

# DAY OF HEROES™

THE CONTINUING ADVENTURES OF THE GRAY DEATH LEGION



**FASA**  
CORPORATION

**THOMAS S. GRESSMAN**

**BATTLETECH® 1677**



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## CREDITS

### WRITING

Thomas S. Gressman

### DEVELOPMENT

Scott Jenkins

### EDITORIAL STAFF

*Senior Editor*

Donna Ippolito

*Associate Editor*

Sharon Turner Mulvihill

*Editorial Assistants*

Diane Piron

Rob Cruz

### PRODUCTION STAFF

*Art Director*

Jeff Laubenstein

*Project Manager*

Steve Bryant

*Cover Art*

Boris Vallejo

*Cover Design*

Steve Bryant

*Illustration*

Steve Bryant

Paul Daly

Rick Harris

Malcome Hee

Ernesto Hernandez

Jeff Laubenstein

John Paul Lona

Dennis Nelson

Jeff Rebner

Bryant Velez

*Book Design*

Jeff Laubenstein

*Layout*

Steve Bryant

Mark Ernst

Sam Lewis

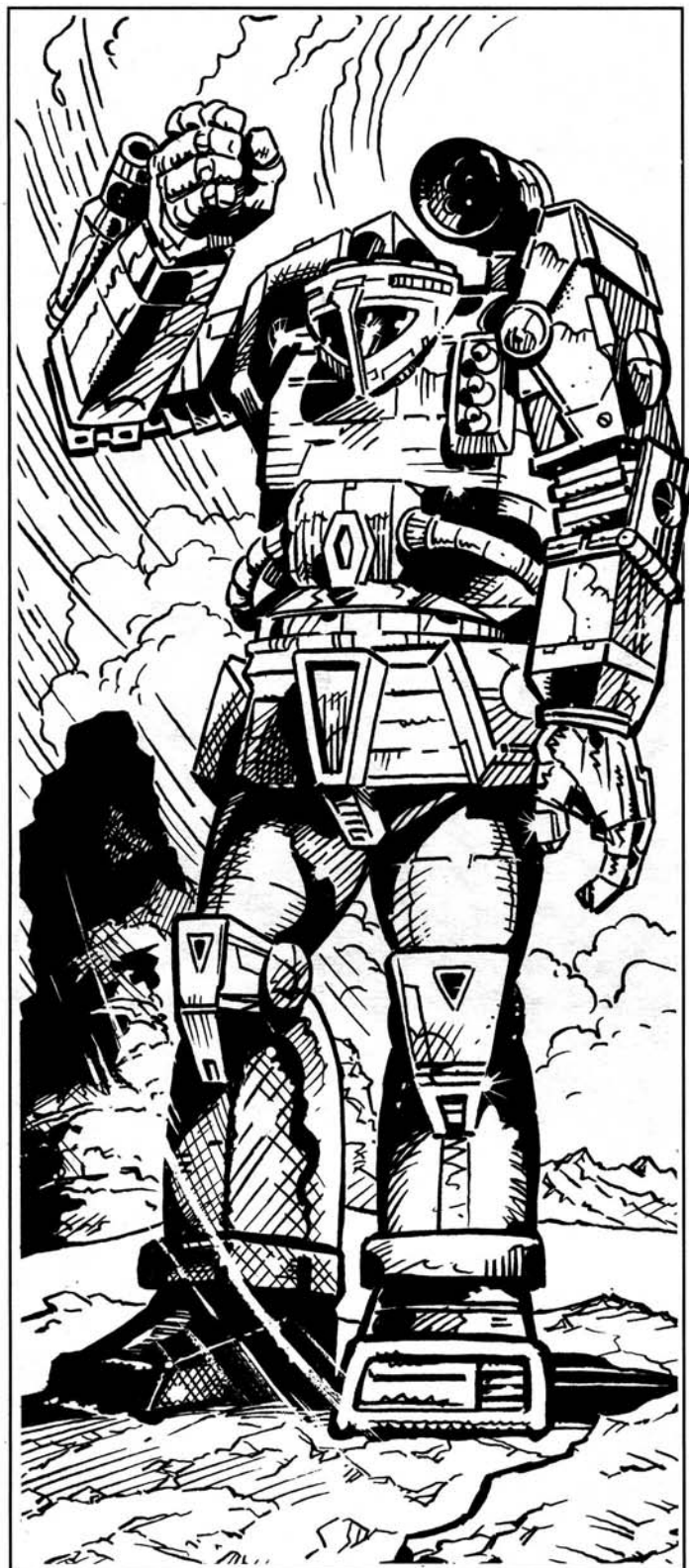
*Production Assistant*

Ernesto Hernandez

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**INTRODUCTION**

# THE CONTINUING ADVENTURES OF THE GRAY DEATH LEGION

Best known for its discovery of a Star League library core on the planet Helm, the mercenary unit known as the Gray Death Legion commands respect and inspires fear throughout the battle theaters of the 31st century.

Forged in the crucible of war, the unit quickly made a mark for itself in fiercely contested campaigns against Kurita and Liao forces. Under the leadership of the supreme tactician Grayson Death Carlyle, the unit soon earned a deserved reputation as masters of combined-arms tactics—the use of mixed forces of 'Mechs, infantry, and aerospace fighters. Initially, a shortage of 'Mechs and materiel forced the unit to adopt these unorthodox tactics, but their proven success against numerically superior forces has earned them a permanent place in the Legion's arsenal. Later, the mercenary unit's discovery of the so-called Gray Death memory core—a find that helped inspire technological breakthroughs instrumental in halting the recent Clan invasion—thrust the unit into the spotlight and earned the mercenaries the gratitude of the Inner Sphere. Many now believe the Gray Death memory core and other, similar lostech finds may eventually enable mankind to recreate the glories of the Star League.

In subsequent years the Legionnaires continued to live up to their reputations as innovative and deadly warriors, seeing action in the War of 3039, the Clan invasion, and the Second Skye Rebellion. The unit's combined-arms tactics proved especially effective in their valiant actions against Clan Jade Falcon forces on the planets Sudeten and Pandora. Though the Falcons ultimately forced the Legion from Sudeten, the mercenaries beat the invaders back on Pandora and survived the Clan invasion intact, a compelling testament to the Gray Death Legion's skill and bravery.



## INTRODUCTION

### HOW TO USE THIS BOOK

**Day of Heroes** is a scenario pack for use with the **BattleTech** game system. Each scenario in this book recreates one of the battles fought by the Gray Death Legion, picking up where **Gray Death Legion** ended. The book follows the unit through three campaigns—the War of 3039, the Clan invasion, and the Second Skye Rebellion. Each campaign section contains a number of interrelated scenarios designed to recreate the entire campaign. Players should keep track of the results of each engagement, because these results often determine the forces used in subsequent scenarios. The scenarios can also be played as separate, self-contained games.

The rules included in each scenario provide information needed to understand and play out the encounter. Each scenario begins with a personal account of the engagement and a brief historical framework for the battle. The individual scenarios also include sections titled **Game Set-Up**, **Attacker**, **Defender**, **Victory Conditions**, and **Special Rules**.

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

**Attacker** and **Defender** provide details on the scenarios' combatants. These sections also contain directions on deploying forces and guidelines for running the scenarios as self-contained games. Full Gray Death Legion rosters are provided at the beginning of each campaign section.

**Victory Conditions** determine the outcome of the encounter and vary from scenario to scenario. In combat, an action rarely continues until one side is obliterated. Often both sides claim victory if they have achieved their tactical objectives. **Victory Conditions** simulates this conduct by listing specific objectives one or both opponents seek in a scenario.

**Special Rules** lists any rules needed to play the scenario not covered in the **BattleTech** rules or the **New Rules and Equipment** section, p. 24.



MechWarrior player characters in the scenarios use the standard **BattleTech** Gunnery and Piloting Skill Levels. If specific skill levels are not provided for a MechWarrior, assume he has a Piloting Skill Level of 5 and a Gunnery Skill Level of 4.

Most of the scenarios use the **BattleTech** rules contained in the **BattleTech Compendium**. Some scenarios also use rules contained in **MechWarrior, Second Edition**. Game statistics for all the BattleMechs, vehicles, and weapons used in the scenarios are contained in **BattleTech Technical Readouts 3025, 3026, 2750, and 3050**, the **BattleTech Compendium**, and **MechWarrior, Second Edition**. Additionally, some game information for the Gray Death power suits is contained in the **Intelligence Operations Handbook**. Players may also find the **DropShips and JumpShips** sourcebook useful. To run the scenarios, players will need **BattleTech Map Sets 2, 3, and 4**, as well as an **AeroTech** mapsheet.

Two sections—**Personalities** and **New Rules and Equipment**—precede the scenarios. **Personalities** provides descriptions of important Legion members, along with their **MechWarrior** statistics. **New Rules and Equipment** contains new and little-used **BattleTech** rules for use in the scenarios, as well as game information for Gray Death power suits.





## LESSONS FROM THE PAST

The Gray Death Legion arose from the ashes of a Lyran Commonwealth unit called Carlyle's Commandos, led by Grayson Carlyle's father, Durant Carlyle. In the winter of 3024, the Commandos found themselves caught in the middle of a Kurita-fomented planetary rebellion on the remote world of Trel I. After a surprise attack destroyed the Commandos and killed Durant Carlyle, Grayson swore to avenge his father's death, a vow that sowed the seeds of the Gray Death Legion. Armed only with salvaged 'Mechs and stolen supplies, Grayson led the fledgling Legion—little more than a handful of survivors from the Commandos—to victory, ultimately persuading the Draconis Combine to abandon its ambitions for the planet.

### EARLY YEARS

Within a year of its founding, the Gray Death Legion again saw action against Kurita forces. Hired by Lyran inhabitants of the planet Verthandi to help drive out a Kurita occupation government, the fledgling mercenary unit soon fell into a deadly game of cat and mouse with Verthandi's Combine garrisons. The Legion raided military installations for supplies and spare parts, salvaged damaged 'Mechs, and distributed most of the spoils to the planet's rebel leaders. Finding the cost of holding the world against such determined resistance too high, the Draconis Combine signed a ceasefire agreement in 3026, granting Verthandi independence.

Following the Verthandi campaign, the Legion underwent a period of rest, refit, and reorganization. The unit quickly grew into a full 'Mech company supported by a small army of infantry, anti-'Mech commandos, and technicians that brought the Legion up to full regimental strength. Word of the Legion's exploits on Verthandi had spread beyond the borders of the Lyran Commonwealth, and the Gray Death Legion quickly landed a contract with the Free Worlds League to join a planetary invasion force aimed at the Liao-held world of Sirius V. After a brief but bloody battle, the world's governors surrendered to the invaders, and the Legion left Sirius V's cold, deadly atmosphere for their new home, Helm.

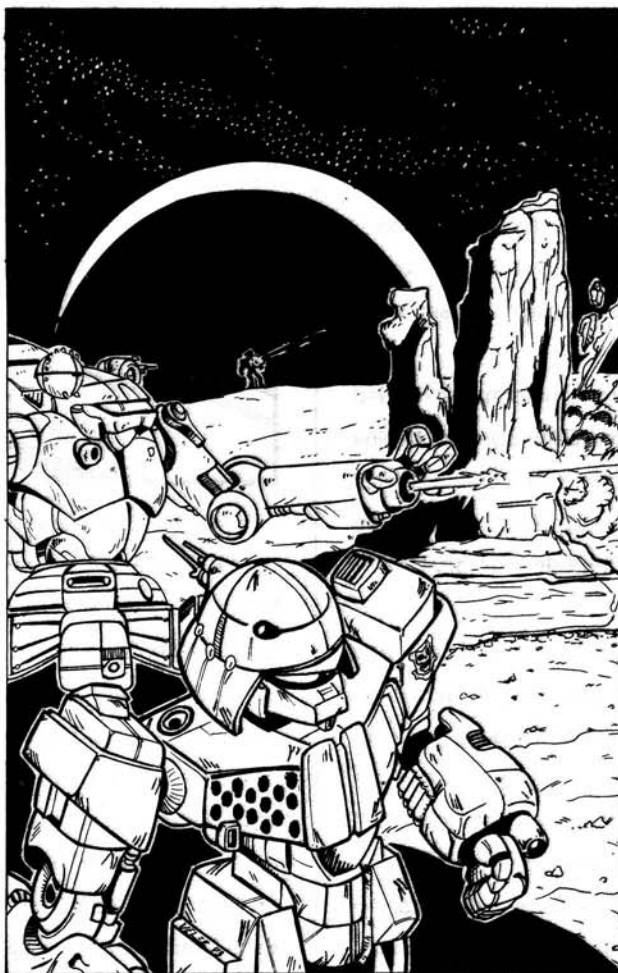
### TRAGEDY AND TRIUMPH

Helm became the site of the Legion's near-destruction as well as its most famous triumph. Ceded to the Legion in payment for their services by Free Worlds League Captain-General Janos Marik, the planet held both treachery and fame for the mercenaries that they could not have foreseen.

Expecting to find peace and rest, the Legion landed on Helm in 3028 to find their base in ruins, their homes destroyed, and themselves accused of massacring the inhabitants of Tiantan, the capital of Sirius V. In the face of vastly superior Free Worlds forces sent to arrest the Legion, Carlyle led his men into the Nagayan Mountains. Pursued by forces led by the Free Worlds noble Lord Garth of Irian, the Legion waged a bitter guerrilla campaign for its very survival. During the campaign, Carlyle discovered Helm's hidden treasure—the Star League Nagayan Mountain Facility, a storehouse of priceless lostech. Carlyle quickly recognized Lord Garth's design to discredit the Legion with the massacre charge and seize Helm and its technological treasure for himself. As the Legion's warriors battled to keep the unit alive, Carlyle's technical crews entered the facility and copied the priceless data held in the library computer's memory core. In a strange twist of fate, the Legion escaped almost certain destruction with the aid of Duke Hassid Alexander Ricol, the Kurita agent who had orchestrated the unrest on Trel I that had spawned the unit. In exchange for Ricol's help, Carlyle

gave him a copy of what has become known as the Gray Death Legion memory core.

The data core held a wealth of information that advanced Inner Sphere science in quantum leaps, including formulae for constructing simple, efficient, room-temperature superconductors; blueprints for the manufacture of Kearny-Fuchida drives; and genetic blueprints for anticarcinogens and therapeutic retroviruses. This invaluable knowledge helped fuel a technological renaissance that led to new weapons technologies, which in later years helped Inner Sphere armies hold off the Clan invaders. The discovery proved a tremendous boon to the mercenary unit, spreading the name of the Gray Death Legion throughout the worlds of known space.





## BUILDING A LEGEND

### MIDDLE YEARS

The Legion's newfound fame prompted competing offers from several of the Great Houses for the Legion's services. The battered mercenary company, still recovering from the devastating campaign on Helm, eventually accepted a contract with the newly formed Federated Commonwealth. When the Fourth Succession War broke out, the Federated Commonwealth assigned the unit to conduct deep space raids into the Draconis Combine. Although the unit saw relatively little action during the war, their contributions—which included savage battles at Caldrea and Ortho—proved instrumental in the success of House Steiner's Orestian Campaign and the Lyran victory at Baldur.

### NEW LIFE IN THE GRAY DEATH

The end of the Fourth Succession War inspired hopes of a peaceful future among the inhabitants of the Inner Sphere, who gladly turned their thoughts away from war. The members of the Gray Death Legion were no exception, and in the whirlwind of celebrations that followed the armistice, Grayson Carlyle married his executive officer, Lori Kalmar. Their union led to a new addition to the Gray Death Legion—Alexander Carlyle, who was born on 27 July 3036.

Grayson and Lori initially argued over their son's future. Commander Carlyle wanted to train his son in the traditions of a MechWarrior, but the boy's mother wanted to spare her child the horrors she had experienced as a soldier. In the end, Alexander himself decided the issue. By asking his parents for a 'Mech simulator for his sixth birthday, he took the first step in his career as a MechWarrior.

### WAR OF 3039

The Legion's respite from war ended when Prince Hanse Davion, intent on recapturing worlds taken by the Draconis Combine during the Fourth Succession War, sent Federated Commonwealth forces to invade Combine space and touched off the War of 3039. Assigned to the task force invading Altai, the Legion received orders to secure vital spaceports at Willas and New Ross. Carlyle led a combat drop at Willas, where his Legion force found the spaceport open and undefended. The axe fell at New Ross, however, where a second Legion force led by Davis McCall met a massive counterattack by the Combine's First Ghost Regiment.

After pulling back to a defensive perimeter, the outgunned Legion force stood off three attacks by the Combine troops. Eventually the battle subsided to sniping attacks on enemy 'Mechs, but McCall knew the Kurita forces were only delaying until reinforcements arrived. To save his command, McCall had to attack.

The Legion 'Mechs clambered out of their makeshift revetments and broke into a lumbering charge at the weakest point in the Kurita lines. The opposing 'Mechs closed and the battle became a

fierce, hand-to-hand melee as the Legion warriors struggled to escape. Despite their efforts, the mercenaries soon found the tide of battle turning against them. Like the proverbial cavalry, Carlyle arrived with the balance of the Gray Death Legion as the Combine 'Mechs closed in for the kill. The fresh, undamaged Legion 'Mechs drove the First Ghost from the spaceport, and pursued the fleeing Combine warriors.

The chase ended at the spaceport at Carlingford, where the Gray Death 'Mechs hammered the First Ghost as the battered Kurita 'Mechs boarded their DropShips for a hasty withdrawal. In the end, the Legion had destroyed a few light and medium 'Mechs and damaged a pair of *Leopard* class DropShips.

Meanwhile, the war was going badly for the rest of the Federated Commonwealth forces. A massive Kurita counterattack to retake their lost worlds had caught Federated Commonwealth invasion forces waiting for resupply. The sheer ferocity and speed of the Kurita counterattack forced the invaders on the defensive and convinced Hanse Davion that he had underestimated the strength of the Combine military. When the Kurita forces reached striking distance of Exeter, the capital of the Federated Commonwealth's Draconis March, Davion canceled the planned second invasion wave and began to consolidate his forces to meet the renewed threat. Roughly six months after the fierce battles on Altai, the Gray Death Legion received orders to abandon the planet.

### A NEW THREAT

After the ill-fated invasion of the Draconis Combine, the Gray Death Legion retired to garrison duty on Sudeten, a backwater world in the Federated Commonwealth's Tamar March. For several years the unit rebuilt itself, training new recruits and growing to a full 'Mech regiment, augmented by an infantry battalion and a squadron of aerospace fighters.

The Legion's efforts paid off and in 3050 Wolfnet, the Wolf's Dragoon's intelligence service, classified the mercenary unit among the Federated Commonwealth's elite combat units in its report on the Inner Sphere. That same year the Gray Death Legion faced its most dangerous opponent—the Clans.

As soon as he heard of the fearsome invaders threatening the Inner Sphere, Carlyle requested a combat assignment for the Legion. Though his Federated Commonwealth employers ordered Carlyle to keep his mercenaries on Sudeten, within weeks the invaders obliged Carlyle when Clan Jade Falcon forces appeared in the Sudeten system. Soon the Gray Death Legion found itself in the fight of its life as it squared off against OmniMechs and Elementals from the Falcons' 124th Striker Cluster, the Blue Demons under the command of Star Colonel Abraham ChiLi, at Braunfield. Carlyle later recounted the battle to a graduating class at the Nagelring Academy.

"We marched out to meet the Jade Falcons with the same confidence we would have shown if the old Legion of Vega had





## SUFFERING DEFEAT

touched down on Sudeten. I remember a few of the younger MechWarriors laughing about how they had been looking forward to kicking the Clans' teeth in. Before I could say anything, Davis McCall cut across the channel in his barely intelligible burr. 'Cut t' chatter, laddies,' he said. 'Ye might be findin' that those sassnach'll be kickin' your teeth in before this day is oot.' "

McCall proved right. The Legion 'Mechs faced an even number of Clan OmniMechs, plus several Points of Elementals, and the battle began to go against the mercenaries from the start. Several of the unit's anti-'Mech commandos, who had hidden near the invaders' landing zone, tried to attack the landing 'Mechs with portable SRM launchers and satchel charges. The Clan 'Mechs' anti-personnel pods and Elementals almost immediately cut them down.

Carlyle ordered the Legion's left and right flanks to advance, hoping to catch the Blue Demons in a crossfire. He believed that the Blue Demons' attack would falter if he could turn their flanks. Against any other foe this tactic might have worked; against the Clans, it seemed suicidal. For as the Legion 'Mechs charged their opponents, the Jade Falcons laid down a surprisingly accurate barrage of long-range missiles, laser, and PPC fire. Hampered by the limited range of their Inner Sphere weapons, the Legion machines could not return fire. By the time the mercenaries' machines had closed to their effective combat range, they had already suffered heavy damage. In the brawl that followed, the Legion destroyed only three Clan machines at a cost of seven Legion 'Mechs.

### KILLIRING CROSSING

Shortly after that first battle, the Legion received orders to evacuate Sudeten. They set out on a 350-kilometer march through enemy-held territory to reach Hammarr, home to the only spaceport on the planet still in Federated Commonwealth hands. Carlyle and his commanders led the unit on a long, circuitous route through some of Sudeten's most inhospitable terrain, to avoid detection by the Blue Demons and any battles that might produce civilian casualties. Near Cassis, the Legion's rear guard fought a brief skirmish with Elementals, managing to capture two intact suits of battle armor, but otherwise the march was largely uneventful.

The quiet was broken abruptly when a body of OmniMechs spotted the Legion column less than five kilometers outside Hammarr at the Killiring River. The beleaguered Legion found itself forced into a fighting withdrawal. Again the mercenaries sustained heavy losses, but the experience gained in their first clash with the Clans had prepared the Gray Death to deal with their foes. Carlyle ordered his infantry to hang back, directed his hover tanks to deal with the Elementals, and ordered the Legion's 'Mechs to engage the enemy at two-to-one odds whenever possible.

By the end of the engagement, the Legion had lost three 'Mechs and a few vehicles. They had cost the Jade Falcons four 'Mechs and an unknown number of Elementals.

### HAMMARR

By the time the Gray Death Legion reached the Hammarr spaceport, Sudeten's civilians were clamoring to be taken offplanet. Carlyle's mercenaries were assigned to ensure perimeter security until the loading process was complete. They would be the last military unit to leave the planet.

When the loading operations came under heavy fire from Clan 'Mechs, the outgunned Gray Death Legion seemed destined to die on the backwater world. Only the sudden arrival of the Sudeten Militia's 'Mech company and that unit's suicidal charge against the Jade Falcon OmniMechs allowed the Gray Death Legion to board their DropShips.

The battle continued even after the Legion left the planet, as the Jade Falcons' OmniFighters hounded the defenders' DropShips all the way to their jump point. Many Federated Commonwealth units suffered as high as 50 percent casualties. The Legion escaped with minimal damage, but did suffer the loss of long-time unit member Delmar Clay, who valiantly held off a Falcon *Mad Cat* to allow three crippled Sudeten Militia 'Mechs to withdraw. Battlefield accounts tell of Clay tenaciously pouring burst after burst of autocannon fire into the Clan 'Mech even as laser and PPC fire gutted his own machine.

### PANDORA

Shortly after the stunning defeat on Sudeten, the Clans' supreme war leader, ilKhan Leo Showers, died. Throughout the Inner Sphere, the Clan onslaught ground to a halt as the Clans' elite Bloodnamed warriors withdrew to Clan space to elect a new leader. The Gray Death Legion, which had retreated to Pandora, used this lull to reorganize. Carlyle isolated himself for weeks, studying records of the fighting on Sudeten, trying to determine what went wrong.

When Carlyle finally emerged from his quarters, he announced a period of refit, reorganization, and retraining for the Legion. Carlyle was determined to beat the Clans, using their own methods and equipment. He sent requests to the Federated Commonwealth command, first through his liaison officer and then personally, asking that the Legion be given access to the new weapons technologies derived from the memory core, as well as those provided to the Federated Commonwealth by Colonel Jamie Wolf of Wolf's Dragoons. After several weeks, the Federated Commonwealth finally provided Carlyle with the technology he needed to fight the Clans on a more even footing.

The first shipment of upgraded equipment to reach Pandora included enough newtech weapons and equipment to repair the 'Mechs damaged in the withdrawal from Sudeten. Mercenaries who had lost their machines—including Carlyle—received new 'Mechs, built using techniques learned from the memory core and Wolf's Dragoons. Carlyle began training his troops to use the new weapons and equipment effectively. The Legion's soldiers spent long hours learning the capabilities of the newtech gear, then more hours in intensive field exercises designed to familiarize them with their new, more powerful weapons.



## REBUILDING A LEGEND

The next shipment of newtech from Federated Commonwealth supply and logistics included new NAIS power suits, which delighted Carlyle and his infantry commanders. Using information gleaned from the memory core and data provided by Jamie Wolf, the New Avalon Institute of Science had replicated a version of Clan Elemental battle armor in record time. Although the NAIS could not replicate all the features of the Clan armor, the new power suits nevertheless multiplied the strength and versatility of the Legion's foot infantry. The first suits to arrive went to a new anti-'Mech infantry company of recruits organized around the cadre of commandos who had survived Sudeten.

Eventually the Legion's technicians modified the power suit design to better match Gray Death tactics, fitting it with an anti-personnel weapon, usually a machine gun, on the left forearm. The Legion's techs also developed a light scout version of the standard power suit by stripping away much of the heavy armor and bulky weapons pods and replacing them with a standard infantry jump pack, various sensors, and data-recording and transmission gear.

After months of training and re-fitting, Carlyle—now mounted in a brand new *Victor*—felt his Gray Death Legion was ready to face the Clans.

### DEATH'S REVENGE

Carlyle soon got a chance to test his renewed unit when a Jade Falcon JumpShip appeared at Pandora's nadir jump point and began moving insystem. As the Falcons drove towards the planet, the commander of the invasion force contacted the Federated Commonwealth garrison commander, Brigadier General Phillip Mais, who handled the batchall process. At Carlyle's suggestion, Mais identified the Gray Death Legion by its AFFC mercenary registration code number, Unit Number 447-C (Reorganized). This allowed Mais to include the Legion in the fighting for Pandora, but concealed the unit's true identity from the Jade Falcons.

The two sides met at a jungle crossroads near the town of Vandmaal. As the battle spread into the thick underbrush, the Gray Death armored infantry made its debut.

Protected by their new power suits, the Legion's armored infantrymen emerged from foxholes and tree blinds and planted satchel charges on the Falcons' 'Mechs, destroying two machines

and crippling three more. The Clan 'Mechs' anti-personnel pods, which had claimed several Legion infantrymen in earlier battles, proved ineffective against the power-suited infantry. Falcon Elementals pursued the fleeing infantrymen, only to stumble into a carefully orchestrated ambush laid by the Legion's tank force.

Meanwhile, the Legion's BattleMechs engaged the Jade Fal-

con machines in a deadly game of hide-and-seek at the main battle site. The Legion both outweighed their opponents and had a greater familiarity with the terrain, two advantages the mercenaries used to rout the Falcons. With the thick jungle terrain virtually negating the superior range and firepower of their OmniMech weapons, the Jade Falcons found themselves in a bloody run-and-gun battle. The battle ended in the destruction of more than half of the Clan light and medium OmniMechs and the majority of their Elemental force. The Legion, however, suffered losses also. Twenty-five percent of its armored infantrymen were killed or wounded, and seven BattleMechs were destroyed, along with six tanks.

### NEEDGATE

The incredible victory won by the Gray Death Legion at Vandmaal Crossing did not end the Jade Falcons' assault on Pandora. Although the mercenary unit had defeated the invaders, most of the other Feder-

ated Commonwealth units defending the planet did not fare as well. Brigadier General Phillip Mais eventually decided to make a stand outside the planetary capital of Needgate. Apparently unwilling to recognize Carlyle's tactical prowess, Mais insisted that the Carlyle place the Legion directly under his command, a demand that caused friction between the general and the mercenary leader.

Mais' battle plan called for a stand-up fight with the invaders in a region of low rolling hills to the northeast of the city. Carlyle agreed with the choice of terrain, but objected to a toe-to-toe confrontation with the Falcons. He countered the general's plan with one of his own, which called for a smaller force of heavy and assault 'Mechs to bottle up the main highway through the hills while the balance of the defending force fought a cat-and-mouse battle with the advancing Jade Falcons. Carlyle believed the invaders would smash through any force that tried to engage them in a classic 'Mech battle; he became increasingly convinced that Mais' plan would lose Pandora and cost many lives.







## VICTORY AGAINST THE INVADERS

During a heated war council, Carlyle bluntly told Mais of his misgivings. The general told Carlyle to surrender command of the Legion and consider himself under house arrest if he did not choose to obey the orders of his lawfully appointed operational commander. The council then degenerated into a shouting match. When order

was finally restored, Mais declared that the Pandora garrison would follow his plan in the coming battle, and threatened any commander who failed to carry out his orders with court martial and execution.

Carlyle glared at the general for a moment before speaking.

"General," he said, "you'd better start writing up those court-martial papers. I will not lead my men out to be slaughtered like sheep." Before the enraged Mais could reply, Carlyle spun on his heel and stormed from the command center.

Mais began legal proceedings against Colonel Grayson Death Carlyle that night, but before he could bring formal charges against the mercenary leader, the Jade Falcons struck.

Following his battle plan, Mais marched the city's defenders out to meet the invaders. Almost immediately, the battle turned against the Federated Commonwealth forces. The defenders' lances broke up in the rolling hills of the Needgate highlands, and the separated 'Mechs became easy prey for the Clan machines. The Needgate Militia, a force of older light and medium BattleMechs supported by tracked and wheeled tanks and non-armored infantry, ran into two Elemental Stars, which decimated the unit. Eventually the Clan forces pushed the defenders back to the outskirts of Needgate. Greedy for a quick victory, Jade Falcon Star Colonel T'daal committed his reserves, intending to crush the Federated Commonwealth resistance.

Just as Pandora's capture seemed certain, the Gray Death Legion entered the battlefield via a sunken road, which had concealed their presence from invader and defender alike. As the Legion's 'Mechs slammed into the invader's flank, its armored infantry and remaining hovertanks slashed into the Clan forces' rear. With no reserves remaining, T'daal had to pull forces from the main line of battle and send them against the Legion, giving Mais the respite he needed to rally his crumbling command.

The Falcons responded quickly to the new situation, however, and soon the Falcons' 'Mechs and Elementals had forced Mais' command to withdraw deeper into the city. The battle then degenerated into a street-to-street slugging match that claimed many lives on both sides, including Mais'. The fighting spread into the sky as

well when aerospace fighters from both sides joined in.

The battle raged into the early morning of the following day, when the Jade Falcons were forced to withdraw. The invaders suffered a final insult as they staggered back to their own lines; a platoon of Gray Death armored scouts captured Star Colonel T'daal. Separated from the main body of the Legion, the platoon had stumbled on T'daal's already overheated 'Mech and showered it with inferno rounds. When heat overload shut down the *Masakar's* engine, T'daal abandoned his machine as a precaution against an ammunition explosion and was promptly captured by the mercenary infantrymen.

The impressive victory at Needgate did not come without a price for the Gray Death Legion. The unit lost fourteen of its 120 BattleMechs and nine more were irreparably damaged. More important, 23 MechWarriors were seriously wounded and sixteen killed.

### AN EERIE SILENCE

After the battle at Needgate, an uneasy truce settled over Pandora. The fighting around the planetary capital had been so fierce and so bloody that neither side cared to carry out an offensive action. Instead, the battered opponents contented themselves with skirmishes between patrols and pickets.

Soon the Jade Falcon forces became oddly silent. Patrols sent out by the Legion and the regular planetary garrison encountered no resistance. As recon sweeps probed deeper and deeper into Clan-held territory, the lack of contact with the Jade Falcons became increasingly disturbing. Carlyle eventually secured permission to send the Legion's armored scouts on a long-range reconnaissance patrol into Falcon territory, hoping to learn what had become of the invaders.





## NEW BLOOD

On May 18, 3052, a platoon of armored scouts reached the site of the first Clan landing on Pandora and found no sign of the enemy. Then reports began coming in planetwide that the Jade Falcons had vanished without a trace. In a priority message to Hauptmann General George Dalrymple, the commander of the Koniz Operational Area, Carlyle inquired if other beleaguered worlds were experiencing the same mysterious withdrawal.

Three days later Carlyle received his answer when news of the Clans' defeat on Tukayyid reached Pandora. The Clans' defeat in the battle, actually a Trial of Possession for Terra between the invaders and ComStar's Com Guard, had cost the Clans their right to attack Terra and any other unconquered planets that lay below the truce line drawn at Tukayyid for 15 years. Because the Jade Falcons had failed to conquer Pandora, the ilKhan's agreement with ComStar's Precentor Martial Focht forced them to withdraw.

## UNEASY PEACE

After Tukayyid, the Inner Sphere settled into a season of uneasy peace. ComStar had shaken off its mantle of pacifism and emerged as a major military power despite a schism in its ranks, a development unsettling to all of the Successor States. The Free Rasalhague Republic had been all but consumed by the Clans, as had large portions of the Draconis Combine and the Federated Commonwealth, and worlds located above the line of Tukayyid still faced the threat of Clan attacks. And as the Clan threat that united old enemies receded for many in the Inner Sphere, old resentments—some exacerbated during the invasion—resurfaced.

Many who had lost their loved ones or their home worlds to the Clans, particularly inhabitants of the Free Rasalhague Republic and the occupied areas of the Draconis Combine and Federated Commonwealth, believed that the worlds left untouched by the invasion had only offered perfunctory help to halt the Clans. In the Federated Commonwealth, Lyrans separatists exploited these sentiments to bolster their calls for the breakup of the massive Successor State. Conveniently forgetting the thousands of Davion casualties, these separatists claimed that New Avalon, along with the entire Federated Suns, had held itself aloof from the suffering of the Lyrans worlds conquered during the Clan invasion.

The widespread resentment throughout the former Lyrans Commonwealth did not go unnoticed by Duke Ryan Steiner. A long-time supporter of the Skye separatist movement, Steiner had long advocated the dissolution of the Federated Commonwealth and the restoration of an independent, Steiner-ruled nation.

Grayson Carlyle kept a wary eye on these developments, as the Legion's new home, Glengarry, placed the mercenaries in the middle of Duke Ryan's Skye March. Rich in ore and mineral resources, the planet had been a prosperous trading center until the Succession Wars disrupted interplanetary commerce. Shortly after Tukayyid, the planet became home to the Legion when the Federated Commonwealth granted the mercenaries the world as a landhold in gratitude for their service.

Glengarry's thinly scattered population welcomed the Legion, which brought peace to the world by facing down its petty despots. Gradually the Legion's fortunes and numbers grew as new recruits flocked to Carlyle's hiring stations on Galatea, Tharkad, and New Avalon. As well as recruiting, during this time the Legion saw minor action along the Federated Commonwealth border. The Legion's tenure on Glengarry also saw the addition of second-generation Legionnaires to the unit. Alexander Carlyle, the commander's son, began service with the unit, as did Davis Carlyle Clay, son of the late Delmar Clay. Long-time Legionnaire Charles Bear chose to retire on Glengarry, having had his fill of war.

## DEATH OF THE ARCHON

The assassination of Archon Melissa Steiner-Davion on June 19, 3055, fueled a sharp rise in secessionist sentiment in the former Lyrans Commonwealth. The thought of power passing irrevocably into the hands of the Davions was still anathema to some Lyrans, particularly certain nobles of House Steiner who had never fully accepted the marriage alliance between Prince Hanse Davion and the late Archon. The rising sentiment was not lost on Duke Ryan Steiner and the leaders of the Skye separatist movement, who anxiously awaited an opportunity to achieve their goals.

## SECOND SKYE REBELLION

The following year, the Skye separatists made their move. Having engineered the removal of loyal Davion troops from the Skye system through reassignments, the rebels turned their attention to the last remaining pocket of potential resistance in the vicinity—the Gray Death Legion garrison on Glengarry. April 1 found half the Legion's troops deployed offworld, and virtually all its top commanders, including Grayson Carlyle, attending court functions on Tharkad. Recognizing the opportunity, General-Kommandant Wilhelm Friedrich von Bulow, the former Baron of Glengarry, directed his Free Skye Expeditionary Force into orbit over the planet and announced the independence of the Isle of Skye.

Fearing the destruction of the planet, Glengarry's governor quickly arranged an accommodation with the rebels, which called for the Legion to remain neutral in the inevitable civil war. The rebels would establish a garrison on the planet but would refrain from a full-scale invasion. This agreement, essentially an unconditional surrender of the Gray Death Legion, outraged the Legionnaires remaining onplanet. To sit idle, as Glengarry's governor had agreed, meant breaking their contract with the Federated Commonwealth and its leader, Victor Davion. The Legion would also be guilty of aiding a rebellion against a lawful government.

Recognizing the potential trouble, the Glengarry authorities immediately arrested the Legion members. Fortunately, luck was on the Legion's side. Davis Clay, one of the few remaining free Legion members, succeeded in a daring mission to free his cap-





## ON THE RUN

tured compatriots. Under the command of Alex Carlyle, the freed Legionnaires stood ready to fight the rebels.

### DUNKELD

The first battle on Glengarry convinced the rebel leaders that the Gray Death Legion, even at half strength, was a force to be reckoned with. The engagement took place at Dunkeld spaceport, where von Bulow landed a reinforced 'Mech company to test the defenders' strength. The Legion's 'Mechs, lying in ambush, took the invaders by surprise. Emerging from hiding places in the spaceport and vicinity, they poured fire into the enemy machines in a ferocious, close-quarter battle. Legion aerofighters also joined in, engaging rebel 'Mechs and fighters.

Toward the battle's end, several rebel 'Mechs sought relief by grouping themselves around a grounded Legion DropShip, confident that the mercenaries would not jeopardize such a ship by firing toward it. The mercenaries, however, had fused the disabled craft's engines, turning it into a deadly Trojan horse. When the Legionnaires detonated this massive bomb, it created a fiery explosion that destroyed the enemy 'Mechs. In the end, the Legion destroyed nearly a full company of enemy 'Mechs and several rebel aerofighters, while enabling their functioning DropShip to escape the port. The victory, however, cost the mercenaries almost one fourth of their force—three 'Mechs, a hover tank, two aerofighters, and five armored infantrymen.

### RIDING A RAID

The battle at the Dunkeld spaceport informed von Bulow that the Gray Death Legion was not going to go off into a corner and sulk while the rebels occupied the Legion's landhold. Von Bulow then decided to mount a full-scale invasion, using his superior numbers to overwhelm the Gray Death Legion's limited defense. In response, Alex Carlyle posted a few infantry and armored units at likely invasion targets and assembled the remainder of his forces at the maglev rail hub in Dunkeld. Carlyle planned to use the planet's extensive maglev rail lines to rapidly shift his forces from one invasion site to the other.

The first rebel thrust came at Loch Sheol, southeast of Dunkeld. Legion spotters detected the incoming rebel 'Mech company in time to call in the mobile reserves, and Alex himself led a company of BattleMechs to meet the threat. When a Legion victory became apparent, the rebel officer at Loch Sheol surrendered to the mercenaries.

• Almost immediately Alex received reports of another rebel landing at Coltbridge, a seaport town several hundred kilometers northwest of Loch Sheol. Acting rapidly, Carlyle ordered Major Davis McCall to move his forces by maglev to counter the invading force. At the same time, the now-blooded commander hustled his own section back aboard the maglev and set out to support his father's old friend.

During the train ride, Carlyle had the Legion's technicians repair what battle damage they could. Making repairs in the cramped

quarters of a fast-moving train proved difficult and dangerous. One Legion tech was killed and several others injured when the *Centurion* they were working on broke loose from its moorings. Despite these difficulties, Carlyle's section arrived at Coltbridge only two hours behind McCall's and helped turn the tide of the battle. Facing a larger rebel force than the one that had landed at Loch Sheol, McCall and his MechWarriors had been on the verge of defeat when their relief arrived. Carlyle and the arriving Legionnaires held off the rebel advance, and several hours later the rebels retreated from the battlefield.

Heartened by two successful operations, Carlyle and McCall moved their forces back aboard the maglev, intending to return to their base.

### DISASTER AT HALIDON

The jubilant mood of the Gray Death Legion's commanders was short-lived. No sooner had they begun pulling out of Coltbridge than a third, larger rebel force was spotted at Halidon, nearly a thousand kilometers away. With little hope of reaching the landing site in time to rout the Lyrans, a small Legion detachment sped to the battlefield aboard the Legion DropShip *Europa*, which had lain hidden in a nearby mountain range. The bulk of the mercenary force, however, would need to reach Halidon via the maglev. With the train moving at full speed, attempting to repair the Legion's damaged 'Mechs would be nearly impossible. Still, Carlyle felt he had to try. He ordered the techs to make what repairs they could as the Legion sped off towards Halidon.

Fate seemed to work against the Gray Death Legion. As the mobile reserve sped toward the battlefield, the rebel invasion force completed its landing operation and began to carve out a planethread. Unaware that the mobile reserve was on its way, Lieutenant Christopher Zappirelli, the commander of the Legion's picket detachment, launched an attack on the invader's landing zone. Tanks and infantry proved no match for BattleMechs, however, and the rebels decimated the Legion security element. When the mobile reserves finally arrived, they could do little to save the beleaguered defenders. Only two tanks and one infantry platoon survived out of Zappirelli's mixed company. The lieutenant himself had been killed when a Steiner *Crusader* stepped on his Saracen tank.

The rebel force that had obliterated Zappirelli's company now turned its fury on the mobile reserve, forcing Carlyle to execute a fighting withdrawal. The fighting was fierce and bloody, and both sides suffered high losses. At the height of the battle, Alexander Carlyle's temper seemed to snap, and he threw his 'Mech into a berserker-like charge. The sudden, apparently suicidal onslaught of the 80-ton machine caught the invaders by surprise. Their line wavered and then broke, as 'Mech after 'Mech fell to the insane fury of the Gray Death's commander. Though Carlyle's action bought the mercenaries time, it was not enough to prevent a rebel victory.



## BEGINNING AGAIN

### Unexpected Aid

Following its defeat at Halidon, the shattered Gray Death Legion withdrew to its dispersal base at Dunkeld, where Alex privately confided to McCall that he was beginning to believe their position hopeless. On September 26, 3056, the Legion's morale received an unexpected boost when the unit's third battalion, under Major Hassan Ali Khaled, returned from its assignment on Borghese. Khaled's battalion ran the rebel blockade of Glengarry with moderate losses and managed to land with substantial reinforcements. More important, Khaled brought the news that Glengarry had become a symbol of the struggle to hold the Federated Commonwealth together. Khaled told his commander that the Commonwealth had been assembling a large strike force on Northwind when the rebels apparently learned of it and planned a preemptive attack. The Legion's campaign of resistance on Glengarry, however, forced the rebels to siphon off substantial numbers of their available forces to deal with the troublesome mercenaries, thus allowing the Federated Commonwealth strike force to assemble unmolested.

The news so heartened Alex Carlyle that he planned an extensive guerrilla campaign against the rebel occupation force on Glengarry. Captured maglev lines, supply depots, and forward fire bases all became targets for the mercenaries' hit-and-run raids.

### LOCHABER

In answer to these raids, the rebels launched a renewed offensive to destroy the Legion, sending three columns of troops against the Gray Death's operational base at Lochaber. In a brilliantly conceived plan, Alex allowed the invaders to locate one of the DropShips the Legion had been cannibalizing for spare parts. Once the rebels had located the remote base, Carlyle withdrew, leaving a small force of 'Mechs and anti-'Mech infantry behind as an ambush. As an additional surprise, the mercenaries booby-trapped the gutted DropShip.

The battle was short and sharp. The Legion's rear guard, under Major Khaled, shattered the rebel point units, while the mercenaries' anti-'Mech infantry crippled or destroyed six light and medium 'Mechs. Taking advantage of the enemy's confusion, the Legion melted away. At the rally point fifteen kilometers distant, Carlyle learned of the successful rear guard ambush, a victory punctuated by the shattering explosion of the booby-trapped DropShip.

### DOG SOLDIER

By the time the battle of Lochaber ended, the protracted guerrilla campaign had begun to wear on the Gray Death Legion. Several MechWarriors had been killed, and many more, Ali Khaled among them, had been badly wounded. However, Alex refused to give up. Instead, he turned his attention toward the supply depot at Stirling. Having learned from local sources that the base was only lightly defended, he saw Stirling as a chance to seize vital supplies the Legion desperately needed. Alex, McCall, and Khaled pored over their sketchy maps of the area for days, attempting to create a plan of action. Aid came from an unexpected source.

