by the Star Seeds disabled part of the SDS. The narrow window gave Lee an opening to land a majority of her assault.

Chara's chaotic and severe weather patterns worked in the defenders' favor, and the Word also made liberal use of several nuclear, biological, and chemical weapons. After a pitched orbital battle that neutralized the Caspar drone network, Lee was able to use her WarShip assets to provide orbital fire support. The concentrated firepower broke the Word's hold on the planet.

A few scattered companies succeeded in limping away from Chara to relocate elsewhere in the Protectorate. Those who failed to escape were captured and turned over to the incoming garrison force, the Caledonia Planetary Militia. The savage fighting put an end to the Com Guards Fourth Army, the Nineteenth Arcturan Guards, and the Free Worlds League Juggernaut. General Lee organized the survivors of these broken units into Stone's Revenants, a new combat command. The Revenants would distinguish themselves throughout the remainder of the Jihad.

—Chara: Scourge of SCOUR; *Sandhurst Military Publications*, 3087

GAME SETUP

Use a mix of Mountain and Wetlands terrain (see p. 263, *TW*). Determine home edge selection as normal.

Attacker

The Attacker is elements of the Forty-eighth Shadow Division and equals 100% of the Defender's total deployed force. The Forty-eighth have Elite skills and use any Word of Blake or Shadow Division RAT. One of every three units from the Forty-eighth is a Manei Domini soldier equipped with a VDNI system. Each VDNI-equipped soldier receives a +1 bonus to all Piloting and Gunnery skill rolls.

The Attacker sets up 75% of its force up to 12 hexes from their home edge. The rest of the force enters from their home edge during the Movement Phase of Turn 3.

Defender (Player)

The Defender consists of up to 50% of the player's total force. The Defender enters from the Attacker's home edge at the start of the track.

WARCHEST

Track Cost: 600

Options

+100 Don't Slip: Convert all Woods and Water hexes to *Ice* (see p. 50, *TO*). Water hexes are only covered in ice, not frozen solid.

+100 Let It Snow: Use the *Moderate Snowfall* rules (see p. 60, *TO*).

+600 Instant Upgrade: The Defender upgrades all pilots/troops/crews using the Manei Domini creation rules (see p. 120, *JHS72*).

OBJECTIVES

Gauntlet. Exit at least 60% of the Defender's force through the Defender's home edge. [600]

Cutting off the head. Destroy/Cripple the enemy commander's unit. [250]

SPECIAL RULES

The following rules are in effect for this track:

Commander

The Attacker uses the *Commander* rules (p. 13).

Fanatical Devotion

If an Attacker unit is reduced to a point where a *Forced Withdrawal* (see p. 258, *TW*) is called for, that unit instead receives a -1 bonus to all Gunnery and Piloting Skills and will fight until destroyed or unable to function. The Attacker does not follow the normal *Forced Withdrawal* rules at any time.

AFTERMATH

The Forty-eighth would eventually be stopped, though more from lack of supplies and reinforcements than to the combat prowess of the CCAF. Only after destroying more than three times their numbers and executing a protracted guerilla war would the Confederation be able to declare Halloran V secure. Even after that, wild rumors of Manei Domini boogymen persisted for well over a decade. The single-minded drive to conquer Halloran V cost the Chancellor dearly; it would be a long time before the liberators forgot the horrors caused by the Word of Blake.

—Crucible; *StarCorps Books*, 3093

NEXT TRACK

Wolves From the Slaughter; My Enemy's Enemy

CLOUD OF DESPAIR**SITUATION**

OUTSIDE PROSPERITY POINT

QUENTIN, DRACONIS COMBINE

13 JUNE 3077

It was the sirens that woke us that night. A good sign, since it meant that the sniffers had worked for a change. How refreshing! Anyway, their wailing was quickly drowned out by the usual "Gas! Gas!" shouts. Que characteristic ruckus. A couple of hundred people banging on metallic stuff while running, hopping, or rolling in all kinds of protection available would make for fantastic entertainment in any other environment than this. I, for my part, could have done without it. I wasn't so much afraid of the germs (as we called it) but I hated the notion of losing a perfectly fine cache of foodstuffs from back home. Local chew just didn't cut it for me. Nor did emergency rations.

—Sergeant Bill Nasake, First Sword of Light

GAME SETUP

Use a mix of Hill and Flatlands terrain (see p. 263, *TW*). The Defender selects and declares a seven hex circle as a temporary supply depot; the depot must be at least 5 hexes from any edge.

Attacker

The Attacker consists of elements from the Word of Blake's Forty-seventh Shadow Division and is 100% of the Defender's deployed force. The Fort-seventh has Veteran skills and uses any Word of Blake or Shadow Division RAT.

The Attacker chooses their starting edge before the Defender deploys. This edge is also their home edge.

Defender (Player)

The Defender consists of elements from the First Sword of Light, supported by the player's force. The Sworders are 75% of the player's deployed force, have Veteran skills, and uses any Combine RAT. The player uses up to 50% of their total force.

The Defender deploys anywhere on the battlefield after the Attacker chooses their starting edge.

.....THE CAMPAIGN: 3077

WARCHEST

Track Cost: 500**Option**

+200 Here they come: Place 20% of the Attacker's force anywhere on the battlefield; no unit may be closer than 8 hexes from the supply depot.

OBJECTIVES

Express delivery. Destroy/Cripple 50% of the Attacker's force before suffering 50% losses. [300]

Pushback! Destroy/Cripple at least 75% of the Attacker's force before the end of Turn 10. [400]

SPECIAL RULES

The following rules are in effect for this track.

Full Moon

Use the *Full Moon* rules (see p. 36, *TO*).

Forty-seventh Shadow Division

One of every four units in the Attacker's force is a Manei Domini soldier equipped with a VDNI system. Each VDNI-equipped soldier receives a +1 bonus to all Piloting and Gunnery skill rolls.

Biohazard Alert

All Infantry units and unsealed Vehicles suffer -1 MP due to the biohazard protocols requiring chemical suits.

AFTERMATH

Warlord Minamoto's inability to protect the task force's supplies nearly cost the Coalition the entire system. A planet under martial law tends to forget their former masters when their well-sheltered foodstuffs are seized by new aggressors and the population goes hungry. Quentin could be considered a success for the Word of Blake, despite their military losses. Despite oppressing and terrorizing its population for years and unleashing biological weapons, Warlord Minamoto was blamed when pantries ran bare and the planet faced mass starvation and sickness. All thanks to an unbearable situation where a man had a choice but faced with several equally unacceptable decisions.

With the Word's desperate actions, the lack of supplies forced Minamoto to concentrate troops in a few selected bases instead of scouring the land and engaging the Blakists. Analysts have since argued that such decisions by the Warlord ended up helping the Coalition's task force under his command. When Quentin was pacified and reclaimed, and Minamoto's forces moved onwards, they were more alert and aware of their actions—and their consequences.

—Minamoto's Journey; *Benjamin Press Syndicate*, 3091

NEXT TRACK

Dragon's Pincers

HOUNDS OF WAR

SITUATION

KALAMARK

MARCUS, BLAKE PROTECTORATE

12 JUNE 3077

Group IV intends to hit Marcus in the next month. It's up to us to scout out the defenses. We've spotted an installation in the wilderness that's completely out of place. While the rest of the regiment is probing the defenses in some of the cities, we're going to investigate this outlier. The defenders have to keep supplies warehoused somewhere right? With all the agricultural operations on this planet, though, there's a good chance all we'll find is harvested crops. Still, I have a feeling about this...

—Journal entry for Col. Akira Brahe, 12 June 3077

GAME SETUP

Use a mix of Forest, Clear, and Hills terrain (see p. 263, *TW*). The Defender chooses their home edge first; the Attacker's home edge is the opposite. Place 3D6 Light Level 1 buildings (CF 10) across the battlefield; each building should be at least 2 hexes from another. The Defender rolls 1D6 and secretly assigns that number of buildings (and location) to house weapons and ammunition.

Attacker (Player)

The Attacker's force is composed of the Kell Hounds First Regiment; these have Elite skills and use a mix of Lyran, FedSuns, Mercenary, and Clan Wolf RATs. The player may deploy up to 75% of their total force, but this must be no more than 50% of the fielded Hounds force.

The Attacker enters from their home edge at the beginning of the track.

Defender

The Defender consists of the Marcus Protectorate Militia. The Militia has Regular skills, equals 125% of the Attacker's total deployed force, and uses any Militia RAT. The Defender may deploy up to 25% of its total force as *Hidden Units* (see p. 259, *TW*) prior to the start of the track.

WARCHEST

Track Cost: 500**Options**

+250 Traps: One-third of the buildings are trapped. When a unit comes in contact with the building or its rubble, they explode to inflict 20 damage in the building's hex and 10 damage in all adjacent hexes.

+500 Overwhelmed: The Defender has additional reinforcements from the Marcus PM enter via Attacker's home edge during the Movement Phase of Turn 6. They are 100% of the Attacker's total deployed force and have Green skills.

OBJECTIVES

Get the intel. Attacker must scan all buildings and identify the locations of the weapons and ammo. [300]

Advance attack. Destroy/Cripple at least half of the Defender's force. [300]

Deny the supplies. Destroy the buildings containing the supplies to deny them to the enemy; buildings must be scanned before they can be destroyed. Buildings destroyed by the Defender count towards this objective. [200]

SPECIAL RULES

The following rule is in effect for this track:

Forced Withdrawal

Both sides are operating under *Forced Withdrawal* rules (see p. 258, TW).

AFTERMATH

I was right to suspect that site. We found an entire arsenal hidden under stored grain in three of the buildings. We also found a company's worth of Protectorate Militia lying in wait. They must have noticed our flyover and prepared a reception for us. Nothing we couldn't handle, though. They either thought we were some mere raiding force or didn't realize we were the Kell Hounds. If they want to take us out, they'll need far more than even numbers. Now we've reduced their force, taken their supplies, and completed the recon. All in all, a good day's work.

Anyway, the reports from the other teams identified the defenders. It's just Protectorate Militia, now understrength after our visit. Khan Kell should have no problem taking Marcus for the Coalition.

—Journal entry for Col. Akira Brahe, 12 June 3077

NEXT TRACK

White Flags; Blood and Fury

DRAGON'S PINCERS**SITUATION**

STEEL VALLEY, NORTHERN SHIRE
QUENTIN, DRACONIS COMBINE
19 JULY 3077

"This is it! We have them cornered! Nowhere to run, nowhere to hide. We'll squash them against that mountain. Blood and rocks and brain matter all over—wait—where did he go? Gunsho? Did you see that? I had him right in my sights and then he flipped around that corner and—"

"Great Buddha – another tunnel?!"

"What? Aren't you the one who fancies himself the 'Moleman of Quentin'?"

—"Steel Courage"; Quentin Visionary Network, 3088

GAME SETUP

Use a mix of Hill Terrain and Mountain terrain (see p. 263, TW). The Defender selects one hex grouping of hill or mountain terrain 3 hexes in size and containing at least two different heights. In that grouping, the Defender designates one hex as the tunnel entrance [CF 50 to represent the ferrocrete rampway]. Place a Level 1 Hardened building (CF 90) adjacent to the entrance; this building contains one *Gun Emplacement* (see p. 117, TO).

Attacker (Player)

The Attacker consists of elements from the First Sword of Light and Clan Wolf's Iota Galaxy, with 25% of the player's total force as support. The First Sword has Veteran skills, uses any Combine RAT, and is 100% of the player's deployed force. Iota Galaxy has Veteran skills, uses any Clan Wolf RAT, and is 100% of the player's deployed force.

The Attacker enters the battlefield from any two edges farthest from the tunnel entrance.

Defender

The Defender consists of elements from the Word of Blake's Forty-seventh Shadow Division and Protectorate Militia stragglers. The Defender is 100% of the Attacker's deployed force. The Shadow Division is 75% of the Defender's deployed force.

All of the Defender's units have Veteran skills and uses any Word of Blake RAT. The Forty-seventh may also use any Shadow Division RAT.

The Protectorate Militia forces are deployed anywhere within 6 hexes of the tunnel entrance. The Forty-seventh enters from any edge not chosen by the Attacker during the Movement Phase of Turn 2.

WARCHEST

Track Cost: 800

Options

+400 No Mercy: The Defenders are entrenched. Add two additional Gun Emplacements within two hexes of the tunnel entrance.

+100 Tears from Heaven: Use the *Moderate Rainfall* rules (see p. 59, TO).

OBJECTIVES

Last stand. Destroy 75% of the Defender's force before losing 50% of the Attacker's. [400]

Wipe out. Destroy all gun emplacements and the tunnel entrance before the end of Turn 8. [200]

Brutality. Destroy/Cripple 100% of the Defender's force. [400]

SPECIAL RULES

The following rules are in effect for this track:

.....THE CAMPAIGN: 3077

Fanatical Devotion

If a Defender unit is reduced to a point where a *Forced Withdrawal* (see p. 258, TW) is called for, that unit instead receives a -1 bonus to all Gunnery and Piloting Skills and will fight until destroyed or unable to function. The Defender does not follow the normal Forced Withdrawal rules at any time.

Forced Withdrawal

The Attacker is operating under Forced Withdrawal rules (see p. 258, TW).

Forty-seventh Shadow Division

One of every four units in the Attackers force is a Manei Domini soldier equipped with a VDNI system. Each VDNI-equipped soldier receives a +1 bonus to all Piloting and Gunnery skill rolls.

AFTERMATH

The war for Quentin ended rather abruptly on 20 July 3077. Warlord Minamoto's forces, spearheaded by the First Sword of Light and flanked by Clan Wolf's Iota Galaxy, had pushed the Forty-seventh Shadow Division back into the barren hills south of Steel Valley. Still pockmarked with the remains of earlier bio-weapon strikes, the remote area gave no clue how the Word held out. Rumors attributed their survival from cyborg warriors to sentient AI. Smarter heads considered the possibility of underground caverns previously unknown to the original inhabitants.

A bit of hard work by a platoon of dedicated scouts uncovered the solution. A vast mountain base, carefully camouflaged and extensively networked with underground tunnels.

Minamoto ordered a full assault on identified weak spots along the defensive lines. The Blakist forces crumbled instantly, switching from a steady, stoic retreat to full rout in a matter of hours.

Victory's taste, however, turned sour. Instead of running deeper into the hills and crashing against Minamoto's pincer movement, the Blakists boarded some remaining DropShips and left.

—Neverending Conflict; *Quentin Press Corps*, 3093

NEXT TRACK

Wolves From the Slaughter; Charred Victory; My Enemy's Enemy

WHITE FLAGS**SITUATION**

OVER DUHR PRIME

ZOSMA, WORD OF BLAKE PROTECTORATE

3 AUGUST 3077

"Alright boys and girls! We're going in hot on this one! B and C companies drop first. Your target is Duhr Prime. B company takes the outskirts while Charlie goes straight for the center. Alpha comes in T+2 and will hang behind; survey the foothills and watch your backs.

"Remember, this is recon only. Take no risks, pick no fights. We're coming back later for more. As soon as you're done, swing back south towards the beacon. If we're lucky they'll have our bunks warmed and drinks chilled already.

"Questions? No? Then off you go!"

—Resnick's Roughneckers, Episode 53: "Easy-peasy"; *Marik Entertainment Channel*, 3093

GAME SETUP

Use a mix of Heavy Urban (see p. 263, TW) and Training Grounds (p. 11) terrain. The Defender places/designates one building as Duhr Prime's Town Hall.

Attacker (Player)

The Attacker consists of 10% of the player's total force, augmented by elements of the Seventeenth Arcturan Guards. The Guards are 100% of the player's deployed force, have Veteran skills, and use any Lyrans RAT.

The Attacker enters the battlefield from the edge farthest from the Town Hall.

Defender

The Defender consists of elements of the Zosma Corporate Security Protection Force. The CSPF is 75% of the Attacker's deployed force, has Green skills, and uses any Militia, Lyrans, and Mercenary RAT. Half of the CSPF is deployed anywhere on the battlefield as Hidden Units (see p. 259, TW). The Defender also secretly places 5 command-detonated minefields (see p. 207, TO) anywhere within 10 hexes of the Town Hall.

The rest of the Defender's units are set up anywhere on the battlefield.

WARCHEST

Track Cost: 500

Options

-100 Surprise, Surprise: All minefields are fitted with the faulty charges and only detonate on a 1D6 result of 3 – 6.

+200 Ol' Bessie: The Defender adds one motorized infantry platoon that includes an AC20 *Field Gun* (see p. 320, TO). The platoon and gun crew have Regular skills and is set up as a Hidden Unit anywhere within 7 hexes of the Town Hall..

OBJECTIVES

Recon-in-force. Destroy/Cripple 50% of the Defender's force by the end of Turn 8. [300]

Freshly painted. No buildings are purposefully destroyed by the Attacker's force. [100]

Time's up. At least three Attacker units are adjacent to Town Hall by the End Phase of Turn 10. [200]

SPECIAL RULES

The following rule is in effect for this track.

Forced Withdrawal

The Zosma CSPF and the Seventeenth Arcturan Guards are operating under *Forced Withdrawal* rules (see p. 258, TW).

AFTERMATH

It was light duty for the Seventeenth Guards. Nobody expected it to be a stroll in the park, though.

On the first day of their landing, the Guards sent a full battalion to do some reconnaissance. Running into stiff resistance around the capital, the scouts were preparing to pull back when the CSPF suddenly retreated.

The Guard's onsite commander, Major Hendrik Francis, ordered a probing attack along the fleeing defender's flank. To his surprise, the probe cut the CSPF line in half. Over a company of heavy tanks surrendered on the spot to a Guards' medium lance.

Pressing the advantage, Francis found himself before Duhr Prime's Town Hall, where a host of city officials formally surrendered the city and its environs to him. Suspicious of a trap, the Major ordered the Guards back out of the city and called for further orders.

After a full day, the situation hadn't changed. Everywhere they went, Guards units were greeted with waving white flags, warm welcomes, and speeches. Apart from a few skirmishes led by a few remaining Blakist believers, the CSPF laid down their arms and voluntarily quartered themselves in their garrisons to await further proceedings.

With just a couple dozen dead and less two score wounded, Zosma easily qualified as one of the strangest and least bloody battle of the Jihad.

—Peace, Pastries, and Patsies; *Caph Publishing House*, 3088

NEXT TRACK

Wolves From the Slaughter; Charred Victory

BLOOD AND FURY**SITUATION**

GEORGETON, PUNJAB DISTRICT

MARCUS, WORD OF BLAKE PROTECTORATE

8 AUGUST 3077

16/08/77: *If I ever see Askai again I'm going to shoot him. He knew everything! Styles must have worked with him as well. This is rank blackmail! The lowborn bastards. I'll kill the stupid vermin with my own hands!*

So we're in with the Word of Blake until the end. Those were the terms. If we survive, Askai promised he would destroy the contract records. Avoiding being squashed by the Coalition or caught in some new Word atrocity is our own problem.

Assuming we can even trust that Robe scum. He's probably a thrice-damned cyborg himself. I knew I shouldn't have listened to Styles or Katerina or Cunningham. This is all their fault!

St. Jamais assigned us to hit Marcus. At least this time we're leading the planetary assault. And we've got time to slap another coat of paint on our vehicles.

—Pierre Grandin

GAME SETUP

Use Heavy Urban terrain (see p. 263, TW). Halve the starting CF of all buildings present.

Attacker (Player)

The Attacker consists of up to 50% of the player's total available force. The Attacker is augmented by two separate groups of equal size: mercenaries and pirates of Green skill level. These groups are 100% of the player's deployed force and must contain at least two different unit types. The mercenaries use a mix of Capellan, Mercenary, and Militia RATs. The pirates use a mix of Periphery, Militia, and Lyran RATs. None of the groups may contain more BattleMechs than the player's deployed force.

The Attacker enters from any one map edge.

Defender

The Defender is the Twentieth Marik Militia. The Militia has Regular skills and equals 75% of the attacking forces. The Defender sets up anywhere on the battlefield after the Attacker has declared their entry edge.

WARCHEST

Track Cost: 400

Options

+100 Shell Game: Up to a third of the Defender's units may be deployed at the start of the game using *Hidden Units* rules (see p. 259, TW).

-50 Metal Rain: Half of the Attacker's force is hot-dropped onto the battlefield at the start of Turn 3 using the rules for *Dropping Troops* (see pp. 22-23, SO).

OBJECTIVES

Pummel. Destroy/Cripple at least half of the Defender's force, including turned units. [400]

Good PR. Destroy/Cripple all unruly units before the end of turn 8. If there are no unruly units, add this reward upon the successful completion of the **Pummel** objective. [200]

SPECIAL RULES

The following rules are in effect for this track:

Unruly Mob

Some of the Attacker's smaller groups feel snubbed and begin disobeying orders. At the start of Turn 4, roll 2D6 for each group. Add 2 to the result if the group was hot-dropped onto the battlefield. On a result of 8 or 9, the group decides to go on a destruction spree and attacks the closest non-destroyed building hex with all possible weapons (without overheating) until the end of Turn 8. At the start of Turn 9, the group operates normally for the rest of the track. On a result of 10 or higher, the unit decides to switch sides and is controlled by the Defender for the rest of the track.

.....THE CAMPAIGN: 3077

Waves of Grain

When a building hex is destroyed, roll 2D6. On a result of 8 or higher, the building is a silo holding stockpiles of grain that spill out to every non-water, non-building hex of equal or lower height adjacent to the destroyed building hex, converting it into a *Sand* (see p. 39, *TO*) hex for the rest of the track. Ground vehicles and conventional infantry caught in the hex during the transformation are considered stuck for a turn. Infantry also receive 1D6 damage. BattleMechs caught in the spill must make a Piloting Skill Roll to prevent falling but are otherwise unaffected.

AFTERMATH

The Word of Blake mounted a rare counterattack against Operation SCOUR in August 3077, dispatching a task-force of mercenary units and suborned pirates to retake Marcus. The Blakist high command still valued the planet's uranium mines and viewed the Free Worlds Group under Alys Rousset-Marik as particularly vulnerable. As the largest and most experienced command involved, Grandin's Crusaders were given overall responsibility for the operation.

Landings took place outside the capital of Zotikos, with the Crusaders leading half the commands in an attack on the spaceport to lure out the defending Twentieth Marik Militia. Grandin had adopted the colors of a Level III from the Second Division, which led the Marik defenders to believe the attack was a large raid. As the Blakist mercs adjusted their defensive positions, the other half of the task force hot-dropped into the city and attacked the Militia from the rear. Caught between two mercenary groups, the Twentieth Marik's desperate escape attempt leveled much of the capital.

Several pirate formations took the opportunity to loot the ruins. Their prior insubordination and this new rejection of Grandin's operational authority enraged him. Grandin responded by bribing the rest of the mercenaries with salvage rights and launched a second battle. The rebelling units had already split up and thus became easy prey for Grandin's task force. Grandin then turned the world over to an arriving Blakist relief force. The Word's preceptor martial later commended the Baron for purging the unreliable elements.

—The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

Wolves From the Slaughter; Bridge to Oblivion

WOLVES FROM THE SLAUGHTER**SITUATION**

STARPAD 5921

CHARA, BLAKE PROTECTORATE

29 SEPTEMBER 3077

General Rousset-Marik assigned us to perform advance recon for the invasion force set to arrive later this week. Part of sending us ahead of time is to avoid the disaster that befell the Wolves-in-Exile. Also, if possible, we're to seek any survivors among those left behind. Apparently, the rout was so complete they think some of the downed 'Mechs might have had live MechWarriors still inside them. Fortunately, their Elementals were not able to keep up and stood a good chance of having escaped the slaughter.

—Journal entry for Col. Roger Cumberland, 1 October 3077

GAME SETUP

Use a mix of Forest and Light Urban terrain (see p. 263, *TW*). All buildings present have suffered 2D6 CF damage from prior combat. The Attacker chooses their home edge first and places all survivor units before any other forces; these units are a minimum of 8 hexes from the Attacker's home edge. The Defender deploys before the start of the track but after the Attackers have placed the survivors.

Attacker (Player)

The player uses up to 100% of their total available force. Additionally, the Attacker has the survivors of a failed Wolf-in-Exile assault. Place 2D6 squads of rifle foot infantry (Regular skills) and 1D6 Elemental Points (Veteran skills; all SRMs have been expended prior to the track) within 8 hexes of the Attacker's entry edge.

The Attacker's units enter from the edge opposite their home edge.

Defender

The Defender's force consists of elements of the Chara Protectorate Militia and equals 125% of the Attacker's total deployed force. The Chara PM uses any Militia RAT and has Regular skills. They may be placed anywhere the unit type is permitted but cannot start within 10 hexes from the Attacker's home edge.

WARCHEST

Track Cost: 200

Option

+200 Baited Trap: The Defender brings in reinforcements equal to 25% of the Attacker's deployed force. These units are from the Chara PM but have Veteran skills; the reinforcements enter from the Attacker's entry edge during the Movement Phase of Turn 5.

OBJECTIVES

Rescue the survivors. Exit as many squads and Points (even if some troopers in either were killed) as possible from the Attacker's home edge. **[25 for each unit that exits]**

Retribution. Destroy/Cripple at least half of the Chara PM. **[200]**

SPECIAL RULES

The following rule is in effect for this track:

FORCED WITHDRAWAL

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

AFTERMATH

It seems the survivors had faith someone would be coming for them. Almost as soon as we broke atmosphere, they contacted us. They were being hounded by the Protectorate Militia, who had grown tired of the constant harassment the Elementals were providing. Sadly, we were too late to save them all, but we extracted a good number of those left behind in last month.

—Journal entry for Col. Roger Cumberland, 1 October 3077

Their survival is a testament to their way of life, I suppose, but I should've thought they'd be a little more grateful. Some were less snobbish, but others almost looked down on us for pulling their asses out of the fire. Dumbass Clanners. Those who can still fight were eager to join the coming conflict. After we mopped up the Militia's troops, we got the hell back to our landing zone and set about scouting the enemy. The Elementals were a great source of intel on the Blakist troop deployments. Their MechWarriors complained about the quality of available equipment, but when the colonel gave them the option of sitting out, they shut the hell up.

—Journal entry for Maj. Musette Brady, 3 October 3077

NEXT TRACK

Charred Victory; Bridge to Oblivion

CHARRED VICTORY**SITUATION**

POLISBURG, FOURTH QUADRANT

CHARA, WORD OF BLAKE PROTECTORATE

4 OCTOBER 3077

Finding some survivors of the Wolves-in-Exile buoyed everyone's spirits, but that was just the prelude. We managed to get them a few operational 'Mechs and assigned them to Brady for the time being. Their Elementals were less demoralized and will operate in parallel with Cody's own troopers. None of them, including Cody, seem to want to challenge me about the status, which is good. We can't deal with internal squabbles and pissing matches when there are Blakists to kill. General Lee has tasked us with stopping the flow of

reinforcements from the coast. I'm not pleased with being hung out on the edge of the line, like always, but she's calling the shots. Considering the ordeal the new guys have been through, I just hope we don't run into anything that would make them shy away from their duties.

—Journal entry for Col. Roger Cumberland, 3 October 3077

GAME SETUP

Use a mix of Wetlands and Coastal terrain (see p. 263, TW). The Attacker chooses their entry edge first.

Attacker (Player)

The Attacker consists of up to 50% of the player's total available force.

Defender

The Defenders are forces from the Chara Protectorate Militia. The Militia is of Regular skill level and equals 125% of the Attacker's forces. They use a mix of Word of Blake and Militia RATs.

WARCHEST

Track Cost: 500

Options

+200 They Saw Us Coming: Defender places 1D6–2 minefields (a minimum of 1) for each mapsheet at the start of the game, using *Minefields* rules (see p. 207–208, TO). The Defender determines the type of each minefield.

+200 Who Trained These Guys?: Increase the Defender's skill level to Veteran.

OBJECTIVES

Drop 'em. Destroy/Cripple at least half of the Defender's force. **[500]**

We don't need your crutch. Achieve the **Drop 'em** objective without using the *Hand of God* (see *Special Rules*, below). **[600]**

SPECIAL RULES

The following rules are in effect for this track:

Hand of God

The Attacker may use *Orbit-to-Surface Fire* (see pp. 103–104, SO) using the *Dante*-class WarShip CSS *Bordeaux* (see p. 202, TR67).

Finicky Weather

Chara is known for unpredictable weather that can change from minute to minute. At the start of the track and every 7 turns thereafter, roll 1D6. On a result of 5 or 6, the weather fluctuates.

Roll 2D6. A result of 2–7 indicates clear weather. With a result of 8–10, apply *Lightning Storm* rules (see p. 59, TO). On a result of 11 or 12, apply *Torrential Downpour* rules (see p. 59, TO).

..... THE CAMPAIGN: 3077

AFTERMATH

The damn weather on this planet is for shit.

—Journal entry for Maj. Roger Goddard, 5 October 3077

We expected to be facing small groups of reinforcements aiming at Lee's flank, not two companies of 'Mechs and support. I hate retreating, but the way these Chara Protectorate Militia troops fight, I think I can see why the Wolves-in-Exile were defeated. Still, those Exiles we saved fared well against the enemy. In fact, they helped hold the line. I guess everyone gets bold when they have support against a bully.

—Journal entry for Maj. Musette Brady, 5 October 3077

As bad as the weather is, it seemed to save us this time. We were about to collapse when the skies let loose. If we had the slightest expectation of clear weather, I could've called in the fighters, but that seemed impossible. Lee found the solution though: orbital bombardment. I think it's nice to let the Blakists sample their own medicine.

Cody seemed impressed with the Elementals. I can see how the Wolves survived being cut off from support out here. Not only did they bolster our 'Mechs, they advanced into the fray and downed three Word 'Mechs that made for good salvage once we got new leg actuators into them. These new 'Mechs will allow us to get more of the Exiles back into the fight. They're champing at the bit for revenge. Sadly, it won't be here.

—Journal entry for Col. Roger Cumberland, 8 October 3077

NEXT TRACK

Trick or Trap

MY ENEMY'S ENEMY

SITUATION

FORT CROSS, OUTSIDE ALDEGA

DIERON, DRACONIS COMBINE

23 OCTOBER 3077

(Excerpt from Wolfnet report 30780304/25-Alpha, filed by agent Ramrod)

After we passed Askai's "test," Stone's Coalition gave the Combine our names when they wanted some reliable mercs to help them liberate Dieron. We would be auxiliaries for the Dracs in a combined Ghost Bear-Combine force.

The Ghost Bears threw Kurita's operational plan out the window.

As soon as they landed, all four Bear Galaxies tore into the Blakists with uncontrolled fury. We had come across the aftermath of battles and would find every single Blakist dead. There were no wounded, no prisoners. The Bears are not fighting a war; they are conducting a Trial of Annihilation.

When the Combine realized what the Bears were doing, they had us reinforce the guards around their POW camps. First Company arrived at Fort Cross just as the Bears showed up.

What happened next was ugly.

GAME SETUP

Use a mix of Mountain and Light Urban terrain (see p. 263, TW). Designate/place eight Medium Level 1 buildings (CF 35) across the entire battlefield. If placed, there should be at least one hex between buildings. Building hex size is determined by rolling 1D6 for each building; the result indicates the number of hexes occupied by the building.

The Defender determines their home edge first; the opposite edge is the Attacker's home edge.

Attacker

The Attacker consists of elements from Clan Ghost Bear's Rho Galaxy. These units use any Clan Ghost Bear RAT and have Regular skills. The Attacker enters from the opposite map edge from the Defender.

The Attacker designates 10% of their deployed force as a reserve; these units enter the battle at the beginning of Turn 6. Designate one of these reserve units as the force commander.

If the player chooses to support this side, the Ghost Bears will not support the player unit but will not fire on them either.

Defender

The Defender consists of elements from the Eighth Dieron Regulars and is 75% of the Attacker's deployed force. They have Regular skills and use any Combine RAT. At least half of the Defender's forces must be vehicle units. The Defender sets up all forces on the half of the battlefield farthest from the Attacker's declared home edge. The Defender secretly designates two Medium Level 1 buildings as POW compounds.

If the player chooses to support this side, the DCMS will require the unit follow their orders. After three warnings, the Combine force will fire on the player unit.

WARCHEST

Track Cost: 700

Options

+300 Combat Drop [Defender only]: The Attacker's reserve force arrives on Turn 6 using the *Dropping Troops* rules (see p. 22, SO).

+300 Determined Foe [Attacker only]: The Defender's force is assigned a command lance of BattleMechs in addition to their original deployed force; this lance has an average experience level of Elite. These units enter the battlefield at the beginning of Turn 3 from any map edge.

+700 Rescue Party: A Word of Blake rescue force arrives at the beginning of Turn 10 from a randomly determined edge (which is also their home edge). The Blakist forces are elements from the Twenty-Third Division, equal 75% of the combined total of both the Attacker and Defender's deployed forces, have Veteran skills, and use any Word of Blake RAT. The Blakist objective is to simply cause as much damage as possible to both the Attacker and Defender, destroy/cripple each side's commander (if present and as designated at the start of the game), and are operating under *Forced Withdrawal* rules (see p. 258, TW). (It is highly recommended a third party operate these units if this option is used.)

OBJECTIVES

Sow destruction. [Attacker only] Cripple/Destroy at least 50% of the Defender's force before the player suffers 50% loss by the end of turn 8. [500]

Honorable mention. [Attacker only] Destroy/cripple at least five units using strict *zellbrigen* rules. [400]

Ensuring the Intelligence [Defender Only] Non-infantry Defending units may not use the POW building hexes for partial cover, may not move through those hexes, and may not occupy them for the entire scenario. [500]

Venting the rage. [Defender only] Destroy/cripple at least one third of the Attacker's total deployed force. [400]

SPECIAL RULES

The following rule is in effect for this track:

Support Troops (Player)

The player adds up to 25% of their total force on either side. Augment the opposing side with an equal amount of force.

AFTERMATH

Journal Entry #3632

No one is immune to the madness that's gripped the Inner Sphere. The Ghost Bears aren't fighting the same war as the rest of us. Amanda confirms that this isn't typical of the Bears, so something must have happened, something that has driven the Bears into completely destroying the Word.

The Combine decided to reinforce POW camp security. I took First Company to Fort Cross and arrived an hour before the Ghost Bears showed up and demanded the prisoners. The *chu-sa* in command refused. All it took was one shot, and the situation exploded into chaos. Us and the Combine against the Bears.

While we clashed, the Combine infantry was furiously evacuating the POWs. Had we not been there, I'm convinced the Bears would have rolled over the Combine guard force, destroyed each compound and killed every POW.

In the middle of the battle, the Wobblies showed up. The Bears immediately forgot about us and tore into the newcomers with renewed fury. After a couple of minutes, the *chu-sa* ordered us to assist the Bears. While we were tearing into the Word, camp security continued evacuating POWs.

The Wobblies retreated, and the Bears roared off after them, leaving us with picking up the pieces. At least 300 people were dead—not all of them soldiers. Several of the POW compounds were destroyed along the fort itself and a nearby village.

With allies like this, why do we need enemies?

—Gannon Derer

NEXT TRACK

Climbing Mount Shanyu; Polar Possibilities

BRIDGE TO OBLIVION

SITUATION

VERDEZ, SIXTH QUADRANT

CHARA, WORD OF BLAKE PROTECTORATE

26 OCTOBER 3077

We're stuck on Chara. The Robes are running guerrilla operations here, but that's it. The Coalition controls the spaceport. We'll be hunted down like rats if we don't get off this world soon. We have to go.

The local Word commander wants us to hit a convoy heading across the Scarlet Sea Bridge. They're bringing relief supplies to Charon. I saw the trivid reports. That city was almost flattened by the earthquake. Stealing charity donations like common bandits—this is what we've been reduced to.

Pierre will get us out. I know he will. He even finally proposed. We just have to escape.

But then what?

At least he realizes who's to blame for this. Finally. If he can't escape the Word. I can at least take care of the traitors inside this unit. It's well past time they paid for what they've done.

—Hilary Fletcher

GAME SETUP

Use a mix of Wetlands and Coastal terrain (see p. 263, TW). At least one stretch of road must connect from one map edge to the opposite edge. Select one stretch of road that connects two opposite map edges and designate this as the main bridge through the area. This bridge is considered to be at a minimum height of Level 3, adjusted for underlying terrain. For the purposes of this track, the bridge is considered indestructible.

Roads that branch from the main bridge are considered to be at standard height; the intersection points are considered to be located underneath the bridge.

Attacker (Player)

The Attacker consists of up to 50% of the player's total available force. The Attacker enters from one of the edges connected by the bridge road.

Defender

The Defender consists of forces from the newly arrived Chaffee Militia. The Militia is of Regular skill level and equals 100% of the Attacker's forces. Use any Militia RAT.

In addition, the Defender adds twelve Bailey Armored Cars (see p. 16, TRVA) that enter from the Attacker's entry edge. If armored cars are unavailable, use standard Flatbed Trucks (see pp. 8–9, TR60)

The Defender deploys within 5 hexes of the edge opposite the Attacker's entry point. The armored cars enter the map from the Defender's starting edge at the beginning of Turn 5.

..... THE CAMPAIGN: 3077

WARCHEST

Track Cost: 500**Options**

+200 Drive On: The road surface was recently repaved. Treat all Paved hexes as if they were affected by *Ice* (see p. 50, TO).

+200 Rough Month: The Attacker begins with an additional 3D6 damage per unit. Re-roll any damage or critical hits that would cripple or destroy the unit. Infantry units only receive 1D6 damage per squad/platoon.

OBJECTIVES

Steal the thunder. Prevent at least eight transports from exiting through the Attacker's home edge. [400]

Thin the herd. Destroy/Cripple half or more of the Defender's force (not including the transports). [600]

SPECIAL RULES

The following rule is in effect for this track:

Finicky Weather

Chara is known for its unpredictable weather that can change from minute to minute. At the start of the track and every 7 turns thereafter, roll 1D6. On a result of 5 or 6, the weather fluctuates.

Roll 2D6. A result of 2–7 indicates clear weather. With a result of 8–10, apply *Lightning Storm* rules (see p. 59, TO). On a result of 11 or 12, apply *Torrential Downpour* rules (see p. 59, TO).

Salvage

The *Salvage* rule (p. 13) is in effect only if the **Steal the thunder** objective is reached.

AFTERMATH

The Coalition victory on Chara left a fragmented Blakist force behind to continue guerrilla warfare. Weeks after nominal liberation the Word continued to occupy large parts of the planet outside the capital. A major earthquake on the southern continent of Verdez a mere week after the Coalition declared victory devastated the port city of Charon and gave those remnant forces an opportunity. With relief supplies coming across the Scarlet Sea from the northern continent of Azula via the Giovanni Steiner Intercontinental Bridge, aid convoys would be vulnerable to attack. And in the confusion ROM would be able to destroy the bridge, strengthening their position on Verdez.

Grandin's Crusaders carried out the convoy attack, facing elements of the newly arrived Chaffee Planetary Militia. Sweeping out of the coastal wetlands in a blitzkrieg assault, the Crusaders caught the militia forces by surprise. The Lyrans militia formed a *laager* around the critical relief transports, shielding them from Grandin's attack. As the mercurial Charan weather shifted to a massive downpour, the militia split itself in two. One part used the change in weather to counterattack while the other tried to push the transports out to safety. The superior experience and firepower of the Crusaders allowed them to crush the Lyrans and sweep up most of the transports.

After the battle, ROM agents detonated the bridge, closing off ground traffic between the two continents. The Blakists later distributed the captured relief supplies in Charon, buying their guerrilla war considerable local support.

—The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

Flashpoint; Death to Tyrants

CLIMBING MOUNT SHANYU

SITUATION

GATEPOST 1A, OUTSIDE FORTRESS DIERON

DIERON, DRACONIS COMBINE

12 NOVEMBER 3077

Journal Entry #3655

Mount Shanyu is the linchpin of the Wobblies' defense here on Dieron.

The Word destroyed both Eridani Light Horse regiments stationed there back in '68. Once inside, they reactivated the defenses, turning a fortress into a nightmare. From there they can dominate four of the largest cities on the planet, including the planetary capital of San Martin. Dieron can't be freed from the Wobblies without taking Mount Shanyu first. But it isn't going to be easy. Mount Shanyu is an entire complex of reinforced walls, turrets, and gates, manned by fanatics.

The Cannons were attached to the Eighth Dieron Regulars and given the task to breach the fortress's first line of outer defenses. Three hardened walls with turrets, all to protect a gate built into the rocks, which leads to the inner ring of the outer defenses.

This is going to be brutal.

—Gannon Derer

GAME SETUP

Use Mountain terrain (see p. 263, TW). Designate three hexrows near the middle of the battlefield; this is "the wall." The hexrow closest to the Attacker's map edge is level 7 high and contains a low wall (CF 150 each hex) that provides *Partial Cover* (see p. 102, TW) to an occupying unit. The middle hexrow has a height of 5 levels. The hexrow closest to the Defender's map edge has a height of 3 levels. Designate two adjacent hexes within the middle row; these each contain a massive gate to the inner ring of Fortress Dieron's outer defenses. These gates are within the rock; if the gates are destroyed, units may still cross from one side of the wall to the other using the rock frame. For LOS purposes, the gates are three levels high. The gates have a CF of 300 each; destroying one hex does not destroy the entire gate system, though units may pass through the destroyed hex as if passing through Rubble terrain. The two hexes in the rows before and behind each gate are considered Level 0 and open (i.e. not a tunnel or bridge).

Place six Hardened Level 3 gun emplacements (see p. 117, TO) on the wall; the towers contain a turret that houses three large lasers and one PPC with appropriate crew. Each gun crew is of Regular skill level. Towers must be at least two hexes apart and at least one hex away from the gates.

Attacker

The Attacker consists of elements from the Eighth Dieron Regulars. They have Regular skills and use any Combine RAT. The Attacker enters from the map edge opposite the higher portion of the wall.

Defender

The Defender consists of elements of the Asta Protectorate Militia and the Word of Blake's Second Division and is 60% of the Attacker's deployed force. The Asta PM is 50% of the Defender's deployed force, has Regular skills, and uses any Militia RAT. The Second Division are Veterans and use any Word of Blake, Lyran, or ComStar RAT.

Place all of the Defender's units anywhere on the wall hexrows and/or behind the wall.

WARCHEST

Track Cost: 1,000

Options

+500 Fiery Shadows [Attacker only]: The Defender may add an additional 25% of its force and place them outside the wall on the battlefield (between the gates and the Attacker's map edge); using the *Hidden Unit* rules (see p. 259, *TW*). Upgrade the gun crew skill levels to Veteran.

+500 Banzai Courage [Defender only]: Once an Attacking unit receives internal damage, it gains a +1 bonus to all To-hit rolls for the remainder of the game.

+500 Thunder from Heaven [Attacker only]: The Defender receives *Off Board Artillery* assistance (see p. 179, *TO*) from four Long Tom batteries. For game purposes, the batteries are located three mapsheets away from the battlefield and are of Veteran skill level.

+500 Thunder from Hell [Defender only]: The Attacker receives *Off Board Artillery* assistance (see p. 179, *TO*) from five Sniper batteries. For game purposes, the batteries are located one mapsheet away from the battlefield and are of Regular skill level.

OBJECTIVES

Breach! [Attacker] Blow the gates. [500 each gate opened]

Punish! [Defender] Destroy/Cripple at least 75% of the Attacking forces. [1,000]

Hold the Line. [Attacker] Destroy/Cripple at least 25% of the Defender's deployed force and a minimum of three gun towers. [800]

Shatter the line. [Defender] Destroy/cripple at least half of the Attacker's deployed force. [800]

SPECIAL RULES

The following rules are in effect for this track:

Climbing and Leaping

Use the *Climbing and Leaping* rules for BattleMechs (see p. 22, *TO*) and Infantry (see p. 27, *TO*).

