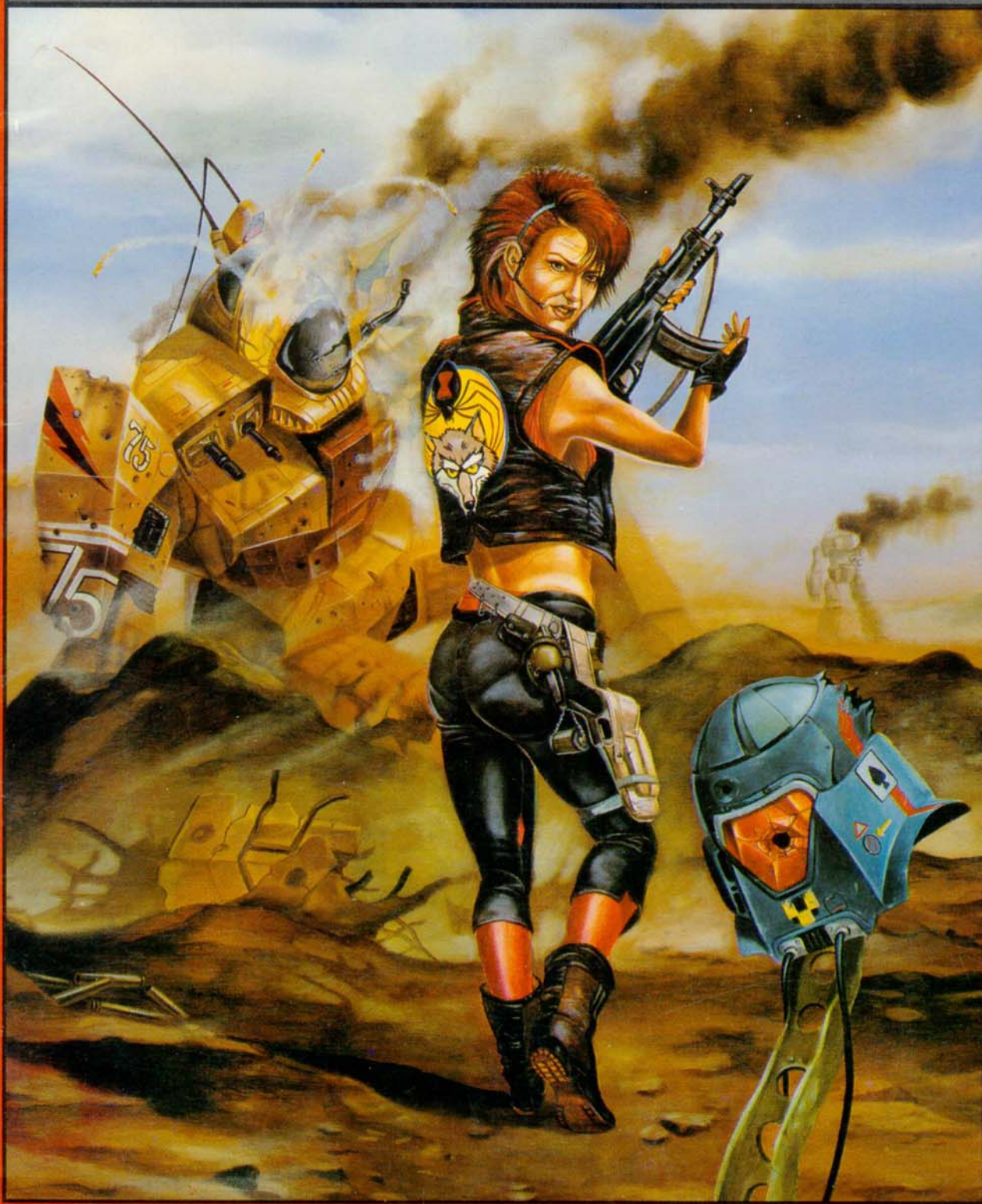


MORE TALES OF THE

BLACK WIDOW

1657



BATTLETECH[®]

MORE TALES OF THE

BLACK WIDOW



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CONTENTS

INTRODUCTION	4
How To Use The Scenarios	4
BLACK WIDOW BATTALION, 3031 – 3035	5
Out Of The Fire	5
Postwar Problems	5
Like Fine Wine	6
The New Widows	6
Forty-Seven Ronin	7
Action On Gei-Fu	9
Victory At Fumar	10
BLACK WIDOW BATTALION ROSTER, 3031	11
SCENARIOS	12
Hunter's Moon	12
We, The People	14
Steele Fury	16
Steele Twilight	18
BLACK WIDOW TRAINING BATTALION, 3037 – 3050	20
Extended TDY	20
Reorganization	20
Other Side Of The Mountains	20
Ghost Of Christmas Future	21
BLACK WIDOW TRAINING BATTALION ROSTER	22
Other Side Of The Mountains	24
13TH WOLF GUARDS, 3051	26
13TH WOLF GUARDS ROSTER	27
ASSAULT ON SATALICE	28
Against The Pack	30
Knight's Oath	32
Landsvag Fyra	34
City Streets	36
Defenders Of The Flag	38
Showdown At Smorjaflod	40
CAMPAIGN: CAPTURE A PRINCE	42
Hunter's Strike	44
Wolf Trap	46
Gronfalt Escape	48
At Bay	50
PERSONALITIES	53
Natasha Kerensky	54
Johnny "Gentleman" Clavell	56
MacKenzie Wolf	57
Phelan Ward Kell Wolf	58
Ranna	60

INTRODUCTION

"In the entire history of BattleMechs, one company most thoroughly embodies the remorseless and cold reality of their machines. To understand this achievement, one must understand what a BattleMech truly is. Each 'Mech, by itself, has enough firepower to have changed the course of any battle of antiquity. Working together as a unit, 'Mechs are the ultimate predators. There is no force that can stand against them besides other 'Mechs; as history has shown, they are capable of laying waste to whole planets and star systems.

In this realm, where man has encased himself in metal and ceramics to raise himself above all other creation, one company is universally recognized as superior. An ominous sign is the talisman that this most lethal company has chosen to represent itself: an arachnid known for devouring its own mates. The best of the best, the most feared and fearsome BattleMech unit ever, is the Black Widow Company of Wolf's Dragoons."

—From *Women at War*, by Misha Redburn, Triad Publications, Tharkad, Federated Commonwealth, 3037

HOW TO USE THE SCENARIOS

Each of the scenarios in this book re-creates a battle or encounter involving one of Natasha Kerensky's units during the period 3031 to 3052. Several of the scenarios are interrelated, representing various phases of a single, continuous battle or

campaign. In such cases, players may keep track of the results of one engagement to determine the forces for another, later battle.

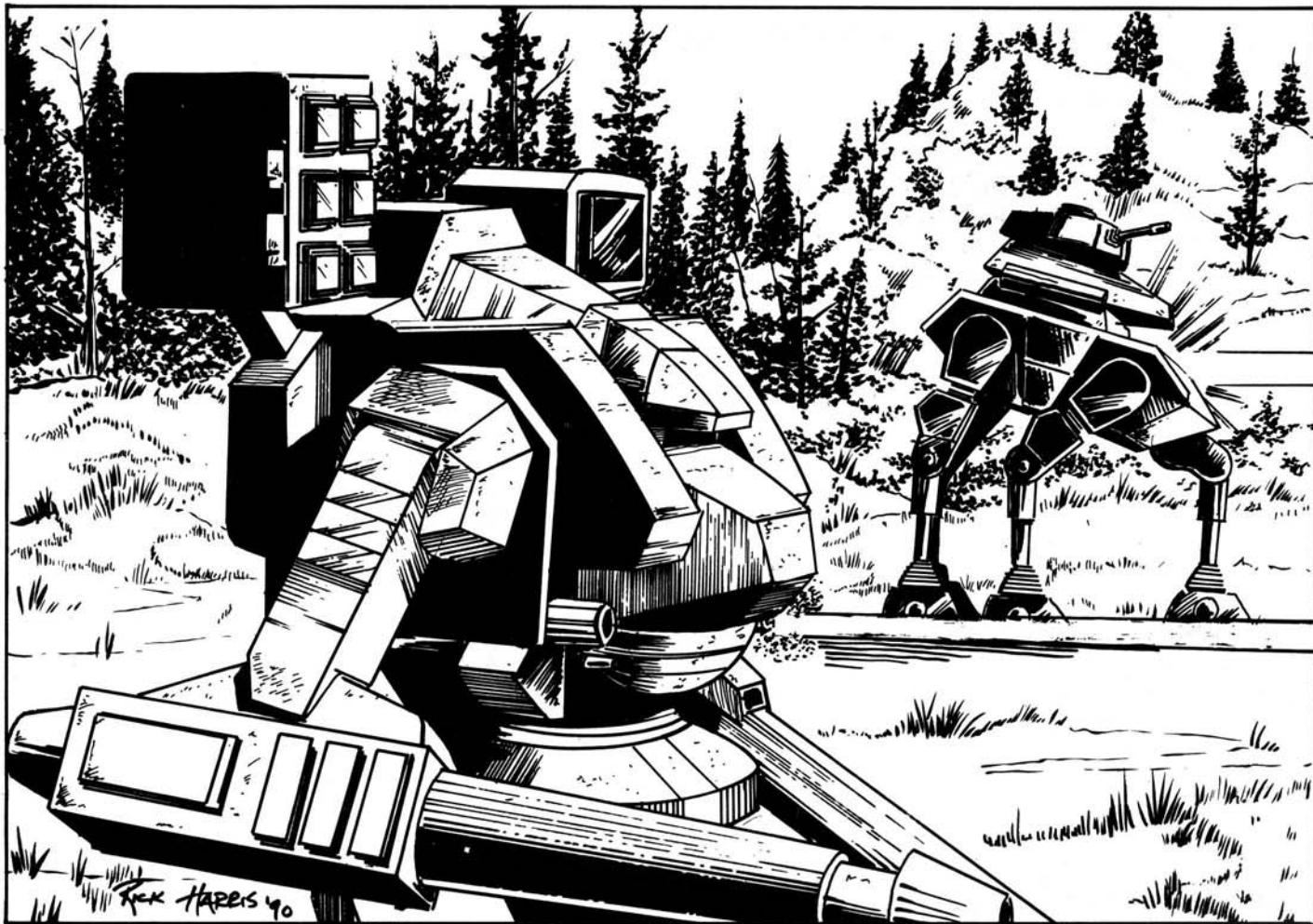
The scenario rules include all information necessary to understand and play out the encounter. Each scenario begins with a personal account of the engagement and ends with a brief historical framework for the battle.

Each **Game Set-Up** section provides the specific information needed to play that scenario. This includes instructions on how to lay out the mapsheets, directions for special terrain features, and suggestions on the appropriate **BattleTech** rules to use.

Attacker and **Defender** forces for each scenario are described in detail. (In certain cases, when this information runs long, players are referred back to one of the previously listed force rosters.) This force information includes damage, problems, or special abilities of any 'Mechs or other units at the start of the battle. Also noted is each force's starting position on the map, and where and when reinforcements enter (if any are available to either side). Several scenarios include ground units for one or both sides.

Next come the **Victory Conditions**. These determine the outcome of the encounter and vary from scenario to scenario. In combat, it is rare for an action to continue until one side is eliminated. For this reason, the **Victory Conditions** usually list special objectives for one or both opponents.

Finally, if the scenario uses rules not covered in the general **BattleTech** rules, these are described in **Special Rules**.



BLACK WIDOW BATTALION

OUT OF THE FIRE

The Fourth Succession War, brief though it was, was a conflict of unparalleled savagery. Everyone knows the war began on August 20, 3028. On that day, Hanse Davion married Melissa Steiner, and shortly after the ceremony boldly announced that the Capellan Confederation was his wedding gift to his bride. This declaration came even before Federated Suns troops actually landed on Liao worlds, but the first shots of the war had been fired even before Hanse Davion uttered his fateful words.

Several months earlier, Wolf's Dragoons had battled the Ryuken on the planet Misery. Fighting against a unit that had been modeled after the Dragoons themselves, the mercenaries found their opponents giving as good as they got. The Dragoons won the fight, but it cost them half their 'Mechs and MechWarriors. As the Dragoons contract with Kurita dissolved, many believed that the famed mercenary unit had seen its last battle.

In addition to the threat to his men and 'Mechs, Jaime Wolf faced another difficulty on Misery. Wolf had a close friendship with the Kurita leader, Minobu Tetsuhara, who was now the enemy commander. Wolf knew that Minobu was torn between their friendship and his duty to the Draconis Combine. A military leader from any other Successor State might have rebelled and simply gone over to join the Dragoons, but Minobu felt honor-bound to carry out the attack order against his friend.

Minobu Tetsuhara was captured during the Misery conflict and chose to commit *seppuku* to atone for his failure. That he asked Jaime Wolf to be his second reveals how close was their friendship. Wolf later delivered Minobu's swords to Takashi Kurita, along with a savage rebuke, in the presence of nobility gathered for Prince Davion's wedding.

Some analysts note that several of the larger mercenary units in the Successor States acted like privateers with letters of marque from Hanse Davion or Katrina Steiner. They use both the Kell Hounds and Wolf's Dragoons to illustrate this point, and the Dragoons' activities during the war certainly support their case. Not only did the Dragoons strengthen the Davion border against the Combine, but they also carried out a private crusade that embarrassed the Combine leadership and led to more than one officer following Minobu Tetsuhara's example.

Both the Dragoons and Jaime Wolf went on, despite their grave losses. They fought for the next two and a half years in the Fourth Succession War, and these battles further hammered the Dragoons. By 3031, when Hanse Davion granted the Dragoons' request for the world of Outreach in the Sarna March, the once-proud mercenary unit had been reduced from six regiments to one operational regiment. Few believed Jaime Wolf could keep his vow to rebuild. It was said that Takashi Kurita gloated at war's end, "Wolf says the Dragoons have gone to Outreach to lick their wounds. I say they've gone to Outreach to die."

POSTWAR PROBLEMS

Another mercenary company would have folded or accepted recruits of any quality from throughout the Successor States. There were certainly enough MechWarriors available, especially when the Federated Suns and Lyran Commonwealth demobilized their reserve units. More than one young man or woman who enjoyed the taste of war dreamed of the day a call would come from Outreach.

Many analysts, aware of the Dragoons' history, wondered why the Dragoons did not disappear once more. Unconfirmed



BLACK WIDOW BATTALION,

rumors suggest that when they had done so before, they had returned with new 'Mechs and MechWarriors (though no reliable source from within the Dragoons has ever come forward to verify this speculation). Those who hoped the Dragoons would vanish were disappointed; it was generally assumed that whatever Star League depot the Dragoons had originally exploited was now depleted.

Reports of visits to Outreach by Morgan Kell fueled rumors that the Dragoons would merge with the Kell Hounds, but these too proved false. The Dragoons, which had always been insular, still chose not to bring MechWarriors in from the outside. Wolf had always trained his own personnel. Until the destruction of the Dragoons' orbital facility in the Combine, the unit had even been able to manufacture some of its own 'Mechs.

Outsiders might have considered the situation hopeless, but Wolf had a plan to rebuild the Dragoons into a unit even stronger than before. After settling all of the Dragoons' surviving dependents, he sent out agents to bring in war orphans. Some agencies protested the "dragooning" of young orphans, but the refugee problem was so great that most officials could be persuaded by Wolf's recruiters. In 3033, a tour of Outreach's facilities by Princess Melissa Davion (and her subsequent report) quieted all but the most vocal of Wolf's critics. That Melissa left her son Victor with Wolf's child-care professionals while on an extended tour of Outreach's most distant projects particularly impressed many people. "If it's good enough for wee Victor, it's good enough for some homeless waif," was a commonly heard refrain when some accused the Dragoons of turning Outreach into a boot camp for five-year-olds.

When Wolf launched this ambitious rebuilding campaign, he knew he would need funds to finance it. His contract with the Federated Suns indemnified him against losses while fighting the Combine during the war, but that accounted for only 40 percent of the damage done to the Dragoons. (The contract could not go into effect until after the withdrawal from Misery.) The monies paid to the Dragoons for their services were immediately directed toward upgrading the limited manufacturing and training facilities on Outreach. Though the sum was enough to refurbish much of the world, it still left the Dragoons with a cash problem.

Wolf, saddled with a military nursery, needed money. He did the only logical thing he could. He opened the doors and let everyone know the Dragoons were back in business.

LIKE FINE WINE

Rumors had been flying for months about a rift within the Dragoons. While Jaime remained on Outreach to oversee developments there, Natasha Kerensky had gone out with the "baby harvesters" to bring children back to Outreach. When seen in public, she was usually described as sullen and angry. (She was once overheard to say, "I'm too young to be wiping kids at both ends! That's a job for those who can't still fight!")

Early in 3031, Jaime Wolf recalled her to Outreach. No one knows what was said, but within a week of her arrival, Wolf announced the Dragoons were back in business. He called a press conference to introduce Colonel Natasha Kerensky and to announce that the services of her Black Widow Battalion were available to the highest bidder.

When a reporter asked her if she weren't too old to be fighting in a BattleMech, the Black Widow replied, "I'm like a fine wine. I don't get older, I just get better."

THE NEW WIDOWS

Unlike the rest of the Dragoons, the Black Widow Company escaped the war virtually unscathed. despite the heavy action they saw. On Glenmora and Crossing, for example, they fought against superior Combine forces. Despite that, Kerensky used her company the way a surgeon uses her tools, for her training had made them perhaps the best 'Mech company in the Inner Sphere. She did what had to be done, then withdrew, wearing the Combine forces down, stretching out their supply lines, and hitting them where they were weakest.

The survival of her unit points out Kerensky's merits as a leader. In the whole era of Misery and the Fourth Succession War, the Black Widow Company had lost only a single *Rifleman*. Compared to the losses taken by the rest of the Dragoons, this seems nothing short of miraculous.

The famed Black Widow Company formed the core of a new Battalion, but was unable to totally maintain its former organization. Lieutenant Clavell was promoted to Captain and given command of the First Company. Lieutenant Ikeda was also promoted to Captain, but he was reassigned to Natasha's command lance as her second-in-command. Darnell Winningham came over from Wolf's Beta Regiment to lead the Second Company as a Captain.

Winningham was the first of many non-Black Widow Company personnel added to increase the company to battalion size. Winningham had been with the Heavy Lance of Beta Regiment's First Provisional Company after Misery. He rose to the rank of Lieutenant through field promotions, as the Company was destroyed around him on Crossing. On Crossing, he broke his arm, but he recovered quickly enough from his injuries to be selected to command the Black Widow's Second Company.

The fact that Darnell Winningham was later revealed as Jaime Wolf's son MacKenzie is often given as the explanation for why he was placed in command of such a prestigious company. This does him, as well as the other members of the Battalion, a disservice. Wolf designed and Natasha Kerensky oversaw a series of tests that many have called a "Martial Olympics" to select the Battalion's new personnel from among numerous volunteers. The former members of the Black Widow Company were given a pass into the new Battalion, but both Ikeda and Clavell underwent testing before they were promoted to their new positions.

On 14 December 3031, the Black Widow Battalion roster was finalized. Its composition is listed at the end of this chapter.

Colonel Kerensky's goal with the unit, as she declared in a 14 December 3031 holovideo, was to create a battalion that could hit hard, move fast, and hit again. She promised that her unit was well-versed in tactics that would surprise and amaze any enemy. Footage included in the video showed her troops and their incredible firepower in action. The Black Widow Battalion looked suitably threatening.