Charles Bear, who had remained aloof from the fighting, left his plantation and marched out to join his old unit in his battered *Crusader*. From Bear, Alex learned that the rebels had discovered Carlyle's plan to attack the supply dump and had secretly reinforced the depot garrison, hoping to ambush the mercenaries. The rebel columns that had lately pursued the Legion had been diverted from their primary line of march to close off the Legion's avenue of retreat. Armed with this information and Bear's knowledge of the local terrain, Alex and his aides planned a two-part battle, aimed at smashing both pursuing rebel columns.

### KILLIECRANKIE AND INVERURIE

The combination punch against the rebel forces fell at two mountain passes north of Lochaber. The first blow fell against the first column near the town of Killiecrankie.

Drawing on Bear's knowledge of the area, Alex deployed part of his forces in concealed positions near the top and bottom of the pass and stationed armor and infantry units in blinds in the rocky sides of the pass. The mercenaries allowed the rebel column to enter the pass and almost reach the top before they attacked. With 'Mechs in front and behind and armor and infantry attacking their flanks, the rebel column quickly crumbled. Carlyle then led his mercenaries on a forced march through the Lochaber Highlands to Inverurie, where he planned to make a slashing attack against the flank of the second column.

Lacking the time to establish prepared hidden positions, the vastly diminished Gray Death Legion charged the rebel column's right flank. The initial shock knocked the invaders off-balance, and the Legion knocked out four enemy 'Mechs in as many minutes. The rebels quickly recovered their composure, however, and turned on the mercenaries with renewed fury. The fighting was especially brutal, with neither opponent requesting or giving quarter. Casualties on both sides were high.

Suddenly, the rebels' nerve seemed to collapse. First one 'Mech, a badly damaged *Griffin*, pulled out of line, then another. Next, an entire lance dropped out, and soon the entire enemy column was in flight. Alex had won, but at a terrible cost. When the dust settled in the Inverurie Pass, eight Legion 'Mechs lay destroyed and five others stood motionless, too badly damaged to repair. The Legion's armor and infantry support units had been virtually wiped out.

Despite these losses, Carlyle remained determined to carry on until the Legion was relieved or destroyed. Falling back once again to one of his DropShip bases, Alex took stock of his situation and began to plan his next move.

### REUNION

Alex's perseverance paid off on November 29, 3056, when the Northwind Highlanders, led by Grayson Death Carlyle, arrived on Glengarry to relieve the decimated mercenary unit. The victory achieved, Grayson and Alex were free to begin the long, painful process of rebuilding the Gray Death Legion.





## G. CARLYLE

# GRAYSON

# DEATH

# CARLYLE



**Age:** 55

**Home Planet:** Calaeas

**'Mech Type:** At Altais and Sudeten: MAD-3R *Marauder*  
At Pandora: VTR-9K *Victor*

### MechWarrior Data

#### Attributes

BLD	4	(8+)
REF	5	(7+)
INT	6	(6+)
LRN	6	(6+)
CHA	5	(7+)

#### Characteristics

Athletic	9+
Physical	7+
Mental	6+
Social	7+

#### Advantages

Extra Edge (1 pt)  
Natural Aptitude (Tactics)

**Edge:** 4

#### Equipment

Armored Body Suit  
Deluxe Field Kit  
2 Medkits  
Mydron Auto-Pistol w/4 reloads  
Personal Communicator

#### Skills

#### Target Number

Acrobatics	2	(7+)
Bureaucracy	4	(3+)
Climbing	2	(7+)
Computer	5	(1+)
Drive	3	(4+)
Gunnery/'Mech	6	(1+)
Leadership	6	(1+)
Negotiation	4	(3+)
Piloting/'Mech	6	(1+)
Protocol	3	(4+)
Small Arms	4	(3+)
Survival	3	(3+)
Swimming	2	(7+)
Tactics	7	(0+)
Technician/'Mech	5	(1+)
Training	4	(3+)

Most of Grayson Carlyle's life is already a matter of public record. His innovative, sometimes bizarre tactics have earned him a reputation as one of the best mercenary commanders in the Inner Sphere, and his campaigns on Trel I, Verthandi, and Helm are studied at military academies across the Inner Sphere.

Age has not dulled Carlyle's tactical genius. During the bitter withdrawal from Sudeten, for example, his unorthodox tactics brought the Legion through battles that would have destroyed a lesser unit. One thing that has faded with time, however, is Carlyle's hatred of the Draconis Combine. Duke Hassid Ricol's assistance when the Legion escaped a deathtrap on Helm taught Carlyle that even old enemies can make valuable allies.

With the expansion of the Gray Death Legion from a reinforced company to a full regiment, Carlyle's duties have shifted from those of a field commander to those of an administrator. Though he recognizes the necessity of requisitioning supplies and shuffling personnel, a love for action still burns in his heart. Deeper still is the love Grayson feels for his family. His wife, friend, and executive officer Lori Kalmar-Carlyle, and his son Alexander, remain the two most important people in his life. Grayson hopes one day to relinquish command of the Legion to Alex and retire to the quiet life of a gentleman landholder. Unfortunately, the turbulent politics of the Inner Sphere make that an unlikely event.



## KALMAR-CARLYLE

# LORI

# KALMAR-

# CARLYLE



**Age:** 54

**Home Planet:** Sigurd

**'Mech Type:** At Sudeten: SHD-2H *Shadow Hawk*  
At Pandora: SHD-5M *Shadow Hawk*

### MechWarrior Data

#### Attributes

BLD	3	(9+)
REF	4	(8+)
INT	5	(7+)
LRN	5	(7+)
CHA	6	(6+)

#### Characteristics

Athletic	11+
Physical	9+
Mental	8+
Social	7+

**Edge:** 3

#### Advantages

Extra Edge (1 pt)

#### Equipment

Armored Body Suit  
Basic Field Kit  
Laser Pistol  
2 Medkits  
Personal Communicator

#### Skills

Bureaucracy	4
Gunnery/'Mech	5
Leadership	5
Piloting/'Mech	6
Small Arms	4
Streetwise	4
Survival	3
Technician/'Mech	4
Unarmed Combat	4

#### Target Number

(3+)
(4+)
(4+)
(3+)
(5+)
(3+)
(5+)
(4+)
(7+)

Tall, lithe, and beautiful, Lori Kalmar-Carlyle has a strength of spirit that her slim frame belies. During the Verthandi Campaign, the Kurita forces garrisoning that world took Lori prisoner. During their interrogation, the Combine officers threatened her with fire, hoping to break Lori's spirit. Fortunately for the Legion's exec, the threat had the opposite effect. By forcing Kalmar-Carlyle to face her greatest fear, her captors enabled her to conquer it and gain a new self-assurance.

Shortly after the end of the Fourth Succession War, Grayson Carlyle and Lori married. Not long after, Lori gave birth to Alexander. Raising her son kept her out of the War of 3039, but as soon as Alex was old enough, Lori re-entered the Legion and took her accustomed place at Grayson's side.

Time and the hardships of war have caused Lori's physical beauty to fade slightly, but they have also given her an inner strength and cunning that few warriors of any age possess.





## A. CARLYLE

# ALEXANDER CARLYLE



**Age:** 19  
**Home Planet:** Sudeten  
**'Mech Type:** ARC-4M Archer

### MechWarrior Data

#### Attributes

BLD	4	(8+)
REF	6	(7+)
INT	6	(7+)
LRN	4	(8+)
CHA	6	(6+)

**Edge:** 1

#### Characteristics

Athletic	8+
Physical	6+
Mental	8+
Social	6+

#### Advantages

Natural Aptitude (Tactics)  
 Well-Equipped (1 pt)

#### Equipment

Armored Body Suit  
 Dagger  
 Deluxe Field Kit  
 Laser Pistol  
 Long-Range Personal Communicator  
 2 Medkits

#### Skills

		Target Number
Bureaucracy	2	(4+)
Gunnery/'Mech	4	(2+)
Leadership	4	(2+)
Medtech	2	(6+)
Piloting/'Mech	3	(3+)
Protocol	2	(4+)
Small Arms	3	(3+)
Strategy	4	(4+)
Support Weapons	2	(4+)
Survival	2	(6+)
Tactics	4	(4+)
Technician/'Mech	2	(6+)
Unarmed Combat	2	(6+)

In many ways Alexander Carlyle is a younger version of his father—both are brilliant tacticians, good leaders, and talented 'Mech pilots. On the other hand, the younger Carlyle lacks his father's patience and tends to rush headlong into situations. In addition, Alex's natural leadership abilities make it hard for the young MechWarrior to delegate authority.

Alexander's tender age and lack of combat experience presented him with nearly insurmountable obstacles during his first field exercises. But instead of giving up, young Carlyle's lack of knowledge motivated him to become the best MechWarrior since his father started the Gray Death Legion.



## DEVRIES

### CAITLIN DEVRIES



**Age:** 21  
**Home Planet:** Glengarry  
**'Mech Type:** GRF-3M *Griffin*

#### MechWarrior Data

##### Attributes

BLD	3	(9+)
REF	5	(7+)
INT	5	(7+)
LRN	4	(8+)
CHA	4	(8+)

#### Characteristics

Athletic	10+
Physical	8+
Mental	9+
Social	8+

**Edge:** 2

#### Advantages

Extra Edge (1 pt)  
 Well-Equipped (1 pt)

#### Equipment

Armored Body Suit  
 Deluxe Field Kit  
 Laser Pistol  
 Laser Rifle  
 2 Medkits  
 Personal Communicator  
 Vibrodagger

#### Skills

Bureaucracy	2
Gunnery/'Mech	3
Leadership	1
Medtech	1
Piloting/'Mech	3
Protocol	2
Small Arms	2
Strategy	1
Unarmed Combat	3

#### Target Number

(6+)
(5+)
(7+)
(8+)
(5+)
(6+)
(6+)
(8+)
(5+)

Caitlin DeVries is the only daughter of the governor of Glengarry. Though young, she possesses considerable skill as a MechWarrior and some combat experience as well. In addition to her 'Mech skills, Caitlin's upbringing in the home of a politician has left her with valuable knowledge of bureaucracies and diplomacy.

Among Caitlin's few weaknesses are her divided feelings toward her father. She has always resented his attempts to control her life, while loving him for his concern. Despite her respect for her father, Caitlin joined the Gray Death Legion over his protests. This defiance of her father's wishes has left her feeling more than a little guilty.





## MCCALL

# DAVIS

# MCCALL



**Age:** 58

**Home Planet:** Caledonia

**'Mech Type:** At Altai: RFL-3N *Rifleman*  
At Sudeten, Pandora, and Glengarry: HGN-732  
*Highlander*

### MechWarrior Data

#### Attributes

BLD	5	(7+)
REF	4	(8+)
INT	5	(7+)
LRN	4	(8+)
CHA	4	(8+)

### Characteristics

Athletic	9+
Physical	9+
Mental	9+
Social	9+

**Edge:** 3

### Advantages

Natural Aptitude (Technician/'Mech)

### Equipment

Armored Body Suit  
BattleMech Repair Kit  
Deluxe Field Kit  
Federated Long Rifle w/6 reloads  
Long-Range Personal Communicator  
1 Medkit  
Pistol w/4 reloads

### Skills

		Target Number
Blade	4	(5+)
Computer	2	(7+)
Gunnery/'Mech	6	(3+)
Leadership	3	(6+)
Piloting/'Mech	7	(2+)
Small Arms	4	(5+)
Streetwise	5	(4+)
Technician/'Mech	4	(5+)
Technician/Mechanic	6	(3+)
Tinker	4	(5+)
Unarmed Combat	5	(4+)

Davis Montgomery McCall is one of the Legion's long-time members. Only Lori Kalmar-Carlyle has served with the outfit longer than the big, bluff Caledonian Jacobite. During Lori's absence, McCall served as temporary executive officer of the Gray Death Legion.

McCall is also one of Grayson Carlyle's most fiercely loyal warriors. Twice he has refused contract offers from other mercenary units, including an offer of a battalion command. Carlyle can make no request that this descendant of Scots separatists will not attempt. When Carlyle asked the Legion to make one last, hopeless charge during the desperate fighting on Helm, McCall was the first to volunteer, even though his beloved 'Mech had lost an arm.

Over the years, experience has tempered McCall's impulsiveness, making him one of the Legion's strongest field commanders. And when the heat of battle is on him, his thick Scots burr still echoes over the commlink circuits, shouting Gaelic curses.



## KHALED

# HASSAN

# ALI

# KHALED



**Age:** 61

**Home Planet:** Shaul Khala

**'Mech Type:** WHM-6R Warhammer

### MechWarrior Data

#### Attributes

BLD	4	(8+)
REF	4	(8+)
INT	5	(7+)
LRN	5	(7+)
CHA	4	(8+)

### Characteristics

Athletic	10+
Physical	9+
Mental	8+
Social	9+

**Edge:** 5

### Advantages

Extra Edge (1 pt)  
Sixth Sense

### Equipment

Armored Body Suit  
Deluxe Field Kit  
Electronic Camouflage Sneak Suit  
IR Scanner  
Knife  
Long-Range Personal Communicator  
2 Medkits  
Needler Rifle w/6 reloads  
Pistol w/4 reloads  
Starlight Goggles

### Skills

		Target Number
Acrobatics	3	(7+)
Blade	6	(4+)
Climbing	3	(7+)
Gunnery/'Mech	5	(4+)
Interrogation	5	(4+)
Leadership	5	(4+)
Piloting/'Mech	6	(3+)
Small Arms	4	(5+)
Stealth	4	(4+)
Survival	5	(3+)
Swimming	3	(7+)
Technician/'Mech	3	(5+)
Unarmed Combat	6	(4+)

Hassan Ali Khaled has been a professional warrior for most of his life. Born on Shaul Khala, he began his career as a Sarimaut Commando, or "Quick Death Assassin." After leaving the Commandos under mysterious circumstances, Khaled worked as an independent mercenary for several years before joining the Legion. Khaled refuses to discuss his days as a Commando. He says that the past is prologue, and that his new life began when he signed on with the Legion.

Khaled has served as a lance and company commander. He enjoys a reputation as a fierce MechWarrior with superior command skills, and observers predict he will continue to rise in the Gray Death command structure.

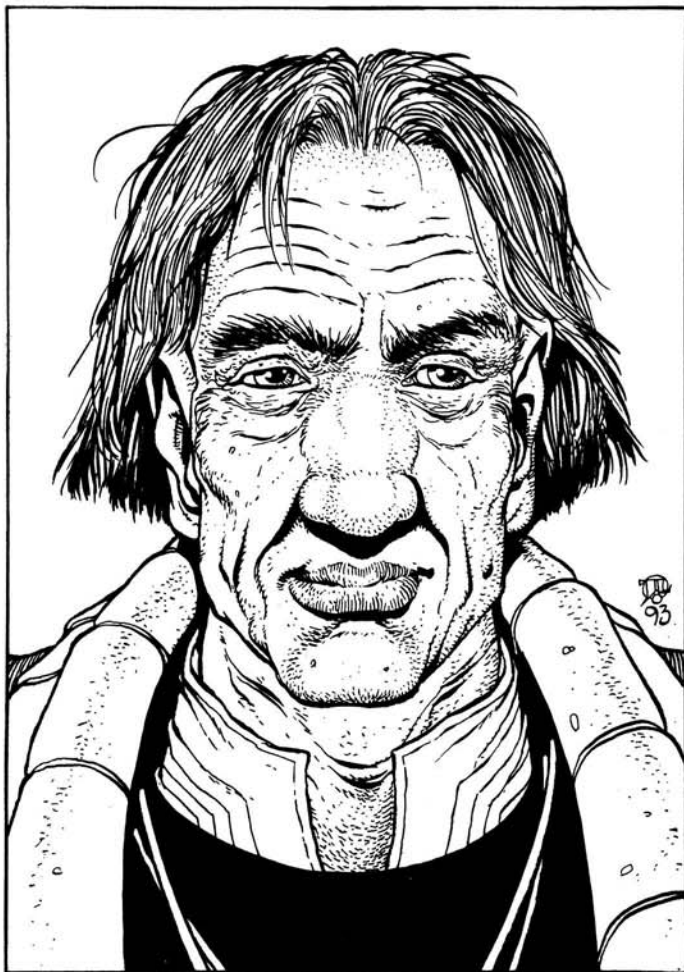




## BEAR

# CHARLES

# BEAR



**Age:** 54  
**Home Planet:** Tau Ceti II  
**Mech Type:** CRD-3R *Crusader*

### MechWarrior Data

#### Attributes

BLD	5	(7+)
REF	4	(9+)
INT	5	(7+)
LRN	4	(9+)
CHA	2	(10+)

### Characteristics

Athletic	9+
Physical	9+
Mental	9+
Social	12+

**Edge:** 4

### Advantages

Land Owner

### Equipment

Armored Body Suit  
 Deluxe Field Kit  
 2 Medkits  
 Personal Communicator  
 Pistol w/4 reloads

### Skills

Gunnery/Mech	5
Leadership	4
Local Knowledge	4
Piloting/Mech	5
Survival	3
Tactics	5
Technician/Mech	3
Unarmed Combat	3

### Target Number

(4+)
(8+)
(5+)
(4+)
(6+)
(4+)
(6+)
(6+)

A long-time Legionnaire, Charles Bear is a third-generation MechWarrior, a born fighter and an excellent tactician. Before joining the Legion, Bear served with the Ceti Rangers and the renowned 21st Centauri Lancers, with whom he gained invaluable battlefield experience.

A quiet, somewhat secretive man, Bear does not mix with the other MechWarriors in the Legion. Despite his less-than-friendly manner, he is well respected by his mercenary comrades, both for his battlefield expertise and his loyalty to Grayson Carlyle and his fellow Legionnaires. The younger members of the unit regard this towering, mysterious MechWarrior with awe and not a little fear.



## D. C. CLAY

# DAVIS

# CARLYLE

# CLAY



**Age:** 27

**Home Planet:** Helm

**'Mech Type:** SHD-5M *Shadow Hawk*

### MechWarrior Data

#### Attributes

BLD	4	(8+)
REF	5	(7+)
INT	5	(7+)
LRN	4	(8+)
CHA	4	(8+)

### Characteristics

Athletic	9+
Physical	8+
Mental	9+
Social	9+

**Edge:** 2

### Advantages

Well-Equipped (1 pt)

### Equipment

Armored Body Suit  
Basic Tool Kit  
Deluxe Field Kit  
Long-Range Personal Communicator  
2 Medkits  
Mydron Auto-Pistol w/10 reloads  
Rifle w/10 reloads  
Vibrodagger

### Skills

### Target Number

Gunnery/'Mech	4	(4+)
Medtech	1	(8+)
Piloting/'Mech	3	(5+)
Small Arms	2	(6+)
Survival	1	(8+)
Tactics	1	(8+)
Technician/'Mech	2	(7+)

Like Alexander Carlyle, Davis Carlyle Clay is a second-generation Legionnaire. His father, Delmar Clay, was one of the first members of the Legion.

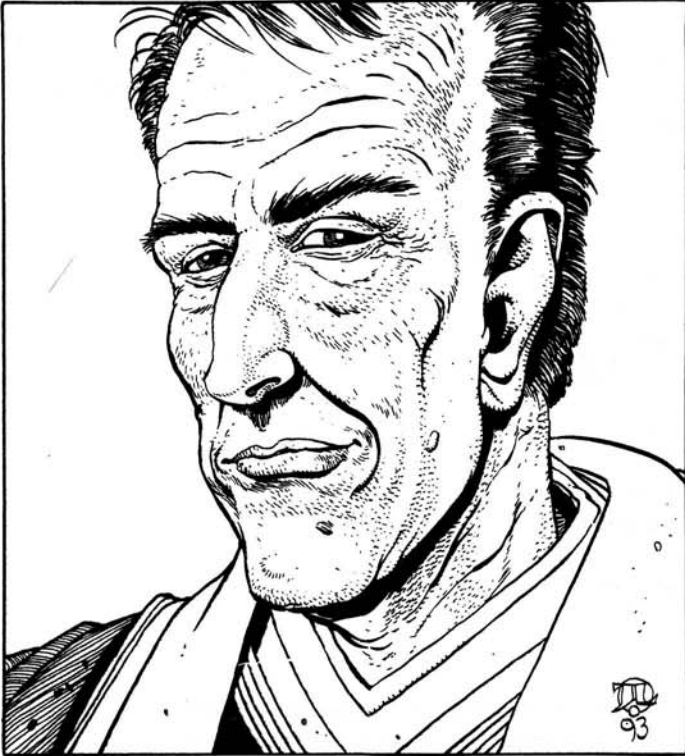
Given his father's distant and silent nature, Davis Clay never received the praise he needed and deserved as a child. For this reason, he harbors a fierce drive to succeed at anything he does. The thought of failure or defeat is unacceptable to him. In one of his first field exercises, the younger Clay was assigned to hold a defensive position against a numerically and tactically superior force. Though the exercise presented a no-win situation, Davis drove the men under his command to the limit of their endurance. When it became apparent that the defenders were about to be overrun, Davis launched his 'Mech into a suicidal charge against the enemy's lead units, sacrificing himself to allow his command to escape.

This drive to succeed in all things—or die trying—has led to several reprimands for the young MechWarrior.



## D. CLAY

# DELMAR CLAY



**Age:** 64  
**Home Planet:** Gladius  
**'Mech Type:** WVR-6R *Wolverine*

### MechWarrior Data

#### Attributes

BLD	5	(7+)
REF	4	(8+)
INT	6	(6+)
LRN	4	(8+)
CHA	5	(7+)

#### Characteristics

Athletic	9+
Physical	8+
Mental	8+
Social	7+

**Edge:** 2

#### Advantages

Well-Equipped (1 pt)

#### Equipment

Armored Body Suit  
 Basic Tool Kit  
 Deluxe Field Kit  
 Long-Range Personal Communicator  
 2 Medkits  
 Mydron Auto-Pistol w/10 reloads  
 Rifle w/10 reloads  
 Vibrodagger

#### Skills

Gambling	1	(7+)
Gunnery/'Mech	4	(4+)
Interrogation	1	(6+)
Leadership	2	(5+)
Perception	1	(7+)
Medtech	1	(8+)
Piloting/'Mech	3	(5+)
Small Arms	1	(7+)
Tactics	1	(7+)
Technician/'Mech	1	(7+)
Unarmed Combat	1	(7+)

#### Target Number

One of the original members of the Gray Death Legion, Clay joined the mercenary unit to escape powerful and angry creditors. He has served as one of Carlyle's most loyal and trusted warriors, even turning down the offers of command to remain at Carlyle's side. Before joining the Gray Death Legion, Delmar Clay served with Hansen's Roughriders and worked as an independent mercenary.

He has continually proven himself an efficient, deadly MechWarrior and commander in such actions as the battle at Otho in the Orestian campaign, where Clay led a small force of ground troops and 'Mechs to victory over a larger opponent. Clay was personally credited with three kills in that fray, despite serious damage to his own machine. Though age has slowed his reflexes somewhat, Clay's experience, skill, and fighting spirit still make him more than a match for any MechWarrior.

Recently, Clay's son, Davis Carlyle Clay, also began service with the unit. The younger Clay already has shown signs of his father's indomitable spirit and has become a close confidant and friend of Alexander Carlyle in a relationship that echoes the bond between the two young MechWarriors' fathers.



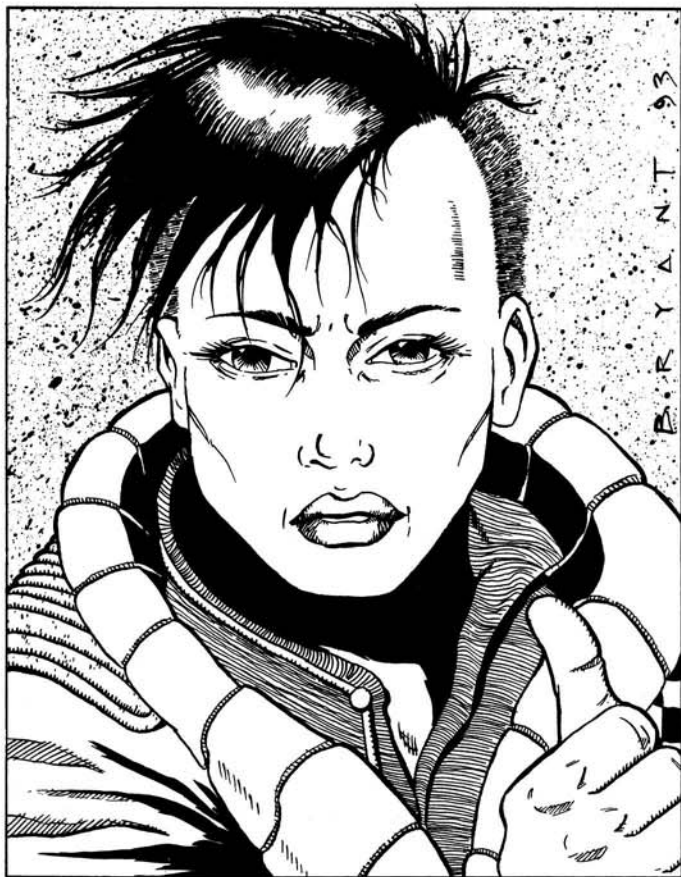


## KENT

# TRACY

# MAXWELL

# KENT



**Age:** 54

**Home Planet:** New Avalon

**'Mech Type:** PXH-1K *Phoenix Hawk*

### MechWarrior Data

#### Attributes

BLD	2	(10+)
REF	4	(8+)
INT	4	(8+)
LRN	4	(8+)
CHA	5	(7+)

### Characteristics

Athletic	12+
Physical	10+
Mental	10+
Social	9+

**Edge:** 3

### Advantages

None

### Equipment

Armored Body Suit  
Deluxe Field Kit  
Laser Scalpel  
3 Medkits  
Needler Pistol w/4 reloads  
Needler Rifle w/6 reloads  
Personal Communicator  
Preserving Sleeve

### Skills

Acrobatics	3
Climbing	3
Computer	3
Gunnery/'Mech	5
Medtech	4
Piloting/'Mech	5
Small Arms	4
Technician/'Mech	3

### Target Number

(9+)
(9+)
(7+)
(5+)
(6+)
(5+)
(6+)
(7+)

The daughter of one of the wealthiest noble families in the Federated Suns, Tracy Maxwell Kent led a sheltered life before she enrolled at the Davion military academy following the death of her brother, Captain Sir Roderick Fitzroy Kent. Scandalized by her decision to choose a military career, her father used his influence to engineer Tracy's expulsion from the academy. The strong-willed young woman responded by joining the Davion infantry, where she advanced through the ranks until she became a MechWarrior.

After her unit was decimated on Cassias, Kent traveled to Galatea, where she joined the Gray Death Legion. Though long admired for her battlefield prowess, some battlefield observers have criticized Kent as bordering on reckless. Now a Legion captain, Kent has grown a bit more cautious on the battlefield, but still occasionally takes chances that would give other MechWarriors pause.



## NEW RULES

Some of the scenarios in this book use new or rarely used **BattleTech** rules. These rules are explained in this section. Directions for when to apply these rules are noted in the individual scenarios. This section also includes game information for the unique Gray Death power suits.

### BAD WEATHER/TERRAIN RULES

Some of the battles in this scenario pack take place in bad weather or on irregular terrain. The following rules are designed to simulate these conditions. The **Game Set-Up** section in each scenario notes any bad weather or irregular terrain features that apply in that scenario. Standard **BattleTech** rules governing terrain also remain in effect.

#### MOVEMENT/SKILL ROLL MODIFIERS

Consult the following table for movement costs and Piloting Skill Roll modifiers that apply in bad weather or on irregular terrain features.

#### MOVEMENT/SKILL ROLL MODIFIERS

**Note:** MP = Movement Points

Weather/Terrain Type	Movement Cost per Hex	Piloting Skill Roll Modifier
Mud*	+1 MP	+1
Heavy Rainfall	+1 MP	+1
Fog/Falling Snow	+2 MP	+1
Deep Snow*	+3 MP	+2
Ice (over solid ground)	+1 MP	+4
Ice (frozen lake/river)**	+1 MP	+4

\*Any ground unit (BattleMech, wheeled or tracked vehicle, or infantry) crossing this terrain is subject to **Bog Down** (see **Bog Down**, below).

\*\*Ground units crossing a frozen lake or stream may break through the ice (see p. 58, **BattleTech Compendium**).

#### TO-HIT MODIFIERS

Apply the following modifiers to all to-hit numbers when firing weapons under the noted weather conditions. Treat all artillery weapons, autocannons, flamers, Gauss rifles, machine guns, missile launchers, and narc missile pods as ballistic weapons when applying these modifiers. Treat beam and pulse lasers and PPCs as energy weapons.

#### TO-HIT MODIFIERS

Condition	Modifier
Light Rain	+1
Heavy Rain/Falling Snow	+2
Fog/Blowing Dust/Smoke	+1 to ballistic weapons +2 to energy weapons
High Wind	+2 to ballistic weapons

#### HEAT SCALE MODIFIERS

Apply the following modifiers to the Heat Scale of a 'Mech operating in the noted weather conditions.

#### HEAT SCALE MODIFIERS

Condition	Modifier
Heavy Rain/Snowfall	-1 degree per turn
Deep Snow	-2 degrees per turn
Temperature below -30° C*	-1 degree per turn
Temperature above 38° C	+1 degree per turn

\*Unarmored infantry units cannot withstand temperatures in this extreme, and so are prohibited from scenarios that take place in this weather condition.

#### INTENTIONAL FIRES

Many weapons can be used to intentionally start fires by firing them on Woods or Building hexes. Rain, thick fog, and snow, however, make it more difficult to start intentional fires. Apply a +2 modifier to any fire-starting roll when those weather conditions are present. Rain, fog, and snow also lessen the chance that a fire will spread. Under these weather conditions, apply a -1 modifier to rolls when determining the spread of a fire. Because high winds whip up and spread a fire more easily, apply a -1 modifier to fire-starting rolls when high winds are present. High winds cause fires to spread to downwind flammable hexes at a rate of 2 hexes per turn. See pp. 54-55 of the **BattleTech Compendium** for more rules governing fires.

#### BOG DOWN

Bog Down rules are similar to the Swampy hex rules on p. 59 of the **BattleTech Compendium**. Under Bog Down rules, any ground unit entering a hex containing mud, soft sand, or deep snow must make a Piloting Skill Roll to avoid becoming stuck. The weather conditions, the unit's weight, damage, and turns spent in the hex affect the probability of becoming stuck. Consult the following Bog Down Table for the appropriate dice roll modifiers. If the roll fails, the unit is trapped in the hex and may not move for the remainder of the turn. Note that BattleMechs that fail this roll do *not* fall. The trapped unit may torso twist or rotate its turret normally but may not change its facing. For any weapon or physical attacks against a trapped unit, apply a -2 modifier to the to-hit number.



## RULES AND EQUIPMENT

The trapped unit may attempt to free itself at the start of the next turn's Movement Phase by making another Piloting Skill Roll, again applying all the appropriate modifiers listed in the Bog Down Table. If the roll succeeds, the unit becomes unstuck and may move normally. If the roll fails, the unit stays stuck and must wait until the next turn to attempt another roll.

Hovercraft are not subject to Bog Down.

### BOG DOWN MODIFIERS

Conditions/Type of Unit	Modifier
Infantry	-2
Vehicle/'Mech	
up to 40 tons	0
45 to 60 tons	+1
65 to 85 tons	+2
more than 85 tons	+4
Heavy Rain/Snowfall	+1
Deep Snow	+2
Per Wheel/Track Hit	+1
Per Leg/Foot Actuator Hit	+1
Per Hip Actuator Hit	+2
Per Gyro Hit	+3
Per Turn Spent In Bog	+1

## MISCELLANEOUS RULES

### SALVAGING BATTLEMECHS

The Gray Death Legion was originally built from salvaged 'Mechs. In keeping with this tradition, the Gray Death player may, if both players agree, use the following rules to salvage 'Mechs.

Any time a campaign allows for the repair of damaged 'Mechs between battles, the Gray Death player may elect to scavenge for 'Mechs rather than repair his own damaged machines, provided he has won a substantial or decisive victory as defined by the **Victory Conditions** in the scenario just played. A marginal victory or a draw leaves control of the battlefield too much in doubt to allow for safe salvage operations.

Obviously, only those 'Mechs left on the field are salvageable. 'Mechs that have lost arms, taken life-support or sensor damage, or have minor engine or gyro damage may leave the field under their own power. 'Mechs with missing legs, destroyed gyros, or destroyed engine shielding must be moved off the field on 'Mech recovery vehicles. Roll 1D6 and subtract 2 from the result to determine how many 'Mech recovery vehicles are available during the allotted repair time following a scenario. Loading a BattleMech onto a 'Mech recovery vehicle and removing it from the battlefield consumes 1 minute of the allotted repair time per ton of BattleMech.

### MechWarrior Salvage Rules

If using **MechWarrior** rules, assume a Technician Skill Level 2 for all rolls used to determine the feasibility of salvaging a 'Mech. Deduct any time spent breaking the access code of a BattleMech from the allotted repair time. See pp. 146-147, **MechWarrior, Second Edition**, for a full explanation of **MechWarrior** salvage rules. Players who wish to use the **Mercenary's Handbook** repair rules can consult the Repair Difficulty and Component Combat Value Tables on p. 103.

### LANCE MOVEMENT RULES

To better reflect lance integrity and speed the play of large battles, players may use the following rules to move all the 'Mechs of a lance simultaneously.

After determining Initiative, the player moving first moves one entire lance as he would a single 'Mech. Players then follow the standard turn sequence, but move lances instead of individual 'Mechs or units. A platoon of infantry or tanks may be treated as a lance for this purpose. A unit may elect to remain stationary rather than move, but once this option has been selected the unit must remain stationary for the rest of that turn. Torso twisting and turret rotation may also be performed by an entire lance.

### ANTI-MECH COMMANDOS

Some scenarios call for the use of the Gray Death Legion's renowned anti-'Mech commandos. These commandos deploy in 21-man platoons and possess the same game characteristics as foot infantry, with the following exceptions.

The anti-'Mech commandos attack according to the rules listed on pp. 47-48 of the **BattleTech Compendium**.

Each member of an anti-'Mech platoon carries a single satchel charge. The Gray Death player must decide prior to conducting any leg attacks how many satchel charges the attacking platoon will use in the attack. Use the Leg Attacks Table, p. 47 of the **BattleTech Compendium**, to determine the to-hit number, substituting the number of charges for the number of men in the platoon. Satchel charges may not be reused and must be noted on the record sheet of any unit equipped with them. Use the record sheet to keep a tally of all expended satchel charges. If a commando is killed before using his satchel charge, consider the explosive lost.

Some scenarios specify that anti-'Mech platoons be armed with inferno rounds. The number of inferno rounds available to these units is noted in those scenarios. Like satchel charges, inferno rounds cannot be reused. The Gray Death player should keep a tally of how many inferno rounds his forces possess and how many they have expended. See p. 60 of the **BattleTech Compendium**, for a full description of inferno rounds.

## GRAY DEATH POWER SUITS

Shortly after their defeat on Sudeten at the hands of Clan Jade Falcon, the Gray Death Legion became the first combat unit to





## EQUIPMENT

receive the newly unveiled Federated Commonwealth power suits. Developed at the New Avalon Institute of Science, these Inner Sphere copies of Elemental battle armor are not quite as effective as their Clan counterparts, but their heavy armor, increased strength, and anti-'Mech weaponry gave the Legion anti-'Mech commandos a fighting chance against the enemy OmniMechs.

The NAIS power suits consist of a heavy exoskeleton overlaid with ablative ceramic and kevlex sheeting. The right arm mounts a weapon hardpoint. Like standard Inner Sphere and Clan battle armor, the NAIS power suits also feature a manipulative claw, used to tear off small chunks of 'Mech armor or plant satchel charges on 'Mechs. The NAIS suits lack the integral SRM pack of Clan armor, however.





Legion techs have modified the NAIS design to create two types of Gray Death power suits, tailored to the needs of the mercenary unit. The first design, which became standard issue for all Gray Death armored infantry units on its introduction, features the addition of a modified infantry small arm—usually a submachine gun—to the suit's left arm. The Legion techs also added a scaled-down medipack and a sensory array to the suit.

The techs designed the second type of suit for mobile reconnaissance work. These light scout suits possess only half the armor protection of the standard Gray Death power suit and mount no integral weapons. Instead, the Legion techs replaced the weapon mounts and the heavy manipulative claw with scaled-down versions of BattleMech hands. These hands provide the suit with a greater flexibility than the standard power suit, yet still allow the wearer to carry an infantry weapon. The light scout suit also features an integral jump pack, which allows a recon trooper to travel at speeds up to 50 kph, and an array of built-in sensors that enable the wearer to scan the infrared and ultraviolet ranges. The array also includes starlight viewing, magnetic anomaly detection, and vision magnification devices. A small processor and data transmission system allows a scout to relay information back to his command center without having to break contact with the enemy. The light scout suit is standard issue for all Gray Death armored scout units.

### GAME INFORMATION

Unless otherwise noted, all Gray Death armored infantry units are equipped with the standard Gray Death power suit. All Gray





### STANDARD POWER SUIT SQUAD NUMBER \_\_\_\_\_

	10	9	8	7	6	5	4	3	2	1
	10	9	8	7	6	5	4	3	2	1
	10	9	8	7	6	5	4	3	2	1
	10	9	8	7	6	5	4	3	2	1

PRIMARY WEAPON \_\_\_\_\_

SECONDARY WEAPON \_\_\_\_\_

### LIGHT POWER SUIT SQUAD NUMBER \_\_\_\_\_

	5	4	3	2	1
	5	4	3	2	1
	5	4	3	2	1
	5	4	3	2	1

WEAPON \_\_\_\_\_



## EQUIPMENT

INFANTRY WEAPONS BASE TO-HIT NUMBER TABLE

Weapon Type	Range in Hexes						
	0	1	2	3	4	5	6
Rifle	5	5	6	7	8	9	10
Machine Gun, Flamer, or Gyrojet	4	4	5	6	6	8	9
Laser, SRM, or Heavy Gyrojet	3	4	4	6	6	8	8
Man-Pack Particle Cannon	2	3	4	4	5	6	7
Heavy SRM	2	3	3	4	5	6	—

INFANTRY WEAPON DAMAGE TABLE

Weapon Type	Number of Squad Members			
	1	2	3	4
Rifle	1	1	1	1
Machine Gun, Flamer, or Gyrojet	1	1	1	1
Laser, SRM, or Heavy Gyrojet	1	1	2	2
Man-Pack Particle Cannon or Heavy SRM	2	2	3	4

Death armored scout units are equipped with the light scout suit. For game situations not covered by the rules or procedures provided in this section, treat all Gray Death power suits as standard Clan battle armor (see pp. 45–48, **BattleTech Compendium**).

When using Gray Death power suits in a scenario, assume that all members of a single squad are equipped with the same type of anti-Mech weapon and the same type of infantry weapon. Anti-Mech weapons are listed with armored infantry units in the appropriate scenario and campaign rosters. Record the weapon types on the unit's record sheet before starting play. Sample record sheets for the standard Gray Death power suit and the light scout suit appear on p. 26. Each sheet has four horizontal rows, representing the four members of a Gray Death armored infantry or scout squad. As a squad member takes damage, mark the boxes in his row. Once all the boxes are checked, that trooper is out of the battle. The sheets also have spaces to mark the weapons used by the squad and a blank space used to keep track of satchel charges, inferno rounds, or other materiel the squad possesses.

### Movement

Standard Gray Death power suits have a ground MP Rating of 3. Light scout suits have a ground MP Rating of 4 and a Jump MP Rating of 3. Light scout suits follow BattleMech jump rules (p. 15, **BattleTech Compendium**) when jumping. Woods hexes or elevation changes of less than 3 levels do not impede the movement of either power suit design. Both designs must be outfitted with grapple rods to ride 'Mechs into battle.

### Weapons

Standard Gray Death power suits mount a single anti-Mech weapon and an infantry weapon. The suit cannot be equipped with anti-Mech weapons that exceed 1 ton. See p.116, **BattleTech Compendium**, for a list of anti-Mech weapons. The infantry weapons available for use are rifles, machine guns, flamers, regular and heavy gyrojet guns, lasers, SRMs, and man-pack particle cannons.

Light scout suits mount a single infantry weapon.

### Attacks

When a squad of Gray Death armored infantrymen or armored scouts attacks, it fires as a single unit. An armored infantry squad may fire twice in a single round, once with its anti-Mech weapon and once with its infantry weapon. All attacks follow all standard line-of-sight and range restrictions appropriate for the weapon unless otherwise noted. All Gray Death power suits have a 360° arc of fire.

The modified to-hit number for weapon attacks is calculated normally, with all Attacker and Defender movement, terrain and other modifiers applied.

For attacks with anti-Mech weapons, use the Battle Armor Direct Fire table, p. 46, **BattleTech Compendium**, to determine the number of hits scored by the squad. Each hit inflicts normal damage for the weapon.

For attacks with infantry weapons, follow the **Standard Infantry Attacks** procedure listed on p. 45 of the **BattleTech Compendium**, but use the following tables to determine the to-hit number for the attack and the damage inflicted. Note that the range of infantry weapons is severely limited.



## EQUIPMENT







## MECHWARRIOR RULES

### Damage

When a squad of armored infantry or armored scouts is fired on in **BattleTech** combat, treat the attack as against the whole squad. All normal modifiers apply. In addition, BattleMechs and vehicles must modify their to-hit number by +1 to reflect the dispersal of the squad members.

If a hit is achieved, roll 1D6, re-rolling any result of 5 or 6. The number rolled indicates which squad member has been hit. Standard Gray Death power suits have an Armor Value of 10 points, and light scout suits, 5 points. In **BattleTech** combat, the armor of a power suit is considered a single "location." If all the armor is destroyed, the trooper inside is killed. Use the record sheets described earlier in this section to keep track of damage.

Resolve long-range missile fire against GDAI squads in the same way as missiles directed against BattleMechs; LRMs that hit the unit are grouped into lots of five, then assigned randomly (see p. 27, **BattleTech Compendium**).

### Anti-'Mech Operations

All Gray Death armored infantry and armored scout units are trained in anti-'Mech tactics, and both Gray Death power suit designs can be used to make leg attacks, called "knee-capping" attacks by the Legion (see **Leg Attacks**, p. 47, **BattleTech Compendium**). Use the Leg Attacks Table on p. 47 of the **Compendium** to determine the base to-hit number for such attacks, treating the armored Gray Death troops as BattleArmor troops for this purpose.

Because they lack the powerful manipulative claw carried by the standard Gray Death power suit, light scout suits cannot be used to make swarm attacks.

If an armored Gray Death squad makes leg or pointblank attack from a hidden position (see pp. 47 and 57, **BattleTech Compendium**) against a 'Mech fitted with Clan anti-personnel pods, the 'Mech's pilot can detonate the A-pods before the to-hit roll is made. If an A-pod is triggered, any squad in the same hex as the 'Mech takes 1D6 - 1 points of damage before resolving its own attack. This rule is an exception to the normal rule prohibiting weapons fire against a unit within the same hex. Regardless of the damage caused, the A-pod is expended. Unexpended A-pods that take a critical hit are simply rendered inoperative.

### MECHWARRIOR RULES

When used in **MechWarrior**, standard Gray Death power suits absorb 80 points of damage before they are destroyed. Gray Death light scout suits absorb 40 points of damage. Both designs reduce damage inflicted on a wearer by one-third as long as they remain intact.

Neither type of powered armor is usually available for sale. The price of such units is left up to the gamemaster, but the costs of such units should be prohibitively high: at least 500,000 C-bills for a light scout suit and at least 1,000,000 C-bills for a standard Gray Death power suit.

The jump pack on the light scout suit enables a wearer to jump up to 40 meters in a single leap. Two such leaps may be made in a single **MechWarrior** turn. Both designs enable a wearer to walk/run up to 70 meters in a single turn.

Both varieties of powered armor are environmentally sealed, and both designs are equipped with a personal communicator, infrared scanner, starlight viewing system, and visual magnification/rangefinder systems that magnify up to 400 times. See the **Equipment** section in **MechWarrior, Second Edition**, for game information on these devices. The visual magnification systems have the same game characteristics as rangefinder binoculars.

Light scout suits also mount long-range personal communicators, as well as portable motion, portable radar, and portable heat sensor systems. These sensors have the following game characteristics.

#### Portable Radar Sensors

A radar sensor will detect any object larger than 0.5 cubic meters within its line-of-sight in a 10-kilometer radius. If the target is a 'Mech, fighter, or vehicle, the gamemaster makes a Saving Roll against the scout's Mental Characteristic, with a -6 modifier, to determine if the scout correctly interprets the radar signal. For a dismounted infantry target, use a -4 modifier. If radar scans (but not necessarily detects) a 'Mech, vehicle, or fighter, a roll of 5+ means the target is aware of the surveillance. The alerted target must make a Saving Roll against his Mental Characteristic to locate the scout whose sensors are scanning his machine.