Support Troops (Player)

The player adds up to 25% of their total force on either side. Augment the opposing side with an equal amount of force.

AFTERMATH

(Excerpt from Wolfnet report 30780304/25-Alpha, filed by agent Ramrod)

The assault on the outer defenses was a lesson on how difficult Mount Shanyu was going to be. We assaulted one section of the first wall while the Eighth Dieron hit another section. While the Cannons' First and Second Companies concentrated on one section of the wall, Third and Fourth Companies bombarded the turrets and any Blakist we saw.

After several minutes, we breached the wall, drawing most of the Blakists toward us. Instead of rushing the hole, we pulled back and engaged as many of the defenders as possible. The Eighth, using Sniper and Arrow IV artillery, breached the wall in three places and seized the wall itself.

With the turrets destroyed, the outnumbered Blakists fell back. A combination of jumping 'Mechs and wall breaching took the second and third walls, and the gates were destroyed.

The recently reinforced Blakists launched a massive counter-attack. We dug in and held long enough for the Ghost Bears' Alpha Galaxy to charge past us and hit the Blakists, forcing them into retreat.

As the Bears pursued the Blakists to a mountain lake, a *Mammoth*-class DropShip plummeted into the lake and dumped its holds, turning the water to acid and transforming the main causeway into an inferno. Artillery and Blakist counterattacks stalled Alpha Galaxy until we came up and stopped the oncoming Blakists long enough for the Bears to reorganize and finish the battle.

Losses on both sides were heavy.

NEXT TRACK

Polar Possibilities

..... THE CAMPAIGN: 3077

POLAR POSSIBILITIES

SITUATION

FORT HIGGS, NORTHERN POLAR ICE CAP
DIERON, DRACONIS COMBINE
18 DECEMBER 3077

(Excerpt from Wolfnet report 30780304/25-Alpha, filed by agent Ramrod)

[Captain Amanda Wolf]: Explain again why we are up here, freezing our—

[Major Gannon Derer]: ISF wants to know if the Bears' presence here has anything to do with the signals they've detected in this area.

[Wolf]: They could not send someone else?

[Derer]: You would prefer to be assaulting Mount Shanyu, *quineg*?

[Wolf]: Neg! But I am neither Bear nor Snow Raven.

[Lieutenant Sheldon Imuson]: Bears in sight. Looks like they're moving toward a couple of buildings.

[Derer]: Any sign of Wobblies?

[Imuson]: Not yet, but there's plenty of places to hide around here.

[Wolf]: The Bears are not going to like us up here. They will think we are interfering with them.

[Derer]: We're not working for the Bears.

[Wolf]: Lieutenant, who did the Bear Khan send up?

[Imuson]: Elements of Rho.

[Wolf]: [muttering] Son of a—

GAME SETUP

Use Mountain terrain (see p. 263, *TW*). Designate/place two one-hex Medium Level 1 buildings (CF 35) near the center of the battlefield. All Clear terrain hexes are treated as coated in *Ice* (see p. 50, *TO*).

Attacker

The Attacker consists of elements from Clan Ghost Bear's Rho Galaxy. These units use any Clan Ghost Bear RAT and have Regular skills. The Attacker designates two map edges as its home edge and may enter the battlefield from both edges. The Attacker may stagger entering its units; all units must enter the battlefield by the end of Turn 3.

If the player chooses to support this side, the Ghost Bears will not support the player unit but will not fire on them either.

Defender

The Defender consists of elements from the Word of Blake's Third Division. The Defender's forces equal 50% of the Attacker's total force. The Third has Regular skills and uses any Word of Blake RAT.

All of the Defender's forces are set up on the battlefield as *Hidden Units* (see p. 259, *TW*).

WARCHEST

Track Cost: 400

Option

+200 Snow Storm: Use the rules for *Moderate Snowfall* (see p. 60, *TO*).

OBJECTIVES

Push back. Destroy/Cripple at least half of the opposing force. [300]

Saving grace. At least two-thirds of the player's force must survive. [200]

SPECIAL RULES

The following rules are in effect for this track:

Booby-trapped Buildings

The buildings are booby-trapped to explode if a unit gets too close or lingers near it for too long. During the End Phase, determine the number of enemy units within a two-hex radius of a building. If there is at least one unit, roll 2D6; on a result of 11 or 12, the building explodes, causing 20 points of damage to units in the same hex, 10 points of damage to units adjacent to the building, and 5 points of damage to units 2 hexes away. Apply damage in 5-point clusters. For every unit above two within proximity, add a +1 bonus to the roll.

Support Troops (Player)

The player can add up to 25% of their total force on either side. Augment the opposing side with an equal amount of force.

AFTERMATH

Journal Entry #3690

Derer's Rule #15: *There is no such thing as a simple mission.*

I was reminded of this rule by our mission to Fort Higgs, on the northern polar cap. ISF had picked up signals from there and sent us to see what was going on. Unfortunately, the Bears had picked up the same signals and sent out our old sparing partners, Rho Galaxy, to take a look themselves.

We waited until the Wobblies and the Bears were fighting each other before we moved in. Neither side was happy to see us, and it turned into another three-way battle.

The Wobblies hammered both us and the Bears, but we nearly annihilated them in return. Whatever the Bears think the Wobblies did to them, I'm glad they're not mad at me.

We went back later in the day with an ISF team, beating a Watch team escorted by members of Alpha Galaxy by half an hour. After a few tense minutes, both the Watch and ISF teams agreed to work together and share data.

We're going to spend the next week guarding both teams, grabbing some salvage (Wobbly only, not Clan—unfortunately), and sitting around, twiddling our thumbs. It's not fun, but compared to assaulting Mount Shanyu, I'll take frozen and not being shot at over the alternative.

—Gannon Derer

NEXT TRACK

Bloody Takedown; Death to Tyrants

TERRA – ARRIVAL

TITAN: JULY 3078

LUNA: AUGUST 3078

MARS: NOVEMBER 3078



COMBATANTS – LUNA

Allied Coalition

Clan Jade Falcon Alpha Galaxy, Clan Wolf Delta Galaxy, Draconis Elite Strike Team (Special Forces)

Mercenary forces Star Seeds

Word of Blake

Light of Mankind (Special Forces), TerraSec

COMBATANTS – MARS

Allied Coalition

Clan Nova Cat Alpha Galaxy, Clan Wolf (in-Exile) Alpha Galaxy, Clan Hell's Horses Eleventh Mechanized Cavalry, Stone's Liberators, Seventh Donegal Guards

Word of Blake

Light of Mankind (Special Forces), TerraSec

TERRA SYSTEM MINI-CAMPAIGN

To accomplish a mini-campaign for the Inner and Outer System of Terra, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +1,000 WP at the end of the mini-campaign.

Missions (any order): Assault, Beachhead, Pushback

Chaos Tracks: Joyride; Moon Maze; Picking the Locks; Martian Merry-go-round

Although the arrival of the Allied Coalition to liberate the Terran system occurred late in the Jihad, the system was actually one of the war's first battlegrounds. On 7 December 3067, Wolf's Dragoons sought to demonstrate to the Word of Blake that sponsoring the attack on Outreach would not be tolerated. The hastily executed Operation FERAL was a short-lived mistake on the part of the Dragoons. The Dragoons and their Allied Mercenary Command comrades were the first to discover the secret Blakist fleet of drone WarShips, DropShips, and small craft. The AMC attempt to strike Mars resulted in complete failure, as most of the Dragoon force was annihilated in space. The scattered few who survived the landing and onslaught were taken prisoner, including Major Tara Lucas of Zeta Battalion.

3078

BLOODY TAKEDOWN

SITUATION

COMMAND SUMMIT, FORTRESS DIERON

DIERON, DRACONIS COMBINE

10 JANUARY 3078

Journal Entry #3729

Here it is—the final assault on Mount Shanyu.

While we were up at Fort Higgs, the Bears and Combine clawed their way up the mountain and pushed the Wobblies up to the summit. We were brought down to reinforce the Eighth Dieron for the final assault. The Ghost Bears would assault the summit from three sides, and we would assault the fourth. Facing us were the remnants of four WoB Militia Divisions and five Protectorate Militias.

As I sit here writing this, the Eighth is preparing to move out. Tai-sa Sims has requested his people be allowed to lead the assault. Even if I was in a position to say no, I wouldn't. With the blood and steel the Eighth have sacrificed so far, they've earned that right.

It's now or never. Neither side has enough left for a second try at this.

—Gannon Derer

GAME SETUP

Use a mix of Mountain, Light Urban, and Heavy Urban terrain (see p. 263, *TW*). This track may be played multiple times, as each track represents an attack on one directional quadrant of Fortress Dieron's summit complex, the tip of the massive Castle Brian fortress. In addition to using the *Castle Brian* setup rules (see p. 141, *TO*), the battlefield is also affected by *Thin Atmosphere* (see p. 55, *TO*) due to the extreme height of Mount Shanyu's summit.

The Attacker must select which quadrant it will assault before forces are assigned.

The Defender determines from which map edge the Attacker enters the battlefield.

Attacker

The Attacker consists of elements of Clan Ghost Bear's Alpha, Beta, and Omega Galaxies and the Combine's Eighth Dieron Regulars. Each quadrant is assigned to a different assault force:

One: Alpha Galaxy, Elite, Clan Ghost Bear RAT

Two: Beta Galaxy, Elite, Clan Ghost Bear RAT

Three: Omega Galaxy, Veteran, Clan Ghost Bear RAT

Four: Omega Galaxy (25% of the Attacker's deployed force), Veteran, Clan Ghost Bear RAT; Eighth Dieron Regulars (75% of the

..... THE CAMPAIGN: 3078

Attacker's deployed force), Regular, Combine RAT. If the player chooses to support this side, the Ghost Bears will not support the player unit but will not fire on them either.

Defender

The Defender consists of elements of the Word of Blake's Second, Fourteenth, Nineteenth, and Twenty-third Divisions and the surviving troops of several Protectorate Militias. Each quadrant is defended by a different force:

One: Fourteenth Division, Regular, Word of Blake RAT

Two: Twenty-third Division, Veteran, Word of Blake RAT

Three: Second Division (50% of the Defender's deployed force), Regular, Word of Blake RAT; Nineteenth Division (50% of the Defender's deployed force), Veteran, Word of Blake/ComStar RAT

Four: Protectorate Militias, Regular, Militia RAT; eight static defenses (use *Gun Emplacements*, p. 117, TO).

All Defending forces begin anywhere on the battlefield; up to 20% of the Defender's force in any quadrant may be deployed using the *Hidden Unit* rules (see p. 259, TW).

WARCHEST

Track Cost: 2,000 (each quadrant; this track can be played a maximum of four times)

Option

+750 Earthquake: The battlefield is affected by a severe *Earthquake* (see p. 55, TO), occurring on Turn 1D6+2 with a Tremor value of 6. If used in subsequent tracks during the multi-day assault, downgrade each severity level by 1 for each subsequent use to reflect minor aftershocks.

OBJECTIVES

Major damage. Destroy/Cripple at least 75% of the opposing force. [1,500]

No mercy. NONE. Destroy/Cripple all of the opposing force. [2,500]

SPECIAL RULES

The following rules are in effect for this track:

Battlefield Morale

If using multiple tracks for the assault, every track that is successfully completed grants the player a +1 bonus to all Initiative rolls.

Simultaneous Assault (Optional)

While the assault on Mount Shanyu occurred over the course of several days, the player can choose to play all four tracks as a simultaneous assault. If so chosen, adjust all options, objectives, and setup to reflect the concurrence of each quadrant. The player can still play each quadrant in successive games, but the conditions are considered to be the same in each game. [Example: the *Earthquake* occurs on the same turn at the same Tremor value for each game.]

ComStar launched CASE WHITE on 9 March 3068, their engagement with the Word's forces became the largest single naval engagement in the last century. The fleet formed a classic Star League planetary assault pattern and faced down the Word's large Caspar squadron. As first contact was made, the first wing of drone ships concentrated on the transport ships. The ComStar forces began to spread out in attack formation, Blakist sleeper agents on a handful of the Com Guard WarShips sabotaged their own vessels, rendering them inoperative. (These vessels would be later salvaged and incorporated into the Blakist fleet.) This created mass confusion within the assault force and broke up the battle-line as the drones fully engaged. As portions of the Com Guard fleet disintegrated, they managed to protect enough DropShips to put three divisions on Terra, landing near Estonia and Latvia, with others making landfall in North and Central America. These Com Guard forces engaged local Blakist forces, including the Third and Tenth Divisions, the Fifty-first Shadow Division, and several TerraSec forces, in a series of bloody firefights. The historical cities of Talin and Riga are destroyed during the conflict.

In space, the ComStar fleet was shattered. The Word lost six WarShips but only a half dozen or so of their drone fleet remains. Not all of the Com Guard transports were destroyed or made landfall; a number of vessels surrendered to the Blakists, their crews and passengers sentenced to re-education camps on Terra and Mars.

The Terran system was secure for another decade following the debacle.

Allied forces returned to the Terran system on 20 July 3078 to gauge the state of the system's defenses. A recon force jumped to the Kuiper Belt and made contact with a group of Belters who had no love for the Word—or so they thought. As the team observed the defenses, including the Caspar II System orbiting Titan, spies among the Belters alerted Blakists to the surveillance. This gave Precentor Naval Gregory Zwick time to prepare a reception for the Allied fleet.

The assault on the Terran system began with a violent space battle on the outskirts of the system. ComStar Admiral Alain Beresick knew the outer reaches of the system would be less heavily defended than the interior, but the Coalition needed to eliminate all threats before assaulting the inner system worlds. Beresick led the fleet in a jump to the Titan shipyards. Besides the Caspar II system and numerous capital turrets, Pocket WarShips, assault ships, and Word of Blake WarShips, the admiral also had to contend with three former ComStar WarShips. After losing six of their own WarShips, the Allied fleet won the battle. All the Blakist ships were destroyed, along with

sixty percent of the Titan shipyards. The way was now open for Stone and the Allied invasion force to arrive, but Admiral Beresick's work was not done yet.

Beresick jumped his recharged fleet closer to Terra to support the Coalition's imminent arrival on 17 August. Precentor Zwick's plans threw the Coalition's plan into disarray from the start. Hyperjump mines sown near Terra's pirate point zones spelled the end of two Coalition WarShips, removing them from the line of battle before the first shot was even fired. Zwick took advantage of the Allied fleet's shocked reaction and boldly attacked. Flanked by Caspar II drones, Zwick's fleet was formidable and stalled the Allied progress towards Terra. The entanglement of the two fleets made for utter chaos. Then Allied JumpShips began arriving in-system. With hundreds of JumpShips folding into existence and immediately disgorging DropShips and fighters, the chaos only intensified.

The death knell for the Blakist fleet occurred when Zwick's *Farragut*-class *Righteous Justice* was crippled by a missile barrage from Beresick's flagship, the *Cameron*-class *Invisible Truth*, itself crippled by a Caspar II command ship. The two former friends and comrades died together as their respective flagships closed to pointblank range and unloaded every available weapon into each other. (The *Invisible Truth* would later be recovered with no survivors from the catastrophic collision.) This turned the naval battle's tide in the Coalition's favor. As the battle raged on, the remaining Blakists refused to surrender. The *Leviathan II*-class CGB *Rasalhague* broke through the Blakist lines and led a push towards Terra. Despite the massive Ghost Bear WarShip's protection, the Caspar IIs, fighters, and ground defenses exacted a heavy toll on the incoming Allied landing craft seeking to make planetfall. None of the landing forces went unscathed. The *Ryukun-ni*, Fifth Lyran Guards, and Com Guards Sixth Army took the worst casualties during the orbital insertion, all losing more than two-thirds of their comrades to Blakist defenses.

Devlin Stone and Belle Lee split their forces for the invasion. Stone directed his forces toward the continents of North and South America, while Lee was tasked to take Eurasia and Africa. (Australia and Antarctica were left alone for the initial stages, though Lee would later relocate to Sydney.) The two leaders sought to destroy the Blakist resistance by first assaulting the deadly Castles Brian, the Reagan SDS command center, and as much of the Word's materiel support infrastructure as possible.

Support Troops (Player)

The player adds up to 100% of their total force on either side. Augment the opposing side with an equal amount of force.

AFTERMATH

(Excerpt from Wolfnet report 30780304/25-Alpha, filed by agent Ramrod)

It's over.

After ten years and countless lives, Dieron is free from the Word of Blake's control. Mount Shanyu is again a DCMS-controlled facility. The Word defenders are dead, captured, or somehow managed to escape the planet, though most ended up in the first category and very few ended up in the third.

The assault was as brutal as expected. With their backs against the wall and little hope of mercy, the Blakists fought like they were possessed. The Eighth pushed hard into the Blakist lines, but when *Tai-sa Sims's Atlas* went down, the survivors wavered.

Major Derer took command of the survivors and pushed both the Eighth and the Cannons forward, rolling over the Blakists. The combat was short-ranged and vicious, with neither side offering nor expecting quarter. By the time we reached the summit, there was not a single Blakist left standing, and the Eighth Dieron Regulars existed only as a dozen 'Mechs, four tanks and three dozen soldiers. The Bears' assault was about the same. A few Blakists escaped on DropShips, but most never left Dieron.

And Dieron's condition? Four of its major cities—including the capital—have been leveled. Mines and manufacturing complexes are completely destroyed. The continent of Voltenna is a nuclear and toxic wasteland. The estimated loss of civilian life is at least eight million.

If this is a victory, I shudder at the thought of what defeat would look like.

NEXT TRACK

Bloody Takedown; Death to Tyrants; Pound of Flesh; Joyride

FLASHPOINT

SITUATION

LANDING ZONE ROMEO

NEW EARTH, BLAKE PROTECTORATE

22 JANUARY 3078

It is good that we meet death in this fashion, quiaff? The taint of the accursed is foul upon this land. They are worse than bandits or outlaws, and we will slaughter them. The Great Father set us upon this course so that we might kill our enemies and redeem our honor. My commander bid well; we shall be the first to spill the blood of our enemies.

—attributed to Star Captain Joel Ghostbear

..... THE CAMPAIGN: 3078

GAME SETUP

Use a mixture of Forest and Flatlands (see p. 263, *TW*). The Defender selects their home edge first.

Attacker (Player)

The player may use up to 100% of their total force and enters from their home edge at the start of the track.

In addition, the Attacker receives reinforcements from the Word of Blake's Fiftieth Shadow Division; these are Elite troops, use any Word of Blake and Shadow Division RATs, and equal 50% of the player's deployed force. The Fiftieth enters the battlefield via an atmospheric drop using *Dropping Troops* rules (see p. 22, *SO*) during the Movement Phase of Turn 6. Do not count the Fiftieth's forces when determining the Defender's force size.

Defender

The Defender consists of elements from Clans Jade Falcon, Wolf, and Ghost Bear. The Defender's force equals 125% of the player's initial deployed force (rather than the Defender's total force) and may choose any two of the following Clan forces:

- Clan Jade Falcon's Alpha Galaxy (Veteran skills, any Jade Falcon and Periphery RATs)
- Clan Wolf's Delta Galaxy (Elite skills, any Wolf RAT)
- Clan Ghost Bear's Xi Galaxy (Regular skills, any Ghost Bear, Nova Cat, and Rasalhague RATs)
- Clan Ghost Bear's Omicron Galaxy (Veteran skills, any Ghost Bear RAT)

Each chosen force comprises half of the Defender's deployed force. The Defender enters the battlefield from any two edges at the start of the track.

WARCHEST

Track Cost: 800

Options

-400 Artillery Support: The Attacker fields two Long Tom artillery units 4 mapsheets away from the battlefield. The artillery crews have Elite experience.

OBJECTIVES

Scorched earth. Destroy/Cripple at least 75% of the Defender's forces. [800]

Quick victory. Complete the **Scorched earth** objective within 10 turns or less [800]

Minimize losses. Complete the track with at least 50% of the Attacker's combined force remaining. [400]

SPECIAL RULES

The following rule is in effect for this track:

Clan Honor

The Clan honor rules have been discarded by the Defender and have no effect.

Terra was not the only world to contain hostile Blakist forces. Even as the space battle still raged, the assault on Luna began. Because it was among the fastest of the Coalition's conquests, many later analysts assumed the task was easy. The survivors told a different tale.

The Luna assault began with several waves of assault DropShips pounding various lunar installations. The defenders had only a Level II of aerospace fighters, which incoming assault forces quickly shredded. After the paltry resistance was eliminated, the DropShips inserted an all-infantry force to conquer Terra's moon. The Lunar assault was led by Major Marcel Webb and his Star Seeds, whittled down to an elite six squads of battle armor troopers. Eight DEST squads and six Stars each from Clan Wolf and Clan Jade Falcon accompanied them. The separate components of the Allied force entered from multiple locations, though none had an easy time of it. After breaching the walls to enter the Luna Support Base, the Allied infantry found themselves in a bloody struggle amongst the close confines of tunnels and cramped hallways. Blakist defenders gave as good as they got, fighting from prepared and improvised defensive positions and falling back to designated ambush points.. The assault became a bloody slugging match. The difference came down to the superior Coalition battle armor. While Luna fell in only a few hours, none of the Allied forces considered it a glorious day. Only a handful of Blakists survived to be captured, but the Allied infantry took more than fifty percent casualties in the nightmarish affair. Luna had fallen just as Terra felt the tread of its liberators' boots.

While the effort to secure Terra was succeeding in Europe and Asia, it was faltering in the African and (later) Australian operations. Concerned about Word of Blake ROM's main headquarters on Mars, Devlin Stone ordered Andrew Redburn to lead a force to secure the Red Planet. On 14 November, Redburn joined Stone's Liberators and Seventh Donegal Guards with some of the Clan forces that had been denied participation in the Terran assault due to political repercussions of ilClanship. (There was no provision regarding Clans setting foot on Mars.) Thus, the Nova Cats and Wolves-in-Exile sent their Alpha Galaxies, while the Hell's Horses sent the Eleventh Mechanized Cavalry to join in the assault.

The Coalition faced superior enemy air power in the Mars operation, forcing Redburn to execute an atypical assault plan. Instead of landing and consolidating forces into a forward operating base, he split the force into three sections: the Exiled Wolves and Nova Cats, the Donegal Guards and Hell's Horses, and Stone's Liberators. Each task force dropped onto the Chryse Planitia to assault the entry locks of Koryo, the known location of ROM's

headquarters. Throughout the operation, five wings of Blakists fighters, Pocket WarShips, and other small craft repeatedly and effectively strafed Redburn's forces.

As the three groups pushed into the domed city, the inhabitants hailed them not as liberators but as hostile invaders. Redburn's forces balanced exterminating the remaining Blakist defenders with attempting to preserve the homes and lives of civilians still living in the city. While the Inner Sphere forces limited collateral damage, Clan troops would not be stopped. Their callous disregard led to a staggering number of casualties among the locals, further stoking fires that would linger for years after the city's surrender. Koryo and the rest of Mars were soon pacified and remained mostly intact, although this was not the case in many other Martian cities. The worst was the death of all twelve thousand residents of the Pullo Aerodrome on 13 December after Jade Falcon's Alpha Galaxy sealed the dome, flushed out most of the purified air, and then breached the dome itself. While the action eradicated the final Blakist resistance on Mars, Stone's command attempted to cover up the atrocity; the operation would not be made public until a series of sensationalized articles was published in 3084.

On 16 December, Demi-Precentor Lawrence Stevenson, the highest-ranking surviving Blakist on Mars, formally surrendered Mars to Redburn.

—Terran Stone: *Conquest and Conqueror*; *Nagelring Military Publications*, 3098

AFTERMATH

Despite the savagery of the Clan forces dropped on New Earth, none of the four Galaxies could dislodge the Word of Blake. While Clan Ghost Bear inflicted heavy casualties on the Twelfth Division, the sudden arrival of the Fiftieth Shadow Division behind Clan lines disrupted their order of battle long enough for the beleaguered Tenth Division to execute a savage counterattack that gutted Clan Wolf's Delta Galaxy.

Despite the Clan forces' insistence on fighting "to the bloody end," Devlin Stone forcibly recalled them from the system. This left a vital Protectorate world in the hands of the Word, who used it as a staging area for quick strikes and raids behind Coalition lines. Eventually, New Earth's Blakist protectors were called elsewhere, and the world quietly surrendered to the Coalition in May 3079.

—SCOUR: *The Lyran Front*; *Tharkad Press*, 3096

NEXT TRACK

Death to Tyrants

TRICK OR TRAP

SITUATION

PORT MARSEILLES, ALDRIN PROVINCE

TERRA FIRMA, WORD OF BLAKE PROTECTORATE

11 FEBRUARY 3078

Now that we're almost done taking down the Word here, they've pulled back into the cities and entrenched themselves. The Ryukun-roku has run into a wall. We've been requested to back them up as they push into the city. Knowing these Blakists, they're just waiting to get us into the right position to exploit some surprise. We were on New Avalon, after all, and while it's only the Terra Firma Protectorate Militia and none of those Shadow Division assholes here, they could firebomb the city all the same. There's nothing to do, really, but pile on and keep hitting them until they're unrecognizable. I do hate city fighting, though. It almost completely negates our LRM tactics. Even so, I've had all the MML units load heavy on SRMs and join our short-range specialists at the front.

—Journal entry for Col. Roger Cumberland, 10 February 3078

GAME SETUP

Use a mix of Light and Heavy Urban terrain (see p. 263, *TW*). The Attacker selects their home edge first.

Attacker (Player)

The Attacker consists of up to 75% of the player's total available force. In addition, the player's unit is accompanied by elements of *Ryukun-roku* not exceeding 30% of the player's deployed force. The *Ryukun* has Elite skills and uses any Combine RAT. The Attacker enters from their home edge.

Defender

The Defender consists of the Terra Firma Protectorate Militia, equals 100% of the Attacking force, and has Regular skills. They use any Militia RAT.

The Defender sets up on the furthest map edge from the Attacker's home edge. The Defender also secretly designates one building that houses their Commander.

WARCHEST

Track Cost: 700

Options

+100 Surprise After Surprise: The Defender may deploy up to half their units using the *Hidden Units* rules (see p. 259, *TW*).

+200 Wind Tunnel: Use the *Strong Gale* rules (see p. 61, *TO*).

OBJECTIVES

Root them out. Destroy/Cripple two-thirds of the Defender's force. [500]

Be cautious. No attacking units are destroyed or crippled by booby-trapped buildings. [200]

..... THE CAMPAIGN: 3078

SPECIAL RULES

The following rules are in effect for this track:

Booby-trapped Buildings

Before the start of the game, the Defender selects 6 buildings a minimum of 6 hexes from any map edge to be booby-trapped, which will damage units both within and adjacent to the building hex. Calculate the explosive power by using the building's current CF divided by 5 (rounding up) at the beginning of the turn. The Defender may elect to set off the booby trap as long as a non-crippled, non-destroyed unit has LOS and neither the unit nor the building is under the effects of enemy ECM.

A booby trap may be set off accidentally. During the End Phase of a turn in which the building received damage, roll 2D6+ the total CF lost in that turn. If it exceeds the building's current CF divided by 10, the booby trap is inadvertently set off.

Commander Building

As long as the Commander's building is intact, the Defenders gain a +2 Initiative Bonus and ignore any spotting penalties for Indirect Fire.

The Commander's location may be revealed by an attacking unit ending its movement within the designated building's hex or any hex adjacent to it or by ending the Movement Phase with the designated building within range of the detecting unit's active probe.

AFTERMATH

Dad was right to expect the Blakists to lay traps. Nobody expected the buildings to be the traps, though. We lost at least three MechWarriors in the first wave of blasts. After that, everyone just laid into the buildings and flattened everything. I guess it worked, though. With me and the other LRM units held back and targeting through spotters, we were able to cripple most of the enemy without crossing through the ruins. Milford spotted their command post thanks to his Beagle probe, and we lit it up. The enemy fell apart after that. Those we didn't take apart were lucky to get away.

—*Journal entry for Maj. Roger Goddard, 11 February 3078*

There are no easy days, but why do they all have to get harder than those that came before? I hate writing these letters home to family, telling them their loved one is dead. What's worse is that we've picked up so many stragglers and survivors from other units the last few years that I don't even know who to write or where they'd be.

—*Journal entry for Col. Roger Cumberland, 10 February 3078*

Figures the Dracs would send a token force in and use us as the battering ram. Maybe they just didn't want to be the bad guys. Fine. Let the Terra Firmans hate us. We got the job done; that's what matters. It's not like we're moving here after the war.

—*Journal entry for Maj. Musette Brady, 11 February 3078*

NEXT TRACK

Sticky Situation

TERRA – EUROPEAN THEATER

OPERATION BEGUN AUGUST 3078

OPERATION CONCLUDED OCTOBER 3078

COMBATANTS

Allied Coalition

Twelfth Atrean Dragoons, Com Guards Fifth and Sixth Armies, ComStar partisans, Seventh Donegal Guards, Free Worlds League Home Guard, Fifth Lyran Guards, Sorenson's Sabres, Stone's Liberators

Mercenary forces Devil's Brigade, Fox's Teeth, The Battle Corps

Word of Blake

Fourth Division, Sixteenth Division, Twenty-first Division, Fifty-first Shadow Division, TerraSec

TERRA – EUROPE MINI-CAMPAIGN

To accomplish a mini-campaign for the Terran European theater, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +1,500 WP at the end of the mini-campaign.

Missions (any order): Assault, Defend, Flank, Probe, Stalwart

Chaos Tracks: *Convoy Duty; Ancient Meanings; Counterstrike; River Waltz; End of Night*

The European Theater was the most conventional operation during the battle for Terra. In Britain, the campaign was a guerrilla war, one which, ironically, General Alys Rousset-Marik was unprepared for. The fight started with a siege, became a running battle across Central and Eastern Europe, and ended with a pair of savage urban battles. Despite lacking the over-the-top brutality of other Terran operations, both campaigns were bloody.

Alys Rousset-Marik's initial mission was to secure the Sandhurst Castle Brian. Intelligence reports indicated the Fifty-first Shadow Division would be the main opposition. Unknown to Rousset-Marik, the Fifty-first was preparing to move to the European continent, leaving the defense of the British Isles to the local TerraSec division under the command of Demi-Precentor Nigel Smyth, a veteran of both the Battle of Tukayyid and Operation ODYSSEUS.

With his force's older equipment being manned by TerraSec personnel, retirees, and green Sandhurst cadets, Smyth knew he couldn't face Coalition forces in open battle. With Sandhurst's Castle Brian under the control of the departing Fifty-first, Smyth prepared to fight a guerilla war.

On 19 August, both the Com Guards Fifth Army and the Twelfth Atean Dragoons landed near Plymouth in southwest England and took the city. In the north, the newly recalled Seventh Donegal Guards and the Devil's Brigade seized Blackpool and its valuable cargo DropPort. Once both locations were secured, Rousset-Marik moved toward London and Sandhurst, expecting to draw the Fifty-first out of the Castle Brian and into battle. Instead, units displaying the Second Division's colors harassed the invaders with a series of hit-and-run attacks. Uncertain of the size and numbers of the enemy she was facing, Rousset-Marik slowed her advance. She didn't know the attackers were actually TerraSec units masquerading as a Blakist frontline division.

The two sides clashed near the town of Newbury on 23 August. While part of Smyth's force harassed the Com Guards and the Atean Dragoons, the rest dug in near the town and waited. A battalion of the Atean Dragoons, stung by guerrilla attacks, pursued what they thought was a fleeing enemy, only to run into the ambush. The Dragoons retreated with a bloody nose, and the Coalition's advance slowed further.

To cover the Fifty-first's withdrawal, Smyth dispersed his units throughout southern Britain and began randomly assaulting and raiding Rousset-Marik's flankers and scouts. He repainted his forces in another line division's colors after each attack, which led Rousset-Marik's intelligence people to believe they faced elements from four separate Militias. Smyth avoided large battles with the main Coalition forces and concentrated his attention on supply depots, convoys, and scouting parties. In addition, a hostile civilian population actively hindered the Coalition through minor acts of sabotage and kept Smyth informed of Coalition movements. For three weeks, Rousset-Marik found herself a victim of the same sort of warfare she had been practicing for years. Her advance toward London stalled as she tried to secure her supply lines and find the elusive enemy.

After a heated meeting with her commanders, Rousset-Marik finally changed tactics. In early September, the Devil's Brigade infiltrated the Pennines Mountains and stumbled across one of the TerraSec camps. The Seventh Donegal Guards' artillery regiment moved into position and hammered the base, shattering the TerraSec unit. A second TerraSec unit was destroyed three days later in a trap baited by a fake convoy. With half his forces gone, Smyth realized he couldn't continue in England. He consolidated his remaining forces and retreated north, heading to Scotland to find transportation to Europe.

On 11 September, Sandhurst was captured without a fight, and on 14 September Allied forces entered London. With her main objectives completed, Rousset-Marik pursued Smyth. After three days the TerraSec survivors were surrounded on a hill in the West Yorkshire Moors. Short of supplies and with

DEATH TO TYRANTS

SITUATION

SQUARE HOLE PARK, NELLISTOWN
LIBERTY, CONTESTED PROTECTORATE
1 APRIL 3078

21/03/78: *Sacred Mother of God, Hilary is insane. She was stable enough to hide it for so long. She's been deceiving me for years. For it to all come out now goes beyond what even I can readily accept.*

At least the bodies were easy to dispose of. A little trip to a side lagoon at night and the fish have a large meal. Everyone else will just believe Kreuzer deserted with her friends. Replacing her will be even more difficult than making up for the loss of Cunningham, though. I'm leery of bringing on any Blakist veterans, but on the other hand they're the readiest source of desperate soldiers right now.

Baxter finished restoring those old Star League automated turrets while we were gone. When the Coalition comes they'll get quite a surprise, courtesy of "Chancellor Liao."

—Pierre Grandin

GAME SETUP

Use a mix of Mountain and Woodlands terrain (see p. 263, TW).

Attacker

The Attacker consists of up to 150% of the Defender's deployed force. The Attacker enters from any one map edge, declared before the start of the battle. Any aerospace units must start with a Velocity of 3 or less.

The Attacker is a mix of the Com Guards Fifth Army and the Free Worlds League Home Guard. Both units have Veteran skill level. The Fifth Army uses any ComStar RAT. The Home Guard uses a mix of any Free Worlds League, ComStar, and Word of Blake RATs.

Defender (Player)

The player may use up to 50% of their total available force. The Defender sets up anywhere on the battlefield after the Attacker has declared their entry edge. In addition, the Defender places three static gun emplacements (see below) per mapsheet a minimum of 6 hexes from any map edge.

WARCHEST

Track Cost: 700

Options

+200 Cream of the Crop: Upgrade the Attacker to Elite skill level.

+200 Orbital Support: The Attackers may use *Orbit-to-Surface Fire* (see pp. 103-104, SO) using the *Vincent Mk 42-class WarShip* (see p. 132, TR57) NCS *Far Vision*.

..... THE CAMPAIGN: 3078

OBJECTIVES

Hold them back. Destroy/Cripple at least half of the Attacker's forces. [400]

Being difficult. At least two-thirds of the Defender's force must be operational on the battlefield after Turn 12. [400]

SPECIAL RULES

The following rule is in effect for this track:

Gun Emplacements

The static fortifications are considered single-hex, level 1 Medium Buildings (CF 40, Armor Factor 40) and use the *Gun Emplacement* rules (see p. 117, *TO*). Each building can either have a turret-mounted Large Laser, a turret mounted LRM-20 with two tons of ammo, or an LB 10-X autocannon with two tons of ammo. The gunnery crews have Gunnery skill 5.

AFTERMATH

Grandin's Crusaders arrived in March 3078, fresh on the heels of the planet's liberation by a pro-Liao uprising. The destruction of the planet's HPG compound allowed the Crusaders to masquerade as a Capellan-contracted unit to avoid conflict. They were welcomed by the resistance, which included members of the planetary militia that Grandin had trained a decade ago. The tranquil period was needed, as the Crusaders shortly afterward underwent a period of turmoil following the disappearance of several veteran members.

The advance of the Coalition into the Blakist Protectorate meant that Liberty would soon eventually fall under attack. With help from the new planetary authorities, Grandin's engineers restored a number of SLDF fortifications around the capital. For their base the mercenaries took over Parris Island, once headquarters of the Terran Hegemony's CAAN divisions.

The effort served Grandin well when the veteran Stewart Home Guard and the Com Guards Fifth Army landed to take the planet for Stone. The Crusaders conducted a layered defense, augmented by large numbers of automated turrets and supported by pro-Liao militia. The constant sting of guerrilla attacks caused supply problems that disrupted Coalition efforts to storm Parris Island.

A ceasefire was arranged, and Lin Murikami was dispatched to negotiate the retreat of the Crusaders. Baron Grandin soon handed over the world to the Coalition in the name of the Chancellor. Stone and the Coalition viewed the eventual Capellan disavowal of the Crusaders as a political ploy rather than a genuine protest.

—The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

Pound of Flesh

no artillery or aerospace support, Smyth put down a coup attempt by radical elements among his own force before he surrendered on 17 September.

Stone assigned the capture of Geneva, Terra's capital, to General Andrew Redburn and a force consisting of the Fox's Teeth, Stone's Liberators, the Free Worlds League Home Guard, ComStar's Sixth Army, and the Fifth Lyran Guards. The Word of Blake Militia's Fourth Division, under the command of Precentor Jake Rule, defended the city.

Problems started when Terra's orbital defenses savaged the Sixth Army's DropShips, leaving only a few survivors that were folded in with Stone's Liberators. Redburn landed his forces south and northwest of Geneva on 19 August. Several TerraSec divisions, stiffened by elements of the Fourth Division, slowed the Coalition but couldn't stop them from reaching Geneva's suburbs on 6 September. Precentor Rule used the extra time to dig in around the city. Redburn, not wanting to destroy Geneva, laid siege. With Stone's Liberators and the Com Guards survivors dug in around La Preille in the south, the Home Guard around Châtelaine in the west, and both the Fox's Teeth and the Lyran Guards around the spaceport in the north, Redburn ordered his forces to aggressively probe the Blakist defenses. Over the next week and a half, the Coalition seized three of the Rhone River bridges and inflicted significant casualties on the Fourth. By 17 September, Redburn was ready to attack.

The Fifty-first Shadow Division disrupted Redburn's plans. After quietly slipping out of England and across the English Channel by 10 September, Azrael's Terran Guards gathered near Amsterdam. Using a severe weather front to hide from aerial and orbital observation, the Fifty-first traveled five hundred kilometers in fifteen hours, and on 17 September attacked the Fifth Lyran Guards at the spaceport. At the same time, the Fourth Division launched their own attack, trapping the Lyrans. The rest of Redburn's task force immediately moved to rescue the Fifth, but after linking up, the entire Word force disengaged and headed west along Lake Geneva's northern shore. The Coalition followed, leaving only a small force to secure the city.

Bloody rearguard actions occurred at Morges, Lausanne, and Vevey as the Coalition tried to overtake the Blakists. After three days of continual combat and pursuit, Redburn was forced to halt long enough to reorganize and resupply. The halt allowed the Blakists to break contact and escape up the Rhone Valley.

For the next ten days, Coalition forces chased the Blakists across Switzerland, clashing amongst some of the most challenging terrain on the planet. Ambushes were common and casualties were high on both sides. Twice the Blakists fought their way out of encirclements and continued retreating east, pursued by Redburn's forces.

By 27 September, the chase reached Austria. After skirting Innsbruck, Salzburg, and Vienna, the Blakists turned and raced north, just beating the Coalition to Bratislava. Before the Blakists could destroy the bridges over the Danube, the Coalition arrived, captured the bridges, and pushed into the city as night fell. The battle lasted all night, with the worst of it centered on Bratislava Castle and Grassalkovich Palace. By dawn of 30 September, Bratislava was in Coalition hands and the Fourth had been reduced to a Level III that fled onwards to Budapest.

By the time the pursuing Coalition forces reached Budapest on 2 October, the Bratislava survivors had been joined by parts of the Sixteenth Division and Central Europe's TerraSec divisions. The disparate defenders dug in, the bulk of them at the main Krupps Armaments complex. Not wanting to give the Blakists any more time to prepare, Redburn ordered his forces to attack.

The battle for Budapest proved even more brutal than Bratislava. Miscommunication and a vicious defense by the Blakists hampered the assault until a push by the Fox's Teeth punched a hole in the Word's line late on 3 October. The Blakists pulled back and tried to wipe out the Fox's Teeth while holding off the rest of the Coalition force attempting to rescue the Davion unit. The fighting continued for thirty hours before the remainder of the Sixteenth and Twenty-first Divisions made a hazardous combat drop that forced the Coalition to pull back and left the Fox's Teeth trapped inside enemy lines. Assaulted by elite anti-Mech infantry, the Fox's Teeth drove them off but not until they inflicted serious casualties.

The Coalition needed a solution to break the stalemate. After a week of requests and demands, Redburn received reinforcements and assembled enough artillery (mostly from the Eighth Donegal in England) to saturate the Blakists' defenses. On 10 October, the largest artillery barrage of the Terra Campaign began. Once the artillery had hammered the defenses and the Krupps Armaments complex for several hours, Redburn sent his DropShips into the compound and targeted remaining strong points. Starting with the outer defenses, four *Overlords* and four *Unions* pounded the surviving defenses with overwhelming firepower. Redburn's forces swept in and found only a few survivors, all of whom surrendered. The DropShips also took pressure off the Fox's Teeth, who had survived for over a week trapped behind Blakist lines. Only a few Level IIs escaped during the artillery barrage and continued east into Russia.

The Coalition pursued, bringing in forces from every available direction to trap the Word survivors in the Ural Mountains. The end came on 20 October when the Word made their final stand. None of the Blakists survived the last encounter.

Redburn declared Europe secured on 21 October.

—The Redburn Crusade: Terran Europe 3078; *New Avalon Press*, 3093

STICKY SITUATION

SITUATION

OLD JOHNSBERG, MARKHAM PROVINCE

NEW HOME, WORD OF BLAKE PROTECTORATE

26 APRIL 3078

I guess we had it easy on this operation so far. We might only have been up against the Protectorate Militia, but at least we were able to put fire on them. Stone's been chasing the damn Forty-third Shadow Division for weeks with no luck. After we mopped up the militia, Stone ordered us to join him at the old Star League base. He wanted to consolidate and have a bigger hammer to pound the Forty-third with. That's when the other Shadow Divisions showed up. Maybe they were waiting until they only had one big target to shoot at. Regardless, now we're stuck here and surrounded by fresh and brutal enemies. Stone sure screwed us all over this time. If I survive, I might just tell him so. I hate being on the defensive.

—Journal entry for Col. Roger Cumberland, 15 April 3078

GAME SETUP

Use Light Urban terrain (see p. 263, *TW*). Place medium and heavy buildings of varying heights on every Clear, non-Paved hex. Before either side deploys, roll 2D6 for each structure. On a result of 6–8, halve the structure's starting CF. On a result of 9–12, the structure is destroyed; the hex is considered Rubble.

The Defender designates one of the shorter map edges as the Attacker's home edge.

Attacker (Player)

The Attacker consists of up to 75% of the player's total available force. In addition, the player's unit is accompanied by elements of Stone's Lament. These units are Elite and may not exceed 100% of the player's deployed force.

The Attacker enters the battlefield on the edge opposite their designated home edge.

Defender

The Defender equals 100% of the Attacker's deployed force, consisting of the Forty-fifth and Forty-seventh Shadow Divisions. They have Veteran and Elite skills, respectively, and use a mix of Word of Blake and Shadow Division RATs.

The Defenders set up half of their force on the battlefield within ten hexes of the Attacker's designated home edge. The rest of the Defender's force may enter from any map edge during the Movement phase of Turns 3, 4, or 5. All of the remaining units must enter at the same time.