What surprised the military leaders who received copies of the holovideo were the contract terms the Black Widow Battalion was willing to accept. Unlike most other mercenary units, the Black Widows only wanted "piece work," rather than long-term contracts. Colonel Kerensky obviously wanted her Battalion used as a rapid deployment force brought in to put out fires or to engage in lightning strikes on targets.

This demand did not meet with as much resistance as might be supposed. Though almost two decades had passed since the Black Widow Company turned on and killed Anton Marik, their

reputation as a very fickle and deadly unit had not diminished. Having them around for only as long as needed, and no longer, seemed to be a wise procedure.

The difficulty with hiring the Black Widows was their exorbitant fee. Kerensky said she would not consider a rate for one month's work (including transit to the target) that was less than what a lesser regiment would accept. While the promotional holovideo whetted the appetite of many prospective employers, no one wanted to be the first to hire them, just in case they were not as good as advertised.

Except for the desperate leaders of Tsinghai, everyone decided to wait and see. Natasha Kerensky, as good as her word, gave them a display they never forgot.

FORTY-SEVEN RONIN

The world of Tsinghai, part of the Sarna March in 3031, had come over to Davion without a shot being fired. The world's leaders knew their militia could not stop Davion invaders, and slipping under the Davion/Steiner protective umbrella seemed the best way to keep the Free Worlds League at bay. With the near collapse of the Federated Suns' economy, however, Tsinghai's protection was reduced to little more than a flag flown over the capital of Jingdao.

Colonel Veena Ligacescu, commander of the newly formed Fourth Free World Guards, eyed Tsinghai with the intention of adding it to the Duchy of Orloff. The secession of Andurien had created enough negative feelings in the Free Worlds League that any sort of nationalistic action would be applauded. And because the Fourth Free World Guards were still viewed with suspicion, they were not brought into Andurien to help reunite the Free Worlds League. Angry at being snubbed, Ligacescu thought conquering Tsinghai would save her ego and raise her stock on Atreus, the FWL capital.

Unfortunately for her, the SAFE operatives she engaged to do preliminary intelligence-gathering for her invasion had long ago been turned by the Maskirovka. They formed a network of spies that provided information for the Tsinghai government and, on occasion, funneled information to their new or old masters (being MIO, LIC, SAFE, and the Maskirovka).

Tsinghai's leaders knew they could not count on House Davion to protect them. Because Tsinghai had come over without a fight, the planetary government had balked at paying war reparations to the Federated Suns. As a result, negotiations with the Davion government for troops and military support had not gone well. The planetary leaders determined their only chance lay in hiring effective mercenaries to protect them, so they started at the top of the list.

They did not know that Natasha Kerensky was organizing a battalion when they came to Outreach in late October 3031. Aware of the Dragoons' dire straits, they had actually hoped just to retain a unit to "show the flag" and discourage Colonel Ligacescu. They explained to Jaime Wolf that they did not have much money.

Wolf, not really caring about Tsinghai's ability to pay, saw the defense of the world as a perfect chance to let everyone know the Dragoons were back in business. Defending the world from an assault by the Free Worlds League would also be politically correct, as the Dragoons did owe something of a debt to Hanse Davion for his gift of Outreach. Moreover, because no one knew the Black Widow Battalion existed, it was a surprise factor that could not be beat.

On 5 November 3031, the Dragoons holod the exercises and press conference announcing the creation of the Black Widow Battalion. All holovids were dated 14 December 3031, and distributed beginning on the 16th of December. This gave the illusion that the Black Widow Battalion had only just been deemed ready for employment and that Wolf was waiting on Outreach for contracts. In fact, the Black Widow Battalion had departed Outreach on 7 November and reached Tsinghai at roughly the same time as their holovid entered distribution.

BLINDSIDED

It is recorded that Colonel Ligacescu saw the Black Widow Battalion holovid, but her reaction to it, if any, is unknown. It is unlikely that she would have changed her plans for conquest, even if she had known the Black Widow Battalion had been retained to defend Tsinghai. The Fourth Guards Regiment was respected among the military in the League. Though its pedigree was brand spanking new (they were formed from veterans of units that lost ground to the Free Tikonov Republic during the war), their level of preparedness was judged to be high and they were well equipped.

On the other hand, had Colonel Ligacescu known her landing sites had been leaked to the enemy and that the enemy had an elite battalion waiting to oppose them, she certainly would have revised her plans to meet this new challenge. As it turned out, she had no clue about the forces awaiting her until far too late. Even if retreat had been an option as her command crumbled around her, it is unlikely that a leader as headstrong as Ligacescu would have taken it.

When the Fourth Guards burned into Tsinghai's atmosphere, its DropShips split into two groups. The first, consisting of the First and Second Guards Battalions, headed for the coastal plains near Jingdao. Jingdao scrambled conventional Guardian fighters and Ligacescu responded by sending a company of aerospace fighters after them. While the defenders' craft outnumbered the invaders by three to one, the aerospace fighters' superior capabilities made them like hawks among pigeons. The fighters scattered and the Marik pilots went after them to earn their aces.

Using landing beacons set out by her operatives, Ligacescu's DropShips executed a difficult drop maneuver in pitch dark. Hovering at low altitude, the DropShips disgorged their cargo quickly. Once the troops had been dumped, the DropShips headed for a second set of beacons that marked their landing zone, the place the Fourth Guards had been told to rendezvous if they were unexpectedly routed.

Far to the south, the Third Guards Battalion grounded in the foothills of the Kwaidong mountains. Their task was to secure the ancient and holy city of Tienhsiang. It was home to the religious leader of the Buddhist majority on the world. With him in custody, Ligacescu felt she could convince him it was in the best interest of his people to urge them not to resist. As his pacifist feelings were well known, the troops in the Third Battalion felt certain theirs was an easy task.

Ligacescu's plan disintegrated before her 'Mechs made landfall. The six aerospace fighters were drawn far from the DropShips and landing zone. The pilots they chased, while flying inferior aircraft, had a knack for making attacks very difficult. The Marik pilots continued to chase them, flaming one or two, but facing no real opposition.

Approximately 450 kilometers away from the Jingdao landing zone, they met real opposition. Aerospace lances in support of the Black Widow Battalion jumped the Marik fighters while they were

BLACK WIDOW BATTALION,

concentrating on the Tsinghai Home Guards' aircraft. Working together and targeting a single foe, the Black Widow lances took it before the other Marik pilots had any clue that anything was wrong. The mercenaries then pounced on the remaining fighters and splashed them before they could flee to protective cover from any of the other Guards units.

The other Guards were in no position to offer help. The landing zone beacons had been deliberately placed one kilometer to the west of their original position, which put the Marik 'Mechs on a tidal plain. At the time of their drop the tide was coming in, which meant the 'Mechs landed half in the water on sandy, unstable ground. Given the weight of a 'Mech, most of them sank two meters deep into the sand.

Sucking pops resounded over the landing zone as the Marik 'Mechs struggled to march inland. Suddenly, six aerospace fighters appeared, making repeated strafing runs on the 'Mech formation, concentrating on the 'Mechs closest to reaching solid ground. This slowed the Marik advance, but combined fire missions eventually drove the aerospace fighters away. The whole encounter cost the Guards a half-dozen 'Mechs.

Opposition then came from yet another direction. The Seventh Kommando unit brought into the fray some small motorboats they had packed with high explosives. The craft were radio-controlled and had been infiltrated into the Marik formation while it was concentrating its efforts against the aerospace fighters. The Seventh Kommando positioned the boats nearest the 'Mechs most vulnerable to attack (light 'Mechs and *Riflemen*, mostly), then detonated them.

The "fireships" took down another half-dozen 'Mechs, among them Colonel Ligacescu's own *Rifleman*. The loss of their commander threw the Guards into confusion. Major Keith Brayden of the First Battalion wanted to head immediately for the rendezvous point and escape Tsinghai. His battalion had suffered the most damage, having lost nearly one whole company.

His counterpart in the Second Battalion, Major Lucia Higgins, denounced Brayden. Ligacescu had been her idol and she could think only of avenging her mentor's death. She ordered her Battalion forward and issued a broad-band challenge to the defenders to come fight like honorable warriors.

"But, my dear, we're mercenaries and our job is to destroy you, not fight you in a manner that suits your sense of honor," Natasha is reported to have radioed back.

As the Second Battalion marched toward the original landing zone, Higgins learned firsthand that Ligacescu's choice had, indeed, been a wise one. The sand dunes that separated the beach from the plains made the coast easy to defend from a seaborne attack. Using the defenses the Guards had hoped to employ, the First Company of the Black Widow Battalion—reinforced by Natasha's command lance—engaged in a series of hit-and-run attacks. The mercenaries concentrated their fire to eliminate the most efficient of the enemy first, ignoring those shut down because of excess heat.

To the south, the Third Guards Battalion attacking Tienhsiang marched through the Kwaidong mountains and were quite unsure what to make of their reception. The few villages built on either side of the trail were ablaze with light. Villagers had strung banners across their streets, welcoming the Marik troops, and then lined up to greet their visitors. They hung garlands and massive braided cords of colorful cloth around arms and necks of the BattleMechs in seeming celebration.

At first Major Vlad Kasparov was suspicious, but as village after village welcomed his force, he put it down to their hatred of



Davion. By the time the Guards left the villages behind and entered "The Devil's Gorge," Kasparov had all but forgotten the danger his men were supposed to be facing. The Gorge led up to the holy city of Tienhsiang, and even it had been hung with gaily colored bunting to welcome them. Though the steep climb had been identified as a potential defensive strongpoint, Kasparov marched his men in without fear.

What Kasparov did not see, mixed in with the cheering crowds, was a squad from the Seventh Kommando. The commandos kept MacKenzie Wolf's unit apprised of the Guards' location as they started their ascent. With little or no trouble, the Tarantulas targeted the lead 'Mechs and hit them with every long-range weapon in the Second Company's arsenal.

The terraced trail leading up to Tienhsiang had been built for human traffic, not humanoid machines five times a man's size. The first assault actually blew back the Guards' lead element, toppling them from their narrow perches. As those lead 'Mechs stumbled back, they fell into their comrades below. Like a scene from some holovid comedy, the Third Guards Battalion became a tumbled and sprawling mass of BattleMechs heaped at the base of the Gorge.

Those 'Mechs that didn't suffer damage in the fall soon went down beneath the assault of the Black Widows' Second Company. Trapped within a box canyon, the Guards could not mount a viable defense. At the point when every 'Mech in his command reported significant damage, Kasparov surrendered to the Black Widows.

WELCOME TO MY PARLOR

Back north, the battle for Jingdao still raged. It seemed clear to Major Higgins that the Black Widows were only interested in defending the capital. She pressed her attack against the city, but realized very quickly that militia elements coming up to reinforce the Black Widows would make conquest of the city impossible. She agreed with Brayden that it was time to retreat to the DropShips, though she let him know that she intended to link up with the Third Battalion and return to take Jingdao.

Brayden's Battalion led the way to the rendezvous point. The remainder of the Second Battalion covered the withdrawal, with the Black Widows hard on their tail. As Brayden's troops entered the narrow valley, he was overjoyed to see a trio of DropShips waiting to carry the Guards away. He radioed Higgins that the landing zone was clear and started to move his 'Mechs to board them. Higgins moved the rest of her command into the valley before they discovered the awful truth. The DropShips belonged to the Black Widows, not the Fourth Guards. Caught between the firepower of the massed ships and the 'Mechs of the Black Widows, Major Higgins surrendered her command.

Reaching the bridge, she got a nasty shock. Seated in the captain's chair was the Black Widow herself. "Welcome to my parlor, Major," Kerensky said invitingly. "If you haven't figured it out, we moved the landing beacons for your DropShips, too, and put our DropShips here."

Higgins stared at Kerensky unbelieving. "And our DropShips?"

"The one down south got away, I'm afraid, but your others have already taken on board 'Trojan Horse' 'Mechs full of our commandos or explosives. The captains of your DropShips decided not to waste lostech."

The Marik Major stiffened. "And what will be done with the Fourth Guards?"

"Janos Marik just might believe that you were only following orders. On the other hand..."

Higgins nodded. "Then I ask you to find me a representative with the Davion government. I wish to request political asylum."

ACTION AT GEI-FU

The Free Worlds League responded to the incident by destroying all traces of the Fourth Guards' existence. The government did not offer to ransom any of the officers (though they did inquire about terms on repurchasing the DropShips) and, in fact, tried Ligacescu, Higgins, Brayden, and Kasparov for treason in absentia. The Fourth Guards officers were moved to New Avalon for debriefing and to lecture at the War College, while most of the soldiery remained on Tsinghai and entered the militia.

The Black Widow Battalion had been very successful on its first outing, prompting a number of requests for assistance. During 3032-33, the Battalion saw duty on Kujari and Wallacia in the Free Worlds League. The leaders of these two worlds hired the mercenaries because of their worlds' proximity to the potentially dangerous Capellan Confederation and the rebel Andurien Duchy. Both worlds had rejected the Internal Emergency Act of 3030, declaring independence and signing a mutual defense pact. On Wallacia, the Second Oriente Hussars immediately seized the capital for the FWL, but a government-in-exile was established on Kujari. The Wallacia/Kujari negotiators hired the Black Widow Battalion to restore their sovereignty on Wallacia and protect them from the Confederation. A brilliant hit-and-run campaign against the Second Oriente Hussars resulted in a

negotiated settlement on Wallacia. A running battle with Capellan mercenaries on Kujari once again proved that Wolf's Dragoons and the Black Widow Battalion were the best money could buy. (Four encounters in this campaign are the basis for the four scenarios following the Black Widow Battalion roster.)

January 3035 brought one of the strangest assignments ever offered the Battalion. The Kell Hounds' First Regiment was on garrison duty on Taga in the St. Ives Compact. The Kell Hounds knew Romano Liao was staging troops on Gei-Fu in preparation for a strike on Brighton. Gordon's Demons, a regiment of McCarron's Armored Cavalry, had been prepped and backed by the First House Ijori Battalion. Colonel Vallory Gordon had always disagreed with McCarron's Armored Cavalry becoming part of the Capellan military, and he hoped to turn his unit mercenary again after smashing the Kell Hounds.

The Kell Hounds hired the Black Widow Battalion to come in as their back-up. (The Kell Hounds' Second Regiment was being held by Hanse Davion in preparation for an invasion of the Draconis Combine. That invasion fell through because of the Skye uprising.) The Widows accepted the contract and rendezvoused with the Kell Hounds at a pirate point outside the orbit of the fifth world in the Gei-Fu system. Their mission was to find and destroy as much of the House Ijori Battalion as they could.

Heading in-system, Natasha briefed her troops about the capabilities of the House Ijori Battalion. The House unit had survived the Fourth Succession War and had served well in the fight against the Duchy of Andurien. She assured her troops that the Black Widows were easily twice the Battalion they would face, but she warned them that was no reason to get sloppy.

What Natasha did not know was that *both* House Ijori battalions had been moved Gei-Fu. Romano Liao, fearing treachery on the part of Colonel Gordon, had quietly brought the Second Battalion in as well. Because of Justin Allard's success in infiltrating the Maskirovka, Romano had divided and subdivided the Maskirovka into a hundred different semi-independent cells. This departmentalizing meant that even the First Battalion commander did not know his brother unit was on the world until he was invited to a secret briefing.

The Widows' assault plan was straightforward. Their objective was the fortress on the Yalu River, out of which the First House Ijori was based. In addition to facilities for troops and 'Mechs, this base also held military supplies and the planet's stores of precious metals. Both of those targets interested Natasha, and she planned to capture the arms dump first, then use Liao munitions to take their treasure chest away from them.

The Black Widows landed in a hornet's nest of highly trained enemy soldiers. When reports of initial resistance came in faster than anyone had anticipated, Natasha started doing what she did best: planning on the fly. She knew her battalion would be overwhelmed if she allowed the House Ijori units to think they had the upper hand. Scrambling madly, she issued orders that disabused them of that notion.

She immediately directed MacKenzie Wolf to slow the Second Company in its advance on the munitions dump. The Tarantulas had landed close and moved in fast enough to take the supply depot. The only resistance had come from the lead elements of House Ijori's First Battalion. Even though the Tarantulas could make it to the supply depot first, Natasha knew they couldn't hold it against a unit three times their size.

The Tarantulas pulled up short of their target, allowing House Ijori to occupy the supply depot. The Tarantulas joined the Wolf Spiders on a push against the precious metals storehouse, but

when the First Ijori Battalion sent a lance out to probe their position, the Tarantulas turned *en masse* to drive the scouts away.

The scouts returned to the arms depot with slightly exaggerated estimates of their enemy's numbers. The commander of the First Ijori Battalion remained calm. He knew that sitting on top of the munitions dump meant he had more than enough supplies to oppose anything the Black Widows were likely to send his way. Content, he established his defensive perimeter and waited.

The Second Battalion's commander found himself in a similar situation. His troops were rested, fit, and in good supply. He knew that protecting the precious metals would look good on his record, so he decided to wait out the Black Widows, until they let down their guard or decided to leave.

In short, by making feints at two key locations, Natasha had succeeded in pinning both groups down. She was well aware that the situation would deteriorate quickly, so she moved to take advantage of it. She positioned her troops and used her aerospace company to keep the House Ijori troops honest, then sent the Seventh Kommando in to see what they could do.

VICTORY AT FUMAR

House Liao would later claim to ComStar that the Black Widows had used atomics to take out the munitions bunker. ComStar replied that, if so, the atomics were part of a Liao stockpile. The Seventh Kommando infiltrated the base (entering through sewage pipes running to the river) and wired it to explode. The resulting fireball did not leave as large a divot as an atomic bomb might have, but the effect on the battalion sitting at ground zero was just as devastating.

The blast registered something close to 7.5 on the Richter scale. The Black Widow Battalion, which had withdrawn from their perimeter around the base and braced for the blast, weathered it well. The First Ijori Battalion was literally blasted apart, with only four 'Mechs surviving in operational form (they could walk or drag themselves along the ground). The devastation was so complete that Natasha did not even send troops to dispatch the wounded 'Mechs.

The situation in the precious metals repository was much better, from a Liao point of view. The vaults themselves were underground and did collapse, but no 'Mechs died in the catastrophe. The Second Ijori Battalion was ready for the Black Widows when they came. The fight that ensued was, by all accounts, a pitched battle that hammered both sides.

Ultimately, the Black Widows' control of the sky turned the battle in their favor. Repeated strafing runs took down the Ijori 'Mechs, as the fighters lobbed volleys of LRMs into the fray. At short range, the Widows proved far more competent than their foes. The House Ijori Battalion kept holding back, expecting to pin the Black Widows between themselves and the First Battalion. (After the fight, it was discovered that the Second Battalion commander had assumed that the earthquake had simply disrupted communications, not the First Battalion itself.)

The Widows fought against the House Ijori Battalion until the Liao troopers could fight no more. Every Black Widow 'Mech took considerable damage, though only 50 percent were unsalvageable. Eighty percent of the House Ijori 'Mechs were total losses, and the rest were fit only for salvage. For all intents and purposes, the House Ijori Battalions ceased to exist, though House Liao continued to keep them on the rolls of military troops and, as of 3047, rebuilt the units with new troops.



BLACK WIDOW BATTALION, 3031

UNIT ROSTER

Unless otherwise noted, personnel were originally with the Black Widow Company.