#### Portable Motion Sensors

Portable motion sensors detect motion of any object larger than 5 cubic centimeters within a 10-kilometer radius. To identify the motion's source, the gamemaster must make a Saving Roll against the scout's Mental Characteristic modified by -2. If the roll fails, the scout misinterprets the motion. A character may use his Stealth Skill to avoid detection by a suited scout's motion sensor by making an Opposed Skill roll against the result of the scout's Mental Characteristic Saving Roll. Note that the scout still modifies his Mental Characteristic by -2; sneaking past motion sensors can be difficult and potentially dangerous.

#### Portable Heat Sensors

A portable heat sensor may detect any target within its range and line of sight. The gamemaster must make a Saving Roll against the scout's Mental Characteristic to determine whether or not the scout correctly interprets the sensor data. Modify the Saving Roll target number by -4 when detecting 'Mechs, ground, and naval vehicles, and by -2 for infantry. If the target is an individual wearing an infrared suppression suit, modify the Saving Roll target number by +2. Portable heat sensors will not detect aerospace fighters or VTOLs.



## CAMPAIGN: WAR OF 3039

# CAMPAIGN: THE WAR OF 3039

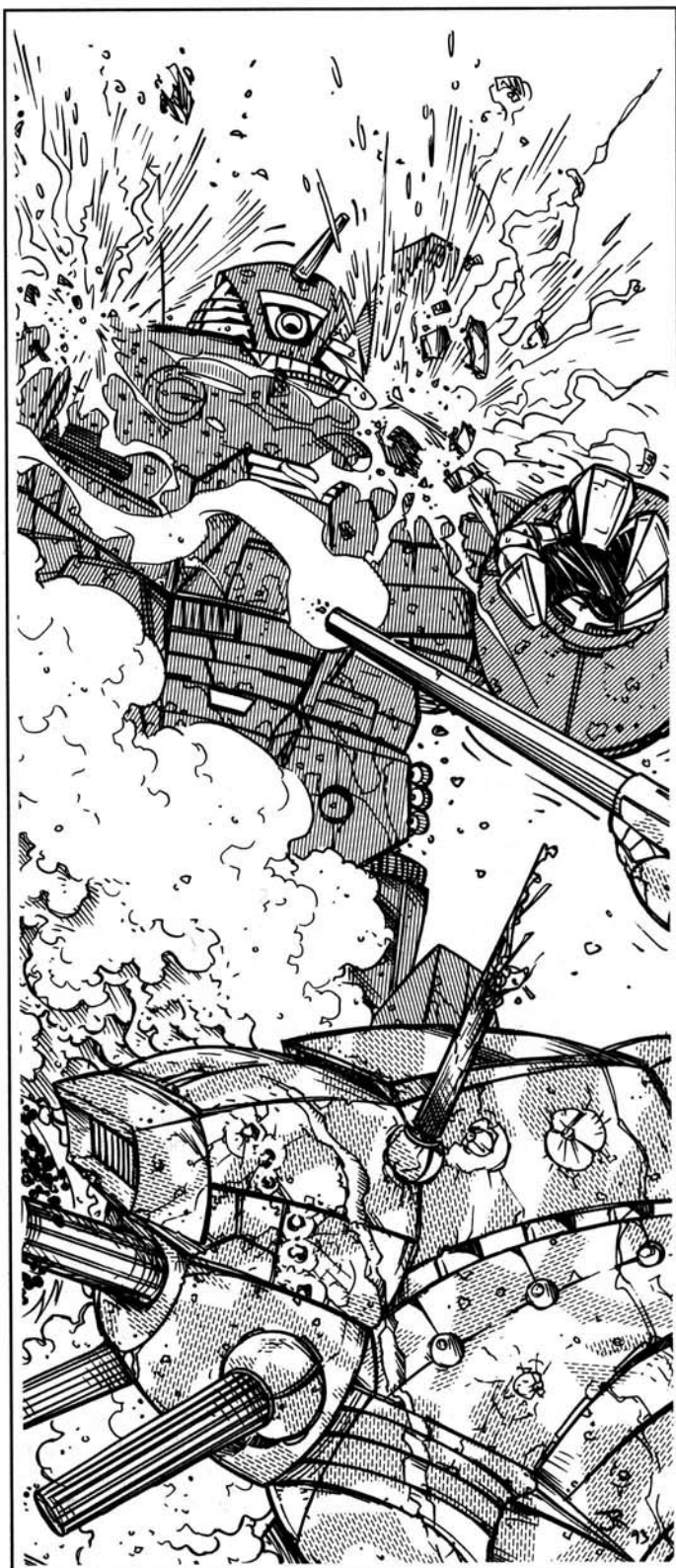
The following two scenarios trace the Gray Death Legion's limited involvement in the War of 3039 between the Federated Commonwealth and the Draconis Combine. The Legion served in the Commonwealth invasion force, assigned to drop into Altai and secure the vital spaceports at New Ross and Willas. To accomplish this task, Carlyle split the Legion into two sections. He personally led one section into the undefended spaceport at Willas. The second section, under Captain Davis McCall, dropped into the spaceport at New Ross, where they engaged elements of the Kurita First Ghost Regiment. After several hours of evenly pitched fighting, Carlyle's section arrived from Willas, and the Combine forces broke and ran. The Legion pursued the Ghosts to the last Kurita-held spaceport on Altai at Carlingford. There, they engaged the Combine rear guard in a fierce land-air battle, hoping to prevent the withdrawal of the Kurita troops.

## CAMPAIGN RULES

When playing these scenarios, both sides should remember that their BattleMechs are the older models listed in the 3025 **Technical Readout**.

Piloting and Gunnery Skill Levels for Legion characters are listed next to the 'Mech that character is piloting during this campaign.

These scenarios are designed as a mini-campaign. If they are played in this manner, use the repair rules on p. 62 of the **Battle-Tech Compendium**. The time elapsed between the two battles is 120 minutes.





## CAMPAIGN: WAR OF 3039

### GRAY DEATH LEGION UNIT ROSTER, WAR OF 3039

During the War of 3039, the Gray Death Legion comprised little more than a reinforced battalion. Most of the original unit members still served with the unit at the time.

#### 1ST COMPANY

##### Command Lance

Colonel Grayson Death Carlyle (*Piloting 4, Gunnery 3*), *Marauder*  
Sergeant Delmar Clay (*Piloting 4, Gunnery 3*), *Wolverine*  
Sergeant Davis McCall (*Piloting 4, Gunnery 3*), *Rifleman*  
Thomas Reid (*Piloting 5, Gunnery 4*), *Griffin*

##### Fire Lance

Lieutenant Hassan Ali Khaled (*Piloting 4, Gunnery 4*), *Warhammer*  
Sergeant Charles Bear (*Piloting 4, Gunnery 4*), *Crusader*  
Sergeant Sharyl (*Piloting 4, Gunnery 3*), *Shadow Hawk K*  
Francis Bowden (*Piloting 5, Gunnery 3*), *Assassin*

##### Recon Lance

Lieutenant Gomez Cristobal de Villar (*Piloting 4, Gunnery 3*), *Griffin*  
Sergeant Tracy Maxwell Kent (*Piloting 3, Gunnery 3*), *Phoenix Hawk*  
Phillip Ashburn (*Piloting 5, Gunnery 4*), *Vulcan*  
Winston Royale (*Piloting 6, Gunnery 4*), *Commando*

#### INFANTRY SUPPORT COMPANY (REINFORCED)

1 Foot Rifle Platoon  
1 Foot SRM Platoon  
1 Foot Laser Platoon  
1 Anti-Mech Commando Platoon

#### AEROSPACE SUPPORT COMPANY

##### Transport Lance

Lieutenant Ilse Martinez (*Piloting 4, Gunnery 3*), *Union Class DropShip Phobos*  
Ensign Evan Fowler (*Piloting 5, Gunnery 4*), *Union Class DropShip Deimos*

##### 1st Fighter Lance

Lieutenant Joshua Diskin (*Piloting 4, Gunnery 5*), *Corsair*  
Ensign Carla Staedler (*Piloting 5, Gunnery 4*), *Corsair*

##### 2nd Fighter Lance

Lieutenant Harold Lockhart (*Piloting 5, Gunnery 4*), *Sparrowhawk*  
Ensign Larry Quil (*Piloting 4, Gunnery 4*), *Sparrowhawk*





## CAMPAIGN: WAR OF 3039

# FIGHTING GHOSTS: SCENARIO 1

### HORNET'S NEST

—Excerpted from a letter written by Joshua DuPree, a resident of New Ross

I've never been able to understand the fascination war seems to hold for young people. I suppose the media is partly to blame. If we didn't have all those tridees of Samurai Eternal, war wouldn't hold quite the appeal it does. I know this is an old sermon, but I just witnessed one of the most appalling exercises in human destruction it has ever been my sorry privilege to see.

I had just gotten out of bed to go to work, when the whole apartment building shook. I thought it was an earthquake. You know, scientists have been saying we're overdue for one. Anyway, I ran to the window just in time to see a BattleMech push itself away from the building. I later realized that it had fallen against the apartments, and that was what caused the shaking.

I stood there, staring at this gray and black behemoth, when all the windows on that side of my apartment shattered. I remember hearing a whining sound. When I looked around, I saw a bullet hole in the wall, right next to me.

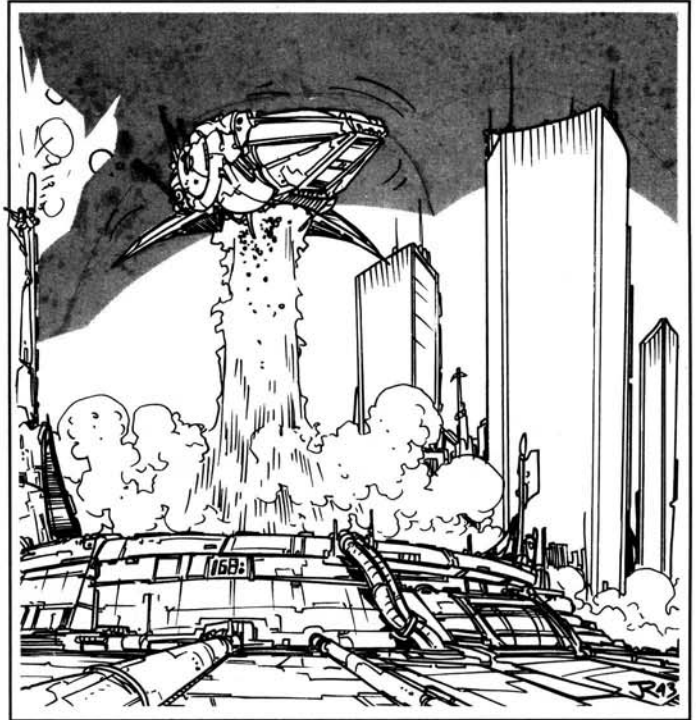
That was when I realized that the city was under attack.

I don't remember much after that, until I reached the shelter in the basement. A Combine information officer came on the radio, telling us that Altais had been invaded, and that we should stay in our shelters until the fighting was over. Then he started into a speech on how we should resist the FC aggressors with our dying breath, or some nonsense like that, and I just tuned him out.

As it turns out, it wasn't until 10 o'clock the next day that the all-clear sounded. When we came out of the shelters, we discovered that New Ross was in the hands of the Gray Death Legion.

### SITUATION: NEW ROSS SPACEPORT, ALTAI, 0730 HOURS, 29 APRIL 3039

The Gray Death Legion was assigned to capture two critical spaceports on the northern continent of Altais—one at Willas, and one at New Ross. Grayson Carlyle chose to divide his force and



make two simultaneous attacks, electing to lead the strike against the Willas spaceport personally. The second assault, against New Ross, was led by Davis McCall, then a captain in the Legion.

McCall's force landed unopposed, but found itself scattered due to faulty drop-guidance equipment. Some of the section's 'Mechs actually dropped into New Ross City, rather than onto the drop port's tarmac as planned. A few of these machines were damaged by collisions with buildings. The New Caledonian was still organizing his troops when the First Ghost Regiment announced its presence with a barrage of long-range missile fire.

The ferocity of the Ghosts' rush drove the Legion troops deep into the spaceport before McCall finally regained control of his unit and organized a strong defensive position in a cargo handling area.

A battle of attrition and nerves ensued. The Ghosts lacked sufficient strength to force the mercenaries from their makeshift revetments, while McCall's forces—comprising mostly light and medium 'Mechs—had neither the armor nor the firepower to repel the Combine troops. The battle depended on whose reinforcements arrived first.

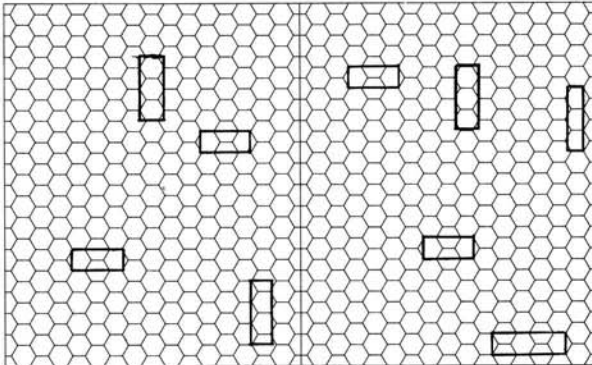
Fortunately for McCall, Grayson Carlyle found the Willas spaceport open and undefended. Fearing a Combine trap, the Legion commander left half of his force to hold Willas and led the balance of his troops on a forced march of nearly 150 kilometers to New Ross. Carlyle's arrival threw the Combine line into confusion. The Legion drove the Ghosts from New Ross and secured the spaceport as a landing zone for incoming Federated Commonwealth troops.



## CAMPAIGN: WAR OF 3039

### GAME SET-UP

Lay out the **BattleTech** mapsheets as illustrated, with the non-terrain sides up. Place building counters on the mapsheets as shown.



### ATTACKER

The attacker is the Bravo Company, Second Battalion, First Ghost Regiment.

#### Command Lance

*Sho-sa* Burke Thayer (*Piloting 4, Gunnery 3*), *Thunderbolt*  
*Chu-i* Ohara (*Piloting 4, Gunnery 4*), *Crusader*  
Sergeant Robert Grange (*Piloting 5, Gunnery 4*), *Rifleman*  
Miyamoto Danielson (*Piloting 4, Gunnery 4*), *Ostroc*

#### Medium Lance

*Chu-i* Louis Buntaro (*Piloting 5, Gunnery 4*), *Griffin*  
Sergeant Richard Favor (*Piloting 4, Gunnery 3*), *Dervish*  
Luis Ansai (*Piloting 4, Gunnery 4*), *Centurion*  
Brian Stillwell (*Piloting 5, Gunnery 4*), *Shadow Hawk*

#### Light Lance

Sergeant Lee Cleve (*Piloting 6, Gunnery 4*), *Assassin*  
Corporal Charles Wingate (*Piloting 4, Gunnery 4*), *Panther*  
Dante Cappetti (*Piloting 4, Gunnery 3*), *Stinger*  
Gloria Danlish (*Piloting 4, Gunnery 4*), *Stinger*

#### Deployment

The Attacker enters the eastern edge of Mapsheet 2 during the Movement Phase of Turn 1.

### DEFENDER

The Defender is McCall's section of the Gray Death Legion.

#### Command Lance

Captain Davis McCall (*Piloting 4, Gunnery 3*), *Rifleman*  
Lieutenant Delmar Clay (*Piloting 4, Gunnery 3*), *Wolverine*  
Sergeant Sharyl (*Piloting 4, Gunnery 3*), *Shadow Hawk 2D*  
Francis Bowden (*Piloting 5, Gunnery 3*), *Assassin*

#### Medium Lance

Lieutenant Tracy Maxwell Kent (*Piloting 3, Gunnery 3*),  
*Phoenix Hawk*  
Phillip Ashburn (*Piloting 5, Gunnery 4*), *Vulcan*  
Thomas Reid (*Piloting 5, Gunnery 4*), *Griffin*  
Winston Royale (*Piloting 6, Gunnery 4*), *Commando*

#### Infantry Support

1 Foot Rifle Platoon  
1 Foot Laser Platoon  
1 Anti-Mech Commando Platoon

#### Reinforcements

Reinforcements are the following elements of Carlyle's section of the Gray Death Legion.

Colonel Grayson Carlyle (*Piloting 5, Gunnery 4*), *Marauder*  
Lieutenant Gomez Cristobal de Villar (*Piloting 3, Gunnery 4*), *Griffin*  
Sergeant Charles Bear (*Piloting 4, Gunnery 4*), *Crusader*

#### Deployment

The Defender sets up first, subject to Special Rule 1 (see p. 34).

Reinforcements enter on the northern edge of Mapsheet 1, according to Special Rule 4 (see p. 34).



## CAMPAIGN: WAR OF 3039

### VICTORY CONDITIONS

McCall's section must hold out against the Ghosts until the Legion reinforcements arrive, destroying or disabling as many Combine 'Mechs as they can.

The Ghosts must destroy or disable as many Gray Death 'Mechs as possible, while preserving as many of their own 'Mechs as possible. The Ghosts may preserve their 'Mechs by exiting them off the northern, southern, or eastern edge of Mapsheet 2. Once a 'Mech has left the board, it may not re-enter the battle.

The scenario ends when all the units on one side are destroyed or after 30 turns have been completed. Once play has stopped, use the Victory Table to determine the outcome of the battle.

### SPECIAL RULES

1) During set-up, the Defender must choose a landing hex for each 'Mech and infantry platoon in McCall's section. The Defender must make a Landing Roll, as described on p. 103, **BattleTech Compendium**, for each of these units. Record any damage a unit suffers during a failed landing on

that unit's Record Sheet before beginning the game. Consider any unit that scatters off the board lost. Units lost during the landing do not count as destroyed/disabled when calculating the battle outcome.

2) Infantry units take two casualties for every level fallen. If a failed Landing Roll produces a "Mech destroyed" result, the infantry platoon is destroyed.

3) A 'Mech is considered disabled when damage, not heat, prevents it from moving; when it has lost its sensors or gyros; or when it has taken two engine hits.

4) Neither McCall nor the First Ghost Regiment expected the arrival of Carlyle's section. To simulate this uncertainty, roll 2D6 in the End Phase of Turn 5 and add the number of Gray Death 'Mechs already destroyed or disabled to the result. Make this roll in every turn until the result is 10 or greater, at which point Carlyle's section arrives during the Movement Phase of the following turn.

### VICTORY TABLE

Condition	Result
All Gray Death 'Mechs destroyed:	Decisive Combine Victory
McCall's section destroyed before Carlyle's section arrives, 8+ Combine 'Mechs survive:	Substantial Combine Victory
McCall's section destroyed before Carlyle's section arrives, 4-7 Combine 'Mechs survive:	Marginal Combine Victory
McCall's section destroyed, fewer than 4 Combine 'Mechs survive:	Draw
5+ Combine 'Mechs destroyed, 3-5 of McCall's 'Mechs or platoons survive:	Marginal Legion Victory
5+ Combine 'Mechs destroyed, 6-8 of McCall's 'Mechs or platoons survive:	Substantial Legion Victory
5+ Combine 'Mechs destroyed, 9+ of McCall's 'Mechs or platoons survive:	Decisive Legion Victory





## CAMPAIGN: WAR OF 3039

# ALL ABOARD: SCENARIO 2

## LOADING UNDER FIRE

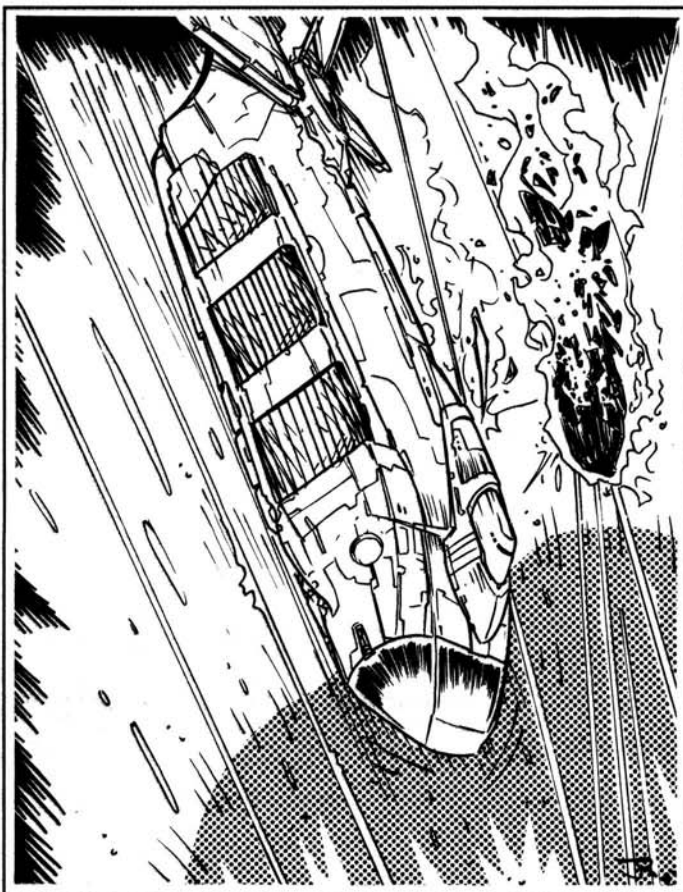
—Excerpted from *The Layman's Guide to Military Operations and Exercises*, by Wells and Cantar, Starke Publishing Company, Sian

Loading troops aboard a DropShip while under enemy fire is perhaps one of the most difficult and dangerous military operations.

Aside from the usual hazards of combat, the defender faces the problem of getting his forces aboard a grounded DropShip. In the best of times, boarding/loading operations can be rather tricky. DropShip bay doors are barely large enough to permit the passage of a heavy or an assault BattleMech, and sometimes even an experienced pilot must try to center his machine in the doorway two or three times before he can board. Inside the 'Mech bay, lines are painted on the deck to show humans the safe areas in which to walk or stand. Straying beyond these lines can be hazardous, as they indicate the lanes through which multi-ton machines will be moving. Normally the 'Mech bay is empty, except for those personnel necessary to the loading operation.

When loading under fire, 'Mech pilots hurry to escape the enemy's attacks, and infantry likewise try to scurry aboard the vessel. Such chaotic conditions can result in the deaths of entire infantry squads. 'Mechs can be damaged or destroyed, and sometimes a BattleMech will become jammed in a bay door. When this occurs, the whole ship is usually lost, as it cannot achieve orbit with the 'Mech bay open to space.

The attacker faces increased dangers as well. Though he does not have to contend with the hazards of hurried loading, he must take into account the guns of a heavily armed and armored DropShip. The mere presence of one of these space-going fortresses has often deterred even the most reckless enemy.



## SITUATION: CARLINGFORD SPACEPORT, ALTAI, 1545 HOURS, 29 APRIL 3039

After the Ghosts withdrew in disarray from New Ross, Carlyle called in his technical and support personnel, who had scarcely begun repairing the unit's damaged machines when General Justin Kovachs ordered the Legion into action again. Intelligence reports indicated that the shattered remains of the Ghosts were falling back on Carlingford, one of the few spaceports still in Combine hands. Unwilling to let the Combine forces withdraw from Altais in peace, Kovachs ordered the Legion to pursue the Ghosts and prevent them from reaching Carlingford. If the Kurita troops made it to the spaceport, the Legion was to destroy their DropShips on the ground.

Carlyle protested the orders. If the Ghosts were withdrawing, he preferred to let them go, rather than wasting more lives and machines in an attempt to wipe them out. The general noted Carlyle's protest and then repeated the order. Under the terms of his contract, the mercenary leader could not refuse a lawful order from a superior officer. With his machines less than half repaired, he set the Legion on the Ghosts' trail.



## CAMPAIGN: WAR OF 3039

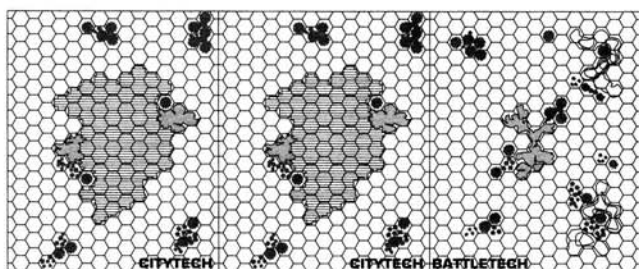
### GAME SET-UP

Lay out the mapsheets and place building counters as illustrated. Place markers in the hexes marked "DS" to indicate the location of the two Kurita *Leopard* Class DropShips.

The paved area on Mapsheet 3 represents the landing area of the Carlingford spaceport. Treat all Water hexes on Mapsheets 2 and 3 as Paved hexes. The double line joining the paved areas on Mapsheets 2 and 3 represents a paved access road. Treat those hexes as paved areas.

Lay out the **AeroTech** low altitude map. The locations of the **BattleTech** mapsheets are indicated by the shaded hexes.

Time available for repairs is 180 minutes.



### ATTACKER

The attacker is all of the Gray Death 'Mechs that survived Scenario 1, subject to the **BattleTech** repair rules on pp. 61–62 of the **BattleTech Compendium**. Available repair time is 120 minutes. The attacking force is supported by the following aerospace elements. (If playing the scenario as a self-contained game, use the attacking forces listed in Scenario 1, along with the aerospace elements listed here.)

#### 1st Fighter Lance

Lieutenant Joshua Diskin (*Piloting 4, Gunnery 5*), *Corsair*  
Ensign Carla Staedler (*Piloting 5, Gunnery 4*), *Corsair*

#### 2nd Fighter Lance

Lieutenant Harold Lockhart (*Piloting 5, Gunnery 4*),  
*Sparrowhawk*  
Ensign Larry Quil (*Piloting 4, Gunnery 4*), *Sparrowhawk*

### Deployment

The Attacker enters the southern edge of Mapsheet 1 during the Movement Phase of Turn 1.

### DEFENDER

The Defender comprises all of the First Ghost Regiment 'Mechs that survived Scenario 1, subject to the **BattleTech** repair rules (pp. 61–62, **BattleTech Compendium**), and the following elements. Available repair time is 120 minutes.

2 *Leopard* Class DropShips (*Piloting 5, Gunnery 4*)

### Air Support Element

SL-17 *Shilone* 1 (*Piloting 5, Gunnery 3*)  
SL-17 *Shilone* 2 (*Piloting 4, Gunnery 3*)

### Deployment

The Defender sets up first. Place the *Leopards* in the hexes marked "DS," with the arrows showing their facing. Any Combine 'Mechs that survived Scenario 1 may be set up anywhere on Mapsheet 1.

### VICTORY CONDITIONS

The Defender wins by loading as many of his 'Mechs as possible aboard the two *Leopards*, then exiting the DropShips from the board (see Special Rule 1, p. 37).

The Attacker wins by preventing the Defender from achieving his victory conditions.

Once the DropShips have escaped or been destroyed, calculate the total tonnage of the defending 'Mechs that escaped and the tonnage of the defending 'Mechs that were destroyed or left behind. Subtract the second figure from the escaped 'Mech tonnage, then consult the Victory Table to determine the outcome.



## CAMPAIGN: THE WAR OF 3039

### VICTORY TABLE

Tonnage of Evacuated 'Mechs	Result
475 or more tons	Decisive Combine Victory
400-474 tons	Substantial Combine Victory
325-399 tons	Marginal Combine Victory
250-324 tons	Draw
175-249 tons	Marginal Legion Victory
100-174 tons	Substantial Legion Victory
0-99 tons	Decisive Legion Victory

**Note:** If both DropShips are destroyed before they lift off, the Attacker wins an automatic Decisive Victory.

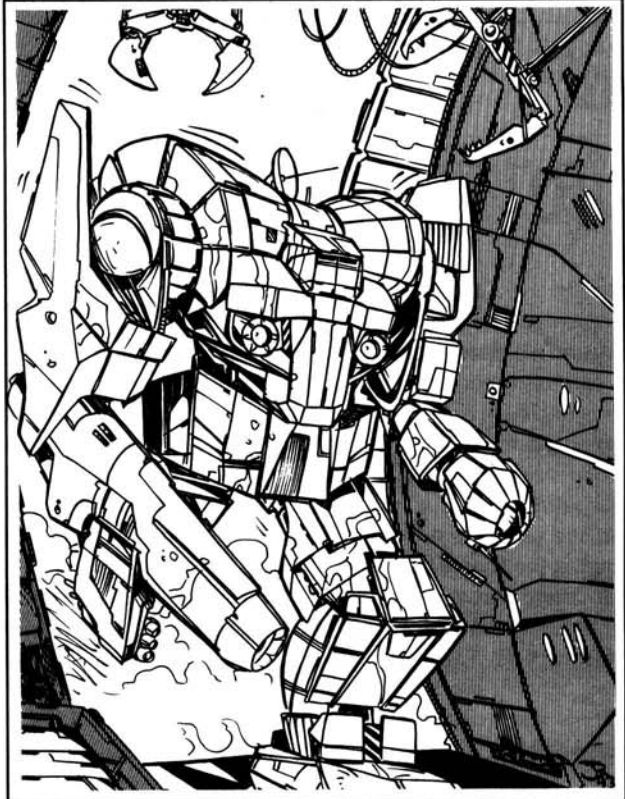
### SPECIAL RULES

1) To load a 'Mech onto a DropShip, the Defender must move the 'Mech into a hex adjacent to the grounded vessel. Because a *Leopard's* 'Mech bay doors are located on its sides, 'Mechs may only be loaded from one of the side hexes. A 'Mech can board a DropShip only at its Walking MP rate. Boarding a DropShip costs 3 MP.

2) The number of 'Mechs a DropShip may load in a single turn is determined by the number of its functioning bay doors. Thus, a *Leopard* may embark four 'Mechs in a turn, as long as all four bay doors remain undamaged.

3) Whenever a 'Mech attempts to enter a DropShip, the controlling player must make a Piloting Skill Roll. If the roll succeeds, the 'Mech boards the DropShip. If the roll fails, the 'Mech was not lined up properly with the door, and the pilot must try again. On a result of 2, the 'Mech collides with the door frame and becomes trapped there. Starting in the Heat Phase of the following turn, the pilot may try to free his machine. Freeing a stuck 'Mech requires a successful Piloting Skill Roll with a +2 modifier. A DropShip may not take off as long as a 'Mech is trapped in a bay door.

4) During loading operations, a DropShip may not fire any of its side/wing-mounted weapons, for fear of hitting the friendly units entering its 'Mech bays. Nose and aft weapons may fire normally.



5) The DropShips may lift off at any time, regardless of whether their 'Mech bays are full or not. In order to lift off, a DropShip must remain motionless on the landing field for one full turn while the last 'Mech loaded is secured in its cubicle, the bay doors are closed, and the drives powered up. During this time the DropShip may not move or fire any of its weapons. The craft may lift off during the Movement Phase of the following turn.

6) Lifting DropShips produce enormous amounts of superheated exhaust gas. Any object in the *Leopards'* aft arc may be affected by the drive blast. The exhaust destroys objects within 2 hexes of the DropShip's aft, and objects between 2 and 5 hexes take 10 Heat Points. Unprotected personnel within 5 hexes are killed.

7) Each side may call in its air support elements any time after the ground battle has begun. A fighter must retire from the field after one strafing run. If two or more opposing fighters are present over the battlefield at the same time, they may engage in a dogfight if they wish, using the **AeroTech** low altitude map.





## CAMPAIGN: CLAN INVASION

# CAMPAIGN: CLAN INVASION

Between the War of 3039 and the Clan invasion, the Gray Death Legion grew in size from a reinforced battalion to a full 'Mech regiment, and also added aerospace fighters and an infantry battalion to its combat roster. A few of the original Legionnaires had either left the unit or died in battle, but most of the Legion's core group still served. Lori Kalmar-Carlyle had also rejoined the unit after an extended leave of absence. On her return, she resumed her position as the Legion's executive officer. Despite its renewed strength, however, the Gray Death Legion would experience its first real defeat during the Clan War.

That defeat came on September 15, 3050, when Clan Jade Falcon attacked Sudeten and dealt the Legion a crushing blow at the battle of Braunfield. The Falcons destroyed seven Legion 'Mechs during the fighting, along with large numbers of Carlyle's much vaunted anti-'Mech commandos.

Trapped behind enemy lines by the defeat, Carlyle led his unit on a desperate march through enemy-held territory to reach the only spaceport on the planet still held by the Federated Commonwealth. In a move that has spawned a number of warrior legends, the Gray Death Legion managed to sneak through the Jade Falcon lines, twice engaging enemy forces—first near Cassis and then at Killing Crossing. Both times Carlyle's mercenaries gave good accounts of themselves, coming away from the battles with minimal damage.

When the Federated Commonwealth decided to abandon Sudeten to the Clans, the Gray Death Legion drew orders to fight the rear guard action against the Jade Falcons' Blue Demons. The ensuing battle at the city of Hammarr's drop port was long and bloody, and only a suicidal charge by the planetary militia's 'Mechs enabled the Legion to board its DropShips and flee.

Following the loss of Sudeten, the Legion traveled to Pandora for rest and refit. During a lull in the invasion created by the death of the Clans' ilKhan, the mercenaries replaced their aging 'Mechs and outfitted an entire infantry company with NAIS-built power suits.

On February 10, 3052, the Legion again faced the Jade Falcons when the Clans struck Pandora. Using lessons learned from the actions on Sudeten, the mercenary unit met the invaders' vanguard at Vandmaal Crossing and handed the Falcons a stunning defeat.

Despite this defeat and the updated equipment used by the other Inner Sphere troops defending Pandora, the Falcons pressed onward, eventually reaching the outskirts of the planetary capital of Needgate. There the Federated Commonwealth garrison prepared to make a stand against the invaders.

Because of a disagreement between Carlyle and the garrison commander, Brigadier General Phillip Mais, the Gray Death Legion did not muster with the rest of the planet's defenders outside the city. Instead, Carlyle carried out an independent operation that ultimately saved Pandora. Carlyle's surprise charge against the Falcons' flank broke the Falcons' assault on Needgate, forcing the invaders to withdraw from the field. A clash between Gray Death armored infantry and Clan Elementals became the last military action on Pandora; by the end of May, 3052, the Com Guard victory over a combined Clan force on Tukayyid temporarily halted the Clan War.

## CAMPAIGN RULES

The scenarios in this section trace the Gray Death's role in the Clan invasion of the Inner Sphere. The scenarios are designed to be played as a mini-campaign, and so the standard **BattleTech** repair and salvage rules are in effect (see pp. 61–62, **BattleTech Compendium**). The times elapsed between scenarios are listed in the **Game Set-Up** section of each scenario.

When playing these scenarios, note that the 'Mechs and vehicles used on Sudeten (Scenarios 3 through 5) are the older-model machines listed in the **BattleTech Technical Readouts 3025** and **3026**. During the Pandora scenarios (Scenarios 6 through 8), players should use the updated machines listed in the **BattleTech Technical Readout: 3050**.





## CAMPAIGN: CLAN INVASION

### GRAY DEATH LEGION UNIT ROSTER, CLAN WAR

#### 1ST BATTALION

##### 1ST BATTLEMECH COMPANY

###### Command Lance

Colonel Grayson Death Carlyle (*Piloting 4, Gunnery 3*),  
*Marauder/Victor* (Sudeten/Pandora)  
Captain Lori Kalmar-Carlyle (*Piloting 4, Gunnery 4*),  
*Shadow Hawk*  
Sergeant Dallas MacKensie (*Piloting 5, Gunnery 4*),  
*Trebuchet*  
Miles Lewis (*Piloting 5, Gunnery 4*), *Griffin*

###### Fire Lance

Lieutenant Hassan Ali Khaled (*Piloting 4, Gunnery 4*),  
*Warhammer*  
Sergeant Rachel Nolans (*Piloting 4, Gunnery 4*), *Catapult*  
Paul Hansen (*Piloting 4, Gunnery 4*), *Archer*  
Wayne LeMat (*Piloting 5, Gunnery 4*), *Centurion*  
KIA at Vandmaal

###### Combat Lance

Lieutenant Gomez Cristobal de Villar (*Piloting 3, Gunnery 3*), *Griffin*  
Sergeant Charles Bear (*Piloting 4, Gunnery 3*), *Crusader*  
Mai Li-Fong (*Piloting 3, Gunnery 3*), *Vindicator*  
KIA at Hammarr  
Dimitri Oretsov (*Piloting 5, Gunnery 4*), *Enforcer*

##### 2ND BATTLEMECH COMPANY

###### Command Lance

Captain Davis McCall (*Piloting 4, Gunnery 3*), *Rifleman*  
Lieutenant Delmar Clay (*Piloting 3, Gunnery 3*), *Wolverine*  
KIA at Hammarr  
Sergeant Sharyl (*Piloting 3, Gunnery 3*), *Shadow Hawk*  
Francis Bowden (*Piloting 4, Gunnery 3*), *Assassin*

###### Medium Lance

Sergeant Tracy Maxwell Kent (*Piloting 3, Gunnery 4*),  
*Phoenix Hawk*  
Phillip Ashburn (*Piloting 4, Gunnery 4*), *Vulcan*

Thomas Reid (*Piloting 4, Gunnery 4*), *Griffin*  
Winston Royale (*Piloting 5, Gunnery 4*), *Commando*

###### Fire Lance

Sergeant Thomas Devin (*Piloting 5, Gunnery 4*), *Archer*  
Martha O'Dell (*Piloting 4, Gunnery 3*), *JagerMech*  
Craig Priestly (*Piloting 6 Gunnery 4*), *Dervish*  
KIA at Hammarr  
Daniel Romig (*Piloting 5, Gunnery 4*), *Rifleman*  
KIA at Vandmaal

##### 3RD BATTLEMECH COMPANY

###### Command Lance

Lieutenant Brian Scully (*Piloting 4, Gunnery 3*), *Hatchetman*  
Walter Llandaff (*Piloting 5, Gunnery 4*), *Clint*  
Regis Matriesse (*Piloting 4, Gunnery 4*), *Phoenix Hawk*  
Teresa Stauble (*Piloting 5, Gunnery 4*), *Panther*  
KIA at Needgate

###### Close-Combat Lance

Sergeant Rebekah Frye (*Piloting 4, Gunnery 4*), *Hunchback*  
KIA at Killiring Crossing  
Alexander Ivorlaw (*Piloting 4, Gunnery 4*), *Firestarter*  
Charles Lovell (*Piloting 4, Gunnery 4*), *Centurion*  
KIA at Hammarr  
Santon Lynn (*Piloting 5, Gunnery 4*), *Javelin*  
KIA at Killiring Crossing

###### Recon Lance

Sergeant Israel Curry (*Piloting 4, Gunnery 4*), *Phoenix Hawk*  
S. C. Auten (*Piloting 4, Gunnery 4*), *Wasp*  
Geno Ferruza (*Piloting 4, Gunnery 4*), *Valkyrie*  
Albert Siegel (*Piloting 5, Gunnery 4*), *Valkyrie*

##### INFANTRY/ARMOR SUPPORT BATTALION

###### 1st Infantry Company

1 Foot Rifle Platoon  
1 Foot SRM Platoon  
1 Foot Laser Platoon



## CAMPAIGN: CLAN INVASION

### 2nd Infantry Company

3 Foot Anti-Mech Commando Platoons  
(later Gray Death Armored Infantry)

### 3rd Infantry Company

1 Mechanized Laser Platoon  
1 Mechanized Rifle Platoon  
1 Mechanized Machine Gun Platoon

### ARMOR SUPPORT COMPANY

#### 1st Tank Platoon

Sergeant M. E. Gough (*Piloting 4, Gunnery 4*), Drillson Heavy Hover Tank  
Corporal Barry Davis (*Piloting 4, Gunnery 3*), Saladin Assault Hover Tank  
John MacKay (*Piloting 5, Gunnery 4*), Scimitar Medium Hover Tank  
Robert Stuver (*Piloting 5, Gunnery 4*), Saracen Medium Hover Tank

#### 2nd Tank Platoon

Sergeant John Wilke (*Piloting 5, Gunnery 4*), J. Edgar Light Hover Tank  
Corporal M'Dahlla (*Piloting 4, Gunnery 4*), Harasser Missile Platform  
Glenn Kellum (*Piloting 4, Gunnery 4*), Harasser Missile Platform  
Emma Watts (*Piloting 5, Gunnery 3*), Harasser Missile Platform (LRM version)

#### 3rd Tank Platoon

Sergeant Harry Zasada (*Piloting 4, Gunnery 3*), Drillson Heavy Hover Tank  
Corporal Diana Norelli (*Piloting 5, Gunnery 4*), Condor Heavy Hover Tank  
Mark Piros (*Piloting 5, Gunnery 4*), Scimitar Medium Hover Tank  
Donald Lauth (*Piloting 5, Gunnery 4*), J. Edgar Light Hover Tank

### AEROSPACE SUPPORT BATTALION

#### AEROSPACE TRANSPORT COMPANY

Captain Ilse Martinez (*Piloting 3, Gunnery 3*), Union Class DropShip *Phobos*  
Lieutenant Evan Fowler (*Piloting 5, Gunnery 4*), Union Class DropShip *Deimos*  
Lieutenant David Longo (*Piloting 5, Gunnery 4*), Leopard Class DropShip *Io*

#### AEROSPACE FIGHTER COMPANY (REINFORCED)

##### 1st Fighter Lance

Lieutenant Joshua Diskin (*Piloting 4, Gunnery 5*), Corsair  
Ensign Carla Staedler (*Piloting 5, Gunnery 4*), Corsair

##### 2nd Fighter Lance

Lieutenant Harold Lockhart (*Piloting 5, Gunnery 4*), Sparrowhawk  
Ensign Larry Quil (*Piloting 4, Gunnery 4*), Sparrowhawk

##### 3rd Fighter Lance

Lieutenant Thomas Narsci (*Piloting 5, Gunnery 4*), Seydlitz  
Ensign H. W. Iriti (*Piloting 4, Gunnery 4*), Seydlitz

##### 4th Fighter Lance

Lieutenant Ryonosuke Shioya (*Piloting 3, Gunnery 3*), Lucifer  
Ensign Patrick Garrity (*Piloting 4, Gunnery 4*), Lucifer





## CAMPAIGN: CLAN INVASION

# FALCON'S FURY: SCENARIO 3

## FIRST CONTACT

—Excerpted from *'Mechs of Flesh and Blood, Vol. 2*, by Lori Kalmar-Carlyle, Avalon Press, 3053

None of us really knew what to expect from the Clans. We'd all heard the stories told by the battle-shocked survivors of Trellwan, Rasalhague, and Tamar, but I think none of us wanted to believe them. None of us wanted to believe that any invader could be so ruthless, so unstoppable. I know the loss of Trell and Verthandi hit Grayson hard. Those worlds were more than names on a map to him. The Legion had shed its blood in those places, and now they were in the hands of a faceless invader.

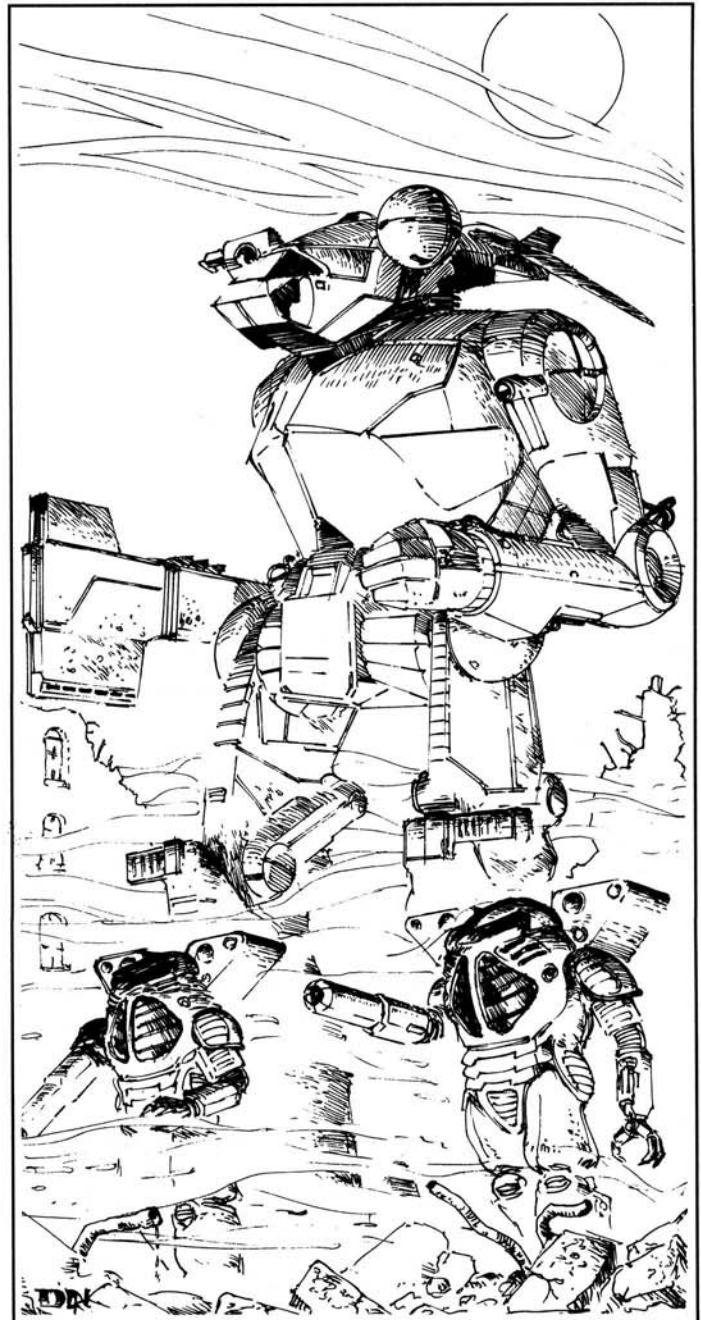
In time, Federated Commonwealth intelligence assembled a patchwork file on the Clans. Gray got a copy of that file about a week before the Jade Falcons arrived at Sudeten. When the Falcon commander started the batchall, Gray did his best to complete the ritual. We argued a bit over that one. I thought it would be best if the enemy entered the fight blind, and so did Davis McCall. Grayson felt the Falcons would simply land with everything they had if he didn't answer the batchall properly.