..... THE CAMPAIGN: 3078

WARCHEST

Track Cost: 1,000**Options**

+300 Hornet's Nest: The Defender adds two Veteran Motorized Infantry platoons (Machine guns) per mapsheet. These units are deployed as *Hidden Units* (see p. 259, TW) and are equipped with two LB 10-X field guns.

+200 Earthquake! Use the *Earthquake* rules with a strength rating of 3 (see p. 55, TO). The earthquake strikes on Turn 1D6+2.

OBJECTIVES

Keep the commander alive. The Attacker's command unit must make it off the Attacker's home edge. [400]

Tactical withdrawal. Exit as many Attacking units off the Attacker's home edge as possible. [100 per unit before the Commander exits, 200 per unit after the Commander exits]

SPECIAL RULES

The following rules are in effect for this track:

Commander

The Attacker uses the *Commander* rule (p. 13).

Shielding

The Commander's unit can be defended using the *Shielding* rules (see p. 19, TO).

AFTERMATH

What the Nova Cats did... I have no words. I've never seen such loyalty, never even heard of it. Self-sacrifice like that, it's amazing. And kinda scary that Stone can inspire that sort of dedication. If he weren't on our side, I don't know how we'd overcome that level of charisma.

—*Journal entry for Maj. Musette Brady, 28 April 3078*

Now that was a fight. Gotta give these Blakists some credit: the closer we get to Terra, the tougher they are to kill. Me? I love it. I can't wait to see what they've got waiting for us on Terra.

—*Journal entry for Capt. LeRoy Cody, 28 April 3078*

I actually went up to Stone and was ready to give him several pieces of my mind. Then I saw his face. His eyes had the same hollow look I've seen in the mirror after we lose some of our own. And I've never lost nearly so many. I just gave him a nod and headed back to see to my wounded.

The casualty lists are hideous. The Armored Cav and *Ryukun-roku* are all but dead. Half of Stone's Stalwart won't leave this world. The Nova Cats lost most of their Galaxy. These Battle Corps mercs lost over eighty percent, mainly thanks to poor tactics. Makes our fifteen percent seem pretty insignificant. We made up some of losses taking in survivors. Just future condolence letters I'll have to write.

—*Journal entry for Col. Roger Cumberland, 29 April 3078*

NEXT TRACK

Under the Gaze of the Sun God; Joyride; Moon Maze; Barriers

TERRA – ASIAN THEATER

OPERATION BEGUN AUGUST 3078**OPERATION CONCLUDED DECEMBER 3078**

COMBATANTS

Allied Coalition

Twenty-third Arcturan Guard, Com Guards First Army, First Crucis Lancers, Second Davion Guards, Fifth Free Worlds Guards, Seventh Free Worlds Legionnaires, Second Genyosha, Skye Guards, Kentares DMM, Thirty-first Marik Militia

Mercenary forces The Battle Corps

Word of Blake

Thirty-seventh Division, TerraSec, Light of Mankind (Special Forces)

TERRA – ASIAN THEATER

MINI-CAMPAIGN

To accomplish a mini-campaign for the Asian Theater, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +750 WP at the end of the campaign.

Missions (any order): Flank, Assault, Pursuit

Chaos Tracks: *End of Day; The Final Countdown*

General Belle Lee's master plan for the eastern hemisphere had two component parts. The primary objective was the massive Word stronghold in Australia. Of secondary importance but critical to controlling Terra's largest continent, were the Castles Brian located in Moscow and along the Asian stretches from Singapore to Tokyo.

Duke Robert Kelswa-Steiner and his ready force landed at Moscow on 19 August with little opposition. The Skye Guards faced no major issues in seizing the Castle Brian located near Gol'ev, primarily due to the facility having been stripped bare. (Terran records discovered in 3083 indicated the Gol'ev site had been abandoned in mid-3071.) Kelswa-Steiner's task force, occupying Red Square more for visibility than strategy, found themselves under counterassault by TerraSec forces at the end of August. Both the duke and his son barely escaped an assassination attempt and managed to rally the Skye Guards and Seventh Legionnaires around them. Though victorious, Kelswa-Steiner prudently moved the task force out of Moscow and towards Voronezh, seized a large cargo port, and awaited further orders. The Thirty-first Marik Militia remained at Voronezh through the rest of the campaign, garrisoning the now-vital Coalition airspace.

THE CAMPAIGN: 3078.....

Tai-shu Isoroku Kurita's small task force—the First Crucis Lancers, Twenty-third Arcturan Guard, and Second Genyosha—landed on top of the Yokosuka Castle Brian, near Mt. Ogusu. Caught off guard and undermanned, the small TerraSec garrison held out for only a few hours before Kurita's relentless assault overwhelmed them. The fortress was never locked down, as Precentor Tomas Okuta, commander of the North Asia TerraSec forces, and his command staff was killed in the first few minutes of the attack. The Tokyo garrison saw no other action aside from periodic mob protests. Under strict orders not to interfere with the city or its inhabitants, the bulk of Kurita's task force remained in Yokosuka. (Allegations regarding the Genyosha and the theft of several ancient Japanese artifacts with connections to the Kurita line are still under investigation by The Republic.)

The invasion of Malaysia advanced smoothly, as the Word's orbital defense assets and aerospace fighters concentrated on the larger threat from the task force headed for Australia. Landings on 19 August 3078 allowed the establishment of a solid beachhead with little difficulty. General Thomas Hogarth, commander of the Singapore task force, established his headquarters at the resort of Phuket and began an intensive "hearts and minds campaign" to win over the population. Despite some success in reassuring local elites, Hogarth's focus on civil matters meant the advance soon slowed despite limited Blakist resistance.

The desperate need for troops in Australia led to the departure of the Kentares DMM on 5 September, leaving Hogarth with the First Army, the Second Davion Guards, and the Fifth Free Worlds Guards. The lack of Blakist resistance ended soon afterward when Com Guards probes into Singapore met with terrorist attacks by Manei Domini agents. The ambushes caused heavy losses to the already critically understrength First Army, relegating it to a reserve position. The Davion Guards, supported by the Fifth Free Worlds Guards, took over the push into the city as the terrorists faded before them.

TerraSec forces conducted a series of ambushes inside the city, inflicting severe damage in the residential zones. The death of the commanding TerraSec officer, Demi-Precentor Scott Abrams, finally broke the city's defense. Faced with losing control of Singapore, Precentor Jarvis McKesson initiated surrender talks and handed over the Castle Brian on 9 October. With the victory the Second Davion were reassigned to Australia, leaving the Malaysian fortress under-defended.

McKesson called in his surviving fanatics to retake the Castle Brian and initiate its self-destruct sequence. The assault began on 17 October with an assassination

POUND OF FLESH

SITUATION

19 PRECINCT, NEW JERICO

PLEIONE, CONTESTED PROTECTORATE

8 MAY 3078

I'm so happy! Pierre finally set a date! He's been so attentive since I cleared out those bad elements. We just have to escape from the Word and everything will be fine. We can find a haven in Filtvelt. We can even take over Vaocluse for our new fief. I've already started planning the operation and looking at plans for our new castle.

Maybe once we get to Terra we can take a look at some of the historical ones there. It'll let us get closer as a couple.

Right now we're in the way of the Capellans. The Robes want us to hold this planet. I think they're trying to get us wiped out, but we'll show them. Liao might have a WarShip, but we've got the Baron. He won't let them stand in the way of our happy ending.

—Hilary Fletcher

GAME SETUP

Use a mix of Light and Heavy Urban terrain (see p. 263, TW). All aerospace, VTOL, Fixed Wing, and WiGE assets enter the battlefield at no more than two less their Cruising/Thrust speed. The Attacker declares their entry edge before setup. The Defender openly designates one building where the Governor of Pleione is staying.

Attacker

The Attacker consists of elements of the Fifth Confederation Reserve Cavalry and the Fifteenth Dracon, both of Regular skill level. Both units use a mix of Capellan and Militia RATs. The Attacker's total force equals up to 100% of the Defender's deployed force.

Defender (Player)

The player can use up to 50% of their total available force. The Defenders also receive assets from the Pleione Protectorate Militia; these units have Green skills, use any Militia RAT, and cannot exceed 25% of the player's deployed force.

The Defender sets up anywhere on the battlefield after the Attacker has declared their entry edge.

WARCHEST

Track Cost: 900

Option

+300 Twilight: Use the *Twilight* rules (see p. 58, TO)

OBJECTIVES

Hold them back. Destroy/Cripple at least half of the Attacker's forces [700]

Protect the Governor. The Defender maintains control of the Governor's building hex by the end of the track. [300]

..... THE CAMPAIGN: 3078

SPECIAL RULES

The following rules are in effect for this track:

Capturing the Governor

In order to take control of the Governor's building, an operational unit (including units that are Crippled but not Destroyed) must remain in the building hex or an adjacent hex for at least 2 turns. Units do not need to be in contact the entire time, but the player's force must remain uncontested contact for 2 full turns. The building is considered to have a 2 level basement; the building may still be contested even if the structure is destroyed.

Orbital Support

The Attacker may use *Orbit-to-Surface Fire* (see pp. 103-104, SO) using the *Feng Huang II*-class WarShip *Ilsa Hyung* (see p. 18, JTPSian).

AFTERMATH

Pleione became a major target of the Capellan drive into the Word of Blake Protectorate after the destruction of Warrior House Ma-Tsu Kai in an attempt to take the planet. Precentor Martial Cameron St. Jamais ordered Grandin's Crusaders and other small mercenary commands to support the Pleione Protectorate Militia against the inevitable counterattack while withdrawing Blakist naval support for the defense of Terra.

As the senior commander, Grandin was able to take on a leadership role and then leveraged his influence over the mercenaries to secure an equal partnership with the Militia. Grandin convinced both forces to let the Capellans enter the capital of New Jericho and then engage them at close range, to discourage WarShip support. He kept the Crusaders back as a reserve against the possibility of a CCAF breakthrough.

When the Fifth Confederation Reserve Cavalry and Fifteenth Dracon landed under covering fire from the *Ilsa Hyung*, they were allowed to approach New Jericho before the Militia and mercenaries hit them with a desperate assault. The ferocious attack was characterized by brutal, close-quarters fighting inside the suburbs, which drove up casualties on both sides. Sensing an opportunity, the Crusaders timed their own emergence to shatter the Capellan advance with a sudden attack from the hills outside the city. The Capellans responded with heavy orbital bombardment, but the Crusaders had broken through and were soon lifting off in their DropShips. House Liao soon occupied the ruins, but even the public execution of the pro-Blakist governor failed to staunch a growing guerrilla resistance.

—The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

Under the Gaze of the Sun God; Barriers

attempt on Hogarth's life. Though Hogarth heroically defeated the "Butcher of Singapore" in a 'Mech duel, the Free Worlds Guards were overwhelmed by the surprise attack. When the Blakists carried out the Star League-era fortress's self-destruct, the nuclear explosions devastated Singapore. The swift efforts of Precentor Sharon Yasuda and the Com Guards helped contain the situation (later earning her a slot as a Paladin), but millions were killed in the last spiteful act of McKesson's reign of terror.

Even as Singapore burned, efforts to secure the rest of Eurasia continued. Units freed from the collapse of Blakist resistance in Europe and Japan gathered together under Duke Robert Kelswa-Steiner to sweep across the Urals. The Skye Guards, the Fifth Lyran Guards, the Stewart Home Guard, the Battle Corps mercenaries, and the elite Sorenson's Sabres and Fox's Teeth companies joined elements of the Twenty-third Arcturan Guards and First Crucis Lancers for the continent-spanning offensive. Ancient Terran Alliance launch facilities around Baikonur were the priority objective of the trans-Ural task force, as intelligence indicated they were being refurbished to support a Blakist evacuation. The ad hoc task force split up, with one arm charged with securing India and the other sweeping through the Gobi Desert to take Beijing, the administrative capital of Asia.

The task force struggled with a highly mobile defense conducted by the Thirty-seventh Division under Precentor Erika Mannheim. The Blakists baited Lyran soldiers with taunts from their occupation of Tharkad. On 7 November they bloodied the Fifth Lyran Guards at Chelyabinsk, forcing Kelswa-Steiner to consolidate his widely spread force. He brought the Thirty-seventh to bay at Aralsk on 17 November, hammering the outnumbered Blakists with a frontal assault while his elite mobile forces cut off their retreat.

The Battle Corps Legion secured Baikonur on 20 November after a ferocious defense by Blakist mercenaries and a contingent of Manei Domini. Though several DropShips escaped from the ancient Cosmodrome, the launch facility was shut down before any mass evacuation of Blakist personnel could occur. The task force then pursued the remains of the Thirty-seventh to Samarkand, where it fought a last action on 24 November before Precentor Mannheim surrendered in the historic Bibi-Khanym Mosque. The command then split, with the First Crucis Lancers, Home Guard, and Skye Guards accompanying Duke Kelswa-Steiner across the Mongolian steppes while the remainder, commanded by Alys Rousset-Marik, swept through the Indian peninsula.

Rousset-Marik's group crossed the Hindu-Kush mountains by 12 December, securing control over numerous megalopolises and arcologies without serious difficulty. Her group ended the campaign besieging the Columbo Castle Brian on Sri Lanka, which surrendered on 28 December. Kelswa-Steiner encountered somewhat more local resistance from mobilized TerraSec commands as he crossed over the remains of the Great Wall of China and achieved his objective of conquering Beijing on 20 December, just ahead of the general surrender.

—The Great Asian Land Grab: Terra 3078; *Unity Press Syndicate*, 3087



UNDER THE GAZE OF THE SUN GOD

SITUATION

DESERT OF THE SUN GOD

LUYTEN 68-28, WORD OF BLAKE PROTECTORATE

4 JULY 3078

I should have suspected it from the start. Should have given Apollyon credit. I could blame the stressors of the campaign or the upcoming Terran assault, but they would only be excuses. And right now, excuses will not save us.

At the same time, I am flattered. Three Shadow Divisions is what the Blakists think I am worth. An elaborate trap simply to catch and kill me. But they don't understand—it would take more than my death to put an end to the conflict. The momentum is set, it will not stop.

In the end, I am worth nothing less than the entirety of the Word of Blake. By the time they understand that, they will have paid the price in full.

—Unauthorized Biography of Devlin Stone; *Republic Street Press*, 3090

GAME SETUP

Use a mix of Badlands (see p. 263, *TW*) and Prairie terrain (p. 11). The Defender chooses which edge the Attacker will enter from.

The Defender places/designates 4 Medium Level 1 buildings near the center of the battlefield. One Hardened Level 1 building is placed within 8 hexes of one of the Medium buildings.

Attacker

The Attacker consists of elements from the Com Guard's 214th Division and is 125% of the Defender's deployed force. The Guards have Veteran skills and use any ComStar RAT.

Every MechWarrior in the Com Guard force receives one pilot Wound. Because of the brutal overland trek, all units have suffered 2D6 damage, applied in 3 point groups and rerolling any result that destroys the unit. In addition, every BattleMech unit has suffered 2 random critical hits; the Attacker randomly determines each critical location using the unit's Front facing and determining the critical hit as normal.

The Attacker enters from the edge designated by the Defender.

Defender

The Defender consists of elements of the Forty-sixth Shadow Division, have Elite skills, and use a mix of Word of Blake and Shadow Division RATs.

The Defender places their entire force anywhere within 10 hexes of the Hardened building.

..... THE CAMPAIGN: 3078

WARCHEST**Track cost:** 700**Option****+200 Sandstorm:** Use the *Blowing Sand* rules (see p. 62, *TO*).**OBJECTIVES****Divide and conquer.** Destroy/Cripple at least 75% of the opposition. [400]**Seize the nukes.** Occupy the hex containing the Hardened building at the end of the track. [200]**Fight another day.** Destroy/Cripple at least 50% of the opposition before taking 50% losses. [300]**SPECIAL RULES**

The following rules are in effect for this track:

CommanderEach side uses the *Commander* rules (p. 13).**Extreme Temperature**Use the Extreme Temperature rules (see p. 62, *TO*); the surface temperature of the desert is 62°C.**Forty-sixth Shadow Division**

One of every three units in the Forty-sixth is a Manei Domini soldier equipped with a VDNI system. Each VDNI-equipped soldier receives a +1 bonus to all Piloting and Gunnery skill rolls.

Nuclear bunkerThe Hardened building is where the Forty-sixth currently stores several tactical nuclear warheads and is visibly marked as such. Every time the building receives damage from a ranged weapon, roll 2D6. On a result of a 12, one of the warheads is struck and explodes as per a Type 1b (see p. 193, *Reunification War* or p. 134, *JH70*). Physical attacks and other types of damage have no chance in setting off a warhead, as they do not provide the explosive charge needed to detonate the device.

Neither the Com Guards nor the Word of Blake will purposefully target or damage the building.

None of the warheads can be claimed as salvage.

SalvageThe *Salvage* rule (p. 13) applies only if the **Seize the nukes** objective is achieved.**Support Troops (Player)**

The player adds up to 10% of their total force to either side. Do not augment the opposing side with an equal amount of force.

TERRA – SOUTHERN THEATER**OPERATION BEGUN AUGUST 3078****OPERATION CONCLUDED DECEMBER 3078****COMBATANTS****Allied Coalition**

Free Worlds League Iron Guard, Fifth Crucis Lancers, Twentieth Marik Militia

Word of Blake

Seventeenth Division, TerraSec

**TERRA – SOUTHERN THEATER
MINI-CAMPAIGN**

To accomplish a mini-campaign for the Western Theater, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +750 WP at the end of the campaign.

Missions (any order): Beachhead, Recon, Strike, Assault**Chaos Tracks:** *Roadblock; Recondo*

The Coalition invasion of South America began promisingly, with Marshal Jon Davion's task force gaining a foothold around Rio de Janeiro on 19 August 3078. Orbital resistance claimed few casualties among the Fifth Crucis Lancers, the Iron Guard, and Twentieth Marik Militia. Blakist aerospace fighters mistakenly concentrated on a diversionary landing by mercenary forces well to the north of the main assault zone. The gentle descent left all three core units in excellent shape to push to their immediate objectives around Rio de Janeiro.

After a fierce but brief fight with TerraSec in northern Rio, the Fifth Crucis Lancers secured the approaches to Governador Island and the SDS Command Center. The Iron Guard dropped on top of Forte Santa Cruz, the district's main arms depot, and denied the Blakists the means to mobilize their reserve forces. Finally, the Twentieth Marik Militia seized control over the city's industrial quarter, which included the capture of three of the continent's largest manufacturing facilities.

Having secured a strong beachhead, the Rio task force was free to move on to their main objective. The Iron Guard was dispatched southward to cover the Castle Brian at Curitiba, isolating the only TerraSec forces in a position to intervene. That freed the Lancers and the Twentieth Marik to storm the fortress on 23 August. Despite numerical superiority, the assault faltered in the face of massive ferrocrete bulwarks and recessed gun emplacements.

Davion elected for a siege, bringing up heavy artillery and running constant airstrikes in an attempt to crack open the defenses. The Star League-era fortifications held up

exceptionally well under the pressure. Since the operational status of the SDS center prohibited the use of WarShip orbital support, Marshal Davion came under significant pressure from Coalition command to close out the campaign as the siege drew into September with no end in sight.

Even then, Davion was executing another plan under cover of the artillery barrage. AFFS Captain Monica Jeffries had seized civilian earthmoving equipment on her own initiative during the initial landing. These heavy borers were used to tunnel into the command center's subterranean access points. Early on 9 September, a battle armor force led by FWLM Sergeant Tracy Rhys stormed the tunnels, destroying the fortress's power farms. The resulting meltdown led to a cascade failure inside the base that disabled the entire command network.

Hopes that the Rio task force would be released to reinforce efforts elsewhere were soon dashed. The Word's Seventeenth Division emerged from their Amazonian base at the Manaus Castle Brian to harass the liberated zone. Also, the Castle Brian at Tinogasta presented the threat of local control over the Andean-based portions of the SDS and had to be neutralized. Concern that the Word had deployed more of the Damocles orbital mirrors noticed during ODYSSEUS later proved to be unfounded, but at the time, Davion could not rule it out. The Iron Guard was given the task of clearing out the Andes while the Lancers and the Twentieth Marik pursued the Seventeenth Division into the Amazon.

The Iron Guard lived up to its name by cracking the Curitaba base within two weeks and surrounding the Tinogasta Castle Brian by 20 October. A smaller fortress, Tinogasta proved vulnerable to aggressive artillery and tunneling operations. Once the ferrocrete walls were breached on 12 November, the TerraSec commander surrendered. Securing the isolated laser batteries in the Andes would occupy the Guard well into December.

The Seventeenth Division, led by the Precentor Marcus Ng, proved much harder to pin down. The Blakists preserved their strength with hit-and-fade tactics, using their familiarity with the terrain to frustrate Coalition pursuit. Davion received unexpected help after 18 October, when long-harried Com Guards resistance teams made contact. With the aid of these hardened partisans, Davion was able to set up an ambush on the route to Manaus. The Seventeenth Division was shattered in the resulting battle near Itacoatiara on 12 November. Less than half of the unit escaped to the safety of the Blakist fortress.

The strong defenses of the Castle Brian, the unsuitability of the terrain for siege operations, and lack of priority meant that Manaus remained defiant for the rest of the campaign. On 26 December, Precentor Ng finally heeded Precentor TerraSec's call to cease resistance and then surrendered to Marshal Davion before taking his own life.

—Andes to Amazon: Jon Davion's Chain of Success; *NAIS Military Press*, 3096

AFTERMATH

Precentor Tang's incredible march through the heat-blasted wasteland, followed by a lightning strike against the Forty-sixth's rear area, was nothing short of miraculous. Truly, I do not think I would have made it out alive if it had not been for her actions. Seizing the stockpile of nuclear warheads was pure luck. Tang made excellent use of the DropShips taken and the warheads—she snapped the spine of the Word's trap and sprung all of us free.

Those few of us that survived, that is. We owe our lives to her and her troops' sacrifice.

I pray soon this war will be over, as I fear we are running out of men and women capable of making that decision. And if that happens, then all is lost.

—Unauthorized Biography of Devlin Stone; *Republic Street Press*, 3090

NEXT TRACK

If the player was the Attacker, *Moon Maze*; if the player was the Defender, *Suffrage of Saints*

JOYRIDE

SITUATION

OUTSIDE TITAN SHIPYARDS, SATURN
TERRA, WORD OF BLAKE PROTECTORATE
20 JULY 3078

McGrady and Cooper are gonna love this one.

—Journal entry for Maj. Musette Brady, 18 July 3078

At least the flyboys get to do something. We all have to sit on our thumbs and act like it's our preferred seating arrangement. This hiding in the Kuiper belt is for the Belters.

—Journal entry for Maj. Roger Goddard, 18 July 3078

Cooper seems okay with the plan, but I'm not sure about these Belter pilots. We might have two squadrons of fighters now, but we can't take them all. And riding herd on these strangers is gonna be like taming mustangs. Someone's gonna get bruised up real bad. The real trick will be keeping our boys from going weapons hot on whatever we find. None of us are used to recon duty like this, not in the lion's den.

—Journal entry for Maj. Mitch McGrady, 18 July 3078

GAME SETUP

Use a minimum of four Space mapsheets. The Defender places two large habitats, two small factories, and three large pressurized yards per mapsheet.

..... THE CAMPAIGN: 3078

Attacker (Player)

The Attacker consists of a covert team using the player's aerospace assets, not to exceed 25% of their total available force. In addition, the Attacker receives six small craft piloted by Terran Belters. The Belters have Regular skills and use any ComStar, Word of Blake, or Militia RAT. The Attackers may enter from any half of a map edge.

See *Special Rules* below for instructions on using aerospace craft other than small craft. Small craft begin with a Velocity of 6 or less.

Defender

The Defender consists of Titan Yard security forces and equals 300% of the Attacker's total deployed force. All Defender forces have Veteran skills and use any Word of Blake or ComStar RAT. Defenders place their forces evenly within the hex of each facility. All units start with a Velocity.

WARCHEST

Track Cost: 800

Options

+200 Leftover Space Junk: Use the *Orbital Obstacle* rules (see p.44, SO).

+300 Something Fishy: Add a -2 modifier to the Defender's detection roll target number.

OBJECTIVES

Scan the yards. Successfully scan at least six different space facilities. [500]

Get the hell out of here! At least two-thirds of the small craft must exit from their starting map edge. The **Scan the yards** objective must be completed before any units can exit. [500]

SPECIAL RULES

The following rules are in effect for this track:

Running Silent

All Attacker units that are not small craft must enter the board with a starting Velocity of 4 or less and are considered "running silent." These craft may use up to half of its Thrust rating for maneuvering. If the unit uses more than half of its Thrust, its Maximum Thrust rating, or accelerates or decelerates, the unit is no longer considered silent: it is immediately detected by the Defender's units and may be targeted and fired on as normal.

Scanning Stations

At the start of the Fire Declaration phase, each of the Belters' small craft may declare intent to scan one station. Using their Gunnery skill as a base, add a +1 modifier for each hex between the craft and the target station. Apply a -2 bonus if the Belter small craft is of military (as opposed to civilian) construction and another -2 if the small craft is equipped with an Active Probe. A station can only be successfully scanned once by the Attacker.

TERRA – NORTH AMERICA

OPERATION BEGUN AUGUST 3078

OPERATION CONCLUDED DECEMBER 3078

COMBATANTS**Allied Coalition**

Fifteenth Arcuran Guards, Twenty-fifth Arcuran Guards, Seventeenth Benjamin Regulars, First Davion Guards, Third Free Worlds Legionnaires, Ghost Legion, Third Lyrans Guards, Marlette CrMM, Seventh Pesht Regulars, Ryuken-*ni*, Stone's Lament, Twelfth Vegan Rangers

Mercenary forces Hansen's Roughriders

Word of Blake

Fifth Division, Seventeenth Division, Twenty-first Division, Thirty-fourth Division, Thirty-fifth Division, Thirty-ninth Division

TERRA, NORTH AMERICA MINI-CAMPAIGN

To accomplish a mini-campaign for Terra – North America, the following missions and tracks should be completed. If at least one objective is achieved in each track and mission, the player receives +1,500 WP at the end of the mini-campaign.

Missions (any order): Assault, Flank, Probe, Recon, Strike

Chaos Tracks: *Suffrage of Saints; Gorst March; Get Out of Dodge; Tendrils of Desperation; Friend of the Devil*

It is impossible to provide any but the broadest outline for the North American operation in this work. Similar to the European theater, North America was a multi-campaign theater with three initial campaigns which culminated in the final bloody battle at Devils Tower. Each of these campaigns, as well as all of the Terran campaigns, are covered in complete detail in Manheim's *Essential History of Terra's Second Liberation* (3084).

North America was divided into three areas of operation. The Eastern theater would target Hilton Head, the Central theater would hit Texas, and the Northwest theater would involve Unity City. Devlin Stone personally led the Eastern task force, which consisted of six commands, including his own Stone's Lament. Galen Cox led the Texas task force with five commands made predominantly of AFFS units or mercenaries. Another AFFS officer, Conner Sortek, led the two regiments and assorted conventional assets that comprised the Northwest task force.

Even with only two BattleMech commands, Conner Sortek's mission to secure the Pacific Northwest and Unity City went smoothly and with minimal losses. While an undeniable symbol to all mankind, Unity City was not a priority defensive location for the Word. Only a weakened Seventeenth Division defended Unity City, and TerraSec forces in the region were minimal. Sortek made extensive use of VTOL reconnaissance to accomplish his mission and repeatedly outmaneuvered Precen-tor Diane Rehger, who had been promoted to lead the Seventeenth only two months prior. The VTOLs and fast hovers of the Seventeenth Benjamin provided pinpoint laser targeting for Sortek's heavy use of the Third Lyrans' Demolisher Arrow IV artillery company. By 1 September, Unity City and its environs were secure. Sortek moved half of his force south and east, chasing the retreating Word into the northern Rockies.

In arguably the worst intelligence failure of Operation SCYTHE, the defenses surrounding Hilton Head Island were grossly underestimated. In addition to the Twenty-first and half of the elite Thirty-ninth, the Word's central seat had a full Level III of dedicated defenders. Backing up the combat units was an arsenal of automated and specialized defenses. Two Rattler-class mobile structures were spotted on the island in addition to several capital class weapon batteries. Finally, two of the massive Wyrms SDS submersible fortresses were just off the coast, lending their punishing anti-aerospace gunfire to the fray.

Having taken a few days establishing a beachhead thirty kilometers inland, Coalition forces began the initial assault on 24 August. Facing firepower far outside their most aggressive estimates, the Coalition lost dozens of units in the first minutes of combat. Unexpected anti-aerospace batteries cored DropShips; cruise missile strikes reached to the Coalition's rear staging areas. Faced with overwhelming firepower, Stone withdrew his forces after only the briefest of engagements.

Stone took his task force west, intending to link up with General Cox in Texas and organize a fresh push on the East Coast. The 1,700 mile trek went without incident until outside Little Rock. When half of the retreating task force forded the Arkansas River, the Word attacked. Precen-tor Alexander Emory hammered Stone's vanguard, pinning the Coalition force in place.

Station Security

The Defending forces will not move from their positions or declare fire until one of the Belters' small craft is detected, they are fired upon first, or if one of the player's aerospace craft spends more than its Thrust rating.

Whenever a Belter scans a station, the station scans them back using a Gunnery skill of 5. Using the same modifiers as **Scanning Stations** above, if the result is equal or better than the Belter's target number, the Defenders are alerted to that craft and will move and declare fire against that craft at the start of the next turn.

The Defender may fire only on Attacker units that have been detected.

AFTERMATH

I guaran-damn-tee I just lost ten years off my life with this mission.

—Journal entry for Capt. Tommy Cooper, 10 August 3078

We might have gotten the intel, but I am certain that last Belter run got too close. We got out without taking any fire, but they might just have let us go rather than chase us. It is sort of night-marish navigating the Belt. At least everyone made it back in one piece. It's been a long time since we could make that claim.

—Journal entry for Maj. Mitch McGrady, 10 August 3078

The recon mission was a success. No one lost, and the stations were scanned. Stone's pushing for Admiral Douglas to take Titan and its defenses before the rest of us jump for Terra. Douglas has to succeed, or the rest of the fleet will have to divert to finish up Titan. That's sure to screw the Terran assault.

The Missiliers will be handling a search and rescue mission when we hit dirt. I've seen what the Blakists have done after just a few years—or even months—of occupation. To think that there are still ComStar holdouts on Terra leading a resistance effort there? Troops like those have to be saved. Not just for whatever intel they might have but to ensure their legacies live on.

This is the beginning of the final coffin-nailing for the Word of Blake.

—Journal entry for Col. Roger Cumberland, 12 August 3078

NEXT TRACK

Moon Maze; Ancient Meanings; Gorst March; Convoy Duty; Picking the Locks

..... THE CAMPAIGN: 3078

MOON MAZE**SITUATION**

LUNA CITY, LUNA

TERRA, WORD OF BLAKE PROTECTORATE

18 AUGUST 3078

First time going into a hot zone without the new family. It's up to us to make them proud. We also have to do this quickly so we can join them on the surface of Terra itself. The Blakists have holed up, literally. They're in the old tunnels beneath Luna City. We've gotta root 'em out. Clanners from the Falcons and Wolves are in on this, along with some DEST troopers. We'll have to work doubly hard to keep up with them. If somebody fails, it better not be us. Besides, with the Exiled Wolves from Chara who are still with us for the time being, we have our own Elementals to measure up against. I guarantee I'd rather be staked the old-fashioned way and then set on fire than try to stand in our way.

—Journal entry for Capt. LeRoy Cody, 18 August 3078

GAME SETUP

Use a mix of Light and Heavy Urban (see p. 263, *TW*) and Industrial (p. 11) terrain. Ignore all terrain other than Paved hexes, which represent tunnels that are one level in height. The Defender places small counters at various hexes adjacent to the tunnels to represent rooms and secretly designates one as the *Command Post* (see below).

Attacker (Player)

The Attacker is a multi-faction force consisting of a DEST unit (8 Squads Veteran battle armor infantry, using any Combine RAT), the Star Seeds mercenary unit (6 squads Veteran battle armor infantry, using any Mercenary and Lyran RAT), Clan Jade Falcon Alpha Galaxy Elementals (6 Veteran Points using any Jade Falcon RAT), and Clan Wolf Delta Galaxy Elementals (6 Veteran Points using any Wolf RAT). The player's unit adds its infantry assets to those noted above, to a maximum of 50% of the total deployed force. Attacking units begin off the map and may enter from any tunnel that crosses an outer map edge. The various forces contributing to the overall Attacker's force should deploy separately and enter from different locations on the map, if possible.

Defender

The Defender's force consists of the Luna Defense Militia and is 125% of the Attacker's deployed force. Defending units begin the game as *Hidden Units* (see p. 259, *TW*); these units may move if there is no LOS to an Attacking unit (see *Special Rules*, below). The Militia has Regular skills and uses any Militia, Mercenary, or Word of Blake RAT but may not include the following unit types: BattleMech, VTOL, Airship, Naval, Conventional Fighter, DropShip, JumpShip, WarShip. Up to half of the force can be battle armor squads. The Defending player assigns a number of traps and other preparations as per *Traps and Prepared Defenses* (see *Special Rules*, below). No Defending unit is equipped with missile weapons.

In a strange—and fortuitous—turn of circumstance, Emory's attack stalled Stone long enough to throw off his timetable. With Cox racing to reach Stone, the majority of the Coalition's North American commands were well away from their supply base in the Texan region. On 7 September, the Word launched a mass nuclear strike on the Coalition site, wiping out the Marlette CMM and gutting the Fifteenth Arcturan Guards, Hansen's Roughriders, and the Twelfth Vegan Rangers.

St. Jamais launched an all-out attack at the Arkansas River crossing only minutes after the nuclear strikes. Stone's quick response pushed back the Word and forced a counterattack. The carefully calculated strike broke the Word's assault into three formations. One group, under Demi-Precentor Magdeline Cale headed back towards Hilton Head. Two Level IIs, commanded by Precentor Emory, slipped westward. St. Jamais, leading the largest splinter, moved parallel to Emory's path and eventually headed towards Kansas City.

Stone zeroed in on the largest group as airborne reconnaissance confirmed St. Jamais's presence. Cox took after Emory's smaller force, double-timing towards the distant Rocky Mountains. Dozens of minor clashes marked the path to Kansas City as both forces maneuvered on the fly. General Cox caught up to Precentor Emory outside Dodge City. Though suffering some loss, Emory slipped past the overconfident Cox and disappeared into the Rockies.

Through October and November, Cox scoured the lower and upper Rocky Mountains. In late November, the Coalition force stumbled over Emory and the surviving remnants of TerraSec and the Seventeenth Division just outside of Denver. A short, brutal firefight quickly ended when the Word detonated two nukes in the center of the megacity. Both Cox and Sortek, after linking up north of the radioactive zone, believed Emory and the remains of the Word were destroyed in the massive explosions. They turned east and linked up with Stone's ragged force near Omaha. St. Jamais had slipped from Stone's grasp after several brief clashes through the Kansan fields.

It was not hard to figure out where St. Jamais was going. Intelligence reports gleaned from separate operations in Toronto and New England indicated a newly built and reinforced command center at Devils Tower.

Stone established a forward base just outside Sundance on 4 December. Numerous probing and reconnaissance missions were conducted to ascertain the Devils Tower defenses. On 12 December, several DropShips lifted from a nearby DropPort, risking the Coalition's tentative control of local airspace. The surviving DropShips were tracked to a landing zone in Greenland before making a mad dash towards a nearby pirate point. Only three vessels managed to link up and jump from the system.

THE CAMPAIGN: 3078.....

On 17 December, St. Jamais used several tactical nuclear warheads in an effort to disrupt Stone's gathering forces. This was followed up by a series of probing attacks. Combined with the Coalition's prior sorties, Stone had a decent picture of the Devils Tower Castle Brian complex. Stone's hand was forced on 18 December when cobalt-laced nuclear missiles struck across the continent, killing over 100 million people and leaving some of the greatest cities with decades of radioactive cleanup. (This was later discovered to be the malfunctioning launch of the Meggido Project.) Stone gave the "go" order at dawn on 19 December.

Coalition commanders used the open terrain to avoid the worst of the Castle Brian's defensive firepower. Low-altitude bombing cleared minefields and gun emplacements, and artillery provided direct support. With only a few defenders remaining—most support personnel had attempted the 12 December escape—St. Jamais utilized his zealots sparingly, allowing the fortress's primary and automated defenses absorb the Coalition's efforts. When the Tower was on the brink of being breached, the Precentor Martial led his remaining troops onto the field and met the Coalition advance head-on.

The inevitable showdown between Stone and St. Jamais happened late in the afternoon as Stone's Lament pushed inexorably through the Word's line. The two commanders unintentionally squared off—Stone in his boneyard-themed *Atlas II* and St. Jamais in his modified *Awesome*. The bulk of the fighting surrounding the two commanders tapered off as all combatants became thoroughly engrossed in the duel. When the Precentor Martial's assault 'Mech dropped at the feet of Stone's *Atlas II*, the remaining Blakist commanders on the field sounded a general retreat. Less than a Level III of Blakist troops managed to withdraw into the fortress. It took the Coalition another twelve hours to breach Devils Tower's inner workings; only twelve Blakists surrendered and were taken into custody for the later Geneva Trials.

Four days later, Precentor TerraSec David Alsace called for the ceasefire that ended formal hostilities on Terra.

—Stone Footprints: The Assault of Terra's North America, vol. II; Sandhurst Educational Press, 3091

WARCHEST

Track Cost: 1,000

Options

+200 Airless. The city dome was breached on entry. There are 1D6x10 turns of air left. The battle must be completed in this time, or all non-battle armor units will suffocate.

+250 Lights Out. Use *Pitch Black* rules (see p.58, TO)

OBJECTIVES

Kill them all. Destroy all Defending units. [500]

Capture the command post. Occupy the command post and deactivate the self-destruct by Turn 20. [500]

SPECIAL RULES

The following rules are in effect for this track:

Command Post

The Command Post is discovered when the Attacker moves an active unit into the designated room. Whoever controls the Command Post gains a +1 modifier to all Initiative rolls. Control of the room is determined by whichever side has the higher number of active troops in the room.

Low Gravity

Luna has gravity of 0.17G. Use the *Low Gravity* rules (see p. 55, TO).

Prepared Defenses

The Defender places either a Prepared or Improvised Defense at each tunnel intersection, to a maximum of 8 Prepared and 12 Improvised Defenses on the battlefield.

Prepared Defenses are represented by a counter. The Prepared Defenses function as Heavy Buildings with CF 25; attacks against Defending units in these hexes must target the Prepared Defense, just as targeting infantry in a building must target the building. However, reduce the damage passed on to the infantry by half the normal amount.

Improvised Defenses are akin to overturned furniture to serve as barricades and fire positions. These are not represented by a counter. The Defender secretly records their locations on the map and the direction they face. They can only protect the Defending units from attacks originating from the direction the Improvised Defense faces. Attacks from that direction are made as though against a Light Building with CF 25, reducing damage against the Defending units as normal. Attacks from any other direction provide no benefit to the Defending unit.

The Defending player also has the ability to move Hidden Units. As long as no attacking units are within LOS, the Defender may move Hidden Units per the limitations of that unit. This movement must occur after the Attack Phase and cannot cause a Point Blank Shot from Hidden Unit as a result of moving adjacent to an Attacking unit. If a Hidden Unit ends its movement adjacent to an Attacking unit, the Defending unit is revealed.

.....THE CAMPAIGN: 3078

Traps

The Defender receives 1 Trap per tunnel intersection, to a maximum of 12. The traps are of specific types, and the Defending player must record the location of Traps prior to the start of the track. The total number of traps must be agreed to by both players before any are determined. The Defender can place the traps in any hex as desired. Traps are set off when an Attacking unit enters the hex, except in cases when the trap was successfully detected. The type of traps should be randomly determined from the following by rolling 1D6.

TRAP TABLE

1D6	Trap Type
1-2	Tunnel Collapse
3-4	Pitfall
5-6	Firetrap

A Tunnel Collapse brings down the roof in the hex, permanently blocking the tunnel. Any infantry unit in the hex is completely buried and its members killed. These traps are automatic.

Pitfalls drop any unit in the hex three levels onto something unpleasant. This can be spikes, explosives, or some corrosive substance. Apply 1D6 damage to all members of an affected unit. Surviving units take three turns to climb out from the pit or expend Jump Movement to exit in the next turn.

Firetraps are incendiary devices that cover all members of a unit in the hex with Inferno gel. Treat the unit as though covered in the gel except that it lasts only until the End Phase on the next turn after the trap was activated. Otherwise the effects are the same as for being struck by an Inferno missile.

When entering a hex, an Attacking unit may attempt to detect a trap. The Attacking player rolls 2D6. On a result of 9+, any trap present was detected, and the Defending player must disclose the type of trap. Trap Detection rolls are made immediately prior to entering the hex during the Movement Phase. Any unit that detects a trap may attempt to disarm it per the rules for *Clearing Minefields* (see p. 210, *TO*). Disarming a trap requires occupying an adjacent hex and making no weapon attacks. A disarming attempt can begin the same turn in which the trap was detected.

Tunnels

Tunnels are only 1 level high, so no unit may use jump movement except to escape from a triggered pitfall trap. All attacks that miss are applied to the hex where the intended target was located. Each tunnel hex begins with a CF of 20. When the damage to a hex exceeds the CF, the tunnel collapses in that hex. The effects are the same as for a *Tunnel Collapse* trap (see above).

Self-Destruct

Deactivating the self-destruct requires occupying the command post hex with no enemy units for one full turn. An attack roll must be made against double the unit's Gunnery skill (e.g., a Gunnery skill of 4 has a target number of 8) to deactivate the sequence. Apply a -1 modifier to the roll if the attempting unit is Clan. A result of 2 fails and sets off the sequence automatically, collapsing all the tunnels and trapping any combatants not killed outright. The sequence will go off on its own in the End Phase of Turn 20 if not deactivated or accidentally set off.

AFTERMATH

Damned Blakists had the tunnels well prepared for assault. There were barricades with heavy machine guns every ten meters. They also had some nasty traps scattered throughout the complex. Tunnels were collapsing and trapping squads while incendiary mines sprayed napalm and cooked troopers in their suits. Deadfall traps lined with spikes took two of the troopers from Second Squad and sidelined the rest. The squad had to remain in place to keep anyone from sneaking up on us. Good thing, in the end, since some Blakists had snuck around somehow and were coming up behind us. They got what was coming.

As eager as we were to take no prisoners, the Blakists were just as determined not to be *taken* prisoner. None of them showed the slightest hint of surrendering in the tunnels we cleared. One adept's guts were halfway hanging out, but he kept firing from the tunnel floor. Sort of a waste of ammo, but we put him down, too. It's not like we brought along medics.

Webb and the Star Seeds did a bang-up job clearing their section of the tunnels. Turns out they saved all our asses. The damned base commander had started the self-destruct, but Webb and his crew were able to stop it. We never would've known what hit us, but we'd have been just as dead.

Hard to believe we secured Luna and lost half our troops in just six hours.

—Journal entry for Capt. LeRoy Cody, 28 April 3078

NEXT TURN

Counterstrike

BARRIERS

SITUATION

OUTSKIRTS OF RIO DE JANEIRO, AMAZON
TERRA, WORD OF BLAKE PROTECTORATE
19 AUGUST 3078

19/08/78: *It's begun. I wonder if the commander of the Greenhaven Gestapo felt this way, watching as Kerensky burned in. Of course I have no intention of suffering their fate. The Tonnant is fueled and ready to go, even if I have to sacrifice two-thirds of the battalion to get to it. But we'll have to wait for a good opportunity to run, given how thick the Coalition aerospace cover is. I can only hope the bribes I paid to that Blakist JumpShip captain will keep a collar ready for us.*

They don't expect us to be a priority target, at least. There's an SDS command center nearby, but from what that Blakist chap was saying, they can reroute command to Hilton Head in an emergency. We're not expected to defend the site to the death.