COMMAND LANCE

Colonel Natasha Kerensky (*Gunnery 0, Piloting 0*), *Warhammer*

Captain Takiro Ikeda (*Gunnery 1, Piloting 2*), *Shogun*

Lynn Sheridan (*Gunnery 1, Piloting 2*), *Crusader*

John Hayes (*Gunnery 2, Piloting 3*), *Griffin*

1ST BATTLEMECH COMPANY (WOLF SPIDERS)

1st Lance

Captain John Clavell (*Gunnery 1, Piloting 2*), *Firefly*

Sergeant Simon Fraser (*Gunnery 2, Piloting 3*), *Stinger*

Mohammar Jahan (*Gunnery 2, Piloting 3*), *Stinger*

Bradley Turlow (*Gunnery 1, Piloting 2*), *Vulcan* (formerly with Alpha Regiment)

2nd Lance

Lieutenant Piet Nichols (*Gunnery 1, Piloting 2*), *Hornet*

Steven Fujimi (*Gunnery 2, Piloting 3*), *Marauder II* (formerly with Zeta Regiment)

Jorge Muller (*Gunnery 2, Piloting 3*), *Annihilator* (formerly with Zeta Regiment)

Ulzanna Whitehead (*Gunnery 2, Piloting 3*), *Flea* (formerly with Alpha Regiment)

3rd Lance

Lieutenant James Riker (*Gunnery 1, Piloting 2*), *Imp* (formerly with Epsilon Regiment)

Sergeant Paul Sayers (*Gunnery 1, Piloting 2*), *Warhammer* (formerly with Epsilon Regiment)

Wilson Smullen (*Gunnery 1, Piloting 2*), *Shogun* (formerly with Epsilon Regiment)

Ted Heyden (*Gunnery 1, Piloting 2*), *Ostroc* (formerly with Epsilon Regiment)

2ND BATTLEMECH COMPANY (TARANTULAS)

1st Lance

Captain Darnell Winningham (*MacKenzie Wolf*) (*Gunnery 4, Piloting 4*), *Enforcer* (formerly with Beta Regiment)

Lilith Lang (*Gunnery 1, Piloting 2*), *Hermes II* (formerly with Beta Regiment)

Trel Morkai (*Gunnery 2, Piloting 3*), *Rifleman* (formerly with Delta Regiment)

John Castle (*Gunnery 2, Piloting 3*), *Crusader* (formerly with Delta Regiment)

2nd Lance

Lieutenant Leslie Kawalli (*Gunnery 1, Piloting 2*), *Marauder* (formerly with Gamma Regiment)

Sergeant Mikos Delius (*Gunnery 1, Piloting 2*), *Whitworth*

Nikolai Konief (*Gunnery 2, Piloting 3*), *Firefly*

Delmar Lindstrom (*Gunnery 2, Piloting 3*), *Shadow Hawk*

3rd Lance

Lieutenant Norah Jane Stokes (*Gunnery 1, Piloting 2*), *Griffin* (formerly with Gamma Regiment)

Maurice Frenn (*Gunnery 1, Piloting 2*), *Falcon* (formerly with Gamma Regiment)

Timothy Storrs (*Gunnery 2, Piloting 3*), *Charger* (formerly with Gamma Regiment)

Kathy Keegan (*Gunnery 1, Piloting 2*), *Wolverine* (formerly with Gamma Regiment)

AEROSPACE COMPANY

1st Lance

Lieutenant Sidney "Jackrabbit" Moskowitz (*Gunnery 1, Piloting 2*), *Thrush* (formerly with Alpha Regiment)

Thomas "Top Hat" Gordon (*Gunnery 2, Piloting 3*), *Thrush* (formerly with Alpha Regiment)

2nd Lance

Lieutenant Clarence "Sweep" Lamond (*Gunnery 1, Piloting 2*), *Cheetah* (formerly with Beta Regiment)

Ruben "Switchblade" Norris (*Gunnery 1, Piloting 2*), *Cheetah* (formerly with Beta Regiment)

3rd Lance

Lieutenant William "Trigger" Fitch (*Gunnery 1, Piloting 2*), *Centurion* (formerly with Epsilon Regiment)

Scott "Swede" Anderson (*Gunnery 1, Piloting 2*), *Centurion* (formerly with Epsilon Regiment)

SUPPORT INFANTRY COMPANY

3rd Team of the 7th Kommando on special assignment to the Black Widow Battalion

(For the sake of clarity, Darnell Winningham is henceforth referred to as MacKenzie Wolf. His biography is that of Wolf, not the fiction dreamed up about Winningham.)

HUNTER'S MOON

DARK VALLEY

The bright light of Wallacia's single moon did little to penetrate the gloom of the deep forest. Corporal Nellis raised his Blackwell IR binoculars and squinted toward the end of the valley, nearly 20 kilometers distant. Sure enough, the tell-tale heat plumes of BattleMechs stood out like bonfires in the night.

"It's a trap!" he snapped, dropping the binocs and hurriedly addressing Private Detwiller, who manned the radio in the back of the jeep. "Alert Captain Karlsmith! There's at least a company of—"

Nellis bit off his words as the whine of particle beams and the yellow-white spark of AC fire cut through the night. Swearing bitterly, Nellis looked back through the binocs to see the enemy BattleMechs moving in for the kill, savagely firing on the trapped Hussars.

"Too late," he said grimly. "They've sprung the trap."

"Damn." Detwiller stood, bracing himself against the jeep's SRM launcher. "Should we move in to help?"

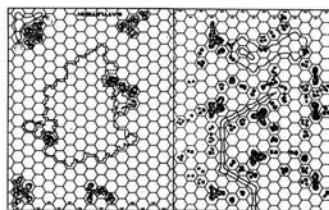
Nellis shook his head. "Suicidal. Besides, we've been ordered to hold our position until told otherwise."

Detwiller gazed down the valley at the flashes of weapons fire and the near-invisible conflict between war machines. He frowned. "I'm sorry we can't help them, Corporal. But all the same, I'm glad we're not down there."

"You and me both, Private." Nellis put down the binocs again, unable to watch the developing tragedy. "God help them."

GAME SET-UP

Lay out the **BattleTech** and **CityTech** maps as shown. Use the **Expert BattleTech** and **CityTech** rules (or **BattleTech Compendium** rules) in this scenario. The city area represents the Weiswald Power Station.



DEFENDER

The Defender is Karlsmith's Company, 2nd Oriente Hussars.

Command Lance

Captain Bjorn Karlsmith (*Gunnery 2, Piloting 3*), *Grasshopper*
Lieutenant Siegfried Annsbach (*Gunnery 2, Piloting 3*), *Thunderbolt*
Andrea Scholl (*Gunnery 4, Piloting 5*), *Griffin*
Maurice Harveman (*Gunnery 4, Piloting 5*), *Scorpion*

Fire Lance

Lieutenant Manuel Duval (*Gunnery 2, Piloting 3*), *Archer*
Sergeant Victor Boddick (*Gunnery 4, Piloting 5*), *Warhammer*
Deborah Conor (*Gunnery 4, Piloting 5*), *Rifleman*
Anand Stoudemier (*Gunnery 4, Piloting 5*), *Quickdraw*

Pursuit Lance

Lieutenant Ronaldo Ortega (*Gunnery 2, Piloting 3*), *Clint*
Sergeant Gordon London (*Gunnery 4, Piloting 5*), *Commando*
Jacqueline Morris (*Gunnery 4, Piloting 5*), *Stinger*
Richard Hamilton (*Gunnery 5, Piloting 6*), *Javelin*

Deployment

Set up anywhere outside the city area on the northern map.

ATTACKER

The Attacker is the 1st 'Mech Company, Black Widow Battalion.

1st Lance

Captain John Clavell (*Gunnery 1, Piloting 2*), *Firefly*
Sergeant Simon Fraser (*Gunnery 2, Piloting 3*), *Stinger*
Mohammar Jahan (*Gunnery 2, Piloting 3*), *Stinger*
Bradley Turlow (*Gunnery 1, Piloting 2*), *Vulcan*

2nd Lance

Lieutenant Piet Nichols (*Gunnery 1, Piloting 2*), *Hornet*
Steven Fujimi (*Gunnery 2, Piloting 3*), *Marauder II*
Jorge Muller (*Gunnery 2, Piloting 3*), *Annihilator*
Ulzanna Whitehead (*Gunnery 2, Piloting 3*), *Flea*

3rd Lance

Lieutenant James Riker (*Gunnery 1, Piloting 2*), *Imp*
Sergeant Paul Sayers (*Gunnery 1, Piloting 2*), *Warhammer*
Wilson Smullen (*Gunnery 1, Piloting 2*), *Shogun*
Ted Heyden (*Gunnery 1, Piloting 2*), *Ostroc*

3rd Team, Seventh Kommando

2 Platoons Jump Infantry, Lasers
2 Platoons Jump Infantry, SRMs

Deployment

Seventh Kommando infantry deploy within the city area (the Weiswald Power Station). BattleMechs deploy anywhere on the southern map.

VICTORY CONDITIONS

The Defender receives Victory Points for destroying enemy units and for exiting his own BattleMechs off the south edge of the board. On Turns 1 through 4, he receives 1 Victory Point for each enemy BattleMech out of commission, and 1/2 Victory Point for each infantry platoon destroyed. On Turns 5 through 8, he no longer receives Victory Points for destroying enemy units, but instead receives 1 Victory Point for each BattleMech exited off the south map edge. Exited BattleMechs may not return. At the end of eight turns, victory is assessed based on the following table:

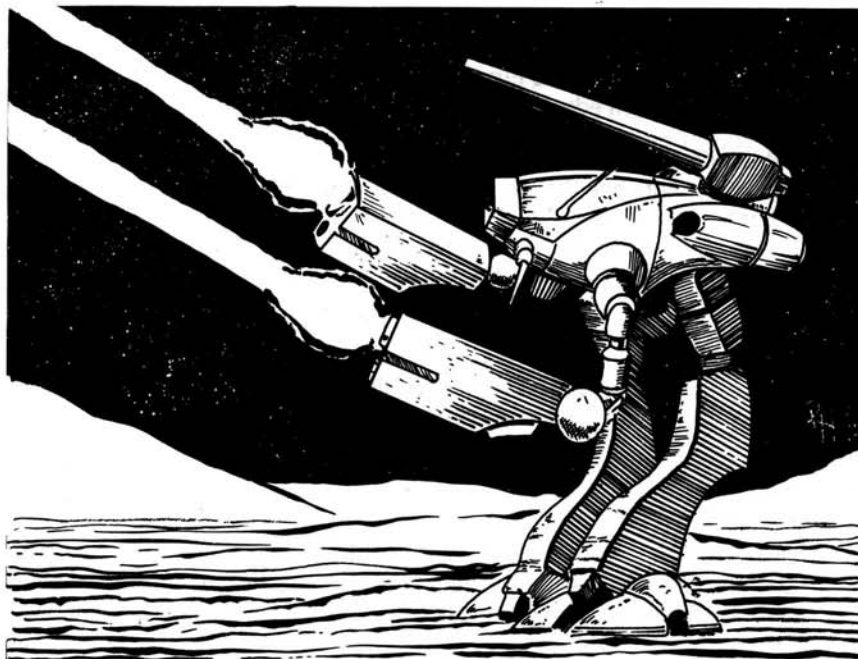
VICTORY TABLE

VP	Result
0 - 5	Attacker Decisive Victory
6 - 10	Attacker Marginal Victory
11 - 15	Draw
16 - 20	Defender Marginal Victory
21+	Defender Decisive Victory

SPECIAL RULES

This battle takes place at night. BattleMechs take an automatic +2 on all To-Hit Numbers.

Riflemen, Marauder IIs, and Warhammers are equipped with searchlights. Any of these units may illuminate a target that is in its line-of-sight and forward firing arc. Attacks against illuminated targets disregard the +2 modifier. When a searchlight-equipped BattleMech is hit in the front torso, roll 2D6. On a roll of 7+, the searchlight is destroyed.



The end of the Fourth Succession War left Wallacia and Kujari located between the militaristic and newly independent Duchy of Andurien and the Capellan Confederation. When the Internal Emergency Act of 3030 stripped League member-worlds of their sovereignty, Wallacia and Kujari formed a mutual defense pact and declared their intention to resist.

On Wallacia, the declaration was an empty one. The Second Oriente Hussars garrisoned the world and moved quickly to shut down the planetary parliament and arrest many of its members. The rebellious leaders set up a government in exile on Kujari, under Acting Prime Minister Shandra Tate. As internal conflicts prevented the League from pressing the attack against Kujari, Tate entered negotiations to hire the Black Widows.

In the fall of 3032, the Battalion embarked for Kujari, where Colonel Kerensky immediately began to plan a campaign to force the Hussars off Wallacia. In reality, neither Kerensky nor Tate expected the two worlds to maintain full independence. The best they could hope for was a strong negotiating position.

In early September, the Black Widows, along with a motley collection of Kujari militia and other ragtag units, jumped into the Wallacian system, dropping to the planet under ECM cover. The Widows immediately split up into two company-sized raiding units with attached squads of Seventh Kommando infantry. For almost a week, they confused the Second Hussars with feints and false sightings. Meanwhile, the Kujari militia moved from city to city, whipping up sentiment against the Free Worlds League and blowing up vital military depots and communication centers.

After days of diversionary attacks, the Kommandos staged a series of raids on the night of September 12, causing widespread damage. When the Hussars were dispatched to hunt down the raiders, the Kommandos withdrew, taking only light casualties. At Weiswald Station, however, the Hussars found the Kommandos supported by Gentleman Johnny Clavell's Wolf Spiders and ready to stand their ground. The station, located at the end of a forested valley, had suddenly turned into a deadly trap.

WE, THE PEOPLE

SON OF THE WOLF

A swarm of missiles, badly aimed and off-course, streaked down the concrete canyon of Alder Street. MacKenzie Wolf stood his ground, his *Enforcer* crouched defensively at the end of a blind alley. Somewhere out there, near Carlin Palace, the seat of Wallacia's government, the Black Widow's plan was coming to fruition.

The Black Widow. Wolf snorted. No one in the Inner Sphere knew what the moniker really meant or where she had come from. Hell, no one knew who he was. They knew him as Darnell Winningham, promising young MechWarrior and survivor of the disastrous Fourth Succession War. How little they knew, these little men who fought their little wars in the shadow of the Beast. They would learn.

The rickety silhouette of a Marik *Locust* appeared in the street outside, ending Wolf's reverie.

"Tarantula Two and Three," he said briskly, moving toward the unsuspecting *BattleMech*. "I've got one."

As the *Locust* swiveled toward Wolf's approaching *Enforcer*, looking remarkably like a surprised bird, a voice crackled across the general broadcast circuit.

"This is Prime Minister Shandra Tate." The voice was distant and frail, awash in static. "I have returned to establish the free government of Wallacia."

Wolf's rangefinder flashed confirmation of target lock-on. The *Locust's* machine guns flashed, but it was too late. With a grim smile, Wolf triggered his autocannon.

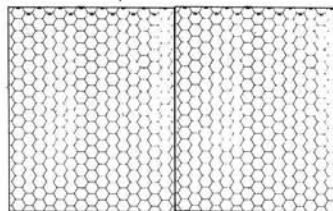


GAME SET-UP

Lay out two **BattleTech** maps, non-terrain side up, as shown. Place the following building counters at random on both maps:

- 24 Light Buildings
- 18 Medium Buildings
- 20 Heavy Buildings
- 12 Hardened Buildings

In addition, place one Heavy Building in Hex 0809 of the western map. This represents Carlin Palace, the seat of Wallacia's government. Use the **Expert BattleTech** and **CityTech** rules (or **BattleTech Compendium** rules) in this scenario.



DEFENDER

The Defenders are elements of Gallivan's Company, 2nd Fusiliers of Oriente, reinforced during the scenario.

Command Lance

- Captain Roger Gallivan (*Gunnery 1, Piloting 2*), *Orion*
- Lieutenant Theo Poulan (*Gunnery 2, Piloting 3*), *Rifleman*
- Inga Sivaar (*Gunnery 4, Piloting 5*), *Blackjack*
- Alan Gorman (*Gunnery 4, Piloting 5*), *Griffin*

Heavy Lance

- Lieutenant Orlon Rellis (*Gunnery 4, Piloting 5*), *Archer*
- Sergeant Maja Krupp (*Gunnery 5, Piloting 6*), *Ostroc*
- John Donovan (*Gunnery 5, Piloting 6*), *Crusader*
- Barbara Schellhammer (*Gunnery 5, Piloting 6*), *JagerMech*

Gallivan's reinforcements (the remainder of his company and elements of Bradley's Company of the 2nd Fusiliers) arrive over several turns. All reinforcements enter from the western edge of the map. On Turn 3:

Pursuit Lance, Gallivan's Company

- Lieutenant Adrienne Warloff (*Gunnery 2, Piloting 3*), *Ostscout*
- Sergeant Rolf Canon (*Gunnery 4, Piloting 5*), *Wasp*
- Edward Hawkin (*Gunnery 5, Piloting 6*), *Cicada*
- Tor Jonson (*Gunnery 5, Piloting 6*), *Spider*

Light Lance, Bradley's Company

- Lieutenant Sharon Nider (*Gunnery 2, Piloting 3*), *Assassin*
- Sergeant Conal Bruce (*Gunnery 4, Piloting 5*), *Locust*
- Ramona Denalli (*Gunnery 4, Piloting 5*), *Javelin*
- Nathan Ruger (*Gunnery 5, Piloting 6*), *Locust*

On Turn 5:

Fire Lance

- Lieutenant Xan Hi (*Gunnery 4, Piloting 5*), *Catapult*
- Sergeant Vincent Grainer (*Gunnery 4, Piloting 5*), *Rifleman*
- Carlos Ramirez (*Gunnery 4, Piloting 5*), *Griffin*
- Richard Sharp (*Gunnery 5, Piloting 6*), *Thunderbolt*

On Turn 7:

Command Lance

Captain Tara Bradley (*Gunnery 2, Piloting 3*), *Orion*
Sergeant Inez Guerrero (*Gunnery 4, Piloting 5*), *Wolverine*
Takiro Wasakari (*Gunnery 4, Piloting 5*), *Shadow Hawk*
Harlan Sneed (*Gunnery 5, Piloting 6*), *Dervish*

Deployment

Initial forces set up anywhere on the two maps.

ATTACKER

The Attacker is MacKenzie Wolf's 2nd Company, Black Widow Battalion, reinforced by Natasha Kerensky's Command Lance.

Command Lance

Colonel Natasha Kerensky (*Gunnery 0, Piloting 0*), *Warhammer*
Captain Takiro Ikeda (*Gunnery 1, Piloting 2*), *Shogun*
Lynn Sheridan (*Gunnery 1, Piloting 2*), *Crusader*
John Hayes (*Gunnery 2, Piloting 3*), *Griffin*

2nd BattleMech Company (The Tarantulas)

1st Lance

Captain MacKenzie Wolf (*Gunnery 4, Piloting 4*), *Enforcer*
Lilith Lang (*Gunnery 1, Piloting 2*), *Hermes II*
Trel Morkai (*Gunnery 2, Piloting 3*), *Rifleman*
John Castle (*Gunnery 2, Piloting 3*), *Crusader*

2nd Lance

Lieutenant Leslie Kawalli (*Gunnery 1, Piloting 2*), *Marauder*
Sergeant Mikos Delius (*Gunnery 1, Piloting 2*), *Whitworth*
Nikolai Konief (*Gunnery 2, Piloting 3*), *Firefly*
Delmar Lindstrom (*Gunnery 2, Piloting 3*), *Shadow Hawk*

3rd Lance

Lieutenant Norah Jane Stokes (*Gunnery 1, Piloting 2*), *Griffin*
Maurice Frenn (*Gunnery 1, Piloting 2*), *Falcon*
Timothy Storrs (*Gunnery 2, Piloting 3*), *Charger*
Kathy Keegan (*Gunnery 1, Piloting 2*), *Wolverine*

Deployment

Attackers enter anywhere along the southern map edge on Turn 1.