At the time I was furious with him. How could he tell the enemy exactly what they'd be facing? Now that I've had time to reflect on the matter, I'm glad he did. If the Falcons had landed in strength, I don't think any of us would have survived that first battle.

### SITUATION: BRAUNFIELD, JUDETEN, 1300 HOURS, 15 SEPTEMBER 3050

The battle at Braunfield marked the Gray Death Legion's first contact with the Clans and its first real defeat.

Military analysts and historians have struggled to reconcile Carlyle's typically brilliant battlefield management with the Legion's uncharacteristically poor performance in this engagement. Some believe the Legion's astonishing history of victory after victory gave Carlyle a false sense of invincibility, while others argue that the Legion's commander had little time to study the sketchy reports on



his opponent supplied by Federated Commonwealth intelligence. Still others contend that Carlyle's clumsy attempt at answering the Jade Falcons' batchall led the Clan to commit more troops than the Legion could handle.

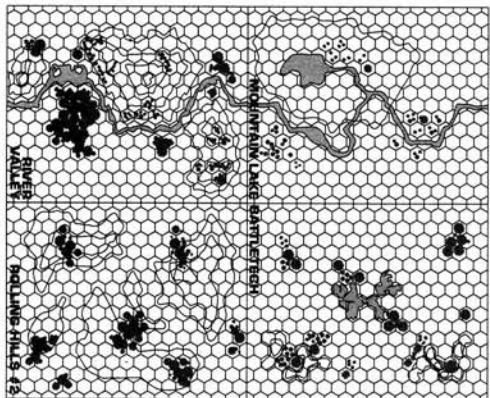
Whatever the reasons for the Legion's loss at Braunfield, historians agree that the entire Legion would have been killed or captured by the Jade Falcons had anyone other than Grayson Death Carlyle commanded the mercenary unit that day.



## CAMPAIGN: CLAN INVASION

### GAME SET-UP

Lay out the **BattleTech** mapsheets as illustrated. Treat the Water hexes on Mapsheet 4 as Hill hexes. The level of the hill corresponds to the depth of the water. Thus, Depth 2 water becomes a Level 2 hill.



### ATTACKER

The attacker is elements of the Jade Falcons' 124th Striker Cluster, the Blue Demons.

#### Alpha Talon 1

Star Captain Dreeson Pryde (*Piloting 3, Gunnery 2*), *Gladiator A*  
 MechWarrior Krista (*Piloting 3, Gunnery 4*), *Thor A*  
 MechWarrior Polonar (*Piloting 3, Gunnery 4*), *Thor*  
 MechWarrior Shelgur (*Piloting 3, Gunnery 4*), *Gladiator*  
 MechWarrior Zena (*Piloting 4, Gunnery 3*), *Man O'War*

#### Alpha Talon 2

Star Commander Fallon Hazen (*Piloting 3, Gunnery 3*), *Masakari*  
 MechWarrior Brendon (*Piloting 4, Gunnery 3*), *Thor A*  
 MechWarrior Ithica (*Piloting 4, Gunnery 3*), *Daishi*  
 MechWarrior Kelli (*Piloting 3, Gunnery 4*), *Thor*  
 MechWarrior Van (*Piloting 3, Gunnery 4*), *Man O'War*

#### Alpha Beak

Star Commander Tanya Uston (*Piloting 3, Gunnery 3*), *Thor*  
 MechWarrior Killian (*Piloting 3, Gunnery 4*), *Loki A*  
 MechWarrior Olipha (*Piloting 4, Gunnery 4*), *Vulture*  
 MechWarrior Nyles (*Piloting 4, Gunnery 3*), *Loki*  
 MechWarrior Sarak (*Piloting 4, Gunnery 4*), *Thor B*

### Charlie Nova

Star Captain Abaka Lovonski (*Piloting 3, Gunnery 3*), *Man O'War*

Point Commander Temujin Icaza, 4 Elementals  
 MechWarrior Tylon (*Piloting 3, Gunnery 4*), *Mad Cat*  
 Point Commander Ghant, 4 Elementals  
 MechWarrior Cewers (*Piloting 3, Gunnery 4*), *Thor*  
 Point Commander Pithan, 4 Elementals  
 MechWarrior Dethan (*Piloting 3, Gunnery 4*), *Thor*  
 Point Commander Trincipic, 4 Elementals  
 MechWarrior Yvonne (*Piloting 4, Gunnery 3*), *Uller*  
 Point Commander Badden, 4 Elementals

### Deployment

The Attacker enters along the southeast corner of Mapsheet 3 on Hexes 0501 through 1506 during the Movement Phase of Turn 1.

### DEFENDER

The Defender is the following elements of the Gray Death Legion.

#### 1st BattleMech Company

##### Command Lance

Colonel Grayson Carlyle (*Piloting 4, Gunnery 3*), *Ma-rauder*  
 Captain Lori Kalmar-Carlyle (*Piloting 4, Gunnery 4*), *Shadow Hawk*  
 Sergeant Dallas MacKensie (*Piloting 5, Gunnery 4*), *Trebuchet*  
 Miles Lewis (*Piloting 5, Gunnery 4*), *Griffin*

##### Fire Lance

Lieutenant Hassan Ali Khaled (*Piloting 4, Gunnery 4*), *Warhammer*  
 Sergeant Rachel Nolans (*Piloting 4, Gunnery 4*), *Catapult*  
 Wayne LeMat (*Piloting 5, Gunnery 4*), *Centurion*  
 Paul Hansen (*Piloting 4, Gunnery 4*), *Archer*

##### Combat Lance

Lieutenant Gomez Cristobal de Villar (*Piloting 3, Gunnery 3*), *Griffin*  
 Sergeant Charles Bear (*Piloting 4, Gunnery 4*), *Crusader*  
 Mai Li-Fong (*Piloting 3, Gunnery 3*), *Vindicator*  
 Dimitri Oretsov (*Piloting 5, Gunnery 4*), *Enforcer*



## CAMPAIGN: CLAN INVASION

### 2nd BattleMech Company

#### Command Lance

Captain Davis McCall (*Piloting 3, Gunnery 3*), *Rifleman*  
Lieutenant Delmar Clay (*Piloting 3, Gunnery 3*), *Wolverine*  
Sergeant Sharyl (*Piloting 3, Gunnery 3*), *Shadow Hawk 2D*  
Francis Bowden (*Piloting 4, Gunnery 3*), *Assassin*

#### Mixed Infantry Company

1 Mechanized Laser Platoon  
1 Mechanized Machine Gun Platoon  
1 Foot Rifle Platoon  
1 Foot Anti-'Mech Commando Platoon (SRM)

#### Deployment

The Defender sets up first anywhere on Mapsheets 2 and 4. The Defender's infantry and anti-'Mech commando platoons may use Hidden Unit rules (see Special Rule 1, below).

This scenario lasts 30 turns or until all of one side's units have been destroyed or forced to withdraw.

### VICTORY CONDITIONS

Both sides try to destroy as many enemy units as possible or force them to withdraw (see Special Rule 2, below). If neither side succeeds at the end of 30 turns, stop play and use the Victory Table to determine the outcome.

### SPECIAL RULES

1) The Defender may deploy his forces using Hidden Unit rules (see p. 57, **BattleTech Compendium**). To deploy a unit in this manner, record the location of each hidden unit on a piece of scratch paper. The board, hex, and facing of the unit should be recorded. Facings are noted as 1 through 6, following the bomb scatter diagram on p. 97 of the **BattleTech Compendium**. For example, the hidden placement of Carlyle's *Marauder* might be recorded as Board 4, Hex 0303, Facing 1. Hidden units remain hidden until they change facing, leave their initial placement hex, or attack. Hidden units will be spotted by any enemy unit that moves through the concealment hex or ends its movement in a hex adjacent to it. Clan 'Mechs fitted with Beagle Active Probes may spot hidden 'Mechs, but not infantry. See p. 118, **BattleTech Compendium**, for rules covering the probe.

2) A BattleMech or OmniMech is forced to withdraw when it takes 2 engine hits or 1 gyro hit. Losing an arm, sustaining an ammo explosion, or losing its sensors will also force a 'Mech to withdraw. Infantry/Elemental units are forced to withdraw when they suffer 60 percent or greater casualties (17 killed for an infantry platoon, 3 killed for Elemental Points). A withdrawing unit must disengage immediately and make its best speed off the board. Legion units withdraw off the west side of the mapsheets, and Clan units escape off the east edge.

#### VICTORY TABLE

Condition	Result
10+ Clan units destroyed or withdrawn, 0-2 Legion units destroyed or withdrawn	Decisive Legion Victory
6-9 Clan units destroyed or withdrawn, 3-4 Legion units destroyed or withdrawn	Substantial Legion Victory
3-5 Clan units destroyed or withdrawn, 5-6 Legion units destroyed or withdrawn	Marginal Legion Victory
0-2 Clan units destroyed or withdrawn, 0-4 Legion units destroyed or withdrawn	Draw
5-8 Legion units destroyed or withdrawn, 6-8 Clan units destroyed or withdrawn	Marginal Clan Victory
9-15 Legion units destroyed or withdrawn, 3-5 Clan units destroyed or withdrawn	Substantial Clan Victory
16+ Legion units destroyed or withdrawn, 0-2 Clan units destroyed or withdrawn	Decisive Clan Victory





## CAMPAIGN: CLAN INVASION

### BADLANDS: SCENARIO 4

#### ESCAPING THE TALONS

—Excerpted from a MechWarrior's retelling of the march to Hamarr

The defeat at Braunfield scattered the Gray Death Legion. By the time Carlyle managed to pull the elements of his beaten command together at the regimental rally point near Holstan, the Falcons had secured Pattersen. That left the Legion stuck behind enemy lines, with half-a-hundred casualties, twenty or so shot-up 'Mechs, no medical aid, no supplies, and no repair facilities.

As bad as things looked, that didn't bother Carlyle. He sent out a bunch of scouts, hoping to find an unguarded AgroMech repair yard, or even a couple of abandoned farms where he could scavenge spares. It took almost a week, but he managed to find enough parts to repair most of his 'Mechs. Those he couldn't fix, he stripped of any useful parts, booby-trapped, and left behind. The way I hear it, a couple Clanners found the abandoned machines and hauled them back to the repair yards at Pattersen. When their techs started monkeying around with them, the booby traps went off and leveled the whole facility.

Anyhow, Carlyle started the Legion moving. He was determined to make it back to Fed-Com lines if it killed him—which it damn near did. The Legion had to sneak through almost two hundred clicks of enemy territory. They moved mostly at night, hiding in forests and caves during the day. Some of the locals saw them and thought they were ghosts. After all, they'd been told that the Falcons had wiped out the Gray Death Legion at Braunfield.

A few collaborators told the Clanners they'd seen the Legion moving around behind the lines. At first the Falcons didn't believe the informers, but when Carlyle raided a rear-area supply depot the Clanners got convinced in a hurry.

Things got tough for the Legion after that, and they had to fight their way out. The way I hear it, Carlyle started that march with nineteen operational 'Mechs and came out with ten.

I've seen the battleroms from that last fight, the one at Killiring Crossing. If that's any indication, I'm surprised any of the Legion made it out at all.



#### SITUATION: KILLIRING CROSSING, NORTH OF HAMMARR, SUDETEN, 1400 HOURS, 16 SEPTEMBER 3050

Of all the war stories spawned by the Clan War, none are so incredible as those sparked by the Gray Death Legion's forced march through Clan-held territory during the fighting on Sudeten. The final engagement of that legendary withdrawal was the battle of Killiring Crossing, sometimes called "Killing Crossing" by aficionados of the Clan Wars.

Carlyle started the move with twenty-three 'Mechs, eight vehicles, and five infantry platoons. At Killiring Crossing, the Legion redeemed its reputation as one of the most effective fighting forces in the Inner Sphere. In a hotly contested fighting withdrawal, the Legion's 'Mechs held back the invaders long enough for the bulk of the unit to cross the Killiring River, into the comparative safety of Federated Commonwealth lines.

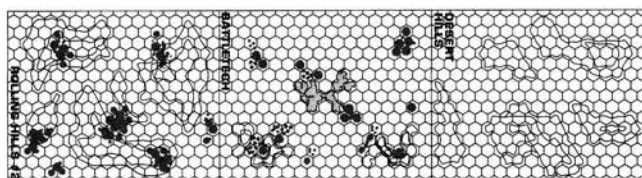
In that fierce engagement the Legion destroyed four Clan OmniMechs and damaged a dozen others. The mercenaries also killed an unknown number of Elementals, losing three of their own light and medium 'Mechs and a few hovers.



## CAMPAIGN: CLAN INVASION

### GAME SET-UP

Lay out the **BattleTech** mapsheets as shown. Hex rows 1113–1506 through 1117–1510 on Mapsheet 3 represent the Killiring River. Treat these hexes as Depth 1 Water hexes. Treat all other Water hexes on Mapsheet 3 as Swampy hexes (see p. 59, **BattleTech Compendium**, for rules governing Swampy hexes).



The Bad Weather/Terrain rules apply in this scenario (see **New Rules and Equipment**, p. 24). Heavy rain is falling, so treat all hexes adjacent to any Water hexes as Mud hexes.

Available repair time for the scenario is 24 hours.

Because the Legion scavenged replacement parts and materiel from farms and AgroMech repair yards, apply a +2 penalty to all repair target numbers.

### ATTACKER

The Attacker is the elements of the 124th Striker Cluster's Alpha Talon 1, Alpha Talon 2, and Alpha Beak that survived Scenario 3, plus the following additional units. (If playing the scenario as a self-contained game, use Alpha Talon 1, Alpha Talon 2, Alpha Beak, and the units listed here as the attacking force.)

#### Delta Nova

Star Captain Kaidu Binetti (*Piloting 3, Gunnery 3*), *Uller*  
Point Commander Danton Chistu, 4 Elementals  
MechWarrior Essan (*Piloting 3, Gunnery 3*), *Uller A*  
Point Commander Yaganz, 4 Elementals  
MechWarrior Lron (*Piloting 4, Gunnery 4*), *Loki A*  
Point Commander Belltra, 4 Elementals  
MechWarrior Cessig (*Piloting 3, Gunnery 4*), *Black Hawk*

Point Commander Prentic, 4 Elementals  
MechWarrior Galliard (*Piloting 3, Gunnery 4*), *Thor*  
Point Commander Weddon, 4 Elementals

### Delta Strider 1

Star Commander Arathorn Icaza, 4 Elementals  
Point Commander Pictan, 4 Elementals  
Point Commander Squan, 4 Elementals  
Point Commander Oganar, 4 Elementals  
Point Commander Wilma, 4 Elementals

### Deployment

The Attacker enters at the northern edge of Mapsheet 1 during the Movement Phase of Turn 1.

### DEFENDER

The Defender comprises the elements of the Gray Death Legion that survived Scenario 3, plus the following elements of the Legion's Second BattleMech Company. (If playing the scenario as a self-contained game, use the Legion units listed in Scenario 3 and those listed here as the defending force. Treat all Legion 'Mechs as having spent half of their ammunition.)

#### Fire Lance

Sergeant Thomas Devin (*Piloting 5, Gunnery 4*), *Thunderbolt*  
Martha O'Dell (*Piloting 4, Gunnery 3*), *JagerMech*  
Craig Priestly (*Piloting 6, Gunnery 4*), *Dervish*

#### Tank Platoon

2 J. Edgar Light Hover Tanks (*Piloting 5, Gunnery 4*)  
1 Saracen Medium Hover Tank (*Piloting 5, Gunnery 4*)  
1 Scimitar Medium Hover Tank (*Piloting 5, Gunnery 4*)

#### Infantry Company

2 Mechanized Rifle Platoons  
1 Foot Rifle Platoon  
1 Foot Machine- Gun Platoon

### Deployment

The Defender sets up first. He may place his 'Mechs anywhere between Hex Rows 0009 and 0012 on Mapsheet 1.



## CAMPAIGN: CLAN INVASION

### VICTORY CONDITIONS

The Gray Death player wins by removing as many of his units as possible from Mapsheet 3, south of the Killiring River (see **Special Rules**, below). The Attacker wins by preventing the Gray Death player from achieving his victory conditions.

Once all the Gray Death units have exited the board or been killed, determine what percentage of the Gray Death force successfully escaped and consult the following table to determine the battle's victor.

#### VICTORY TABLE

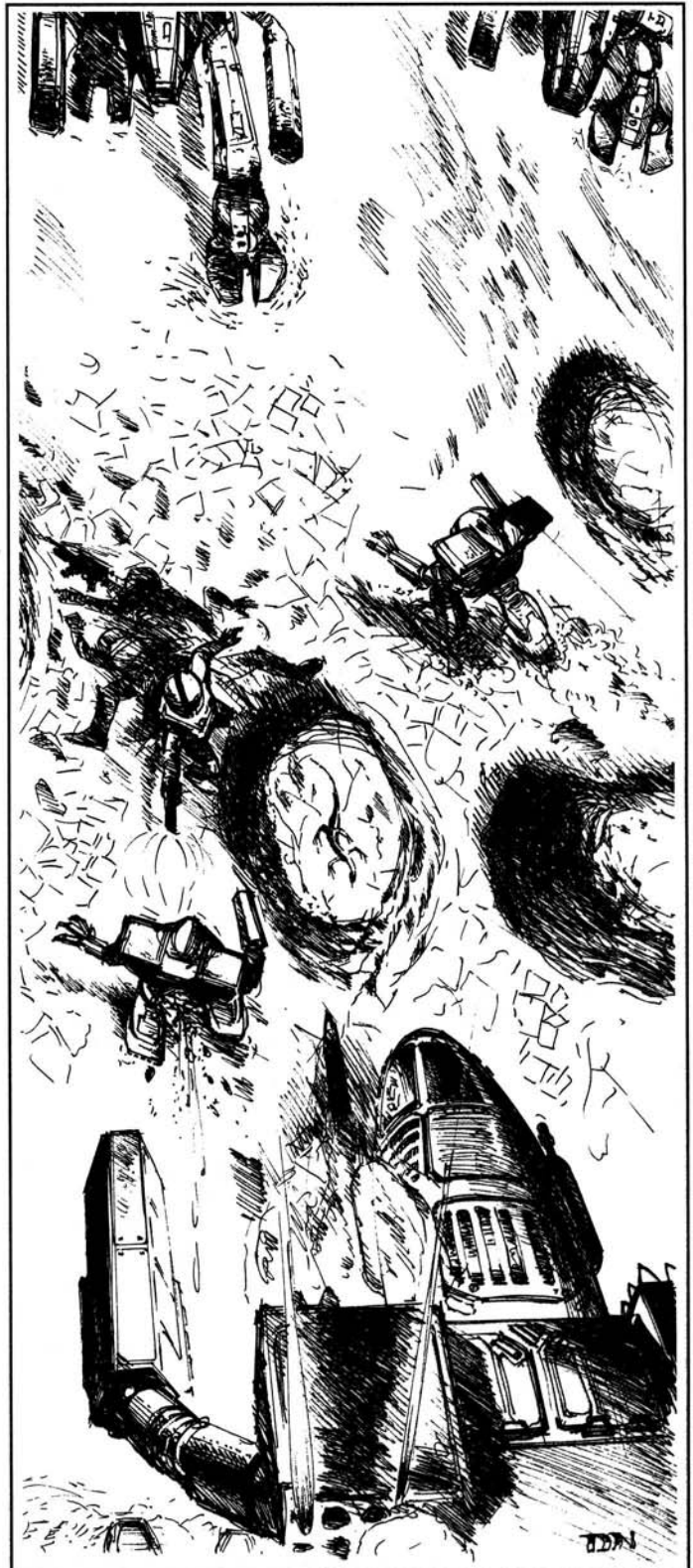
Total Units Escaped	Result
80% or greater	Decisive Legion Victory
70-79%	Substantial Legion Victory
50-69%	Marginal Legion Victory
35-49%	Marginal Clan Victory
25-34%	Substantial Clan Victory
25% or less	Decisive Clan Victory

### SPECIAL RULES

1) The Gray Death player may exit his units from the southern, eastern or western edge of Mapsheet 3, anywhere south of the hexes representing the Killiring River.

2) Foot infantry units may ride on top of the hover tanks. Neither unit may engage in combat until the infantry unit has dismounted, however. Dismounting requires the hover tank to remain stationary for one turn. During that turn neither the infantry nor the tank can move or fight.

3) Historically, capturing an Elemental armor suit was one of Carlyle's objectives in this fight. To simulate this desire, place a marker in any hex where an Elemental Point loses a member. Any Gray Death unit stopping in that hex for one turn may pick up the Elemental lost in that hex. Recovered Elemental suits carried off the board count as an additional Gray Death unit escaping when calculating the battle's outcome.







## CAMPAIGN: CLAN INVASION

# HAMMARR SPACEPORT: SCENARIO 5

## A WARRIOR'S THOUGHTS

—Excerpted from Sergeant Martha O'Dell's journal

September 17, 3051

How we made it back to Hammarr is beyond me. Come to that, how we survived that first fight with the Falcons is beyond me. I've never seen 'Mechs like those, and I hope never to see them again.

This morning, Colonel Carlyle came around and spoke personally with each MechWarrior. He said that we all fought well, and that he was proud to have served with us. He told us to make sure our 'Mechs got any repairs they needed. He said he didn't know when we'd be ordered back onto the line, but it'd probably be soon.

October 2, 3051

We aren't going back onto the line. We're leaving Sudeten, abandoning it to the Clans. Colonel Carlyle told us this afternoon that F-C Command had decided not to throw away any more units defending what amounts to a "backwater world." I think it's pretty damn callous, considering all the people who died trying to hold it.

The Chief also told us we got tagged to fight rear guard for the rest of the garrison during the pull-out. That means we'll be the last to board the DropShips. I can't help thinking about the stories Lieutenant Kent told about Carlingford, about how the Kuritans got the crap kicked out of them while fighting a rear guard action.

Craig Priestly came by a few minutes ago. He was scared but tried to hide it.

"Well, Martha," he said. "Which of us isn't going to live to see tomorrow's sunset?"

I ripped into him for that. Things were bad enough without that kind of graveyard humor.

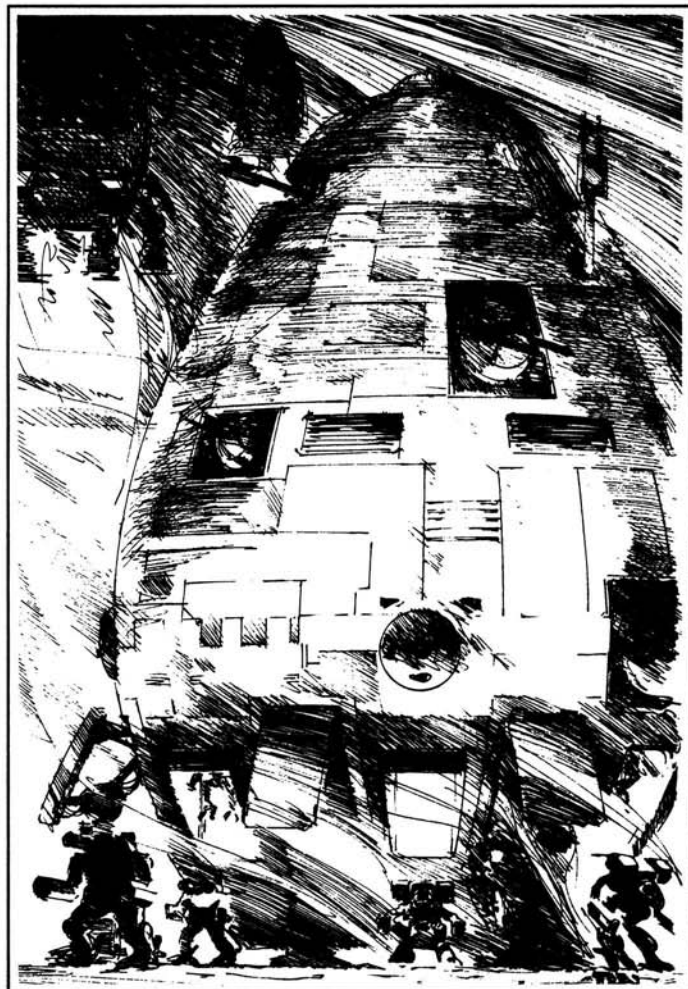
October 5, 3051

I wish I hadn't yelled at Priestly the other day. He was really scared. I think he was looking for someone to reassure him, and all I did was blast him. Now it's too late, and his words have come back to haunt him. Delmar Clay died, for all of us.

## SITUATION: HAMMARR SPACEPORT, HAMMARR, SUDETEN, 1400 HOURS, 3 OCTOBER 3051

History often repeats itself, particularly military history. During the War of 3039, the Legion attacked Combine troops as the Kuritans withdrew from Altai. Now the Legion faced the same situation, but with the roles reversed. Now they abandoned a world to invaders, while the Jade Falcons played the part of the aggressors.

Unlike the Legion's battle against the fleeing Combine troops, the aggressors at Hammarr did not allow the withdrawing units to escape unmolested once they left the planet. Instead, Clan OmniFighters harassed the fleeing Federated Commonwealth DropShips all the way to their JumpShips before breaking off their attack to meet the incoming Sudeten Militia 'Mech company's suicide run.



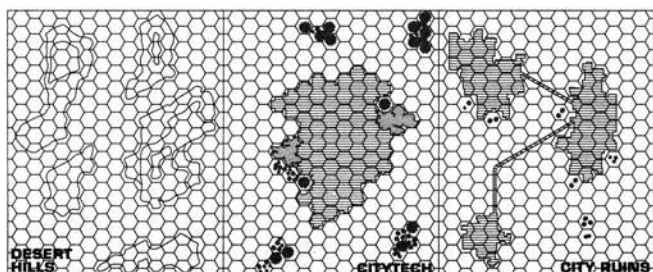


## CAMPAIGN: CLAN INVASION

### GAME SET-UP

Lay out the **BattleTech** mapsheets as illustrated. Place building counters on **BattleTech** Mapsheets 2 and 3 as shown. Also lay out the space map side of the **AeroTech** mapsheet.

Several days have elapsed since the battle at Killing Crossing, and so all Gray Death Legion 'Mechs have been fully repaired.



### ATTACKER

The attacker comprises the following elements of Clan Jade Falcon.

#### Bravo Talon 1

Star Captain Jindan Yont (*Piloting 3, Gunnery 3*), *Daishi*  
 MechWarrior Hadan (*Piloting 3, Gunnery 4*), *Thor A*  
 MechWarrior Kolmon (*Piloting 4, Gunnery 3*), *Thor*  
 MechWarrior Pullic (*Piloting 4, Gunnery 4*), *Masakari*  
 MechWarrior Garith (*Piloting 4, Gunnery 4*), *Thor A*

#### Bravo Talon 2

Star Commander Daniella Buhallin (*Piloting 3, Gunnery 3*), *Thor*  
 MechWarrior Bryant (*Piloting 3, Gunnery 3*), *Gladiator*  
 MechWarrior Vance (*Piloting 4, Gunnery 3*), *Man O'War*  
 MechWarrior Saffina (*Piloting 4, Gunnery 4*), *Daishi*  
 MechWarrior Notar (*Piloting 4, Gunnery 3*), *Thor B*

#### Bravo Beak

Star Commander Mangu Roshak (*Piloting 3, Gunnery 3*), *Ryoken*  
 MechWarrior Bortai (*Piloting 3, Gunnery 4*), *Loki A*

MechWarrior Sinthia (*Piloting 3, Gunnery 3*), *Ryoken*  
 MechWarrior Iggan (*Piloting 3, Gunnery 4*), *Loki*  
 MechWarrior Edward (*Piloting 3, Gunnery 4*), *Loki*

#### Delta Strider 1

Star Commander Arathorn Icaza, 4 Elementals  
 Point Commander Pictan, 4 Elementals  
 Point Commander Squan, 4 Elementals  
 Point Commander Oganar, 4 Elementals  
 Point Commander Wilma, 4 Elementals

#### Echo Wing 1

Star Captain Chingkim Von Jankmon (*Piloting 3, Gunnery 3*), *Sabutai*  
 Pilot Bantuu Hazen (*Piloting 3, Gunnery 3*), *Sabutai*  
 Pilot Netha (*Piloting 4, Gunnery 3*), *Turk*  
 Pilot Vallon (*Piloting 4, Gunnery 4*), *Turk*  
 Pilot Morgan (*Piloting 3, Gunnery 4*), *Visigoth*  
 Pilot Cadann (*Piloting 4, Gunnery 4*), *Visigoth*  
 Pilot Leeffa (*Piloting 3, Gunnery 4*), *Sulla*  
 Pilot Essex (*Piloting 3, Gunnery 4*), *Sulla*  
 Pilot Kamal (*Piloting 4, Gunnery 3*), *Kirghiz*  
 Pilot Zavvan (*Piloting 4, Gunnery 4*), *Kirghiz*

### Deployment

The Attacker's ground forces enter at the eastern edge of Mapsheet 1 during the Movement Phase of Turn 1. The Attacker's OmniFighters are based on the moon illustrated on the space map. These units may be deployed during the Movement Phase of the first turn that a Legion DropShip appears on the space map.

### DEFENDER

The Defender is all the Gray Death units that survived Scenario 4, plus the following units. (If playing the scenario as a self-contained game, use the Legion forces from Scenario 3, along with the units listed below.)

#### Elements of 2nd BattleMech Company

##### Medium Lance

Lieutenant Tracy Maxwell Kent (*Piloting 3, Gunnery 3*), *Phoenix Hawk*  
 Thomas Reid (*Piloting 4, Gunnery 4*), *Griffin*  
 Phillip Ashburn (*Piloting 4, Gunnery 4*), *Vulcan*  
 Winston Royale (*Piloting 5, Gunnery 4*), *Commando*



## CAMPAIGN: CLAN INVASION

### Elements of Infantry Support Company

- 1 Foot Rifle Platoon (4 squads)
- 1 Foot SRM Platoon (4 squads)

### Elements of Aerospace Support Battalion

#### Aerospace Transport Company

- Captain Ilse Martinez (*Piloting 3, Gunnery 3*), *Union Class DropShip*
- Lieutenant Evan Fowler (*Piloting 5, Gunnery 4*), *Union Class DropShip*
- Lieutenant David Longo (*Piloting 5, Gunnery 4*), *Leopard Class DropShip*

#### 1st Fighter Lance, Aerospace Fighter Company

- Lieutenant Joshua Diskin (*Piloting 4, Gunnery 5*), *Corsair*
- Ensign Carla Staedler (*Piloting 4, Gunnery 4*), *Corsair*

#### 2nd Fighter Lance, Aerospace Fighter Company

- Lieutenant Harold Lockhart (*Piloting 4, Gunnery 4*), *Sparrowhawk*
- Ensign Larry Quil (*Piloting 4, Gunnery 3*), *Sparrowhawk*

#### 3rd Fighter Lance, Aerospace Fighter Company

- Lieutenant Thomas Narsci (*Piloting 5, Gunnery 4*), *Seydlitz*
- Ensign H. W. Iriti (*Piloting 4, Gunnery 4*), *Seydlitz*

### SUDETEN MILITIA BATTLEMECH COMPANY

#### Command Lance

- Major Georges Guynemer (*Piloting 4, Gunnery 3*), *Rifleman*
- Lieutenant Albert Ball (*Piloting 4, Gunnery 4*), *Rifleman*
- Sergeant Richard Starkey (*Piloting 4, Gunnery 5*), *Archer*
- Sergeant Michael Jones (*Piloting 4, Gunnery 4*), *Warhammer*

#### Support Lance

- Sergeant Jocelyn Hernandez (*Piloting 3, Gunnery 3*), *Hatchetman*
- Corporal Rebecca Smith (*Piloting 3, Gunnery 4*), *Phoenix Hawk*
- Corporal Billy Ernst (*Piloting 4, Gunnery 4*), *Dervish*
- Tony Rickenbacker (*Piloting 4, Gunnery 4*), *Griffin*

#### Scout Lance

- Sergeant Donna Johnson (*Piloting 3, Gunnery 2*), *Locust*
- Sharon Stonebreaker (*Piloting 4, Gunnery 3*), *Ostscout*
- Diane Laney (*Piloting 4, Gunnery 4*), *Spider*
- Alicia Cruz (*Piloting 4, Gunnery 4*), *Wasp*

#### Deployment

The Defender sets up first. Deploy the two *Union Class DropShips* on Hexes 0304 and 1107 on **BattleTech** Mapsheet 3. The ships also occupy the 6 hexes adjacent to their deployment hexes. Deploy the *Leopard* on Hexes 0314 and 0315 on Mapsheet 3. The Legion ground forces may be deployed anywhere on **BattleTech** Mapsheets 1 and 2. The Legion's aerospace fighters cannot be deployed until the DropShips carrying them reach the **AeroTech** mapsheet.

The Sudeten 'Mech company enters from the southern edge of Mapsheet 3 when half the Legion 'Mechs have boarded the DropShips. Historically, Delmar Clay turned and attacked at this point to allow the remainder of the force to embark. To simulate this, Clay's *Wolverine* should charge toward the Clan 'Mechs when the Sudeten 'Mech Company appears on the mapsheet. If the *Wolverine* has been previously destroyed by the Clans, use any medium 'Mech.

### VICTORY CONDITIONS

The Defender wins by loading as many of his units as possible aboard his DropShips, then exiting the ships off the right-hand edge of the **AeroTech** space map (see **Special Rules**, below).

The Attacker wins by preventing the defending units from escaping.

Once all the Legion DropShips have escaped or been destroyed, calculate the percentage that successfully escaped and consult the Victory Table to determine the battle's outcome.





## CAMPAIGN: CLAN INVASION

### VICTORY TABLE

Units Evacuated	Result
80% or greater	Decisive Legion Victory
70-79%	Substantial Legion Victory
50-69%	Marginal Legion Victory
35-49%	Marginal Clan Victory
25-34%	Substantial Clan Victory
25% or less	Decisive Clan Victory

Note: Each Legion 'Mech, ground vehicle, infantry squad, DropShip, and aerospace fighter constitutes 1 unit.

### SPECIAL RULES

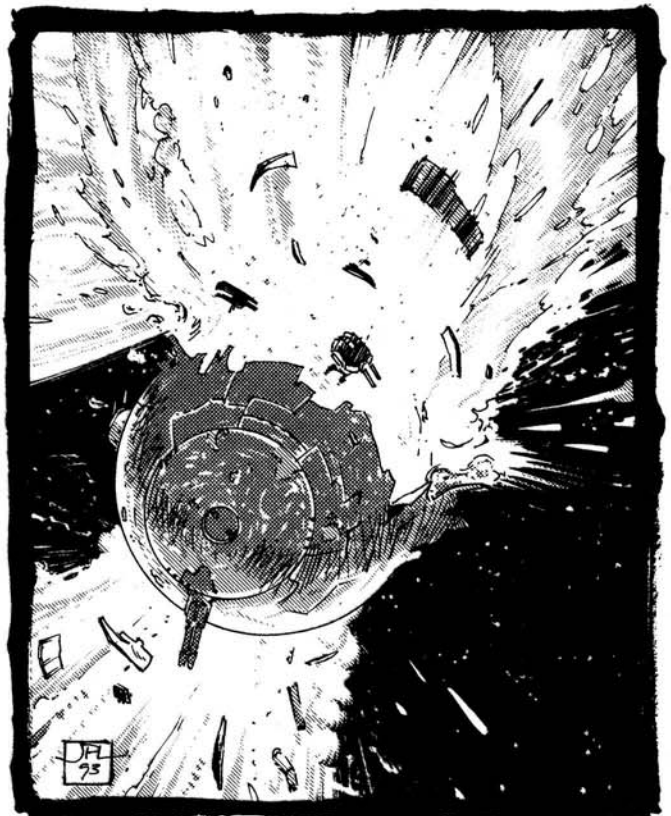
- 1) 'Mechs and ground units must occupy a hex adjacent to a DropShip to board the ship.
- 2) A *Union* class DropShip has four 'Mech bay doors evenly spaced around its circumference, and the *Leopard* has two 'Mech bay doors on each side. The number of bay doors determines the maximum number of units a DropShip may load in a single turn. In addition, the *Leopard* may only load units from its adjacent side hexes.
- 3) 'Mechs boarding a DropShip must do so at their Walking MP rates. Boarding a DropShip costs 3 MP.
- 4) Whenever a 'Mech or vehicle attempts to board a DropShip, the controlling player must make a Piloting Skill Roll. A successful roll means the machine boards the DropShip. If the roll fails, the machine was not lined up properly with the bay door, and the player must try again. On a result of 2, the 'Mech collides with the door frame and becomes stuck. The player may try to free his trapped machine starting in the Heat Phase of the following turn. Freeing a stuck 'Mech requires a successful Piloting Skill Roll with a +2 modifier. DropShips may not lift off with 'Mechs or vehicles stuck in a bay door.
- 5) During loading operations, the *Leopard* may not fire any of its side/wing-mounted weapons. The *Unions* may not fire any of their rear side or aft weapons. Weapons located in other sections of the vessels may fire normally.
- 6) DropShips may lift off with full, empty, or partially full bays. To lift off, a DropShip must remain motionless on the landing field for one full turn while the last unit loaded is secured in its cubicle, the bay doors are closed, and the drives

powered up. During this time the DropShip may not move or fire its weapons. The DropShip may lift off during the Movement Phase of the following turn, at which time a DropShip counter is placed in the center planet hex of the space map.

7) Lifting DropShips produce enormous amounts of superheated exhaust gas. Any object or unit in the DropShip's aft arc may be affected by the blast. Objects within 2 hexes of the *Leopard*'s aft or within 3 hexes of the *Unions*' when the ships lift are destroyed. Those within 5 hexes of the *Leopard*'s aft or within 6 hexes of the *Unions*' take 10 Heat Points. Any unprotected personnel and Elementals within those areas are killed.

8) Once the DropShips reach the space map, they may launch their fighters. When a fighter is deployed, place the appropriate counter in a hex adjacent to the DropShip that launched it.

9) Ground units aboard a DropShip destroyed in space are considered lost. Include DropShips and aerospace fighters when calculating the evacuated units to determine the battle's outcome.





## CAMPAIGN: CLAN INVASION

### VANDMAAL

### CROSSING:

### SCENARIO 6

#### A SECOND TRY

—Excerpted from *'Mechs of Flesh and Blood, Vol. 2*, by Lori Kalmar-Carlyle, New Avalon Press, 3053

After Sudeten, the Legion fell into a mass depression. Other units had fared worse, but they weren't the Gray Death Legion. We'd never lost a post before. Gray was especially disturbed by the loss. He always blamed himself too much for reversals, even if they weren't his fault.

McCall and Khaled had talked with him after Braunfield, and it seemed to perk him up. They were beginning to think they'd have to light into Gray again, when he suddenly snapped out of it.

"It isn't over," he told me one night. "We got kicked off Sudeten, but the Clans are still coming. We'll get another chance at them. And this time, we'll be ready."

Not long after that, a couple of F-C *Overlords* touched down with presents for the Legion. The NAIS had finally deciphered enough of the memory core to build weapons, engines, and armor that came close to the stuff the Clans used. I understand that some lab tech at the Institute dubbed the updated equipment "newtech," although the Legion jokesters christened it "foundtech." Whatever you called it, the gear—new 'Mechs, improved armor, and enough power suits to equip a company of anti-Mech commandos—gave us a fighting chance against the Clans.

#### SITUATION: EAST OF VANDMAAL CROSSING, PANDORA, 0930 HOURS, 10 FEBRUARY 3052

After Sudeten, the death of the Clans' ilKhan created a lull in the Clan invasion. During this period, the Legion rebuilt with newtech weapons and equipment. Outfitted with new or upgraded 'Mechs and armor, and boasting a newly created company of anti-Mech commandos outfitted with the latest Inner Sphere power suits, the renewed unit received its first test of fire against the Jade Falcons in a heavily wooded area near the town of Vandmaal Crossing. The thick jungle growth formed natural lines of fire and reduced sight lines, negating the Clan OmniMechs' long-range fire capabilities.

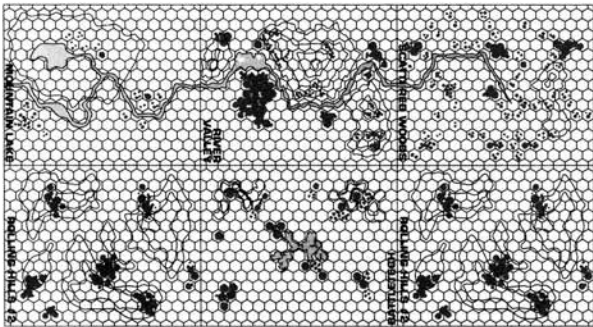




## CAMPAIGN: CLAN INVASION

### GAME SET-UP

Lay out the **BattleTech** mapsheets as illustrated. Treat the hexes marked "W" as Light Woods hexes. All other terrain is designated with the standard **BattleTech** terrain symbols.



### ATTACKER

The Attacker comprises the following elements of 17th Jade Falcons' Battle Cluster and Trinary First Striker.

#### Alpha 1st Star

Star Captain Sharon Oberg (*Piloting 3, Gunnery 2*), *Masakari*

MechWarrior Martin (*Piloting 2, Gunnery 2*), *Thor*  
 MechWarrior Ruth (*Piloting 3, Gunnery 3*), *Thor C*  
 MechWarrior Janocha (*Piloting 4, Gunnery 3*), *Loki*  
 MechWarrior Stowe (*Piloting 4, Gunnery 4*), *Dragonfly C*

#### Bravo First Star

Star Captain Seabhac Irons (*Piloting 3, Gunnery 2*), *Loki*  
 MechWarrior Edmond (*Piloting 4, Gunnery 4*), *Vulture*  
 MechWarrior Ellese (*Piloting 3, Gunnery 3*), *Vulture A*  
 MechWarrior Kinnard (*Piloting 3, Gunnery 4*), *Ryoken*  
 MechWarrior Ambrose (*Piloting 3, Gunnery 3*), *Puma*

#### Elements of Trinary Elemental

Elemental Star Commander Brian Ott, 4 Elementals  
 Point Commander Orren, 4 Elementals  
 Point Commander Dhale, 4 Elementals  
 Point Commander Simon, 4 Elementals  
 Point Commander Joshua, 4 Elementals

### Bravo 2nd Star

Star Captain Ehni (*Piloting 4, Gunnery 3*), *Mad Cat*  
 MechWarrior Hall (*Piloting 4, Gunnery 3*), *Vulture*  
 MechWarrior Raymond (*Piloting 4, Gunnery 3*), *Vulture*  
 MechWarrior Cecelia (*Piloting 4, Gunnery 3*), *Ryoken*  
 MechWarrior Gordon (*Piloting 5, Gunnery 4*), *Uller*

### Deployment

The Attacker enters from the eastern edge of Mapsheets 5 and 6 during the Movement Phase of Turn 1.

### DEFENDER

The Defender comprises the following elements of the Gray Death Legion.