As if we would anyway.

—Pierre Grandin

GAME SETUP

Use a mix of Wooded, Flatlands, and Hills terrain (see p. 263, TW). Aerospace units may only perform *Air-to-Ground Attacks* (see p. 242, TW) unless the **Proper Air Cover** option is used.

Attacker

The Attacker consists of the Fifth Crucis Lancers and equals 125% of the Defender's total deployed force. Designate one unit as a Command unit. At least 10% of this force must consist of aerospace units. The Attacker can use any combination of FedSuns, Lyran, Militia, and Periphery RATs.

The Attacker's ground forces enter the battlefield on a combat drop, using *Dropping Troops* rules (see p. 22, SO), and may not target any hex less than 8 hexes away from a map edge. The Attacker chooses a home edge for *Forced Withdrawal* purposes.

Secretly designate one unit as a Commander of Elite skill level. This unit must be a vehicle or BattleMech unit.

Defender (Player)

The Defender consists of up to 100% of the player's total force. The Defender may enter any map edge of their choice during the Movement phase of Turns 1 and 2; this is the Defender's home edge.

WARCHEST

Track Cost: 1,200

Options

+800 Proper Air Cover: Aerospace units may move and fire as normal, using the *Aerospace Units on Ground Mapsheets* rules (see p. 91, TW) and other advanced aerospace rules as desired.

+800 Bringing in the Big Guns: On Turn 10, the Attackers land an upgraded *Excalibur*-class DropShip of Veteran skill level on an appropriate portion of the mapsheets closest to the center. If the

Attacker wishes, or contains units unable to perform combat drops, the DropShip may deploy the remainder of their forces here.

+300 Jungle: Treat all Light Woods hexes as *Heavy Jungle*, and Heavy Woods hexes as *Ultra-Heavy Jungle* (see p. 31, TO).

OBJECTIVES

Contain them. Destroy/Cripple more than two-thirds of the Attacker's ground forces. [1,000]

Is that Jon Davion? Destroy/Cripple the Attacker's Command unit. [400]

SPECIAL RULES

The following rules are in effect for this track:

Commander

Both sides use the *Commander* rules (p. 13).

Forced Withdrawal

Both sides are operating under *Forced Withdrawal* rules (see p. 258, TW).

Salvage

There is no opportunity for salvage in this track.

AFTERMATH

The Fifth Crucis Lancers RCT led the way into Rio, landing on the outskirts of the city and driving inward toward Governador Island and the SDS command center. The leading elements of the Davion RCT ran right into Grandin's Crusaders, who were painted up in TerraSec colors and defending the approaches to the island. The Crusaders made good use of the extremely dense urban settlements of Rio, mounting battle armor ambushes on the side streets and conducting hit-and-fade strikes down the *Avienda de Brasil*.

The defense quickly smothered the efforts of Fifth Crucis reconnaissance forces, buying time for the fortress on Governador Island to prepare itself for attack. Marshal Jon Davion responded by bringing down the *Joyeuse*, a veteran *Excalibur*-class DropShip, to provide reinforcements and direct fire support to the next push. The *Joyeuse* fired on any potential ambush point as it landed in a park behind Grandin's lines and disgorged a Lancers combat team.

Faced with the RCT's main body and the arrival of a force that still outnumbered his Crusaders by itself, Grandin elected to fight his way free. He concentrated his forces in the historic *Quinto de Bao Vista* palace grounds and led them in a drive to the west, overwhelming scattered Coalition units off the main axis of advance. With his departure the Crucis Lancers encountered no further opposition and were able to isolate Governador Island, though it would be three more weeks before they finally neutralized the SDS command center.

—The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

Suffrage of Saints

..... THE CAMPAIGN: 3078

ANCIENT MEANINGS

SITUATION

OUTSKIRTS OF ATHENS, GREEK ISTHMUS
TERRA, WORD OF BLAKE PROTECTORATE
19 AUGUST 3078

If I never live to experience another planetary approach like that one, I will die happy. No matter what.

—Journal entry for Maj. Mitch McGrady, 19 August 3078

The Blakists might have controlled Terra for years, but they never subjugated all the ComStar personnel who were here when they invaded. Most ComStar loyalists were wiped out during CASE WHITE, but a number of them have been scattered in small bands and living off the land ever since. The Blakists have been hunting down and exterminating them, apparently as part of training new troops. We're one of the groups tasked to locate these survivors and make sure their long sacrifice has not been in vain. Next stop, Athens.

—Journal entry for Col. Roger Cumberland, 19 August 3078

Freedom's come home to stay, you Blakist fucks.

—Journal entry for Maj. Roger Goddard, 19 August 3078

GAME SETUP

Use a mix of Hills and Mountain terrain (see p. 263, TW). The Attacker places an additional 1D6 Woods hexes (up to half may be Heavy Woods) and 1D6 Rubble hexes per mapsheet. All aerospace units are tied up in orbital sorties and thus unavailable for this track.

Attacker (Player)

The Attacker consists of up to 25% of the player's total available force. The Attacker enters from any one edge of the battlefield, which is their home edge. Secretly place an additional 6 units as per *Hidden Units* rules (see p. 259, TW) on one-half of the battlefield. These are Com Guards resistance units of Regular skill level. Assign 2D6 damage in 5-point groups to each unit; re-roll any damage that would cripple or destroy the unit. These units do not count towards the Attacker's total deployed force for purposes of determining the Defender's forces.

Defender

The Defender consists of TerraSec forces, is 200% of the Attacker's deployed force and has troops of Regular skill level. They use a mix of Word of Blake and Militia RATs. The Defenders enter from the side opposite the Attacker at the start of Turn 2.

WARCHEST

Track Cost: 1,200

Options

+400 Triangulation: The Defenders may have any portion of their forces enter from any edge of the maps, not just their home edge. Units enter between Turns 1 and 3.

+400 Faulty Intel: Add three additional positions to the hidden resistance units. Upon revealing the position (by either the

Attacker or Defender), roll 1D6. On a 4 or better, the position is empty. Continue this until all the resistance units are located or three empty positions are revealed.

OBJECTIVES

Leave no man behind. At least two-thirds or more of the Com Guards units make it off the board via the Attacker's home edge. [700]

Even shadows can be dangerous. Destroy/Cripple half or more of the Defending forces. [700]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

All units are operating under *Forced Withdrawal* rules (see p. 258, TW).

Hidden Resistance Units

The Com Guards units will remain hidden until they are revealed by either the Attacker or Defender. While the Defender needs to detect them normally, the Attacker only needs to get within range and LOS to reveal the unit.

Salvage

There is no salvage possible in this track.

AFTERMATH

From the stories I've heard, this was nowhere near as bad as the POWs liberated from the Combine after the Civil War. Still, most of these people were barely able to raise a weapon, much less put up a fight. Sure, they're no longer under threat of extermination by the Word, but they won't be any help in the fight for Terra.

—Journal entry for Maj. Musette Brady, 20 August 3078

I'd love to say this was a waste of time, but it's more than just linking up with resistance fighters. No matter how poor a state they might be in right now, they held out against the Word of Blake alone, without any reinforcements or support structure. While the Blakists were laying waste to the Inner Sphere, these men and women maintained their insurrection despite impossible odds. They're heroes, and they better not be forgotten when the telling's done.

—Journal entry for Col. Roger Cumberland, 20 August 3078

Way I hear it, Cody had it a lot worse on Luna. We lost most of a company of tanks and a lance of 'Mechs, just to "rescue" ten walking skeletons. Stone might have wanted this as a symbol of united support, but wouldn't these people have been freed just the same if we'd been with the rest on their attacks against the Blakists? Kill the oppressors, free the oppressed, right? How come we have to care about public relations crap like this?

—Journal entry for Capt. Ansel Haarhar, 20 August 3078

NEXT TRACK

Gorst March; Counterstrike



GORST MARCH

SITUATION

GORST FLATS, PACIFIC NORTHWEST
TERRA, WORD OF BLAKE PROTECTORATE
22 AUG 3078

In an ironic twist of history, the Word of Blake would find itself defending the same approach to Unity City that the Royal Black Watch Regiment had defended over three hundred years earlier. Elements of the Seventeenth Division met a probing force on the narrow avenue of land. The intent in the Word's action was crystal clear: to hold the Coalition forces. The only question was what to hold them for. Though the approach has long ago been cleaned of radiation, Coalition forces could not dismiss memories of the Black Watch's nuclear end.

—Breaking the Sword; Geneva Press, 3092

GAME SETUP

Use a mix of Badlands and Coastline (see p. 263, TW) and Ruins (p. 11) and arrange the mapsheets in Chase format. The Defender chooses one edge to represent the direction of Puget Sound; no units may enter or exit from that edge. The opposite edge represents the base of a Level 5 cliff wall; only units with Jump MP of 5 or higher or capable of flight may enter or exit from that edge.

The Attacker selects their home edge first.

Attacker (Player)

The Attacker consists of up to 50% of the player's total force. The Attacker enters from their home edge at the start of the track.

Defender

The Defender consists of elements of the Word's Seventeenth Division and is equal to 200% of the Attacker's force. The unit has Veteran skills and uses a mix of Word of Blake, Free Worlds League, and FedSuns RATs. There should be at minimum of three BattleMechs in the Defender's force.

The Defender sets up their force within eight hexes of their home edge.

WARCHEST

Track Cost: 800

Options

+100 Sensor Interference: Use *Electromagnetic Interference* rules (see p. 55, TO).

+100 No Cover: Convert all Woods hexes to *Level 1 Foliage* (see p. 37, TO).

+200 Incoming: The Defender pre-designates one hex for each vehicle in the Attacker's force (with a minimum of five) for artillery fire. There are a total of 16 rounds of Long Tom artillery fire available, located 15 mapsheets away. The Defender may call up to three rounds per turn using *Artillery* rules (see p. 179, TO).

OBJECTIVES

Resist! A minimum of 50% of the Attacker's force must survive ten turns of combat. [300]

No quarter. Destroy/Cripple 100% of the Defender's BattleMech units. [Total tonnage/2]

Slam. Destroy/Cripple at least 50% of the Defender's force before the end of Turn 12. [400]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Defender operates under the *Forced Withdrawal* rules (see p. 258, TW) once half of its force is destroyed or crippled.

Salvage

The *Salvage* rule (p. 13) is in effect only if the Attacker completes the **Slam** objective.

AFTERMATH

The Word of Blake began to pour down artillery fire on the advancing Coalition forces. In the face of incoming barrages and superior numbers, the Coalition forces surprised the Blakists by charging forward. With the Seventeenth embroiled in close combat, they failed to see the true scope of the attack. The Third Lyran Guards emerged from fog-shrouded Puget Sound and slammed into the Word's flank. With the bulk of the division crushed and its leadership killed, the Seventeenth broke and ran, abandoning Unity City to the Coalition.

—Breaking the Sword; Geneva Press, 3092

NEXT TRACK

Get Out of Dodge

.....THE CAMPAIGN: 3078

SUFFRAGE OF SAINTS

SITUATION

OUTSKIRTS OF LITTLE ROCK, NORTH AMERICA
TERRA, WORD OF BLAKE PROTECTORATE
27 AUGUST 3078

24/08/78: *St. Jamais sanctioned our withdrawal from Brazil after the fact. There are more important battles to fight than one over an expendable command node, it seems. Word troops routed Devlin Stone from his landing at Hilton Head, and the precentor martial wants all available forces to pursue him. We'll be joining the Twenty-first Division as a brand new Level III.*

With a bit of luck we can kill the lowborn bastard and put an end to his invasion then and there. Not to mention his democratic ideology. That Kittery Manifesto is nothing more than weak-kneed populist poison. Squashing the vermin responsible for that assault on the natural order will be pleasure as much as business.

Regrettably circumstances preclude arranging an accident for Hilary during battle. It would be convenient if she died here, but there are too many eyes around to ensure it.

—Pierre Grandin

GAME SETUP

Use a mix of Flatlands, Wooded, and Hills terrain (see p. 263, TW).

Attacker

The Attacker consists of elements of the Twenty-fifth Arcturan Guards, Stone's Lament, and the Seventh Pesht Regulars, which equals 200% of the Defender's total deployed force. The units are of Regular, Veteran, and Veteran skill levels, respectively.

The Arcturan Guards use any Lyran, Free Worlds League, and Periphery RATs; the Seventh Pesht uses any Combine RAT; and Stone's Lament uses any RAT. Designate a command unit for each force; these units possess Elite skills.

The Attacker sets up in the middle of the battlefield. All units must face the Defender's home edge.

Defender (Player)

The Defender consists of up to 100% of the player's total available force. They are augmented by the Word of Blake's Twenty-first Division, which cannot exceed 50% of the player's deployed force. The Twenty-first uses any Word of Blake RAT and has Veteran skills. The Defender selects their entry edge first. The opposite edge is considered their home edge.

WARCHEST

Track Cost: 1,700

Options

+800 Broken Morale: The Twenty-first Division is operating under *Forced Withdrawal* rules (see p. 258, TW) under *Forced Withdrawal* rules (see p. 258, TW) attempting to exit the opposing map edge before the End phase of turn 10.

+500 Unprepared: Each Defending unit begins the track with only a quarter of their normal ammunition load (rounding up), with a minimum of 1 round.

OBJECTIVES

Kill the Leaders. Destroy all three of the Attacker's Command units. [500]

Fight On. More than half the Defenders must survive. Units exiting the home edge count towards this objective. [1,000]

SPECIAL RULES

The following rule is in effect for this track:

Salvage

There are no salvage opportunities in this track.

AFTERMATH

Blakist forces, scrambled from deployments all across North America, dogged Stone's retreat from Hilton Head. After several days the pursuit had stretched out enough to leave the Twenty-first Division ahead of the main Blakist force. At that point Stone opted to swing north and strike the exposed division in a sudden counterattack aimed at the industrial city of Little Rock.

Grandin's Crusaders were on the flanks of the Twenty-first when the division's forward elements radioed warnings of the onrushing Coalition force. The Crusaders were slotted into a reserve position south of Little Rock while more reliable Blakist formations took the brunt of the assault. The collapse of one Level III after a day of ferocious assaults by the Twenty-fifth Arcturan Guards forced the Crusaders into battle. Holding along the Ouchita River outside Arkadelphia, they disrupted the Lyran RCT's drive and bought time for the shell-shocked Blakist formation to withdraw.

The midnight assault of Stone's Lament across DeGray Lake to the north forced the Crusaders to abandon their position and fall back to Little Rock with the rest of the Twenty-first Division. The suicidal stand of another Level III at Pine Bluff thwarted an attempt by the Seventh Pesht Regulars to sweep west along the Arkansas River and outflank the retreating Blakists. The weakened Twenty-first was still forced to retreat out of Little Rock, abandoning the city to the Coalition. Both the Twenty-first and the Crusaders were later withdrawn to Beijing to serve as a strategic reserve.

—The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

Burragorang; End of Day; The Final Countdown

CONVOY DUTY

SITUATION

LITTLE HORNSBY, ENGLAND

TERRA, WORD OF BLAKE PROTECTORATE

30 AUGUST 3078

The battle for England was an asymmetrical one, with no front lines for most of it. The TerraSec force used a highly mobile hit-and-run strategy to strike at General Alys Rousset-Marik's isolated units and supply lines. In order to keep her forces supplied, Rousset-Marik was compelled to pull units away from combat and send them to guard the supply convoys.

This didn't stop the enemy from hitting convoys whenever and wherever they found them.

—Anatomy of a Liberation; Republic Press, 3096

GAME SETUP

Use a mix of Flatland and Wooded terrain (see p. 263, TW). The Attacker designates one of the short edges as their home edge. The Defender selects one row of hexes running near the middle of the battlefield as a road. Any terrain in that row of hexes defaults to Level o Paved.

Attacker

The Attacker is a TerraSec guerilla force. They equal 75% of the Defender's deployed force, use any Militia RAT, and have Regular skills. The Attacker's force may only consist of 'Mechs, ground vehicles, and infantry. Deploy half of the force as *Hidden Units* (see p. 259, TW) anywhere on the battlefield. The remainder enters from the Attacker's home edge at the beginning of the track.

Defender (Player)

The player may use up to 50% of their total force. For every combat unit deployed by the Defender, add two Iveco Burro trucks (see p. 24, TRVA). The Defender's entire force begins the track on the edge opposite the Attacker's home edge.

WARCHEST

Track Cost: 500

Option

+300 Typical English Weather: Use both the *Heavy Fog* (see p.57, TO) and *Light Rainfall* (see p.59, TO) rules. All movement and to-hit modifiers are cumulative.

OBJECTIVES

Get the convoy through. Exit as many Burros off the Attacker's home edge as possible. [50 per truck]

Punishment. Destroy/Cripple at least 75% of the Attacker's force [300]

SPECIAL RULES

The following rule is in effect for this track:

TerraSec

The TerraSec units may use *Off-Map Movement* (see p. 192, TO) and are operating under *Forced Withdrawal* rules (see p. 258, TW).

AFTERMATH

The attack destroyed half the trucks in the convoy, and the TerraSec raiders escaped with more than half their forces intact. The Coalition's guard detachment suffered fifty percent casualties and were rendered combat ineffective for over two weeks, depriving Stone's forces critical troops during the later push onto the European mainland.

—Anatomy of a Liberation; Republic Press, 3096

NEXT TRACK

Counterstrike; River Waltz

BURRAGORANG

SITUATION

OUTER MARKER BAKER, BURRAGORANG GATE

TERRA, WORD OF BLAKE PROTECTORATE

9 SEPTEMBER 3078

[static]...seems to be a smaller complex, buried in that crevasse of rock. Designating as Nav-Charlie and uploading to company network now...[static]...—unt four, no five heavy turrets downslope of gate. Two enemy 'Mechs—warbook ID's them as a *Preta* and a *Titan II*—near another squat bunker fifty meters west...[static]...firing! Tango squad, move back to my position... Bracket fire! Bracket fire! Watch that *Preta*, it's going to ju—[static]

—partial recording 09093078:0930.45.32 from Sgt. Ravi Torres, deceased

GAME SETUP

Use Mountain terrain (see p. 262, TW). The Defender places the following buildings to represent the Burragorang Gate: 1 Command and Control Bunker, 1 Large Portal, 5 Weapon Emplacements. (All of these building types are found on pp. 204 – 209, JHT.) The Large Portal is placed on elevated terrain.

Attacker

The Attacker consists of elements from Stone's Stalwart and the First Federated Suns Lancers and is 125% of the Defender's deployed force. The Stalwart is 75% of the Attacker's deployed force, has Elite skills, and uses a mix of any Inner Sphere RAT. The Lancers have Veteran skills and use any FedSuns RAT. Both groups use the *Commander* rule (p. 13).

The Attacker enters the battlefield from the edge farthest from the Large Portal building; this is also their home edge.

Defender (Player)

..... THE CAMPAIGN: 3078

The Defender consists of elements from the Word of Blake's Seventh Division and is augmented by up to 25% of the player's total force. The Seventh has Veteran skills, uses any Word of Blake RAT, and makes up 75% of the Defender's deployed force.

The Defender sets up all of the Seventh Division units anywhere on the battlefield but must be at least 6 hexes from the Attacker's starting edge. The player's force sets up anywhere within 10 hexes of the Command and Control Bunker using the *Hidden Unit* rules (see p. 259, TW).

The Defender automatically wins Initiative for the first five turns.

WARCHEST

Track Cost: 1,000

Options

+150 Under a Full Moon: Use the *Full Moon* rules (see p. 58, TO).

+100 Surprised!: The Defender forgoes its Initiative bonus (as stated in the Defender's Setup).

OBJECTIVES

Turn the tide. Destroy/Cripple at least 75% of the Attacker's force. [600]

Cut off the head. Destroy/Cripple the enemy commander's unit. [150 each]

Slam the door. Keep the Attacker from occupying the Large Portal building at the end of the track. [300]

Perfect run. Destroy/Cripple all of the Attacker's force. [300]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Attacker operates under *Forced Withdrawal* rules (see p. 258, TW).

Mini Castle Brian

The first line of defense to the Sydney Castle Brian, the Burrangorang Gate is a new addition to the complex (completed in 3062). Use the Castle Brian rules (see pp. 204 – 209, JHT) for all buildings. Each weapon emplacement uses energy-based weaponry only, and cannot be of Clan, Advanced, or Experimental technology. All building staff and crews have Regular skill levels.

Salvage

The *Salvage* rule (p. 13) applies if both the **Turn the tide** and **Slam the door** objectives are met.

AFTERMATH

After General Lee's initial probing attack on 5 September ended in utter failure, only one real option remained. Going overland towards Sydney was a suicide march, as it would leave the Word mini-stronghold in their rear—and no one knew how many other boltholes the Blakists had stuck along the approach. Thus, the gate had to be taken or Lee's mission would end prematurely and in failure.

Brute force was the answer.

Most of Lee's Australian task force hit the main gate in the early hours of 9 September. The assault was steady and slow, with the Coalition gaining meters by the hour. During a flanking patrol, the First Federated Suns Lancer noted another gate complex two kilometers away. Moving quickly, Lee ordered Stone's Stalwart and the rest of the Lancers to smash the location before the Word could shift their forces. While the Word was ready for the attack, their forces were outnumbered in the sheer tenacity and violence delivered by the Coalition. With the steady assault on the main portal and the secondary flanking assault, the Word's Seventh Division took heavy losses before withdrawing further into the underground complex. Suspecting a trap, Lee held her forces back until dawn of 10 September. Upon discovering both gates untended, the Coalition moved in and prepared for the grueling underground march that waited ahead.

—Trial by Stone and Fire; *Sandhurst Military Press*, 3093

NEXT TRACK

Inch By Inch

COUNTERSTRIKE

SITUATION

GENEVA, SWITZERLAND

TERRA, WORD OF BLAKE PROTECTORATE

17 SEPTEMBER 3078

Outnumbered by the cream of the Blakist crop? Bring them on.

—Journal entry for Maj. Roger Goddard, 17 September 3078

Cooper and McGrady got eyes on the enemy pulling out. That would be good news, but the Blakists seem to think we're the weak link in the chain pinning them. We're getting the rest of the fighters prepped for close air support, but they won't be up in time to help. It's going to be a knife fight. Junior, God bless him, did me proud. "Stand and wait?" he yelled, "Screw that. We gotta charge and hit them first." Still, as proud as I am of him and the rest of the Missiliers, this is gonna be a bad one, mark my words. Maybe we can slow them down enough for the rest to hit them from behind.

—Journal entry for Col. Roger Cumberland, 17 September 3078

GAME SETUP

Use a mix of Flatlands and Light Urban terrain (see p. 263, TW). The Attacker chooses the home edge for both sides.

Attacker

The Attacker consists of an even mix of Word of Blake's Fourth Division and the Fifty-first Shadow Division. These units equal 200% of the Defender's deployed force, use a mix of Word of Blake and Shadow Division RATs, and has Elite skills.

The Attacker enters the battlefield from their home edge. Aerospace units may enter the battlefield between Turns 1 and 3 at a Velocity no higher than 5.

Defender (Player)

The Defender consists of up to 100% of the player's total available force. Aerospace units may enter the battlefield between Turns 2 and 5 at a Velocity no higher than 3.

WARCHEST

Track Cost: 1,500

Options

+700 Rain of Fire: The Attacker has a battery of 6 off-board Arrow IV launchers with 30 rounds of various Arrow IV munitions (Attacker's choice). The launchers are considered 3 mapsheets away for flight time and approach from the Attacker's home edge. The launcher crews are of Veteran skill level.

+400 Non-stop Combat: Each defending unit begins the track with only half of their normal ammunition load (round down).

OBJECTIVES

Hold the line. Destroy as many Attacking units as possible. **[200 for every enemy unit destroyed]**

Survive. As many of the Defending units as possible should survive by the end of the track. **[200 for each active unit; 100 for each Crippled unit on the battlefield]**

SPECIAL RULES

The following rule is in effect for this track:

Light Fog

Use the *Light Fog* rules (see p. 57, TO).

AFTERMATH

We gave as good as we got, which was something. Outnumbered by an enemy with the skills and equipment of the Fifty-first, that's probably as much as we could have hoped for. But it wasn't enough. They hit us like a tidal wave on a fishing village, smashing into and through our lines. Maybe if the fighters hadn't been late to the show we could've held them a little longer. They got past us, and now they're in the wind. We don't even have time to count the bodies. It's time for pursuit. Our fighters are maintaining contact, and we've got a line on where they are at any given time. I guess with the colonel and his boy both getting hurt, this one's up to me.

—*Journal entry for Maj. Musette Brady, 18 September 3078*

Me and Dad hardly got the worst of it, but being laid up's not stopping him from getting out of his bed and rallying the other wounded. We were lucky, come to think of it. The Fifty-first doesn't really leave many survivors. If they hadn't been so desperate to escape, we might have a lot more dead men than just dead machines. Not that I don't wanna get my LRM Carrier back in the fight, but these burns and broken bones need a while to heal. I doubt Dad'll ease up. Soon as his 'Mech's running again, he'll be at the front.

—*Journal entry for Maj. Roger Goddard, 18 September 3078*

NEXT TRACK

River Waltz; ROM's Roost; End of Night; Bolthole

INCH BY INCH**SITUATION**

UNDERGROUND TRACKWAY 29, SYDNEY
TERRA, WORD OF BLAKE PROTECTORATE
30 SEPTEMBER 3078

The grueling march from Burraborang to Sydney through the underground trackways took a severe toll on General Belle Lee's Coalition task force. Designed to provide access to the rear area of an approaching assault force, the level-straight tunnels would normally have taken a BattleMech only a few hours to traverse. The obstacles facing Lee and her troops wasn't the tunnel system—it was its defenders.

A seeming wall of BattleMechs opposed the Coalition's advance. Every square meter had to be fought for, with the Word of Blake giving little ground. As the fighting progressed forward, the Word used everything they could to stall Lee's march.

—Over the Blood-Track Highway; *Focht War College Publications, 3094*

GAME SETUP

Use a plain battlefield with no terrain. (For table games, use the plain hexgrid on the back of most BattleTech maps. For miniature games, define the walls of the tunnel using straight edges; there is no other terrain.) Define the tunnel walls by designating a hexrow on parallel sides of the battlefield; the tunnel should be between five and eight hexes wide.

Each side enters the battlefield opposite the other.

Attacker

The Attacker consists of elements of the Second Davion Guards and is 100% of the Defender's deployed force. The Guards have Veteran skills and use any FedSuns RAT. The tunnel is not tall enough for BattleMechs to jump; the Attacker may reroll each result that indicates a 'Mech with Jumping MP. Each result may be rerolled only once; the Attacker must use the rerolled result. Jumping Infantry units may be used. If VTOL or WiGE units are used, they immediately crash if their altitude exceeds 2 levels in height.

Defender (Player)

The Defender consists of up to 50% of the player's total force. Jumping Infantry units may be used. If VTOL or WiGE units are used, they immediately crash if their altitude exceeds 2 levels in height.

..... THE CAMPAIGN: 3078

WARCHEST

Track Cost: 700**Options**

-200 Bright Lights: The tunnel lights are active; nullify the Pitch Black special rule, below.

+200 Ninjas: Add six battle armor units (Elite skills, use any FedSuns or Combine RAT) to the Attacker's force after both sides have been determined. Place them anywhere within 10 hexes of the Defender's starting edge as *Hidden Units* (see p. 259, TW).

OBJECTIVES

Inch by bloody inch. Exit more than 75% of the Defender's force across the Attacker's starting edge [300]

World of hurt. Destroy more than 75% of the Attacker's force before suffering 50% losses. [300]

An ounce of prevention... Keep more than 50% of the Attacker's force from exiting the Defender's starting edge. [300]

SPECIAL RULES

The following rules are in effect for this track.

Forced Withdrawal

Both sides operate under Forced Withdrawal rules (see p. 258, TW).

Pitch Black

The tunnel lights have lost power. Use the *Pitch Black* rules (see p. 58, TO).

AFTERMATH

After nearly four weeks pounding through every meter of the two main underground tunnels, the Coalition breached the interior gate checkpoint in the Sydney suburb of Sutherland. Though their first visit to the surface in nearly a month was drenched in rain, Lee's forces celebrated the end of the violent grind with a subdued but enthusiastic celebration.

While the respite was needed for both relaxation and morale, it could have ended in disaster if the Word had conducted a proper counterassault. What Lee did not know was that the Word's forces, damaged and stretched thin, had begun to simply dig in at various choke points. Unable to mount a strong counteroffensive, the Word was content to wait for the Coalition to come to them.

They did not wait long.

—Breaking the Seventh Division; *Geneva Historical Press*, 3096

NEXT TRACK

End of Day; Hell's Eruption

RIVER WALTZ

SITUATION

BRATISLAVA, AUSTRIA-HUNGARY

TERRA, WORD OF BLAKE PROTECTORATE

30 SEPTEMBER 3078

The Danube River was an important barrier to cross as the Coalition pursued the Word forces retreating from Geneva. They needed to seize the bridges before the Word could destroy them. Without the bridges, the Coalition would be unable to pursue.

Failure to contain the bridges would derail the Coalition's march across Europe and shatter their fragile invasion plan.

—Anatomy of a Liberation; Republic Press, 3096

GAME SETUP

Use a mix of Heavy Urban, Badlands (see p. 263, TW), and Ruins (p. 11) terrain. A minimum of six maps are recommended, preferably in a 2x3 grid pattern. The middle maps represent the Danube River; see *Special Rules*, below.

The Defender chooses one bank as their home edge; the opposite bank is the Attacker's home edge.

Attacker (Player)

The Attacker consists up to 100% of the player's available forces and sets up within five hexes of their home edge.

Defender

The Defenders are elements of TerraSec and various Protectorate Militia and equals 75% of the Attacker's total deployed force. They are Elite and use any Word of Blake, Militia, and Free Worlds League RATs. Up to a quarter of the Defender's force is placed as *Hidden Units* (see p. 259, TW). The rest are set up anywhere on the Defender's bank up to the river's edge. After determining the Defender's force, add 3 Motorized Infantry platoons to represent combat engineers. These are placed as Hidden Units within four hexes of the Defender's side of the bridge tower.

WARCHEST

Track Cost: 800**Option**

+ 200 Nightfall: Use the *Dusk/Dawn* rules (see p. 58, TO).

OBJECTIVES

Taking the bridge. Occupy 2 tower hexes at the end of Turn 8. [500]

Secure the bridge. Occupy all 3 tower hexes at the end of Turn 12. [500]

Go for the throat. Destroy/Cripple 75% of the Defender's force. [500]

SPECIAL RULES

The following rules are in effect for this track.

Blowing the Bridges

The attack comes just before the bridges are rigged to blow. To determine when the explosives are ready, the Defender rolls 2D6+5; during the End Phase of this and subsequent turns, the Defender may detonate one non-tower bridge hex for each combat engineer unit surviving, to a maximum of two per turn. Units on a detonating hex suffer a strike similar to a 20-point conventional minefield (see p. 207, *TO*) then a one-level fall into the water below.

Danube Valley Bridge

The centermost maps of the battlefield represent the Danube River. Consider all Level 0 terrain as Depth 3 Water instead. Other terrain higher than Level 0 is unaffected and remains at its listed elevation above Level 0.

The Defender selects two adjacent hexrows on the Danube maps to connect the two banks of the river. These hexrows represent the Danube River Bridge. Convert these hexes to Level 1 Paved with a CF of 110. Where the bridge meets the riverbank, place a Level 3 tower (Hardened, CF 150). Place another Level 3 Hardened tower at the approximate middle of the bridge. Units may pass through the tower hexes at Level 1 height; only VTOL and infantry units can occupy the tower hexes at Level 3 height.

Forced Withdrawal

The Defender operates under *Forced Withdrawal* rules (see p. 258, *TW*).

Salvage

The *Salvage* rule (p. 13) is in effect only if the **Secure the bridge** objective is achieved.

AFTERMATH

Seizing the Danube Valley bridge was key to the Coalition's eventual success in Bratislava. They were able to maintain constant pressure on Word forces and pursue them deep into the heart of the city. With a continual stream of reinforcements using this vital crossing, the Coalition continued a running battle long into the evening. By dawn, the bulk of the Blakist defenses was broken and no longer posed a threat to the remainder of the European campaign.

—Anatomy of a Liberation; *Republic Press*, 3096

NEXT TRACK

ROM's Roost; End of Night; Bolthole

ROM'S ROOST**SITUATION**

CAIRO, EGYPT

TERRA, WORD OF BLAKE PROTECTORATE

12 OCTOBER 3078

Intel reports the Castle Brian's defenders brought down an incoming flight of VTOLs trying to reach the fortress. Thing is, we didn't have any flights inbound. We think it means the defenders have twitchy trigger fingers and fired on their own people. Since it has to be someone important to warrant getting past our lines and into the besieged fort, we need to find out if they're still kicking or not. If they are, I want them brought here. If they're dead, I still need to know who it was. It could make the difference between having to break through the fortress walls or getting them to surrender and end this damn stalemate.

—Journal entry for *Tai-sho* Kiyomori Minamoto, 12 October 3078

GAME SETUP

Use a mix of Urban (see p. 263, *TW*) and Ruins (p. 11) terrain. All buildings have suffered 1D6x5 CF damage, to a minimum of CF 10. Defender chooses their home edge; the Attacker's home edge is the opposite edge.

Attacker (Player)

The Attacker consists of up to 25% of the player's total force. Only ground units are available. Units enter via the Attacker's home edge at the start of the track.

Defender

The Defender is a select force of Light of Mankind special forces. They use any Word of Blake or Shadow Division RAT, have Elite skills, is 50% of the Attacker's deployed force, and are limited to ground units.

Additionally, the Defender must deploy four damaged VTOL units (use any Word of Blake RAT; the crews have Regular skills) as *Hidden Units* (see p. 259, *TW*). See the *Damaged VTOL* special rule below. The VTOLs must be placed at least 12 hexes from the Defender's home edge.

Secretly record one as carrying Precursor ROM Alexander Kernoff.

The Defender's units enter the map via home edge on Turn 3. Defender must exit as many VTOLs as possible via their home edge.

WARCHEST

Track Cost: 700

Options

+150 Priority Search: The Defender's force is equal in size to the Attacker's force.

+200 Cover of Darkness: Use *Moonless Night* rules (see p. 58, *TO*).

..... THE CAMPAIGN: 3078

OBJECTIVES

Capture the precentor. Locate Kernoff's damaged VTOL using the *Scanning* rule (p. 14) and prevent its escape. [500]

Turkey shoot. Destroy/Cripple 100% of the Defender's forces. [100 per destroyed unit]

Sneaky bastard. Let Kernoff escape the battlefield. [-1,000]

SPECIAL RULES

The following rules are in effect for this track:

Damaged VTOLs

The four VTOLs came under fire and were forced to land in the ruins. Their crews are working to get them flying again. All VTOLs have suffered 3D6 damage; apply in 5 point groups and re-roll all damage that would destroy or immobilize the unit.

Roll 2D6 for each VTOL each turn during the End Phase. Beginning in Turn 1, a 12 is required to restart the VTOL. The target number reduces by 1 every turn thereafter. When the VTOL restarts, it loses its *Hidden Unit* status and may move the following turn at half its cruise speed. The VTOL is limited to cruising speed for the track's duration.

FORCED WITHDRAWAL

The Attacker is operating under *Forced Withdrawal* rules (see p. 258, *TW*) unless negated by special unit rules.

AFTERMATH

We still don't know who the VIP might have been, but we did manage to down two of the VTOLs. They were apparently making hasty repairs and got spooked when our recon team got too close. Being unable to maintain their full speed, they were easy pickings. Sadly, there was not enough left to ID the remains of the crew and passengers. Since there has been no observable change in the fortress's defensive stance, we must have missed the primary passenger. At least we now know to be extra vigilant for similar efforts to insert or extract personnel from the base. It won't succeed again.

—Journal entry for Tai-sho Kiyomori Minamoto, 13 October 3078

NEXT TRACK

End of Night; Martian Merry-Go-Round; Blowtorch

GET OUT OF DODGE

SITUATION

COLORADO, NORTH AMERICA

TERRA, WORD OF BLAKE PROTECTORATE

15 OCT 3078

After a disastrous fight with Coalition forces outside Dodge City, the Word of Blake executed a ragged retreat towards the Rocky Mountains. Suffering from battle damage and extended time in the field, the Word's machines looked on the edge of falling apart.

And then they started dropping in their tracks. For the Coalition it was a stroke of luck that was too good to be true. It was.

—Breaking the Sword; Geneva Press, 3092

GAME SETUP

Use a mix of Mountain and Hill terrain (see p. 263, *TW*). The Attacker selects their home edge first.

Attacker (Player)

The player may use up to 50% of their total force.

The Attacker deploys 75% of its force on the half of the battlefield closest to their home edge. The remainder of the Attacker's force enters the battlefield from their home edge during the Movement Phase of Turn 3.

Defender

The Defender consists of surviving elements from the Word of Blake's Seventeenth Division and scattered TerraSec forces and equals 75% of the Attacker's deployed force. The Seventeenth comprises 25% of the Defender's total deployed force, has Veteran skills, and uses a mix of Word of Blake, Free Worlds League, and FedSuns RATs. The TerraSec forces have Regular skills and use any Militia RAT. A total of 5% of the Defender's total force have Elite skills.

The Defender sets up at least half their force within three hexes of the center of the battlefield. The remainder is deployed as *Hidden Units* (see p. 259, *TW*) anywhere within 10 hexes of the Attacker's home edge

WARCHEST

Track Cost: 600

Options

+100 Light Rainfall: Use the *Light Rain* rules (see p. 57, *TO*).

+100 Tangled Woods: Convert all Light Woods hexes to Heavy Woods and all Heavy Woods to *Ultra-Heavy Woods* (see p. 40, *TO*).

OBJECTIVES

Stop them! Prevent at least 25% of the Defender's force from exiting through their home edge. [300]

No quarter. Destroy/Cripple at least 75% of the Defender's force. [450]

Crush the head! Destroy/Cripple all of the Defender's Elite units. [150]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Attacker's force follows the *Forced Withdrawal* rules (see p. 258, *TW*).

Salvage

The *Salvage* rule (p. 13) is in effect only if the **Crush the head!** objective is achieved.

AFTERMATH

Ultimately the Word's delaying action proved minimally effective. It did, however, serve to slow down Coalition pursuit. In the end, less than a quarter of the Blakists who fled the Dodge City battle was tracked down. The rest disappeared into the Rocky Mountains—eventually connecting with Precentor Martial Cameron St. Jamis at Devils Tower.

—Breaking the Sword; *Geneva Press*, 3092

NEXT TRACK

Martian Merry-go-round; Tendrils of Desperation

END OF DAY**SITUATION**

CHAPEL OF THE SUNS, SINGAPORE

TERRA, WORD OF BLAKE PROTECTORATE

17 OCTOBER 3078

It was like a dream come true! I didn't like being firm with him, but it really paid off. The ceremony was beautiful. How many people have ever been married at the Forbidden City in China? Emperors and Empresses. And now Baron and Baroness Grandin.

I know he didn't want it recorded, but I had to make sure we could remember that day. It'll be my little secret for now. Once we're back home it'll be a wonderful surprise for Pierre.

But for now we're back in the battle. At least Precentor McKesson seems like a nice man. And if what he says is true, those Coalition troops are behaving terribly. That Hogarth sounds like a real monster. Maybe the Word wasn't that bad after all. And maybe my dear Pierre is right about Stone, if these are the sort of people he associates with.

—Hilary Grandin

GAME SETUP

Use a mix of Hills, Flatlands, Coastal, and Light Urban terrain (see p. 263, *TW*). One map should be from the Light Urban Terrain Table and constructed along the lines of a Castle Brian (see p. 141, *TO*).

Attacker (Player)

The player may use up to 100% of their total force. The player's force is also augmented by a mix of Word of Blake's TerraSec forces and the Nineteenth Division. The TerraSec force uses any Word of Blake and Militia RATs and has Regular skills. The Nineteenth Division uses any Word of Blake RAT and has Veteran skills. Both Blakist forces equal 100% of the player's deployed force.

The Attacker enters the battlefield from the edge farthest from the Castle Brian.

Defender

The Defender consists of up to 75% of the Attacker's deployed force and is a mix of the Com Guards First Army and the Fifth Free Worlds Guards, both of Regular skill level. The Fifth Guards use a mix of Word of Blake and Free Worlds League RATs; the First Army uses any ComStar RAT. Each unit begins with 3D6 damage, applied in 5-point groups, re-rolling any damage that would cripple or destroy the unit.

Openly select three building hexes within the Castle Brian as the Command and Control center. These three buildings are upgraded to Hardened buildings of 150 CF. The Defender sets up anywhere within the Castle Brian.

WARCHEST

Track Cost: 2,000

Options

+800 Larger Than Life: Construct the Castle Brian over two mapsheets and double its allowed gun emplacements. This bonus can only be taken if there is a minimum of four mapsheets being used.

+800 It's Quiet. Too Quiet: Deploy up to two-thirds of the Defender's force as *Hidden Units* (see p. 259, *TW*) anywhere on the battlefield.

OBJECTIVES

Seize the castle. Capture all three Command Building hexes by occupying them at the end of the track. [1,000]

Push them out. Destroy/Cripple at least 75% of the Defender's units. [1,000]

..... THE CAMPAIGN: 3078

SPECIAL RULES

The following rule is in effect for this track:

Castle Brian

Use the *Castles Brian Complexes* rules (see p. 141, *TO* or p. 201, *JHT*) when constructing the Castle Brian. It may contain structures up to 4 levels above or below the map surface, and no more than 12 fixed weapon emplacements (unless the **Larger Than Life** option is used). At least 3 turrets must be dedicated AA platforms.

Because the Singapore complex recently fell to the Coalition before the Word of Blake counterattacked, all gun crews have a skill of 5 and all gates (if any) are considered locked open.

AFTERMATH

The withdrawal of the Second Davion Guards following the capitulation of Singapore in early October left the city's defenses severely understaffed. Only the heavily damaged Fifth Free Worlds Guards and the Com Guards First Army were on hand to garrison the city's Castle Brian. Surviving TerraSec defenders had gathered on Batam Island and remained in contact with the city's Blakist administrator, Precentor Jarvis McKesson.

Sensing an opportunity, McKesson contacted his superiors to arrange reinforcements. Grandin's Crusaders were dispatched as a mobile and expendable force to answer the call. The unit linked up with the TerraSec survivors and took on the guise of the Word's Nineteenth Division. Before the attack commenced on 17 October, a small group of Manei Domini attached themselves to the command.

The Blakist force infiltrated Singapore via the underground rail line to Batam. Terrorist car bombings by surviving guerrilla cells threw the Coalition into confusion, which paved the way for the Crusaders to assault the Castle Brian. The fortress's defenses were poorly coordinated due to Blakist sabotage of the computer core, and the worn-out Fifth Guards were simply overstretched responding to the attacks. McKesson's attack on General Hogarth's command lance added to the confusion.

The Crusaders seized the fortress as asked, but one of the Manei Domini accompanying them entered the self-destruct codes into its computer core. The Crusaders evacuated without delay, barely avoiding total destruction from the nuclear charges. The devastation spoiled McKesson's attack on Hogarth and led to the deaths of millions inside Singapore.

— The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

The Final Countdown; Hell's Eruption; Blowtorch; Litmus Test

END OF NIGHT

SITUATION

URAL MOUNTAINS

TERRA, WORD OF BLAKE PROTECTORATE

20 OCTOBER 3078

We lost them. The colonel's gonna have our heads.