VICTORY CONDITIONS

The Black Widows' objective is to transport Shandra Tate to Carlin Palace, where she will broadcast a call for a general uprising and issue a demand for surrender of Free Worlds forces. Tate is in the jumpseat of Natasha Kerensky's *Warhammer*, probably the safest place in the city at this time. However, she will suffer the same pilot damage that Kerensky suffers during the course of the game. If Kerensky is unconscious or dead, then Tate is also unconscious or dead.

To win, Kerensky must transport Tate to Carlin Palace, remain stationary for one turn in order for Tate to debark (Kerensky may still fire), then keep all Marik forces out of the building for D6 turns (roll 1D6 when Kerensky arrives at the palace). If enemy forces destroy or occupy the building at the end of any turn during this period, the Black Widows lose. The Widows also lose if Tate falls unconscious or dead before reaching the Palace. Any other result is a Black Widow victory.

If Kerensky's 'Mech is damaged and unable to move before reaching the palace, another 'Mech may pick up Tate by remaining stationary while adjacent to Kerensky's 'Mech for one turn (the 'Mech may still fire).

The Defender may not fire upon Carlin Palace before Tate occupies it.

Weeks of hit-and-run warfare had worn the Second Hussars to a shadow. The fight at Weiswald had crippled one of their companies, and the humiliation of being outfought by a single, understrength battalion left morale in a shambles. Absorbed in internal conflicts and the still-hot Andurien rebellion, the Free Worlds League could not reinforce its beleaguered garrison. When the end came in early October, it was almost a relief.

The Black Widows united into a single strike force and, along with Wallacian irregulars and a scattering of armored vehicles, moved against Saranak, the planetary capital. The Hussars, spread thinly across the continent, had left only a company to hold the city. They responded slowly, reinforcing Saranak's defenders only after the Widows' intentions became obvious.

Striding through Saranak's wreckage-strewn streets, Natasha Kerensky's *Warhammer* carried a passenger in its cramped jumpseat—Prime Minister Tate. Moving to the parliament building, Kerensky and her passenger debarked, as Kommando techs set up broadcasting equipment. As soon as the equipment was ready, Tate declared Wallacia liberated and called upon the demoralized Oriente Hussars to surrender. They would be paroled immediately, she said, and their BattleMechs would not be confiscated if they surrendered.

Faced with a military disaster and a suddenly hostile populace, the Hussars had little choice. A cease-fire was established within hours, and after several days of negotiations, Hussar Commander Colonel Arthur Rivernider agreed to Tate's conditions. By New Year's Day, 3033, Wallacia was once more independent.

As Tate and Kerensky had anticipated, Wallacia rejoined the Free Worlds after the rebellious Anduriens were brought to heel and the Hussars returned. But the superior military position obtained by the Black Widows enabled Shandra Tate to wring considerable concessions from League negotiators.

STEELE FURY

OUTSMARTING THE WIDOW

Colonel Donovan Steele's single eye narrowed in concentration. He was a ruggedly handsome man with prematurely silver hair, the right side of his face disfigured by a jagged scar, the souvenir of a knife fight on Star's End that had cost him an eye. Many opponents had gambled that Steele's handicap would limit his combat ability. It was a gamble that, to this day, no MechWarrior had won.

A quiet voice whispered in his ear. "Steele Leader, Steele Leader. This is Steele Wind One. McCrimm confirms contact. I think the Widow's taken the bait."

Steele suppressed the urge to smile in triumph. Kerensky had engaged his lead elements, but this fact alone did not mean that she had thrust her head into his noose.

"A little less chatter, Steele Wind," he said. "We haven't succeeded yet."

While part of him wanted to rejoice, part also counseled caution. Not yet, not yet. Conventional wisdom said that no one outsmarts the Widow. But perhaps this time...

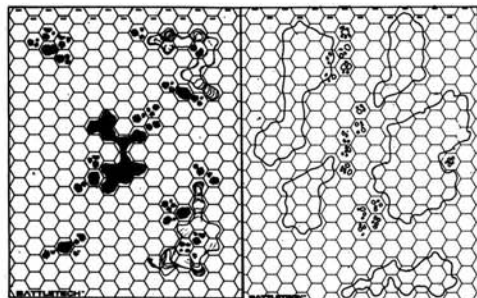
Priority Com One hissed to life. "Steele Wind Three to Leader. I have aerospace fighters...two—no, three lances, on the deck and launching. First lance moving on orbital vector. Looks like they're going for the DropShips."

Steele glanced up, seeing a cluster of white contrails appear as aerospace fighters boosted for space. He cursed and switched to battalion frequency. "This is Leader. All units advance. The Queen's on to us."

So, he thought, guiding his 'Mech toward the unseen Dragoons far ahead, conventional wisdom is right. No one outsmarts the Widow.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use **Expert BattleTech** (or **BattleTech Compendium**) rules.



DEFENDER

The Defenders are two lances of Wolf's Tarantulas. The 1st Lance is engaged with Steele's Light Cavalry and does not participate in this scenario.

2nd Lance

Lieutenant Leslie Kawalli (*Gunnery 1, Piloting 2*), *Marauder*
Sergeant Mikos Delius (*Gunnery 1, Piloting 2*), *Whitworth*
Nikolai Konief (*Gunnery 2, Piloting 3*), *Firefly*
Delmar Lindstrom (*Gunnery 2, Piloting 3*), *Shadow Hawk*

3rd Lance

Lieutenant Norah Jane Stokes (*Gunnery 1, Piloting 2*), *Griffin*
Maurice Frenn (*Gunnery 1, Piloting 2*), *Falcon*
Timothy Storrs (*Gunnery 2, Piloting 3*), *Charger*
Kathy Keegan (*Gunnery 1, Piloting 2*), *Wolverine*

MechWarrior Storrs' *Charger* is modified as follows:

Walking MP	3	
Running MP	5	
Heat Sinks	25	
Armor Value	248	
	Internal Structure	Armor Value
Head	3	9
Center Torso	25	40/10
L/R Torso	17	24/10
L/R Arm	13	26
L/R Leg	17	34

Weapons and Ammo

	Location	Critical
Large Laser	RA	2
Large Laser	LA	2
Large Laser	RT	2
Medium Laser	H	1

Deployment

The Defender deploys first, anywhere on the maps. One lance may be deployed hidden. A hidden unit's position is revealed if it moves, if it fires, or if an enemy unit moves adjacent to it. (See **Limited Intelligence** in the **Expert BattleTech** rules or **Hidden Units** in the **BattleTech Compendium**.)

ATTACKER

The Attacker is the Steele Wind Company, Steele's Eagles. The Eagles, drawn from a wide variety of worlds, retain the ranks of their respective homelands. The Eagles have long since grown used to this system, and it often serves to confuse their opponents.

Command Lance

Hauptmann Reggie "Lancer" Winthorpe (*Gunnery 1, Piloting 2*), *BattleMaster*
Chu-i Marcus Lyons (*Gunnery 2, Piloting 3*), *Phoenix Hawk*
Ariel Schuller (*Gunnery 2, Piloting 3*), *Rifleman*
Kassam (*Gunnery 2, Piloting 3*), *Ostsol*

Fire Lance

Commander Moze Filby (*Gunnery 2, Piloting 3*), *Archer*
Sergeant Ilorra Danby (*Gunnery 2, Piloting 3*), *Dervish*
William Kanabe (*Gunnery 4, Piloting 5*), *Crusader*
Florio Madero (*Gunnery 4, Piloting 5*), *Grasshopper*

Light Lance

Leftenant Charla Brandon (*Gunnery 2, Piloting 3*), *Stinger*
Fanjukare Richard Tenner (*Gunnery 2, Piloting 3*), *Wasp*
Donald Inet (*Gunnery 4, Piloting 5*), *Ostscout*
Mary Collins (*Gunnery 5, Piloting 6*), *Locust*

Deployment

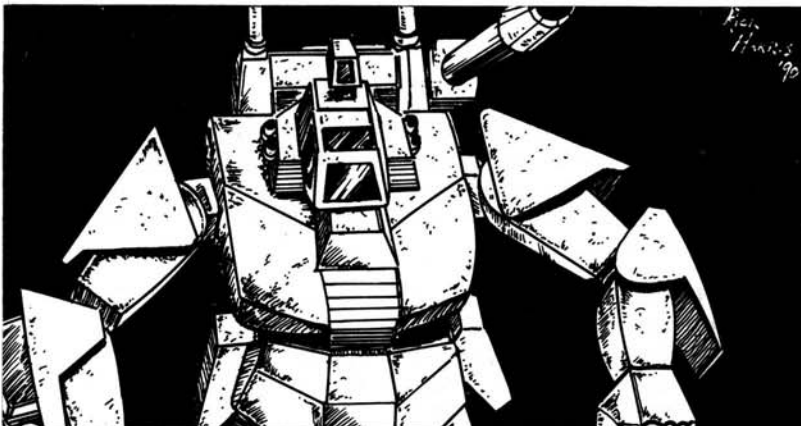
The Attacker enters from the west edge of map at the beginning of Turn 1.

VICTORY CONDITIONS

The Eagles must break through the Dragoons in order to link up with two other mercenary battalions. The Attacker receives 1 Victory Point for each BattleMech which he exits off the eastern map edge. At the end of Turn 8, victory is assessed according to the following table:

VICTORY TABLE

Exited BattleMechs	Result
11+	Attacker Decisive Victory
8-10	Attacker Marginal Victory
4-7	Draw
3-5	Defender Marginal Victory
0-2	Defender Decisive Victory



Many years had passed since the days of the Dragoons' disastrous service to the Capellan Confederation. What had not changed was Natasha Kerensky's contempt for House Liao.

The ruckus on Wallacia signalled to Romano Liao that the region was vulnerable. Kujari, a minor border world, was not only a tempting target for invasion, but still served as temporary base for the hated Black Widows.

Reluctant to endanger her valuable regular units, Liao chose four widely divergent Battalion-sized mercenary units for the assault—Steele's Eagles, a veteran unit fresh from Periphery service; McCrimmon's Light Cavalry, badly mauled during the Fourth Succession War, and reduced to a single battalion; Rivaldi's Hussars, a green and so-far untested unit that had remained on garrison duty throughout the war; and St. Cyr's Armored Grenadiers, another inexperienced unit. These units were grouped uneasily under the command of Colonel Donovan Steele, leader of the Eagles.

Steele attempted a Dragoon-style deception in his initial landings. Two of his battalions—the Eagles and the Light Cavalry—descended in DropShips amid maximum sound and fury. He hoped to draw the Widows into battle, then smash them with the two remaining battalions currently hidden in polar orbit.

But Steele was playing a game at which Natasha Kerensky was the acknowledged master. The violent, all-too-obvious attack failed to deceive the Widow, and she immediately dispatched Jackrabbit Moskowitz's Aerospace Company to search for the DropShips that she suspected remained in orbit. Within an hour, Moskowitz signaled success, and began his attack.

Surprised by the Dragoon fighters, Steele's DropShips immediately grounded, landing kilometers away from Steele's initial forces. Facing the prospect of isolation and defeat, Steele immediately moved to link up with the Hussars and Grenadiers. He slammed into the weakest part of Kerensky's position, two lances of the Tarantulas holding a broad, arid region. After 45 brutal minutes, the Dragoons were forced to withdraw and Steele's forces were united, presenting the Black Widows with a numerically superior, almost unassailable enemy.

STEELE TWILIGHT

CONFRONTATION

Löjtnant Preiss gestured angrily. "Damn it, Colonel," she spat out, "our scouts have been searching for more than a month, and they've found jack! My men are champing at the bit for some liberty, and you're still seeing Wolf's Dragoons in the shadows! With all due respect, sir, we are sick of it. The Dragoons *have* left the planet!"

Donovan Steele idly adjusted his eye patch, considering his hot-headed officer with a steady gaze.

"If you feel better qualified to command an operation, Löjtnant, I suggest you tender your resignation and start your own unit." Steele kept his voice low and spoke matter-of-factly. "Until that time, keep in mind that I am your commander, and if I continue to see Dragoons in the shadows, you and your MechWarriors will see them also. Is that clear, Löjtnant?"

Preiss glowered and began to form a reply.

"Yes, Colo—"

She never finished. A series of violent explosions rocked Steele's office, sending the two MechWarriors leaping for cover as broken glass slashed through the air.

Steele fumbled for his commlink and keyed tactical frequency.

"This is Steele!" he shouted over the chatter of autocannon outside. "What the hell's going on?"

"It's the Widows, sir!" The voice was frantic, unbelieving. "They're hitting us all along the perimeter!"

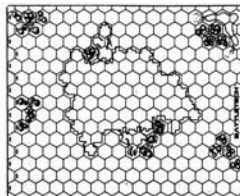
"Terrific," Steele replied sourly. "I'm on my way."

The mercenary glanced at Löjtnant Preiss, who crouched behind his desk, eyes wide.

Steele flashed her a grim smile. "You were saying, Löjtnant?"

GAME SET-UP

Lay out the **BattleTech** map as shown. The city region represents Colonel Steele's fortified command post. The outermost hexes of the command post (any hex not completely surrounded by other city hexes) are Level 1 Heavy Buildings with a CF of 60; the interior hexes are simply paved. Use the **Expert BattleTech** and **CityTech** rules (or **BattleTech Compendium** rules) in this scenario.



DEFENDER

The Defender is Colonel Steele's Command Lance, Steele Leader, and his Steele Fist Company.

Steele Leader Lance

Colonel Donovan Steele (*Gunnery 1, Piloting 2*), *Marauder*
Sergeant-Major Fritz Morrow (*Gunnery 1, Piloting 2*), *Cyclops*
Rena Broadhurst (*Gunnery 2, Piloting 3*), *Archer*
Eric Spengler (*Gunnery 2, Piloting 3*), *Warhammer*

Steel Fist Company

Command Lance

Lieutenant Loren Czeznak (*Gunnery 2, Piloting 3*), *Warhammer*
Sergeant Arno St. Thomas (*Gunnery 2, Piloting 3*), *Crusader*
Emilio Savazzo (*Gunnery 4, Piloting 5*), *Catapult*
Phillippa Gerald (*Gunnery 4, Piloting 5*), *Dragon*

Fire Lance

Leftenant Douglas Rolle (*Gunnery 2, Piloting 3*), *Thunderbolt*
Sergeant Leif Gunarson (*Gunnery 2, Piloting 3*), *Grasshopper*
Norton Caimen (*Gunnery 4, Piloting 5*), *Archer*
Roland Hughes (*Gunnery 5, Piloting 6*), *Rifleman*

Pursuit Lance

Löjtnant Fiona Preiss (*Gunnery 2, Piloting 3*), *Hermes II*
Sergeant Francis Tolliver (*Gunnery 2, Piloting 3*), *Flea*
Livingstone Knight (*Gunnery 4, Piloting 5*), *Clint*
Jackson Barnes (*Gunnery 4, Piloting 5*), *Vulcan*

Deployment

The Defender deploys anywhere within the compound.

ATTACKER

The first and second companies of the Black Widow Battalion are the Attackers. The Second Company may retain damage from the previous scenario, if desired. Storrs' *Charger* has been modified, as noted in the previous scenario. Moskowitz's AeroSpace Company is engaged in attacks on Steele's reinforcements and may not participate in the battle.

Command Lance

Colonel Natasha Kerensky (*Gunnery 0, Piloting 0*), *Warhammer*
Captain Takiro Ikeda (*Gunnery 1, Piloting 2*), *Shogun*
Lynn Sheridan (*Gunnery 1, Piloting 2*), *Crusader*
John Hayes (*Gunnery 2, Piloting 3*), *Griffin*

1st BattleMech Company (The Wolf Spiders)**1st Lance**

Captain John Clavell (*Gunnery 1, Piloting 2*), *Firefly*
 Sergeant Simon Fraser (*Gunnery 2, Piloting 3*), *Stinger*
 Mohammar Jahan (*Gunnery 2, Piloting 3*), *Stinger*
 Bradley Turlow (*Gunnery 1, Piloting 2*), *Vulcan*

2nd Lance

Lieutenant Piet Nichols (*Gunnery 1, Piloting 2*), *Hornet*
 Steven Fujimi (*Gunnery 2, Piloting 3*), *Marauder II*
 Jorge Muller (*Gunnery 2, Piloting 3*), *Annihilator*
 Ulzanna Whitehead (*Gunnery 2, Piloting 3*), *Flea*

3rd Lance

Lieutenant James Riker (*Gunnery 1, Piloting 2*), *Imp*
 Sergeant Paul Sayers (*Gunnery 1, Piloting 2*), *Warhammer*
 Wilson Smullen (*Gunnery 1, Piloting 2*), *Shogun*
 Ted Heyden (*Gunnery 1, Piloting 2*), *Ostroc*

2nd BattleMech Company (The Tarantulas)**1st Lance**

MacKenzie Wolf (*Gunnery 4, Piloting 4*), *Enforcer*
 Lilith Lang (*Gunnery 1, Piloting 2*), *Hermes II*
 Trel Morkai (*Gunnery 2, Piloting 3*), *Rifleman*
 John Castle (*Gunnery 2, Piloting 3*), *Crusader*

2nd Lance

Lieutenant Leslie Kawalli (*Gunnery 1, Piloting 2*), *Marauder*
 Sergeant Mikos Delius (*Gunnery 1, Piloting 2*), *Whitworth*
 Nikolai Konief (*Gunnery 2, Piloting 3*), *Firefly*
 Delmar Lindstrom (*Gunnery 2, Piloting 3*), *Shadow Hawk*

3rd Lance

Lieutenant Norah Jane Stokes (*Gunnery 1, Piloting 2*), *Griffin*
 Maurice Frenn (*Gunnery 1, Piloting 2*), *Falcon*
 Timothy Storrs (*Gunnery 2, Piloting 3*), *Charger*
 Kathy Keegan (*Gunnery 1, Piloting 2*), *Wolverine*

Deployment

First Company enters the north edge of the map on Turn 1. Second Company enters the south edge of the map on Turn 3.

VICTORY CONDITIONS

Kerensky's aim is to force Colonel Steele to surrender. If Steele's 'Mech is crippled but not destroyed and a Dragoon 'Mech remains in his hex for one full turn (the 'Mech may still fire its weapons), Steele is considered captured, and the Widows have won a decisive victory. If Steele's 'Mech is destroyed and he escapes, he may be captured if an enemy 'Mech ends its movement in his hex. If Steele is killed, the Widows have won only a marginal victory. If none of these conditions are satisfied by the end of Turn 10, the Widows lose.

SPECIAL RULES

The first two turns of the battle take place at sunset, with no restrictions. From turn 3 onward, the battle takes place at night, but the compound is lit by floodlights. If the Defender wishes, he may turn off the lights, forcing the battle to be fought using the night combat rules (see the **Special Rules** in the first scenario, **Hunter's Moon**). The lights may not be turned back on.

Outnumbered two-to-one, Natasha Kerensky reacted with typical speed and resolve. The Widows disengaged, using their superior aerospace forces to cover their retreat. The enemy now held most of Kujari's major supply points, depriving the Widows of the ammunition and spare parts necessary to fight a Wallacia-style guerrilla war.

That night, Dragoon DropShips descended, scattering chaff and ECM pods to confuse enemy detection. Moskowitz's fighters kept enemy air units at bay while, apparently, the Black Widows boarded their transports and left the world. Donovan Steele was not convinced that Kerensky had truly left and cautioned his commanders to remain on their guard. Remaining on alert in his headquarters, a heavily fortified agricultural station, Steele sent out patrols to search for evidence of Dragoon deception. For almost three weeks, the search continued.