#### 1st BattleMech Company

##### Command Lance

Colonel Grayson Death Carlyle (*Piloting 3, Gunnery 3*), *Victor*  
 Captain Lori Kalmar-Carlyle (*Piloting 4, Gunnery 3*), *Shadow Hawk*  
 Sergeant Dallas MacKensie (*Piloting 4, Gunnery 4*), *Trebuchet*  
 Miles Lewis (*Piloting 4, Gunnery 4*), *Griffin*

##### Fire Lance

Lieutenant Hassan Ali Khaled (*Piloting 4, Gunnery 3*), *Warhammer*  
 Sergeant Rachel Nolans (*Piloting 4, Gunnery 4*), *Catapult*  
 Paul LeMat (*Piloting 4, Gunnery 4*), *Centurion*  
 Wayne Hansen (*Piloting 4, Gunnery 4*), *Archer*

##### Combat Lance

Lieutenant Gomez Cristobal de Villar (*Piloting 3, Gunnery 3*), *Griffin*  
 Sergeant Charles Bear (*Piloting 4, Gunnery 4*), *Crusader*  
 Dimitri Oretsov (*Piloting 4, Gunnery 4*), *Enforcer*  
 Gregory Ehland (*Piloting 4, Gunnery 4*), *Wolverine*

#### Elements of 2nd BattleMech Company

##### Command Lance

Captain Davis McCall (*Piloting 3, Gunnery 3*), *Highlander*  
 Martha O'Dell (*Piloting 4, Gunnery 3*), *JagerMech*  
 Sergeant Sharyl (*Piloting 3, Gunnery 3*), *Shadow Hawk D*  
 Francis Bowden (*Piloting 4, Gunnery 3*), *Assassin*





## CAMPAIGN: CLAN INVASION

### Elements of 3rd BattleMech Company

#### Recon Lance

Sergeant Israel Curry (*Piloting 4, Gunnery 4*), *Phoenix Hawk*

Geno Ferruzza (*Piloting 4, Gunnery 4*), *Raven*

Albert Seigel (*Piloting 5, Gunnery 4*), *Valkyrie*

S.C. Auten (*Piloting 5, Gunnery 4*), *Wasp*

#### Elements of the Gray Death Armored Infantry

Lieutenant Thomas Leone, 3 Armored Infantrymen w/ Small Lasers

Sergeant A. H. McGuire, 3 Armored Infantrymen w/ Machine Guns

Sergeant James Healey, 3 Armored Infantrymen w/Machine Guns

Corporal Paul Wyse, 3 Armored Infantrymen w/Machine Guns

Sergeant Regina Birmingham, 3 Armored Scouts

Corporal Felicity Hopper, 3 Armored Scouts

### Elements of Armor Support Company

#### 3rd Tank Platoon

Sergeant Harry Zasada (*Piloting 4, Gunnery 3*), Drillson Heavy Hover Tank

Corporal Diana Norelli (*Piloting 5, Gunnery 4*), Condor Heavy Hover Tank

Mark Piros (*Piloting 5, Gunnery 4*), Scimitar Medium Hover Tank

Donald Lauth (*Piloting 5, Gunnery 4*), J. Edgar Light Hover Tank

**Notes:** In Scenario 6 and all subsequent scenarios, treat all 'Mechs as the updated machines listed in **BattleTech Technical Readout: 3050**. See **New Rules and Equipment**, p. 24, for game information on the Gray Death power suits worn by Legion armored infantrymen in this and subsequent scenarios.

#### Deployment

The Defender sets up first, using Hidden Unit rules (see Special Rule 1, p. 54). Deploy the defending forces anywhere west of Hex Row 07xx.

### VICTORY CONDITIONS

The Defender's objective is to destroy or drive off (see Special Rule 2, p. 54) as many of the Attacker's units as possible.

The Attacker tries to exit as many of his units as possible off the western edges of Mapsheets 1 and 2, destroying as many of the defending units as possible along the way.

When all of one side's units have been destroyed or driven off, stop play and tally those units. Count each attacking unit exited off the western edge of the mapsheets as one defending unit destroyed. Consult the following table to determine the outcome. The Defender may only count Falcon units exiting the eastern edge of the mapsheets as "driven off."

Note that both sides can claim victory in this engagement.

#### VICTORY TABLE

Condition	Result
19+ Gray Death units destroyed	Decisive Clan Victory
11–18 Gray Death units destroyed	Substantial Clan Victory
6–10 Gray Death units destroyed	Marginal Clan Victory
0–5 Gray Death units and 0–3 Clan units driven off or destroyed	Draw
4–9 Clan units driven off or destroyed	Marginal Legion Victory
10–16 Clan units driven off or destroyed	Substantial Legion Victory
17+ Clan units driven off or destroyed	Decisive Legion Victory

**Note:** Each 'Mech, ground vehicle, armored infantry or scout squad, and Elemental Point equals 1 unit.



## CAMPAIGN: CLAN INVASION

### SPECIAL RULES

1) The Gray Death player may deploy his units using the Hidden Unit rules by recording the location and facing of each hidden unit on a piece of scratch paper. These entries should include the mapsheet, hex, and direction the hidden unit is facing. For example, the location of a unit might be written as follows: Rifleman, Mapsheet 4, Hex 0514, Facing 1. These units remain hidden until they attack or move, or until an enemy unit moves into the same hex or ends its movement in an adjacent hex. See p. 57, **BattleTech Compendium**, for further rules governing hidden units.

2) Any severely damaged Clan unit must withdraw off the eastern edge of the mapsheet. The unit must withdraw at its best speed, by the most direct path. Severe damage for 'Mechs comprises the loss of life support, sensors, or a limb. Two engine hits or an ammunition explosion also force a 'Mech or vehicle to withdraw. An Elemental Point must withdraw when 3 of its 5 members are killed. An armored infantry or armored scout squad withdraws when 3 of its 4 members die. Once a unit exits the board, it may not re-enter the battle.

3) Each Gray Death armored infantryman carries a satchel charge, which must be noted on the infantry squad's record sheet. Resolve leg attacks made with these charges according to the rules in **Leg Attacks**, p. 47, **BattleTech Compendium**. Substitute the number of satchel charges used for the number of battle armor when determining the to-hit number for an attack. The Gray Death player may also equip up to half of his armored infantry and armored scout squads with inferno rounds. See p. 60, **BattleTech Compendium**, for game information on inferno rounds.



JPL  
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## CAMPAIGN: CLAN INVASION

# THREE-WAY BATTLE: SCENARIO 7

## ONE MORE TIME

—Excerpted from *'Mechs of Flesh and Blood, Vol. 2*, by Lori Kalmar-Carlyle, Avalon Press, 3035

Vandmaal Crossing was a major victory for the Gray Death Legion, but the war was far from over. The regular Fed-Com units proved no match for the Falcons, and soon the invaders had driven them back to Needgate. When that happened, Brigadier General Mais called a strategy meeting to plan the defense of the planetary capital.

Actually, Mais had already decided that Pandora's defenders would meet the Falcons in a stand-up battle in the hills north of the city. For him, the strategy meeting was merely a formality. Mais refused to listen when Gray warned him the plan would fail. And when Gray refused to send the Legion out to be massacred, Mais threatened him with arrest and court-martial. Gray stormed out of the meeting and didn't speak a word until we reached the Legion's bivouac area. Then he called the Legion together and explained the situation.

"If Mais is determined to fight in the Needgate hills, that's where we'll fight. But we'll do it our way. We'll give those Clan bastards the fight of their miserable, misbegotten lives," he said.

And so when the Fed-Com garrison mustered to face the advancing Clan units, the Gray Death Legion wasn't among them. Instead, we hid in the rocky highlands north of the city. An armored scout detachment had located an old railway cut that ran diagonally across Mais' intended battlefield, from which Gray figured we could move unseen along the cut and enter the battle at any point.

And we did exactly that. The Fed-Com garrison drew its lines northeast of the cut and got pushed back across it when the Falcons hit them with a frontal charge. As the Fed-Com units broke up in the Needgate Hills, we slammed into the Falcons' right flank. Our sudden appearance turned the battle into a confused melee. The Falcons had to transfer some of their strength to deal with our counterattack, while the Fed-Com defenders mistook us for another Clan unit. Even I got confused in the swirl of combat. At one point, I launched a volley of missiles at what I thought was a *Thor*, only to have the 'Mech's pilot curse me for firing on his *Thunderbolt*.

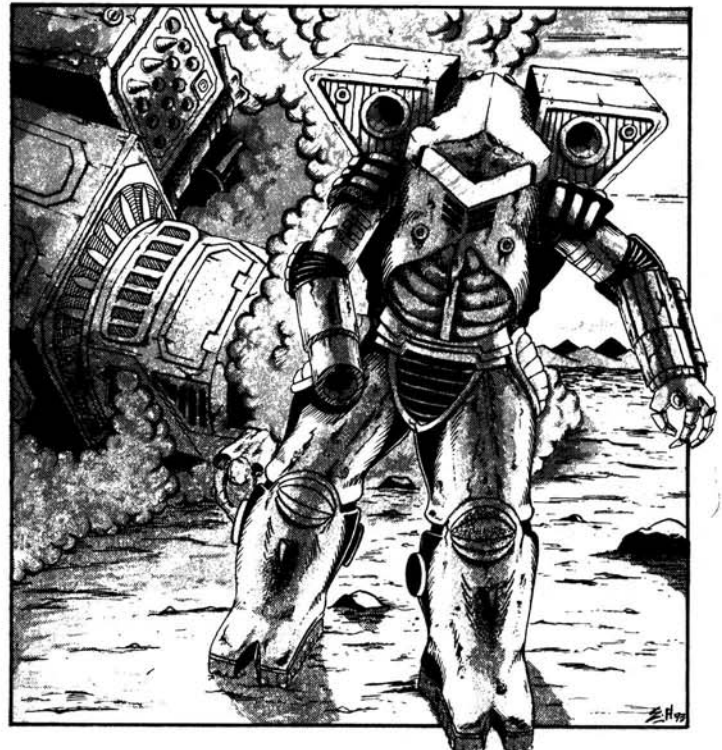
By the time the battle was over, we'd driven the Falcons back past their original muster point. F-C and Legion aerospace assets swept the skies of OmniFighters and harried the retreating ground forces until low fuel and ammunition forced them to break off.

## SITUATION: NORTH OF NEEDGATE, PANDORA, 1730 HOURS, 15 FEBRUARY 3052

On the evening of February 15, 3052, elements of the First Jade Falcon Jaegers met a force comprised of units from the Tenth Federated Commonwealth RCT, the First Needgate Militia, and the Gray Death Legion outside the city of Needgate.

A fiercely pitched battle ensued, and the Falcons pushed the defending units back into the hills surrounding the city. The Needgate militia units were decimated by Clan Elementals and the remaining defenders had come under heavy fire from pursuing Clan 'Mechs, when a surprise counterattack by the Gray Death Legion units provided the Tenth RCT with a brief respite from the Clan attack and a chance to regroup.

The fighting eventually spread into the city itself before ending hours later when the Falcons withdrew to their lines. Both sides took heavy losses in what would be the last major engagement of the Clan Wars on Pandora.





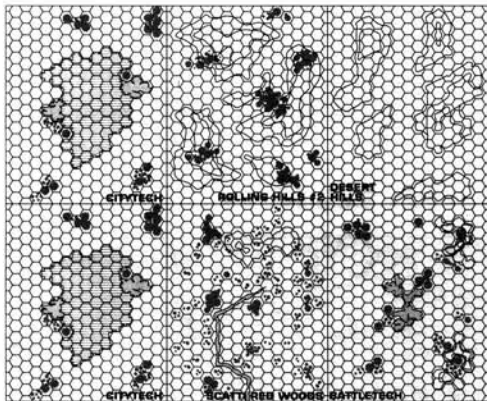


## CAMPAIGN: CLAN INVASION

### GAME SET-UP

This combined **BattleTech/AeroTech** scenario is designed for three individual players or teams of players. Consult the **Three-Player Rules** section at the end of the scenario before setting up. See the **Two-Player Rules** for directions for running the scenario with two players.

Lay out the **BattleTech** mapsheets and the **AeroTech** space map as shown. Place building counters on the two **CityTech** mapsheets as indicated. (**CityTech** mapsheets are included in **BattleTech Map Set 2**.) Hex Rows 0506-1511, 0406-1512, 0307-1513, and 0308-1514 represent the sunken road. This road is a Depth 2 depression (see Special Rule 1, below). Place markers in the center hexes of the **AeroTech** space map to indicate the location of the **BattleTech** mapsheets. Five days have passed since the last engagement and all Gray Death units are at full strength.



### ATTACKER

The Attacker consists of the following elements of the 1st Jade Falcon Jaegers.

#### Trinary Assault

##### Alpha Assault Star

Star Colonel T'daal (*Piloting 2, Gunnery 2*), Masakari  
MechWarrior Kevan (*Piloting 3, Gunnery 3*), Daishi  
MechWarrior Masci (*Piloting 3, Gunnery 2*), Man O'War C  
MechWarrior Ross (*Piloting 5, Gunnery 4*), Mad Cat  
MechWarrior Chovan (*Piloting 5, Gunnery 3*), Thor

##### Bravo Assault Star

Star Captain Cameron Pryde (*Piloting 3, Gunnery 2*), Thor  
MechWarrior Hayden (*Piloting 4, Gunnery 4*), Loki\*

MechWarrior Brock (*Piloting 3, Gunnery 4*), Loki\*  
MechWarrior Dillan (*Piloting 4, Gunnery 3*), Vulture  
MechWarrior Carmen (*Piloting 4, Gunnery 3*), Vulture A

#### Charlie Assault Star

Star Captain Dorcas (*Piloting 3, Gunnery 2*), Thor  
MechWarrior Lucian (*Piloting 4, Gunnery 4*), Thor C  
MechWarrior Page (*Piloting 4, Gunnery 4*), Loki\*  
MechWarrior Arval (*Piloting 3, Gunnery 4*), Loki\*  
MechWarrior Weston (*Piloting 4, Gunnery 3*), Blackhawk D

#### Elements of Trinary Battle

##### Bravo Battle Star

Star Captain Dancia (*Piloting 4, Gunnery 2*), Loki\*  
MechWarrior Katherine (*Piloting 3, Gunnery 3*), Ryoken A  
MechWarrior Aiken (*Piloting 4, Gunnery 3*), Puma  
MechWarrior Farrall (*Piloting 4, Gunnery 3*), Uller D  
MechWarrior Isolde (*Piloting 4, Gunnery 4*), Uller A

##### Charlie Battle Star

Star Captain Murno (*Piloting 4, Gunnery 3*), Loki\*  
MechWarrior Rohanna (*Piloting 4, Gunnery 3*), Loki B\*  
MechWarrior Knox (*Piloting 4, Gunnery 3*), Puma  
MechWarrior Maida (*Piloting 3, Gunnery 4*), Uller  
MechWarrior Fellis (*Piloting 3, Gunnery 3*), Koshi

#### Elements of Trinary Elemental

##### Alpha Elemental Star

Elemental Star Commander Britt Anu, 4 Elementals  
Point Commander Jennie, 4 Elementals  
Point Commander Vincent, 4 Elementals  
Point Commander Therese, 4 Elementals  
Point Commander Sante, 4 Elementals

##### Charlie Elemental Star

Elemental Star Commander Arthur, 4 Elementals  
Point Commander Thomasen, 4 Elementals  
Point Commander Ceara, 4 Elementals  
Point Commander Bernard, 4 Elementals  
Point Commander Sabol, 4 Elementals



## CAMPAIGN: CLAN INVASION

### Elements of Rogue Fighter Star

4 Medium OmniFighters

\*Mech is equipped with a searchlight. See Special Rule 7, p. 59.

### Deployment

The Attacker enters on the northern edge of Mapsheet 1 during the Movement Phase of Turn 1. OmniFighters may enter at the right edge of the **AeroTech** space map during Turn 7.

### DEFENDER

The Defender comprises elements of the Tenth Federated Commonwealth RCT, First Needgate Militia, and Gray Death Legion.

### Elements of 1st Battalion, Headquarters Company, 10th Federated Commonwealth RCT

#### Command Lance

Brigadier General Phillip Mais (*Piloting 3, Gunnery 3*),  
*Cyclops*  
Colonel Markland Simms (*Piloting 3, Gunnery 2*), *Banshee*  
Major Albert Hartage (*Piloting 4, Gunnery 3*),  
*Battlemaster*  
Captain Scott Stark (*Piloting 4, Gunnery 4*), *Warhammer\**

### Elements of 1st Needgate Militia BattleMech Company

#### Combat Lance

Sergeant Laurie Kusturiss (*Piloting 5, Gunnery 4*), *Thunderbolt*  
Krista Ayers (*Piloting 5, Gunnery 4*), *Scorpion*  
Raphael Pitt (*Piloting 5, Gunnery 4*), *Hunchback*  
Jean-Paul Farra (*Piloting 4, Gunnery 4*), *Hatchetman*

#### Recon Lance

Sergeant Walter Egler (*Piloting 5, Gunnery 4*), *Hermes II*  
Myron Jesionowski (*Piloting 5, Gunnery 4*), *Assassin*  
Elizabeth Usko (*Piloting 5, Gunnery 4*), *Cicada*  
Clyde Beattie (*Piloting 5, Gunnery 5*), *Stinger\**

### Elements of 1st Needgate Militia Tank Company

#### 2nd Tank Platoon

Lieutenant Evelyn Cox (*Piloting 4, Gunnery 4*), *Bulldog*  
Medium Tank  
Corporal Logan Hickmon (*Piloting 5, Gunnery 4*), *Bulldog*  
Medium Tank  
Corporal Howard Bowman (*Piloting 5, Gunnery 4*),  
*Vedette* Medium Tank  
Marvin Searcy (*Piloting 5, Gunnery 5*), *Hetzer* Wheeled  
Assault Gun

#### Infantry Company

2 Foot Rifle Platoons  
1 Foot Flamer Platoon  
1 Foot Machine-Gun Platoon

### Elements of 1st BattleMech Company, 1st Battalion, Gray Death Legion

#### Command Lance

Colonel Grayson Carlyle (*Piloting 3, Gunnery 3*), *Victor*  
Captain Lori Kalmar-Carlyle (*Piloting 4, Gunnery 3*),  
*Shadow Hawk*  
Sergeant Dallas MacKensie (*Piloting 5, Gunnery 4*),  
*Trebuchet*  
Miles Lewis (*Piloting 5, Gunnery 4*), *Griffin*

#### Fire Lance

Lieutenant Hassan Ali Khaled (*Piloting 4, Gunnery 3*),  
*Warhammer\**  
Sergeant Rachel Nolans (*Piloting 4, Gunnery 4*), *Catapult*  
Paul Hansen (*Piloting 4, Gunnery 4*), *Archer*  
Dimitri Oretsov (*Piloting 4, Gunnery 4*), *Enforcer*

### Elements of 2nd BattleMech Company

#### Command Lance

Captain Davis McCall (*Piloting 3, Gunnery 3*), *Highlander*  
Martha O'Dell (*Piloting 4, Gunnery 3*), *JagerMech*  
Sergeant Sharyl (*Piloting 3, Gunnery 3*), *Shadow Hawk D*  
Francis Bowden (*Piloting 4, Gunnery 3*), *Assassin*



## CAMPAIGN: CLAN INVASION

### Elements of Aerospace Support Battalion

#### 1st Fighter Lance, Aerospace Fighter Company

Lieutenant Joshua Diskin (*Piloting 4, Gunnery 5*), *Corsair*  
 Ensign Carla Staedler (*Piloting 4, Gunnery 4*), *Corsair*

#### 4th Fighter Lance, Aerospace Fighter Company

Lieutenant Ryonosuke Shioya (*Piloting 3, Gunnery 3*),  
*Lucifer*  
 Ensign Patrick Garrity (*Piloting 4, Gunnery 4*), *Lucifer*

### Elements of Gray Death Armored Infantry

Lieutenant Thomas Leone, 3 Armored Infantrymen w/  
 Small Lasers  
 Sergeant A. H. McGuire, 3 Armored Infantrymen w/  
 Machine Guns  
 Sergeant James Healey, 3 Armored Infantrymen w/  
 Machine Guns  
 Corporal Paul Wyse, 3 Armored Infantrymen w/Ma-  
 chine Guns  
 Sergeant Mack Stuart, 3 Armored Scouts w/SRM  
 Launchers  
 Corporal Omar Schullo, 3 Armored Scouts w/SRM  
 Launchers

\*Mech is equipped with searchlights. See Special Rule 7, p. 59.

### Deployment

The Tenth Federated Commonwealth RCT and the Needgate militia set up first, anywhere on Mapsheets 1 through 4.

The Gray Death Legion units enter at the west edge of Mapsheet 4 via the sunken road, during the Movement Phase of Turn 5.

The Gray Death aerospace fighters may enter at the left edge of the **AeroTech** space map during the Movement Phase of the first turn following the arrival of the Clan fighters.

The battle continues until the Attacker has achieved his objectives or has been destroyed or forced to withdraw.

## VICTORY CONDITIONS

The Attacker wins by exiting 12 combat-capable OmniMechs off the southern edge of Mapsheets 5 or 6 (see

Special Rule 3, p. 59). Elementals and OmniFighters do not count toward this total.

The Federated Commonwealth player wins if 15 or more OmniMechs are destroyed or forced to withdraw (see Special Rule 4, p. 59). Elementals and OmniFighters do not count toward this total.

The Gray Death player wins if the Attacker is prevented from achieving his victory conditions.

Note that both the Gray Death and the Federated Commonwealth players can claim victory in this scenario. Given the nature of the battle, a victory by the Gray Death player will, for all practical purposes, be a moral one. They can stop the Falcons, fulfilling the Legion's objective in the battle. The Legion's victory conditions are drawn from Carlyle's desire to win as bloodless a victory as possible.

### VICTORY TABLE

Condition	Result
20+ OmniMechs exit board	Decisive Clan Victory
15-19 OmniMechs exit board	Substantial Clan Victory
12-14 OmniMechs exit board	Marginal Clan Victory
22+ OmniMechs destroyed or withdrawn	Decisive Federated Commonwealth Victory
18-21 OmniMechs destroyed or withdrawn	Substantial Federated Commonwealth Victory
15-17 OmniMechs destroyed or withdrawn	Marginal Federated Commonwealth Victory
Clan victory conditions prevented, fewer than 6 Federated Commonwealth or Gray Death 'Mechs destroyed	Decisive Legion Victory
Clan victory conditions prevented, 7-12 Federated Commonwealth or Gray Death 'Mechs destroyed	Substantial Legion Victory
Clan victory conditions prevented, 13+ Federated Commonwealth or Gray Death 'Mechs destroyed	Marginal Legion Victory





## CAMPAIGN: CLAN INVASION

### SPECIAL RULES

1) Treat the sunken road as a Depth 2 depression. Moving into or out of the road costs 3 MP. The sides of the depression block line-of-sight into and out of the road, unless a unit is in a hex adjacent to the road. Ground level units firing at a target in the sunken road use the BattleMech Punch Locations table (p. 31, **BattleTech Compendium**) to determine hit location. Use the standard hit location table for units in the depression firing at a target in a ground level hex outside the depression.

2) The Needgate militia is a third-line unit, equipped with older 'Mechs and vehicles. For the militia only, use the 'Mech and vehicle statistics listed in the **BattleTech Technical Readouts 3025** and **3026**. All other Federated Commonwealth and Gray Death units are equipped with the updated machines listed in **BattleTech Technical Readout: 3050**.

3) A combat-capable 'Mech is defined as one that has not lost a limb, has received no engine or gyro critical hits, has at least half of its weapons in working condition, and has not lost more than two-thirds (rounded down) of its total Armor Factor. For example, a *Loki* has an Armor Factor of 128. It can lose up to 84 points of armor before it is no longer combat-capable, provided it meets the other criteria as well.

4) OmniMechs must withdraw as soon as they are no longer combat-capable.

5) Historically, Corporal Schullo's armored infantry squad carried inferno launchers. If the Gray Death player wishes to arm that section with infernos, he may do so by noting it on the unit's record sheet. However, any time that unit is hit by weapon fire, increase the amount of damage it takes by 1 point to reflect the exploding incendiary charges.

6) Each Gray Death armored infantry squad is equipped with one satchel charge per man. Keep track of how many charges have been expended. See **Special Rules** in Scenario 6, p. 54, for information on satchel charges and leg attacks.

7) Because of the late hour at which the engagement began, twilight begins at Turn 10 and lasts until Turn 20. During that time, all units suffer a +1 modifier to their to-hit numbers when making to-hit rolls. Full darkness begins on Turn 21, when the standard +2 penalty for night combat begins. See p. 61, **BattleTech Compendium**, for further details on night combat. 'Mechs equipped with searchlights are marked with an asterisk in the **Attacker** and **Defender** rosters. These 'Mechs may turn their searchlights on or off

during the Movement Phase of a turn. See p. 61, **BattleTech Compendium**, for rules governing searchlights.

8) Aerospace fighters and OmniFighters can make ground attacks. However, at the beginning of the scenario the Gray Death player and the Clan player must note which, if any, of their aerospace assets are carrying ground-attack ordnance (bombs, infernos, Thunder LRMs, and so on).

9) The turn sequence for a combined **BattleTech/AeroTech** scenario is as follows:

1. Initiative Phase
2. **AeroTech** Movement Phase
3. **BattleTech** Movement Phase
4. **BattleTech** Reaction Phase
5. Weapon Attack Phase
6. Physical Attack Phase
7. Heat Phase
8. End Phase

### THREE-PLAYER RULES

Because of the historical tension between Grayson Carlyle and Mais, the Gray Death player and the Federated Commonwealth player may not communicate with each other until Mais is killed or his 'Mech disabled. After that, command of the Federated Commonwealth forces passes to Colonel Markland Simms and the two players may communicate freely.

Each player rolls 1D6 to determine Initiative. The player with the highest result moves first, and the player with the second highest Initiative moves second.

### TWO-PLAYER RULES

If two players run this scenario, the Defender must satisfy the Gray Death Legion victory conditions to win the game. In addition, drop the following units from the defending forces: the Needgate 'Mech company's recon lance, the Needgate infantry company, and Corporal Hardwig's armored scout squad.



## CAMPAIGN: SECOND SKYE REBELLION

# CAMPAIGN: THE SECOND SKYE REBELLION



Shortly after the battle at Needgate, the defeat of a combined Clan force by the Com Guard on Tukayyid brought a temporary halt to the Clan War and a period of relative peace to the Inner Sphere. The Gray Death Legion, battered by the punishing campaign on Pandora, retired to the landhold a grateful Federated Commonwealth had granted the mercenary unit—the world of Glengarry in the Skye March. The Legion quickly began rebuilding and refitting, recruiting new members to replenish its ranks.

The Legion's period of relative calm was broken in 3056 when Skye separatists attempted to "liberate" Glengarry from the Federated Commonwealth. The Clan invasion had exacerbated tensions between residents of the former Federated Suns and the Lyrans Commonwealth; the Lyrans saw many of their worlds hard hit by the invaders, while their Federated Suns counterparts remained untouched. The death of Archon Melissa Steiner-Davion in 3055 fanned the smoldering embers of secessionist sentiment in the former Lyrans Commonwealth. In the following year Skye separatists announced the independence of the Isle of Skye, triggering the Second Skye Rebellion.

The rebels quickly turned their attention toward Glengarry, home to the Gray Death Legion and one of the last remaining pockets of potential resistance to the rebellion. Refusing to abandon their commitment to Prince Victor Davion, the mercenaries soon found themselves fighting for their very existence against a larger rebel force. In battles at Dunkeld, Loch Sheol, Coltbridge, Halidon, Wellesboro, the Lochaber Forest, Killiecrankie, and Inverurie, the beleaguered unit held on until reinforcements arrived to subdue the rebel threat.

## CAMPAIGN RULES

The scenarios in this section cover the Gray Death Legion's involvement in the opening days of the Second Skye Rebellion, including the battles recounted in the **BattleTech** novel **Blood of Heroes**. Part of Alex Carlyle's strategy against the rebels was based on using the local maglev rail system. This section includes the mini-campaign the Legion fought using the maglev trains.

All the scenarios use the standard **BattleTech** rules detailed in the **BattleTech Compendium** unless otherwise noted.



## CAMPAIGN: SECOND SKYE REBELLION

### GRAY DEATH LEGION UNIT ROSTER, SECOND SKYE REBELLION

#### 1ST BATTALION

##### 1ST BATTLEMECH COMPANY

###### Command Lance (Reinforced)

Alexander Carlyle (*Piloting 4, Gunnery 3*), *Archer*  
Major Davis McCall (*Piloting 4, Gunnery 3*), *Highlander*  
Sergeant Dallas MacKensie (*Piloting 5, Gunnery 4*),  
*Trebuchet*  
Caitlin DeVries (*Piloting 5, Gunnery 4*), *Centurion*  
Davis Carlyle Clay (*Piloting 4, Gunnery 4*), *Shadow Hawk*

###### Fire Lance

Lieutenant Andrei Denniken (*Piloting 4, Gunnery 4*),  
*Cataphract*  
Paul Hansen (*Piloting 4, Gunnery 4*), *Archer*  
Erica Carver (*Piloting 5, Gunnery 4*), *Dervish*  
Stanley Lowdowski (*Piloting 4, Gunnery 4*), *Shadow Hawk*

###### Recon Lance

Lieutenant Frieda Bergstrom (*Piloting 4, Gunnery 3*),  
*Valkyrie*  
Sergeant Michael McGuire (*Piloting 4, Gunnery 4*), *Wasp*  
Christine Wellerman (*Piloting 4, Gunnery 4*), *Stinger*  
Alton Caen (*Piloting 4, Gunnery 3*), *Stinger*

##### 2ND BATTLEMECH COMPANY

###### Command Lance

Captain Guillaume Henri Villiers (*Piloting 4, Gunnery 4*),  
*Marauder*  
Sergeant Thomas Devin (*Piloting 5, Gunnery 4*), *Archer*  
Brad Horner (*Piloting 4, Gunnery 4*), *Rifleman*  
Guy Levinson (*Piloting 4, Gunnery 3*), *Assassin*

###### Fire Lance

Lieutenant Bhekimpi Obote (*Piloting 4, Gunnery 4*),  
*Goliath*

Sergeant Martha O'Dell (*Piloting 3, Gunnery 3*),  
*JagerMech*  
Dimitri Oretsov (*Piloting 5, Gunnery 4*), *Enforcer*  
Hyland Ryoo (*Piloting 5, Gunnery 4*), *Centurion*

###### Recon Lance

Lieutenant John Murphy (*Piloting 4, Gunnery 4*), *Wolverine*  
Phillip Ashburn (*Piloting 4, Gunnery 4*), *Vulcan*  
Winston Royale (*Piloting 5, Gunnery 4*), *Commando*  
Geno Ferruza (*Piloting 4, Gunnery 4*), *Raven*

##### 3RD BATTLEMECH COMPANY

###### Command Lance

Captain Turner St. Dennis (*Piloting 4, Gunnery 4*), *Thunderbolt*  
Lieutenant James Dura (*Piloting 4, Gunnery 4*), *Crusader*  
Sergeant Willem Propst (*Piloting 4, Gunnery 4*), *Shadow Hawk*  
Sergeant Andrew Tomo (*Piloting 4, Gunnery 4*), *Wolverine*

###### Heavy Lance

Lieutenant Alan Herzig (*Piloting 4, Gunnery 4*),  
*Warhammer*  
Julia Bovalino (*Piloting 4, Gunnery 4*), *Rifleman*  
Samuel Kytic (*Piloting 5, Gunnery 4*), *Ostroc*  
Barrone Curran (*Piloting 4, Gunnery 4*), *Griffin*

###### Combat Lance

Lieutenant Brian Scully (*Piloting 4, Gunnery 3*),  
*Hatchetman*  
Archie McFadden (*Piloting 4, Gunnery 4*), *Trebuchet*  
Reynard Aschi (*Piloting 4, Gunnery 4*), *Hunchback*  
Veronica Tassone (*Piloting 4, Gunnery 4*), *Vindicator*





## CAMPAIGN: SECOND SKYE REBELLION

### 2ND BATTALION

#### 1ST BATTLEMECH COMPANY

##### Command Lance

Major Hassan Ali Khaled (*Piloting 4, Gunnery 4*), *Warhammer*  
 Captain Rae Houk (*Piloting 4, Gunnery 3*), *Archer*  
 Elias Whitlocke (*Piloting 4, Gunnery 3*), *Marauder*  
 Quinn Missonak (*Piloting 5, Gunnery 4*), *Rifleman*

##### Attack Lance

Sergeant Peter Klavon (*Piloting 4, Gunnery 4*), *Shadow Hawk*  
 Royce Fountain (*Piloting 4, Gunnery 4*), *Blackjack*  
 Lorna McKelvey (*Piloting 4, Gunnery 3*), *Wolf Trap*  
 Diggsby Strieger-Pouls (*Piloting 5, Gunnery 4*), *Whitworth*

##### Recon Lance

Sergeant Israel Curry (*Piloting 4, Gunnery 4*), *Phoenix Hawk*  
 Albert Siegel (*Piloting 5, Gunnery 4*), *Valkyrie*  
 Clara Staublo (*Piloting 4, Gunnery 4*), *Panther*  
 Nick Dorcak (*Piloting 5, Gunnery 4*), *Stinger*

#### 2ND BATTLEMECH COMPANY

##### Command Lance

Lieutenant Edmond Caine (*Piloting 4, Gunnery 3*), *Shadow Hawk*  
 Sergeant Joseph Cheng (*Piloting 4, Gunnery 4*), *Wolverine*  
 Frank Baacke (*Piloting 4, Gunnery 4*), *Scorpion*  
 V. H. Kaufman (*Piloting 4, Gunnery 4*), *Griffin*

##### Fire Lance

Sergeant Martin Zetterling (*Piloting 4, Gunnery 3*), *Warhammer*  
 Amida Ehrman (*Piloting 5, Gunnery 4*), *Crusader*  
 Benjamin Moore (*Piloting 4, Gunnery 3*), *Dervish*  
 Lawrence Main (*Piloting 4, Gunnery 4*), *Centurion*

##### Light Lance

Lieutenant Louis Weatherby (*Piloting 5, Gunnery 4*), *Shadow Hawk*  
 Arthur Zych (*Piloting 4, Gunnery 4*), *Valkyrie*  
 Karl Levy (*Piloting 4, Gunnery 4*), *Stinger*  
 Susan Greve (*Piloting 5, Gunnery 4*), *Wasp*

#### Infantry Support Company

1 Foot SRM Platoon  
 1 Foot Machine-Gun Platoon  
 1 Jump Rifle Platoon

### INFANTRY/ARMOR SUPPORT BATTALION (REINFORCED)

#### 1ST COMPANY, GRAY DEATH ARMORED INFANTRY

##### 1st Platoon

Lieutenant Thomas Leone, 3 Armored Infantrymen w/  
 Small Lasers  
 Sergeant Roger McGuire, 3 Armored Infantrymen w/  
 Machine Guns  
 Sergeant John Healey, 3 Armored Infantrymen w/Ma-  
 chine Guns  
 Corporal Meg Greenfield, 3 Armored Infantrymen w/  
 Machine Guns

##### 2nd Platoon

Sergeant William Binner, 3 Armored Infantrymen w/  
 Small Lasers  
 Sergeant Daniel Webster, 3 Armored Infantrymen w/  
 Flamers  
 Lieutenant Darlene Lucci, 3 Armored Infantrymen w/  
 Small Lasers  
 Sergeant Molly Giba, 3 Armored Infantrymen w/ Machine  
 Guns

##### Elements of 3rd Platoon

Sergeant Major David Mir, 3 Armored Infantrymen w/  
 Small Lasers  
 Sergeant Mia Shafran, 3 Armored Infantrymen w/Flamers

##### 1st Platoon, Gray Death Armored Scouts

Sergeant Regina Birmingham, 3 Armored Scouts  
 Corporal Miguel Hardwig, 3 Armored Scouts  
 Corporal Lawrence Cross, 3 Armored Scouts  
 Corporal Felicity Hopper, 3 Armored Scouts

##### 1st Company, Mechanized Infantry

1 Mechanized Rifle Platoon  
 1 Mechanized Machine Gun Platoon  
 1 Mechanized SRM Platoon



## CAMPAIGN: SECOND SKYE REBELLION

### 1st Infantry Company

- 1 Foot Rifle Platoon
- 1 Foot SRM Platoon
- 1 Foot Laser Platoon

### 1ST TANK COMPANY

#### 1st Tank Platoon

- Sergeant Joan Monti (*Piloting 4, Gunnery 4*), Drillson Heavy Hover Tank
- Corporal Julia Learn (*Piloting 5, Gunnery 4*), Condor Heavy Hover Tank
- Corporal Yusef Wannamaker (*Piloting 5, Gunnery 4*), Pegasus Scout Hover Tank
- Corporal Clarence Spokane (*Piloting 4, Gunnery 4*), J. Edgar Light Hover Tank

#### 2nd Tank Platoon

- Sergeant John Wilke (*Piloting 5, Gunnery 4*), Saracen Medium Hover Tank
- Corporal M'Dahlla (*Piloting 4, Gunnery 4*), Scimitar Medium Hover Tank
- Emma Watts (*Piloting 5, Gunnery 3*), Drillson Heavy Hover Tank
- Glenn Kellum (*Piloting 4, Gunnery 4*), Condor Heavy Hover Tank

#### 3rd Tank Platoon

- Sergeant Harry Zasada (*Piloting 4, Gunnery 3*), Drillson Heavy Hover Tank
- Corporal Diana Norelli (*Piloting 5, Gunnery 4*), Condor Heavy Hover Tank
- Mark Piros (*Piloting 5, Gunnery 4*), Scimitar Medium Hover Tank
- Donald Lauth (*Piloting 5, Gunnery 4*), J. Edgar Light Hover Tank

## AEROSPACE SUPPORT BATTALION

### Aerospace Transport Company

- Captain Sean Marcq Clerkin (*Piloting 4, Gunnery 3*), *Invader Class JumpShip Invidious*
- Captain Ilse Martinez (*Piloting 3, Gunnery 3*), *Union Class DropShip Phobos*
- Lieutenant Evan Fowler (*Piloting 5, Gunnery 4*), *Union Class DropShip Deimos*
- Lieutenant David Longo (*Piloting 5, Gunnery 4*), *Leopard Class DropShip Io*

Lieutenant Zack Lee (*Piloting 4, Gunnery 4*), *Union Class DropShip Medea*

Lieutenant Hesper Murad (*Piloting 4, Gunnery 3*), *Union Class DropShip Luna*

### 1ST AEROSPACE FIGHTER COMPANY (REINFORCED)

#### 1st Fighter Lance

Captain Julio Vargas (*Piloting 4, Gunnery 5*), *Slayer*  
Ensign G. J. Renaldi (*Piloting 4, Gunnery 4*), *Shilone*

#### 2nd Fighter Lance

Lieutenant Joseph Diskin (*Piloting 4, Gunnery 5*), *Corsair*  
Ensign Carla Staedler (*Piloting 5, Gunnery 4*), *Corsair*

#### 3rd Fighter Lance

Lieutenant Harold Lockhart (*Piloting 5, Gunnery 4*), *Sparrowhawk*  
Ensign Larry Quil (*Piloting 4, Gunnery 4*), *Sparrowhawk*

#### 4th Fighter Lance

Lieutenant Chris Tatman (*Piloting 4, Gunnery 4*), *Sparrowhawk*  
Ensign Harry Crossett (*Piloting 4, Gunnery 4*), *Sparrowhawk*

### 2ND AEROSPACE FIGHTER COMPANY

#### 1st Fighter Lance

Lieutenant Thomas Narsci (*Piloting 5, Gunnery 4*), *Seydlitz*  
Ensign H. W. Iriti (*Piloting 4, Gunnery 4*), *Seydlitz*

#### 2nd Fighter Lance

Lieutenant Ryonosuke Shioya (*Piloting 3, Gunnery 3*), *Lucifer*  
Ensign Patrick Garrity (*Piloting 4, Gunnery 4*), *Lucifer*

#### 3rd Fighter Lance

Lieutenant Thomas Devayne (*Piloting 5, Gunnery 4*), *Corsair*  
Ensign Carl Monty (*Piloting 5, Gunnery 4*), *Corsair*



## CAMPAIGN: SECOND SKYE REBELLION

### DUNKELD SPACEPORT: SCENARIO 8



### BAPTISM OF FIRE

—Excerpt from *Fire in the Skye*, by Anderson Paige, 3058, New Avalon

It became readily apparent to Alexander Carlyle that the Gray Death Legion was in a unique position to help the Federated Commonwealth's war effort. Glengarry, located along one of the primary jump routes between Tharkad and Skye, presented something of a thorn in the side of the Skye separatists. With the planet in the hands of an elite mercenary unit known for fanatical loyalty to its employer, the separatists faced a hostile force occupying a strong point along their most direct line of communication.

When Roger DeVries, Glengarry's planetary governor, promised Legion neutrality in the upcoming rebellion in exchange for a minimal occupation garrison on the planet, the rebels breathed a sigh of relief. With the Legion declaring itself a neutral party in the war, the rebels could ensure that the jump route remained open. Unfortunately for the rebels, Alexander Carlyle had other ideas.

As the first DropShip carrying elements of the occupation force landed at the Dunkeld drop port, the Gray Death Legion declared its loyalty to the Federated Commonwealth in no uncertain terms, despite the fact that Grayson Carlyle and much of the unit were offplanet. Alexander Carlyle led Legion forces against the invaders, surprising them by detonating the hydrogen fuel cells of a crippled DropShip parked in the port's repair yards. The resulting blast destroyed half the port and gave the Legion's second DropShip enough time to escape.

When the smoke had cleared from Dunkeld drop port, the Skye separatists knew they would have to eliminate the Gray Death Legion before they could call Glengarry their own.

### SITUATION: DUNKELD SPACEPORT, GLENGARRY, 0745 HOURS, 7 APRIL 3056

At roughly 0730 hours on April 7, 3056, elements of the Free Skye Expeditionary Force began landing operations at the Dunkeld drop port. Elements of the Gray Death Legion's First Battalion under the command of Alexander Carlyle engaged the invading force, inflicting severe losses before withdrawing to a base at Lochaber.

Under cover of the diversion created by the detonation of a grounded DropShip, the mercenary unit's remaining DropShip successfully escaped from the spaceport during the battle.





## CAMPAIGN: SECOND SKYE REBELLION

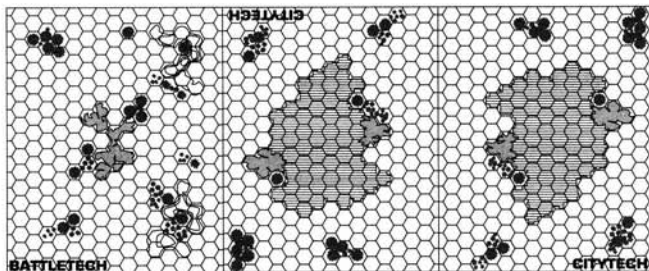
### GAME SET-UP

Lay out the **BattleTech** mapsheets as illustrated and place building counters in the hexes indicated. The Paved hexes of Mapsheets 1 and 3 represent the spaceport itself. Treat all Water hexes on Mapsheets 1 and 3 as paved areas.

Lay out the space map of the **AeroTech** mapsheet.

All **BattleTech** and **AeroTech** rules are in effect, subject to the **Special Rules** listed in this scenario. See **Special Rules** in Scenario 7, p. 59, for the turn sequence used in a combined **BattleTech/AeroTech** scenario.

Consider all 'Mechs in this scenario in perfect condition at the start of play.



### ATTACKER

The Attacker comprises the DropShip *Anastasia* and elements of the First Battalion, Fourth Skye Guards.