—Journal entry for Maj. Mitch McGrady, 1 October 3078

Who would've thought those holdouts we rescued when we arrived would actually help us out?

—Journal entry for Capt. Ansel Haarhar, 15 August 3078

Thanks to eyewitness intel from the ComStar resistance, we've found the Fifty-first again, but they've managed to link up with the rest of their filth. Grizzell and his team have been working nonstop, getting us back into fighting condition. Doc's done what he can, but we're still short-handed. This might be a little about saving face with Redburn, but I think it's more about revenge for the colonel.

—Journal entry for Maj. Musette Brady, 19 October 3078

The LRM Carrier might be a little worse for wear, but she's running and gunning again. It's payback time.

—Journal entry for Maj. Roger Cumberland, 20 October 3078

GAME SETUP

Use Mountain terrain (see p. 263, *TW*). The Defender chooses one edge as their home edge. The opposite edge is the Attacker's home edge.

Attacker (Player)

The Attacker consists of up to 100% of the player's available force. The Attacker enters from the same edge as the Defender at the beginning of Turn 3. Aerospace units may enter from any map edge at the beginning of Turn 1, with a maximum Velocity of 4.

Defender

The Defender consists of elements of the Fourth, Sixteenth, and Twenty-first Divisions, the Fifty-first Shadow Division, and general TerraSec forces, totaling 100% of the Defender's force. The average skill level of these units is Veteran. The TerraSec forces use any Militia RAT; the remainder of the Defender's forces uses a mix of Word of Blake, Free Worlds League, and Shadow Division RATs.

The Defender enters from the edge opposite of their home edge at the start of the track.

WARCHEST

Track Cost: 2,000**Options**

+800 Last Minute Hero: A Word of Blake *Interdictor*-class DropShip with a Veteran crew lands on the map containing the Defender's home edge at the end of the Movement Phase of Turn 6.

+800 Held Up: The Attacker's ground forces are delayed and do not enter until Turn 4's Movement Phase.

OBJECTIVES

Run them down. Destroy as many Defenders as possible. [200 for every Defending unit destroyed, 300 for every Defending unit crippled, -200 for every Defending unit that exits the Defender's home edge.]

SPECIAL RULES

The following rule is in effect for this track:

Non-Stop Combat

Each unit (Attacker and Defender) begins the track with only a third of their normal ammunition load (round up) and 3D6 damage applied in 5-point clusters, re-rolling any damage rolls that cripple or destroy the unit.

AFTERMATH

Good thing we loaded heavy on SRMs and Infernos. When we hit them, it was up close and brutal. That favored them at first, until we started wreathing them in flames. Some of them panicked at that point and became easy prey. The Fifty-first were the worst, though, nothing but professionalism. They knew they were gonna die, but they made sure to take as many of us with them as they could.

—Journal entry for Maj. Musette Brady, 21 October 3078

We had them on the ropes until that damn *Interdictor* showed up. That almost turned the tide. Thankfully our fighters made sure to keep it busy. We lost a lot of good people today, but the Blakists lost more, and that's what really counts.

—Journal entry for Maj. Roger Goddard, 21 October 3078

These Blakists sure know how to die. After Luna, I thought I'd never be in a fight like that again. At least this one was in normal gravity and with a sky overhead.

—Journal entry for Capt. LeRoy Cody, 21 October 3078

Seems the Dracs are having problems in Cairo, so Redburn's headed there next. We won't be joining him. He was surprised we pulled this one off, but at least he had the sense to recognize we need time to recover. We've lost half our fighters and tanks and a third of our 'Mechs, including most of their pilots and crews.

—Journal entry for Col. Roger Cumberland, 21 October 3078

NEXT TRACK

Martian Merry-Go-Round; Bolthole; Blowtorch

THE FINAL COUNTDOWN

SITUATION

SYR DARYA RIVER, BAIKONUR

TERRA, BLAKE PROTECTORATE

18 NOVEMBER 3078

18/11/78: *We have a deal. If we stall the Coalition forces long enough for the DropShips here to lift off, the Word will provide us the aerospace cover to leave. They've even thrown in some bonus incentives if all the key personnel escape.*

They must be important. There's one of them in particular, though he tries to hide it. But I can see how the Manei Domini around here defer to him. He's not Azrael, he's not Apollyon. Is he the Master? Something about him seems familiar. A similarity in features. It calls to mind Hanse Davion for some reason. Though all of the Fox's spawn are accounted for, and I don't believe those rumors that he had a child with his mother-in-law.

But enough of such idle speculation. My destiny awaits at the birthplace of man's dominion of space. How fitting.

—Pierre Grandin

GAME SETUP

Use a mix of Badlands and Flatlands terrain (see p. 263, TW). Treat all Wooded hexes as Rough terrain and all areas higher than Level 3 are capped at Level 3. At least one river must be present, representing the Syr Darya. The Defender chooses their home edge.

Attacker

The Attacker equals 200% of the Defender's deployed force and consists of elements of the First Crucis Lancers and the Twenty-third Arcturan Guard. Both forces are of Elite skill level and each comprises half of the Defender's deployed force. The Lancers use any FedSuns RAT; the Guard uses any Lyran RAT. Half the Attacker's force begins at their home edge; the other half enters at the beginning of Turn 6.

Both the Lancers and the Guard use the *Commander* special rule (p. 13).

Defender (Player)

The Defender consists of up to 100% of the player's total available force.

WARCHEST

Track Cost: 1,000**Option**

+1000 Bring Them On: All of the Attacker's units are deployed at its home edge at the beginning of the scenario.

..... THE CAMPAIGN: 3078

OBJECTIVES

Abort! More than 25% of the Attacker's force exits the map off the defender's home edge. [-2,000]

Technical difficulties. Any of the Attacker's units exits the map off the Defender's home edge. [-1,000]

Liftoff! Prevent all of the Attacker's units from exiting via the Defender's home edge. [1,000]

We're leaving together. More than 75% of the Defender's force survives until Turn 16. [600]

Still we stand tall. Destroy/Cripple 50% of the Attacker's force. [1,000]

Plummeting back to Earth. Destroy/Cripple both designated commanders. [400]

SPECIAL RULES

The following special rules are in effect for this track.

Forced Withdrawal

The Attacker operates under *Forced Withdrawal* rules (see p. 258, *TW*).

Time Limit

The track ends after the End Phase of Turn 16.

AFTERMATH

The ancient cosmodrome at Baikonur was hastily reactivated in early October to further the escape of Blakist assets from Terra. Other sites in Greenland and at Devil's Tower were too difficult to reach for Eurasian personnel, and their capacity was already strained. Coalition intelligence soon picked up on the new site and plans were made to shut it down. After the liberation of Europe, a major Coalition force was put together to strike out over the Urals.

The Thirty-seventh Division did its best to delay the inevitable, but was outmatched and outnumbered. Precenator Martial St. Jamais reassigned the Crusaders to assist, promising them a release from the Word's service and assisting their escape if they could hold long enough for the final evacuation to take place. Grandin was given support in the form of several Manei Domini from the Fifty-first Shadow Division already on site protecting an illustrious VIP.

The First Crucis Lancers and Twenty-third Arcturan Guard made a strong probe toward Baikonur on 18 November and were met by the Crusaders. The Crusaders withdrew along the Syr Darya River, conducting a mobile defense that drew command elements of the Coalition force into an ambush by the Manei Domini. The resulting losses and confusion sparked a tactical withdrawal that bought the Word enough time to finish their final launches.

Baikonur fell two days later to the Battle Corps mercenary unit. Grandin's Crusaders fled off-world that same day under cover of a heavy fighter sortie.

— The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

Hell's Eruption; Heavy Metal

PICKING THE LOCKS

SITUATION

KORYO, MARS

TERRA, WORD OF BLAKE PROTECTORATE

18 NOVEMBER 3078

This is going to be a delicate operation. We want to limit civilian casualties, which mean we cannot afford to break the dome and risk exposing the residents to the sudden depressurization that would result. Mars might have an atmosphere, but it's low-pressure enough that the storm of venting air will surely devastate the population. Besides, we'd like to have some actual prisoners for a change. If all we do is slaughter every Blakist we come across, we might never get any solid intel on what we don't see.

—Journal entry for Gen. Andrew Redburn, 17 November 3078

GAME SETUP

Use Badlands terrain (see p. 263, *TW*). The Defender divides the battlefield in half and indicates two adjacent hexrows that contain the massive wall of the dome. This edge prevents all units from exiting the map. Along the wall hexrow, the Defender indicates two hexes as the airlock system, which allows passage from outside to inside the dome. Each dome hex is considered a Level 250 Heavy Building that extends to a depth of 10 sublevels and has a CF of 60. The airlock hexes are Level 3 in height. Units may not jump in or through the airlock hexes (see *Airlock*, below).

Attacker (Player)

The Attacker contains elements of the Mars invasion force under General Andrew Redburn and up to 50% of the player's total force. The Attacker's total deployed force should include at least three of the listed invaders; none of the individual forces can exceed 50% of the total deployed force.

- Stone's Liberators: Veteran skill, any Inner Sphere and Mercenary RATs
- Seventh Donegal Guards: Regular skill, any Lyran and FedSuns RATs
- Nova Cat Alpha Galaxy: Elite skill, any Nova Cat and Combine RATs
- Eleventh Mechanized Cavalry: Veteran skill, any Hell's Horse and Wolf RATs
- Wolf-in-Exile Alpha Galaxy: Elite skill, any Wolf, Mercenary, and Lyran RATs

The Attacker may enter the battlefield from any edge that is not the dome wall.

Defender

The Defender's force equals 75% of the Attacker's force. The Defender consists of the Mars Protectorate Militia, which has Regular skills and is limited to infantry, vehicle, and aerospace assets from any Militia RAT. The Defender receives one turret (see



Turrets

The turrets are popup turrets. During the Movement Phase, the Defender indicates which turrets are opened and closed. Turrets have a 120 degree firing arc and may fire only when open. Their popup nature prevents them from being considered immobile targets.

Each turret has one weapon hardpoint and can accommodate up to one ton of ammunition (if needed). They are considered Heavy Level 1 structures with a CF of 40. Attacking a turret will pass on damage to the crew as per standard building rules. A crew may abandon firing the turret and attack as an infantry unit. The turret will fire with the skill of the squad operating it. Attacks on the turrets

Turrets, below) for every three hexes of dome wall. The turrets may be placed anywhere on the dome wall hexes with the exception of the airlock hexes. One squad of Elite infantry operates each turret; these infantry do not count towards the Defender's deployed total.

The Defender may begin with up to 100% of their force deployed as *Hidden Units* (see p. 259, *TW*) anywhere on the battlefield.

WARCHEST

Track Cost: 800

Options

+400 Double Duty: The Defender receives double the number of turrets.

+600 Even Fight: Convert up to 25% of the Defender's deployed force into BattleMechs.

OBJECTIVES

Silence the guns. Kill the crews operating the turrets or destroy the turrets. [+100 per turret]

Kill the defenders. Destroy/Cripple all Defenders located inside the dome at the start of the track. [450]

Breach. Destroy a dome hex. [-500]

SPECIAL RULES

The following rules are in effect for this track:

LOW GRAVITY

Mars has gravity of 0.38G. Use the rules for *High/Low Gravity* (see p. 56, *TO*)

THIN ATMOSPHERE

The low atmospheric pressure on Mars results in a thin atmosphere. Use rules for *Thin Atmosphere* (see p. 54, *TO*).

from outside the wall may only occur when the turret is open. If closed, the wall takes all damage. If open, the wall receives half the damage. Punching physical attacks only damage the turret. If the Punch attack misses, the wall receives the damage.

If an attack on a turret originates from inside the dome, turrets are considered immobile targets and receive all damage, regardless of being open or closed.

Airlock

The airlock is operated by spending 1MP during the Movement Phase to open the gate and 1MP to close the gate. This opens either the inner or the outer gate, but only one may be open at a time. The air lock will cycle only once per turn. Standard stacking rules apply. Units may only use Walking MP while in the air lock and may only advance through open airlock doors.

AFTERMATH

I knew it was going to be a nasty fight, but I give full credit to all those taking part in the assault. No one gave in to temptation to fire on the popup turrets. We took heavy losses, especially from the airstrikes, while the first few units through each airlock were hurt and hurt bad. As we got heavier units in, the tide turned. After dealing with the inner lock defenders, we took out the turret crews from within. Silencing those allowed the remaining forces to avoid taking point-blank fire they could not return. Calling up the rest of the Coalition force once the locks were clear meant we could proceed with clearing the Blakist taint from the city itself. So far, that's looking like it will be another nasty piece of work.

—Journal entry for Gen. Andrew Redburn, 19 November 3078

NEXT TRACK

Martian Merry-go-round; Bolthole; Tendrils of Desperation

..... THE CAMPAIGN: 3078

MARTIAN MERRY-GO-ROUND**SITUATION**

KORYO, MARS

TERRA, WORD OF BLAKE PROTECTORATE

23 NOVEMBER 3078

Leave it to the Word of Blake ROM to realize our unwillingness to cause collateral damage and use that to their advantage. Instead of facing us like soldiers, they melted into the population and began a guerilla war against us. We've had bombings, sniper attacks, kidnappings and other ambushes plague us since we arrived. It's time to end this. But we cannot just level the residential areas. We have to ferret them out building by building, room by room.

—Journal entry for Gen. Andrew Redburn, 23 November 3078

GAME SETUP

Use Light Urban terrain (see p. 263, TW). All buildings are light (CF10) or medium (CF30) buildings; re-designate any of different types. The Defender secretly records their home edge prior to the start of the track. The Attacker may enter from any map edge.

Attacker

The Attacker's force is composed of elements of Stone's Liberators and the Seventh Donegal Guards. Stone's Liberators have Veteran skills and use any Inner Sphere and Mercenary RATs. The Seventh Donegal Guards have Regular skills and use any Lyran and FedSuns RATs. At least 50% of the force must be composed of infantry units.

Defender

The Defender consists of Light of Mankind infantry squads. They have Elite skills and use any Word of Blake and Shadow Division RAT. The Defender equals 100% of the Attacker's total deployed force. The Defender may set up to 100% of their force as *Hidden Units* (see p. 259, TW).

WARCHEST**Track Cost:** 500**Option**

+500 Surprise! The Defender secretly assigns 1D6+2 buildings as booby traps using command-detonated explosives. The Defender can set off a trap with any unit in LOS to the building. The trap explodes for 40 points of damage in the building hex, 20 points of damage in adjacent hexes, and 10 points of damage 2 hexes from the detonation point.

Traps will automatically go off when a building is destroyed.

OBJECTIVES

Clear the Block. Destroy/Cripple 75% of the Defender's force. [600]

Limit Casualties. Destroy as few buildings as possible; booby-trapped buildings do not count towards this objective. [−50 for each Attacker-destroyed building]

SPECIAL RULES

The following rule is in effect for this track:

Forced Withdrawal

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

LOW GRAVITY

Mars has gravity of 0.38G. Use the rules for *High/Low Gravity* (see p. 56, TO)

Support Troops (Player)

The player can add up to 25% of their total force to either side. If this optional rule is used, add an equal number of force to the opposite side. The added forces follow all setup rules.

AFTERMATH

It took a while to clear each block, and a lot of manpower was required to patrol the blocks already cleared, but we finally seem to have gotten every last one of them. There have been no more attacks the past two days. I call that a good sign. With the biggest target down, I've started assigning other domes to individual members of the task force. The Clanners don't seem to work too well with Inner Sphere forces, so I've made sure to split them up accordingly. Unfortunately, the early reports coming in already indicate that the Clans are less restrained in dealing with insurgents than they were under direct supervision. They've already shattered two domes to eliminate resistance. Sure, that worked, but it also killed most of the inhabitants. I've made it crystal clear that this is unacceptable, but we'll see if their restraint lasts more than a few days.

—Journal entry for Gen. Andrew Redburn, 28 November 3078

NEXT TRACK

Bolthole; Hell's Eruption; Blowtorch

BOLTHOLE**SITUATION**

CAIRO, EGYPT

TERRA, BLAKE PROTECTORATE

16 DECEMBER 3078

They finally reveal their desperation. Instead of maintaining the standoff and trusting the walls of their fort, the Blakists sent a spearhead into our lines. They were able to break through and secure the Giza plateau. With the DropPort now under their control, it is obvious they intend to escape. We will prevent this. Already, the loop is closing around them. Unless their DropShips arrive right now, they are ours for the taking. We just have to keep them from slipping back to the fortress before the noose tightens.

—Journal entry for Tai-sho Kiyomori Minamoto, 16 December 3078

GAME SETUP

Use a mix of Urban (see p. 263, *TW*) and Ruins (p. 11) terrain. All buildings on the map have suffered 1D6x10 CF in damage. If the damage sustained is greater than the building's original CF, consider the building destroyed and convert the hex to Rubble. The Defender chooses their home edge first.

Attacker (Player)

The Attacker comprises elements of the First Sword of Light and may be augmented by up to 100% of the player's total available force. The First Sword uses any Combine RAT and has Elite skills.

The Attacker enters from any one edge at the beginning of the track.

Defender

The Defender consists of elements of the Word of Blake's Thirty-sixth Division and equals 50% of the Attacker's total deployed force. They must exit via their designated home edge. The Division uses any Word of Blake or Militia RAT and has Veteran skills.

The Defender enters the battlefield from the edge opposite their home edge during the Movement Phase of Turn 2.

WARCHEST

Track Cost: 750

Options

+400 Transports: 1D6-3 (minimum 1) DropShips (with Regular crews) land every other turn beginning on Turn 5. The Defender's units may attempt to board and escape. The Attacker must destroy the DropShips before this can occur. A maximum of six DropShips can be grounded on the battlefield at any given time. Use any Word of Blake RAT to determine each type.

+100 Nighthawks: Use the *Pitch Black* rules (see p. 58, *TO*).

-500 Losing Face: Reinforcements from the Second Dieron Regulars arrive to prevent the escape. They enter via the Defender's home edge during the Movement Phase of Turn 4. The Second Dieron uses any Combine RAT, has Regular skills, and equals 50% of the player's deployed force.

OBJECTIVES

Kill them all. Prevent the escape of at least 75% of the Defender's units. [1,500]

Stem the tide. Prevent the escape of at least half the Defender's units. [800]

SPECIAL RULES

The following special rule is in effect for this track:

FORCED WITHDRAWAL

The Attacker is operating under *Forced Withdrawal* rules (see p. 258, *TW*) unless negated by special unit rules.

Salvage

The *Salvage* rule (p. 14) is in effect only if the **Stem the tide** objective is achieved.

AFTERMATH

As quickly as we closed the lines behind the Blakists, they were still able to sniff out the tactic. They abandoned the plateau almost as soon as they'd secured it. I am disappointed that the First Sword of Light was unable to hold them in place as the Dieron Regulars and Stone's reinforcements closed in. I'd like to say that the Word leaving half their force dead on the field is a victory, but it's not. Considering we lost a company in the holding action, it seems like just another day in this quagmire of attrition where both sides grind one another to dust. In the end, nothing will be left of either.

I cannot allow this to continue. Not only am I losing face with Stone and the other Allied commanders, but the Coordinator has personally expressed his displeasure at the embarrassment of his best and most storied regiment faltering while those of other nations have succeeded.

General Lee has forbidden orbital strikes, but there is no other alternative with the unavailability of airstrikes. I will insist upon it until they are granted. Then we can finally break the defenders and their fortress in one fell swoop.

—Journal entry for Tai-sho Kiyomori Minamoto, 17 December 3078

NEXT TRACK

Blowtorch; Recondo; Litmus Test; Monkeywrench

TENDRILS OF DESPERATION**SITUATION**

SUNDANCE, NORTH AMERICA

TERRA, WORD OF BLAKE PROTECTORATE

17 DEC 3078

Following up on their tactical nuke strikes, the Word of Blake launched a series of probing raids in an attempt to pin down the exact location of the Coalition's forces. With their advanced electronics they had only to get close to a communications base to tap into the Coalition's data feed.

It was up to Stone's picket defenders to make sure this didn't happen. The Word couldn't know how much force Stone had arrayed against them.

—Breaking the Sword; Geneva Press, 3092

GAME SETUP

Use a mix of Badlands and Mountain terrain (see p. 263, *TW*). The Defender places four Medium Level 1 buildings (CF 40) anywhere on one-half of the battlefield; the buildings should be a minimum of 5 hexes away from the edge.

Determine home edges as normal.

..... THE CAMPAIGN: 3078

Attacker

The Attacker consists of elements of the Word of Blake's Thirty-ninth Division and equals 75% of the Defender's deployed force. The Thirty-ninth has Elite skills and uses a mix of Word of Blake and Capellan RATs. See *Special Rules* (below) for more information.

The Attacker enters the battlefield from their home edge.

Defender (Player)

The Defender may use up to 25% of the player's total force.

The Defender deploys on the half of the battlefield closest to their home edge. The Defender secretly designates one building as their command building.

WARCHEST

Track cost: 500

Options

+100 Under a Full Moon: Use the *Full Moon* rules (see p. 58, *TO*).

+100 Air support: A medium aerospace fighter is deployed by the Attacker for airstrikes/bombing runs. The fighter has an Elite crew and is from any Shadow Division RAT. This option may be taken up to two times.

OBJECTIVES

Prevent scans. The Attacker is attempting to identify the Defender's command building. If any Attacker unit successfully scans the command building, it must be crippled or destroyed before it can leave the battlefield. To identify the headquarters, the Attacker must scan each building using the *Scanning* rules (p. 14). [300]

Gutted. Destroy/Cripple at least 60% of the Attacker's forces. [300]

Survival. At least 75% of the defending units must survive the end of the track. [300]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Thirty-ninth Division follows the *Forced Withdrawal* rules (see p. 258, *TW*) once half of its force is destroyed or crippled.

Off-Map Movement

The Attacker may assign up to half its force with *Off-Map Movement* orders (see p. 192, *TO*). This may only occur once during the track.

Thirty-ninth Division

The Word of Blake Militia's showcase unit is staffed by some of the finest pilots on the Word's rosters. As such, the controlling player may re-roll up to three results when randomly determining Piloting and Gunnery skills. The new results may not be re-rolled.

The Thirty-ninth also fields a high percentage of Clan technology. To reflect this, up to two-thirds of the units deployed by this division (rounded up) may be determined using any Nova Cat, Ghost Bear, or Diamond Shark RATs.

To further reflect the Thirty-ninth's preferential status for new equipment, on a roll result of 2 or 12 when assigning light 'Mechs to this force, the controlling player may choose an RPT-2X or RPT-2X1 *Raptor II* (see p. 152, *JSBD*) instead of the table result.

AFTERMATH

The quick reactions of the Coalition defenders threw back the Blakist probes. What had been an attempt by the Word to learn more about Stone's forces ended up being their own downfall when Coalition commandos managed to affix a hidden sensor package to one of the retreating Word vehicles. The failed attacks would give the Coalition the much needed intelligence to mount the final assault on St. Jamais and Devils Tower.

—Breaking the Sword; *Geneva Press*, 3092

NEXT TRACK

Friend of the Devil

HELL'S ERUPTION**SITUATION**

GATE OMEGA, TOWRA POINT

TERRA, WORD OF BLAKE PROTECTORATE

19 DECEMBER 3078

The time has come. The Precentor Martial's plan—to erupt in a world-wide counterassault around the globe—is one of genius if it goes off as planned. The one variable we cannot account for is if our communication lines have been completely compromised; several Castle Brians and outposts have been unresponsive for a month or longer. We don't even know if Kernoff got the message or not.

Regardless, we will do our sworn duty. This last, glorious surge will push these ingrates on their heels and give us the room we need. I'm certainly under no illusion that we can ultimately win Terra back. Our losses have been extreme, our forces stripped of strength and manpower. But it will give us a chance to shine for the Blessed Blake. And to give our brethren the opening they need to escape, so they can better prepare for our future elsewhere.

Whatever may happen, Blake's Will be done.

—last recorded message from Precentor Jordan Kane, Twenty-sixth Division; 18 December 3078

GAME SETUP

Use a mix of Light Urban (see p. 263, *TW*) and Ruins (p. 11). The Attacker places/designates one building as the Towra Memorial structure. The statue is Level 4 in height and has a CF of 50. It is not a building.

The Defender designates one side as their home edge; the opposite is the Attacker's home edge.

Attacker (Player)

The Attacker consists of elements from the Word of Blake's Twenty-sixth Division and up to 25% of the player's total force. The Division is 200% of the player's force, has Veteran skills, and uses any Word of Blake or Militia RAT. After force selection, add any two BattleMech or Vehicle units that mount at least one Artillery gun.

The Attacker enters from their home edge.

Defender

The Defender consists of elements from the Ryuken-san and is 75% of the Attacker's deployed force. The Ryuken have Elite skills and use any Combine RAT.

The Defender enters from their home edge.

WARCHEST

Track Cost: 800

Option

+300 Crazy Weather: Roll once on the *General Weather Table* and apply the result to the battlefield (see p. 69, *TO*).

OBJECTIVES

Smash. Cripple/Destroy at least 75% of the Defender's forces. [400]

Crush. Destroy/Cripple 100% of the Defender's force. [300]

Save the best for last. For each unit carrying an Artillery gun that survives the track. [150 each unit]

Symbolic victory. At least one Attacking unit occupies a hex adjacent to the Towra Point Memorial at the end of the track. [200]

SPECIAL RULES

The following rule is in effect for this track:

Forced Withdrawal

The Ryuken-san and the player's force operate under *Forced Withdrawal* rules (see p. 258, *TW*).

AFTERMATH

Before the Coalition could react from the Twenty-sixth's sudden appearance at Towra Point, Lee's forces were hammered with two tactical nuclear strikes. The firestorm set most of southern Sydney ablaze, nearly wiped out the Chasseurs and the Ryuken, and further eroded Lee's command network. Fortunately, a Coalition airstrike destroyed the Word's hastily established artillery.

The Twenty-sixth managed to bluff Lee and her forces for another three weeks after leaking rumors of their possession of several more nuclear warheads. The general called their bluff at the start of the new year as several special forces strike teams infiltrated and seized the Towra Point encampment.

—Sydney and the Jihad; *Brisbane Press Syndicate*, 3088

NEXT TRACK

Jinx

FRIEND OF THE DEVIL**SITUATION**

DEVIL'S TOWER, NORTH AMERICA

TERRA, WORD OF BLAKE PROTECTORATE

19 DEC 3078

The three-month campaign to free North America had finally come to a finale. The Word's precentor martial had gathered his surviving units at a previously unknown Castle Brian structure built into the Devils Tower monument in the steppes of North America's Wyoming region. On-the-ground intelligence had revealed a maze of minefields, hardened weapons emplacements, and carefully sculpted terrain features, all designed to deter an assault. It also revealed that the Word was as weak in mobile assets as the Coalition thought.

As dawn broke, the final attack began as a series of probes. Not willing to rely completely on gathered intelligence, Stone moved slowly forward, wary of another surprise.

Many were unleashed before the sun set behind the distant Rockies.

—Breaking the Sword; *Geneva Press*, 3092

GAME SETUP

Use a mix of Badlands, Hills, and Mountain terrain (see p. 263, *TW*). The Defender chooses their home edge first; the opposite edge is the Attacker's.

Within ten hexes of the Defender's home edge, place one *Castle Brian Gun Emplacement* (see p. 209, *JHSTerra*) for every eight Attacker units (round up). Gun emplacements must be placed at least six hexes apart. Place four *Anti-Personnel Turrets* near each gun emplacement; these are no more than two hexes away from the main gun.

Attacker (Player)

The Attacker may use up to 100% of the player's total force. Additionally, add elements from the Stone's Lament which equal 100% of the player's deployed force, have Elite skills, and use any Inner Sphere RAT.

25% of the player's force enters the battlefield from any edge not the Defender's home edge at the start of the track. The rest of the player's force may enter in any combination between Turns 4 and 12, as long as one of the player's units is active on the battlefield during the End Phase of the turn prior.

Stone's Lament enters the battlefield during the Movement Phase of Turn 7.

..... THE CAMPAIGN: 3078

Defender

The Defender consists of elements of the Word of Blake and TerraSec forces remaining on North America. The force equals 150% of the Attacker's deployed force. At least half of the Defender's forces have Veteran skills, 25% have Elite skills, and the remainder has Regular skills. They use a mix of any Word of Blake, Free Worlds League, Lyran, Mercenary, and Militia RATs.

The Defender adds one *Omega* Superheavy BattleMech (see p. 151, *JFR*) to their force for every eight units fielded by the Attacker (round down to a minimum of one). They may also add one *Revenant* Drone BattleMech (see p. 153, *JFR*) for every six units fielded by the Attacker (round down to a minimum of one). These units count towards the Defender's total deployed force.

The Defender sets up 75% of its force anywhere on the battlefield and no closer than 5 hexes from any edge. The remainder of the Defender's force enters from their home edge at the start of Turn 5.

WARCHEST

Track Cost: 2,000

Options

+300 Heavy Incoming: The Defender has five artillery emplacements (a mix of Thumper, Long Tom, and Arrow IV launchers) three mapsheets away. Beginning in Turn 3, the Defender may designate up to two artillery strikes (p. 179, *TO*) per turn. Each launcher has five rounds available. The artillery crews have Regular skills.

+500 Overkill: On Turn 5, the Defender deploys a *Rattler Mk II* (see p. 188, *JHT*). It enters from the Defender's home edge. Its crew possesses a Gunnery skill of 3 and Piloting skill of 5.

+500 High Stakes: Devlin Stone and Cameron St. Jamais join the battle in this sector (see *Special Rules*, below).

+200 Guns at High Noon: Use the *Glare* rules (see p. 58, *TO*).

OBJECTIVES

Force a hole. Destroy/Cripple at least 50% of the Defender's force before the player suffers 50% casualties (through destroyed/crippled units). [1,200]

Widen the breach. Break the Castle Brian defenses. [300 each Gun Emplacement, 150 each AP Turret]

Cut off the head. If **High Stakes** is used, destroy/cripple Cameron St. Jamais' unit. [800]

Stone Incapacitated! If **High Stakes** is used, Devlin Stone's 'Mech must survive the mission. [800 If his BattleMech is destroyed]

SPECIAL RULES

The following rules are in effect for this track:

Commanders on the Field

If the optional bonus **High Stakes** is taken, Precentor Martial Cameron St. Jamais and Coalition commander Devlin Stone deploy in support of the Defender and Attacker respectively. Stone (Gunnery 2, Piloting 1) pilots an AS7-D-H *Atlas II*. St. Jamais (Gunnery 2, Piloting 2) pilots an AWS-10KM *Awesome*. Both Stone and St. Jamais follow the *Commander* rules (p. 13).

Cameron St. Jamais enters during the Movement Phase of Turn 6, accompanied by three heavy BattleMechs (Elite skills, any Inner Sphere RAT) and two Level Is of battle armor (Elite skills, any Shadow Division RAT). Devlin Stone enters during the Movement Phase of Turn 7 with three assault BattleMechs (Elite skills, any Inner Sphere RAT).

Both units ignore *Forced Withdrawal* rules and fight to the death.

Forced Withdrawal

Both sides follow the *Forced Withdrawal* rules (see p. 258, *TW*).

Salvage

The *Salvage* rule (p. 13) is in effect only if **Widen the breach** objective is achieved.

Shielding

If the optional bonus **High Stakes** is taken, units belonging to Stone's Lament and all Word of Blake units automatically use the *Shielding* rules (see p. 19, *TO*) when an enemy unit targets their Command unit. All shielding modifiers applied are doubled, and the shielding unit need not be adjacent to the command unit; the attack must only pass through a hex occupied by one of the designated units.

AFTERMATH

The campaign for North America ultimately came down to a brutal battle in and around the Devils Tower Castle Brian structure. The thirty-six hour battle saw Coalition forces probe early along several axes, pulling the Word out of position and wearing down the automated defenses. In the early afternoon, as the Word was scattered along their perimeter, Stone drove the bulk of his Lament into the sector where the precentor martial was located. Stone plowed through the Word's line, forcing St. Jamais into a decisive battle.

The conflict between the two commanders caused a near-complete halt to all other combat as the two titans engaged. When the precentor martial fell at Stone's feet, the remaining Blakists sounded a general retreat back into the Tower. After another twelve hours, the Coalition forced their way into the facility and cleaned out the remaining defenders, which numbered less than a full Level III.

Stone immediately broadcast the fall of Devils Tower and declared an end to organized resistance in North America.

—Breaking the Sword; *Geneva Press*, 3092

NEXT TRACK

Recondo



..... THE CAMPAIGN: 3079

3079

BLOWTORCH

SITUATION

*Outskirts of Cairo, Egypt
Terra, Word of Blake Protectorate
1 January 3079*

(Excerpt from Wolfnet report 30790207/51-Alpha, filed by agent Ramrod)

We're finally on Terra.

We came in as part of a minor second wave of troops, barely a drop in the bucket compared to the force that dropped onto humanity's homeworld four months ago. We're still under the Combine's employment, so we ended up under the command of Kanrei Minamoto himself. Stone's people do not like it, and rumor has it that they are trying to buy the Cannons' contract from the Combine. Until that happens, we are Minamoto's

Some parts of Terra are in Coalition hands, but there are a few holdouts, like Cairo. Minamoto's been under the gun to take Cairo's Castle Brian, but his last brilliant move—ordering an orbital bombardment—missed the target zone and wiped out a million people.

We have been ordered to assess the situation and see if anything can be salvaged.

GAME SETUP

Use a mix of Badlands and Flatlands terrain (see p. 263, *TW*). Treat all Wooded areas as Rough terrain and all terrain higher than Level 3 are capped at a height of Level 3. Convert all Water hexes to Clear terrain at Sublevel 1.

The player must decide if they will be the Attacker or Defender for this track after map setup but before building their force. The Defender chooses their home edge.

Attacker (Player)

The player may use up to 50% of their total force, augmented by elements of the Desert Wind mercenaries, an *ad hoc* collection of vehicle crews loosely organized after the death of their commander in previous fighting. For every four 'Mechs fielded by the player, the Wind may field two vehicle units from any Mercenary or Militia RAT. The total force of the mercenaries may not exceed 50% of the player's deployed force and are of Regular skill level.

TERRA – PACIFIC THEATER

OPERATION BEGUN AUGUST 3078
OPERATION CONCLUDED JANUARY 3079

COMBATANTS

Allied Coalition

Seventeenth Arcturan Guards, Second Davion Guards, Eighth Deneb Light Cavalry, Eighth Dieron Regulars, First Federated Suns Lancers, Kentares DMM, First New Ivaarsen Chasseurs, Ryuken-san, Stone's Stalwart

Mercenary forces Northwind Highlanders

Word of Blake

Seventh Division, Twenty-sixth Division, TerraSec

TERRA – PACIFIC THEATER MINI-CAMPAIGN

To accomplish a mini-campaign for the Pacific Theater, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +1,500 WP at the end of the campaign.

Missions (any order): Assault, Beachhead, Probe, Pushback, Stalwart, Strike, Supply

Chaos Tracks: Burraborang; Inch-By-Inch; Hell's Eruption

Aside from the ROM bastion in Cairo, the Sydney Castle Brian and its Sekkaris Mekwerks was the linchpin of General Belle Lee's eastern hemisphere plan. Several other strongholds on the other continents existed, but control of Terra ultimately came down to four key positions: Cairo, Sydney, Unity City, and Hilton Head. Devlin Stone and Belle Lee would spearhead two main task forces in the Coalition's bid to wrest Terra from the hands of the Blakists.

With limited intel on the Sydney facility and its industrial expansion, Lee initially tasked more than eight regiments of troops to the objective. Smaller groups would be assigned other objectives on the Asian continent, with the hopes that they would be successful early on and thus be available to Kanrei Minamoto, in command of the Cairo assault, and Lee, who would spearhead the Australian attack.

More than half of the regiments assigned to Sydney came under heavy defensive fire as they descended. A last-minute course correction put the bulk of Lee's force far west of Sydney, deep in the Wild Dog Mountains. The landings were spread across over one hundred kilometers of rugged terrain. Even as each command regrouped, the

THE CAMPAIGN: 3079.....

Word of Blake's Seventh Division struck; the Eighth Dieron suffered the brunt of the assault. The Word's quick reaction strikes highlighted the Coalition's sparse intelligence of the area. It was obvious the data brought forward by ComStar was outdated.

While the original Sydney Castle Brian was located under a large portion of the city, the Word had expanded the facilities westward to Lake Burraborang. Vast underground tunnels and reinforced structures spidered under much of the city and surrounding countryside, connecting the Castle Brian to the sprawling Sekkaris Mekwerks facility. Manning the defenses were the Word's Seventh and Twenty-sixth Divisions as well as the bulk of Australia's TerraSec forces. Aerial support came from Tiepolo Aerodrome, an Antarctic airbase.

General Lee and her troops knew none of this.

Over the next two weeks, Lee sent out several small scouting groups and infiltration teams in an attempt to survey the land and connect with any remaining ComStar partisan groups. While the teams only managed contact with one small, ragged cell of rebels, they did locate several Blakist observation towers, anti-air batteries, and the massive Burraborang Gate. The gate complex approach was heavily defended; if bypassed, it would allow the Word free access to the Coalition's rear while they traversed the rugged Wild Dog Mountains towards Sydney. The gate would need to be seized if there was to be any chance of successfully taking the Australian megalopolis.

On 5 September, Lee sent an infiltration team to Burraborang Gate. Despite the Rabid Foxes and DEST teams' advanced stealth capabilities, the Word was ready. Only three operatives returned. (It is a known fact that the traitor Bethany Barrett alerted the gate personnel of the operation.) Faced with scant options and increasing Word airstrikes, Lee ordered a frontal assault on the complex. Though initial casualties were heavy, Stone's Stalwart captured two key access points and the primary gate to the underground system fell on 10 September.

With a sprawling complex before them and limited intelligence, Lee's task force took nearly four weeks to advance the eighty kilometers to the edge of Sydney. Early in the grinding assault, the First Federated Suns Lancers and remains of the Eighth Dieron secured several overwatch positions on the edges of the Wild Dog Mountains. Strategically placed artillery began shelling the Rossmore DropPort, and within four weeks the constant barrages had destroyed the entire complex. Fortunately for the Coalition, no nuclear strikes fell on the artillery positions. Air strikes were a constant nuisance but dried up at the end of September due to a dwindling lack of heavy ordinance at Tiepolo.

Attacker

The Attacker consists of the demoralized Desert Wind mercenary cadre and equals 75% of the Defender's deployed force. This force has Regular skills and may only contain vehicle units using any Mercenary or Militia RAT.

The Attacker enters on the edge opposite the Defender's home edge; this is considered the Attacker's home edge.

Defender (Player)

The player may use up to 50% of their total force, augmented by elements of a battered Word of Blake Protectorate Militia Level II. The Word forces comprise a mix of vehicles and light BattleMechs with Regular skills and using any Word of Blake or Militia RAT. The Blakist force cannot exceed 50% of the player's deployed force and is restricted to a maximum of six units.

The Defender begins the track with all units deployed no farther than two hexes from their home edge.

Defender

The Defender consists of a broken Word of Blake Protectorate Militia squad that equals 100% of the player's deployed force, uses any Word of Blake or Militia RAT, and has Regular skills. They enter the battlefield from their home edge.

WARCHEST

Track Cost: 300

Options

+400 Hot! Hot! Hot! Use a combination of *Blowing Sand* (see p. 62, TO), *Extreme Temperatures* (at 65° C) (see p. 62, TO), and *Tainted Atmosphere (Radiological/Poisonous)* (see p. 56, TO) rules for the battlefield.

+250 The Next Day/Evening: Apply this bonus if the player's force successfully completed one objective in either *End of Day* (p. 210) or *End of Night* (p. 211). This bonus is only applied if at least one objective is achieved in this track.

OBJECTIVES

Shatter the opposition. Destroy/Cripple 80% of the opponent's force. [300]

(Hot) Line in the sand. At least 50% of the player's force survives through Turn 10. [300]

Make an effort. Destroy/Cripple 50% of the opponent's force. [300]

SPECIAL RULES

The following special rule is in effect for this track:

Salvage

In addition to the standard salvage rule, if the player's force completes at least two objectives, they may randomly roll once on an appropriate Random Access Table and receive that unit into their total force for no cost. The unit is discovered among the scattered ruins along their patrol route.

..... THE CAMPAIGN: 3079

AFTERMATH

Journal Entry #4110

First the *Kanrei* lights up the Blakist fortress then smears them all over the sand. But it's up to us "money grubbing soldiers" to pick up the pieces in a radioactive hot zone. Some "coalition" this is!

At least that's what I muttered after a meeting with the *Kanrei*. The stiff-necked goat's looking to salvage something from this screwed-up disaster, and he wants the Cannons to do it. He doesn't like us, despite all we've done for the Combine.

The area was hot with radiation. I led half the Cannons into the zone while the rest put together a decontamination station.

In addition to the Cannons, Minamoto attached the Desert Wind mercs to us. I put them under Smitty's command, as he's had plenty of time and experience commanding vehicle formations.

We moved into the area. There was nothing worth recovering after seeing what orbital bombardment can do.

We were in the central part of the zone when we ran into a Wobblie unit doing the same thing we were. The battle was brutal but short as neither side wanted to stay in the hot zone for long. We managed to come out ahead with enough salvage to make it worthwhile—and enough evidence to show the *Kanrei* it wasn't worth going back.

As soon as our stuff gets decontaminated, we'll settle in and wait for what happens next.

—Gannon Derer

NEXT TRACK

Recondo or *Monkeywrench* (if this track was played as Defender); *Heavy Metal* (if this track was played as Attacker)

RECONDO

SITUATION

YUCATAN PROVINCIAL KINGDOM, CENTRAL AMERICA
TERRA, WORD OF BLAKE PROTECTORATE
29 JANUARY 3079

Journal Entry #4139

The battle for Terra has been over for over three weeks now, yet there are still some people who haven't gotten the message. Somebody over in the Yucatan Peninsula has been hitting TerraSec bases for the last month. We've been dispatched to end it.

At least we're out from under Minamoto's thumb. Stone bought our contract from the Combine, so "The Man Himself" (as Smitty calls him, complete with air quotes) is now our employer for the foreseeable future. Right now, we're helping him secure Terra.

The raider's last attack was against a major supply depot, and Stone's people think they'll be back again. When we arrived, the local police captain insisted his people be involved in the operation. Not only do I have to defend the supply depot, I have to keep the police from being butchered.

Damn it! The war's over! Isn't it supposed to get easier?

—Gannon Derer

The Antarctic airbase remained a continual thorn in the Coalition's side throughout the Australian and Asian campaigns. As none of the Clan-crewed WarShips would use their guns on Terra—and the Allied WarShips were still tangled with the scattered remains of the Blakist's Caspar fleet in orbit—the aerodrome operated with impunity for several weeks. The Blakist's Wurm submersible fleet ferried critical ammunition supplies to the airbase, but these supply runs ended after two of the massive mobile SDS platforms were sunk in the South Pacific. Even with limited fuel and ammunition, Tiepolo remained a threat until it was destroyed from orbit in mid-November.

On 18 October, the newly-arrived Second Davion Guards assaulted one of the main underground access points near the suburb of Newton. Two days later, the primary gate accessway at Sutherland—southwest of Newton—fell to a ferocious attack by the Ryuken-san, Seventeenth Arcturan Guards, and Stone's Stalwart. With aboveground access, Lee set up a temporary DropShip supply point in a nearby park preserve. The hills also provided protection for the Coalition's relocated artillery. Their guns repositioned, Lee's forces began shelling the distant Sekkaris complex.