Finally, the patrols slackened. Kerensky and the Widows waited yet another week, then at last, on the night of March 28, they struck. With terrifying speed, all of Kerensky's surviving 'Mechs converged on Steele's command post, determined to decapitate the invasion force with a single blow. Racing for his *Marauder*, Steele shouted out orders for reinforcements, but for the moment, Steele was on his own.

As fires and explosions lit up his compound, Steele called out a challenge to Natasha Kerensky herself. Impressed by Steele's bravery and skill, she accepted the challenge, and the two moved into thunderous close combat. In the end, Kerensky's *Warhammer*, its armor shredded, one arm hanging useless, stood above Steele's vanquished *Marauder*.

Guessing that Steele possessed a mercenary's hard-nosed common sense, Kerensky called on him to surrender and order his battalion to follow suit. After a moment, Steele complied.

Steele's Eagles, unwilling to face Romano Liao's wrath, accompanied the Widows back to F-C space. There they quickly established a successful reputation, occasionally going so far as to subcontract with their former foes, Wolf's Dragoons.

BLACK WIDOW TRAINING

EXTENDED TDY

After the fighting on Gei-Fu (January 3035), the Black Widow Battalion returned to Outreach to rest and refit. In March 3035, Jaime Wolf announced that the Beta Regiment of Wolf's Dragoons was operational and open for business. Most military analysts thought they would find the Black Widow Battalion as the core of this new Regiment, but the unit's name did not appear on its roster. Even more surprising was the announcement that the Black Widow Battalion would not be accepting assignments until further notice.

When Natasha Kerensky returned to Outreach, Jaime Wolf showed her the training environment that had been developed during the three years of the Black Widow Battalion's life. The orphan recruits and the offspring of the Dragoons had been grouped together into sibling companies (known as *sibkos*) and undergone repeated testing and training. The Beta Regiment was built equally from new trainees and old veterans, but the newest crop of trainees were already exceeding the test scores of those already in the Beta Regiment.

To Natasha (who had grown up in the Clans), the set-up looked hauntingly familiar. Using *sibkos* to train warriors mirrored the educational system fostered within the Clans. At a glance, she saw that the warriors being trained on Outreach would quickly return the Dragoons to their position of dominance in warfare-for-hire within the Successor States. The inculcation of the young into Clan ways made for loyal, intelligent warriors that could best anything the rest of the Successor States was likely to toss at them.

Natasha also realized why Jaime had shown her the training system. "As good as they are, Jaime, the Clans will eat them alive. The Clans fight unlike anything they have seen. You can bring the Kell Hounds or the Eridani Light Horse here for war games and we'll beat them, but that means nothing when it comes time to face the Clans."

Wolf, wearing that sly grin that always infuriated her, nodded and steeped his fingers. "I agree. What we need is someone who can fight the way the Clans fight. We need someone to organize a force against which we can train."

Natasha shook her head. "I'm old, and I've not been forced to test out in over 30 years, but I'm not about to start tending infants."

"I'm not suggesting you do, Tasha. I want you to build a Clan Cluster and run it just the way the Clans would. I want it to fight the way they would fight so we can use it to familiarize our forces with what will be coming. You'll not be training children to be warriors, but warriors to be victors."

Natasha shrugged. "If they become survivors, I'll be happy." She shook her head. "You've got your Clan force, but the first person to suggest that the Black Widow has become Mother Goose dies slowly and painfully."

REORGANIZATION

Though the Widow's unit maintained the same name, it was reorganized. BattleMech lances were given an extra 'Mech each. The Aerospace Company was reinforced by two additional lances of fighters. This allowed the Black Widow to mimic the Star/Trinary organization of the Clans. Rather than calling it a Cluster, it retained its Battalion designation.

Clavell and Wolf maintained command of their Companies, while Natasha's Command Lance formed the core of the Third BattleMech Company. Captain Ikeda did not like his prospects for promotion, given this reorganization, and transferred to the unit that was to become the core of the Gamma Regiment.

Because the Black Widows needed to add pilots to their unit to bring it up to its new strength, Natasha tested and included some of the newer warriors coming out of the training program. She figured they would be easier to initiate into the Clan fighting doctrine than veterans unused to the Cluster organization. Moreover, she knew that only by fighting from within the unit could one get a true understanding of how the Clans would fight. Those she picked to join the Black Widows were not always the hottest pilots, but they were the most tactically adept from among the trainees.

OTHER SIDE OF THE MOUNTAINS

In training parlance, "going to the other side of the mountains" was the equivalent of being sent to a harsh arctic hinterland. For most recruits with Wolf's Dragoons, the only trip they made to the other side of the mountains came when their class Regiment was sent out to see what it could do against the Black Widows. No students ever entertained more than fantasies about defeating the Widows. Most hoped they would not lose too badly and a few prayed Natasha would choose them to fill slots in her Battalion as other MechWarriors rotated out.

The Black Widows, for their part, lived a hard existence despite being billeted on their own home world. Natasha maintained a level of preparedness that rivaled that of worlds on the Davion/Kurita border. She knew her Black Widows were there to train and evaluate the recruits, but she also wanted them to be as ready as possible for whatever the recruits dreamed up. Very often, the only warning the Black Widows had that a class had been sent out after them came from their own scouts.

This spartan lifestyle meant the Widows only traveled with what they could carry on their 'Mechs. The Dragoons supplied them, but the pick-up points were often scattered, forcing the Widows to plan resupply operations as if they were stealing from their enemies. More than one trainee class, having hacked into a computer or two, sought to ambush the Widows in such resupply runs. Most often the trainees discovered that computer hacking ran both ways and were embarrassed to have the Battalion raiding their stores while they were out waiting in ambush.

This training period, which lasted up until The Recall (3050), saw a great deal of turnover in the Black Widows' ranks. Those who could not withstand the pressure of constantly being under attack would bow out over the years, to be replaced by younger



BATTALION, 3037 - 3050

MechWarriors. These replacements, by virtue of training and a lack of accumulated injuries, were often better and faster than those they replaced. The Black Widow Battalion became better and better as it put an edge on the troops that Jaime Wolf used to rebuild the Alpha, Gamma, and Epsilon Regiments in 3037, 3039, and 3042, respectively.

The Black Widows got two weeks liberty a year, plus a scattering of holidays. During this time off other commanders within the Dragoons would try to lure MechWarriors away to their regiments, and those who had tired of life in the cold Outreach deserts would go. Others, especially some of the older MechWarriors from the Black Widow Battalion, chose to leave the unit to become instructors and to raise families of their own. For each of these MechWarriors, leaving the Black Widows was a difficult decision.

Surprisingly, Natasha Kerensky begrudged her MechWarriors nothing when they chose to leave. Presenting a side of her personality few of them had ever suspected even existed, Natasha took great delight in the offspring her troopers produced. She bristled at the idea of being called Grandmother or Aunt. In a couple of cases, when a child trained out and was selected for inclusion in the Black Widow Battalion, Natasha recorded holovids for parents she had known well, praising them for having produced such a fine warrior.

Throughout the Black Widow Training Battalion's life, MacKenzie Wolf and Johnny Clavell stayed with the unit. This provided a continuity in command that welded the unit together. Trainees quickly learned to discern the Wolf Spiders from the Black Widow's Own or the Tarantulas. They sought to change their tactics to meet the differing threats of each company. The battalion, in its separate parts and on the whole, became legendary in its few years of existence.

GHOST OF CHRISTMAS FUTURE

During the War of 3039, certain elements of the Marik High Command debated whether they should take advantage of Davion's preoccupation with the Combine to launch an attack back into the Terran Corridor. By the time a decision was made, the hot war had already begun to wind down, but Marik strategists decided a probe was in order. They sent the Eighteenth Marik Militia from Connaught to attack Hall.

Even though they knew for certain that not so much as a militia ward off Hall, it was not a good move. By 12 December the Eighteenth Militia had landed and taken the world without a fight. In a shrewd move, Colonel Jerome Merz had imported delicacies distributed in the occupied zones and announced that Hall's liberation was "a holiday gift to the people of Hall from the Free Worlds League."

Hot words flew between Davion and Marik officials and Merz reveled in the complaints. Hanse Davion vowed, "The New Year may dawn with a Marik ass on the throne of Hall, but before April we'll make a fool of him." Merz, confident that Hanse Davion was scrambling to put together an expeditionary force, relaxed and settled in for the holidays.

As a result, the Marik troopers were enjoying early Christmas celebrations on 24 December. While they did keep a skeleton force monitoring space traffic, it is difficult for even the most dedicated professional to constantly stare at an air/space search screen after two Christmas Eve egg-nogs.

It was that evening that the Black Widow (Training) Battalion hit Budesburg. Budesburg was the third largest city on the planet

and had taken the Third Battalion of the Eighteenth Marik Militia to heart. The battalion was parading through the city at the time the Widow dropped with her troops into the Dresden Heights section of the city. The aerospace lances made two runs on the parade, withholding their fire. Natasha let the Third Battalion know that to resist was to die.

The Third Battalion, carrying nothing in its LRM and SRM launchers for safety reasons, laid down their arms. (They first elicited a promise that they would be repatriated or allowed to stay in Budesburg at their choice.) Natasha agreed quickly, then set about trying to locate Colonel Merz.

She found him at a party in Ravenskral, the capital. On a large visiphone screen, she informed him that she had a present for him. "I've got your Third Battalion, all in one piece. Haven't had time to get them gift-wrapped. Tell you what. You defend with everything you have and if you win, you get your battalion and the world. When I win, I get the world and whatever is left of your sorry command."

Merz agreed to fight Natasha for control of the world, but in doing so, he made a couple of mistakes. First, he allowed her to choose the battleground: the rolling hills of the Steinhold district just south of Ravenskral. Second, and more damaging, he relied on a report from SAFE that said Natasha Kerensky commanded a battalion. This led Merz to choose a strategy that would have been effective against a conventional battalion outnumbered two to one.

Merz brought the First and Second Battalions together in column, with a two-kilometer gap between them. As they advanced on Natasha's position, she drove forward, just as Merz expected. Merz let her split his First Battalion, then pressed hard with the First Battalion on the Widows' flanks. He expected Natasha to engage his First Battalion while his Second Battalion crossed the T and annihilated the mercenaries.

What he got was not what he expected.

The Black Widows pushed farther along their line of march, picking up their speed and closing the gap with the Second Battalion more quickly than Merz, or the Second Battalion's commander expected. The Widows sawed through the Second Battalion with the same ease they'd cut through the First, but in this case the Second Battalion was doing its best to resist them. Once through the Second Battalion, the Black Widow Battalion executed a 90-degree turn that placed them on a series of hills commanding the battlefield.

Before the Second Battalion could recover itself enough to oppose them, the Widows' air support arrived with punishing effect. Their bombing runs had already grounded what little air support the Marik forces had brought with them, so Natasha's flyers owned the skies. By the time the First Battalion caught up with fight, they found the Second Battalion disorganized, demoralized, and effectively broken.

Merz pushed his unit forward to engage the Widows, but he paid dearly for what little real estate he won. The Widows hit and held just long enough for Merz to concentrate forces on a hard point in the line, then they evaporated to hit elsewhere. Little by little, the Black Widows ground Merz's forces down to two companies, and the commander surrendered.

Very few military analysts studied this battle, assuming it had been won on the strength of Natasha Kerensky's reputation rather than any particular unit organization. Like those who had decided that Hanse Davion's Galahad exercises were simple princely diversions, most analysts did not see the future staring them in the face, a future composed of Clusters, Stars, and Trinaries.

TRAINING BATTALION

INITIAL UNIT ROSTER

Unless otherwise noted (*), personnel were originally with the Black Widow Battalion.

1ST COMPANY (WOLF SPIDERS)

1st Lance

Captain John Clavell (*Gunnery 1, Piloting 1*), *Firefly*
Sergeant Mohammar Jahan (*Gunnery 2, Piloting 3*), *Stinger*
Jeff Horseman* (*Gunnery 5, Piloting 6*), *Stinger*
Bradley Turlow (*Gunnery 1, Piloting 2*), *Vulcan*
Jackson Cobb* (*Gunnery 5, Piloting 6*), *Wolfhound*

2nd Lance

Lieutenant Piet Nichols (*Gunnery 1, Piloting 2*), *Hornet*
Steven Fujimi (*Gunnery 2, Piloting 3*), *Marauder II*
Jorge Muller (*Gunnery 2, Piloting 3*), *Annihilator*
Ulzanna Whitehead (*Gunnery 2, Piloting 3*), *Flea*
Azana Buhari* (*Gunnery 5, Piloting 6*), *Hermes II*

3rd Lance

Lieutenant James Riker (*Gunnery 1, Piloting 2*), *Imp*
Sergeant Paul Sayers (*Gunnery 1, Piloting 2*), *Warhammer*
Wilson Smullen (*Gunnery 1, Piloting 2*), *Shogun*
Ted Heyden (*Gunnery 1, Piloting 2*), *Ostroc*
Sarah Kant* (*Gunnery 5, Piloting 6*), *Archer*

2ND COMPANY (TARANTULAS)

1st Lance

Captain MacKenzie Wolf (*Gunnery 3, Piloting 4*), *Enforcer*
Lilith Lang (*Gunnery 1, Piloting 2*), *Hermes II*
Trel Morkai (*Gunnery 2, Piloting 3*), *Rifleman*
John Castle (*Gunnery 2, Piloting 3*), *Crusader*
Faisal ben Faud* (*Gunnery 5, Piloting 6*), *Warhammer*

2nd Lance

Lieutenant Leslie Kawalli (*Gunnery 1, Piloting 2*), *Marauder*
Sergeant Mikos Delius (*Gunnery 1, Piloting 2*), *Whitworth*
Nikolai Konief (*Gunnery 2, Piloting 3*), *Firefly*
Delmar Lindstrom (*Gunnery 2, Piloting 3*), *Shadow Hawk*
Roger Heung* (*Gunnery 5, Piloting 6*), *Phoenix Hawk*

3rd Lance

Lieutenant Norah Jane Stokes (*Gunnery 1, Piloting 2*), *Griffin*
Maurice Frenn (*Gunnery 1, Piloting 2*), *Falcon*
Timothy Storrs (*Gunnery 2, Piloting 3*), *Charger*
Kathy Keegan (*Gunnery 1, Piloting 2*), *Wolverine*
Richard Mulligan* (*Gunnery 5, Piloting 6*), *Clint*

3RD COMPANY (BLACK WIDOW'S OWN)

1st Lance

Colonel Natasha Kerensky (*Gunnery 0, Piloting 0*), *Warhammer*
Captain Simon Fraser (*Gunnery 1, Piloting 2*), *Stinger*
Lynn Sheridan (*Gunnery 1, Piloting 2*), *Crusader*
John Hayes (*Gunnery 2, Piloting 3*), *Griffin*
Valerie Sanders* (*Gunnery 5, Piloting 6*), *Catapult*

2nd Lance

Lieutenant Bobby Doyle* (*Gunnery 5, Piloting 6*), *Wasp*
Phyllis Somerset* (*Gunnery 5, Piloting 6*), *Valkyrie*
Andy Lyme* (*Gunnery 5, Piloting 6*), *Commando*
Ben Lyme* (*Gunnery 5, Piloting 6*), *Jenner*
Susan Walkin* (*Gunnery 5, Piloting 6*), *Stinger*

3rd Lance

Lieutenant Janet Kizwa* (*Gunnery 5, Piloting 6*), *Marauder*
Ito Boggs* (*Gunnery 5, Piloting 6*), *Dragon*
Jane Frost* (*Gunnery 5, Piloting 6*), *Vulcan*
Kim Kipple* (*Gunnery 5, Piloting 6*), *Quickdraw*
Anne Walsh* (*Gunnery 5, Piloting 6*), *Warhammer*

AEROSPACE COMPANY

1st Lance

Lt. Sidney "Rabbit" Moskowitz (*Gunnery 1, Piloting 2*), *Thrush*
Thomas "Top Hat" Gordon (*Gunnery 2, Piloting 3*), *Thrush*

2nd Lance

Lt. Clarence "Eep" Lamond (*Gunnery 1, Piloting 2*), *Cheetah*
Ruben "Switchblade" Norris (*Gunnery 1, Piloting 2*), *Cheetah*

3rd Lance

Lt. William "Trigger" Fitch (*Gunnery 1, Piloting 2*), *Centurion*
Scott "Swede" Anderson (*Gunnery 1, Piloting 2*), *Centurion*

4th Lance

Lt. Lee "Lebo" Boswell (*Gunnery 4, Piloting 3*), *Seydlitz*
David "Stretch" Richard (*Gunnery 5, Piloting 5*), *Seydlitz*

5th Lance

Lt. Ryan "Glide" Awwad (*Gunnery 5, Piloting 6*), *Sparrowhawk*
Nathan Abdunour (*Gunnery 4, Piloting 5*), *Sparrowhawk*

SUPPORT INFANTRY COMPANY

Third Team of the 7th Kommando on special assignment to the Black Widow Training Battalion



OTHER SIDE OF THE MOUNTAINS

STEEL VIPER FOUR

TO: Colonel Jaime Wolf
FROM: Star Colonel Natasha Kerensky
RE: Training mission, 6 May 3042

We have just completed training Abbemeier's Company, Epsilon Regiment.

We used Steel Viper Routine Four, with Khan Monroe's favorite strike-and-withdraw tactics. He reacted well, calmly meeting our attacks while failing to be drawn into a prolonged engagement. His fatal mistake was his failure to properly scout our position, enabling us to deceive him as to our true strength.

After two days of light skirmishing, in which Abbemeier's Company managed to destroy two of our 'Mechs and damage three more (losing only one of his own), he committed a large portion of his forces against what he believed to be our main force. Events proved him wrong, as Kawalli and Stokes' 'Mech lances circled around behind him and delivered a massive blow to his trailing lances. Abbemeier overreacted, diverting his lead elements to meet our attack, allowing MacKenzie's Lance to press forward and destroy Abbemeier's Command Lance.

Abbemeier's tactical situation at the conclusion of the exercise was completely untenable, and he was compelled to surrender. The final body count was six of Abbemeier's 'Mechs destroyed, four damaged (including Abbemeier's command 'Mech), against only seven of our own damaged or destroyed.

Our MechWarriors continue to perform competently when faced with Clan tactics, but their endgame has thus far been extremely weak. These deficiencies must be corrected before the Dragoons can hope to compete with the Clans in the coming conflict.

Despite this, Abbemeier fought with skill and intelligence, and his experience with us should make him a fine commander in Epsilon Regiment. His company also has improved, and have my best wishes in their careers as Dragoon MechWarriors.

Respectfully Submitted
Natasha Kerensky

P.S. I don't know how much time you have left, Jaime. I suggest you use what you have well.

GAME SET-UP

Use **Expert BattleTech** (or **BattleTech Compendium**) rules for this scenario. Players alternate placing maps until four have been placed in a square. One player places the first map, then the other player places a second map along any edge of the first map. The first player chooses a third map, which he places to form the third part of a square, and the Attacker player chooses a fourth map, which completes the square.

ATTACKER

The Attacker is a Dragoons training unit of up to company size. First, one player selects up to six of the following units as the attacking force. No more than four of the units chosen may be 'Mech lances. Alternately, a player may create a 'Mech unit. (At this point, the player who will be the Attacker has not yet been determined; see **Defender**.)