Captain Alvin Lippard (*Piloting 6, Gunnery 4*), *Union Class DropShip Anastasia*

### COMPANY A (Aboard the DropShip *Anastasia*)

#### Command Lance

Colonel Wilhelm Strieger (*Piloting 5, Gunnery 3*), *Warhammer*

Hauptman Carol Croydon (*Piloting 4, Gunnery 3*), *Thunderbolt*

Leftenant Mick Wellman (*Piloting 5, Gunnery 4*), *Crusader*

Leftenant Johann Coleman (*Piloting 5, Gunnery 4*), *Griffin*

#### Fire Lance

Leftenant Paul Sokol (*Piloting 4, Gunnery 4*), *Archer*  
Sergeant Ralph Falbo (*Piloting 5, Gunnery 4*), *Crusader*  
Jacob Pintar (*Piloting 5, Gunnery 4*), *Rifleman*  
O. W. Lawson (*Piloting 5, Gunnery 3*), *JagerMech*

#### Combat Lance

Leftenant Tracey Frye (*Piloting 4, Gunnery 4*), *Shadow Hawk*

Corporal Andre DeVaine (*Piloting 5, Gunnery 4*), *Griffin*  
Quincy Saggs (*Piloting 5, Gunnery 4*), *Enforcer*

Yohi Tas (*Piloting 4, Gunnery 3*), *Hatchetman*

#### Attached Aerospace Fighter Support

Leftenant Elmer Punch (*Piloting 4, Gunnery 4*), *Lucifer*  
Leftenant Reginald Beck (*Piloting 5, Gunnery 4*), *Lucifer*

Captain James Neice (*Piloting 3, Gunnery 2*), *Leopard Class DropShip Raven*

### COMPANY B (Aboard the DropShip *Raven*)

#### Close-Combat Lance

Major Malcom MacLeod (*Piloting 4, Gunnery 4*), *Hunchback*

Sergeant Jasper Aach (*Piloting 5, Gunnery 4*), *Centurion*

Laurie Lyden (*Piloting 5, Gunnery 4*), *Blackjack*

John Hauser (*Piloting 4, Gunnery 5*), *Firestarter*

#### Attached Aerospace Fighter Support

Leftenant William Goods (*Piloting 6, Gunnery 5*), *Sparrowhawk*

Leftenant Alec Krane (*Piloting 4, Gunnery 5*), *Sparrowhawk*

### Deployment

The Attacker enters during the **AeroTech** Movement Phase of Turn 1. All attacking units begin the game aboard their DropShips and may not begin firing until the defending units open fire.



## CAMPAIGN: SECOND SKYE REBELLION

### DEFENDER

The Defender comprises the following elements of the Gray Death Legion.

### 1ST BATTLEMECH COMPANY, 1ST BATTALION

#### Command Lance

Alexander Carlyle (*Piloting 4, Gunnery 3*), *Archer*  
Major Davis McCall (*Piloting 3, Gunnery 3*), *Highlander*  
Davis Carlyle Clay (*Piloting 4, Gunnery 4*), *Shadow Hawk*  
Caitlin DeVries (*Piloting 5, Gunnery 4*), *Centurion*

#### Fire Lance

Lieutenant Andrei Denniken (*Piloting 4, Gunnery 4*), *Cataphract*  
Erica Carver (*Piloting 4, Gunnery 4*), *Dervish*  
Paul Hansen (*Piloting 4, Gunnery 4*), *Archer*  
Stanley Lowdowski (*Piloting 4, Gunnery 4*), *Shadow Hawk*

### ELEMENTS OF 2ND BATTLEMECH COMPANY, 1ST BATTALION

#### Fire Lance

Lieutenant Bhekimpi Obote (*Piloting 4, Gunnery 4*), *Goliath*  
Sergeant Martha O'Dell (*Piloting 3, Gunnery 3*), *JagerMech*  
Dimitri Oretsov (*Piloting 5, Gunnery 4*), *Enforcer*  
Hyland Ryoo (*Piloting 5, Gunnery 4*), *Centurion*

### ELEMENTS OF 1ST COMPANY, GRAY DEATH ARMORED INFANTRY

#### Elements of 1st Infantry Company

Lieutenant Thomas Leone, 3 Armored Infantrymen w/ Lasers  
Sergeant John Healey, 3 Armored Infantrymen w/Machine Guns

#### Elements of 1st Tank Company

Sergeant John Wilke (*Piloting 5, Gunnery 4*), J. Edgar Light Hovertank  
Corporal M'Dahlla (*Piloting 4, Gunnery 4*), Harasser Missile Platform

### Aerospace Support Elements

Lieutenant Evan Fowler (*Piloting 4, Gunnery 4*), *Union Class DropShip Deimos*  
Lieutenant Thomas Devayne (*Piloting 5, Gunnery 4*), *Corsair*  
Ensign Carl Monty (*Piloting 5, Gunnery 4*), *Corsair*

### Deployment

The Defender sets up first. Place the *Deimos* on one of the spaceport hexes on Mapsheet 1 or 3. Remember a *Union* class DropShip also occupies the 6 hexes adjacent to its location hex. The Defender's aerospace fighters begin the game aboard their DropShip. The defending ground forces may set up anywhere on the mapsheets, including inside the spaceport buildings.

## VICTORY CONDITIONS

The Defender wins by inflicting as much damage on the Attacker as possible while enabling the *Deimos* to escape (see Special Rule 2, below).

The Attacker wins by landing his DropShips and securing the spaceport (see Special Rule 3). Continue play until the Gray Death units exit the mapsheet or are destroyed. Then consult the following table to determine the margin of victory.

### VICTORY TABLE

Condition	Result
<i>Deimos</i> escapes, 14+ attacking units destroyed	Decisive Legion Victory
<i>Deimos</i> escapes, 9-13 attacking units destroyed	Substantial Legion Victory
<i>Deimos</i> escapes, 5-8 attacking units destroyed	Marginal Legion Victory
Spaceport secured, 12+ attacking units destroyed	Marginal Rebel Victory
Spaceport secured, 6-11 attacking units destroyed	Substantial Rebel Victory
Spaceport secured, 0-5 attacking units destroyed	Decisive Rebel Victory

**Notes:** The attacking player wins a substantial victory if he destroys the *Deimos* before it can escape. Each rebel 'Mech, DropShip and aerospace fighter constitutes 1 unit.



## CAMPAIGN: SECOND SKYE REBELLION

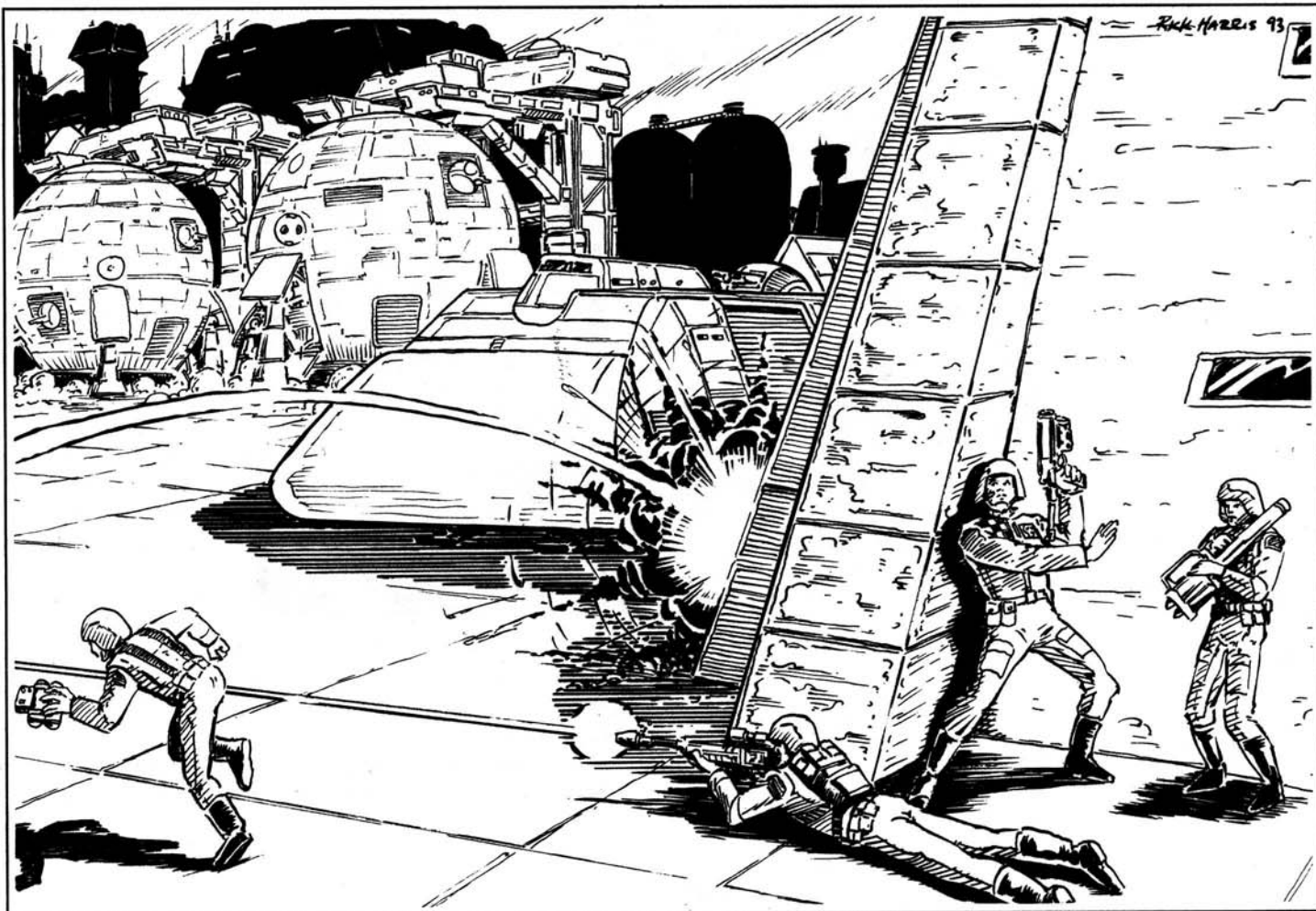
### SPECIAL RULES

1) The Gray Death player may begin to withdraw his forces anytime after the *Deimos* lifts off from the drop port. Because Carlyle intended the attack on the rebel forces as a surprise assault, the *Deimos*' engines are shut down as play begins. Starting the engines takes 3 full turns. During the End Phase of the third turn, make a Piloting Skill Roll. If the roll fails, the engines did not start and the roll must be repeated during the End Phase of the next turn. If the roll succeeds, the DropShip may lift off during the Movement Phase of the following turn. See pp. 95–96, **BattleTech Compendium**, for details on the effects of drive exhaust blast on ground units.

2) Once the *Deimos* has lifted off, it must expend 1 Thrust Point to reach the space map. Place a DropShip counter in the center hex of the left-hand edge of the space map to mark the ship's location when it reaches the map. To escape, the *Deimos* must move the length of the space map and exit off the right-hand edge.

3) The spaceport is considered secure when the attacking player has grounded his DropShips and no defending units are in position to fire (directly or indirectly) on the DropShips for 5 consecutive turns.

4) Each Gray Death armored infantryman carries 2 satchel charges for this scenario. See **Special Rules** in Scenario 6, p. 54, for rules on using satchel charges for leg attacks.







## MAGLEV MINI-CAMPAIGN

# MAGLEV MINI-CAMPAIGN

Following the battle at the Dunkeld drop port, the rebels attempted to overwhelm the smaller force of Gray Death legion defenders by landing 'Mechs and DropShips at widely scattered locations. Alex Carlyle countered this strategy by posting pickets at likely invasion targets and assembled the bulk of his forces at the maglev rail hub in Dunkeld. Carlyle planned to use the planet's extensive maglev rail lines to rapidly shift his forces to wherever the invaders landed.

Initially, the strategy worked. Using the trains, the Legion successfully repulsed rebel thrusts at Loch Sheol and Coltbridge. The Legion's triumph ended abruptly, however, when a large rebel force landed at Halidon.

## MAGLEV CAMPAIGN RULES

Scenarios 9 through 12 form a mini-campaign that recreates the battles around the maglev rail lines. Both players must assemble their forces for the mini-campaign from the units listed in the **Units Available** section, then write down their choices. Units committed to one scenario are ineligible to fight in subsequent battles of the mini-campaign unless otherwise noted. The rebel player must also allocate DropShip transport for his invading forces

from the DropShips listed in **Units Available**.

In addition, a limited number of tanks and conventional infantry are allotted to the Gray Death player in each scenario. These forces represent the ground units assigned by Alexander Carlyle to keep watch on likely enemy targets.

The Gray Death player may also reinforce the units he has allocated to a given scenario with up to 600 tons of 'Mechs or vehicles and one infantry company selected from units allocated to other scenarios. This provision simulates the Legion's use of the maglev rail lines in the historical campaign. The amount of time

between battles for repairing damaged 'Mechs was also critical to the Legion strategy. Historically, unit techs conducted these repairs in the difficult and dangerous environment of a moving maglev cargo carrier. To simulate these cramped quarters and the lack of proper repair facilities, double the amount of time normally required to repair a damaged/destroyed component and apply a +1 penalty to all target numbers when the Gray Death player makes any Repair Roll. For example, repairing a gyro normally requires 240 minutes. A roll result of 9 or greater completely repairs the gyro, while a result of 6-8 only partially repairs it. During this campaign, the same task requires 480 minutes, and a re-



sult of 10+ to fully succeed. A roll of 7-9 results in a partial repair.

For those players who wish to fight a particular engagement as a self-contained game, each scenario includes a list of the battle's historical forces.

Use the standard **BattleTech** rules in the **BattleTech Compendium** for the maglev scenarios unless otherwise directed.



## MAGLEV MINI-CAMPAIGN

### UNITS AVAILABLE

#### GRAY DEATH LEGION

The following Legion units are available for the maglev campaign. Consult the Second Skye Rebellion unit roster, p. 61, for complete information on the individual lances and platoons.

##### AVAILABLE LEGION UNITS

###### 1st Battalion

- 1st 'Mech Company: Command Lance (Reinforced), Fire Lance, Recon Lance
- 2nd 'Mech Company: Command Lance, Fire Lance, Recon Lance
- 3rd 'Mech Company: Command Lance, Heavy Lance, Combat Lance

###### Elements of Infantry/Armor Support Battalion

- 1st Company, Gray Death Armored Infantry: 1st Platoon, Elements of 2nd Platoon (Binner's and Webster's squads)
- 1st Company, Mechanized Infantry: 1 Mechanized Rifle Platoon, 1 Mechanized Machine Gun Platoon, 1 Mechanized SRM Platoon

#### 4TH SKYE GUARDS (REBEL FORCES)

The following rebel units are available for the maglev campaign.

##### 1ST BATTALION

###### Headquarters Lance

- Hauptmann General Leonidas Brannock (*Piloting 4, Gunnery 4*), *Zeus*
- Colonel Alfred Session (*Piloting 4, Gunnery 4*), *BattleMaster*
- Major Robert Izaj (*Piloting 4, Gunnery 4*), *Cyclops*
- Major T. P. Dwyer (*Piloting 5, Gunnery 4*), *Archer*

###### Company A

###### Attack Lance

- Major Cecil Stickrath (*Piloting 5, Gunnery 3*), *Marauder*
- Lieutenant Paul Kramer (*Piloting 4, Gunnery 4*), *Caesar*
- Nicholas Chick (*Piloting 4, Gunnery 5*), *Quickdraw*
- Paul Nyga (*Piloting 4, Gunnery 4*), *Ostsol*

###### Fire Lance

- Hauptmann Donald Oebern (*Piloting 5, Gunnery 3*), *Archer*
- Sergeant Bernardo Egloff (*Piloting 4, Gunnery 3*), *Archer*
- David Shemo (*Piloting 5, Gunnery 4*), *Crusader*
- Lester Nwa (*Piloting 6, Gunnery 4*), *Warhammer*

###### Medium Lance

- Lieutenant John Wilkes (*Piloting 5, Gunnery 3*), *Wolverine*
- Anna Nolden (*Piloting 5, Gunnery 4*), *Scorpion*
- Maria Kagle (*Piloting 4, Gunnery 4*), *Griffin*
- Juan Layhew (*Piloting 4, Gunnery 4*), *Griffin*

###### Company B

###### Command Lance

- Hauptmann Ann Ison-Price (*Piloting 4, Gunnery 4*), *Crusader*
- Lieutenant Lloyd Wills (*Piloting 4, Gunnery 3*), *Shadow Hawk*
- Sergeant Abdul Konkol (*Piloting 4, Gunnery 4*), *Wolverine*
- Charlene Naffah (*Piloting 5, Gunnery 4*), *Trebuchet*

###### Security Lance

- Sergeant Katarina Geraci (*Piloting 5, Gunnery 4*), *Thunderbolt*
- Antonio Danilo (*Piloting 5, Gunnery 4*), *Enforcer*
- Alfred Ambil (*Piloting 5, Gunnery 4*), *Phoenix Hawk*
- Arturo Sandoval (*Piloting 4, Gunnery 3*), *Vulcan*

###### Patrol Lance

- Sergeant Joel Franke (*Piloting 4, Gunnery 4*), *Wolverine*
- Monika Jaten (*Piloting 4, Gunnery 4*), *Dervish*
- Gilberto Anuskiewicz (*Piloting 4, Gunnery 4*), *Clint*
- Adolpho Ryser (*Piloting 4, Gunnery 3*), *Cicada*

###### Company C

###### Heavy Lance

- Hauptmann Cyril Ives (*Piloting 5, Gunnery 3*), *Cataphract*
- Sergeant Robin Hollyfeld (*Piloting 4, Gunnery 4*), *Ostroc*
- Jacque O'Neal (*Piloting 4, Gunnery 3*), *Crusader*
- Pasquale Wallace (*Piloting 4, Gunnery 4*), *Whitworth*



## MAGLEV MINI-CAMPAIGN

### Medium Lance

Sergeant Wilma Craker (*Piloting 5, Gunnery 4*), *Shadow Hawk*  
 Johnny Sarno (*Piloting 5, Gunnery 4*), *Vindicator*  
 Ulrike Bennett (*Piloting 4, Gunnery 4*), *Assassin*  
 Jennifer Raine (*Piloting 6, Gunnery 4*), *Panther*

### Recon Lance

Sergeant Dusty Rhodes (*Piloting 4, Gunnery 4*), *Wolfhound*  
 Kai Ogden (*Piloting 5, Gunnery 4*), *Ostscout*  
 Manfred DuRay (*Piloting 4, Gunnery 3*), *Valkyrie*  
 Maia Garland (*Piloting 4, Gunnery 4*), *Hornet*

### ELEMENTS OF 2ND BATTALION

#### Company B

##### Command Lance

Captain Willis Heth (*Piloting 4, Gunnery 3*), *Catapult*  
 Sergeant Robert Muir (*Piloting 4, Gunnery 4*), *Orion*  
 Sergeant Caroline Leaford (*Piloting 4, Gunnery 4*), *Marauder*  
 Sergeant M'laang (*Piloting 3, Gunnery 3*), *Marauder*

##### Combat Lance

Sergeant Bernadette Halstead (*Piloting 5, Gunnery 4*), *Shadow Hawk*  
 Henri Finney (*Piloting 4, Gunnery 4*), *Griffin*  
 Michelle Groves (*Piloting 5, Gunnery 4*), *Enforcer*  
 Jordan Armbruster (*Piloting 5, Gunnery 4*), *Vindicator*

##### Scout Lance

Sergeant Irina Quaile (*Piloting 4, Gunnery 4*), *Phoenix Hawk*  
 Walter Scocol (*Piloting 5, Gunnery 4*), *Cicada*  
 Janice Waller (*Piloting 5, Gunnery 4*), *Commando*  
 Myron Loy (*Piloting 5, Gunnery 3*), *Locust*

#### Tank Company

##### 1st Platoon

Sergeant Maxine Klinghoffer (*Piloting 5, Gunnery 4*), *Rommel Tank*  
 Corporal Leticia Grogan (*Piloting 5, Gunnery 4*), *Rommel Tank*  
 Corporal Ben Ricer (*Piloting 5, Gunnery 4*), *Manticore Heavy Tank*

Corporal Luigi DiSanti (*Piloting 5, Gunnery 4*), *Pike Support Vehicle*

##### 2nd Platoon

Sergeant Ludmilla Goodwin (*Piloting 4, Gunnery 4*), *Bulldog Medium Tank*  
 Corporal Daniel Johnstone (*Piloting 5, Gunnery 4*), *Vedette Medium Tank*  
 Corporal Eli Seewald (*Piloting 5, Gunnery 4*), *Hetzer Wheeled Assault Gun*  
 Corporal Herman Manor (*Piloting 5, Gunnery 4*), *GAL-100 Galleon Light Tank*

##### 3rd Platoon

Sergeant Mauricio Daw (*Piloting 5, Gunnery 4*), *Drillson Heavy Hover Tank*  
 Corporal Sandra Estrada (*Piloting 5, Gunnery 4*), *Condor Heavy Hover Tank*  
 Corporal Rex Napierkowski (*Piloting 5, Gunnery 4*), *Condor Heavy Hover Tank*  
 Corporal Wilhelmina Wos (*Piloting 5, Gunnery 4*), *Saladin Assault Hover Tank*

#### Infantry Support Battalion

##### Company A

2 Foot Laser Platoons  
 1 Foot SRM Platoon

##### Company B

3 Foot Rifle Platoons

##### Company C

1 Mechanized Laser Platoon  
 1 Mechanized SRM Platoon  
 1 Mechanized Flamer Platoon

#### Aerospace Transport and Support

1 *Star Lord* Class JumpShip  
 6 *Invader* Class JumpShips  
 4 *Leopard CV* Class DropShips, w/6 LCF-R15 *Lucifers* each  
 9 *Union* Class DropShips  
 2 *Leopard* Class DropShips  
 1 *Fortress* Class DropShip





## MAGLEV MINI-CAMPAIGN

# LOCH

# SHEOL:

# SCENARIO 9

## FIRST BLOOD

—Excerpted from the journal of Alexander Carlyle

No matter how often you sit in a 'Mech simulator or engage in field maneuvers, nothing can prepare you for the moment you face your first hostile fire.

I'll never forget the burning sensation in my chest as I sat in the cockpit of my *Archer*, waiting for the rebels to come into range. It took me a few moments to figure out what was causing it. Then it dawned on me—I was holding my breath. My stomach was churning like a high-speed propeller in shallow water, and I swallowed hard a couple of times, hoping I wasn't going to be sick inside my neurohelmet.

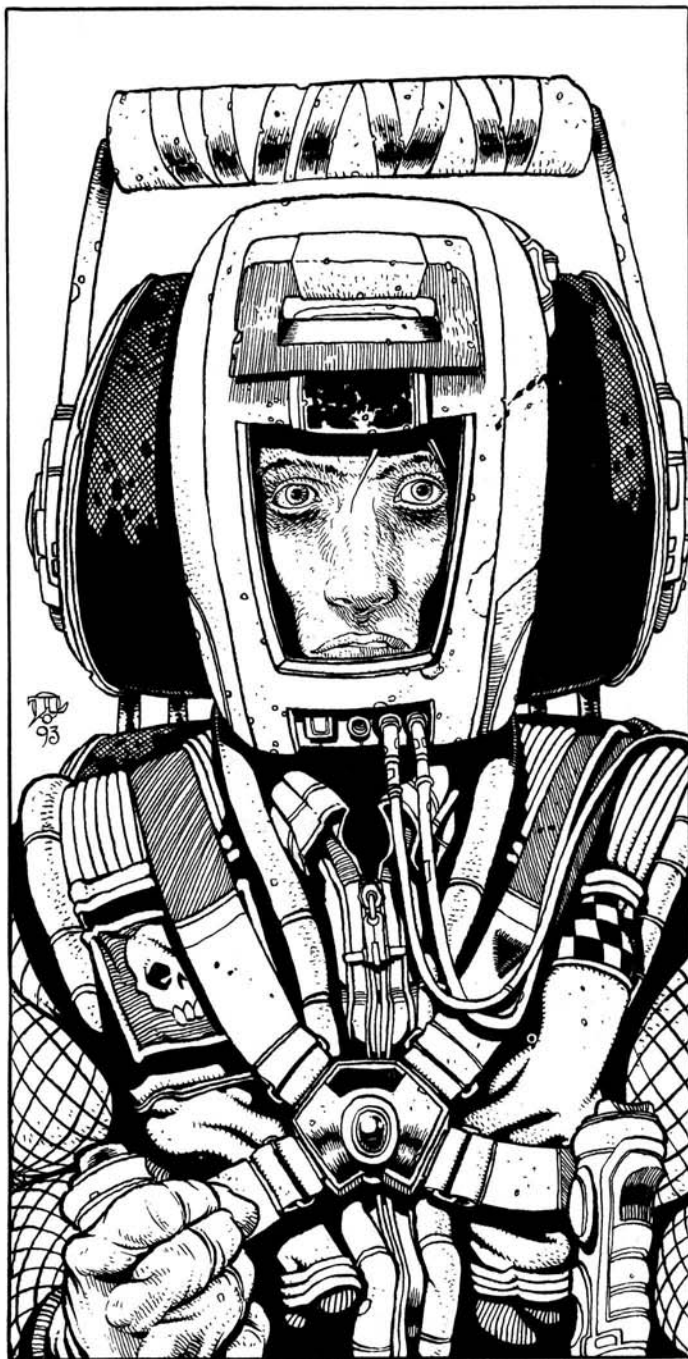
Davis told me to relax and treat the enemy 'Mechs like targets on a simulator range. "After all, laddie," he said. "Yer sittin' in an aye heavy 'Mech. I dinna ken the sassanach've got too much that'll even dent that great bloody monster."

I knew he was trying to reassure me. Still, a Gauss round or a burst from a heavy autocannon would easily rip the head off of any 'Mech, heavy or not.

**SITUATION: LOCH SHEOL, GLENGARRY,  
1300 HOURS, 11 APRIL 3056**

In an attempt to unbalance the invaders, the Gray Death Legion struck at the incoming forces in a series of mutually supported lightning raids against the rebels' landing zones.

The first battle erupted at Loch Sheol, a small fishing community on the shores of Glengarry's largest freshwater lake. A Legion picket detachment spotted an incoming Lyran force and radioed its location back to the Legion's command center. Alexander Carlyle detached a company of the Legion's 'Mechs and quickly moved them to Loch Sheol via Glengarry's maglev rail lines. The mercenaries reached the landing zone shortly after the invading DropShips grounded, and caught most of the rebel 'Mechs in their transport cocoons when the Legion force attacked. In the fighting that followed, the Legion inflicted moderate losses on the invaders, throwing the landing zone into confusion and forcing the invasion



force to withdraw. The mercenaries took only light losses.

By the time the battle at Loch Sheol ended, however, the second rebel landing had begun near Coltbridge. Major Davis McCall engaged the new wave of invaders as Carlyle marched his force back aboard the maglev train and sped toward Coltbridge to reinforce his friend.

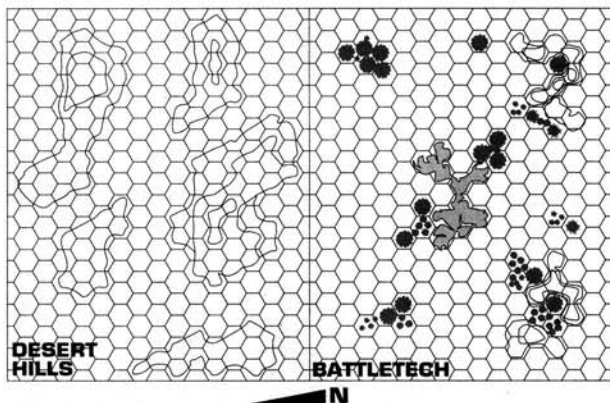


## MAGLEV MINI-CAMPAIGN

### GAME SET-UP

Lay out the **BattleTech** mapsheets as shown. Hex Row 0217–1511 on Mapsheet 2 represents the edge of Loch Sheol itself. Treat all hexes northeast of this hex row as Water hexes. Row 0217–1511 is Depth 0; rows 0417–1512 through 0817–1514 are Depth 1; the remainder of the Water hexes are Depth 2.

See **Maglev Campaign Rules**, p. 68, for guidelines on determining the forces used in this scenario.



### ATTACKER

In addition to the units the Gray Death player has allocated for this scenario (see **Maglev Campaign Rules**, p. 68), the following forces are stationed at Loch Sheol.

#### Loch Sheol Picket Detachment

##### 3rd Tank Platoon

Sergeant Harry Zasada (*Piloting 4, Gunnery 3*), Drillson Heavy Hover Tank  
 Corporal Diana Norelli (*Piloting 5, Gunnery 4*), Condor Heavy Hover Tank  
 Mark Piros (*Piloting 5, Gunnery 4*), Scimitar Medium Hover Tank  
 Donald Lauth (*Piloting 5, Gunnery 4*), J. Edgar Light Hover Tank

### Infantry Detachment

1 Foot Rifle Platoon  
 1 Foot SRM Platoon

### DEFENDER

See **Maglev Campaign Rules**, p. 68, for directions on allocating the Defender forces.

## HISTORICAL FORCES

Players running the scenario as a self-contained game may wish to use the following historical forces.

### ATTACKER

#### ELEMENTS OF THE GRAY DEATH LEGION

##### 1st BattleMech Detachment

##### Command Lance

Alexander Carlyle (*Piloting 4, Gunnery 3*), Archer  
 Caitlin DeVries (*Piloting 5, Gunnery 4*), Centurion  
 Davis Carlyle Clay (*Piloting 4, Gunnery 4*), Shadow Hawk  
 Captain Guillaume Henri Villiers (*Piloting 4, Gunnery 4*), Marauder

##### Fire Lance

Lieutenant Andrei Denniken (*Piloting 4, Gunnery 3*), Cataphract  
 Paul Hansen (*Piloting 4, Gunnery 4*), Archer  
 Erica Carver (*Piloting 4, Gunnery 3*), Dervish  
 Stanley Lowdowski (*Piloting 4, Gunnery 4*), Shadow Hawk

##### Recon Lance

Lieutenant Frieda Bergstrom (*Piloting 4, Gunnery 3*), Valkyrie  
 Sergeant Michael McGuire (*Piloting 5, Gunnery 4*), Wasp  
 Christine Wellerman (*Piloting 4, Gunnery 4*), Stinger  
 Alton Caen (*Piloting 4, Gunnery 3*), Stinger

#### Gray Death Armored Infantry Detachment

##### Elements of 1st Platoon

Lieutenant Thomas Leone, 3 Armored Infantrymen w/ Small Lasers  
 Sergeant Roger McGuire, 3 Armored Infantrymen w/ Machine Guns



## MAGLEV MINI-CAMPAIGN

### DEFENDER

#### ELEMENTS OF THE 4TH LYRAN GUARDS

##### Company B

##### Command Lance

Hauptmann Ann Ison-Price (*Piloting 4, Gunnery 4*), *Cru-sader*  
 Lieutenant Lloyd Wills (*Piloting 4, Gunnery 3*), *Shadow Hawk*  
 Sergeant Abdul Konkol (*Piloting 4, Gunnery 4*), *Wolverine*  
 Charlene Naffah (*Piloting 5, Gunnery 4*), *Trebuchet*

##### Security Lance

Sergeant Katarina Geraci (*Piloting 5, Gunnery 4*), *Thunderbolt*  
 Antonio Danilo (*Piloting 5, Gunnery 4*), *Enforcer*  
 Alfred Ambil (*Piloting 5, Gunnery 4*), *Phoenix Hawk*  
 Arturo Sandoval (*Piloting 4, Gunnery 3*), *Vulcan*

##### Patrol Lance

Sergeant Joel Franke (*Piloting 4, Gunnery 4*), *Wolverine*  
 Monika Jaten (*Piloting 4, Gunnery 4*), *Dervish*  
 Gilberto Anuskiewicz (*Piloting 4, Gunnery 4*), *Clint*  
 Adolpho Ryser (*Piloting 4, Gunnery 3*), *Cicada*

##### 2nd Platoon, Tank Company

Sergeant Ludmilla Goodwin (*Piloting 4, Gunnery 4*), *Bulldog Medium Tank*  
 Corporal Daniel Johnstone (*Piloting 5, Gunnery 4*), *Vedette Medium Tank*  
 Corporal Eli Seewald (*Piloting 5, Gunnery 4*), *Hetzer Wheeled Assault Gun*  
 Corporal Herman Manor (*Piloting 5, Gunnery 4*), *GAL-100 Galleon Light Tank*

##### Elements of Company B, Infantry Support Battalion

3 Foot Rifle Platoons

##### Elements of Aerospace Transport Wing

Captain Stanley Richmond (*Piloting 4, Gunnery 4*), *Union Class DropShip*  
 Lieutenant Howard Mayo (*Piloting 5, Gunnery 4*), *Leopard Class DropShip*

### DEPLOYMENT

The Defender sets up first, subject to Special Rule 1.

The Attacker enters the western edge of Mapsheet 1 during the Movement Phase of Turn 1.

### VICTORY CONDITIONS

The Gray Death player must destroy or render inoperable as many rebel units as possible and then withdraw (see Special Rules 3 and 4, p. 74).

The Defender must destroy as many of the Gray Death 'Mechs as he can.

Continue play until all the Gray Death units have been destroyed or withdrawn. Then consult the following table to determine the outcome.

#### VICTORY TABLE

Condition	Result
All defending units destroyed/inoperable. Less than 20% of attacking 'Mechs destroyed.	Decisive Legion Victory
75–99% of defending units destroyed/inoperable. 20–30% of attacking 'Mechs destroyed.	Substantial Legion Victory
50–74% of defending units destroyed/inoperable. 31–40% of attacking 'Mechs destroyed.	Marginal Legion Victory
40–49% of defending units destroyed/inoperable. 41–50% of attacking 'Mechs destroyed.	Draw
30–40% of defending units destroyed/inoperable. 51–60% of attacking 'Mechs destroyed.	Marginal Rebel Victory
20–30% of defending units destroyed/inoperable. 60–75% of attacking 'Mechs destroyed.	Substantial Rebel Victory
Less than 20% of defending units destroyed/inoperable. More than 75% of attacking 'Mechs destroyed.	Decisive Rebel Victory





## MAGLEV MINI-CAMPAIGN

### SPECIAL RULES

1) In the historical battle, the Legion attacked the rebel forces before the invaders had time to deploy all their units. To simulate this, the rebel player rolls 2D6 for each unit he deploys for this battle. On a result of 2 or 12, that unit may be deployed anywhere on Mapsheet 2, except in the hexes representing Loch Sheol. All other rebel units begin the game aboard the rebel DropShips listed in the historical Defender force or the ships allocated for their transport from **Units Available**, p. 69. Consider the DropShips grounded when play begins.

2) The number of a DropShip's functioning 'Mech bay doors determines the maximum number of 'Mechs and/or tanks the ship can unload in a single turn. Exiting a DropShip requires a unit to move from its transport bay to the bay door, where it must end its movement for that turn. During the Movement Phase of the following turn, the player controlling that 'Mech or tank must make a Piloting Skill Roll. If he succeeds, his machine exits the DropShip and may expend up to half its Walking MP rating. If the skill roll fails, the machine has become jammed in the doorway and must remain motionless until the Movement Phase of the following turn, when the controlling player makes another Piloting Skill Roll. Three consecutive failed skill rolls means the unit has become permanently jammed in the bay door. Infantry units may exit DropShips without making a skill roll.

3) Consider a BattleMech or vehicle inoperable when more than half the dots in any one location on its Internal Structure Diagram are filled. Infantry units are considered inoperable when they suffer two-thirds or greater casualties. For example, 19 or more casualties in a 28-man platoon would render the platoon inoperable.

4) Gray Death units may withdraw by moving off the eastern, western, or southern edge of Mapsheet 1. Once a unit withdraws, it may not re-enter the battle.

5) Units aboard a DropShip may not engage in ranged or hand-to-hand combat.





## MAGLEV MINI-CAMPAIGN

### COLTBRIDGE: SCENARIO 10

#### ROLE REVERSAL

—Excerpted from the journal of Major Davis McCall

It's passing strange that a Jacobite should be fighting to keep a state called the Isle of Skye from seceding. Being a student of my own history, I can understand how those laddies must feel. Back on Terra, my own ancestors fought with Dundee against the sassenach to keep Scotland free. They loved their homeland and viewed any foreign power, no matter how benevolent, with repugnance.

Now here I am, making war on those whose only fault is wanting to free their homeland from the control of a foreign power. Were it not for a greater loyalty than the one I feel for my ancestral home in Scotland, I'd like as not be sitting aboard one of the DropShips burning toward Glengarry.

Alex left me in command of Second Battalion, First Company. I'd rather be off with him bashing the rebels at Loch Sheol. I don't know how I'd tell his father or his mother that I let him go off and get killed. Still and all, Alex is right. I've got to be ready in case the rebels send in a second invasion force.

#### SITUATION: COLTBRIDGE, GLENGARRY, 2000 HOURS, 11 APRIL 3056

Hours after the rebel thrust at Loch Sheol, the Legion detected a second inbound rebel force, projected to land in the vicinity of Coltbridge.

Carlyle's detachment was too far out of position to reach Coltbridge before the rebels, so the youthful commander ordered Major Davis McCall to move his section by maglev rail line to intercept the invaders. McCall arrived before the rebels fully recovered from their drop from space and engaged them in a vicious, close-quarters battle.

For a time, the invasion force seemed likely to repulse the Legion's onslaught, but the arrival of the bulk of Carlyle's section tipped the balance in favor of the Gray Death Legion.





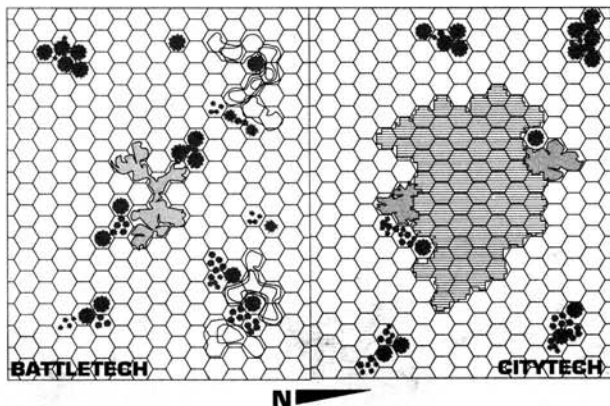
## MAGLEV MINI-CAMPAIGN

### GAME SET-UP

Lay out the **BattleTech** mapsheets as illustrated. Place the following building counters on the mapsheets: 10 Light, 7 Medium, 9 Heavy, and 3 Hardened Buildings. No Heavy or Hardened buildings may be placed on Mapsheets 1 or 2, and no more than 3 buildings of any type may be placed on Mapsheet 1.

Treat all non-paved, non-hill hexes south of Hex Row 09xx on Mapsheet 3 as Depth 2 water. Treat the hill (Hexes 1317, 1416, and 1515-1517) as a small island. The Island hexes have elevations of one less than those printed on the mapsheet for the hexes.

Seven hours have passed since Scenario 9. Any Gray Death units damaged in that scenario may be repaired, subject to the **Maglev Campaign Rules**, p. 68.



### ATTACKER

See **Maglev Campaign Rules**, p. 68, for directions on allocating forces. In addition to the forces selected by the Gray Death player, the following units have been stationed at Coltbridge.

#### Coltbridge Security Detachment

##### 1st Tank Platoon

- Sergeant Joan Monti (*Piloting 4, Gunnery 4*), Drillson Heavy Hover Tank
- Corporal Julia Learn (*Piloting 5, Gunnery 4*), Condor Heavy Hover Tank
- Corporal Yusef Wannamaker (*Piloting 5, Gunnery 4*), Pegasus Scout Hover Tank
- Corporal Clarence Spokane (*Piloting 4, Gunnery 4*), J. Edgar Light Hover Tank

##### Infantry Detachment

- 1 Foot Rifle Platoon
- 1 Foot SRM Platoon

### DEFENDER

See the **Maglev Campaign Rules**, p. 68.

### HISTORICAL FORCES

Players running the scenario as a self-contained game may use the following historical forces.

### ATTACKER

#### ELEMENTS OF THE GRAY DEATH LEGION

##### 2nd BattleMech Company

###### Command Lance

- Major Davis McCall (*Piloting 4, Gunnery 3*), Highlander
- Sergeant Thomas Devin (*Piloting 5, Gunnery 4*), Archer
- Brad Horner (*Piloting 4, Gunnery 4*), Rifleman
- Guy Levinson (*Piloting 4, Gunnery 3*), Assassin

###### Fire Lance

- Lieutenant Bhekimpi Obote (*Piloting 4, Gunnery 4*), Goliath
- Sergeant Martha O'Dell (*Piloting 3, Gunnery 3*), JagerMech
- Dimitri Oretsov (*Piloting 5, Gunnery 4*), Enforcer
- Hyland Ryoo (*Piloting 5, Gunnery 4*), Centurion

###### Recon Lance

- Lieutenant John Murphy (*Piloting 4, Gunnery 4*), Wolverine
- Phillip Ashburn (*Piloting 4, Gunnery 4*), Vulcan
- Winston Royale (*Piloting 5, Gunnery 4*), Commando
- Geno Ferruza (*Piloting 4, Gunnery 4*), Raven

#### Gray Death Armored Infantry Detachment

##### Elements of 1st Platoon

- Sergeant John Healey, 3 Armored Infantrymen w/Machine Guns
- Corporal Meg Green, 3 Armored Infantrymen w/Machine Guns

##### Elements of 1st Company, Mechanized Infantry

- 1 Mechanized Rifle Platoon

### DEFENDER

#### ELEMENTS OF THE 4TH SKYE GUARDS

##### Headquarters Lance

- Hauptmann General Leonidas Brannock (*Piloting 4, Gunnery 4*), Zeus





## MAGLEV MINI-CAMPAIGN

Colonel Alfred Session (*Piloting 4, Gunnery 4*), *BattleMaster*  
Major Robert Izaj (*Piloting 4, Gunnery 4*), *Cyclops*  
Major T. P. Dwyer (*Piloting 5, Gunnery 4*), *Archer*

### Company A

#### Attack Lance

Major Cecil Stickrath (*Piloting 5, Gunnery 3*), *Marauder*  
Lieutenant Paul Kramer (*Piloting 4, Gunnery 4*), *Caesar*  
Nicholas Chick (*Piloting 4, Gunnery 5*), *Quickdraw*  
Paul Nyga (*Piloting 4, Gunnery 4*), *Ostsol*

#### Fire Lance

Hauptmann Donald Oebem (*Piloting 5, Gunnery 3*), *Archer*  
Sergeant Bernardo Egloff (*Piloting 4, Gunnery 3*), *Archer*  
David Shemo (*Piloting 5, Gunnery 4*), *Crusader*  
Lester Nwa (*Piloting 6, Gunnery 4*), *Warhammer*

#### Medium Lance

Lieutenant John Wilkes (*Piloting 5, Gunnery 3*), *Wolverine*  
Anna Nolden (*Piloting 5, Gunnery 4*), *Scorpion*  
Maria Kagle (*Piloting 4, Gunnery 4*), *Griffin*  
Juan Layhew (*Piloting 4, Gunnery 4*), *Griffin*

### 1st Platoon, Tank Company

Sergeant Maxine Klinghoffer (*Piloting 5, Gunnery 4*),  
Rommel Tank  
Corporal Leticia Grogan (*Piloting 5, Gunnery 4*), Rommel Tank  
Corporal Ben Ricer (*Piloting 5, Gunnery 4*), Manticore  
Heavy Tank  
Corporal Luigi DiSanti (*Piloting 5, Gunnery 4*), Pike  
Support Vehicle

### Company A, Infantry Support Battalion

2 Foot Laser Platoons  
1 Foot SRM Platoon

### DEPLOYMENT

The Defender begins the scenario by landing his 'Mechs on the battlefield using the BattleMech drop procedures on pp. 102–103, **BattleTech Compendium** (see Special Rule 1, p. 78).

The Attacker enters the northern edge of Mapsheet 1 during the Movement Phase of Turn 1.

Any Attacker reinforcements enter the northern edge of Mapsheet 1 during the Movement Phase of Turn 8 or any subsequent turn (see Special Rule 3, p. 78).

### VICTORY TABLE

#### Condition

All defending units destroyed/inoperable.  
Less than 20% of attacking units destroyed.

75–99% of defending units destroyed/inoperable.  
20–30% of attacking units destroyed.

50–74% of defending units destroyed/inoperable.  
31–40% of attacking units destroyed.

40–49% of defending units destroyed/inoperable.  
41–50% of attacking units destroyed.

30–40% of defending units destroyed/inoperable.  
51–60% of attacking units destroyed.

20–30% of defending units destroyed/inoperable.  
60–75% of attacking units destroyed.

Less than 20% of defending units destroyed/inoperable.  
More than 75% of attacking units destroyed.

#### Result

Decisive Legion Victory

Substantial Legion Victory

Marginal Legion Victory

Draw

Marginal Rebel Victory

Substantial Rebel Victory

Decisive Rebel Victory

**Note:** A single 'Mech, vehicle, armored infantry squad, or regular infantry platoon constitutes 1 unit.



## MAGLEV MINI-CAMPAIGN

For the turn sequence for combined **BattleTech/AeroTech** scenarios, see **Special Rules** in Scenario 7, p. 59.

### VICTORY CONDITIONS

The Gray Death player must destroy or render inoperable as many rebel units as possible and then withdraw (see Special Rules 2 and 3, below).

The Defender must destroy as many Gray Death units as possible.

Once all the Gray Death units have withdrawn or been destroyed, consult the Victory Table, p. 77, to determine the battle's outcome.