After two weeks of constant barrages and consolidating her position, Lee ordered the first wave of attacks on Sekkaris. Despite the near-flattening of their bayside complex, the Word continued to hold a strong defensive position and conducted several flanking attacks from the north. Hardest hit was the Kentares DMM stationed at Newton. The Davion Militia unit lost over a battalion when a Level III from the Twenty-sixth Division appeared out of nowhere and wiped out their defensive position.

A DEST operation on 15 November uncovered the bitter truth: the bulk of the Sekkaris facility was located primarily along the bottom of Botany Bay. Additional tunnels branched west and north, providing the Word access points to carry out harassing attacks against the Coalition and then disappear underground. After conducting several more intelligence operations—and acquiring a few key assets from the populace—three main access points were targeted.

On 7 December, Lee's task force hit each of the three locations. More than five hundred infantry and support troops died in the narrow confines of the Doll's Point Gate when the Word collapsed the tunnel roof. The sloping ramps and heavy elevator lifts of Arncliffe Flats became a killing field as the remains of the Seventh Division sustained heavy casualties before surrendering to the victorious Lancers. The primary access tunnel, located among the shelled ruins of the aboveground complex near Woollooware, was the last to fall after two days of intense fighting.

THE CAMPAIGN: 3079.....

A week later, Lee pulled back her forces from two of the remaining access gates that led under the bay. Seismic charges opened both access tunnels to the bay, flooding the interior of the facility. After a week of silence from the Word, the Coalition tentatively declared victory. Extensive retrieval operations, utilizing several local sea salvage companies and their heavy equipment, found little evidence of Word casualties, which caused some concern among Lee's command staff.

On 19 December, their fears were proven correct. At least four Level IIs from the Twenty-sixth Division surged from a previously undiscovered access gate near Towra Point. The Blakists set up a strong defensive perimeter, which included small artillery batteries. Without warning, the defenders launched several tactical nukes and laid waste to the Coalition's primary depot at Sutherland. Two more nuclear strikes wiped out large portions of the New Ivaarsen Chasseurs and the Ruyken-san before a Coalition airstrike destroyed the Word's batteries.

Unsure of how many tactical warheads the Word possessed, Lee kept her battered task force from conducting a mad assault on Towra Point. Over the last weeks of the year, the stalemate evolved into the Word conserving ammunition against the inevitable assault and Lee holding back from inflicting further damage to the population. The Coalition spent the end-of-year holidays constructing shelters, providing medical aid, and mostly staying out of the citizens' way while waiting for additional troops. Devilin Stone had promised reinforcements after his task force recovered from the exhaustive assault on Devils Tower in North America.

On 5 January, a covert raid by the Star Seeds, DEST, and the Rabid Foxes infiltrated Towra Point. To their surprise, they discovered less than thirty survivors; most had died from wounds, malnutrition, or exposure. No additional nuclear or chemical weapons were found. The Word surrendered after a brief firefight, and the remaining eighteen Blakists were taken into custody. Only eight survived to their arraignment at the Geneva Trials; all were found guilty and hanged.

—The Sydney Campaign: An Overview; *Unity Press Limited*, 3091

GAME SETUP

Use a mix of Wetlands and Wooded terrain (see p. 263, *TW*). For every two mapsheets used, place ten Level 1 Medium buildings randomly across the battlefield. The Defender openly identifies one building on the far edge of the map to represent the Supply Depot. The Supply Depot must be a minimum of six hexes from any map edge. The edge furthest from the Depot is the Attacker's home edge.

Attacker

The Attacker consists of elements from the House Marik-backed mercenary unit Lola's Lights and is 75% of the Defender's total deployed force. Of these units, at least two must have a Clan technology base. The Attacker enters from their home edge, which is the edge farthest from the Supply Depot. The Attacker possesses a skill level of Veteran and uses a mix of Free Worlds League, Mercenary, and Clan Wolf-in-Exile RATs.

Defender (Player)

The Defender consists of up to 75% of the player's total available force. For every 6 units or squads fielded by the Defender, add one medium vehicle and one squad of battle armor; these are local police forces. They have a skill level of Green and use any Militia RAT. The Defender sets up all of its forces within seven hexes of the Depot.

WARCHEST

Track Cost: 500

Options

+200 Blame It on Rio: The Attacker fields at least one medium Inner Sphere OmniMech (any) with an Elite skill level in addition to their fielded forces.

+200 A Bad Day Just Got Worse: The Attacker fields at least one heavy Clan OmniMech (any) with an Elite skill level in addition to their fielded forces.

OBJECTIVES

I can't shake 'em! Prevent the destruction of the defending police forces. [300]

Pity is for suckers. Destroy/Cripple at least 50% of the Attacker's force. [300]

No Mercy! Destroy/Cripple all of the Attacker's forces. [500]

SPECIAL RULES

The following special rules are in effect for this track:

Frequency Overload

Radio frequency jamming by the Attackers prevents communications until Turn 6, during which time the Defender suffers a -1 modifier to all initiative rolls.

..... THE CAMPAIGN: 3079

Salvage

The player has no salvage opportunity for this track.

AFTERMATH

(Excerpt from Wolfnet report 30790327/51-Alpha, filed by agent Ramrod)

The Yucatan Peninsula incident was hampered by a lack of communications and intelligence. We arrived on the Peninsula, which has remained relatively untouched for millennia, and met up with the police force before moving to the supply depot. We were there thirty-six hours before the raiders showed up.

The fight was sharp and resulted in casualties on both sides. Major Derer had to order the police to stay out of the way. When the raiders' leader went down, they started surrendering.

It was only after Stone's people came in and started questioning the raiders did we find out that this was a massive mistake. These "insurgents" were Lola's Light, a FWL-backed merc member of the Coalition that had come to Terra during the initial landings. Unfortunately, several TerraSec fighters hit their DropShip, and it went down. In the press of the campaign, the Lights were written off as lost.

Fortunately the Lights had managed to crash-land deep in the Yucatan. Without any long-range communications, the Lights assumed they were in Blakist-controlled territory and planned accordingly. They had moved toward the coast, raiding TerraSec bases and doing their best to tie down local defenders. They did not know the Word had surrendered or that the Coalition had considered them MIA. A real mess all the way around.

NEXT TRACK

Mainframe

LITMUS TEST**SITUATION**

ZONE EPSILON-3

GIBSON, FREE WORLDS LEAGUE

23 JANUARY 3079

I won't warn you again! Follow your orders, or my next shot goes right through your cockpit!

—Captain Kunja Baral, Fourth Regular Hussars, Task Force EXECUTIONER

I'd tell the Regulans to go to hell, but they're already there.

—Unidentified mercenary

GAME SETUP

Use Badlands terrain (see p. 263, *TW*). All hexes marked with an elevation below Level 0 are considered Irradiated terrain (see *Special Rules*, below). All hexes with an elevation higher than Level 2 are treated as Level 2. The Defenders chooses their home edge first.

TERRA – AFRICAN THEATER

OPERATION BEGUN AUGUST 3078

OPERATION CONCLUDED JANUARY 3079

COMBATANTS**Allied Coalition**

Sixth Benjamin Regulars, Seventh Donegal Guards, Second Dieron Regulars, Free Worlds League Juggernaut, Thirtieth Marik Militia, Stone's Liberators, Stone's Revenants, First Sword of Light

Mercenary forces Kell Hounds First and Second Regiments

Word of Blake

Light of Mankind (Special Forces), Thirty-sixth Division, ROM Security

TERRA, AFRICAN THEATER MINI-CAMPAIGN

To accomplish a mini-campaign for the African Theater on Terra, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +1,000 WP at the end of the mini-campaign.

Missions (any order): Recon, Probe, Assault, Strike, Flank

Chaos Tracks: ROM's Roost; Bolthole; Blowtorch

Unlike the other Terra campaign theaters, which had multiple objectives requiring the Coalition to split its forces, the African theater had but one target: Cairo, the Terran home of Word of Blake ROM.

Unfortunately for the Allied Coalition, ROM had planned well for an invasion. They transformed the ancient city of Cairo from a bustling city to a deathtrap waiting to be sprung. General Belle Lee split her force to assault Europe, Asia, and Africa and placed *Gunji-no-Kanrei* Kiyomori Minamoto in command of the African theater.

The *Kanrei* grounded near Suez on 18 August. He was accompanied by the First Sword of Light, the Second Dieron Regulars, and Stone's Revenants, along with both regiments of the Kell Hounds. Although the mercenaries could barely claim a third of their pre-Jihad strength, Minamoto ordered them to lead the first scouting probe into Cairo as the rest of the forces assembled after their landing. (This strategy has been constantly challenged, with debates on whether the Hounds were ready to fight first or the *Kanrei* desired to use them to ferret out whatever traps might lay in their path.)

THE CAMPAIGN: 3079.....

ROM seeded the entire city of Cairo with traps. From collapsed buildings concealing powerful explosives or ambushers, to landmines funneling the Allied forces into overlapping fields of fire, the Kell Hounds never stood a chance. Their brief foray on 19 August nearly wiped out the entire unit, inflicting ninety-five percent casualties. The few survivors who escaped revealed the extensive ROM defenses. While the Hounds' losses effectively sidelined the unit for the duration, their brutal experience illuminated the dangers for the rest of the Cairo assaulters.

The second attempt to breach the city and assault the Cairo Castle Brian directly also met with failure. Besides extensive modifications made to this particular Castle Brian by ROM, the Blakists had a number of other weapons at their disposal. Not content to allow the Coalition to repeatedly assault and wear them down through simple attrition, Precentor ROM Alexander Kernoff authorized the use of chemical weapons against their attackers on 1 September. Unfortunately for the heavily populated region, powerful desert winds carried the poisons northward. Chemical fog covered the fertile Nile Delta region, bathing the residents in a toxic miasma. Casualty estimates of nearly one million civilians in and around Port Said alone resulted from the deadly attack.

Minamoto realized the Blakists could simply repeat the same tactic of falling back from their prepared positions to the Castle Brian, only to return to those positions once the Coalition withdrew. Therefore, he reluctantly decided the only feasible course of action open was to engage in a street-by-street slugfest. Knowing the defenders were prepared for additional frontal assaults originating from the Allied base at Suez, Minamoto sent forces to assault Cairo from the south in a risky flanking maneuver. This strategy was contingent upon a significant number of Allied aerospace sorties to soften up the defenders and keep them occupied. Orbital bombardment of dubious accuracy coupled with waves of airstrikes did just that, though the *Kanrei* felt they had left the job undone. Kernoff, who had been commanding not just the Cairo defense but also the defense of Asia, was severely wounded in the first wave of bombing runs. He was evacuated from Cairo in the middle of the night to Novomoskovsk for emergency medical aid. To prevent a total breakdown of the defense of Cairo, Precentor Martial Cameron St. Jamais assigned Precentor Lucifer to command in Kernoff's absence.

Attacker

The Attacker consists of up to 100% of the player's total available force. Additionally, elements of the Fourth Regular Hussars are included, which equal 100% of the player's deployed force. The Hussars possess a Veteran skill level and use any Free Worlds League RAT.

The Attacker sets up within 10 hexes from their home edge.

Defender

The Defender is a mishmash of various Word of Blake Militias that equals 150% of the Attacker's total deployed force. Half of the Defender's units possess Veteran skills; the rest are Regular. The Defender uses a mix of Militia and Word of Blake RATs. Set up half of the Defending units within 6 hexes from their home edge. The remainder enters from the Defender's home edge during the Movement Phase of Turn 4.

WARCHEST

Track Cost: 1,000

Options

+200 Blowing Ash Cloud: Use the rules for *Moderate Gale* (see p. 61, *TO*) and *Light Fog* (see p. 57, *TO*).

+300 Commander On Deck!: Promote one Defender's lance to Elite skill level. Designate one unit in this lance as a demi-precentor and add +1 to rolls determining this unit's Gunnery and Piloting skills.

OBJECTIVES

Tried and true. Complete the track without any player units being declared traitorous. See *Special Rules* below [800]

Through one side of hell and out the other. Destroy/Cripple all Defending forces [1,000]

SPECIAL RULES

The following rules are in effect for this track.

Orbital Bombardment

The Attackers may call naval fire support from the FWLS *Haptopoda* (a *Zechetinu II*-class WarShip) using *Orbit-to-Surface Fire* rules (see p. 103, *SO*). Nuclear weapons may not be used. The Attacker may only call in support one time during the track. The WarShip fires with a Gunnery skill of 5.

Loyalty

The Fourth Regular Hussars are actively on the lookout for any traitorous actions that might indicate the player's units are Word of Blake plants, whether the accusation is true or not. When a unit is marked as traitorous, the nearest Fourth Hussars unit must declare fire (and physical attacks, if applicable) on the traitorous unit each turn until either of them is destroyed, crippled, incapacitated, or leaves the play area.

..... THE CAMPAIGN: 3079

Violating any of the following criteria will immediately tag a player's unit as a Blakist collaborator to the Hussars:

- During the Weapon Attack Phase, a player's unit with a weapon in range of a Defending unit must fire that weapon. Attacks within range that would automatically miss due to a Target Number of 13+ still expend heat and/or ammunition. Only one in-range weapon per turn needs to be fired to satisfy this loyalty requirement.
- A unit must end its movement with its Forward or Arm/Side arcs facing the Defender's home edge.

Irradiated terrain

Excluding conventional infantry, units may pass through Irradiated hexes without penalty. Any unit ending its movement in an Irradiated terrain hex suffers the following effects:

Add a +1 to-hit modifier for any weapon attacks due to lingering electromagnetic interference and radiation.

Add 5 heat during the Heat Phase (if applicable).

'Mechs: For every two consecutive turns spent in Irradiated terrain, the unit's MechWarrior takes one point of pilot damage during the End Phase of the second turn.

Ground vehicles: For every two consecutive turns spent in Irradiated terrain, the unit suffers the following critical hit during the End Phase of the indicated turn (see *TW* p. 194): Crew Stunned (2nd turn), Commander Hit (4th turn), Crew Killed (6th turn).

Battle armor: For every two consecutive turns spent in Irradiated terrain, the unit loses 1 randomly selected trooper during the End Phase of the second turn.

Conventional infantry: Conventional infantry units may neither move through nor end their movement in an Irradiated hex. If a conventional infantry unit is forced into an Irradiated hex, it is considered destroyed.

Salvage

There is no salvage available for this track.

AFTERMATH

Combat performance is the true determiner of loyalty. Do your job, and you're given a pat on the back, but deviate one nanometer to the left or right, and you're forever branded a traitor whether you truly are or not.

The Regulans shot down, imprisoned, or Dispossessed a lot of mercs suspected of being Blakist plants, but after the Wobbie spies that sabotaged Operation VIJAY, it never pays to be too careful. Unless, of course, when *you're* the one being accused of treason, breach of contract, and a whole host of other ugly allegations. Were *any* of Task Force EXECUTIONER's mercs actually Word spies meant to wreck combat operations? Maybe. But with the ash and radiation threatening to bury the evidence, no one will ever know.

—Personal journal entry #42, Warrant Officer Maggie Womack

NEXT TRACK

Monkeywrench; Wild Weasel

With Stone's support General Lee countermanded Minamoto's orders for continued orbital fire support on 3 September. Due to the horrendous loss of countless innocents to chemical strikes and inaccurate WarShip bombardment, the *Kanrei* ensured the Cairo defenders were sufficiently distracted and unable to assist in the defense of Asia. Coalition air support was further limited due to persistent aerospace operations by the Blakists from numerous hidden aerodromes in Africa and the Near East. This left Minamoto with only his ground forces to keep the Thirty-sixth Division occupied. These conditions effectively stalled the Cairo assault until the end of October. During this time, the Coalition limited themselves to small-scale operations into the city. Lucifer kept the Word troops fresh, alternating their deployment in comparable sizes to prevent an ambitious or lucky Allied force from achieving much with their probing attacks. Additional Coalition troops were necessary to overwhelm the stalwart defenses, and Minamoto fumed as he waited for reinforcements in order to break the stalemate.

On 12 October, Kernoff returned to Cairo via VTOL, though he was nearly shot down via friendly fire from an overzealous anti-air battery crew. Kernoff found his fortress surrounded by Coalition forces that outnumbered his dwindling defenders. With defeat inevitable, Kernoff commenced Operation FAILSAFE. Using the extensive Terran communications network, ROM enacted a viral purge of vast amounts of technological data. With the Terran HPG system still operational, FAILSAFE then uploaded to additional worlds, sparking a massive wave of data loss across the Inner Sphere. Those Light of Mankind teams not engaged in defensive operations were directed, via prepared orders, to wipe out key Blakist installations, crews, and laboratories deemed critical to the Word's technological successes.

With FAILSAFE underway, Kernoff then prepared the Cairo Castle Brian for its ultimate fate and rigged explosives to prevent the facility from being captured.

Early November saw Minamoto's task force augmented by the victorious and recently rearmed General Redburn and Stone's Liberators, fresh from Budapest but at two-thirds strength. Redburn arrived to find the Allied forces completely encircling the ruined Egyptian city. Compounding the danger were torrential rains that flooded the Nile beyond record levels. The floodwaters brought unstable sand, mud, and quicksand and moved rubble into precarious piles. However, Redburn and his force were soon reassigned from Minamoto's command to lead the assault on Mars. Minamoto had several heated exchanges with Stone about the sudden reversal of orders. The Coalition force, operating on strict supply

rationing and dwindling reserves, could only hold the defensive cordon for another few weeks—assuming no concentrated breakout attempt—and desperately needed a fresh influx of troops.

Kernoff's elite ROM troops made an attempt at a breakout on 16 December. The Thirty-sixth Division directed their attack at the western extent of Cairo, where the defense cordon was weakest. Coalition troops were surprised and retreated before the sudden assault. The ROM force drove the allies beyond Giza and secured a small cargo port. Before transports could arrive to whisk the Word contingent away, Minamoto counterattacked. The Allied forces quickly surrounded the facility and captured the ROM soldiers. The *Kanrei* then transmitted an open call for the Word to surrender. Kernoff's insulting response indicated the Blakists would defend the fortress to the last man. Minamoto later confided to his aides that he would have it no other way.

The stalemate in Cairo continued even as the rest of Terra succumbed to Stone's Coalition. Asia and Europe were essentially pacified by mid-December, while the North and South American operations were meeting brutal but faltering opposition. Even the devastation of the Eastern Seaboard Megalopolis and the resulting global communication blackout from the massive EMP did nothing to advance the Allied cause in Cairo. Despite the Word's presence in both Cairo and Sydney, Stone declared Terra secure. Even Precentor Alsace's worldwide ceasefire order on 23 December fell on deaf ears in Cairo, with neither side willing to give or accept surrender.

Heavily pressured by David Lear to complete the conquest, Minamoto ensured New Year's Day would not be a time of celebration. As dawn broke across the desert, the *Kanrei* ordered a full orbital bombardment and tactical nuclear attack on the Cairo fortress. Witnesses reported the walls running like water and freezing like glass. Over a million civilians were killed as the orbital strikes were once again off target.

The Coalition stormed the shattered Castle Brian and captured Kernoff and his command staff, though none would survive to be executed for their crimes. The entire staff used hidden poison pills during their transfer to detainment facilities near Helwan. The few remaining Blakist soldiers, found in isolated pockets and bunkers, surrendered on 3 January 3079.

—Dragon's Tethered Ire; *Dieron Warfare Press*, 3093

MONKEYWRENCH

SITUATION

OUTSKIRTS OF PORTENT, GIBSON

FREE WORLDS LEAGUE

26 JANUARY 3079

Sometimes even the finest blade degrades when it's not been used. Three months may not seem like much, but I can tell we're losing our edge. It's time to get back in the saddle, even if we're back down to a combined arms battalion. There are plenty of Blakists out there, and the Regulans have been hiring mercs to hunt down every one they can find. They may not be the friendliest bunch, but at least we agree that the Blakists need killing.

—Journal entry for Col. Roger Cumberland, 6 January 3079

I guess our time on Terra had to end with more time cooped up in a DropShip. Somehow Conrad got through the mess on Galatea and found us a job with the Regulans. Just our luck, scouting out survivors on Gibson. Like anything could have lived through this.

—Journal entry for Maj. Musette Brady, 26 January 3079

GAME SETUP

Use a mix of Badlands, Light Urban, and Wetlands terrain (see p. 263, *TW*). All Water hexes contain toxic water (see *Special Rules*, below). The Defender selects their home edge first.

Attacker

The Attacker equals 125% of the Defender's deployed force and consists of the scattered remains of various Word of Blake Militias. Half of the Attacker's force has Veteran skills; the rest are of Regular skill. Assign 2D6 damage (+1D6 for each weight class above medium, if applicable) to each unit. Re-roll any result that would destroy or cripple the unit. The Attacker uses a mix of Word of Blake, Militia, and Free Worlds League RATs.

The Attacker enters opposite the Defender's home edge.

Defender (Player)

The Defender consists of up to 100% of the player's available force. Half of the Defender's force may begin the track deployed within 8 hexes of their home edge. The remainder of the Defender's force enters the battlefield at the beginning of Turn 2 from their home edge.

..... THE CAMPAIGN: 3079

WARCHEST

Track Cost: 600

Options

+500 Unholy Ground: Apply this bonus at the end of the track if the Defender also successfully completed one objective in *Dante's Daydream* (p. 127).

+400 Short on Ammo: The Defender begins the game with half-full ammo bins (round up).

+700 Terrible Day: Increase all Attacker skill levels to Elite.

OBJECTIVES

Failure. 75% or more of Attacker's forces exit through the Defender's home edge after Turn 5. [**-1,000**]

Hold the line. Prevent half of the Attacker's force from exiting through the Defender's home edge before Turn 10. [**300**]

Not a Chance in Hades. Prevent all of the Attacker's forces from exiting the Defender's home edge before Turn 15. [**1,000**]

SPECIAL RULES

The following special rule is in effect for this track.

Toxic Water

All Water hexes on the board contain tainted water. The water has been contaminated with Class 1: Slightly Hazardous Chemicals. Use the *Hazardous Liquid* rules for all Water hexes (see p. 49, TO).

AFTERMATH

They may have been beat up, but they still packed a punch.
—*Journal entry for Maj. Roger Goddard, 26 January 3079*

How these Blakists can still harbor the fanaticism that started this whole war frightens me. Even after this entire planet was laid to waste, the few battered survivors we found fought like demons. Good thing we went through the cauldron of the Urals against the Fifty-first Shadow Division. After putting those assholes out of everyone's misery, these ragtag Protectorate Militia troops were nothing to waste memory on.

—*Journal entry for Maj. Musette Brady, 26 January 3079*

I have the feeling these Regulans only hired us and the other mercs as cannon fodder. Considering their happiness to use nukes and whatever else to wipe out the Blakists, they clearly have no respect for human life. Sure, that might not really apply to the Blakists, but what about the civilians? Hell, what about us?

—*Journal entry for Col. Roger Cumberland, 26 January 3079*

I wasn't sure why the colonel wanted us flying protection on the JumpShip, but I think I see now. Those Regulans commandeered a couple of the others in the group that weren't under guard, but they stayed clear of us. I don't know what it was that Cumberland picked up on, but these Regulans don't seem very trustworthy. None of us can afford to lose our way out if they lose it.

—*Journal entry for Maj. Mitch McGrady, 26 January 3079*

NEXT TRACK

Here Comes the Cavalry; Firefly; Wild Weasel

NEW EARTH

INVADDED OCTOBER 3068
LIBERATED APRIL 3079



COMBATANTS

Allied Commands

Clan Ghost Bear Xi and Omicron Galaxies, Clan Jade Falcon Alpha Galaxy, Clan Wolf Delta Galaxy, Com Guards First Army

Mercenary forces Devil's Brigade

Word of Blake

Tenth Division, Twelfth Division, Fiftieth Shadow Division, New Earth Protectorate Militia

NEW EARTH MINI-CAMPAIGN

To accomplish a mini-campaign for New Earth, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +500 WP at the end of the mini-campaign.

Missions (any order): Probe, Strike, Supply

Chaos Tracks: *Under Heel; Liberty or Death*

Once famous for its beautiful national parks, wildlife refuges, and other natural wonders, New Earth now bears the scars of her long occupation, being one of the first worlds conquered by the Word of Blake. In October 3068, the Word savaged the planet with tactical nukes, shattered the planetary infrastructure, destroyed industrial plants, and swept away the local garrison. Casualties during the initial invasion peaked well over 250,000. The surviving population lived under Blakist guns for several years.

Though living conditions were better on New Earth than other worlds in the Protectorate, civil liberties were suspended, and the constant threat of summary execution loomed every day. Many resistance groups attempted to form, but the Word was exceptionally adroit in discovering and eliminating them. When New Earth was finally liberated, it was estimated the Blakists had successfully identified and eliminated over 450 different resistance groups during the decade-long occupation.

The dawn of 3072 saw a shift in Word of Blake planning and strategy. Precentor Martial St. Jamais began implementing a defensive strategy (known as the "Maginot Line" defense) to retain Protectorate gains, and fortifying all the worlds surrounding Terra was central to his plan. Construction of the New Earth SDS and other associated defenses began on 1 March and was completed just over a year later. New Earth was protected by capital weapon

emplacements, nuclear weapons, Pocket WarShips, and three wings of Caspar drone fighters. The sense of security assuaged much of the public's discontent, and resistance to the Word's presence ebbed dramatically.

In late July 3076 an exploratory heavy raid spearheaded by elements from the Com Guards First Army probed the Word's defenses. The Com Guards faced significant resistance from the Word's Tenth Division, engaging them near the New Earth Trading Company factories. Two days of brutal fighting followed as the Com Guards first tried to drive off the Blakists and then later focused on destroying the NETC factory. When elements of the Twelfth Division began closing on the Com Guards' rear position, the raiders hastily withdrew. A follow-up strike in December by the Devil's Brigade failed to destroy the targeted NETC headquarters.

Duke Robert Kelswa-Steiner made a significant push to reclaim New Earth in February 3078. Four Galaxies (one each from Clans Wolf and Jade Falcon and two from the Ghost Bear Dominion) engaged the Blakist troops. The Dominion's forces refused to assist or cooperate with its Clan allies and operated on a completely different set of orders. The three Clans saw the New Earth conflict as some form of honor competition.

The first sign of trouble came as the Clans engaged New Earth's orbital defenses. Drone fighters packing nuclear missiles destroyed three WarShips—the *Aegis*-class *Frost Falcon*, *Volga*-class *Ursine Boatman*, and the *Vincent Mk 42*-class *Huninn*. The Word lost only the *Eagle*-class *Perceval* from a broadside engagement with the *Frost Falcon*. Despite the heavy resistance from the orbital defenses, the Clans managed to drop most of their troops on the surface.

The Dominion forces were brutal in their attack. After one week of fighting, the Twelfth Division had suffered severe losses, but the Fiftieth Shadow Division arrived before the Twelfth was completely destroyed. The Shadow Division's savage assault gutted most of Clan Ghost Bear's Xi Galaxy. With the balance of power in favor of the Blakists, both the Wolf and Falcon commanders convinced the Dominion that a temporary withdrawal was necessary. Nearly three weeks passed before the Clans' orbital support could clear enough of the system's defenses to provide transportation. The Fiftieth pressed hard and destroyed a quarter of the grounded DropShips and the desperate defense thrown together to delay the Blakist advance.

HEAVY METAL

SITUATION

BASE GARY, GREAT SPINE MOUNTAINS

NEW HOME, CONTESTED WORD OF BLAKE PROTECTORATE

18 MARCH 3079

I'm so relieved we got this contract. It's the least we can do, helping find those remaining nukes. My dear Pierre needed a little convincing, but he saw the way soon enough. A bit of penance for Singapore is necessary. And if we're able to sign on with the Coalition, it'll help re-establish our record.

He thought this was important enough for me to lead our search personally.

It will be good to get out from around Terra. We've got an open invitation from his cousin to return to Vaucluse, and the Filtvelt Coalition could really use some help. We had to abandon most of our armor, but we're still a pretty potent force. Hunting down pirates for the good of the Coalition will make us beloved among our new people.

It's all going so well now.

—Hilary Grandin

GAME SETUP

Use a mix of Mountain and Hill terrain (see p. 263, *TW*). Select and mark eight hexes to represent Barns and Farm Houses (Level 1 Light building; CF 20) and two adjacent hexes to represent a Wood Mill (Level 3 Medium building; CF 50). Each Light building hex is separated from other buildings by a minimum of two hexes.

The Defender selects their home edge before force selection.

Attacker (Player)

The Attacker may deploy up to 50% of the player's total available force and enters opposite the Defender's home edge at the beginning of the Track.

Defender

The Defender consists of a mix of Protectorate Militia vehicles, battle armor, and 'Mechs and equals 75% of the Attacker's deployed force. The Defender's force uses a mix of Word of Blake, Free Worlds League, Lyran, and Militia RATs; all units have Veteran skills.

The Defender sets up half of its force using the *Hidden Units* rules (see p. 259, *TW*). All remaining forces may be placed within 10 hexes of the Defender's home edge. No Defenders may be placed within eight hexes of the Attacker's home edge.

..... THE CAMPAIGN: 3079

WARCHEST

Track Cost: 700**Options****+300 Rough Terrain:** Treat all Light Woods hexes as Heavy Woods.**+400 Playing the Odds:** The Attacker deactivates all Active Probes for the first 15 turns.**+400 Don't Spook the Quarry:** The Attackers enter the map two at a time until Turn 4. The Attacker's remaining forces may enter via their home edge at the beginning of Turn 5.

OBJECTIVES

Ripe for the inquisition. At least 30% of the Defender's forces remain on the battlefield (either incapacitated or Crippled; Destroyed units do not count for this objective) at the end of Turn 10. [500]**Take 'em down.** Destroy/Cripple at least half of the Defender's forces by the end of Turn 15. [500]**On safari.** Destroy all of the Defender's forces. [500]

SPECIAL RULES

The following special rule is in effect for this track:

Forced WithdrawalThe Defender's forces operate under *Forced Withdrawal* rules (see p. 258, TW) and will attempt to exit via the Attacker's home edge.

AFTERMATH

Despite New Home being declared pacified in late 3078, survivors of the Protectorate Militia continued to resist the Coalition's hold on their homeworld well into the new year. To deal with the problem of "rogue" forces and surviving Blakist commands going to ground, the Coalition went on a short-term hiring spree after the fall of Terra. With their credentials vouched for by IE, Grandin's Crusaders were in demand for such pacification contracts.

They were brought to New Home to help sweep the world for hidden stockpiles of nuclear and biological weapons. Their assigned zone covered a portion of the Great Spine Mountains that had seen a significant presence of the renegade Protectorate Militia. Baron Grandin elected to take a systematic approach, breaking the area into sectors to be combed over by his battle armor forces while his own 'Mech command remained at a reserve point to pounce on any Blakist reaction. The infantry sweep was personally conducted by the baron's new wife and the unit's XO, Hilary Grandin.

Elements of the battle armor company encountered a group of Protectorate Militia while investigating a small agricultural settlement. The Militia was uninterested in a fight and sought to break through the cordon established by the mercenary force. The experienced armored infantry delayed the Militia long enough for Grandin's 'Mechs to arrive, despite a communications breakdown. Several prisoners taken by the unit confirmed the absence of Blakist WMD stockpiles on the world and provided valuable intelligence on the guerrilla movement.

— The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

Jinx

Losses among the four Galaxies were exceptionally high. Despite heavy pressure from the Dominion's leadership, Duke Kelswa-Steiner (backed up by Stone) refused to spend any further troops in another attack. The Coalition bypassed New Earth but returned in April 3079 after the fall of Terra. By then, only the New Earth Protectorate Militia remained to defend the world. A brief, savage encounter with the Dominion's Xi and Omicron Galaxies quickly convinced the Militia that surrendering was prudent.

When New Earth was finally liberated, the world's ecosystem had sustained heavy (but ultimately repairable) damage. The Word's capricious use of nuclear weapons in their initial assault left many population centers uninhabitable. Republic scientists estimated in 3086 that even with advanced decontamination technologies, portions of New Earth will remain an irradiated wasteland for at least a century. The scars across the landscape will remain as hard reminders of the Word and its brutality.

—Legacy and Lament; *Geneva University*, 3095

MAINFRAME

SITUATION

OANHU, FOMALHAUT

TERRAN PROTECTORATE

12 APRIL 3079

(Excerpt from Wolfnet report 30790510/17-Alpha, filed by agent Ramrod)

One of the Coalition's top agents throughout the Jihad has been a person codenamed "Damocles." Now that Terra has fallen, we have been assigned to clear out the last Blakist holdouts and hunt down fugitives wanted for war crimes. An ugly but necessary part of the business.

Information from Damocles has brought us to Fomalhaut. A town called Oanhu has been harboring Blakists. We are to go in and root them out, even if we have to level the town to do so. Damocles wants us to take the Blakist leader alive, but the locals want them dead for some reason. Apparently, these Blakists are armed and dangerous. The Coalition does not care either way, and neither does the major. If we captured them fine, but we are not going to stick out our necks on the say-so of some spy.

GAME SETUP

Use a mix of Coastline and Light Urban terrain (see p. 263, TW). The Defender selects their home edge first; the Attacker's home edge is the opposite.

NEW HOME

ANNEXED AUGUST 3068
LIBERATED NOVEMBER 3079

**COMBATANTS****Allied Commands**

Clan Nova Cat Sigma Galaxy, Eighth Dieron Regulars, Second Federated Suns Armored Cavalry, Ryuken-roku, Stone's Lament, Stone's Stalwart

Mercenary forces Battle Corps Legion, First Kell Hounds Regiment

Irregular Forces

Avanti's Angels

Word of Blake

New Home Protectorate Militia, Third Sirian Lancers, Forty-third Shadow Division, Forty-fifth Shadow Division, Forty-seventh Shadow Division, Fiftieth Shadow Division

Mercenary forces Blanc's Coyotes

NEW HOME MINI-CAMPAIGN

To accomplish a mini-campaign for New Home, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +500 WP at the end of the campaign.

Missions: Recon, Strike, Assault

Chaos Tracks: *Sticky Situation; Heavy Metal*

Precentor William Blane's careful diplomacy paved the way for New Home to join the Blakist Protectorate. Once Burr's Black Cobras departed the planet, the outbreak of the Jihad caused dissent on the planet to fester. The Word dispatched Blanc's Coyotes in 3068, and the mercs put down antiwar protests with atypical brutality. Their heavy-handed response temporarily restored order but gave birth to even more powerful resistance in the long run.

The small resistance movement, born from the Coyotes' savage clampdown, found aid from Baron Shineze and Avanti's Angels. The Angels spent the bulk of 3069 training several resistance cells and smuggling in weapons and heavy military equipment under the Militia's proverbial noses.

Attacker (Player)

The player may deploy up to 50% of their total force but with a maximum of six of any unit type. The Attacker's force enters from their home edge at the beginning of the track.

DCMS militia assigned to Fomalhaut reluctantly joins the battle late, entering from any remaining edge at the beginning of Turn 9. They are 25% of the Attacker's deployed force, use any Combine RAT, and have a Green skill level.

Defender

The Defender is elements of the outlawed Olsen's Rangers mercenary command that has gone to ground. They are an all-BattleMech force that possesses Veteran skills. The Defender's force is 150% of the Attacker's deployed force, to a maximum of three lances in size. When rolling to select the Olsen's Rangers BattleMech units, the controlling player may roll twice per lance on any Capellan Confederation RAT. Manei Domini-piloted Ranger units must be selected using the Shadow Division RAT.

The Defender may utilize the Manei Domini creation rules only if the **Instant Upgrade** bonus is in use. Otherwise, each Manei Domini may reduce either their Piloting or Gunnery skill by 1.

Designate one pilot/trooper as the commander, Ghost Adept Omega Pope, who possesses a Gunnery Skill of 2 and Piloting Skill of 1.

The Defender sets up 75% of their force using the *Hidden Units* rules (see p. 259, *TW*). The remainder of the force enters the battlefield at the beginning of Turn 2 from the Defender's home edge.

WARCHEST

Track Cost: 800

Options

+400 Dug-in Like Ticks: Double the starting CF of all buildings.

+600 Instant Upgrade: The Defender may upgrade one-fourth of the Rangers to Elite Manei Domini pilots/troops using the Manei Domini creation rules (see p. 120, *JHS72*).

OBJECTIVES

Failure. Less than 50% of the Defender is destroyed or crippled before Turn 15. [**-1,000; negates all other objective and bonus rewards**]

Following orders. Destroy/Cripple at least 50% of the Defender's force. [**800**]

Burn it down. Destroy/Cripple at least 75% of the Defender's force and destroy all buildings on the battlefield. [**300**]

..... THE CAMPAIGN: 3079

SPECIAL RULES

The following special rules are in effect for this track:

Olson's Rangers

Since going rogue from the Capellan Confederation early in the Jihad, the Olsen's Rangers have been suborned and "enhanced" by the Word of Blake Manei Domini, who assigned a few operative MechWarriors to keep them in line while using them to harass and entrap Coalition forces. As a result, the Rangers will not retreat from battle and will fight to their death unless incapacitated. If one of the Manei Domini-piloted Rangers is incapacitated or crippled, they will suicide their machines either through reactor overload or another method in order to avoid capture (though the other Rangers will simply surrender). The pro-Blakists mercenaries will go to any length necessary to cause as much collateral damage as possible.

Salvage

The player receives no opportunity for salvage for this track.

AFTERMATH**Journal Entry #4202**

This Jihad has caused shockwaves throughout the mercenary community that will be felt for the next several decades. Many mercenary outfits have been destroyed—a third of the Cannons started the Jihad with another mercenary unit. Some mercs fought for the Wobblies, some against, and some went rogue.

Then there was Olsen's Raiders. . . .

The Raiders had once been a reputable regiment. After being decimated in '66, they went rogue in '68 and joined the Wobblies' payroll. The MRBC posted a 50,000 C-bill bounty for each member, so I did think about the idea of a nice bonus as we approached Oanhu.

That thought went sour when we saw a third of the Rangers piloted Celestial-class 'Mechs, which only the Manei Domini use. I immediately ordered all Cannon 'Mechs to concentrate fire on the largest Celestials, while the hovertanks harassed the rest. The DCMS militia that was supposed to "help" didn't show up until we had the Rangers on the ropes.

After twenty minutes of fighting, all the Celestials were down, and I personally made sure that every one of those cyber bastards was dead. None of the Rangers escaped, and only six surrendered.

The Coalition's intel team got the story, and it was ugly. The Word had suborned and "enhanced" the Rangers, turning them into some twisted amalgamation of man and machine. They then placed a few "minders" and sent them out to do their dirty work.

—Gannon Derer

NEXT TRACK

Here Comes the Cavalry; Roadblock; Wild Weasel; Storm Shadow

Local partisan forces, aided by ComStar and Alys Rousset-Marik's resistance, overthrew the pro-Blakist government in November 3072. Several Blakist work camps were overrun, resulting in many freed political prisoners joining the resistance movement. Among the rescued was former Black Warriors commander Fritz Donner, later used as an unwitting suicide bomber at the Arc-Royal Conference. The recapture of the capital Findler by the Protectorate Militia in January 3073 brought an end to the planet's brief freedom.

On 6 June 3075, the New Home Protectorate Militia—riddled with rebel sympathizers—was hit by the Fiftieth Shadow Division masquerading as Lyran forces. Their carefully staged massacres purged unreliable elements from the Militia but weakened the world's defenses. The damage had not yet been fully restored before Devlin Stone descended on New Home in March 3078, leading Stone's Lament, the *Ryukun-roku*, the Second Federated Suns Armored Cavalry, Clan Nova Cat's Sigma Galaxy, and the Battle Corps Legion. The Forty-third Shadow Division stiffened the understrength Protectorate Militia, but the Word's forces were no match for Stone's assaulting army.

The entire system was in fact a Blakist trap, revealed on 23 April with the Forty-fifth and Forty-seventh Shadow Divisions arrival at a nearby pirate point.

Holed up in the ruins of a Star League fortress outside Findler, Stone's Lament held off a determined assault by the Forty-third and Forty-fifth for nine days before the Forty-seventh attempted to flank their position. While under sustained fire from WBS *Lioness*, the *Essex*-class *Charon* sacrificed itself to maneuver and fire a pinpoint-accurate orbital strike on the Forty-seventh before ultimately losing her command and control deck. This sudden tactical shift allowed Stone to mount a powerful counterattack. The hunter became the hunted as Stone's Lament pursued the Shadow Divisions across the planet. The Forty-seventh did not survive, and the few scattered survivors of the Forty-third and Forty-seventh lifted from New Home while under constant fire.

Resistance on New Home did not end with the Shadow Divisions' withdrawal, however. Surviving elements of the Protectorate Militia and Forty-third Shadow retreated into the rugged Spina Mountains. Through most of 3079 Coalition mercenaries clashed with these holdouts during missions to secure the last of the Word's nuclear stockpiles.

—The Week of Death: Analysis; *Tikonov War Academy Press*, 3096

HERE COMES THE CAVALRY

SITUATION

ADDICKS ENTERPRISES MAIN COMPUND

SHERATAN, WORD OF BLAKE PROTECTORATE (FORMER)

11 JULY, 3079

Here comes the cavalry! Trumpets blaring, standards fluttering and with thundering hooves we ride from the horizon away to save children, women and boring endings.

Except: Nobody on Sheratan watches movies, apparently.

I mean, with seen it all those past years: Tears of joy, screams of ecstasy at our arrival as well as intense barrages of counter-battery fire and well-laid traps in empty cities. But this? Hell, I don't like the latter, but I'd really prefer it to this indifference the Sheratans are showing us! This is just plain stupid!

Not friendly, not hostile: How are we going to flush out the Blakists if nobody talks?

Maybe a nice, little charge is called for. Just to draw them out in the open. See who stands where...

—Demi Precentor Michael Tarly, Com Guard Third Army

GAME SETUP

Use Flatlands terrain (see p. 263, *TW*). The Defender chooses their home edge first. The Attacker's home edge is the opposite side.

Attacker (Player)

The Attacker consists of elements from the Com Guards Third Army and up to 50% of the player's total force. The Com Guards have Veteran experience, uses a mix of ComStar, Word of Blake, and Mercenary RATs, and is 100% of the player's deployed force.

Defender

The Defender's force is split between stragglers of Blake's Fifth Division and former Sheratan Protectorate Militia; the Fifth comprises 75% of the Defender's deployed force. The Fifth has Veteran skills, while the Militia has Green skills. Both forces may use a mix of Word of Blake and Militia RATs. The Defender's deployed force is 100% of the Attacker's deployed force.

The Fifth Division enters the battlefield at the start of the track from their home edge. The Militia enters from the same edge at the start of Turn 5.

WARCHEST

Track Cost: 700

Options

+400 Crazy Environment: Roll three times on the Terrain Table 1: Flora/Fauna and apply all results to the battlefield; reroll any duplicate results (see p. 69, *TO*).

OBJECTIVES

Slow trot. Destroy/Cripple 100% of the Defender's force before the end of Turn 15. **[300]**

Full gallop. Destroy/Cripple 100% of the Fifth Division before the end of Turn 12. **[600]**

Fight another day. The Attacker suffers less than 50% losses. **[300]**

SPECIAL RULES

The following rules are in effect for this track:

Surrender!

Any attacking unit in the End Phase of a turn that is adjacent to a Protectorate Militia unit and has it in the Attacker's front arc may request the Militia unit's surrender. Roll 2D6; on a result of 10+, that unit surrenders and powers down. Modify the roll by +1 if there are no other Militia units within 6 hexes and by -1 if the attacking unit is under Forced Withdrawal. Militia units that surrender count towards the track objectives.

Forced Withdrawal

All Attacking units operate under *Forced Withdrawal* rules (see p. 258, *TW*).

AFTERMATH

Hunting Blakists would be so much easier if they just showed flag and openly declared their allegiance.

I really don't know what got into them all of a sudden. Something in the air of this forsaken forest paradise of a planet, maybe?