Light Lance A

Stinger
Flea
Firefly
Falcon

Light Lance B

Wolfhound
Hornet
Flea
Locust

Medium Lance

Crusader
Hoplite
Wolverine
Shadow Hawk

Heavy Lance

Marauder
Warhammer
Shogun
Thunderbolt

Assault Lance

Marauder II
Imp
Shogun
Annihilator

Fire Lance

Archer
Archer
Hoplite
Dervish

Infantry Company

2 Mechanized Infantry Platoons (Laser)
2 Mechanized Infantry Platoons (MG)

Transport Lance

4 Blackwell Badger Tracked Transports

Armored Lance A

4 Plainsmen Medium Hovertanks

Armored Lance B

4 Blackwell Bandit Hovertanks

Unit Quality

After one player has chosen an attacking force, he rolls one die to determine the skill levels of each MechWarrior. Company commanders may add +2 to their own die roll; lance commanders may add +1.

1 - 3 Green (*Gunnery 5, Piloting 6*)
4 - 5 Regular (*Gunnery 4, Piloting 5*)
6 - 7 Veteran (*Gunnery 2, Piloting 3*)
8 Elite (*Gunnery 1, Piloting 2*)

Deployment

See **Special Rules**.

DEFENDER

The optional **Bidding** and **Clan Tactics** rules (see **Assault On Satalice**, p. 28) are used in this scenario. The Clan bidding force is Kerensky's entire training battalion, and the first bid is submitted by the player who did not select the attacking force.

Deployment

See **Special Rules**.

SPECIAL RULES

Hidden Units

Both forces set up in hidden positions. First, the Defender selects two adjacent mapboards. His forces may be deployed on either or both, at his discretion, their location noted on a piece of paper. Then the Attacker sets up in hidden positions on either or both of the remaining boards.

A hidden unit's position is revealed if it moves, if it fires, or if an enemy unit moves adjacent to it. (See **Limited Intelligence** in the **Expert BattleTech** rules or **Hidden Units** in the **BattleTech Compendium**.)

The Defender then takes a blank counter or other marker and places it in any hex. This represents the Attacker's objective hex; it may or may not be used, depending on the Attacker's victory conditions. In any event, it is left on the board in order to keep the Defender guessing.

Variant Weapons

The Dragoons have begun experimenting with the rediscovered Star League technologies in order to accustom their MechWarriors to Clan weaponry. Players may experiment by fitting 'Mechs of the Black Widow Training Battalion with Inner Sphere technology described in **Technical Readout: 3050** (or the **BattleTech Compendium**).

Training Weapons

This battle is fought with low-powered training weapons, so no real damage is done. MechWarriors may only be permanently injured by falling, but all BattleMechs are temporarily wired to mimic the effects of simulated pilot damage.

VICTORY CONDITIONS

The Attacker selects his objective randomly. At the beginning of the game, he rolls 1D6 and compares it to the following results:

- (1) **Destroy 'Mechs.** The Attacker wins if he destroys half or more of the defending 'Mechs by the end of Turn 8.
- (2) **Breakthrough.** The Attacker wins by exiting at least half his 'Mechs off any map edge that contains the objective hex by the end of Turn 8.
- (3) **Take and Hold.** The Attacker wins by occupying the objective hex and holding it for 1D6 consecutive turns. (Roll a die to determine this length on the turn the Attacker occupies the hex.) If the Defender retakes the hex during this time, the Attacker loses.
- (4) **Escort.** One of the Attacker's 'Mechs (his choice) contains a valuable individual or cargo. To win, he must exit the 'Mech off any edge of the board containing the objective hex.
- (5) **Recover Object.** The Attacker must move a 'Mech into the objective hex, remain stationary for one turn (he may still fire), then exit off any edge of one of his initial deployment boards by the end of Turn 8.
- (6) **Attacker's Choice.** The Attacker may select his own objective.

The Defender then rolls one die. On a result of 1, the Attacker must reveal his objective.

"Going to the other side of the mountains" was one of the most frightening and exciting phrases that an aspiring Dragoon could hear in the years 3037 to 3050. Armed with low-powered weapons, young MechWarriors were sent to fight Kerensky's Training Battalion soon after graduation and assignment.

Journeying to the rugged wilderness occupied by the Black Widow Training Battalion was more than a simple initiation into the ranks of Wolf's Dragoons. It was young MechWarriors' first experience with the tactics of the Clans, intended to rate their potential as leaders in the conflict that both Natasha Kerensky and Jaime Wolf knew was coming.

Well-versed in the various Clans' diverse combat styles, Kerensky trained her unit mercilessly, turning out perhaps the best-trained single unit in the Inner Sphere. The Widows were both envied and feared by the other Dragoons, and when training units journeyed to their wilderness stronghold, the result was invariably the same: a hard-fought, violent struggle against a determined, almost alien opponent.

By the time the Clans exploded across the Inner Sphere's frontiers in a storm of destruction and conquest, the Dragoons had reached and surpassed their old level of expertise, becoming one of the few Successor State units that could stand against the invaders.

Kerensky's training served the Dragoons well when, in January 3052, they stood shoulder to shoulder with their old enemies, the Draconis Combine, fighting for the survival of House Kurita, and with it, the entire Inner Sphere.

13TH WOLF GUARDS, 3051

The return of the Clans to the Successor States was, for Natasha Kerensky, both a nightmare and a dream come true. The nightmare began with the loss of Phelan Kell. The son of Morgan Kell and Salome Ward, the youth had been left on Outreach along with certain other Kell Hound dependents during a number of dangerous assignments undertaken by the mercenary unit. The reason Wolf allowed Morgan Kell to keep his children and grandchildren on the world was because of attacks made by Romano Liao on his own family and that of Daniel Allard. Romano considered both men responsible for her father's fall (though Dan's only sin was being brother to Justin Allard, and Morgan's only sin was knowing Dan). Outreach was much easier to secure against Liao agents than the Hounds' homeworld.

During the time Phelan spent on Outreach, Natasha took an interest in his upbringing. Her influence may have inspired Phelan Kell's general lack of respect for authority and his decidedly quick temper. On the other hand, her self-assurance certainly led to Phelan's willingness to take action even when that action would not be good in the long run. Rumor had it that when Phelan was dismissed from the Nagelring on an Honor violation, she prepared a place for him in the Black Widow Battalion.

His loss to an early Clan scouting party created a conflict for Natasha. The Phelan she had known would have been the equal of the Clan MechWarriors she had known in her youth. The same held true for all the men and women she had trained over the last 15 years, but Phelan's loss suddenly brought up the possibility that the Clans had become that much better. Phelan Kell's death made her to question the Inner Sphere's ability to hold the Clans back.

Jaime Wolf acquainted her with an even bigger problem for the Inner Sphere. Without some sort of organized response to the Clans, the Inner Sphere could not even begin to mount a defense. But as Natasha noted, getting House Davion and House Kurita to work together was "like trying to convince night and day to exist at the same time."

Jaime, with Natasha's help, embarked on a dangerous course. In April 3050, when Clan attacks were confirmed along

the outer borders of the Combine, Rasalhague, and the Federated Commonwealth, Wolf recalled all five of the Dragoons regiments. From May through October, the regiments were drilled, shuffled, and refitted. The intelligence community on Outreach coordinated all the information it could get on the Clans, providing an accurate and chilling picture of the power and thrust of the Clan invasion.

With the action that took place at Radstadt on 31 October 3050, the nature of the war altered radically for the Inner Sphere and Natasha Kerensky. On that day, a pilot accompanying the fleeing Rasalhague government took a *Shilone* fighter into the bridge of a Clan warship. Her sacrifice resulted in the death of the ilKhan—a nearly mythical war leader for the Clans. Leaderless, the Clans stopped their attacks immediately and dug in on the worlds they had already taken.

The Clans also issued a clarion call for all bloodnamed members of the Clans to return to their homeworld in preparation for the election of a new ilKhan. The instant Natasha Kerensky heard the message, she prepared to leave. Jaime Wolf tried to stop her, but those who witnessed the exchange said it looked more like a warm goodbye than any serious attempt to make Natasha reconsider. With Natasha's reputation for brooking no dissent, Wolf must have known it was useless trying to change her mind.

By 10 January 3051, Natasha had linked up with the Wolf Clan's *Dire Wolf* DropShip in orbit around Rasalhague. Once there, Natasha discovered Phelan Kell had not been slain, but instead had been captured by the Clans. In his adoption ceremony, Natasha stood for him as one of his three sponsors.

Natasha discovered that the Clans had not changed much since the day she had left the Clans for the Wolf Dragoons' covert journey into the Successor States. The breeding programs had continued to produce better and better warriors, one of whom was her granddaughter, Ranna.

Upon her arrival, Natasha was quickly placed in command of the Thirteenth Wolf Guards. Little is known of this unit, just as little is known of the overall Clan organization.



13TH WOLF GUARDS ROSTER

CLUSTER ROSTER

WIDOW COMMAND STAR

Colonel Khan Natasha Kerensky (*Gunnery 0, Piloting 0*), *Daishi*
Star Commander Pelano (*Gunnery 1, Piloting 2*), *Mad Cat (C)*
MechWarrior Aaron Carmichael (*Gunnery 2, Piloting 3*), *Mad Cat (B)*
MechWarrior Karla Sanders (*Gunnery 2, Piloting 3*), *Ferris*
MechWarrior Josephine Whull (*Gunnery 1, Piloting 2*), *Koshi (B)*

TRINARY ALPHA

Alpha Assault

Star Captain Samis (*Gunnery 1, Piloting 2*), *Man O' War*
MechWarrior Calthron (*Gunnery 1, Piloting 2*), *Masakari*
MechWarrior Donley (*Gunnery 2, Piloting 3*), *Mad Cat*
MechWarrior Ralmer (*Gunnery 2, Piloting 3*), *Thor (A)*
MechWarrior Ala (*Gunnery 2, Piloting 3*), *Vulture (C)*

Alpha Battle

Star Commander Marco Hall (*Gunnery 1, Piloting 2*), *Black Hawk*
MechWarrior Zomol (*Gunnery 2, Piloting 3*), *Vulture (A)*
MechWarrior Foley (*Gunnery 2, Piloting 3*), *Ryoken*
MechWarrior Sandal (*Gunnery 2, Piloting 3*), *Mad Cat*
MechWarrior Taner (*Gunnery 4, Piloting 5*), *Ferris*

Alpha Striker

Star Commander Phelan Wolf (*Gunnery 1, Piloting 1*), *Wolf-hound**
MechWarrior Emo (*Gunnery 1, Piloting 2*), *Vulture (A)*
MechWarrior Askalon (*Gunnery 2, Piloting 3*), *Koshi*
MechWarrior Mortim (*Gunnery 2, Piloting 3*), *Puma (A)*
MechWarrior Canadro (*Gunnery 4, Piloting 5*), *Ferris*

TRINARY BRAVO

Bravo Assault

Star Captain Ranna (*Gunnery 1, Piloting 0*), *Masakari*
MechWarrior Runik (*Gunnery 1, Piloting 2*), *Gladiator*
MechWarrior Walister (*Gunnery 2, Piloting 3*), *Mad Cat*
MechWarrior Gronnigal (*Gunnery 2, Piloting 3*), *Loki (A)*
MechWarrior Listan (*Gunnery 2, Piloting 3*), *Vulture (C)*

Bravo Battle

Star Commander Doritt (*Gunnery 1, Piloting 2*), *Black Hawk*
MechWarrior Sangivar (*Gunnery 2, Piloting 3*), *Dragonfly (A)*
MechWarrior Mistal (*Gunnery 2, Piloting 3*), *Thor (A)*
MechWarrior Drennika (*Gunnery 2, Piloting 3*), *Puma*
MechWarrior Gilote (*Gunnery 4, Piloting 5*), *Ferris*

Baker Striker

Star Commander Skola (*Gunnery 2, Piloting 3*), *Ferris*
MechWarrior Beskir (*Gunnery 2, Piloting 3*), *Ryoken (B)*
MechWarrior Narha (*Gunnery 2, Piloting 3*), *Vulture (A)*
MechWarrior Felisana (*Gunnery 2, Piloting 3*), *Dasher*
MechWarrior Droga (*Gunnery 4, Piloting 5*), *Koshi*

TRINARY CHARLIE

Charlie Assault

Star Captain Nigel Wallace (*Gunnery 1, Piloting 2*), *Thor*
MechWarrior Volax (*Gunnery 2, Piloting 3*), *Mad Cat (B)*
MechWarrior Timith (*Gunnery 2, Piloting 3*), *Man O' War*
MechWarrior Dalis (*Gunnery 4, Piloting 5*), *Loki*
MechWarrior Regarro (*Gunnery 4, Piloting 5*), *Daishi*

Charlie Battle

Star Commander Dirkon (*Gunnery 1, Piloting 2*), *Man O' War*
MechWarrior Donemar (*Gunnery 2, Piloting 3*), *Vulture*
MechWarrior Yallas (*Gunnery 2, Piloting 3*), *Ryoken (B)*
MechWarrior Val (*Gunnery 4, Piloting 5*), *Koshi*
MechWarrior Truhelo (*Gunnery 4, Piloting 5*), *Ferris*

Charlie Striker

Star Commander Renner (*Gunnery 1, Piloting 2*), *Ryoken (B)*
MechWarrior Zans (*Gunnery 2, Piloting 3*), *Uller*
MechWarrior Birnak (*Gunnery 4, Piloting 5*), *Koshi*
MechWarrior Tholla (*Gunnery 4, Piloting 5*), *Thor (A)*
MechWarrior Dessomeier (*Gunnery 4, Piloting 5*), *Dasher (A)*

TRINARY DELTA

Delta Elemental Command

Elemental Star Captain Olin Dubczech, 4 Elementals
Point Commander Vom, 4 Elementals
Point Commander Hennima, 4 Elementals
Point Commander Zabordo, 4 Elementals
Point Commander Trellik, 4 Elementals

Delta Elemental One

Elemental Star Commander Mazil, 4 Elementals
Point Commander Golim, 4 Elementals
Point Commander Tomersin, 4 Elementals
Point Commander Inam, 4 Elementals
Point Commander Sonigar, 4 Elementals

Delta Elemental Two

Elemental Star Commander Refflin, 4 Elementals
Point Commander Garrik, 4 Elementals
Point Commander Namo, 4 Elementals

ASSAULT ON SATALICE

The battle for Satalice was probably the last gasp of the crippled Free Rasalhague Republic. In its brief, stormy history, the small state had endured invasion, intrigue, and internal dissent, but no one suspected that the FRR's dirge would be played by the notorious Black Widow herself, Natasha Kerensky.

By November 3050, only a few persistent islands of defiance remained within the embattled republic. With Clan strategy shifting to direct assaults on strongly held worlds, a blow was sure to fall on Satalice. Held by remnants of several regiments, reformed under the banners of the old Third Drakøns and Third Husars, Satalice was under the overall command of Överste Hjalmer Olsen.

Olsen was joined by Prince Ragnar Magnusson, heir to the Rasalhague throne. After Gunzberg had fallen to a single Clan warrior, old Prince Haakon had charged his son with resisting the invasion to the last. Ragnar, fresh from training with the Wolf Dragoons on Outreach, traveled to Satalice, claiming his right as a Rasalhague Kapten to command a Besatning (company) of 'Mechs. Olsen was reluctant to allow the heir to risk himself in battle, but in the end relented, assigning Ragnar an independent unit of veterans, with instructions to harry and delay the Wolves wherever possible.

It was Khan Natasha Kerensky who contacted Överste Olsen, demanding to know what forces defended Satalice. Well familiar with Clan tactics from earlier disasters, Olsen replied honestly, knowing that Kerensky's pride and honor demanded that she attack with minimal forces, giving the defenders at least a fighting chance.

Young Magnusson knew that his realm, only 20 years old, was being vanquished as quickly as it had been born. Sitting with arms crossed in a corner of Olsen's command post, the prince burned with silent fury. Then, as the Wolf DropShips descended, he rose and mounted his *Ostso* with the grim determination to destroy as many of the Clansmen as possible before he, himself, died on their spears. He almost got his wish.

RULES

Use **Expert BattleTech** rules and **Technical Readout 3050** rules (or **BattleTech Compendium** rules) for all the remaining scenarios in this book.

The battle for Satalice was the first major engagement fought by the Thirteenth Wolf Guards under Khan Natasha Kerensky. The following optional rules help simulate both the conditions on Satalice and the Clans' unique style of warfare.

WEATHER

Players may use the following table to simulate the harsh weather on Satalice. At the beginning of each scenario, roll 1D6 to determine the conditions that will prevail throughout the game.

Roll	Weather	Effect
1 – 2	Light Winds/Clear	No effect.
3	Moderate Winds	–2 to Missile Hit Table; +2 to Streak-SRM To-Hit numbers.
4	High Winds	–4 to Missile Hit Table; +4 to Streak-SRM To-Hit numbers; +1 to all long-range To-Hit numbers.
5	High Winds/Snowstorm	–4 to Missile Hit Table; +4 to Streak-SRM To-Hit numbers; +2 to all long-range To-Hit numbers; +1 to all medium-range To-Hit numbers; Jumping 'Mechs must make <i>Piloting Skill</i> Rolls when they land to avoid falling. Heat sinks operate at 50% greater efficiency (round down).
6	Blizzard	No missile fire allowed; +2 to all long-range To-Hit numbers; +1 to all medium- and short-range To-Hit numbers; Jumping 'Mechs must make <i>Piloting Skill</i> rolls at –1 when they land to avoid falling. Heat sinks operate at 50 percent greater efficiency (round down).

BIDDING

Competing Clans engage in a "bidding" process, with each attempting to outdo their opponents by capturing an objective with the smallest force. Individual Clan commanders follow a similar process, winning status and genetic privileges by defeating enemies with minimal force.

To simulate this, players "bid" for the right to play the Wolf Guards. In some scenarios, two forces are listed for the Wolves: the standard force, used if the players do not wish to bid, and the bidding force. When no bidding force is listed, these bidding rules are not used.

The players roll dice to determine who will start the bidding. (High roll bids first.) Using the bidding force as the initial force pool, the first player may remove any number of 'Mechs or Elementals. He then allows the other player to bid, further reducing the Clan force. When one player refuses to reduce the bidding force any further, his opponent wins the right to play the Wolf Guards. The reduced bidding force is then set up and the game begins.

Players may ignore the listed bidding force and use the entire Wolf Guards Cluster (excluding aerospace forces) instead, providing a more varied starting force.