### SPECIAL RULES

1) The Defender deploys his forces, using the BattleMech drop and landing procedures found on pp. 102–103, **BattleTech Compendium**. The Defender should select a target hex on the low altitude map for each unit he chooses to deploy in this battle and record it on a separate piece of paper. Then proceed following the aforementioned drop and landing rules. Any unit that scatters off the mapsheets while landing is considered destroyed. Because the Gray Death Legion is facing such stiff odds in the overall invasion, any rebel unit rendered inoperable or destroyed during landing is counted when calculating the battle's outcome.

2) BattleMechs and vehicles are considered inoperable when more than half the internal structure dots in any one location on their Internal Structure Diagrams have been filled. Infantry units are considered inoperable when they suffer more than two-thirds casualties. A 28-man platoon, for example, is rendered inoperable when 19 or more members die.

3) Gray Death units may be withdrawn by moving them off the eastern, western, or southern edges of Mapsheet 1. Once a unit has withdrawn it may not re-enter the battle.

4) If any Gray Death units survived the battle of Loch Sheol, the Gray Death player may commit them to this engagement. They may enter the game during Turn 8 or any subsequent turn. All Gray Death reinforcements, however, must enter during the same turn. These units still suffer the effects of any damage they took in Scenario 9.

5) Night Combat rules (p. 61, **BattleTech Compendium**) are in effect for this scenario.





## MAGLEV MINI-CAMPAIGN

### ONCE TOO OFTEN:

### SCENARIO 11

#### THIRD STRIKE

—Excerpt from *The Glengarry Campaign: The Opening Moves of the Skye Uprising*, by Nicholas Wingate, Tharkad Publishing Company, 3058

Even as the Gray Death Legion mauled the rebel troops landing at Loch Sheol and Coltbridge, a third invasion force burned its way toward Glengarry. This larger force was originally slated to land at Dunkeld spaceport. But after the previous botched landing attempt there and the ambushes at Loch Sheol and Coltbridge, General Kommandant von Bulow diverted the force to Halidon.

A remote mining town in Glengarry's Monaghan Highlands, Halidon was far removed from the lowland areas where the previous battles had occurred. Von Bulow believed the distance between the previous battle sites and his newly selected landing zone would delay the Gray Death Legion's response long enough for his troops to secure the landing zone.

Von Bulow was both right and wrong.

When planning their defense of Glengarry, Carlyle and McCall had recognized Halidon as a potential rebel landing zone and detached a platoon of heavy and medium hover tanks under the command of Lieutenant Christopher Zappirelli to cover the site. When the rebel forces landed, Zappirelli called for reinforcements and engaged the invaders in a series of pinprick attacks, hoping to keep them off-balance until the Legion's mobile reserve arrived.

#### **SITUATION: HALIDON, GLENGARRY, 0600 HOURS, 17 APRIL 3056**

When the rebel forces touched town at Halidon, they successfully unloaded the bulk of their forces before the Legion's mobile reserve detachment arrived. The harassing attacks of Lieutenant Zappirelli's security detachment provided the only resistance to the invaders' landing.

By the time the first mobile reserve unit arrived, most of the rebel forces were deployed and waiting for them. Faced with daunting, 3-to-2 odds, the reinforcements fought a desperate holding action, hoping to contain the invaders until the balance of the Legion arrived.







## MAGLEV MINI-CAMPAIGN

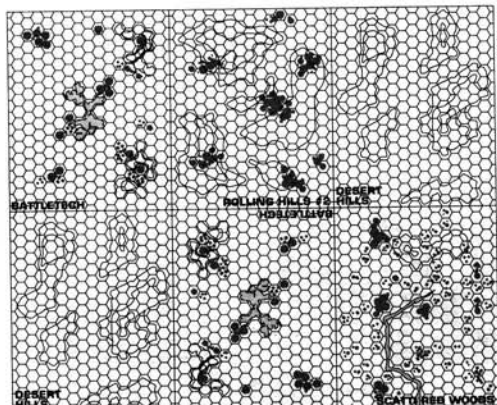
### GAME SET-UP

Lay out the **BattleTech** mapsheets as illustrated.

Three hours have passed since the end of Scenario 10. Any Gray Death units damaged in that scenario may be repaired according to the **Maglev Campaign Rules**, p. 68.

### ATTACKER

See **Maglev Campaign Rules**, p. 68, for directions on determining the attacking forces. In addition to the forces allocated by the Gray Death player, the following units may be used.



### Halidon Security Detachment

#### 2nd Tank Platoon

Sergeant John Wilke (*Piloting 5, Gunnery 4*), Saracen Medium Hover Tank  
 Corporal M'Dahlla (*Piloting 4, Gunnery 4*), Scimitar Medium Hover Tank  
 Emma Watts (*Piloting 5, Gunnery 3*), Drillson Heavy Hover Tank  
 Glenn Kellum (*Piloting 4, Gunnery 4*), Condor Heavy Hover Tank

#### Infantry Detachment

1 Foot Rifle Platoon  
 1 Foot SRM Platoon  
 1 Mechanized Machine-Gun Platoon

### DEFENDER

See **Maglev Campaign Rules**, p. 68, for directions on determining the defending rebel forces.

### HISTORICAL FORCES

Players running the scenario as a self-contained game

may wish to use the following historical forces.

### ATTACKER

#### ELEMENTS OF THE GRAY DEATH LEGION

##### 3rd BattleMech Company, 1st Battalion

#### Command Lance

Captain Turner St. Dennis (*Piloting 4, Gunnery 4*), Thunderbolt  
 Lieutenant James Dura (*Piloting 4, Gunnery 4*), Crusader  
 Sergeant Willem Propst (*Piloting 4, Gunnery 4*), Shadow Hawk  
 Sergeant Andrew Tomo (*Piloting 4, Gunnery 4*), Wolverine

#### Heavy Lance

Lieutenant Alan Herzig (*Piloting 4, Gunnery 4*), Warhammer  
 Julia Bovalino (*Piloting 4, Gunnery 4*), Rifleman  
 Samuel Kytic (*Piloting 5, Gunnery 4*), Ostroc  
 Barrone Curran (*Piloting 4, Gunnery 4*), Griffin

#### Combat Lance

Lieutenant Brian Scully (*Piloting 4, Gunnery 3*), Hatchetman  
 Archie McFadden (*Piloting 4, Gunnery 4*), Trebuchet  
 Reynard Aschi (*Piloting 4, Gunnery 4*), Hunchback  
 Veronica Tassone (*Piloting 4, Gunnery 4*), Vindicator

#### Gray Death Armored Infantry Detachment

##### Elements of 2nd Platoon

Sergeant William Binner, 3 Armored Infantrymen w/Small Lasers  
 Sergeant Daniel Webster, 3 Armored Infantrymen w/Flamers

##### Elements of 1st Company, Mechanized Infantry

1 Mechanized Machine-Gun Platoon  
 1 Mechanized SRM Platoon

### DEFENDER

#### ELEMENTS OF THE 4TH SKYE GUARDS

##### Company C, 1st Battalion

#### Heavy Lance

Hauptmann Cyril Ives (*Piloting 5, Gunnery 3*), Cataphract  
 Sergeant Robin Hollyfeld (*Piloting 4, Gunnery 4*), Ostroc  
 Jacque O'Neal (*Piloting 4, Gunnery 3*), Crusader  
 Pasquale Wallace (*Piloting 4, Gunnery 4*), Whitworth



## MAGLEV MINI-CAMPAIGN

### Medium Lance

Sergeant Wilma Craker (*Piloting 5, Gunnery 4*), *Shadow Hawk*  
Johnny Sarno (*Piloting 5, Gunnery 4*), *Vindicator*  
Ulrike Bennett (*Piloting 4, Gunnery 4*), *Assassin*  
Jennifer Raine (*Piloting 6, Gunnery 4*), *Panther*

### Recon Lance

Sergeant Dusty Rhodes (*Piloting 4, Gunnery 4*), *Wolfhound*  
Kai Ogden (*Piloting 5, Gunnery 4*), *Ostscout*  
Manfred DuRay (*Piloting 4, Gunnery 3*), *Valkyrie*  
Maia Garland (*Piloting 4, Gunnery 4*), *Hornet*

### Company B, 2nd Battalion

#### Command Lance

Captain Willis Heth (*Piloting 4, Gunnery 3*), *Catapult*  
Sergeant Robert Muir (*Piloting 4, Gunnery 4*), *Orion*  
Sergeant Caroline Leaford (*Piloting 4, Gunnery 4*), *Marauder*  
Sergeant M'laang (*Piloting 3, Gunnery 3*), *Marauder*

#### Combat Lance

Sergeant Bernadette Halstead (*Piloting 5, Gunnery 4*), *Shadow Hawk*  
Henri Finney (*Piloting 4, Gunnery 4*), *Griffin*  
Michelle Groves (*Piloting 5, Gunnery 4*), *Enforcer*  
Jordan Armbruster (*Piloting 5, Gunnery 4*), *Vindicator*

#### Scout Lance

Sergeant Irina Quale (*Piloting 4, Gunnery 4*), *Phoenix Hawk*  
Walter Scocol (*Piloting 5, Gunnery 4*), *Cicada*  
Janice Waller (*Piloting 5, Gunnery 4*), *Commando*  
Myron Loy (*Piloting 5, Gunnery 3*), *Locust*

### 3rd Platoon, Tank Company

Sergeant Mauricio Daw (*Piloting 5, Gunnery 4*), *Drillson Heavy Hover Tank*  
Corporal Sandra Estrada (*Piloting 5, Gunnery 4*), *Condor Heavy Hover Tank*  
Corporal Rex Napierkowski (*Piloting 5, Gunnery 4*), *Condor Heavy Hover Tank*  
Corporal Wilhelmina Vos (*Piloting 5, Gunnery 4*), *Saladin Assault Hover Tank*

### Company C, Infantry Support Battalion

1 Mechanized Laser Platoon  
1 Mechanized SRM Platoon  
1 Mechanized Flamer Platoon

### DEPLOYMENT

The Defender sets up first, anywhere south of Hex Row 06xx on Mapsheets 2 and 5. No more than 25 percent of the Defender's total force may be placed on Mapsheets 2 and 5.

The Attacker enters at the southern edges of Mapsheets 3 and 6 during the Movement Phase of Turn 1.

Any Gray Death reinforcements enter at the southeastern edge of Mapsheet 3 during the Movement Phase of Turn 12 (see Special Rule 2, p. 82).

### VICTORY TABLE

Condition	Result
95% or more rebel casualties, less than 10% Legion casualties	Decisive Legion Victory
80–94% rebel casualties, 11–20% Legion casualties	Substantial Legion Victory
65–79% rebel casualties, 21–35% Legion casualties	Marginal Legion Victory
40–64% rebel casualties, 36–45% Legion casualties	Draw
30–39% rebel casualties, 45–55% Legion casualties	Marginal Rebel Victory
25–30% rebel casualties, 56–60% Legion casualties	Substantial Rebel Victory
Less than 30% rebel casualties, more than 60% Legion casualties	Decisive Rebel Victory

### VICTORY CONDITIONS

The Gray Death player wins by destroying or rendering inoperable as many of the rebel forces as possible, while preserving as many of his own units as possible.

The rebel player wins by destroying or rendering inoperable as many Gray Death units as possible, or forcing them to withdraw (see Special Rules 1 and 3, p. 82).



## MAGLEV MINI-CAMPAIGN

When all the Gray Death units have been destroyed, rendered inoperable, or withdrawn, stop play. Each player then totals the tonnage of his destroyed, inoperable, or withdrawn units. Count only half of the tonnage of inoperable or withdrawn units toward this total, because those units may be repaired later. Divide this figure by the total tonnage of the units deployed in the engagement to determine the percentage of casualties each player's forces suffered. Use the percentage to determine the battle outcome according to the Victory Table, p. 81.

For purposes of calculating tonnage, armored infantry squads weigh 1 ton each. Mechanized infantry platoons, mechanized SRM, and laser platoons weigh 4 tons each. Foot laser and SRM platoons weigh 3 tons each, and foot rifle platoons weigh 1 ton each. Consult the **Technical Readouts** for the tonnages of 'Mechs and vehicles.

### SPECIAL RULES

1) Gray Death units may be forced to withdraw due to battle damage. Whenever a 'Mech suffers an ammunition explosion, takes two engine hits or one gyro hit, loses its sensors or life support, or loses a limb, it withdraws off the northern edge of Mapsheet 3 or 6. A withdrawing unit can fire at an enemy unit between it and the south edge of the mapsheets, but it may not stop to engage in 'Mech-to-'Mech combat or perform "death-from-above" attacks. A tank withdraws when it sustains an ammunition explosion or when all the armor in one location on its Armor Diagram is destroyed. Infantry units withdraw when they have suffered more than 50 percent casualties.

2) If any Gray Death units survived the battle of Loch Sheol and/or Coltbridge, the Gray Death player may wish to commit them to this engagement. Any such units may enter the game on Turn 12 or on any subsequent turn. All Gray Death reinforcements must enter the game on the same turn. These units still sustain the effects of any damage they took in Scenarios 10 and 11, subject to the repair rules in **Maglev Campaign Rules**, p. 68.

3) A BattleMech is considered inoperable when more than half the internal structure dots in any one location on its Internal Structure Diagram have been filled. Infantry units are considered inoperable when they suffer more than two-thirds casualties.







## CAMPAIGN: SECOND SKYE REBELLION

# RETREAT

# FROM

# HALIDON:

# SCENARIO 12

## HOLD THE BRIDGE

—Excerpted from the journal of Sergeant Martha O'Dell

I hoped never to live long enough to see the Legion beaten worse than it was at Vandmaal Crossing, but fate isn't so kind.

When Alex—it's hard to think of him as Acting Colonel Alexander Carlyle—decided to split the Legion and jump all over the rebels at their separate landing zones, I had mixed feelings about the move. If the rebels landed their forces in close proximity to each other, the separated sections of the Legion could support each other. But let a strong enemy force land far enough away from the main LZs, and we'd be in for a disaster.

Well, Halidon was that disaster.

I don't know if the rebels figured out what we were doing, or if they were just lucky. They dropped two 'Mech companies, reinforced with mechanized infantry and tanks, into Halidon, nearly a thousand miles away from Coltbridge. With only a few hours separating the two landings, we barely had time to reload our magazines, let alone make any major repairs.

Captain St. Dennis tried to stop the invasion, but there were just too many rebel 'Mechs. The other two sections arrived barely in time to keep us from being wiped out. Alex ordered a tactical withdrawal, but it turned into a rout.

When the Falcons pashed us (as Major McCall would say) at Vandmaal, they didn't pursue us very far. The damn rebels, however, chased us halfway to Kilkeel before they broke off.

But that wasn't so bad. I really got scared when Alex seemed to snap. He threw his *Archer* into a headlong rush, straight at the rebels' lead lance. I have no idea what happened next. I remember seeing lots of smoke and hearing Major McCall shouting something over the commlink, but I couldn't understand a word of it.

Whatever it was, it seemed to snap Alex out of his berserker rage.

I heard later that Alex had killed all four of the pursuing 'Mechs and was stomping on the wreckage when McCall finally brought him around.

I've heard stories of men going berserk in battle. I never imagined it would happen to Alex—he's one of the most stable people I know. It's frightening to think that I could lose control like that, too.



## SITUATION: RYCO PASS, SOUTHEAST OF HALIDON, 0930 HOURS, 17 APRIL 3056

Following the shattering defeat at Halidon, Alex Carlyle attempted an orderly, tactical withdrawal back to the Legion's hidden base in the Glencoe Highlands. General Kommandant von Bulow, however, wasn't inclined to allow such a move.

After only the briefest of pauses to replenish ammunition, the rebel commander ordered the obliteration of the battered mercenary company. The leading edge of the rebel force caught up with the withdrawing Legion at Ryco Pass, a narrow gorge in the hills southeast of Halidon.

In the ensuing battle, the Gray Death Legion proved it still had plenty of fight left. The mercenaries smashed half the rebel force in the first ten minutes of battle. But the most astonishing incident of the engagement occurred when Alex Carlyle charged his 80-ton *Archer* into the vanguard of the pursuing force and singlehandedly destroyed all four light 'Mechs.

Eventually the pursuit broke, and the Legion returned to its base to bury it's dead.

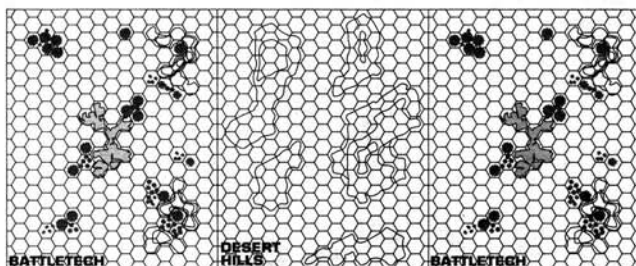


## CAMPAIGN: SECOND SKYE REBELLION

### GAME SET-UP

Lay out the **BattleTech** mapsheets as illustrated. Treat all Water hexes on Mapsheet 2 as open terrain. Hexes 0115–0415 and 1217–1516 on Mapsheet 2 and Hex Rows 04xx and 12xx on Mapsheet 3 represent the sides of the Ryco Pass. Treat these areas as 3 levels higher than the surrounding terrain (see Special Rule 1).

No time for repairs exists between Scenario 12 and this engagement (see Special Rule 2).



### ATTACKER

The Attacker may use any or all of the rebel forces that survived Scenario 11.

### DEFENDER

The Defender comprises any or all of the Legion forces that survived Scenario 11.

### HISTORICAL FORCES

Players running the scenario as a self-contained game may use the following forces.

### ATTACKER

#### ELEMENTS OF THE 4TH SKYE GUARDS

##### Company C, 1st Battalion

##### Heavy Lance (understrength)

Hauptmann Cyril Ives (*Piloting 5, Gunnery 3*), *Cataphract*  
Sergeant Robin Hollyfeld (*Piloting 4, Gunnery 4*), *Ostro*  
Jacque O'Neal (*Piloting 4, Gunnery 3*), *Crusader*

##### Medium Lance (understrength)

Johnny Sarno (*Piloting 5, Gunnery 4*), *Vindicator*  
Ulrike Bennett (*Piloting 4, Gunnery 4*), *Assassin*

##### Recon Lance (understrength)

Sergeant Dusty Rhodes (*Piloting 4, Gunnery 4*), *Wolfhound*  
Janice Waller (*Piloting 5, Gunnery 4*), *Commando*  
Myron Loy (*Piloting 5, Gunnery 3*), *Locust*

##### Company B, 2nd Battalion

##### Command Lance

Captain Willis Heth (*Piloting 4, Gunnery 3*), *Catapult*  
Sergeant Robert Muir (*Piloting 4, Gunnery 4*), *Orion*  
Sergeant Caroline Leaford (*Piloting 4, Gunnery 4*), *Marauder*  
Michelle Groves (*Piloting 5, Gunnery 4*), *Enforcer*

##### Combat Lance (understrength)

Sergeant Bernadette Halstead (*Piloting 5, Gunnery 4*),  
*Shadow Hawk*  
Henri Finney (*Piloting 4, Gunnery 4*), *Griffin*  
Jordan Armbruster (*Piloting 5, Gunnery 4*), *Vindicator*

##### Scout Lance (understrength)

Sergeant Irina Quaille (*Piloting 4, Gunnery 4*), *Phoenix Hawk*  
Walter Scocol (*Piloting 5, Gunnery 4*), *Cicada*

##### Elements of Company C, Infantry Support Battalion

1 Mechanized Laser Platoon  
1 Mechanized SRM Platoon

### DEFENDER

#### ELEMENTS OF THE GRAY DEATH LEGION

##### 1st BattleMech Company, 1st Battalion

##### Command Lance

Alexander Carlyle (*Piloting 4, Gunnery 3*), *Victor*  
Major Davis McCall (*Piloting 3, Gunnery 3*), *Highlander*  
Caitlin DeVries (*Piloting 5, Gunnery 4*), *Griffin*  
Davis Carlyle Clay (*Piloting 4, Gunnery 4*), *Shadow Hawk*

##### 2nd BattleMech Company

##### Command Lance (understrength)

Captain Guillaume Henri Villiers (*Piloting 4, Gunnery 4*),  
*Marauder*  
Sergeant Thomas Devin (*Piloting 5, Gunnery 4*), *Archer*



## CAMPAIGN: SECOND SKYE REBELLION

### Fire Lance

Lieutenant Bhekimpi Obote (*Piloting 4, Gunnery 4*),  
*Goliath*  
Sergeant Martha O'Dell (*Piloting 4, Gunnery 4*),  
*JagerMech*  
Dimitri Oretsov (*Piloting 5, Gunnery 3*), *Enforcer*  
Hyland Ryoo (*Piloting 4, Gunnery 4*), *Centurion*

### 3rd BattleMech Company

#### Command Lance (understrength)

Lieutenant James Dura (*Piloting 4, Gunnery 3*),  
*Warhammer*  
Sergeant Willem Propst (*Piloting 5, Gunnery 4*), *Shadow Hawk*  
Sergeant Andrew Tomo (*Piloting 4, Gunnery 4*), *Wolverine*

### Elements of Infantry/Armor Support Battalion

#### Elements of 1st Company, Gray Death Armored Infantry

##### 1st Platoon (under strength)

Lieutenant Thomas Leone, 3 Armored Infantrymen w/  
Small Lasers  
Sergeant John Healey, 3 Armored Infantrymen w/Ma-  
chine Guns

##### 2nd Platoon (under strength)

Sergeant William Binner, 3 Armored Infantrymen w/  
Small Lasers  
Sergeant Daniel Webster, 3 Armored Infantrymen w/  
Flamers

#### Elements of 1st Company, Mechanized Infantry

1 Mechanized SRM Platoon

### DEPLOYMENT

The Defender sets up first. He may deploy his forces anywhere on Mapsheets 1 or 2, south of Hex xx11 on Mapsheet 1 and north of Hex xx14 on Mapsheet 2.

The Attacker enters at the northern edge of Mapsheet 1 during the Movement Phase of Turn 1.

### VICTORY CONDITIONS

The Gray Death player must destroy or render inoperable as many rebel units as possible (see Special Rule 3, p. 86). He must also withdraw as much of his force as possible off the southern edge of Mapsheet 3.

The Attacker must destroy as many Gray Death units as possible.

Once all the units of one side have been destroyed, rendered inoperable, or withdrawn from the mapsheets, add the tonnage of the withdrawn Legion units and the tonnage of rebel units destroyed or rendered inoperable. Subtract this sum from the combined total tonnage of Legion units destroyed and undamaged rebel units. Then consult the following table to determine the outcome of the battle.

For purposes of calculating tonnage, armored infantry squads weigh 1 ton each. Mechanized infantry platoons weigh 6 tons each, and regular infantry platoons, 3 tons. Mechanized SRM and laser platoons weigh 4 tons each. Consult the **Technical Readouts** for the tonnages of 'Mechs and vehicles.

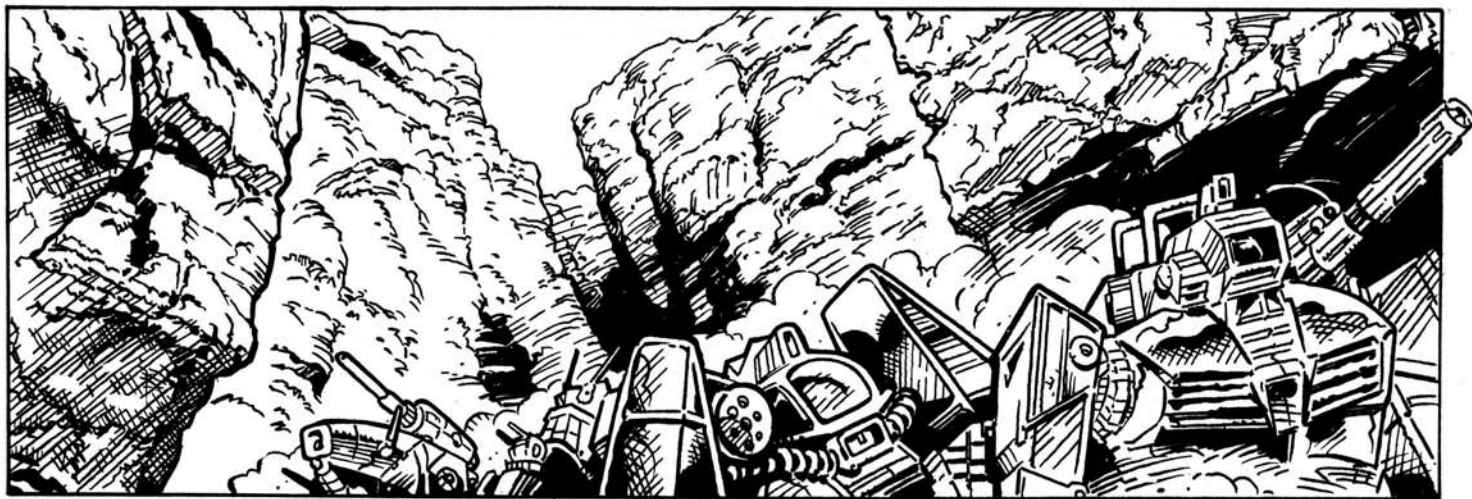
#### VICTORY TABLE

Total	Result
-150 or less	Decisive Legion Victory
-149 to -100	Substantial Legion Victory
-99 to -40	Marginal Legion Victory
-39 to 10	Draw
11 to 60	Marginal Rebel Victory
61 to 130	Substantial Rebel Victory
130 or greater	Decisive Rebel Victory





## CAMPAIGN: SECOND SKYE REBELLION



### SPECIAL RULES

1) The hexes indicating the walls of Ryco Pass are sheer cliffs. Only jump-capable BattleMechs can cross these hexes. The areas atop these cliffs are 3 levels higher than the surrounding terrain. All other terrain features printed on the map are in effect.

2) Even though no time for repairs exists between Scenarios 11 and 12, consider all weapons reloaded.

3) BattleMechs and vehicles are considered inoperable when more than half the internal structure dots in any one location of the machine's Internal Structure Diagram are filled. Infantry units are inoperable when they suffer more than two-thirds casualties.

4) The Gray Death player may withdraw his units off the south edge of Map 3 at any time, but all must withdraw through Ryco Pass. Any unit that has withdrawn is considered to have escaped and may not re-enter the battle. Units may not exit from the hexes atop the walls of the pass.

5) In the historical battle, Alexander Carlyle flew into a berserk rage and launched a suicide attack against the rebel forces. To simulate this battle fury, use the following procedure. During the Initiative Phase of Turn 1, after Initiative has been determined, the Gray Death player rolls 2D6. Then add the result to the total number of Gray Death units destroyed in Scenarios 9, 10, and 11 (each 'Mech, vehicle, or infantry squad equals 1 unit). When the final sum is 14 or greater, Carlyle goes berserk, and the Gray Death player moves Carlyle's *Archer* first each turn. He must run Carlyle's 'Mech in a straight line toward the closest enemy unit and attempt to engage that unit in close combat. While berserk, Carlyle suffers a +1 modifier to all to-hit numbers when firing ranged weapons, but receives a -2 modifier to all to-hit numbers when making physical attacks. The enemy unit may make a single Piloting Skill Roll to avoid Carlyle's mad rush. If this roll fails, the enemy must stand and fight with Carlyle. If the roll succeeds, the enemy unit may move freely during that turn. If Carlyle's 'Mech ends its movement and is not adjacent to an enemy unit, the Gray Death player may fire the 'Mech's weapons normally. Once Carlyle goes berserk, he remains so until he destroys an enemy unit in close combat. If Carlyle succeeds in this task, the Gray Death player must roll again during the Initiative Phase of the following turn to determine if Carlyle goes berserk again. Repeat the procedure for the rest of the scenario.

6) If Alexander Carlyle is killed, rendered unconscious, or forced to eject from his BattleMech, the Gray Death player rolls 2D6 during the Heat Phase of that turn to determine if the Legion's morale breaks. If the roll result exceeds the number of surviving Gray Death 'Mechs, the Legion's morale has broken. Beginning on the following turn, all Gray Death units must disengage from the battle and move through Ryco Pass and off the south edge of Mapsheet 3. The units must move at their Running MP ratings and may not stop to engage in physical attacks. A unit may engage in weapons attacks only if the targeted unit is between the fleeing unit and the south edge of Mapsheet 3. If Major Davis McCall, Davis Carlyle Clay, or Captain Guillaume Henri Villiers are still alive and conscious, any one of these characters may attempt to rally the Gray Death Legion by rolling 2D6. If the roll result exceeds the number of surviving Gray Death 'Mechs, the Legion troops rally. Any Leadership skill possessed by the character may be applied to the number of surviving 'Mechs.



## CAMPAIGN: SECOND SKYE REBELLION

# FIRE IN THE SKYE: SCENARIO 13

## RUNNING THE GAUNTLET

—Excerpt from *The Glengarry Campaign*, by Michelle Criss, Woodlot Publishing, New Syrtis, 3060

Perhaps the only thing that saved the battered Gray Death Legion was the arrival of reinforcements in the form of Major Hassan Ali Khaled and the Legion's Second Battalion. It's easy to say Khaled's battalion ran the rebel blockade of Glengarry, but the feat was neither simple nor effortless.

First, the battalion's *Invasion* Class JumpShip entered the Glengarry system at a so-called "pirate point," where it detached three *Union* Class DropShips. The DropShips then turned insystem and burned toward Glengarry, as the vulnerable starship jumped outsystem. As the *Unions* neared the rebel aerospace blockade of the planet, they deployed a mixed force of one heavy, three medium, and two light aerospace fighters. A mixed rebel force of heavy and medium fighters met them.

In the ensuing battle, two Legion DropShips made it through the blockade. One remained intact, while the second sustained serious battle damage. The two Legion light fighters and one of the medium fighters were destroyed in the fighting, as were six rebel fighters. Three more rebel fighters were so badly damaged they would never fly again. In human terms, thirty-five members of the Gray Death Legion lost their lives, three when their fighters were destroyed and the remainder when their DropShips were damaged or destroyed. Six rebel pilots were killed and five badly wounded.

Both sides claimed a victory—the Gray Death Legion because they successfully ran the enemy blockade, and the Fourth Skye Guards because they crippled the Legion's aerospace capability.

## SITUATION: GLENGARRY SYSTEM, 0245 HOURS, 26 SEPTEMBER 3056

In the early morning hours of September 26, 3056, the *Invasion* Class JumpShip *Invidious* entered the Glengarry System via a non-standard jump point. The *Invidious* carried the Second Battalion of the Gray Death Legion, under the command of Major Hassan Ali Khaled.

Three *Union* class DropShips detached from the *Invidious*, which then jumped outsystem. The DropShips turned insystem and began a high-speed run for Glengarry. Just outside Glengarry's orbit, elements of the Fourth Skye Guards Aerospace Support Wing intercepted the DropShips and engaged them in a brutal and bloody battle.

The Legion pilots fought their way through the blockade, losing one DropShip and its entire complement to the rebel fighters. A second vessel took serious damage. Despite the losses, the influx of fresh men, machines, and spare parts heartened the battered Legionnaires on Glengarry.





## CAMPAIGN: SECOND SKYE REBELLION

### GAME SET-UP

This scenario is for use with **AeroTech** only. Use the **AeroTech** rules from **AeroTech** or the **BattleTech Compendium** unless directed otherwise.

Lay out the **AeroTech** space map. All printed features are in effect for this battle.

### ATTACKER

The Attacker comprises the following elements of the Gray Death Legion's Aerospace Support Battalion.

#### Elements of Aerospace Transport Company

- Captain Ilse Martinez (*Piloting 3, Gunnery 3*), Union Class DropShip *Phobos*
- Lieutenant David Longo (*Piloting 5, Gunnery 4*), Leopard Class DropShip *Io*
- Lieutenant Zack Lee (*Piloting 4, Gunnery 4*), Union Class DropShip *Medea*

#### Elements of 1st Aerospace Fighter Company

##### 1st Fighter Lance

- Captain Julio Vargas (*Piloting 4, Gunnery 5*), *Slayer*
- Ensign G. J. Renaldi (*Piloting 4, Gunnery 4*), *Shilone*

##### 2nd Fighter Lance

- Lieutenant Joseph Diskin (*Piloting 4, Gunnery 5*), *Corsair*
- Ensign Carla Staedler (*Piloting 5, Gunnery 4*), *Corsair*

##### 3rd Fighter Lance

- Lieutenant Harold Lockhart (*Piloting 5, Gunnery 4*), *Sparrowhawk*
- Ensign Larry Quil (*Piloting 4, Gunnery 4*), *Sparrowhawk*

### Deployment

The Attacker enters on the right-hand side of the **AeroTech** space map.

### DEFENDER

The Defender comprises the following elements of the Fourth Skye Guards' Aerospace Support Wing.

#### 1st Aerospace Fighter Lance

- Major Mark Ellis (*Piloting 3, Gunnery 3*), *Chippewa*
- Captain James Inks (*Piloting 4, Gunnery 3*), *Chippewa*

#### 2nd Aerospace Fighter Lance

- Captain Shaik Rashid (*Piloting 4, Gunnery 4*), *Stuka*
- Lieutenant Peter Fetlovich (*Piloting 4, Gunnery 4*), *Stuka*

#### 3rd Aerospace Fighter Lance

- Lieutenant Anne Bowles (*Piloting 6, Gunnery 4*), *Lucifer*
- Ensign Ron Tomich (*Piloting 6, Gunnery 4*), *Lucifer*

#### 4th Aerospace Fighter Lance

- Ensign Gregg Varner (*Piloting 4, Gunnery 4*), *Lucifer*
- Ensign Dean Amman (*Piloting 4, Gunnery 5*), *Lucifer*

#### 5th Aerospace Fighter Lance

- Lieutenant Pinya Gnazzo (*Piloting 5, Gunnery 4*), *Corsair*
- Ensign Helen Kapp (*Piloting 5, Gunnery 4*), *Corsair*

### Deployment

The Defender sets up first, and may deploy his *Lucifers* in any of the hexes marked with a gravity arrow of 10 or greater. The remaining fighters launch from the planet during the Movement Phase of Turn 1 (see Special Rule 1, below).

### VICTORY CONDITIONS

The Attacker wins by landing as many of his units as possible on the planet (see Special Rule 2, p. 89).

The Defender wins by preventing the Attacker from achieving his victory conditions, and/or crippling the Legion's aerospace capability.

When all the Gray Death units have landed or been destroyed, each player consults the appropriate Victory Point Table below to determine his point total for the scenario. Once each player has determined his total, subtract the Skye Guards total from the Legion total and consult the Victory Table to determine the battle's final outcome.





## CAMPAIGN: SECOND SKYE REBELLION

### SPECIAL RULES

1) Most of the defending fighters begin the game at their base on Glengarry. Launching a fighter places it on the **AeroTech** space map in one of the planet or atmospheric hexes. Launching also exhausts all of the fighter's Thrust Points for that turn and gives it a velocity equal to twice its Overthrust Rating for the turn. The fighter may apply Thrust Points to accelerate or decelerate normally during the Movement Phase of the next turn. For example, a *Chippewa* with an Overthrust Rating of 7 launches on Turn 1. A counter is placed in one of the atmospheric hexes on the mapsheet. The fighter has a velocity of 14. During the Movement Phase of Turn 2, the *Chippewa* may accelerate up to a maximum velocity of 21, or apply braking thrust and slow to a velocity of 7.

2) Once a Gray Death unit reaches the hex representing Glengarry, the controlling player may wish to attempt a landing. To do so, the Gray Death player must make an atmospheric entry Piloting Skill Roll (see pp. 82–83, **BattleTech Compendium**). If the roll is successful, that unit moves to high altitude. It must spend one turn at high altitude (see p. 84, **BattleTech Compendium**) before it can move to low altitude and land. Landing requires another successful Piloting Skill Roll (see pp. 86–87 of the **BattleTech Compendium**). Assume the fighters land in open terrain.

3) Major damage comprises damage to a unit's drive or engine shielding; any damage that locks a craft's controls; or damage that destroys the bridge/cockpit, thrusters, or radar. Ships with more than half their weapons or 'Mech bay doors disabled have also taken major damage. Greater than 50 percent crew casualties also constitutes major damage to a ship.

#### LEGION VICTORY POINT TABLE

For each DropShip that lands safely	40 pts
For each DropShip that lands safely, but with major damage (see Special Rule 3)	30 pts
For each attacking fighter that lands safely	20 pts
For each attacking fighter that lands safely, but with major damage (see Special Rule 3)	15 pts
For each defending fighter destroyed	10 pts
For each defending fighter with major damage (see Special Rule 3)	5 pts

#### REBEL VICTORY POINT TABLE

For each attacking fighter with major damage	10 pts
For each attacking fighter destroyed	15 pts
For each undamaged defending fighter	15 pts
For each DropShip with major damage	20 pts
For each DropShip destroyed	45 pts

#### VICTORY TABLE

Legion Point Total	Result
330+	Decisive Legion Victory
275–329	Substantial Legion Victory
220–274	Marginal Legion Victory
165–219	Draw
110–164	Marginal Rebel Victory
55–109	Substantial Rebel Victory
54 or less	Decisive Rebel Victory



## CAMPAIGN: SECOND SKYE REBELLION

### SMALL-UNIT

### ACTION:

### SCENARIO 14

### MUD AND FIRE

—Excerpted from a report by Sergeant Willem Propst

Alex and Major McCall figured that blowing the maglev stations would keep the rebels from using the trains to move troops from one location to another. They assigned a half-dozen mixed forces to hit the maglev lines at remote stations. I got picked to ride heavy cover on an infantry unit slated to hit the station at Wellesboro.

Conservative intelligence estimates put the rebel presence in Wellesboro at one lance of light 'Mechs and a platoon of infantry. For once they were right. Unfortunately, the meteorological office was wrong. They said we'd have a clear night with light clouds and no moon. They were half right—there was no moon. Not that we would have seen it had it been there anyway, because it was raining to beat hell.

The weather was clear enough when we passed Checkpoint January, but the further we went, the heavier the cloud cover became. By the time we passed Checkpoint August it was raining so hard that the guys driving the infantry carriers couldn't see out through their windscreens.

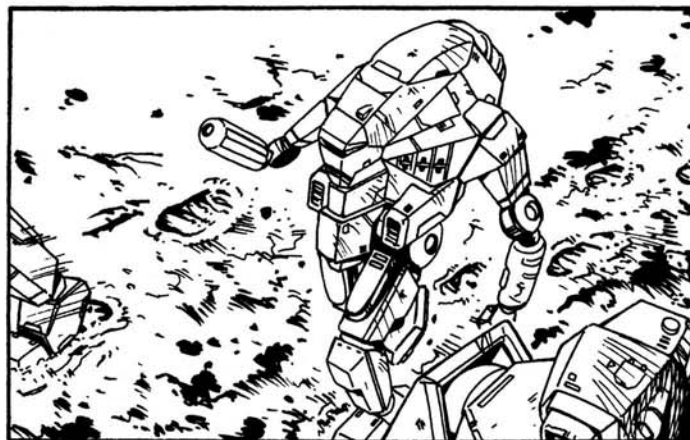
By the time we reached the target, the mud was so bad that I was having the devil's own time trying to keep my *Shadow Hawk* on its feet. It's a good thing we were using hoversleds, or the APCs would have never gotten through. The rain and wind, however, did keep the bad guys from spotting us until the grunts went to work on the rail lines.

I was on passive scans only, trying to keep my EM signature down, so the first thing I saw was a big thermal trace where one shouldn't have been. I keyed my transponder and IFF. The board came up THREAT. I didn't give the bad guys a chance to react to my transponder ping, but told them whose side I was on with a volley of LRMs.

I couldn't tell how many of the missiles hit, but one 'Mech—a *Stinger*—went down and didn't get up again.

I started hollering to the infantry boss to get his men moving, but they must have seen the enemy before I did. The next thing I knew, another bad guy was down. Scans said he was still active, but he wasn't moving. I figured the GDAs kneecapped him.

We slugged it out with the rebels for about five minutes, while



the engineers finished mining the maglev tracks. When Sergeant Mills said he was finished I ordered a fast fade and we got the hell out of there.

We withdrew about half a click before Mills triggered the demo blocks. On vis-mag it wasn't very impressive, just a little white flash. Thermal and MAD scans really told the story. The charges blew out a section of rail about ten meters long and wrecked the ferrocrete rail bed to boot. I told Mills that he'd done a good job, and we headed back to base.

### SITUATION: WELLESBORO MAGLEV STATION, GLENGARRY, 0435 HOURS, 16 OCTOBER 3056

In an attempt to cripple the mobility of the rebel invasion force, Alexander Carlyle took the advice of Davis McCall and Hassan Ali Khaled and decided to attack the extensive magnetic levitation rail lines that serviced much of the Glencoe Highlands. Several small raiding parties, each composed of conventional and armored infantry supported by one or two BattleMechs, were assigned to destroy maglev stations, bridges, and repair yards.

The task of crippling the station at Wellesboro fell to a combined-arms detachment from Third Company, Second Battalion. Consisting of two platoons of armored infantry and two platoons of conventional mechanized infantry, supported by one *Shadow Hawk*, the Wellesboro task force and an engineer squad set out for their objective shortly after 2300 hours on October 15, 3056.

Under the command of Sergeant Willem Propst, the mixed unit, code-named Cheyenne Group, reached Wellesboro just after 0430 on October 16, and engaged a lance of light rebel BattleMechs and a single infantry platoon.

Sergeant Propst engaged and destroyed three enemy 'Mechs, and the GDAI platoon accounted for the fourth.

With the rebel force eliminated, the engineers quickly completed their task, and Cheyenne Group withdrew to a safe distance

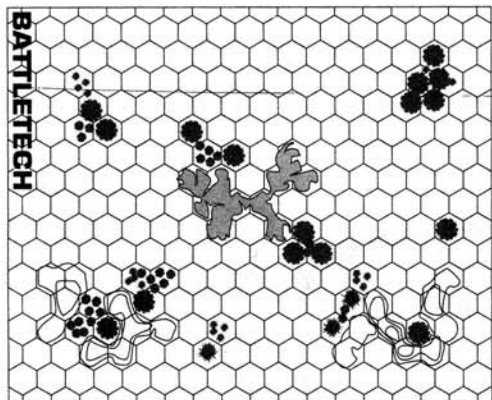


## CAMPAIGN: SECOND SKYE REBELLION

### GAME SET-UP

Lay out the **BattleTech** mapsheet as illustrated. Place building counters as indicated. Hex Row 1010–1508 represents the location of the maglev rail line. The building counters in Hexes 0602, 0702, 0904, and 0705–0805 represent the maglev station buildings. The M4 building in Hex 0705–0805 represents the terminal building.

The Night Combat rules (see p. 61, **BattleTech Compendium**) and the Bad Weather rules for heavy rain and high winds are in effect (see **Bad Weather/ Terrain Rules**, p. 24). Treat all hexes adjacent to the lake as Mud hexes.



### ATTACKER

The Attacker comprises the following elements of the Gray Death Legion.

#### Cheyenne Group

- Sergeant Willem Propst (*Piloting 4, Gunnery 4*), *Shadow Hawk*
- Sergeant Major David Mir, 3 Armored Infantrymen w/ Small Lasers
- Sergeant Mia Shafran, 3 Armored Infantrymen w/Flamers
- 1 Mechanized Rifle Platoon
- 1 Mechanized Machine Gun Platoon
- 1 Mechanized Engineer Squad (see Special Rule 3)

#### Deployment

The Attacker enters at the east edge of the mapsheet during the Movement Phase of Turn 1.

### DEFENDER

The Defender is the following elements of the Third Battalion, Fourth Skye Guards.

#### Light Lance, Company C

- Lieutenant Mimi Nelson Humbert (*Piloting 5, Gunnery 4*), *Assassin*
- Sergeant Juan Schmidt (*Piloting 4, Gunnery 4*), *Hermes Immanuel Rogers* (*Piloting 5, Gunnery 4*), *Commando*
- Rebecca Vali (*Piloting 5, Gunnery 5*), *Stinger*

#### Infantry Support

- 1 Foot Machine-Gun Platoon

#### Deployment

The Defender sets up first, using the Hidden Unit rules, west of Hex Row xx08 (see Special Rule 2, p. 92).

### VICTORY CONDITIONS

The Gray Death forces attempt to destroy the maglev line (see Special Rule 1) and the buildings, as well as the rebel units. The rebel units attempt to prevent the Legion forces from achieving their objective and to destroy the mercenary force. When all of one side's units have been destroyed, consult the following Victory Point Table to determine the final point total. Then consult the Victory Table to determine the battle's outcome.