Frankly, I don't even know why we're trying to catch them. There's no unrest on Sheratan, no suicide bombings, no cloak-and-dagger killing of my MechWarriors in dark alleys behind bordellos.

Why should there be? Most of the so-called Blakists we caught so far were Protectorate Militia. Soldiers who would put on any badge if it paid for food and roof. Executing too many of them without proper trial is more likely to wake the population from their stupor than anything else.

Maybe I should find a way to talk to these Sheratan Knights. They at least understand what's going on here and have some sort of vision for the system. Let them work it out with Stone and his politicians. We just want to either fight or go home to our families.

—Demi Precentor Michael Tarly, Com Guard Third Army

NEXT TRACK

Snow Job

..... THE CAMPAIGN: 3080

3080

JINX

SITUATION

"KALLETOWN", YANG-KU
NANKING, TERRAN PROTECTORATE
30 JANUARY 3080

28/01/80: Hilary is getting more paranoid. She "pieced together" that Lee was responsible for that communication failure back on New Home, so she shot him right in front of the rest of the officers. It wasn't easy buying their silence, but it had to be done.

It also drives home that it's too dangerous to do anything about her now. Or maybe ever. Damn it, I knew I should have replaced her with Kreuzer when I had the chance. She was crazy too, but in a more manageable way. Hilary, however, was hiding her insanity until it was too late. Damn it!

At least this mission should be simple. Escort some empty Kallon Partisans for pickup. They've been having trouble with weapons disappearing. Could be Blakists, could be Coalition, could be another corporation. It doesn't matter; if we see trouble, we shoot it.

—Pierre Grandin

GAME SETUP

Use Heavy Urban terrain (see p. 263, TW). The Defender selects their home edge and then secretly assigns one building as the convoy's origination point; the building must be located at least one mapsheet away from the Defender's home edge. The Defender also designates which hex side the building's exit door is located.

Attacker

The Attacker is a locally hired mercenary unit of Regular skill level, uses any Mercenary RAT, and includes at least two aerospace fighters or VTOL units. The Attacker's force equals 100% of the Defender's deployed force (including the APCs).

Divide the Attacker's force into three groups. Group Able enters the battlefield from the edge opposite the Defender's home edge at the beginning of Turn 1. Group Baker enters the battlefield from any map edge at the beginning of Turn 6. Group Charlie enters the battlefield from the Defender's home edge at the beginning of Turn 8.

NANKING

OCCUPIED JULY 3071
LIBERATED SEPTEMBER 3077



COMBATANTS

Allied Coalition

Fifth Lyran Guards, Clan Nova Cat Delta Galaxy,
Seventeenth Benjamin Regulars

Capellan Confederation

Ambemarle's Highlanders, Warrior House Fujita
Mercenary forces Delphi's Greatest Hits, The
Armored Cavaliers

Word of Blake

Seventh Division, Nanking Protectorate Militia

NANKING MINI-CAMPAIGN

To accomplish a mini-campaign for Nanking, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +300 WP at the end of the campaign.

Mission: Recon

Chaos Tracks: Jinx; Snow Job

The Word of Blake occupied Nanking in July 3071, with a ROM-orchestrated uprising seizing the capital of Kallontown before the first Blakist JumpShip materialized. The Word's Seventh Division arrived a week later to mop up the planetary militia. The execution of Duke Anson Jaekel on 12 August 3071 demoralized Nanking's remaining defenders and aborted the establishment of an anti-Blakist underground movement.

As a show of loyalty, the new collaborationist government worked with local management at Kallon Industries to boost production at the Kallontown 'Mech factory. Worker sabotage prompted by harsh labor practices meant the effort failed short of its goals, but Nanking remained an important asset for the Blakists.

The planet's value made it the site of a major confrontation between the Coalition and House Liao. Federated Suns Group III and a Capellan task force headed by Warrior House Fujita both jumped into the system on 30 September 3077. The Capellans offered only threats in response to Coalition offers of cooperation. The Liao DropShips then burned in at 2.5 gees in an unwise attempt to beat Coalition forces to the planet's surface.

THE CAMPAIGN: 3080.....

Capellan troops exited their DropShips exhausted and were immediately assaulted by the Nanking Protectorate Militia. Only the reluctance of the militia to assault the Capellan DropShips kept House Fujita from annihilation. Coalition offers for assistance again went unanswered.

The Coalition landings the next day went smoothly. Clan Nova Cat's Delta Galaxy and the Seventeenth Benjamin Regulars broke the Blakist lines around the Capellan force. The Protectorate Militia reoriented itself to face them, only to be hit by the Fifth Lyran Guards. The Blakist unit shattered into pieces, several of which escaped into the countryside despite the Coalition's best efforts.

After being saved the Capellans broke radio silence to order the Coalition off-world once again. When Coalition command informed them of major Blakist units escaping and then offered assistance once more, House Fujita ceased communications. Rather than continue to negotiate, the fanatical Capellans launched a tactical nuclear weapon at the Fifth Lyran Guards' position. Coalition forces withdrew rather than escalate the incident, but the Capellans' bellicose and xenophobic behavior foreshadowed clashes to come.

In the early 3080s, Nanking's population was severely divided regarding Stone's emergent Republic. With the world continually changing hands between the Confederation and The Republic several times over the course of five years, many private corporations took matters into their own hands to protect their property. When evidence came to light that Kallon Industries was manipulating events for House Davion, the corporation suffered a public relations nightmare. This was but the first in a series of corporate clashes that would move quickly from the battlefield to the courtroom—and back again.

—Seeds of the Confederation; *Publishing House of Acamar*, 3092

Defender (Player)

The Defender may deploy up to 100% of the player's total force and begins the game on the Defender's starting edge. Add 12 empty Partisan Air Defense Tanks (Green skill level; see pp. 112–113, *TR58*). Starting on Turn 4, three Partisans will enter the map from the designated hangar exit; three more Partisans will exit on Turn 6, 8, and 10.

WARCHEST

Track Cost: 800

Options

+300 Dusk/Dawn: Use the *Dusk/Dawn* rules (see p. 58, *TO*).

+800 Union Station: Place a *Union-Class DropShip* near the approximate center of the playing area. Beginning in Turn 4 at the end of the Fire Declaration Phase, roll 2D6; on a result of 5 or higher, the DropShip will target the closest Defender for that turn. The DropShip will fire through the end of Turn 12 or its destruction, whichever comes first. The DropShip's crew skill level is Veteran.

OBJECTIVES

Protected. Destroy/Cripple 50% of Attacker's forces by Turn 8. [600]

Take me home. Have as many APCs exit the Attacker's home edge by the end of Turn 14. [50 for each APC]

SPECIAL RULES

The following special rules are in effect for this track:

Forced Withdrawal

The Attacking forces operate under *Forced Withdrawal* rules (see p. 258, *TW*).

High Gravity

Nanking has a gravity of 1.06Gs. Use the *High Gravity* rules (p. 55, *TO*).

Salvage

If at least two objectives are completed, the player is awarded two Kallon-produced units (Example: *Shadow Hawk*, *Wolverine*, *Ontos*, *Partisan*) to a combined maximum of 150 tons.



..... THE CAMPAIGN: 3080

AFTERMATH

Kallon Industries hired the Crusaders to provide protection for weapons transfers on the disputed world of Nanking. The Crusaders were well-matched to Kallon's needs, boasting a long track record in the area and a history of completing similar contracts for other corporate clients. Soon after arriving to take up their duty station, they were called upon to handle the transfer of a large number of APCs to a client in the former Free Worlds League.

The initial stages of the operation passed without incident. Only after the first group of APCs passed the Kallontown spaceport did the first attacks begin. Elements of a native mercenary unit, Aung's Chindits, emerged from the outskirts of the city and attempted to hijack the vehicles. The Chindits attacked in tandem with a surprise strike by a pair of their aerospace fighters, a factor the Crusaders had neither anticipated nor prepared for. While Grandin fought off the fighters with concentrated fire from his 'Mechs, the rest of his unit conducted a desperate defense of their convoy.

After several flybys militia aircraft scrambled to drive the mercenary fighters away, leaving Grandin free to mount a counterattack. He led an attack on the Chindits' command lance with support from his surviving Knights and forced the opposing commander from the scene. The rest of the Chindits followed, allowing the successful completion of the delivery to the DropShip *Avarice*. The ship was later reported taken by pirates, leaving Kallon reluctant to honor the contract.

—The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

Snow Job; Roadblock

SNOW JOB

SITUATION

TONG SHI SUPPLY DEPOT
NANKING, TERRAN PROTECTORATE
5 MARCH 3080

I knew Vargas could do it! He's found the Avarice, at some depot out in the boondocks. It hadn't even left orbit. Those Kallon reps were trying to play us for fools. No one does that to me or my dearest Pierre. I'll show them what a mistake that was before we leave.

Right now I've got to put together a plan to take that DropShip. Once we claim it and take back those Partisans, we'll have more than enough money to go back home. And Pierre will introduce me as his wife, as a baroness! It'll be so wonderful.

Things really have been looking so much better lately. We survived the Jihad, and I can eliminate the bad elements from the Order. If I just keep them away from my dearest, he'll always do the right thing.

—Hilary Grandin

LUYTEN 68-28

RAIDED JULY 3078
ANNEXED DECEMBER 3080

COMBATANTS
Allied Coalition

Stone's Lament Command Company

ComStar

Second Army, Third Army

Word of Blake

Forty-sixth, Forty-eighth, and Forty-ninth
Shadow Divisions

LUYTEN 68-28 MINI-CAMPAIGN

To accomplish a mini-campaign for Luyten 68-28, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +500 WP at the end of the mini-campaign.

Missions (any order): Beachhead, Strike, Pursuit, Flank, Withdrawal

Chaos Tracks: *Under the Sun God's Gaze*

During the winding down of the New Home campaign, ComStar ROM agents learned of a secret Blakist staging base in Luyten 68-28, previously believed abandoned. The intelligence coup indicated Precentor Manei Domini Apollyon and his Fifty-second Shadow Division were stationed in the system. The information, verified by agent Damocles, was passed on to Devlin Stone, who quickly rounded up a task force and set off to destroy the Blakist's most vile commander.

Stone, leading with his Lament's command company, arrived with the Com Guards Second and Third Armies on 2 July 3078. The Com Guards fought through light Blakist aerospace defenses and grounded just outside of Station 23. The beachhead established, Stone cautiously approached the large military facility and immediately came under fire. The Seventy-seventh Division broke through the facility's automatic defenses and discovered an elaborate Blakist ruse. The Word had seeded the facility with scores of transmitters and false identifiers, giving Station 23 the appearance of being fully staffed with a major defense force.

Luyten 68-28 was a lure and Stone walked right into the Word's trap.

THE CAMPAIGN: 3080.....

As the Com Guards sorted out the confusion, the Forty-sixth Shadow Division—which had ambushed the *Bourdeaux*, destroying the vessel before it could notify Stone—dropped on top of the Seventy-seventh. The Com Guards force disintegrated under the surprise assault. The Forty-sixth quickly retook Station 23 and reactivated both its automatic defenses and other hidden systems in the area, which shattered the approaching Eighty-fifth Division. As Stone attempted to reestablish command and control, the Forty-eighth and Forty-ninth Shadow Divisions appeared from their ambush positions in a nearby orbital factory and dropped into the middle of Stone's location.

Stone managed to pull most of the Com Guards back to the shelter of the nearby Toyama Highlands, though at the cost of the 323rd Division. With the loss of their DropShips, Stone's forces found themselves short on supplies and materiel. Precentor Dantalion's Forty-ninth Shadow Division maintained a dogged pursuit, devouring any stragglers as Stone pushed deeper into the rugged mountains. With control of the skies, Precentor Rimmon moved the bulk of the Forty-eighth around the eastern flank of the Highlands, positioning them across the only exit Stone could take from the region. Rimmon's Ravagers would be the anvil to Precentor Dantalion's hammer.

Precentor Sharron Tang and her 214th Division pushed out to the west, venturing some distance into the scorching wasteland before turning south. The brutal march back to the abandoned command center claimed over half of the division. Tang and her survivors fell on the surprised Forty-sixth and retook several captured DropShips, one of them a modified *Excalibur*. The Precentor flew the Pocket WarShip to the location of the Forty-eighth and launched several tactical nuclear missiles into the middle of the Shadow Division's position. Stone took advantage of the chaos and broke out of the mountains. The surviving Com Guards headed for an evacuation point while hotly pursued by Dantalion's forces.

The remains of the Third Army turned and engaged Dantalion's Domini troops in a holding action. As the Com Guards survivors began evacuation procedures, several Level IIIs from the Forty-sixth arrived. Precentor Ipos and his command overwhelmed the hastily deployed perimeter, killing Precentor Harry Ulrich before directly engaging Stone and his command lance. Wounded in the exchange, Stone destroyed Ipos's *Archangel* and rallied the Coalition forces. A suicidal counter-charge by the Eighty-second Division broke the rest of the Forty-sixth's assault, clearing the way for the Third Army's survivors. Precentor Tang dropped another

GAME SETUP

Use a mix of Heavy Urban and Badlands terrain (see p. 263, *TW*). Place a *Union*-class DropShip, the *Avarice* in the approximate center of one of the map sheets (remove a building if necessary).

The Attacker chooses their home edge; the Defender's home edge is opposite the Attacker's.

Attacker (Player)

The Attacker consists of up to 100% of the player's available force and enters via their home edge at the start of the track.

Defender

The Defender is a blend of renegade Coalition forces and Nanking rebels, possessing a skill level of Veteran and using a mix of Militia, Mercenary, Capellan, and FedSuns RATs. The DropShip crew skill level is Veteran. The Defender's force consists of up to 50% of the Attacker's deployed force. Do not factor in the DropShip when determining the Defender's force.

The Defender begins the track deployed anywhere on the battlefield.

WARCHEST

Track Cost: 1,000

Options

+500 Overeager: The Attacker begins with only half of their deployed force; the remainder enters from their home edge at the beginning of Turn 6.

+1,000 Bad Intel: Place an additional *Union*-Class DropShip (Regular skill level) in the approximate center of an adjacent map-sheet. This DropShip is also controlled by the Defender.

OBJECTIVES

Crack the egg. Destroy/Cripple/Incapacitate/Capture the *Avarice* before Turn 12. [1,000]

Make an omelet. Destroy/Cripple at least 75% of the Defender's units (do not count any DropShips) by Turn 15. [800]

SPECIAL RULES

There are no special rules for this track.

AFTERMATH

Grandin's Crusaders mounted an assault on the pirate depot on their own initiative. The *Avarice* was supported by a motley band of Coalition renegades and anti-Liao partisans. The attack caught them by surprise, crushing their initial attempt to defend the approaches to the depot. The *Union*-class DropShip provided a natural strongpoint, though, and the defenders soon rallied under cover of its constant fire.

.....THE CAMPAIGN: 3080



tactical nuclear strike into Dantalion's troops, though several Com Guards were caught in the blast, including Tang's DropShip. With their assault blunted, the Blakists paused to regroup. The rest of Stone's invasion force scrambled for the waiting DropShips, abandoning their equipment in order to cram aboard the few remaining vessels. Stone escaped the system with less than ten percent of the troops he had arrived with. The two remaining Level IIs would later form the 999th Division after the liberation of Terra.

Devlin Stone returned to Luyten 68-28 in December of 3080 with several WarShips. Though abandoned and stripped of Word forces, Stone ordered orbital and nuclear strikes on the primary planet using ComStar ROM intel. What few orbital facilities remained were evaluated for functionality; several were mothballed and the rest dismantled, the wreckage scattered in orbit. The Republic of the Sphere has monitored the system ever since, in case any unaccounted for Manei Domini return to it.

—Stone's Secret Missions; *Small World Press*, 3099

The devastating firepower of the *Avarice* savaged the assault team, but the Crusaders retained enough force to smash through the defenders. Even the destruction of Hilary Grandin's *Hercules* failed to halt the charge, though it did lead to the temporary incapacitation of Baron Grandin in a fit of hysterical laughter until he was informed of his wife's survival. Armored infantry led by Lieutenant Hiran Panchit stormed the DropShip, forcing its surrender.

Evidence in the ship's manifest revealed that the "pirate" raid had been a carefully choreographed exchange orchestrated by one Kallon Industries division without the knowledge of the other half of the company. Further searches turned up codes and messages confirming Davion involvement in a plot to sow disorder on Nanking and weaken Kallon Industries.

The sale of the DropShip and the intelligence led to a significant payout for the Crusaders. The unit used the money to relocate to Vaucluse, on the insistence of Baroness Grandin. Both the Filtvelt and exile governments enthusiastically greeted the Crusaders. Hilary proclaimed in a trivid interview that she could not have been happier. Baron Grandin offered no comment.

—The Pierre Grandin Story; *Galatean Press Limited*, 3089

NEXT TRACK

Roadblock

ROADBLOCK

SITUATION

BA BING BIEN MOUNTAIN
PLEIONE, TERRAN PROTECTORATE
4 MAY 3080

Journal Entry #4235

Just had a visit from some of Stone's people. We had received a good job offer from the Capellan government. The Capellans have detected an illegal mining operation on Pleione, and they want us to go in and break it up. There will be a Capellan unit on-planet to point us in the right direction and back us if needed. All in the "spirit of cooperation."

But Stone's offering a side contract. The Confederation hasn't played ball with the Coalition and appears to be getting ready to make a grab for territory—including Pleione. So, Stone wants us to keep our eyes open while we're on Pleione and let them know what we saw. No sneaking around, no asking awkward questions, just watch and report. Sounds simple; it's basically cash for nothing.

So, why is my sixth sense screaming at me?

—Gannon Derer

GAME SETUP

Use a mix of Hills, Wetlands, and Flatlands terrain (see p. 263, *TW*). Designate and place a total of six buildings on the battlefield. All of these buildings must be classified as Heavy, Level 2 structures with a CF of 75, and all possess double basements.

The Defender selects their home edge first; the Attacker's home edge is the opposite of the Defender's.

Attacker (Player)

The Attacker consists of up to 100% of the player's total force. Additionally, the player adds a force from Warrior House Hiritsu. This force can be up to 50% of the player's deployed force, uses any Capellan RAT with a +3 bonus to all result rolls, and has Elite skills. Designate one of the Hiritsu units as the field commander.

The Attacker enters through their home edge.

Defender

The Defender's force is 150% of the Attacker's total deployed force. Half of the force possess Veteran skills; the other half, Elite. These are hired corporate goons; use a mix of Militia, Mercenary, and Capellan RATs to determine forces.

Deploy at least 25% of the Defender's force anywhere on the battlefield as *Hidden Units* (see p. 259, *TW*). The remainder of the force enters the battlefield in any arrangement from any map edge between Turns 1 and 3.

WARCHEST

Track Cost: 1,500

Option

+700 Mined Out: Mechs or vehicles must make a Piloting Skill Roll with a +1 modifier when ending movement in Clear terrain. A failed roll results in a one-level fall into a sinkhole. Mark new sinkholes as Sublevel 1.

OBJECTIVES

Retribution: The Attacker has less than 75% crippled/destroyed by the end of the track. [1,000]

Survival of the Fittest: The Attacker must destroy more of House Hiritsu units than the Defending force by the end of the track. Hiritsu forces crippled/destroyed by the Attacker before the House receives its change in orders (see *For the Confederation*, below) do not count towards this objective. [1,000]

SPECIAL RULES

The following special rules are in effect for this track:

For the Confederation!

Starting in the Initiative Phase of Round 8, the Attacker rolls 2D6. On a result of 9 or greater, all House Hiritsu units receive new orders and will fire on any non-Hiritsu units close to them. They will fight to death or incapacitation. All Hiritsu battle armor and infantry units receive a bonus of +1 to all Gunnery skill rolls for the next turn if they end their current turn within two hexes of a Hiritsu BattleMech or vehicle unit.

Once the Hiritsu force receives the new orders, no more rolls need be made.

Forced Withdrawal

The Defender's forces follow the *Forced Withdrawal* rules (see p. 258, *TW*).

AFTERMATH

(Excerpt from Wolfnet report 30790530/22-Alpha, filed by agent Ramrod)

We knew something was wrong the moment we exited the DropShips on Pleione. The Warrior Houses are not the people that back up a merc unit sent in to break up an illegal mining operation. They are sent to break things far larger than an illegal mining operation, and they take a back seat to no one.

The Hiritsu commander *Pai-zhang* Shen did not hide his anger very well. He showed us the location on a map and insisted on accompanying us. Major Derer agreed to the *pai-zhang's* demand, but as soon as we were mounted up, we hurriedly activated our contingency plans.

We reached the area and ran into a strong force defending the mine.

When Sparks shouted that there was a coded transmission on the Warrior House channels, we had about five seconds to react before the Hiritsu forces started shooting at us. Fortunately we are used to three-sided battles, and we pounded both the corporate forces and House Hiritsu with massed firepower. The corporate forces pulled back, so we turned our efforts on the Capellans. They stood their ground and died.

Looks like we can forget about any more Confederation jobs for the foreseeable future.

NEXT TRACK

End of campaign OR move on to Storm Shadow

..... THE CAMPAIGN: 3081

3081

WILD WEASEL

SITUATION

SYSTEM 129A-14H

CIRCINUS FEDERATION

1 APRIL 3081

Talk about the ass end of nowhere.

—Journal entry for Maj. Roger Goddard, 1 April 3081

It's been a good run. Somehow I let Conrad talk me into doing another job for the Regulans. The last six months in the Rim Collection went pretty well. The Aces didn't take a shine to us, so we spent most of our time on Slewis and Caldarium. Took out every pirate attack that came our way, mostly all low-rent types. Ended up losing out in the long run with such poor salvage, but at least the folks on Otis passed over some of their retro Commandos and more of the Arbiters they'd recently purchased. Now that we're in this unnamed system, though, it seems we're once more up against Blakists, supposedly Shadow Division forces again. Can't say I'm happy to be here.

—Journal entry for Col. Roger Cumberland, 1 April 3081

GAME SETUP

Use Badlands terrain (see p. 263, TW). Place three Hardened Level 2 buildings (CF 100) on the battlefield with at least 10 hexes between each building.

The Attacker designates which edge the Defender will enter from.

Attacker (Player)

The Attacker is up to 100% of the player's total force and enters the battlefield opposite the Defender's starting edge.

Defender

The Defender consists of elements of the Forty-ninth Shadow Division and equals 125% of the Attacker's deployed force. The Defender's force consists of all Manei Domini pilots/soldiers/crew. If not using the **Instant Upgrade** bonus, then all of the Defender's force has an Elite skill level, with 25% receiving an additional +1 bonus to all Gunnery skill rolls.

Use the Shadow Division RATs to determine forces. The Defender enters from the designated edge at the start of the track.

DEVIL'S ROCK

LIBERATED OCTOBER 3081



COMBATANTS

The Republic of the Sphere

Republic Freeman, Stone's Revenants, Stone's Trackers

Mercenary forces Gannon's Cannons

Word of Blake

Forty-ninth Shadow Division, Opacus (Special Forces)

DEVIL'S ROCK MINI-CAMPAIGN

To accomplish a mini-campaign for Devil's Rock, the following missions and tracks should be completed. If at least one objective is achieved in each track, the player receives +500 WP at the end of the mini-campaign.

Missions (any order): Pursuit, Stalwart

Chaos Tracks: Scrap Iron; Gateway to Hell

Devil's Rock was little more than a footnote to the Jihad. In fact, it was not until the Jihad was essentially over that it entered any of the history texts at all. Were it not for the annihilation of a Stone's Trackers hit squad in desperate pursuit of Precentor Berith—the supposed successor to Precentor Manei Domini Apollyon, whose death on Gibson remains unconfirmed—it would not be mentioned at all.

Despite its proximity to Terra, Devil's Rock is an unremarkable world. It has little to offer in the way of natural landmarks, but its few congested cities have hosted interstellar trade for decades. Sophisticated and sprawling starports are central to most of these cities, designed much like spokes on a wheel. As most cities center on trade, legitimate mercantile wares are not the only goods plied. The well-established criminal element has resisted various recent changes of ownership of the world over the past six decades. A haven for both the felonious and law-abiding, Devil's Rock suffers in a moral neutrality, a balance the planetary government refuses to tip. As such, the merchant houses and crime families exist in tenuous partnership. That fragile state nearly shattered in 3081.

One information broker, seeking high profit, was quite free with information regarding reports of an unknown but well-equipped force setting up an impromptu camp in the wastes outside the capital of Charon. The report referred to a Manei Domini force hunted by The Republic, headed by the notorious Berith.

The Republic's Department of Military Intelligence sent three black ops units to follow up on the lead. When Agent Damocles confirmed the existence of an "underground monorail" of sorts, funneling surviving Manei Domini to a temporary safe house, all three units hit the ground running.

Their landings in a remote area did not go undetected. Word of the unauthorized landing filtered back to the Word fugitives, who prepared a series of deadly ambushes.

As Stone's Trackers approached the suspected encampment zone—a region known as the Gateway to Hades—Blakist OmniMechs and battlesuits erupted from concealment, surrounding the Trackers. With the trap sprung, Stone's Revenants, trailing the Trackers for just such a possibility, rushed into the fray. The close confines of the chasm made combat a difficult ordeal for The Republic's forces, which had to double-check targets in order to avoid friendly fire. The Blakists, with their cybernetic enhancements, had no such limits. They seemed to relish demolishing their enemies in physical combat.

The Revenants fought ferociously to link with the besieged Trackers, reaching the beleaguered Clan unit after they had suffered nearly seventy-five percent casualties. The two units withdrew back towards the chasm's entrance, and made contact with their mercenary support and the Republic Freeman. Leading the relief force was Agent Damocles. When the ComStar agent saw the approaching Forty-ninth, led by a battered *Archangel*, Damocles snapped. He ordered the mercenaries forward with him and slammed into the oncoming Blakists. As the firefight swirled, three Asura battlesuits latched onto the cockpit of Damocles's *Crockett* and incinerated him.

With the death of the ComStar agent, the Blakists withdrew. The Forty-ninth Shadow Division had taken few losses as they retreated in good order. The Word then split their force into smaller components and melted into the landscape. Intrusive inspections of all DropShips leaving the surface failed to produce any captures or information. The Forty-ninth and Berith simply disappeared and were not heard from again.

—Hunting Demons in Hades; *Focht War College Press Syndicate*, 3095

WARCHEST

Track Cost: 1,750

Options

+800 Instant Upgrade: The Defender upgrades all pilots/troops/crews using the Manei Domini creation rules (see p. 120, *JHS72*).

+300 Unfamiliar Ground: Attackers suffer a –1 modifier to all Initiative rolls until Turn 6.

+500 Well Defended: Add an additional force of Word of Blake Militia to the Defender's force. The militia is 20% of the Attacker's deployed force, uses any Word of Blake, Free Worlds League, or Militia RAT, and has a skill level of Regular. These units enter the battlefield from any map edge not used by the Attacker or Defender at the beginning of Turn 3.

+500 Familiarity: Subtract this bonus from the track's cost if the player successfully completed an objective in *Monkeywrench* (p. 228) or *Mainframe* (p. 231).

OBJECTIVES

Scout out. The Attacker fails to scan (see *Scanning*, p. 14) all three buildings before the end of Turn 8. [800]

Tough hombres. Destroy/Cripple at least 50% of the Defender's force. [1,000]

Stone killers. Destroy/Cripple all of the Defender's force by the end of Turn 12. [2,000]

SPECIAL RULES

The following special rules are in effect for this track:

Forty-ninth Shadow Division

Forty-ninth Division 'Mech units halve any heat received from outside sources [Example: a single *Inferno SRM* missile would cause 1 point of heat], while vehicles and battle armor ignore the effects of fire, and conventional infantry are only destroyed by fire on a roll of 10 or greater.

Any time a Forty-ninth Division force consists of at least one battle armor unit for every four units deployed, the Defender receives a +1 bonus to Initiative, and all deployed Forty-ninth battle armor units receive a –1 modifier to their Gunnery and Anti-'Mech skills.

Time Limit

At the beginning of Turn 11 and every turn thereafter, roll 2D6 if any building hexes remain unscanned. On a result of 6+, the Regulans target each unscanned building with an orbiting Pocket WarShip that mounts a capital weapon. The PWS will fire on the targeted hex in the following turn, even if it is subsequently scanned.

..... THE CAMPAIGN: 3081

AFTERMATH

Never again. Please, dear Lord, never again.

—Journal entry for Maj. Musette Brady, 2 April 3081

It's clear the Regulans planned from the start to demolish the site. Why they bothered sending us in just to make sure it was occupied only shows their own cowardice and lack of concern for the welfare of others. I've made it more than clear to Conrad that he's to entertain no further employment opportunities from the Regulans. I don't care how much they might sweeten the pot. When they put us in the crosshairs along with the enemy, they're no better than the Blakists as far as I'm concerned. Thankfully the flyboys kept them from taking over our JumpShip and stranding us here, though the Regulans did make a number of passes to check our readiness to defend it. I guess their DropShip lancing fire onto the planet's surface provided a big enough distraction, so we burned out at two gees and got the hell out of there.

I'm done with this business. If I never hear tell of Blakist escapees or holdouts again, I'll be just fine with it.

I've told everyone we're heading back home to Cumberland. It's been too long. Sadly, we're going to have to take the long way around. The Capellans have become so hostile to everyone it's not worth the risk to try and pass through their territory. That's for the best anyway. I never could stand the smell.

—Journal entry for Col. Roger Cumberland, 5 April 3081

NEXT TRACK

Storm Shadow; Scrap Iron

FIREFLY

SITUATION

CALIFA HAMAL

HAMAL, THE REPUBLIC OF THE SPHERE

11 JULY, 3081

We're still en route to the former Word of Blake Protectorate. Strange how it was called that for such a short time, but I don't know what else to call it. "Republic" just sounds weird. Maybe I'll get used to it eventually, and it's better than anything that recalls the damn Word of Blake. I don't know, though. I guess I got used to it, even though it was just for a few years, really.

Every time we jump to a new system, news reports are filled with stories of Blakist agents, leaders, and troops being located. It always seems to end the same way, though. Lots of dead people and few prisoners. I can hardly care anymore. There's been so much death. Why do these bastards even bother anymore? I just wish they'd kill themselves and spare the rest of us.

—Journal entry for Col. Roger Cumberland, 10 July 3081

GAME SETUP

Use Light Urban terrain (see p. 263, *TW*) in a Chase format. The Defender chooses their home edge first. The Attacker's home edge is the opposite side.

Attacker (Player)

The player may deploy up to 25% of their total force and enter the battlefield from their home edge.

Defender

The Defenders are a Light of Mankind security force of Elite skill level and are 100% of the Attacker's deployed force. They use a mix of Word of Blake, ComStar, Free Worlds League, and Fed-Suns RATs.

The Defender secretly designates one building as their current safe house; that building retains its listed level but is converted to a Hardened building with a CF of 150.

The Defender may begin the track with up to 75% of its force placed as *Hidden Units* (see p. 259, *TW*).

WARCHEST

Track Cost: 2,000

Options

+400 Dug in Like Ticks: Treat all buildings as double their starting CF.

+800 Instant Upgrade: The Defender upgrades half of their pilots/troops/crews, using the Manei Domini creation rules (see p. 120, *JHS72*).

+400 Low Gravity: Use the *Low Gravity* rules (p. 55, *TO*); Hamal's gravity is 0.8Gs.

OBJECTIVES

Pest control. Destroy/Cripple at least 75% of the Defender's forces before the end of Turn 14. [2,000]

Will or won't he? Destroy/Cripple at least half of the Defender's forces before the end of Turn 10. [1,000]

Dead...with prejudice. Destroy/Cripple all of the Defender's forces before the end of turn 10. [3,500; **Not cumulative with any other objective.**]

SPECIAL RULES

There are no special rules for this track.

AFTERMATH

Just got the most recent news in this system. A hunter team just missed some precentor on Hamal. Sounds like more of the same. Lots of near-misses on high-profile Blakists, but the slippery bastards confound the hunters and escape more often than they get captured. We've finally made it into the so-called Republic now, so we're halfway home. Some of the guys want to make

for Galatea to try and find work, but I told them that there's plenty of fighting to do back home. The Taurians might have finally capitulated, but I'd be surprised if all the battles are over. And I'd much rather fight for the home team than all the strangers we've been working for over the last few years. Besides, we all need a rest. For real.

Grizzell asked for a slight diversion to a trade world in the Republic. Apparently, it never saw battle, and he thinks it should still be a good place to make some horse trades. He's not as fond of the obsolete Rim Collection kit now as when the Jihad was on. Can't say I disagree with him. If we'd had more modern stuff, maybe we'd have kept more people alive in some of the worst fights. It's only a few jumps out of our way. A trade planet should make a decent place to put our feet on the ground again. Next stop: Devil's Rock.

—Journal entry for Col. Roger Cumberland, 12 October 3081

NEXT TRACK

Storm Shadow; Scrap Iron

STORM SHADOW

SITUATION

CITY OF THE SACREDOT

BRYANT, THE REPUBLIC OF THE SPHERE

16 SEPTEMBER 3081

(Excerpt from Wolfnet report 30811014/04-Alpha, filed by agent Ramrod)

Working for the Republic of the Sphere has kept us busy. We are going after former Protectorate leaders and Blakist commanders, bringing these people in dead or alive. It is steady work.

Apparently Stone's senior people have noticed us, because we have been given a plum—but highly dangerous—assignment. Pre-centor Berith, the notorious leader of the MD Opacus Venatori and rumored to be the highest-ranking Manei Domini left alive, was sighted on Bryant. Although we have not crossed swords with him before, we are familiar with this mass murderer who commands the most infamous Special Forces unit in the Word of Blake.

We are going after Berith, and the Republic does not really care if we take him alive or dead. If Major Derer has his way, it is going to be dead, and none of us who fought the MDs on Luthien and Fomalhaut disagree with that decision.

GAME SETUP

Use a mix of Light and Heavy Urban terrain (see p. 263, *TW*). Increase the weight and CF of each building by one Building Class category (i.e. a Light Building with a CF of 15 is now a Medium Building with a CF of 30).

The Attacker chooses the home edge for both sides; they do not need to be opposite each other.

Attacker (Player)

The player may use up to 30% of their total force. In addition, there is a small Blake's Wrath special forces team attached to the Attacker's force; they are 100% of the player's total deployed force, may use any Word of Blake or ComStar RAT, and are of Elite skill level.

The player force enters the battlefield from the Attacker's home edge. The Blake's Wrath force enters the battlefield at the beginning of Turn 4 from the opposite edge of the Attacker's home edge.

Defender

The Defender's force is the scattered remains of the Forty-ninth Shadow Division. They equal 75% of the Attacker's total deployed force. The Defender's force consists of all Manei Domini pilots/soldiers/crew. If not using the **Instant Upgrade** bonus, then all of the Defender's force has an Elite skill level, with 25% receiving an additional +1 bonus to all Gunnery skill rolls.

Use Shadow Division RATs to determine forces.

The Defender sets up all of its units anywhere on the battlefield. Up to 25% may be deployed as *Hidden Units* (see p. 259, *TW*).

WARCHEST

Track Cost: 2,000

Options

+400 Concrete Maze: Treat all buildings as Hardened structures with a CF of (10 x 1D6) + 100

+800 Instant Upgrade: The Defender upgrades all pilots/troops/crews using the Manei Domini creation rules (see *JHS72*, p. 120).

+400 Curtains: Use the rules for *Pitch Black* (see p. 58, *TO*).

OBJECTIVES

Crush them all. Destroy/Cripple all of the Defender's forces. [1,500]

Intercept your contact. The informant must exit the Attacker's home edge after Turn 10 but before the end of Turn 15. [900]

Make an effort. Destroy/Cripple at least half of the Defender's force. [800]

SPECIAL RULES

The following special rules are in effect for this track:

Forty-ninth Shadow Division

Forty-ninth Division 'Mech units halve any heat received from outside sources [Example: a single *Inferno SRM* missile would cause 1 point of heat], while vehicles and battle armor ignore the effects of fire, and conventional infantry are only destroyed by fire on a roll of 10 or greater.

Any time a Forty-ninth Division force consists of at least one battle armor unit for every four units deployed, the controlling player receives a +1 bonus to Initiative, and all deployed Forty-ninth battle armor units receive a -1 modifier to their Gunnery and Anti-'Mech skills.

.....THE CAMPAIGN: 3081

Informant

At the beginning of Turn 10, an informant makes a run through the firefight in an attempt to cross into friendly territory. The informant is in an APC that has a damaged motive system, reducing its MP rating by half. The informant's vehicle crew has a skill level of Regular and enters the battlefield from the edge opposite the Attacker's home edge.

AFTERMATH**Journal Entry #4560**

We didn't find Berith, but we did find some MDs.

Berith's location was supposed to be in the City of the Sacredot, one of Bryant's deserted cities south of the polar population centers. I directed Amanda to take most of the Cannons and secure the city's DropPort while the rest, along with a Blake's Wrath team, searched the city. Most of the cities on Bryant are deserted because of the severe storms that rage across the planet. We were on a tight schedule as the next storm would sweep through the area in a matter of hours.

All of a sudden, Wobblies appeared. The Wrath IDed them as the Forty-ninth Shadow Division, Dantalion's Dirge. Without having to be ordered, my people hammered the two heaviest cyber-Wobblies, while the Com Guards went for the flanks.

Several minutes into the battle, a damaged APC suddenly appeared behind the Wobblies and started heading for our lines. Then our Wrath liaison screamed something about us having to protect that APC and Damocles. As soon as the Wobblies saw the APC, they started shooting at it. We continued pressing them while a few of the Wraths dashed out and covered the APC's flight.

In the end, none of the Wobblies survived. Damocles did survive despite the Forty-ninth looking for him on Bryant—and he claims to have solid evidence where Precentor Berith is.

The chase is still on.

—Gannon Derer

NEXT TRACK

Scrap Iron

SCRAP IRON**SITUATION**

GATEWAY TO HADES

DEVIL'S ROCK, THE REPUBLIC OF THE SPHERE

31 OCTOBER 3081

Journal Entry #4584

Damocles claims he has solid proof of Precentor's Berith's location. From the look in his eye, I'm positive this man is obsessed. But Stone's people trust him, and they're the ones footing the bill. So we're here on Devil's Rock, along with a few other trusted merc outfits and Republic security forces, scouring the planet for Berith. The Republic wants to put this cybernetic killer on trial. If it was my choice, I'd shoot the SOB and bury him in deep grave on a uninhabitable planet somewhere out in the Periphery. But it isn't my choice.

If Berith's on this planet, he's not going to be alone. There are still a lot of those augmented freaks unaccounted for, and if Berith's the senior Manei Domini commander now, he's bound to have a bodyguard of MDs with him.

This is going to be ugly, I just know it.

—Gannon Derer

GAME SETUP

Use a mix of Badlands and Flatlands terrain (see p. 263, *TW*). Convert all Woods hexes to Rubble. Each side secretly selects their home edge before the start of the track.

Attacker

The Attacker's force is elements of the Forty-ninth Shadow Division, led by Precentor Manei Domini Berith. The Attacker's total force equals 100% of the Defender's total deployed force and is of Elite skill level. The Forty-ninth uses a mix of Word of Blake, Shadow Division, and Free Worlds League RATs. Secretly designate one unit as Berith; this unit has a Gunnery skill of 1 and Piloting skill of 1.

The Attacker places 50% of their forces anywhere on the battlefield as *Hidden Units* (see p. 259, *TW*). The remainder enters from their secretly determined home edge at the start of Turn 2.

Defender (Player)

The player's force consists of up to 100% of their total available force. In addition, the Defender adds a Republic special operations force that equals 50% of the player's deployed force, possesses Veteran skills, and uses a mix of FedSuns, ComStar, Word of Blake, and Combine RATs.

Secretly designate one of the Republic's units as Damocles; this unit has a Gunnery skill of 3 and Piloting skill of 1.

WARCHEST

Track Cost: 4,000

Options

+1,500 Instant Upgrade: The Defender upgrades all pilots/troops/crews using the Manei Domini creation rules (see p. 120, *JHS72*).

+1,000 Berith and the Opacus: Add to the Attacker's force a Level II of BattleMechs. This should consist of Berith in his *Archangel Berith* and any five members of the Opacus Venatori (see p. 38, *SBWB*). If this bonus is used, disregard the Berith setup in the Attacker section.

+500 Overkill: Add two additional Level Is of Demon battle armor with a skill level of Veteran.

OBJECTIVES

Survive. Destroy/Cripple at least two-thirds of the Attacker's force. [4,000]

Succeed. Destroy/Cripple all of the Attacker's force. [2,000]

Fail. Destroy/Cripple less than half of the Attacker's force. [-3,000]

The worm turns. Damocles survives and is present on the battlefield at the end of the track. [1,000]

SPECIAL RULES

The following special rules are in effect for this track.

"Damocles"

A highly successful agent, if Damocles is part of a force that opposes a Blakist force with Manei Domini, he goes into a blind rage; apply a -1 To-hit modifier to all weapon attacks against Domini targets, and a +2 To-hit modifier for weapon attacks against all other targets.

Forty-ninth Shadow Division

Forty-ninth Division 'Mech units halve any heat received from outside sources [Example: a single Inferno SRM missile would cause 1 point of heat], while vehicles and battle armor ignore the effects of fire, and conventional infantry are only destroyed by fire on a roll of 10 or greater.

Any time a Forty-ninth Division force consists of at least one battle armor unit for every four units deployed, the controlling player receives a +1 bonus to Initiative, and all deployed Forty-ninth battle armor units receive a -1 modifier to their Gunnery and Anti-'Mech skills.

Precentor Berith

Due to his internal computer processor and extraordinary grasp of tactics, any time Berith is part of a force fielded in a track, the entire Blakist force receives a +2 Initiative modifier for the duration of the track. This bonus is negated, however, if Berith's 'Mech is destroyed, withdraws from the playing area, or receives two or more MechWarrior wounds in one track.

Berith is augmented with the following equipment (see *JH72* and *SBWB*): Triple Core Processor, Improved Prosthetic Arm/Hand, Pain Shunt, Buffered VDN, Enhanced Multi-Modal Cybernetic Eye (left), Boosted Communications Implant, Boosted Receiver Implant, and a Secondary Power Supply.

AFTERMATH

(Excerpt from Wolfnet report 30820101/09-Alpha, filed by agent Ramrod)

The operation to capture Berith was a disaster. Berith and a large contingent of MDs hit us hard; it is only because of Major Derer's planning that any of us survived. Damocles was with us, but Berith goaded him into a suicidal rage, and the precentor simply executed him. Their objective apparently complete, the Word retreated in a timely fashion, as if we were not worth bothering with anymore. I do not know how they broke through the Republic blockade, but they did, escaping via a JumpShip at a pirate point.

This is my last report for Wolfnet. I am resigning. For fourteen years, I have been a member of Gannon's Cannons and they have become my home, my *trothkin*. My future is here as Captain and XO of the Cannons. This is my place now, and I cannot see myself in anywhere else.

—Captain Amanda Wolf

NEXT TRACK

Gateway to Hell

GATEWAY TO HELL**SITUATION**

GATEWAY TO HADES

DEVIL'S ROCK, THE REPUBLIC OF THE SPHERE

31 OCTOBER 3081

Just our luck. No sooner do we begin our run to Devil's Rock on the Gap Breaker than we receive an emergency call from some so-called special operations group of mercenaries and Republic security forces. They claim they have Precentor Berith and his Forty-ninth Shadow Division cornered but need help to contain them in case they rabbit. I really hate these Shadow Division types, so it looks like I'll be putting another notch in the old combat belt.

—Journal entry for Col. Roger Cumberland, 28 October 3081

Our burn in to the planet must have taken too long for the boys on the surface to wait. We just received another call from them reporting the Blakists routed them and killed Agent Damocles. They're scattering into the desert of Devil's Rock now. It's up to us to mount a pursuit.