VARIANT OMNIMECHS

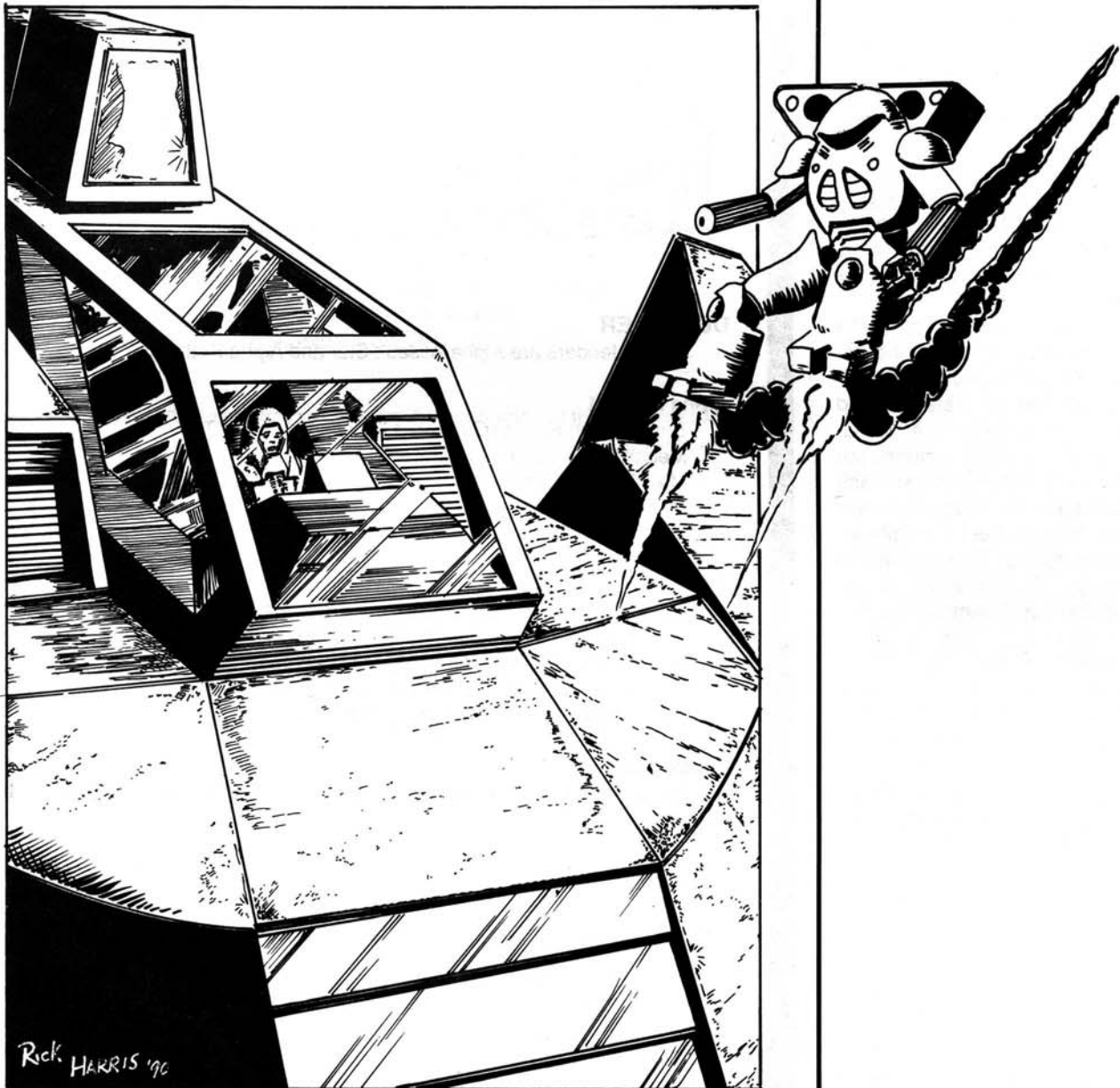
In the Thirteenth Wolf Guards roster, each Clan OmniMech is followed by a letter in parenthesis. This is the MechWarrior's preferred variant, used in the following scenarios. Where no variant is listed, the OmniMech is assumed to be in the standard configuration.

By mutual agreement, players may experiment with alternate variants, deploying different configurations to see how they perform in various situations.

CLAN TACTICS

Honor-driven warriors, the Clans disdain the standard Inner Sphere tactic of concentrating fire on a single enemy unit, preferring instead to attack their opponents one-on-one. To simulate this, Clan forces may be forbidden from attacking enemy targets with more than one OmniMech.

Clan MechWarriors also shun close combat, preferring to engage their targets with ranged weapons. Players may simulate this by forbidding Clan BattleMechs from initiating physical attacks. However, Clan BattleMechs that are physically attacked may respond against their attacker, but only with a Punch, Kick, Push, or Club.



AGAINST THE PACK

REPORT TO THE COORDINATOR

TO: Coordinator Takashi Kurita
FROM: *Tai-i* Hoto Yakamura, ISF

Honorable Coordinator:

Clan operations on Satalice commenced on 21 November 3051, with elements of a unit tentatively identified as the Thirteenth Wolf Guards moving from their landing zones toward major population centers. Opposition came from the remnants of the Rasalhague Third Drakøns and Third Husars. On 26 November, FRR resistance seemed to stall the Clan advance for several hours, but by the following day, the Republican advantage had been lost.

Satalice seems destined to go the same way as all previous Clan targets: despite strong resistance, the FRR forces seem doomed to failure. What makes Satalice unique is the identity of the combatants.

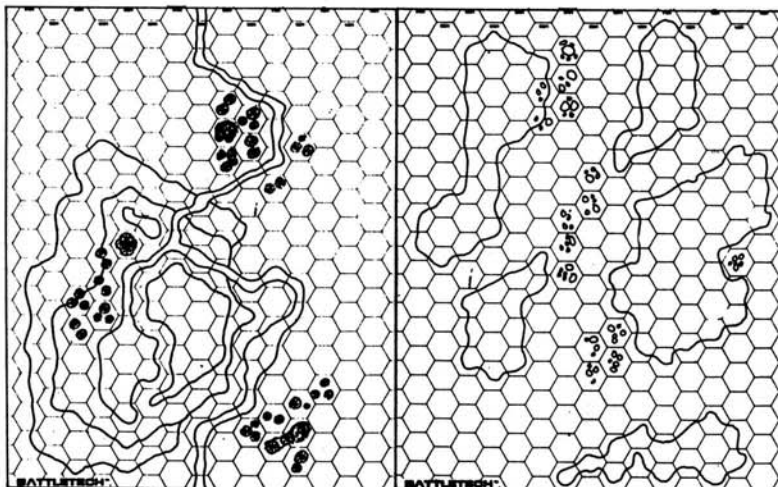
Elected Prince Haakon Magnusson has sent his son Ragnar to join the defenders here. Prince Ragnar today commands a small unit on Satalice, and seems to be causing the Wolves considerable consternation. If this performance is the result of his training on Outreach under the tutelage of the Dragoons, there may be some hope for the Inner Sphere.

Most notable is, of course, the fact that the Wolves on Satalice are under the command of Natasha Kerensky, who has apparently risen to a high position within the Wolf Clan hierarchy. One of the Combine's oldest and most tenacious enemies seems to have completely thrown in her lot with the invaders.

What the future holds for the Wolves, and Kerensky in particular, is not certain, but perhaps we can learn something of her plans from the Wolf Guards' actions on Satalice.

GAME SET-UP

Set up the **BattleTech** maps as shown. River hexes are considered clear.



DEFENDER

The Defenders are Alpha Assault Star and Alpha Battle Star, 13th Wolf Guards.

Alpha Assault

Star Captain Samis (*Gunnery 1, Piloting 2*), *Man O' War*
MechWarrior Calthron (*Gunnery 1, Piloting 2*), *Masakari*
MechWarrior Donley (*Gunnery 2, Piloting 3*), *Mad Cat*
MechWarrior Ralmer (*Gunnery 2, Piloting 3*), *Thor (A)*
MechWarrior Ala (*Gunnery 2, Piloting 3*), *Vulture (C)*

Alpha Battle

Star Commander Marco Hall (*Gunnery 1, Piloting 2*), *Black Hawk*
MechWarrior Zomol (*Gunnery 2, Piloting 3*), *Vulture (A)*
MechWarrior Foley (*Gunnery 2, Piloting 3*), *Ryoken*
MechWarrior Sandal (*Gunnery 2, Piloting 3*), *Mad Cat*
MechWarrior Taner (*Gunnery 4, Piloting 5*), *Fenris*

Deployment

Set up anywhere within four hexes of the split-hex border between the two mapboards.

ATTACKER

The Attacker is Provisional Assault Company One, 3rd Drakøns.

Command Lance

Kapten Sven Norberg (*Gunnery 1, Piloting 2*), *Marauder*
Sergeant Janos Andrusko (*Gunnery 2, Piloting 3*), *Cyclops*
Marilyn Koppenhafer (*Gunnery 2, Piloting 3*), *Archer*
Gerald DeFranq (*Gunnery 4, Piloting 5*), *Thunderbolt*

Assault Lance One

Löjtnant Clifton Landesburg (*Gunnery 2, Piloting 3*), *Atlas*
Sergeant Marshall Gunsell (*Gunnery 2, Piloting 3*), *Stalker*
Vance Munoz (*Gunnery 4, Piloting 5*), *Victor*
Gabrielle Solberg (*Gunnery 4, Piloting 5*), *Goliath*

Assault Lance Two

Löjtnant Mona Weiderholz (*Gunnery 2, Piloting 3*), *BattleMaster*
Sergeant Orson Schaff (*Gunnery 2, Piloting 3*), *Stalker*
Charlotte Anderson (*Gunnery 2, Piloting 3*), *Zeus*
Rod Dexter (*Gunnery 4, Piloting 5*), *Awesome*

Scout Lance

Löjtnant Ken Rifkin (*Gunnery 2, Piloting 3*), *Scorpion*
Sergeant Emilio Ortiz (*Gunnery 2, Piloting 3*), *Phoenix Hawk*
George McComber (*Gunnery 4, Piloting 5*), *Vulcan*
Denise Gibney (*Gunnery 4, Piloting 5*), *Clint*

Deployment

Two lances (Attacker's choice) enter on the north edge of the board at the start of Turn 1. The remaining lances enter the south edge of the board at the start of Turn 2.

VICTORY CONDITIONS

The Attacker receives 2 Victory Points for each Clan 'Mech destroyed. The Defender receives 1 Victory Point for each attacking 'Mech destroyed. The side with the highest Victory Point total at the end of eight turns is the winner.

If Clan **Bidding** rules are being used, and Elemental Infantry participate, the Attacker receives 1 Victory Point for each full Point of Elementals destroyed.

SPECIAL RULES

This battle is fought in heavy weather, with snow and wind frustrating movement and targeting. Use the **Weather** optional rules, but roll 1D6 at the beginning of each turn to determine current conditions.

CLAN BIDDING FORCE

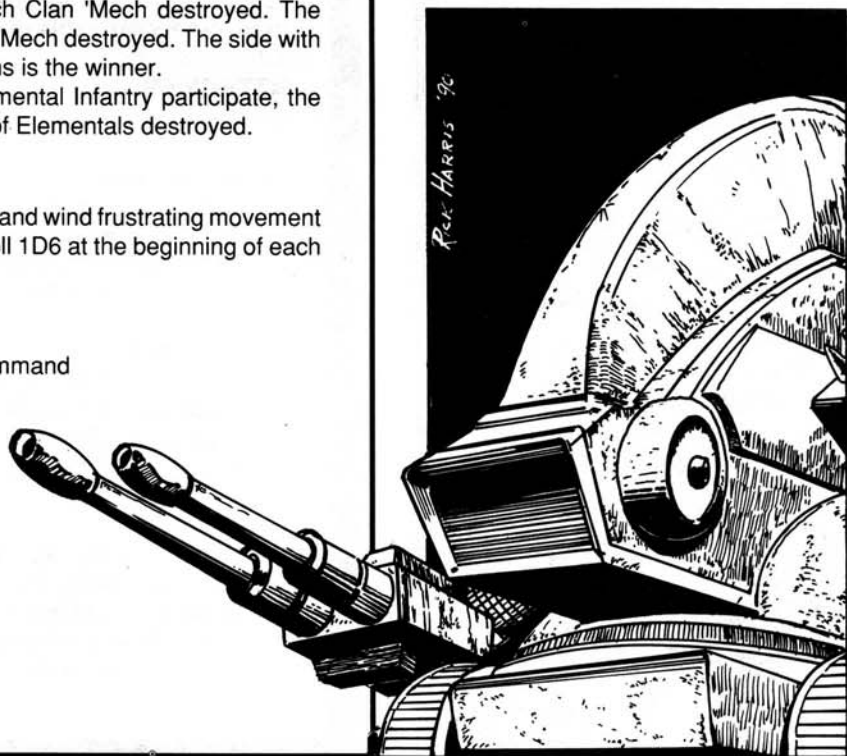
Trinaries Alpha and Bravo; Delta Elemental Command

The Terran region most closely resembling Satalice is Iceland, a place of vast volcanic plains and harsh weather changes, with pockets of great beauty where humans clustered. Economically unimportant, Satalice was nonetheless a strong defensive position. The Free Rasalhague Republic chose this rugged, broken land for their final death struggle.

Kerensky's forces descended without major incident. Mindful of the disasters on Twycross and Steelton, where premature action by the defenders had ended in severe defeats, Olsen allowed the Wolf Guards to land unopposed. It was not until the Wolves moved out from their LZ and onto the Litengraveling Ice Plain that they encountered any organized resistance.

High overhead, Guardian aircraft engaged Clan Omnifighters, while assault lances took on Kerensky's lead elements. A howling wind drove icy sleet across the battlefield, frustrating IR detection, while Satalice's ferrous crust reduced magnetic scanner effectiveness. These two effects combined to allow the defending 'Mechs to move into effective range.

The battle that followed was hard-fought, but the Drakøns were finally driven off by the arrival of Clan reinforcements. Though actual damage to the Wolves was light, the results were encouraging, for they proved that Kerensky was not invulnerable.



KNIGHT'S OATH

THOR'S HAMMER

Löjtnant Hermansson watched as the enemy 'Mech moved into range. The Clan weapons howled and flashed around him; so far, he had taken only minor damage, and his *Stalker* was still fully functional.

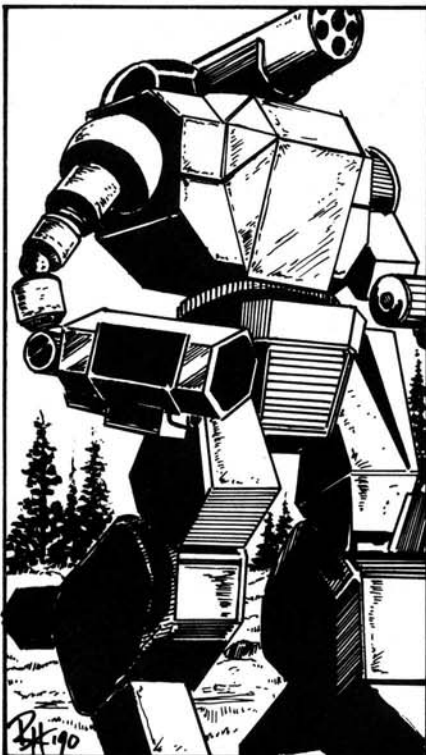
Unbidden, his oath from the Radstadt Academy echoed in his mind. He recalled the first time he had proudly sworn it, his words reverberating in the torchlit vastness of the Academy *Riddaresal*, or Knights' Hall.

"Strike at our enemies like the Hammer of Thor, like the Thunderbolts of Odin...never falter, never surrender...Long live Rasalhague!"

The Knights' Oath, they called it. Hermansson had to restrain himself from putting a hand to his face to touch the Radstadt scar that stretched from temple to chin. It was not important now.

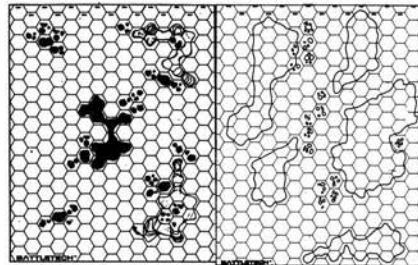
What was important was the enemy *Ferris* now locked into his targeting computer. Two large and four medium lasers flared, followed by a horde of short-range missiles. The *Ferris* staggered, armor burning away from its chest and arms.

Hermansson could not restrain himself. He switched on his PA system. "Ferris, son of Loki," he shouted, "feel the Hammer of Thor!"



GAME SET-UP

Set up the **BattleTech** maps as shown.



DEFENDER

The Defenders are Charlie Assault and Charlie Battle, 13th Wolf Guards.

Charlie Assault

Star Captain Nigel Wallace (*Gunnery 1, Piloting 2*), *Thor*
MechWarrior Volax (*Gunnery 2, Piloting 3*), *Mad Cat (B)*
MechWarrior Timith (*Gunnery 2, Piloting 3*), *Man O' War*
MechWarrior Dalis (*Gunnery 4, Piloting 5*), *Loki*
MechWarrior Regarro (*Gunnery 4, Piloting 5*), *Daishi*

Charlie Battle

Star Commander Dirkon (*Gunnery 1, Piloting 2*), *Man O' War*
MechWarrior Donemar (*Gunnery 2, Piloting 3*), *Vulture*
MechWarrior Yallas (*Gunnery 2, Piloting 3*), *Ryoken (B)*
MechWarrior Val (*Gunnery 4, Piloting 5*), *Koshi*
MechWarrior Truhelo (*Gunnery 4, Piloting 5*), *Ferris*

Deployment

Set up anywhere on the south map board. Place a blank counter anywhere on the south map board to represent the Attacker's objective. This counter may or may not be used, depending on the randomly determined victory conditions.

ATTACKER

The Attacker is Bodell's Company, 3rd Husars.

Command Lance

Kapten Sean Bodell (*Gunnery 2, Piloting 3*), *Archer*
Löjtnant Grant Rogway (*Gunnery 2, Piloting 3*), *Warhammer*
Boyd Hughes (*Gunnery 4, Piloting 5*), *Ostscout*
Reyna Torgalsdotter (*Gunnery 4, Piloting 5*), *Phoenix Hawk*

Assault Lance

Löjtnant Jon Hermansson (*Gunnery 2, Piloting 3*), *Stalker*
Sergeant Wesford Gordon (*Gunnery 4, Piloting 5*), *Awesome*
Lysa Webb (*Gunnery 4, Piloting 5*), *Warhammer*
Robert Muir (*Gunnery 4, Piloting 5*), *Atlas*

Fire Lance

Löjtnant Jeremy Geschwald (*Gunnery 2, Piloting 3*), *Archer*
Sergeant Charles Sutter (*Gunnery 2, Piloting 3*), *Grasshopper*
Maria Jimenez (*Gunnery 4, Piloting 5*), *Thunderbolt*
Ronald Bernath (*Gunnery 5, Piloting 6*), *Crusader*

Scout Lance

Löjtnant David Higgs (*Gunnery 4, Piloting 5*), *Commando*
 Sergeant Diana Englund (*Gunnery 4, Piloting 5*), *Locust*
 Daniel Salvino (*Gunnery 4, Piloting 5*), *Stinger*
 Ahmed Mahor (*Gunnery 4, Piloting 5*), *Spider*

Deployment

Enter the north edge of the map at the start of Turn 1.

VICTORY CONDITIONS

Bodell's victory conditions are determined secretly and randomly. At the beginning of the game, the Attacker rolls one die and reads the result below.

(1) Reconnaissance. The Attacker secretly rolls 1D6. The number rolled equals the number of consecutive turns that each 'Mech of the Attacker's Scout Lance must remain on the southern map. At the end of this period, the Attacker must exit his surviving scout 'Mechs off the north map edge. Victory is determined by the number of 'Mechs that the attacker exits.

Number Exited	Result
4	Attacker Decisive Victory
3	Attacker Marginal Victory
2	Draw
1	Defender Marginal Victory
0	Defender Decisive Victory

(2) Take and Hold. The Attacker wins by occupying the objective hex and holding it for 1D6 consecutive turns. (Roll a die to determine this length on the turn the Attacker occupies the hex.) If the Clan player retakes the objective hex before this time expires, the Attacker loses.

(3) Decoy Attack. The attack is intended to draw Clan forces away from a major push elsewhere. At some point during the game, the Attacker must inform the Defender that this is a decoy attack. The Clan player then must exit as many 'Mechs as possible off the southern map edge. The Attacker receives a lump sum of Victory Points, from which are subtracted the number of enemy 'Mechs exited off the board by the end of Turn 8.

At the end of Turn 8, assess victory as follows:

VP	Result	Turn Revealed	VP
16+	Attacker Decisive Victory	1 - 2	20
12 - 16	Attacker Marginal Victory	3	18
11	Draw	4	16
6 - 10	Defender Marginal Victory	5	14
5 or less	Defender Decisive Victory	6	12

(4) Destroy Enemy 'Mechs. The Attacker wins by destroying half of the Clan 'Mechs on the board at the beginning of the game. Any other result is a Clan victory.

(5) Breakthrough. The Attacker must exit 'Mechs off of the southern map edge. At the end of six turns, victory is determined based on the following chart. Exited 'Mechs may not return.