#### VICTORY POINT TABLE

Condition	Points
Maglev line destroyed	+50
Maglev terminal destroyed	+30
Each non-terminal station building destroyed	+20
Each rebel 'Mech destroyed	+10
Rebel infantry platoon destroyed	+ 5
Engineer squad destroyed	-5
Each Legion infantry platoon destroyed	-10
Each GDAI squad destroyed	-15
Legion 'Mech destroyed	-20
Each undamaged non-terminal station building	-25
Terminal building undamaged	-35
Maglev line undamaged	-60





## CAMPAIGN: SECOND SKYE REBELLION

### VICTORY TABLE

Final Point Total	Result
175 or greater	Decisive Legion Victory
117 to 174	Substantial Legion Victory
85 to 116	Marginal Legion Victory
-53 to 84	Draw
-83 to -138	Marginal Rebel Victory
-139 to -223	Substantial Rebel Victory
-224 or less	Decisive Rebel Victory

### SPECIAL RULES

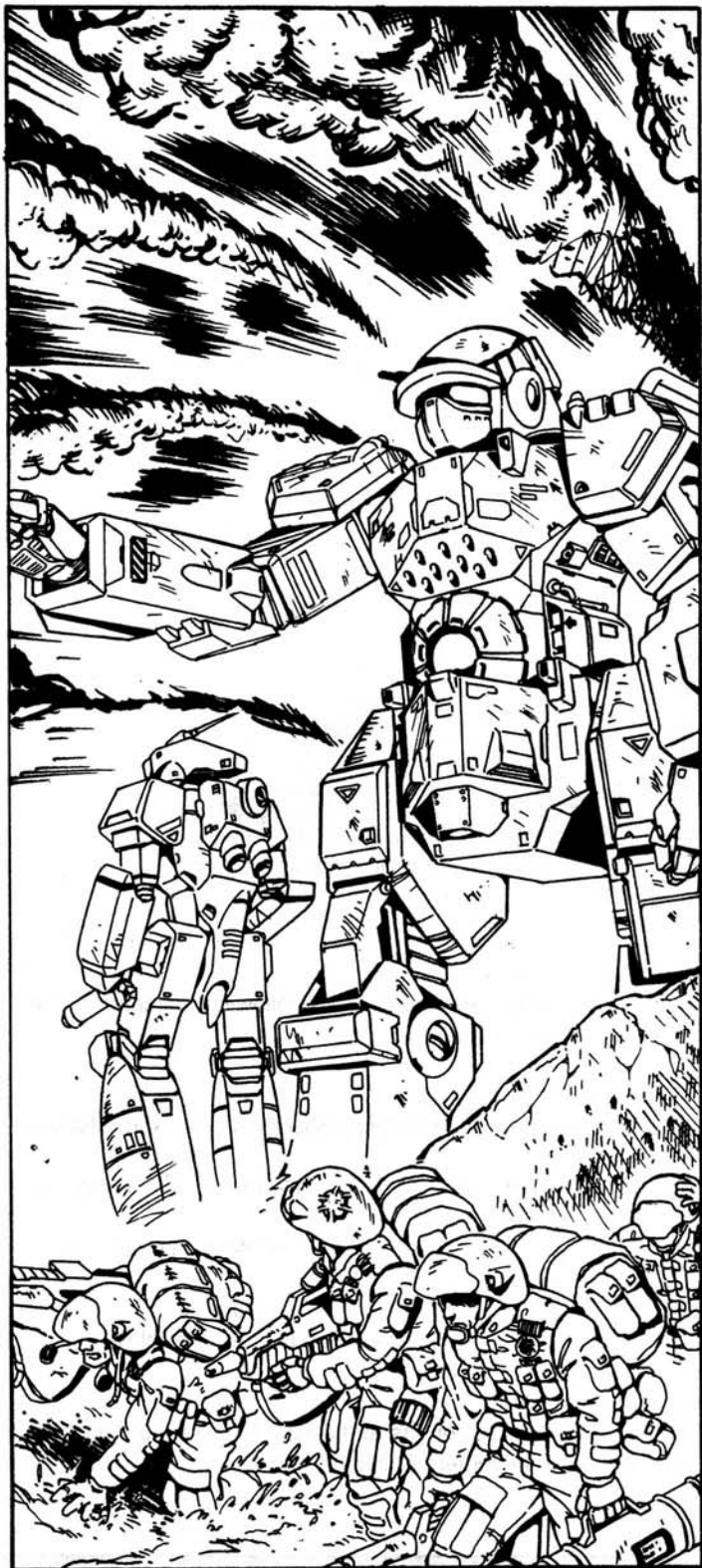
1) Treat the maglev line as a Level 1 Hardened Building with a Construction Factor of 95 per hex. Because of its construction, the rail line offers no cover for infantry units. Fire against a rail line hex occupied by an infantry counter may be directed against either the rail line or the infantry unit. To destroy the line, the Construction Factors of two adjacent maglev line hexes must be reduced to 0.

2) The Defender may deploy any or all of his units using Hidden Unit rules. Record the starting hex and facing of each hidden unit on a piece of scratch paper. These units remain hidden until they move, fire, or until an enemy unit ends its movement in a hex adjacent to the hidden unit (see p. 57, **BattleTech Compendium**, for the full Hidden Unit rules).

3) Treat the engineer squad as a 15-member mechanized infantry rifle platoon. The engineer squad carries 7 Heavy Demolition Charges, which each may inflict 32 Damage Points. To set these charges, the engineer squad must remain in the hex to be mined for 1 turn, during which they cannot engage in any other activity. Because of the weight of these charges and the time required to set them properly, they cannot be used as anti-Mech weapons.

4) Each GDAI trooper carries 2 satchel charges in this scenario. When making a "kneecapping" attack, use the actual number of charges set, not the total number of charges possessed by a squad, to determine the effect of the attack. See **Special Rules** in Scenario 6, p. 54, for more information on using satchel charges.

5) Sergeant Propst's *Shadow Hawk* is equipped with a head-mounted searchlight.





## CAMPAIGN: SECOND SKYE REBELLION

# DELAYING THE HOUNDS: SCENARIO 15

### SARIMAUT'S SACRIFICE

—Excerpt from an interview with Colonel Willis Price, Regimental Commander, Third Regiment, Fourth Skye Guards, broadcast on January 3, 3057, Tharkad Broadcasting Company, used by permission.

ROBERT HARGER (INTERVIEWER): So Colonel, tell us more about the guerrilla fighting on Glengarry.

PRICE: I don't know what you've heard, but the Glengarry campaign was one of the bloodiest, most difficult, hardest-fought actions I've ever been in. I fought both the Kuritas in '39 and then the Clans in '50, and I still say the Gray Death Legion was a fiercer opponent than either.

HARGER: How so?

PRICE: With the Kuritas, you knew pretty much what they were going to do. After all, we'd been fighting them for years, and their basic tactics had never changed. As for the Clans, they had one basic tactic: charge and shoot everything in your way. Even though we still can't match their technology, the technology we managed to steal from them plus the tech we got from Jamie Wolf and the NAIS memory core...

HARGER: Excuse me Colonel, don't you mean the Gray Death memory core?

PRICE: No, I mean the NAIS memory core. The Gray Death Legion might have obtained it from whatever forgotten Star League storehouse it was buried in, but the NAIS deciphered the bulk of its information.

HARGER: I stand corrected. Please continue.

PRICE: (snorts) Anyway, the Gray Death Legion never stood up and fought us, like the Snakes and the Clans did. Those (expletive deleted) would sneak up on one of our positions, shoot the hell out of it, and then slip away before we could mount an adequate defense.

HARGER: I thought guerrilla war was generally waged in that manner.

PRICE: It is. But you don't usually have to fight guerrillas who use BattleMechs. Also, guerrillas don't usually sacrifice a DropShip simply to cover their retreat.

HARGER: I beg your pardon. Did you say, "sacrifice a DropShip?"

PRICE: That's right, that (expletive deleted) Carlyle—the son, not the old man—fused the engines and fuel cells of a *Union Class*

DropShip to explode, then suckered us into fighting a close-quarters battle around it. He left his pet Sarimaut Hassan Ali Khaled in charge of the rear guard, while he, McCall, and the others slipped away. We tried to draw them into ground of our choosing, but Khaled's men stayed back, sniping at us with PPCs and lasers until it was either close, withdraw, or get cut to pieces by long-range fire.

I ordered my troops to close as quickly as possible. We saw the DropShip and figured it was crippled. Even a messed-up DropShip is a prize worth taking, and so when we pushed the Legion 'Mechs out of their initial positions, my company commanders organized a defensive perimeter around the crippled ship.

Khaled continued to fight for awhile. I've heard stories about men who can fight with their 'Mechs like they were using their own body, but I'd never seen one. He didn't back off until a mixed lance closed on his position and shot his *Warhammer* to pieces. When I last saw Khaled's 'Mech, it was limping back into the woods, trailing black, oily smoke from holes in its torso and head.

I was about to order a pursuit when something hit my 'Mech. I thought it was a physical attack from a Legion machine we'd missed. I was wrong. It was the shock wave from the exploding DropShip. The blast killed eleven of my men and injured sixteen more. None of the 'Mechs in that clearing escaped severe damage.

At least I have the satisfaction of knowing that we got Hassan Ali Khaled.

HARGER: I don't know how to tell you this, Colonel, but Major Khaled survived not only the battle, but the entire campaign.

PRICE: No! I don't believe it. I won't believe it. No one could have survived that fire. That evil, (expletive deleted).

### SITUATION: LOCHABER FOREST, GLENGARRY, 1400 HOURS, 28 OCTOBER 3056

In spite of its successful raids against the maglev rail system, the Gray Death Legion soon found itself closely pressed by the pursuing rebel invaders.

To allow the majority of the Legion to escape from the tightening rebel noose, Carlyle set a trap with a DropShip that had been damaged when Major Hassan Ali Khaled ran the rebel blockade of Glengarry. After booby trapping the DropShip's engines and fuel tanks, Carlyle deployed a small ambushing force around the craft and withdrew the balance of the Legion east, toward a new base at Killiecrankie.

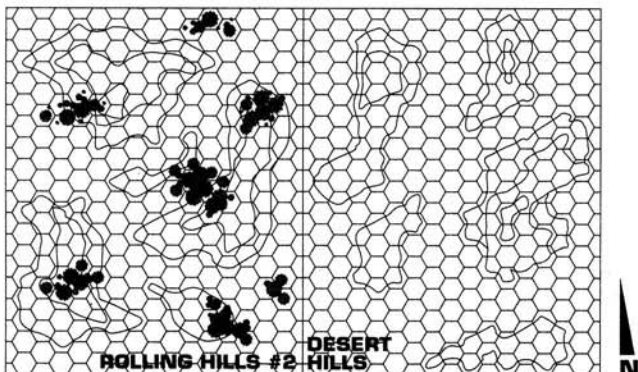
The ambushing force, under Khaled, surprised the pursuing Skye Guards and delayed them long enough for the Legion to escape. During the ensuing battle, Khaled was badly wounded but managed to retire from the field under his own power. Shortly after the last Gray Death 'Mech withdrew from the battlefield, Legion engineers used radio detonators to trigger the booby-trapped DropShip. The resulting blast destroyed eight rebel light and medium BattleMechs standing near the trapped vessel.



## CAMPAIGN: SECOND SKYE REBELLION

### GAME SET-UP

Lay out the **BattleTech** mapsheets as illustrated. Treat all Water hexes as open ground. The Gray Death player places three markers on the mapsheets in separate locations to represent possible positions of the booby-trapped DropShip (see Special Rule 1, p. 95).



### ATTACKER

The Attacker comprises the following elements of the Third Regiment, Fourth Skye Guards.

#### Company A

##### Command Lance

Colonel William Price (*Piloting 4, Gunnery 4*), *Thunderbolt*  
Hauptmann Vincent Kling (*Piloting 4, Gunnery 4*), *Crusader*  
Sergeant David Reeves (*Piloting 4, Gunnery 4*), *Rifleman*  
Sergeant Ann Masterson (*Piloting 5, Gunnery 4*), *Griffin*

##### Fire Lance

Sergeant Susan Gerlach (*Piloting 4, Gunnery 4*), *Wolverine*  
Craig O'Shea (*Piloting 5, Gunnery 4*), *Shadow Hawk*  
Babette Winola (*Piloting 5, Gunnery 4*), *Dervish*  
Dieter Tolaman (*Piloting 5, Gunnery 4*), *Whitworth*

##### Combat Lance

Sergeant Neal Casserty (*Piloting 4, Gunnery 4*), *Marauder*  
Elaine Sarver (*Piloting 4, Gunnery 3*), *Enforcer*  
Lothar Hueskensen (*Piloting 5, Gunnery 4*), *Vindicator*  
Wolfgang Bak (*Piloting 5, Gunnery 4*), *Panther*

### Elements of Company B

#### Fire Lance

Captain T. H. Shane (*Piloting 4, Gunnery 4*), *Archer*  
Anastasia Ford (*Piloting 5, Gunnery 4*), *Crusader*  
Laurence Ellisiman (*Piloting 4, Gunnery 4*), *Catapult*  
Michelle Rasille (*Piloting 4, Gunnery 3*), *Griffin*

#### Deployment

The Attacker enters at the west edge of the mapsheets during the Movement Phase of Turn 1.

### DEFENDER

The Defender comprises the following elements of the Gray Death Legion.

#### 1st Company, 2nd Battalion

##### Command Lance

Major Hassan Ali Khaled (*Piloting 4, Gunnery 3*), *Warhammer*  
Captain Rae Houk (*Piloting 4, Gunnery 3*), *Archer*  
Elias Whitlocke (*Piloting 4, Gunnery 3*), *Marauder*  
Quinn Missonak (*Piloting 5, Gunnery 4*), *Rifleman*

##### Fire Lance (understrength)

Sergeant Peter Klavon (*Piloting 4, Gunnery 4*), *Shadow Hawk*  
Royce Fountain (*Piloting 4, Gunnery 4*), *Blackjack*

#### Elements of 1st Company, Gray Death Armored Infantry

##### 2nd Platoon (understrength)

Lieutenant Darlene Lucci, 3 Armored Infantrymen w/Small Lasers  
Sergeant Molly Giba, 3 Armored Infantrymen w/Machine Guns

##### 3rd Platoon (understrength)

Sergeant Major David Mir, 3 Armored Infantrymen w/  
Machine Guns  
Sergeant Mia Shafran, 3 Armored Infantrymen w/Flamers

#### Infantry Support Company, 2nd Battalion

1 Foot SRM Platoon  
1 Foot Machine-Gun Platoon  
1 Jump Rifle Platoon

#### Deployment

The Defender sets up first, using Hidden Unit rules, anywhere on the mapsheets (see Special Rule 4, below).





## CAMPAIGN: SECOND SKYE REBELLION

### VICTORY CONDITIONS

The Gray Death player wins by delaying the pursuing rebel forces, destroying as many of the pursuing 'Mechs as possible, then withdrawing. The Legion units may not withdraw from the mapsheets until 12 turns have been completed, and gain additional Victory Points by staying past 12 turns.

The rebel player wins by destroying the Legion units. Continue play until all the Legion units have withdrawn or been destroyed, then consult the following Victory Point Table to determine the final point total. After finding the final point total, consult the Victory Table to determine the battle's outcome.

#### VICTORY POINT TABLE

Condition	Points
For each turn past Turn 12 that Legion units remain on map	+5
DropShip explodes (see Special Rule 3)	+25
For each heavy rebel 'Mech destroyed	+20
For each medium rebel 'Mech destroyed	+15
For each light rebel 'Mech destroyed	+10
For each Gray Death 'Mech that escapes	+10
For each GDAI squad that escapes	+8
For each Gray Death regular infantry platoon that escapes	+5
For each Gray Death regular infantry platoon destroyed	-5
For each GDAI squad destroyed	-10
For each Gray Death 'Mech destroyed	-15
For each surviving rebel 'Mech	-20
DropShip booby-trap disarmed (see Special Rule 2)	-15

#### VICTORY TABLE

Final Point Total	Result
375 or higher	Decisive Legion Victory
374 to 235	Substantial Legion Victory
234 to 95	Marginal Legion Victory
94 to -43	Draw
-44 to -154	Marginal Rebel Victory
-155 to -259	Substantial Rebel Victory
-260 or lower	Decisive Rebel Victory

### SPECIAL RULES

1) Of the three markers placed on the mapsheet, only one represents the true location of the booby-trapped DropShip. The other two markers are decoys. To determine which of the markers is the real DropShip, the rebel player must move a 'Mech adjacent to the marker and make a sensor sweep of the marker's hex. Perform the sensor sweep by making a Piloting Skill Roll. Apply a -2 modifier if the 'Mech is equipped with a Beagle Active Probe.

2) To disarm the DropShip's booby trap, the rebel player must place a 'Mech in a hex adjacent to the ship. During the Movement Phase of the next turn, the MechWarrior may dismount from his machine and enter the ship. During the Movement Phase of the subsequent turn, he rolls 2D6 to disarm the booby trap. On a result of 8 or greater, he is successful. During the Weapon Attack Phase of that or any subsequent turn, he may roll 2D6 to disarm the booby trap. A result of 9 or greater disarms the booby trap bombs. On a result of 2, 3, 4, or 5, he triggers the device, and the DropShip explodes.

3) The Gray Death player may detonate the DropShip during the Weapon Attack Phase of Turn 12 or any subsequent turn. When the DropShip explodes, the blast destroys any unit adjacent to it. Units within 3 hexes take 50 points of damage, assigned randomly in 10-point groupings. Units between 4 and 8 hexes away take 20 points of damage, assigned randomly in 5-point groupings.

4) The Defender may deploy any or all of his units using Hidden Unit rules. Record the starting hex and facing of these units on a piece of scratch paper before beginning play. Hidden units remain hidden until they move, fire, or until an enemy unit ends its movement in a hex adjacent to the hidden unit (see p. 57, **BattleTech Compendium**, for more information on Hidden Unit rules).

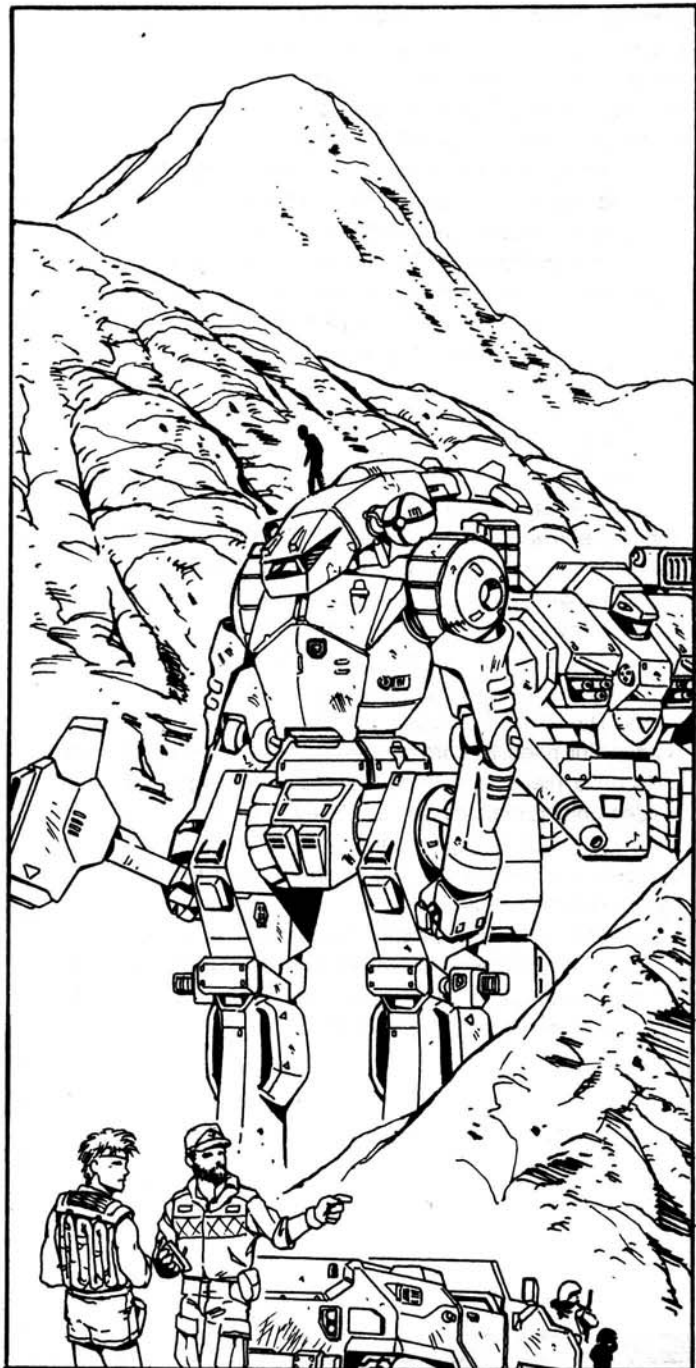
5) During the Movement Phase of any turn, the Gray Death player may withdraw any or all of his units off the north, south, or east edge of the mapsheets. Once a unit is withdrawn, it may not re-enter the battle.



## CAMPAIGN: SECOND SKYE REBELLION

### KILLIECRANKIE:

### SCENARIO 16



### DOG SOLDIER

—Excerpted from the journal of Alexander Carlyle

After Lochaber, I was beginning to wonder if the Legion could hold out against the rebels until relief arrived. It wouldn't be long until the bad guys got a scanning satellite in orbit and tracked down our DropShips. And without those ships to serve as dispersal bases, we wouldn't be able to keep up the fight for long. When some of our armored scouts spotted a couple of rebel columns moving into position to cut off our line of retreat from Lochaber to Killiecrankie, I figured the end of our guerrilla war wasn't far off, and with it the end of the Gray Death Legion. The only thing I could think of was how to tell my father I had lost the regiment he had worked so hard to build.

That's when Charles Bear showed up. It took me a few moments to get up the nerve to even say hello. Even after facing the fury of the rebel invasion force, the mere presence of that man could put a knot in my guts the size of a DropShip. With no preface whatever, he told me he had learned the planned route of march for the rebel columns. He said if we moved quickly, we could escape the trap through routes known only to him. Apparently, he had spent a lot of time scouting out the lay of the land while living in Lochaber all those years. I guess old habits die hard.

McCall and the others wanted to take Bear's advice, but I had other ideas. I called a council of war and explained my plans to the officers of the Legion. We argued a lot. Dave Clay called it a planned mass suicide. Eventually I got them to see the sense in my plans.

Tomorrow, we carry the fight to the enemy.

### SITUATION: KILLIECRANKIE PASS, GLENGARRY, 1000 HOURS, 26 NOVEMBER 3056

On the evening of November 25, 3056, Gray Death armored scouts spotted two rebel columns advancing toward the Glencoe Highlands in an apparent attempt to cut the Legion's line of retreat. The ploy would have worked if not for the arrival in the Legion camp of retired Legionnaire Charles Bear, who had discovered the rebel columns when the invaders crossed his plantation. With information provided by Bear, Carlyle planned and executed an ambush against the numerically superior rebel force. The first attack came at Killiecrankie Pass.

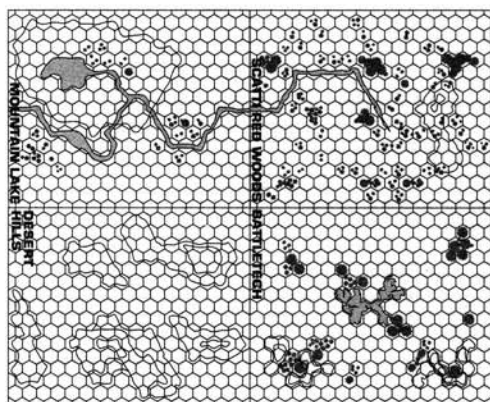
Striking from hidden positions, the Legion smashed the rebel column and faded away with minimal losses.



## CAMPAIGN: SECOND SKYE REBELLION

### GAME SET-UP

Lay out the **BattleTech** mapsheets as shown. Treat all Water hexes as open terrain. Treat all light woods as rough terrain, and all dense woods as light woods.



### ATTACKER

The Attacker comprises the following elements of the Gray Death Legion.

#### Elements of 1st BattleMech Company, 1st Battalion

##### Command Lance (Reinforced)

Alexander Carlyle (*Piloting 4, Gunnery 3*), *Archer*  
 Major Davis McCall (*Piloting 4, Gunnery 3*), *Highlander*  
 Charles Bear (*Pilot 3, Gunnery 3*), *Crusader*  
 Caitlin DeVries (*Piloting 5, Gunnery 4*), *Centurion*  
 Davis Carlyle Clay, (*Piloting 4, Gunnery 4*), *Shadow Hawk*

##### Fire Lance

Lieutenant Andrei Denniken (*Piloting 4, Gunnery 4*), *Cataphract*  
 Paul Hansen (*Piloting 4, Gunnery 4*), *Archer*  
 Erica Carver (*Piloting 5, Gunnery 4*), *Dervish*  
 Stanley Lowdowski (*Piloting 4, Gunnery 4*), *Shadow Hawk*

#### Elements of 3rd BattleMech Company, 1st Battalion

##### Combat Lance

Lieutenant Brian Scully (*Piloting 4, Gunnery 3*), *Hatchetman*  
 Lieutenant Martin Zetterling (*Piloting 4, Gunnery 3*), *Warhammer*  
 Lorna McKelvey (*Piloting 4, Gunnery 3*), *Wolf Trap*  
 Veronica Tassone (*Piloting 4, Gunnery 4*), *Vindicator*

##### Deployment

The Attacker sets up first, anywhere on Mapsheets 1 and 3, using the Hidden Unit rules on p. 57, **BattleTech Compendium**.

### DEFENDER

The Defender comprises the following elements of the Second Regiment, Fourth Skye Guards.

#### 1st Battalion, Company A

##### Command Lance

Major Cecil Stickrath (*Piloting 4, Gunnery 3*), *Marauder*  
 Lieutenant Paul Kramer (*Piloting 4, Gunnery 3*), *Caesar*  
 Nicholas Chick (*Piloting 4, Gunnery 4*), *Quickdraw*  
 Paul Nyga (*Piloting 4, Gunnery 4*), *Ostsol*

##### Fire Lance

Hauptmann Donald Oebern (*Piloting 5, Gunnery 3*), *Archer*  
 Sergeant Bernardo Egloff (*Piloting 4, Gunnery 3*), *Archer*  
 David Shemo (*Piloting 5, Gunnery 4*), *Crusader*  
 Lester Nwa (*Piloting 6, Gunnery 4*), *Warhammer*

##### Medium Lance

Lieutenant John Wilkes (*Piloting 5, Gunnery 3*), *Wolverine*  
 Anna Nolden (*Piloting 5, Gunnery 4*), *Scorpion*  
 Maria Kagle (*Piloting 4, Gunnery 4*), *Griffin*  
 Juan Layhew (*Piloting 4, Gunnery 4*), *Griffin*

#### Elements of 1st Battalion, Company B

##### Command Lance

Captain Anton Messina (*Piloting 4, Gunnery 4*), *Guillotine*  
 Sergeant Felicity Toban (*Piloting 4, Gunnery 4*), *Thunderbolt*





## CAMPAIGN: SECOND SKYE REBELLION

Paulus Fitch (*Piloting 5, Gunnery 4*), *Rifleman*  
Victoria Glover (*Piloting 5, Gunnery 4*), *Quickdraw*

### Recon Lance

Sergeant Monika Dennter (*Piloting 4, Gunnery 4*), *Phoenix Hawk*  
Hans Knox (*Piloting 3, Gunnery 4*), *Vindicator*  
Alberto Tucker (*Piloting 5, Gunnery 4*), *Jenner*  
Amalia Barrante (*Piloting 4, Gunnery 4*), *Valkyrie*

### Deployment

The Defender enters at the north edge of Mapsheet 2 during the Movement Phase of Turn 1.

### VICTORY CONDITIONS

The Gray Death player wins by destroying the rebel 'Mechs or forcing them to withdraw (see Special Rule 3, below).

The rebel player wins by destroying the Gray Death Legion 'Mechs or forcing them to withdraw.

Continue play until all of one side's 'Mechs are destroyed or withdrawn, then consult the following Victory Point Table to determine each player's total points.

#### VICTORY POINT TABLE

Condition	Points
Enemy assault 'Mech destroyed	50
Enemy assault 'Mech forced to withdraw	25
Enemy heavy 'Mech destroyed	40
Enemy heavy 'Mech forced to withdraw	20
Enemy medium 'Mech destroyed	30
Enemy medium 'Mech forced to withdraw	15
Enemy light 'Mech destroyed	20
Enemy light 'Mech forced to withdraw	10

Subtract the total rebel Victory Points from the total Legion Victory Points and consult the following table to determine the battle's outcome.

#### VICTORY TABLE

Final Point Total	Result
640 or greater	Decisive Legion Victory
639 to 424	Substantial Legion Victory
423 to 208	Marginal Legion Victory
207 to -8	Draw
-9 to -224	Marginal Rebel Victory
-225 to -439	Substantial Rebel Victory
-440 or less	Decisive Rebel Victory

### SPECIAL RULES

1) Because of Bear's knowledge of the surrounding terrain, the Gray Death player may deploy any or all of his units using the Hidden Unit rules, p. 57, **BattleTech Compendium**.

2) Bear's knowledge also enables any hidden Gray Death 'Mechs to move undetected. The 'Mech is limited to half its Walking MP rating, and its heat index may not exceed 4. To move undetected, the 'Mech's pilot must make a successful Piloting Skill Roll. If the roll fails, the 'Mech is spotted and a counter placed on the mapsheet to show its position. Any engine, sensor, or gyro hit also prevents a 'Mech from moving undetected. When moving a 'Mech undetected, the Gray Death player must keep a record of that unit's movement on a piece of scratch paper. This record must include the turn number, which unit moved, the starting hex and the ending hex. As always, a hidden unit is spotted when it fires, when an enemy unit ends its movement adjacent to the hidden unit's position, or when it ends its movement adjacent to an enemy unit.

3) Units are forced to withdraw when they take two engine hits or one gyro hit. Damage to a 'Mech's sensors or life support also forces it to withdraw, as does losing a limb. A 'Mech must also withdraw if half of its total internal structure is destroyed. Units forced to withdraw must move off the mapsheet edge where they entered, at their best speed. Withdrawing rebel 'Mechs move off the north edge of Mapsheet 2. Legion 'Mechs move off the west edge of Mapsheets 1 and 3.



## CAMPAIGN: SECOND SKYE REBELLION

### INVERURIE: SCENARIO 17



### ONE MORE TIME

—Excerpted from *'Mechs of Flesh and Blood*, Vol. 3, by Lori Kalmar-Carlyle, Avalon Press, 3058

After the defeat of the rebel column at Killiecrankie, the Gray Death Legion began to believe it might survive until a relief force arrived. A second rebel force creeping through the Glencoe Highlands, however, prevented the Legion from resting.

Before the attack at Killiecrankie, Alex deployed a force of hover tanks and the last of the armored infantry to shadow the second enemy force. The Legion command center received constant reports on the location, heading, and strength of the enemy column.

After routing the first rebel detachment, Alex consulted with his command staff, and this time no one argued Alex's decision to attack the second column near the town of Inverurie. Led along difficult and rocky trails by retired Legionnaire Charles Bear, the mercenaries managed to catch up with the enemy force and launch another devastating ambush.

With the rebel forces broken, Alex fell back to his DropShip base to plan his next move.

That move never came, because during the late morning hours of November 30, 3056, the arrival of a large Davion relief force broke the siege of Glengarry. Headed by the Northwind Highlanders, the relief force included Grayson Death Carlyle, the balance of the Legion's "Old Guard," and myself.

The battle at Inverurie proved to be the last major engagement in the siege of Glengarry.

### SITUATION: WEST OF INVERURIE, GLENGARRY, 1300 HOURS, 26 NOVEMBER 3056

After smashing the rebel column at Killiecrankie, the Gray Death Legion turned east to intercept a second rebel force, which had been moving toward the town of Inverurie. Apparently, the rebels had planned to link up with the Killiecrankie force to complete a cordon across the Legion's only avenue of escape.

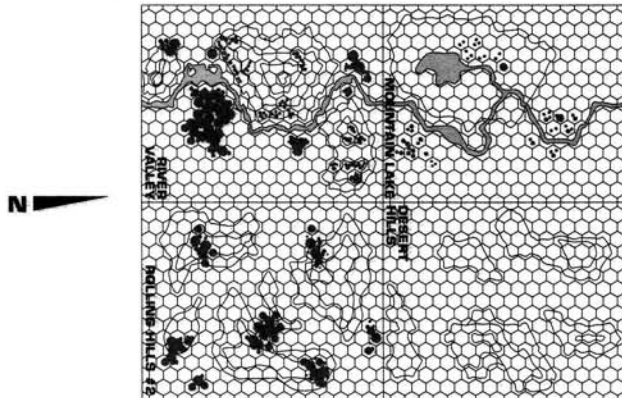
Again drawing on Charles Bear's knowledge of the local terrain, Alexander Carlyle moved his soldiers into position to ambush this second force. The Gray Death Legion broke the rebel column during the ensuing battle and sent the survivors fleeing back to Dunkeld.



## CAMPAIGN: SECOND SKYE REBELLION

### GAME SET-UP

Lay out the **BattleTech** mapsheets as illustrated. The Gray Death Legion has 180 minutes of repair time to repair any 'Mechs damaged in Scenario 17.



### ATTACKER

The Attacker comprises all elements of the Gray Death Legion that survived Scenario 17, plus the following units.

#### Elements of 1st Company, Gray Death Armored Infantry

##### 1st Platoon

- Lieutenant Thomas Leone, 3 Armored Infantrymen w/ Small Lasers
- Sergeant John Healey, 3 Armored Infantrymen w/ Machine Guns
- Corporal Tanya Fulton, 3 Armored Infantrymen w/ Machine Guns
- Corporal Carlos McDavitt, 3 Armored Infantrymen w/ Machine Guns

##### 1st Platoon, Gray Death Armored Scouts

- Sergeant Regina Birmingham, 3 Armored Scouts
- Corporal Miguel Hardwig, 3 Armored Scouts
- Corporal Lawrence Cross, 3 Armored Scouts
- Corporal Felicity Hopper, 3 Armored Scouts

### Elements of 1st Tank Company

#### 1st Tank Platoon

- Sergeant Joan Monti (*Piloting 4, Gunnery 4*), Drillson Heavy Hover Tank
- Corporal Julia Learn (*Piloting 5, Gunnery 4*), Condor Heavy Hover Tank
- Corporal Yusef Wannamaker (*Piloting 5, Gunnery 4*), Pegasus Scout Hover Tank
- Corporal Clarence Spokane (*Piloting 4, Gunnery 4*), J. Edgar Light Hover Tank

### Historical Force

If running this scenario as a self-contained game, the attacking player may use the following historical forces, in addition to the infantry and armored units listed above.

### Elements of 1st Battalion, 1st BattleMech Company

#### Command Lance

- Alexander Carlyle (*Piloting 4, Gunnery 3*), Archer
- Major Davis McCall (*Piloting 4, Gunnery 3*), Highlander
- Charles Bear (Pilot 3, Gunnery 3), Crusader
- Davis Carlyle Clay, (*Piloting 4, Gunnery 4*), Shadow Hawk

#### Fire Lance (understrength)

- Lieutenant Brian Scully (*Piloting 4, Gunnery 3*), Hatchetman
- Paul Hansen (*Piloting 4, Gunnery 4*), Archer
- Caitlin DeVries (*Piloting 5, Gunnery 4*), Centurion

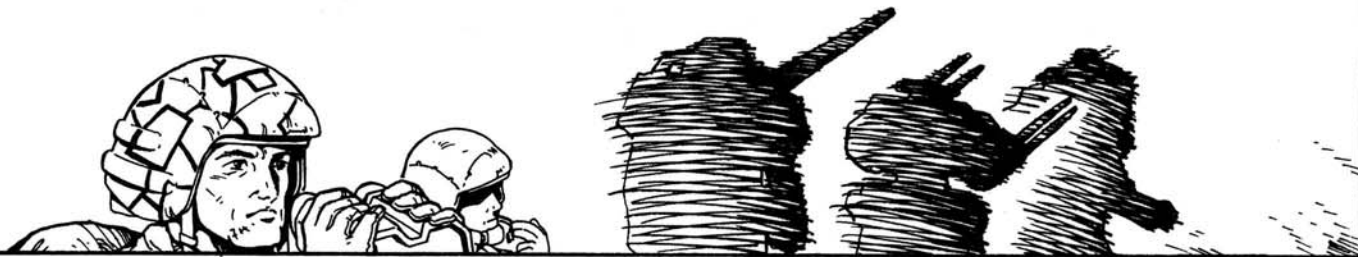
### Deployment

The attacking infantry and armor units set up first, using Hidden Unit rules (see Special Rule 1), anywhere on Mapsheets 1 or 2. The attacking BattleMechs enter at the western edge of Mapsheets 1 and/or 2 during the Movement Phase of Turn 3. Legion 'Mechs may also use hidden movement rules (see Special Rule 2).





## CAMPAIGN: SECOND SKYE REBELLION



### DEFENDER

The Defender comprises the following elements of the Fourth Skye Guards, Third Battalion.

#### Company C

##### Command Lance

Major Mordred Hauser (*Piloting 3, Gunnery 4*), *Banshee*  
Captain Ghazi Al-Kithab (*Piloting 4, Gunnery 4*), *Ma-rauder*  
Lieutenant Mitchell Morrison (*Piloting 4, Gunnery 4*), *Thunderbolt*  
Lieutenant Sharon Juzwick (*Piloting 5, Gunnery 4*), *Shadow Hawk*

##### Fire Lance

Sergeant Helmut March (*Piloting 5, Gunnery 4*), *Archer*  
Chantal Civitts (*Piloting 5, Gunnery 4*), *Wolverine*  
H. L. Fracek (*Piloting 4, Gunnery 5*), *Trebuchet*  
Roxanna Stump (*Piloting 4, Gunnery 4*), *Clint*

##### Medium Lance

Sergeant Isolde Ratner (*Piloting 5, Gunnery 4*), *Scorpion*  
Pyotr Matsunga (*Piloting 5, Gunnery 4*), *Hunchback*  
Jurgen Heverly, (*Piloting 4, Gunnery 4*), *Vindicator*  
Giancarlo Enright, (*Piloting 5, Gunnery 4*), *Sentinel*

#### Deployment

The Defender enters at the south edge of Mapsheet 3 during the Movement Phase of Turn 1.

### VICTORY CONDITIONS

Both players win by destroying their opponent's forces or forcing them to withdraw (see Special Rule 3, below). Continue play until all of one side's forces have withdrawn or been destroyed, then consult the following Victory Point Table to determine each player's total points.

#### VICTORY POINT TABLE

Condition	Points
Enemy assault 'Mech destroyed	50
Enemy assault 'Mech forced to withdraw	25
Enemy heavy 'Mech destroyed	40
Enemy heavy 'Mech forced to withdraw	20
Enemy medium 'Mech destroyed	30
Enemy medium 'Mech forced to withdraw	15
Enemy light 'Mech destroyed	20
Enemy light 'Mech forced to withdraw	10
Enemy armored infantry or armored scout squad destroyed	10
Enemy Armored Infantry or armored scout squad forced to withdraw	5
Enemy tank destroyed	10
Enemy tank forced to withdraw	5

Subtract the total rebel Victory Points from the total Legion Victory Points, then consult the following table to determine the battle's outcome.

#### VICTORY TABLE

Final Point Total	Result
380 or greater	Decisive Legion Victory
379 to 226	Substantial Legion Victory
225 to 72	Marginal Legion Victory
71 to -82	Draw
-83 to -236	Marginal Rebel Victory
-237 to -389	Substantial Rebel Victory
-390 or less	Decisive Rebel Victory



## CAMPAIGN: SECOND SKYE REBELLION

### SPECIAL RULES

- 1) See Scenario 16, Special Rule 1 (p. 98), or p. 57 of the **BattleTech Compendium** for details on Hidden Unit rules.
- 2) Historically, despite the fact that the Gray Death Legion's 'Mechs arrived after the battle began, they were able to approach the rebel column undetected. See **Special Rules** in Scenario 16, p. 98, for details on hidden movement rules. If this scenario is played as part of a mini-campaign and Charles Bear has been killed or his 'Mech disabled in Scenario 16, the Gray Death player may not use hidden movement.
- 3) 'Mechs and vehicles withdraw when they take two engine hits or one gyro hit, when their sensors or life support systems are damaged, or when they lose a limb. They also withdraw when half of their total internal structures are destroyed. Infantry units withdraw when they take two-thirds casualties. Units forced to withdraw must move off the mapsheet edge where they entered, at their best speed. Rebel 'Mechs move off the south edge of Mapsheet 3. Legion 'Mechs move off the west edge of Mapsheets 1 and/or 2.





## CAMPAIGN: SECOND SKYE REBELLION

### REPAIR DIFFICULTY TABLE

Damage	Completely Repaired	Partially Repaired	Effect of Partial Repair	Time Required (in minutes)
Body Segment Destroyed	+5	—	—	240
Body Segment Blown Off	+3	—	—	180
Internal Structure Damaged	+0	—	—	90
Critical Hit/Life Support	+1	—	—	120
Critical Hit/Sensors	+2	-1	+1 To-Hit	150
Critical Hit/Engine	+1	-2	+3 Heat/turn	300
Critical Hit/Gyros	+3	+0	+2 to Piloting	240
Other Critical Hits	-1	—	—	120
Damaged Weapons	+0	-3	Must be replaced	150
Armor Damaged	+0	-3	1D6 permanent loss	30
Ammo Reload	-3	—	—	15
Repair/Replace Heat Sink	+1	-2	1/2 effect	120

**Note:** Modifiers are to Technician Skill Target Number. See pp. 147–48, *Mechwarrior, Second Edition*.

### COMPONENT COMBAT VALUE TABLE

Component	Combat Value	Weapon	Combat Value
Armor Point	1	ER Laser Sm/Md/Lg (Clan)	21/51/166
Internal Structure/Endo Steel	1/2	ER Large Laser (Inner Sphere)	108
Shoulder	Tonnage of 'Mech	ER PPC (Clan)	228
Upper Arm Actuator	Tonnage of 'Mech	ER PPC (Inner Sphere)	136
Lower Arm Actuator	Tonnage of 'Mech	Flamer	4
Hand Actuator	Tonnage of 'Mech	Gauss Rifle	228
Heat Sink	Tonnage of 'Mech	Guardian ECM	60
Double Heat Sink	Tonnage of 'Mech x 2	Hatchet	Tonnage of 'Mech
Jump Jet	Tonnage of 'Mech	Laser Sm/Md/Lg	6/31/76
Hip	Tonnage of 'Mech	LB (AC) 2-X/5-X/10-X/20-X	42/82/123/164
Upper Leg Actuator	Tonnage of 'Mech	LRM (OS) 5/10/15/20	14/29/43/58
Lower Leg Actuator	Tonnage of 'Mech	LRM 5/10/15/20 (Inner Sphere)	29/58/87/117
Foot Actuator	Tonnage of 'Mech	LRM 5/10/15/20 (Clan)	46/91/137/183
Engine	Tonnage of 'Mech	MASC	Tonnage of 'Mech
Engine (XL)	Tonnage of 'Mech x 2	Machine Gun	2
Gyro	Tonnage of 'Mech	Narc Beacon	50
Sensor	Tonnage of 'Mech	PPC	110
Life Support	Tonnage of 'Mech	Pulse Laser Sm/Md/Lg (Clan)	16/74/177
		Pulse Laser Sm/Md/Lg (Inner Sphere)	8/32/79
<b>Weapon</b>		SRM (OS) 2/4/6	5/12/18
A-pod	20	SRM 2/4/6	17/34/51
Autocannon 2/5/10/20	24/51/94/123	Streak SRM 2/4/6	25/49/74
Anti-Missile System	40	TAG	50
Artemis IV FCS	60	Targeting Computer	Tonnage of 'Mech
Beagle Probe	50	Ultra AC 2/5/10/20	74/144/247/329
CASE	20		



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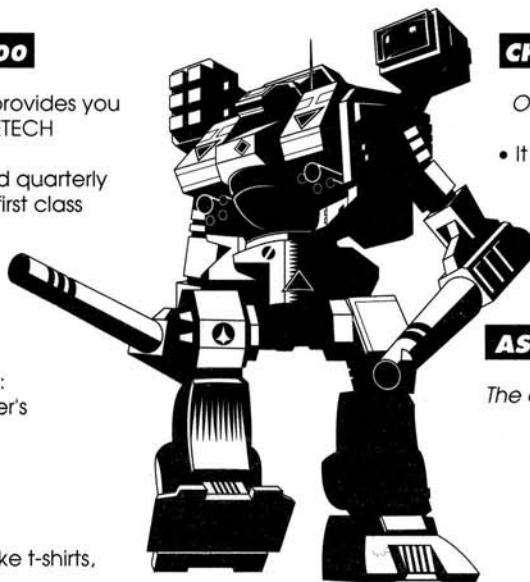
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