—Journal entry for Maj. Musette Brady, 31 October 3081

GAME SETUP

Use a mix of Training Grounds (p. 11), Badlands and Flatlands terrain (see p. 263, *TW*). Convert all Woods hexes to Rubble. The Defender chooses their home edge first; the Attacker's home edge is the opposite.

Attacker (Player)

The Attacker's force consists of up to 100% of the player's total force. The Attacker enters from their home edge at the start of the track.

Defender

If the *Scrap Iron* track was played, the Defender consists of the survivors from the Attacker's force in that track, including Precentor Berith (if available). These units retain whatever damage incurred; units destroyed or crippled are not available for this track. The controlling player may opt to add additional units using the following setup rules.

If *Scrap Iron* was not played, the Defender consists of elements from the Forty-ninth Shadow Division. The Defender equals 75% of the Attacker's total deployed force and is of Elite skill level. The Forty-ninth uses a mix of Word of Blake, Shadow Division, and Free Worlds League RATs. Secretly designate one unit as Berith (see *Special Rules*, below); this unit has a Gunnery skill of 1 and Piloting skill of 1.

For units added or not used in *Scrap Iron*, assign 5D6 damage in 5-point groups to each, re-rolling any results that would destroy or cripple the unit.

The Defender must deploy within five hexes of the Attacker's home edge.

..... THE CAMPAIGN: 3081

WARCHEST

Track Cost: 2,000

Option

-1,000 Air Support. The player may use air support units (fighters, VTOLs) to maintain contact with fleeing Defenders. This allows the Attacker to choose which force to follow (if desired) after it splits when exiting the map instead of rolling randomly (see *Special Rules*, below).

+1,500 Instant Upgrade: The Defender upgrades all pilots/troops/crews using the Manei Domini creation rules (see p. 120, *JHS72*).

+1,000 Berith and the Opacus: Add to the Attacker's force a Level II of BattleMechs. This should consist of Berith in his *Archangel Berith* and any five members of the Opacus Venatori (see p. 38, *SBWB*). If this bonus is used, disregard the Berith setup in the Attacker section.

+500 Overkill: Add two additional Level Is of Demon battle armor with a skill level of Veteran. These units are undamaged.

OBJECTIVES

Kill them all. Kill or capture all of the Defender's units. [2,500]

Light scatters shadows. Destroy as many of the Forty-ninth as possible. [200 per unit]

SPECIAL RULES

The following rules are in effect for this track:

Flight

Every time the Defender's total remaining force crosses their home edge, the force splits into two equal parts (or as much as is possible if an odd number of units remains). The Defender assigns them each to Group 1 or Group 2. The Attacker may roll 1D6 to determine which group his forces follow in their pursuit. Place another map sheet on the playing surface for the next phase of the chase to proceed. This will repeat until either all the pursued units have been killed or the Defender has only one unit remaining and exits the home edge, at which point it escapes and the track is over.

FORCED WITHDRAWAL

The Attacker is operating under *Forced Withdrawal* rules (see p. 258, *TW*).

Forty-ninth Shadow Division

Forty-ninth Division 'Mech units halve any heat received from outside sources [*Example: a single Inferno SRM missile would cause 1 point of heat*], while vehicles and battle armor ignore the effects of fire, and conventional infantry are only destroyed by fire on a roll of 10 or greater.

Any time a Forty-ninth Division force consists of at least one battle armor unit for every four units deployed, the controlling player receives a +1 bonus to Initiative, and all deployed Forty-ninth battle armor units receive a -1 modifier to their Gunnery and Anti-'Mech skills.

Precentor Berith

Due to his internal computer processor and extraordinary grasp of tactics, any time Berith is part of a force fielded in a track, the entire Blakist force receives a +2 Initiative modifier for the duration of the track. This bonus is negated, however, if Berith's 'Mech is destroyed, withdraws from the playing area, or receives two or more MechWarrior wounds in one track.

Berith is augmented with the following equipment (see *JHS72* and *SBWB*): Triple Core Processor, Improved Prosthetic Arm/Hand, Pain Shunt, Buffered VDNI, Enhanced Multi-Modal Cybernetic Eye (left), Boosted Communications Implant, Boosted Receiver Implant, and a Secondary Power Supply.

AFTERMATH

We barely caught the Blakists fleeing the scene. They had been systematic in destroying the Republic force we were hoping to help. McGrady and Cooper were able to keep an eye on the bastards as they fled, though, so we gave pursuit. It was not the easiest mission we've ever had.

Every time they managed to gain some separation from us, they would split up. Even with the fighters keeping watch, they lost sight as the Forty-ninth divided time and again. We managed to down maybe half the 'Mechs they had left, but we can't find any evidence of Precentor Berith. It's a damn shame, as killing him would have made the entire Inner Sphere feel a little safer.

—*Journal entry for Col. Roger Cumberland, 31 October 3081*

Well, that was fun. Chasing a bunch of Blakist murderers through the desert. It might have been better if we'd had a contract. Dad says we can claim some reward for those we did kill, but that's hardly the same. It's not like we can use the salvage, seeing as how the bastards fought until there were barely splinters holding their 'Mechs together.

—*Journal entry for Maj. Roger Goddard, 31 October 3081*

Baby, we're coming home.

—*Journal entry for Maj. Mitch McGrady, 31 October 3081*

We didn't get them all, but after their treatment of mercs and humanity in general, seeing them flee before mere mercs just seems downright fitting.

—*Journal entry for Maj. Musette Brady, 31 October 3081*

NEXT TRACK

None. Welcome to the end of the Jihad and beginning of the Age of the Republic...



CAMPAIGN TRACKING SHEET

The Total Chaos Campaign Tracking Sheet is designed so a player can easily plug in a myriad of different rules not contained in this volume, such as Special Pilot Abilities (see p. 219, *ATOW*) to Design Quirks (see p. 193, *SO*), as well as Special Rules from a given track and so on. This flexibility allows each player group to determine for themselves what is most enjoyable. One group may decide that they want to play a stripped-down campaign with nothing beyond what is noted in a given track, while another may wish to include every optional rule within this volume and those optional rules from various other core rulebooks and publications.

Regardless of the type of game played, it may be helpful to track the overall campaign and various mini-campaigns. While players can track their campaigns in whatever form they find most useful, the Campaign Tracking Sheet (see the last page of this book) can be photocopied by either a gamemaster or all the players for use in tracking exactly what optional rules are in effect during a given track. The sheet also allows for the player to track the damage received in a track, objectives achieved, salvage taken and so on.

RANDOM ASSIGNMENT TABLES

Random Assignment Tables (RATs) are designed to aid players who wish to quickly generate diverse forces for game play, but can also be used as a guide when determining the likely equipment used by the Word of Blake during the Jihad era. Players are not required to use these tables, but they can be immensely helpful in a pinch. If used, the following tables and rules replace those presented in the core rulebooks, such as *Total Warfare* and *A Time of War*.

The following tables detail what a typical force would contain for the Word of Blake, a Shadow Division, a planetary Militia, and a Mercenary unit. While there are several other factions used throughout the Total Chaos campaign, space does not allow for all of these factions to be detailed in this volume. Players should feel free to use any previously published RAT to flesh out other factional opponents, including *Total Warfare*, *A Time of War*, *Strategic Operations*, *FanPro's Field Manual: Updates*, and any of the older faction *Field Manuals* published by FASA. Players may also use the RATs printed in *Field Manual: 3085* but should be aware that many of the designs listed in that

volume did not make their debut until after 3075, halfway through the Word of Blake's Jihad. We recommend that players use the tables listed in *Total Warfare* and/or *FMU* for tracks dated through 3076 and use the RATs listed in *FM85* for tracks after that year, if they wish to retain close semblance to in-universe authenticity.

As always, player may use whatever tables they desire for their games, as long as all players present agree to their use.

USING THE RANDOM ASSIGNMENT TABLES

The Random Assignment Tables (RATs) presented here are more extensive than those seen in the core rulebooks, and are meant to reflect the various levels of equipment quality and types that forces may draw upon based on their prestige, reliability, and so forth. To use these advanced RATs, first determine the appropriate Equipment Level, either through previously published information or by randomly rolling on the Tech Level Table below. Then, consult the Master Equipment Level Table, applying the modifier appropriate to the force's type and Equipment Level to the 2D6 dice roll used when determining the units used.

TECH LEVEL TABLE

2D6	Tech Level ¹
2	Player's choice
3	F
4	A
5	B
6	D
7	C
8	C
9	D
10	B
11	A
12	Player's choice

¹Reduce all planetary Militia roll results by one level (i.e. A result of B would be reduced to C if the force is a planetary militia).

OMNI UNITS

Whenever a RAT result indicates an Omni Unit (including battle armor equipped with modular weapons), the controlling player can select any desired configuration available to the Jihad era. Omni units are marked on the RATs with an asterisk (*).

MASTER EQUIPMENT LEVEL TABLE

Mercenary/Militia, WoB Militia, and Shadow Divisions ¹				
Tech Level/Bonus	'Mechs	Vehicles	Battle Armor	AeroSpace—Fighters
A	+8	+8	+6	+8
B	+6	+6	+4	+6
C	+4	+4	+2	+4
D	+2	+2	+0	+2
F	+0	+0	N/A	+0

Aerospace—DropShips	
Tech Level/Bonus	ALL
Fleet	+8
Transport	+0

¹Shadow Divisions possess their own, separate tables for 'Mechs and battle armor; apply no modifier when rolling for them. For vehicles and fighters, treat Shadow Divisions as A-level (+8).

'MECHS—MERCENARY/MILITIA¹

Roll	Light	Medium	Heavy	Assault
2	STG-3G Stinger [20] (3039)	VL-2T Vulcan [40] (3039)	RFL-3N Rifleman [60] (3039)	VTR-9B Victor [80] (3039)
3	LCT-1V Locust [20] (3039)	HBK-4P Hunchback [50] (3039)	QKD-4H Quickdraw [60] (3050U-I)	STK-3F Stalker [85] (3039)
4	WSP-1S Wasp [20] (3085-PP)	CLNT-3-U Clint [40] (3050U-I)	AXM-1N Axman [65] (3050U-I)	BNC-3Mr Banshee [95] (3085-ONN)
5	VLK-QA Valkyrie [30] (3039)	PXH-1 Phoenix Hawk [45] (3039)	ARC-2R Archer [70] (3039)	CGR-SB Charger [80] (3039)
6	COM-2Dr Commando [25] (3085-ONN)	HCT-5S Hatchetman [45] (3050U-I)	JM6-DD JagerMech [65] (3050U-I)	LGB-13C Longbow [85] (3085-PP)
7	WSP-3M Wasp [20] (3085-PP)	CNg-D Centurion [50] (3050U-I)	OTL-9R Ostsol [60] (3085-PP)	ZEU-9S Zeus [80] (3050U-I)
8	EGL-2M Eagle [25] (3060)	DV-6Mr Dervish [55] (3085-ONN)	YMN-6Y Yeoman [60] (3060)	LGB-7V Longbow [85] (3058U-I)
9	DRT-6S Dart [25] (3055U)	PXH-3D Phoenix Hawk [45] (3085-PP)	RFL-5M Rifleman [60] (3085-PP)	AWS-9Q Awesome [80] (3050U-I)
10	PNT-10K Panther [35] (3050U-I)	NGS-5S Nightstalker [50] (3055U)	HRC-LS-9001 Hercules [70] (3055U)	ALB-3U Albatross [95] (3055U)
11	VLK-QD Valkyrie [30] (3085-PP)	SHD-5M Shadow Hawk [55] (3085-PP)	ON1-M Orion [75] (3050U-I)	STK-5M Stalker [85] (3050U-I)
12	FLC-5P Falcon [30] (3050U-I)	HBK-5N Hunchback [50] (3050U-I)	TMP-3M Tempest [65] (3055U)	BLR-3M BattleMaster [85] (3085-PP)
13	SCB-9A Scarabus [30] (3055U)	CLN-7W Chameleon [50] (3058U-I)	GHR-5J Grasshopper [70] (3050U-I)	HGN-732 Highlander [90] (3050U-C)
14	HMR-3C Hammer [30] (3055U)	CNS-5M Cronus [55] (3067)	BND-01Ar Bandersnatch [75] (3085-ONN)	MR-V3 Cerberus [85] (3055U)
15	WLF-2 Wolfhound [35] (3050U-I)	APL-1M Apollo [55] (3055U)	WR-DG-02FC War Dog [75] (3055U)	BNC-5S Banshee [95] (3050U-I)
16	GRM-01B Garm [30] (3060)	SR1-O Strider [40] (3058U-I)*	ARC-9M Archer [70] (3085-PP)	GUN-1ERD Gunslinger [85] (3055U)
17	NTK-2Q Night Hawk [35] (3058U-C)	TR2 Wraith [55] (3055U)	EXC-B2 Excalibur [70] (3058U-C)	SRC-3C Sirocco [95] (3060)
18	FNHK-9K1A Falcon Hawk [35] (3058U-I)	FS9-O Firestarter [45] (3058U-I)*	P1 Perseus [75] (3067)*	BRZ-A3 Berserker [100] (3055U)
19	TLN-5W Talon [35] (3058U-C)	BJ2-O Blackjack [50] (3058U-I)*	HEP-4H Helepolis [75] (3075)	TI-2PA Titan II [100] (3075)
20	Puma [35] (3050U-C)*	Ryoken [55] (3050U-C)*	Mad Cat [75] (3050U-C)*	Masakari (Warhawk) [85] (3050U-C)*

¹Apply a -2 modifier to all rolled results for Militia units, with a minimum result of 2.

'MECHS—WORD OF BLAKE

Roll	Light	Medium	Heavy	Assault
2	STG-3R Stinger [20] (3039)	WVR-6M Wolverine [55] (3039)	RFL-3N Rifleman [60] (3039)	THG-10E Thug [80] (3039)
3	THE-N2 Thorn [20] (3050U-C)	VL-6C Vulcan [40] (3050U-I)	CHP-1N2 Champion [60] (3050U-C)	LGB-13C Longbow [85] (3085-PP)
4	JKR-9R Jackrabbit [25] (3075)	INI-02 Initiate [40] (3060)	CRD-7W Crusader [65] (3085-PP)	STK-6M Stalker [85] (3050U-I)
5	EGL-2M Eagle [25] (3060)	HER-5Sr Hermes II [40] (3085-ONN)	QKD-5Mr Quickdraw [60] (3085-ONN)	AWS-9Q Awesome [80] (3050U-I)
6	MCY-102 Mercury [20] (3050U-C)	BCN-3R Buccaneer [55] (3060)	GHR-5J Grasshopper [70] (3050U-I)	SPT-N3 Spartan [80] (3058U-C)
7	JKR-9W Jackrabbit [25] (3075)	APL-1M Apollo [55] (3055U)	LCN-25-08 Lancelot [60] (3050U-C)	GRN-D-01 Grand Crusader [80] (3055U)
8	RDS-2B Red Shift [20] (3067)	TBT-7M Trebuchet [50] (3050U-I)	GLH-3D Galahad [60] (3075)	VKG-3W Viking [90] (3060)
9	LCT-5W Locust [20] (3085-PP)	B1-HND Bloodhound [45] (3067)	EXT-4D Exterminator [65] (3050U-C)	ALB-3Ur Albatross [95] (3085-ONN)
10	HER-3S1 Hermes [30] (3050U-C)	BLF-21 Blue Flame [45] (3067)	ON2-M Orion [75] (3050U-I)	CRK-5005-1 Crockett [85] (3050U-C)
11	NXS1-B Nexus [25] (3055U)	RJN-101-C Raijin [50] (3055U)	WHF-3B White Flame [70] (3067)	LGC-01 Legacy [80] (3067)
12	ZPH-2A Tarantula [25] (3055U)	OSP-26 Osprey [55] (3085)	GLT-6WB Guillotine [70] (3050U-C)	GOL-5W Goliath [80] (3050U-I)
13	OTT-9CS Ostscout [35] (3085-PP)	SCP-12C Scorpion [55] (3085-PP)	BL-9-KNT Black Knight [75] (3050U-C)	ZEU-10WB Zeus [80] (3050U-I)
14	MON-76 MongOOSE [25] (3050U-C)	KW2-LHW Lineholder [55] (3058U-I)	EXC-B2 Excalibur [70] (3058U-C)	T-IT-N11M Grand Titan [100] (3055U)
15	JA-KL-1532 Jackal [30] (3055U)	LGH-4Y Lightray [55] (3067)	DGR-6FC Dragon Fire [75] (3058U-I)	EMP-6M Emperor [90] (3058U-C)
16	GUR-4G Gurkha [35] (3067)	CRB-45 Crab [50] (3050U-C)	TYM-1B Toyama [75] (3060)	SRC-3C Sirocco [95] (3060)
17	FNHK-9K1B Falcon Hawk [35] (3058U-I)	GRM-R-PR30 Grim Reaper [55] (3055U)	ST-9C Shootist [70] (3058U-C)	VQR-2A Vanquisher [100] (3067)
18	HSR-950-D Hussar [30] (3050U-C)	GRF-6CS Griffin [55] (3085-PP)	P1 Perseus [75] (3067)*	KGC-005R King Crab [100] (3085-ONN)
19	HER-4WB Hermes [30] (3050U-C)	C-EID-001 Eidolon [55] (3085)	C-GRG-O Grigori [60] (3075)*	AS7-D-H Atlas II [100] (3075)
20	C-MK-O Malak [30] (3075)*	C-PRT-O Preta [45] (3075)*	C-DVA-O Deva [70] (3075)*	C-SRP-O Seraph [85] (3075)*

...RANDOM ASSIGNMENT TABLES

'MECHS—SHADOW DIVISION

Roll	Light	Medium	Heavy	Assault
2	LCT-5W Locust [20] (3085-PP)	INI-04 Initiate [40] (3060)	LNC25-06 Lancelot [60] (3050U-C)	SPT-N3 Spartan [80] (3058U-C)
3	MCY-104 Mercury [20] (3050U-C)	BLF-40 Blue Flame [45] (3067)	OSR-5W Ostroc [60] (TR3085-PP)	LGC-04-WVR Legacy [80] (3067)
4	RDS-3A Red Shift [20] (3067)	BCN-6W Buccaneer [55] (3060)	GLT-6WB Guillotine [70] (3050U-C)	GOL-5W Goliath [80] (3050U-I)
5	NXS2-A Nexus II [25] (3055U)	CRB-45 Crab [50] (3050U-C)	EXC-D1 Excalibur [70] (3058U-C)	VKG-3W Viking [90] (3060)
6	HSR-500-D Hussar [30] (3050U-C)	LGH-6W Lightray [55] (3067)	WHF-3C White Flame [70] (3067)	GRN-D-04 Grand Crusader [80] (3055U)
7	NXS2-B Nexus II [25] (3055U)	RJN-200-A Raijin II [50] (3055U)	C-GRG-O Grigori [60] (3075)*	C-SRP-O Seraph [85] (3075)*
8	C-MK-O Malak [30] (3075)*	C-PRT-O Preta [45] (3075)*	C-DVA-O Deva [70] (3075)*	VQR-5V Vanquisher [100] (3067)
9	HER-4M Hermes [30] (3050U-C)	SCP-12C Scorpion [55] (3085-PP)	TYM-1C Toyama [75] (3060)	EMP-6M Emperor [90] (3058U-C)
10	GUR-8G Gurkha [35] (3067)	GRF-6CS Griffin [55] (3085-PP)	DGR-6FC Dragon Fire [75] (3058U-I)	C-ANG-O Archangel [100] (3075)*
11	OTT-10CS Ostscout [35] (3085-PP)	SHD-11CS Shadow Hawk [55] (3085-PP)	MAD-9W Marauder [75] (3085-PP)	MAD-5W Marauder II [100] (3075)
12	C-MK-O Malak [30] (3075)*	RJN-200-C Raijin II [50] (3055U)	P1 Perseus [75] (3067)*	KGC-008 King Crab [100] (3050U-C)

BATTLE ARMOR

Roll	Mercenary/Militia [†]	Word of Blake	Shadow Division
2	Infiltrator Mk. I (3058U-C)	Tornado G12 (3075)	Phalanx C (3075)
3	Tornado G12 (3075)	Nighthawk Mk. XXI (3075)	Djinn (3075) †
4	Nighthawk Mk. XXI (3075)	Nighthawk Mk. XXX (3075)	Djinn (3075) †
5	Gray Death Scout (3058-C)	Achileus (WoB) (3058U-C)	Purifier (3058-C)*
6	Gray Death Standard (3058-C)*	Longinus (3058-C)*	Se'irim (3075) †
7	Tornado G13 (3075)	Phalanx A (3075)	Asura (3075) †
8	Inner Sphere Standard (3058-C)*	Longinus (Magnetic) (3058-C)*	Tengu (3075) †
9	Purifier (3058-C)*	Purifier (3058-C)*	Asura (3075) †
10	Longinus (3058-C)*	Achileus (WoB) (3058U-C)	Shedu (3075) †
11	Purifier (3058-C)*	Purifier (3058-C)*	Nephilim (3075) †
12	Longinus (Magnetic) (3058-C)*	Phalanx C (3075)	Tengu (3075) †
13	Achileus (3058U-C)*	Purifier (3058-C)*	—
14	Phalanx A (3075)	Phalanx A (3075)	—
15	Achileus (WoB) (3058U-C)	Longinus (3058-C)*	—
16	Raiden (3058U-C)*	Phalanx C (3075)	—
17	Phalanx A (3075)	Phalanx B (3075)	—
18	Raiden (Anti-Infantry) (3085-ONN)	Asura (Anti-Infantry) (3075)	—

[†]Apply a -2 modifier to all rolled results for Militia units, with a minimum result of 2.

[†]Any variant of these armor types may be chosen.

VEHICLES—MERCENARY/MILITIA¹

Roll	Light	Medium	Heavy	Assault
2	Karnov (Standard) [30] (3039)	Vedette (AC/2) [50] (3039)	AC/2 Carrier (LB-X) [60] (3058U-I)	Partisan (Standard) [80] (3039)
3	Centipede (SRM) [20] (3058U-I)	Vedette (NETC) [50] (3058U-I)	Bulldog (Standard) [60] (3039)	Demolisher (Defensive) [80] (3039)
4	Blizzard (Standard) [25] (3058U-I)	Hetzer (Standard) [40] (3039)	Pike (Standard) [60] (3039)	Behemoth (Flamer) [100] (3039)
5	Harasser Laser Platform (Standard) [25] (3039)	Vedette (Standard) [50] (3039)	SRM Carrier (Standard) [60] (3039)	Partisan (Standard) [80] (3039)
6	Scorpion (Standard) [25] (3039)	Hetzer (Sealed) [40] (3085-ONN)	LRM Carrier (Standard) [60] (3039)	Demolisher (Standard) [80] (3039)
7	Centipede (SRM) [20] (3058U-I)	Condor (Standard) [50] (3039)	Bulldog (LRM) [60] (3039)	Ontos (Standard) [95] (3039)
8	Blizzard (Standard) [25] (3058U-I)	Prowler (WoB) [55] (3085)	Po (Standard) [60] (3058U-I)	Behemoth (Standard) [100] (3039)
9	Galleon GAL-100 [30] (3058U-C)	Hetzer (Sealed) [40] (3085-ONN)	Magi (UCSV) [70] (3050U-C)	Heavy LRM Carrier [80] (3060)
10	Main Gauche (Standard) [30] (3067)	Goblin (Standard) [45] (3058U-I)	Zhukov (Standard) [75] (3058U-I)	Ontos (Fusion) [95] (3039)
11	Scorpion (Standard) [25] (3039)	Myrmidon (Standard) [40] (3060)	Manticore (Standard) [60] (3058U-I)	Behemoth (Standard) [100] (3039)
12	Warrior H-7 [21] (3039)	Vedette (Cell) [50] (3085-ONN)	SRM Carrier (WoB) [60] (3058U-I)	Heavy LRM Carrier [80] (3060)
13	Hawk Moth (Armor) [25] (3060)	Maxim (BA Field Upgrade) [50] (3058U-I)	Manticore (LB-X) [60] (3039)	Trajan (ICE) [85] (3085)
14	Lightning (Standard) [35] (3050U-C)	Chaparral (Standard) [50] (3050U-C)	Burke (HPPC) [75] (3050U-C)	Puma PAT-007 [95] (3050U-C)
15	Main Gauche (XL) [30] (3067)	Zephyr (LRM) [40] (3050U-C)	LRM Carrier (WoB) [60] (3058U-I)	Ontos (3053 Upgrade) [95] (3058U-I)
16	Chevalier (Standard) [35] (3060)	Maxim (Fire Support) [50] (3058U-I)	Demon (Standard) [60] (3050U-C)	Ontos (Light Gauss) [95] (3058U-I)
17	Hunter (Standard) [35] (3039)	Goblin (Sealed) [45] (3085-ONN)	Brutus (Standard) [75] (3058U-I)	Puma PAT-005 [95] (3050U-C)
18	Pinto (WoB) [30] (3060)	Regulator II (Standard) [50] (3085)	Thumper TAV-1 [60] (3075)	Rhino (Standard) [80] (3050U-C)
19	Cyrano (ML) [30] (3050U-C)	Zephyr (C3i) [40] (3050U-C)	Brutus (HPPC) [75] (3085-ONN)	Demolisher (Gauss) [80] (3058U-I)
20	Chevalier (BAP) [35] (3060)	Stygian (Standard) [40] (3067)	Brutus (LRM) [75] (3058U-I)	Rhino (Flamer) [80] (3050U-C)

¹Apply a -2 modifier to all rolled results for Militia units, with a minimum result of 2.

VEHICLES—WORD OF BLAKE/SADOW DIVISION

Roll	Light	Medium	Heavy	Assault
2	Blizzard (Standard) [25] (3058U-I)	Hetzer (Sealed) [40] (3085-ONN)	Bulldog (LRM) [60] (3039)	Demolisher (Standard) [80] (3039)
3	Scorpion (Standard) [25] (3039)	Condor (Standard) [50] (3039)	Po (Standard) [60] (3058U-I)	Ontos (Standard) [95] (3039)
4	Galleon GAL-100 [30] (3058U-C)	Prowler (WoB) [55] (3085)	Magi (UCSV) [70] (3050U-C)	Behemoth (Standard) [100] (3039)
5	Main Gauche (Standard) [30] (3067)	Vedette (Cell) [50] (3085-ONN)	Zhukov (Standard) [75] (3058U-I)	Heavy LRM Carrier [80] (3060)
6	Nightshade (Light PPC) [25] (3050U-C)	Hetzer (Sealed) [40] (3085-ONN)	Manticore (Standard) [60] (3058U-I)	Ontos (3053 Upgrade) [95] (3058U-I)
7	Hawk Moth (Armor) [25] (3060)	Goblin (Standard) [45] (3058U-I)	Burke (HPPC) [75] (3050U-C)	Behemoth (Standard) [100] (3039)
8	Cavalry (SRM) [25] (3058U-I)	Myrmidon (Standard) [40] (3060)	SRM Carrier (WoB) [60] (3058U-I)	Heavy LRM Carrier [80] (3060)
9	Lightning (Standard) [35] (3050U-C)	Vedette (Cell) [50] (3085-ONN)	Manticore (LB-X) [60] (3039)	Ontos (Light Gauss) [95] (3058U-I)
10	Main Gauche (XL) [30] (3067)	Chaparral (Standard) [50] (3050U-C)	Burke (HPPC) [75] (3050U-C)	Puma PAT-007 [95] (3050U-C)
11	Chevalier (Standard) [35] (3060)	Maxim (BA Factory Upgrade) [50] (3058U-I)	LRM Carrier (WoB) [60] (3058U-I)	Ontos (Sealed) [95] (3085-ONN)
12	Hunter (Standard) [35] (3039)	Zephyr (C3i) [40] (3050U-C)	Demon (Standard) [60] (3050U-C)	Demolisher (Arrow IV) [80] (3058U-I)
13	Pinto (WoB) [30] (3060)	Maxim (Fire Support) [50] (3058U-I)	Thumper TAV-1 [60] (3075)	Palmoni [85] (3085)
14	Cyrano (ML) [30] (3050U-C)	Goblin (Sealed) [45] (3085-ONN)	Brutus (Standard) [75] (3058U-I)	Puma PAT-005 [95] (3050U-C)
15	Chevalier (BAP) [35] (3060)	Zephyr (C3i) [40] (3050U-C)	Brutus (HPPC) [75] (3085-ONN)	Rhino (Flamer) [80] (3050U-C)
16	Galleon GAL-104 [30] (3058U-C)	Regulator II (Standard) [50] (3085)	Bolla [60] (3085)*	Demolisher (Gauss) [80] (3058U-I)
17	Lightning (ERML) [35] (3050U-C)	Stygian (Armor) [40] (3067)	Brutus (LRM) [75] (3058U-I)	Rhino (Standard) [80] (3050U-C)
18	Hawk Moth (Thunderbolt) [25] (3060)	Drillson (ERLL) [50] (3058U-I)	Demon (HGR) [60] (3050U-C)	Demolisher (Gauss) [80] (3058U-I)
19	Galleon GAL-103 [30] (3058U-C)	Stygian (Standard) [40] (3067)	Demon (HGR) [60] (3050U-C)	Puma PAT-008 [95] (3050U-C)
20	Lightning (ERML) [35] (3050U-C)	Regulator II (Standard) [50] (3085)	Bolla [60] (3085)*	Alacorn Mk. VI [95] (3058U-C)

...RANDOM ASSIGNMENT TABLES

AEROSPACE—MERCENARY/MILITIA¹

Roll	Light	Medium	Heavy	Assault
2	Guardian Fighter [20] (3039)	F-90 Stingray [60] (3039)	F-100 Riever [100] (3039)	Excalibur (2786) (TR3057)
3	Light Strike Fighter Angel (Upgrade) [10] (3039)	F-90 Stingray [60] (3039)	F-100a Riever [100] (3039)	Intruder (3056) (TR3057)
4	Medium Strike Fighter Defender [25] (3039)	LX-2 Lancer [50] (3067)	EGL-R6 Eagle [75] (3075)	Mule (Standard) (TR3057)
5	Medium Strike Fighter Defender II [25] (3039)	LX-2A Lancer [50] (3067)	F-100 Riever [100] (3039)	Fury (3056) (TR3057)
6	Heavy Strike Fighter Meteor [45] (3039)	HCT-213 Hellcat II [50] (3050U-C)	F-100a Riever [100] (3039)	Hannibal (TR3057)
7	Heavy Strike Fighter Meteor-G [45] (3039)	GTHA-100 Gotha [60] (3050U-C)	EGL-R6 Eagle [75] (3075)	Leopard (3054) (TR3057)
8	F-11 Cheetah [25] (3039)	LX-2 Lancer [50] (3067)	CHP-W5 Chippewa [90] (3039)	Seeker (2815) (TR3057)
9	SWF-606 Swift [25] (3050U-I)	LX-2A Lancer [50] (3067)	RPR-100 Rapier [85] (3050U-C)	Overlord (3056) (TR3057)
10	F-14-S Cheetah [25] (3039)	F-94 Stingray [60] (3039)	HMR-HD Hammerhead [75] (3050U-C)	Leopard CV (3054) (TR3057)
11	SYD-Z3A Seydlitz [20] (3039)	HCT-214 Hellcat II [50] (3050U-C)	HMR-HF Hammerhead [75] (3050U-C)	Hamilcar (TR3057)
12	F-11-R Cheetah [25] (3039)	GTHA-100 Gotha [60] (3050U-C)	AHB-643 Ahab [90] (3050U-C)	Vengeance (2782) (TR3057)
13	SL-21 Sholagar [35] (3039)	HCT-214 Hellcat II [50] (3050U-C)	RPR-100 Rapier [85] (3050U-C)	Kuan Ti (TR3057)
14	SYD-Z4 Seydlitz [20] (3039)	GTHA-500 Gotha [60] (3050U-C)	F-700 Riever [100] (3039)	Merlin (3067)
15	TRN-3V Trident [20] (3050U-I)	IRN-SD1 Ironsides [65] (3050U-C)	AHB-443 Ahab [90] (3050U-C)	Assault Triumph (3067)
16	SPR-6D Sparrowhawk [30] (3039)	IRN-SD3 Ironsides [65] (3050U-C)	F-700a Riever [100] (3039)	Kuan Ti (TR3057)
17	SYD-Z2A Seydlitz [20] (3039)	F-92 Stingray [60] (3039)	F-700b Riever [100] (3039)	Merlin (3067)
18	SPD-502 Spad [30] (3050U-C)	IRN-SD1 Ironsides [65] (3050U-C)	SHV-O Shiva [85] (3067)*	Leopard PWS (3075)
19	CNT-3S Centurion [30] (3075)	F-92 Stingray [60] (3039)	SHV-O Shiva [85] (3067)*	Mule PWS (3075)
20	RGU-133F Rogue [40] (3050U-C)	GTHA-600 Gotha [60] (3050U-C)	EST-O Eisensturm [95] (3067)*	Interdictor (3085)

¹Apply a -2 modifier to all rolled results for Militia units, with a minimum result of 2.

AEROSPACE—WORD OF BLAKE/SHADOW DIVISION

Roll	Light	Medium	Heavy	Assault
2	SWF-606 Swift [25] (3050U-I)	F-90 Stingray [60] (3039)	F-100 Riever [100] (3039)	Excalibur (2786) (TR3057)
3	SYD-Z3A Seydlitz [20] (3039)	F-90 Stingray [60] (3039)	F-100a Riever [100] (3039)	Hannibal (TR3057)
4	F-11-RR Cheetah [25] (3039)	LX-2 Lancer [50] (3067)	EGL-R6 Eagle [75] (3075)	Union (3055) (TR3057)
5	SL-21 Sholagar [35] (3039)	LX-2A Lancer [50] (3067)	CHP-W5 Chippewa [90] (3039)	Hannibal (TR3057)
6	SYD-Z4 Seydlitz [20] (3039)	GTHA-100 Gotha [60] (3050U-C)	RPR-100 Rapier [85] (3050U-C)	Union (3055) (TR3057)
7	TRN-3V Trident [20] (3050U-I)	LX-2 Lancer [50] (3067)	HMR-HD Hammerhead [75] (3050U-C)	Overlord (3056) (TR3057)
8	SPR-6D Sparrowhawk [30] (3039)	LX-2A Lancer [50] (3067)	HMR-HF Hammerhead [75] (3050U-C)	Assault Triumph (3067)
9	SYD-Z2A Seydlitz [20] (3039)	HCT-214 Hellcat II [50] (3050U-C)	AHB-643 Ahab [90] (3050U-C)	Overlord (3056) (TR3057)
10	SPD-502 Spad [30] (3050U-C)	F-94 Stingray [60] (3039)	RPR-100 Rapier [85] (3050U-C)	Leopard CV (3054) (TR3057)
11	CNT-3S Centurion [30] (3075)	GTHA-100 Gotha [60] (3050U-C)	F-700 Riever [100] (3039)	Assault Triumph (3067)
12	RGU-133F Rogue [40] (3050U-C)	HCT-214 Hellcat II [50] (3050U-C)	AHB-443 Ahab [90] (3050U-C)	Vengeance (3056) (TR3057)
13	SPD-503 Spad [30] (3050U-C)	GTHA-500 Gotha [60] (3050U-C)	F-700a Riever [100] (3039)	Kuan Ti (TR3057)
14	ZRO-114 Zero [35] (3050U-C)	IRN-SD3 Ironsides [65] (3050U-C)	F-700b Riever [100] (3039)	Merlin (3067)
15	ZRO-115 Zero [35] (3050U-C)	IRN-SD1 Ironsides [65] (3050U-C)	SHV-O Shiva [85] (3067)*	Leopard PWS (3075)
16	THK-63 Tomahawk [45] (3050U-C)	F-92 Stingray [60] (3039)	SHV-O Shiva [85] (3067)*	Merlin (3067)
17	F-13 Cheetah [25] (3039)	GTHA-600 Gotha [60] (3050U-C)	EST-O Eisensturm [95] (3067)*	Union PWS (3075)
18	SPD-504 Spad [30] (3050U-C)	DFC-O Defiance [55] (3067)*	S-STR-O Striga [85] (3075)*	Pentagon PWS (3075)
19	THK-53 Tomahawk [45] (3050U-C)	S-RSL-O Rusalka [65] (3075)*	S-STR-O Striga [85] (3075)*	Interdictor (3085)
20	S-HA-O Shade [35] (3075)*	S-RSL-O Rusalka [65] (3075)*	S-STR-O Striga [85] (3075)*	Interdictor (Anti-Ship) (3085)

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Awesome AWS-10KM Cameron

Movement Points: Tonnage: 80
 Walking: 3 Tech Base: Mixed Tech (I.S.)
 Running: 5 Era: (Experimental) Jihad

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

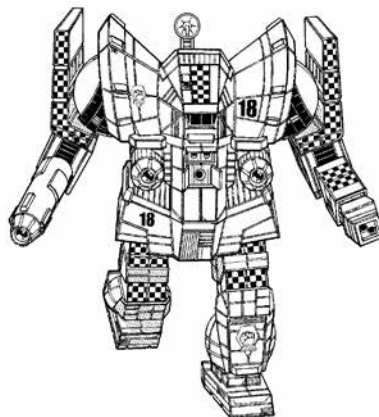
Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead

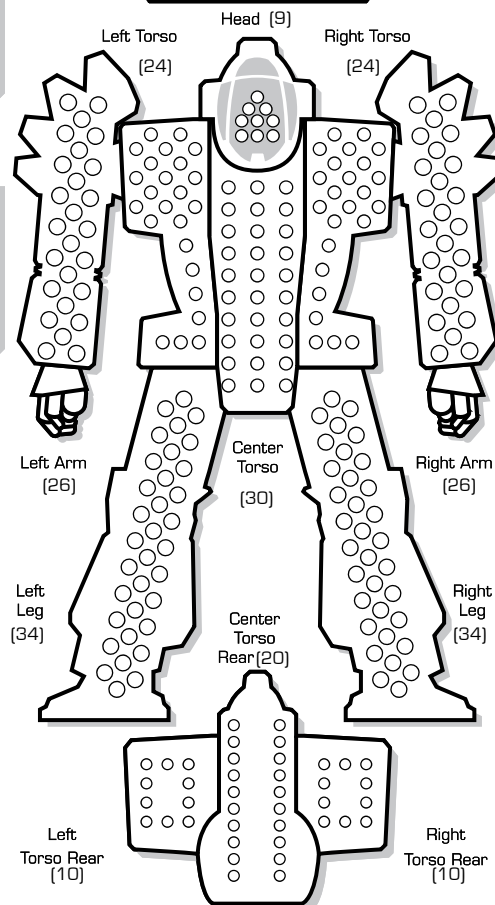
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	Improved C ³ CPU	RT	—	[E]	—	—	—	—
1	ER PPC (Clan)	RT	15	15 [DE]	—	7	14	23
1	ER PPC (Clan)	LT	15	15 [DE]	—	7	14	23
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	Snub-Nose PPC	RA	10	10/8/5 [DE/V]	—	9	13	15

BV: 2,466



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink (Clan)
- Double Heat Sink (Clan)

- Double Heat Sink (Clan)
- Double Heat Sink (Clan)
- Double Heat Sink (Clan)
- Double Heat Sink (Clan)
- Endo Steel
- Endo Steel

Left Torso

- Double Heat Sink (Clan)
- Double Heat Sink (Clan)
- ER PPC (Clan)
- ER PPC (Clan)
- Targeting Computer
- Targeting Computer

- Targeting Computer
- Targeting Computer
- Targeting Computer
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

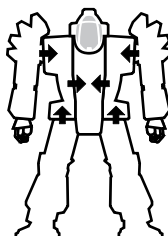
- Life Support
- Sensors
- O Cockpit
- ER Small Laser
- Sensors
- Life Support

Center Torso

- O Fusion Engine
- O Fusion Engine
- O Fusion Engine
- O Compact Gyro
- O Compact Gyro
- O Fusion Engine

- O Fusion Engine
- O Fusion Engine
- Guardian ECM Suite
- Guardian ECM Suite
- Endo Steel
- Endo Steel

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink (Clan)
- Double Heat Sink (Clan)
- Double Heat Sink (Clan)

- Double Heat Sink (Clan)
- Double Heat Sink (Clan)
- Double Heat Sink (Clan)
- Snub-Nose PPC
- Snub-Nose PPC
- Endo Steel

Right Torso

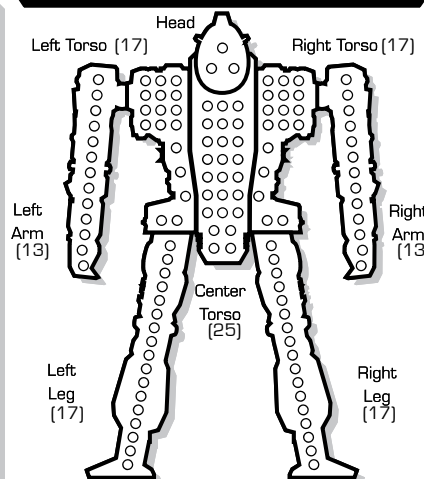
- Double Heat Sink (Clan)
- Double Heat Sink (Clan)
- Double Heat Sink (Clan)
- Double Heat Sink (Clan)
- Double Heat Sink (Clan)
- Double Heat Sink (Clan)

- ER PPC (Clan)
- ER PPC (Clan)
- Improved C³ CPU
- Improved C³ CPU
- Endo Steel
- Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	19 (38) Double
30	Shutdown	○○○○○
28	Ammo Exp. avoid on 8+	○○○○○
26	Shutdown, avoid on 10+	○○○○○
25	-5 Movement Points	○○○○○
24	+4 Modifier to Fire	○○○○○
23	Ammo Exp. avoid on 6+	○○○○○
22	Shutdown, avoid on 8+	○○○○○
20	-4 Movement Points	○○○○○
19	Ammo Exp. avoid on 4+	○○○○○
18	Shutdown, avoid on 6+	○○○○○
17	+3 Modifier to Fire	○○○○○
15	-3 Movement Points	○○○○○
14	Shutdown, avoid on 4+	○○○○○
13	+2 Modifier to Fire	○○○○○
10	-2 Movement Points	○○○○○
8	+1 Modifier to Fire	○○○○○
5	-1 Movement Points	○○○○○

Heat Scale

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

BATTLETECH™

WARCHEST CAMPAIGN RECORD SHEET

Track Title: _____	
Date/Duration: _____	
Force Name: _____	Starting WP: _____
Faction: _____	Track Cost: _____
Options Used	+/-
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Objectives Gained/WP Earned	+/-
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Downtime Costs	+/-
_____	_____
_____	_____
_____	_____
_____	_____
Final WP: _____	

Track Title: _____	
Date/Duration: _____	
Force Name: _____	Starting WP: _____
Faction: _____	Track Cost: _____
Options Used	+/-
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Objectives Gained/WP Earned	+/-
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Downtime Costs	+/-
_____	_____
_____	_____
_____	_____
_____	_____
Final WP: _____	

Track Title: _____	
Date/Duration: _____	
Force Name: _____	Starting WP: _____
Faction: _____	Track Cost: _____
Options Used	+/-
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Objectives Gained/WP Earned	+/-
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Downtime Costs	+/-
_____	_____
_____	_____
_____	_____
_____	_____
Final WP: _____	

Track Title: _____	
Date/Duration: _____	
Force Name: _____	Starting WP: _____
Faction: _____	Track Cost: _____
Options Used	+/-
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Objectives Gained/WP Earned	+/-
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Downtime Costs	+/-
_____	_____
_____	_____
_____	_____
_____	_____
Final WP: _____	

CAMPAIGN NOTES