Number Exited	Result
13+	Attacker Decisive Victory
11 - 13	Attacker Marginal Victory
7 - 10	Draw
4 - 6	Defender Marginal Victory
0 - 3	Defender Decisive Victory

6. Attacker's Choice. Attacker may choose his own objective from list above.

GAME RULES CONTINUED IN NEXT COLUMN

While the Drakøns took on the Wolves on the Litengraveling Ice Plain, elements of the Third Husars hit Kerensky's BattleMechs on the Hammareslatt, a vast, rugged plain pocked with hot springs and unexpected pitfalls. It was far from an easy victory for the Wolves, for Rasalhague tactics had changed since earlier battles. Bodell's Company had been reinforced to better deal with Clan opponents, and they utilized natural cover to frustrate the Wolves' superior weaponry. The Clansmen were further confused about what were Bodell's objectives.

In the end, the assaults of 26 November were a mixed success. The Clan advance was halted for several hours, but at the cost of numerous valuable 'Mechs and MechWarriors. Although Överste Olsen's forces had won a few small victories, the Wolves were still advancing and Satalice's defenders were rapidly running out of options.

GAME RULES CONTINUED: SPECIAL RULES

The Clan player may distribute up to 40 sinkholes on both maps, before any forces are deployed. The locations of these holes are noted secretly. Sinkholes may not be placed adjacent to each other. A sinkhole is revealed if any BattleMech enters its hex. Any BattleMech that enters a sinkhole hex (known or unknown) must make a *Piloting* Skill Roll to avoid a fall. In addition, roll 1D6. On a result of 1 or 2, the hole is volcanic, and the BattleMech adds 5 points of heat during that turn's Heat Phase, regardless of whether or not it fell. The hole is then noted as volcanic.

Clan Bidding Force

As Clan Bidding can unbalance some victory conditions, this rule is not used.

LANDSVAG FYRA

REAL SOLDIERS

Menig Kronig adjusted the sights on his Bereiter AR90 rifle, listening for the telltale thunder of approaching BattleMechs. Militia—that's what he was. Minimally trained, marginally equipped, unappreciated and unloved. That was the role of militia in the Inner Sphere.

"Scarecrow militia!" a MechWarrior had once declared, drunk and laughing. "They let 'em strap on a rifle once a month and pretend to be real soldiers."

Kronig had burned with humiliation at the words, but made no reply, knowing that the other MechWarriors would back their buddy up.

Now, as the Wolf Clan ravaged his world, and MechWarrior after MechWarrior fell before them, it was in the hands of the "scarecrow militia" to hold this position against the Wolves' attempted breakthrough. Perhaps the MechWarrior who had taunted him was down on the Highway, hoping against hope that the militia on his flanks would hold its position.

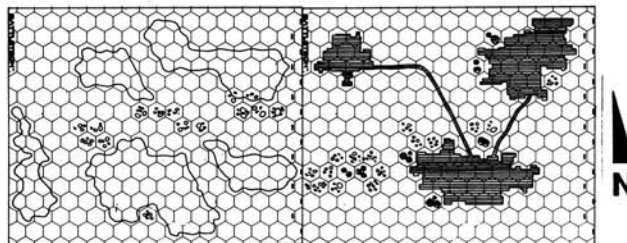
Scarecrows? No, Kronig thought with quiet satisfaction. We're the ones who win wars. Not the brash, swaggering MechWarriors and their false pride. Us.

We're soldiers.



GAME SET-UP

Set up the **BattleTech** maps as shown.



DEFENDER

The Defender is Gunnar's Company, 3rd Drakøns, with reinforcements.

Command Lance

Kapten Delbert Gunnar (*Gunnery 2, Piloting 3*), *BattleMaster*
Löjtnant Roy Patterson (*Gunnery 2, Piloting 3*), *Orion*
Jolene Lester (*Gunnery 2, Piloting 3*), *Archer*
Joseph Garvey (*Gunnery 4, Piloting 5*), *JagerMech*

Heavy Lance

Löjtnant Ivaar Johanssen (*Gunnery 2, Piloting 3*), *Victor*
Sergeant Bjorn Karlsberg (*Gunnery 4, Piloting 5*), *Marauder*
Neil Imper (*Gunnery 4, Piloting 5*), *Thunderbolt*
Virgil Payne (*Gunnery 5, Piloting 6*), *Crusader*

Fire Lance

Löjtnant Aaron Torok (*Gunnery 2, Piloting 3*), *Catapult*
Sergeant Paul Winchester (*Gunnery 4, Piloting 5*), *Quickdraw*
Lenore Probst (*Gunnery 4, Piloting 5*), *Archer*
Neil Krumm (*Gunnery 5, Piloting 6*), *Dragon*

Recon Lance

Löjtnant Davina Eakins (*Gunnery 2, Piloting 3*), *Locust*
Sergeant Julio Ortega (*Gunnery 2, Piloting 3*), *Spider*
Harley Pfeiffer (*Gunnery 4, Piloting 5*), *Jenner*
Van Xuong (*Gunnery 4, Piloting 5*), *Ostscout*

3rd Company, Satalice Militia

3 Platoons Foot Infantry (Rifles)

Deployment

Set up anywhere on the board.

ATTACKER

The Attacker is Alpha Trinary, 13th Wolf Guards, with Delta Elemental One.

Alpha Assault

Star Captain Samis (*Gunnery 1, Piloting 2*), *Man O' War*
MechWarrior Calthron (*Gunnery 1, Piloting 2*), *Masakari*
MechWarrior Donley (*Gunnery 2, Piloting 3*), *Mad Cat*
MechWarrior Ralmer (*Gunnery 2, Piloting 3*), *Thor (A)*
MechWarrior Ala (*Gunnery 2, Piloting 3*), *Vulture (C)*

Alpha Battle

Star Commander Marco Hall (*Gunnery 1, Piloting 2*), *Black Hawk*
 MechWarrior Zomol (*Gunnery 2, Piloting 3*), *Vulture (A)*
 MechWarrior Foley (*Gunnery 2, Piloting 3*), *Ryoken*
 MechWarrior Sandal (*Gunnery 2, Piloting 3*), *Mad Cat*
 MechWarrior Taner (*Gunnery 4, Piloting 5*), *Feris*

Alpha Striker

Star Commander Phelan Wolf (*Gunnery 1, Piloting 1*), *Wolfhound**
 MechWarrior Emo (*Gunnery 1, Piloting 2*), *Vulture (A)*
 MechWarrior Askalon (*Gunnery 2, Piloting 3*), *Koshi*
 MechWarrior Mortim (*Gunnery 2, Piloting 3*), *Puma (A)*
 MechWarrior Canadro (*Gunnery 4, Piloting 5*), *Feris*

Delta Elemental One

Elemental Star Captain Mazil, 4 Elementals
 Point Commander Golim, 4 Elementals
 Point Commander Tomersin, 4 Elementals
 Point Commander Inam, 4 Elementals
 Point Commander Sonigar, 4 Elementals

Deployment

Enter on the west edge of the map on Turn 1.

VICTORY CONDITIONS

The Drakøns must hold the Wolves off for as long as possible, before the flanking attacks break through. At the beginning of each turn, roll 2D6. If the number rolled is equal to or less than the current turn number, the Wolves' flanking forces have broken through.

After the Wolves' breakthrough, roll 1D6 to determine how much time the Drakøns have before the Wolves' reinforcements arrive.

Roll	Reinforcements Arrive in
1 - 2	One turn
3 - 4	Two turns
5 - 6	Three turns

The Drakøn player must then retreat his forces off of the eastern map edge. Any units remaining on the board when the reinforcements arrive are considered destroyed. Victory is then assessed based on the number of 'Mechs exited by the Drakøns:

VICTORY TABLE

Number Exited	Result
0 - 3	Attacker Decisive Victory
4 - 6	Attacker Marginal Victory
7 - 9	Draw
10 - 12	Defender Marginal Victory
13+	Defender Decisive Victory

CLAN BIDDING FORCE

Trinary Alpha, Trinary Delta

With her landing zones and surrounding areas secured, Kerensky immediately proceeded to the second phase of the operation, intent on trapping and eliminating the Third Drakøns.

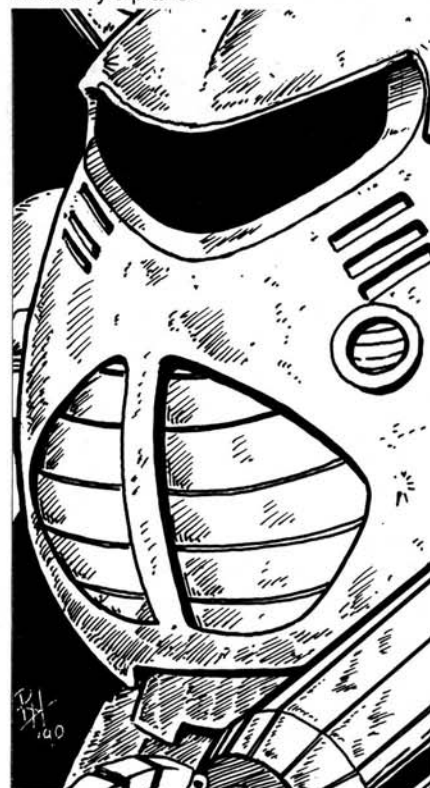
Deployed to meet a Clan thrust against strategic urban centers, the Drakøns' flanks were held by planetary militia. Though undergunned, the militia held positions strong enough to turn back or delay any Clan assault—or so they hoped.

The most exposed of the Drakøns' positions was held by Gunnar's Company. Kerensky chose Trinary Alpha to pin the Drakøns, while Trinaries Bravo and Charlie broke through the militia positions and surrounded Gunnar.

Plans went awry when the militia proved tougher than expected, standing up to the Wolves for several hours and actually repulsing a number of assaults.

As the flanking attacks bogged down, the Drakøns turned up the heat on Alpha, fighting the Clansmen to a bloody stalemate. Just as Kerensky began to weigh the potential honor loss of committing her Omnifighters, Trinary Charlie finally broke through, falling with pent-up fury on Gunnar's flank.

Sensing that his time was up, Gunnar ordered a retreat. The remainder of the Third Drakøns withdrew in good order, preserving their unit and frustrating Kerensky's plans.



RANNA

Small-arms fire erupted from a nearby office building, chipping armor from the legs of Ranna's *Masakari*. The BattleMech's torso swivelled to face its attacker, quad ER-PPCs flashing angrily. Glass exploded inward; brick and metal façade fragmented. A herd of tiny figures dashed from the building's lower exits.

Ranna swore. They weren't enough individually to cause any severe damage; together, the horde of Rasalhague partisans could sting her entire Star to death.

She keyed the tac comm. "Trinary Bravo. This area is alive with enemy irregular infantry. Do not let them decoy you. Keep after the major targets and fire on the infantry as the opportunity presents itself."

Affs came in from the other members of her Star; apparently they were having similar problems. The rest of the Cluster was leaving them behind. They would have to disentangle themselves rapidly from this mess.

Down a street, Ranna glimpsed another group of running figures. They carried what looked to be SRM launchers and satchel charges.

Ranna slammed her BattleMech into a sudden right turn, taking after the partisans. Targeting flashed a lock-on as the infantry fled into the shadows in the lee of a building.

"Ha!" Ranna could not repress a bark of exultation. "Now I have you!"

She triggered her lasers, cutting down the infantry before they could scatter.

Ranna moved in closer to make sure she'd gotten them all. Bodies were scattered all along the length of the building.

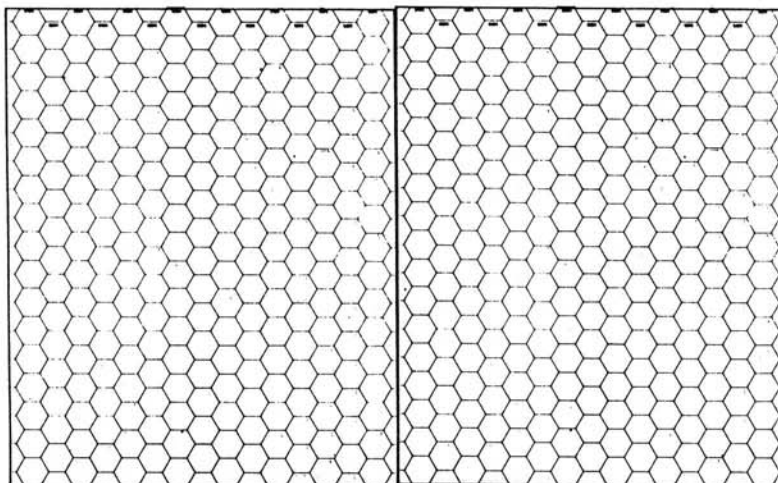
Her exultation died as she zoomed in on the laser-scarred corpses, still smoldering, sundered by irresistible heat.

Civilians...refugees...What she had taken for weapons were backpacks and suitcases. The raking force of the laser had split the cases open, spilling clothes and possessions everywhere. Near her BattleMech's footpad rested a shattered, heat-ravaged doll.

Ranna stared, bile rising in her throat.

GAME SET-UP

Set up two **BattleTech** maps, non-terrain side up. Distribute 50 building counters randomly on the board.



DEFENDER

The Defender is a mix of civilian irregulars, militia infantry, and 'Mechs of the 3rd Husars.

Command Lance

Kapten Reginald Sweeney (*Gunnery 2, Piloting 3*), *Marauder*
Sergeant Susanne Tarbell (*Gunnery 2, Piloting 3*), *Orion*
William Carswell (*Gunnery 4, Piloting 5*), *Dragon*
Nona DeVeer (*Gunnery 4, Piloting 5*), *Shadow Hawk*

Fire Lance

Löjtnant Klas Stenhus (*Gunnery 2, Piloting 3*), *Ostroc*
Sergeant Juvel Thorsson (*Gunnery 2, Piloting 3*), *Archer*
Morton Kimon (*Gunnery 5, Piloting 6*), *Scorpion*
Drew McConnel (*Gunnery 5, Piloting 6*), *UrbanMech*

Recon Lance

Löjtnant Dern Karlsdunge (*Gunnery 2, Piloting 3*), *Locust*
Sergeant Avril Missey (*Gunnery 4, Piloting 5*), *Stinger*
Fredrick Trehorst (*Gunnery 4, Piloting 5*), *Commando*
Andrea Gronfalt (*Gunnery 5, Piloting 6*), *Spider*

Rodbondgard Militia

2 Platoons Mechanized Infantry (MG),
2 Platoons Mechanized Infantry (Flamer)
8 Platoons Foot Infantry (Rifles)

Deployment

Set up anywhere on the board. Infantry may deploy in hidden positions. A hidden unit's position is revealed if it moves, if it fires, if an enemy unit moves adjacent to it, or if it is detected by a Beagle Active Probe. (See **Limited Intelligence** in the **Expert BattleTech** rules or **Hidden Units** in the **BattleTech Compendium**.)

ATTACKER

The Attacker is Trinary Bravo, 13th Wolf Guards.

Bravo Assault

Star Captain Ranna (*Gunnery 1, Piloting 0*), *Masakari*
 MechWarrior Runik (*Gunnery 1, Piloting 2*), *Gladiator*
 MechWarrior Walister (*Gunnery 2, Piloting 3*), *Mad Cat*
 MechWarrior Gronnigal (*Gunnery 2, Piloting 3*), *Loki (A)*
 MechWarrior Listan (*Gunnery 2, Piloting 3*), *Vulture (C)*

Bravo Battle

Star Commander Doritt (*Gunnery 1, Piloting 2*), *Black Hawk*
 MechWarrior Sangivar (*Gunnery 2, Piloting 3*), *Dragonfly (A)*
 MechWarrior Mistal (*Gunnery 2, Piloting 3*), *Thor (A)*
 MechWarrior Drennikal (*Gunnery 2, Piloting 3*), *Puma*
 MechWarrior Gilote (*Gunnery 4, Piloting 5*), *Fenris*

Baker Striker

Star Commander Skola (*Gunnery 2, Piloting 3*), *Fenris*
 MechWarrior Beskir (*Gunnery 2, Piloting 3*), *Ryoken (B)*
 MechWarrior Narha (*Gunnery 2, Piloting 3*), *Vulture (A)*
 MechWarrior Felisana (*Gunnery 2, Piloting 3*), *Dasher*
 MechWarrior Droga (*Gunnery 4, Piloting 5*), *Koshi*

Deployment

Enter the south edge of the map on Turn 1.

VICTORY CONDITIONS

The Defender receives 2 Victory Points for each Clan BattleMech destroyed, and 1 point for each full point of Elemental Infantry eliminated (if used through Clan Bidding). The Wolf Guards receive 1 Victory Point for each enemy 'Mech or infantry platoon destroyed, and are penalized 1 Victory Point for each civilian counter destroyed. The side with the highest Victory Point total at the end of ten turns is the winner.

SPECIAL RULES

In addition to his normal forces, the Defender receives 16 infantry counters, which represent unarmed civilians. These may be moved as normal foot infantry, have no offensive capabilities, and are destroyed if they suffer any hit from a weapon. If two infantry units occupy the same hex and one fires, the Defender need not inform the Attacker which unit fired.

CLAN BIDDING FORCE

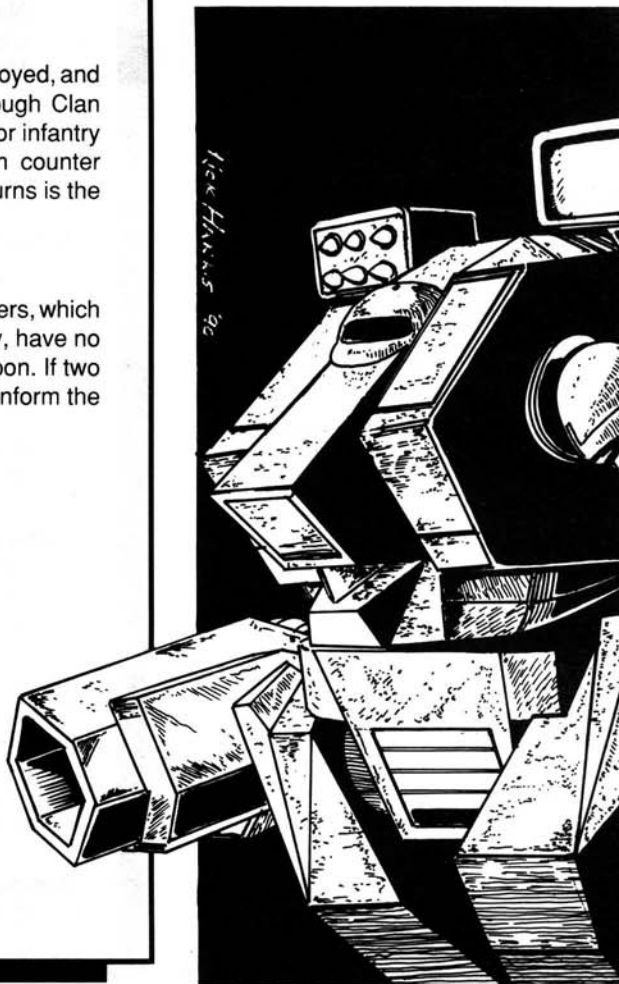
Trinary Alpha, Trinary Bravo, Trinary Delta

Weeks of attrition followed, with the FRR defenders spending their strength in valiant but futile assaults, while partisans and guerrillas harried the Wolf Guards' rear and logistical system.

When the Guards finally moved to end the struggle, it was Ranna's Trinary that was assigned to clear the urban areas of Rodbondgard.

Ranna's job was complicated by the fact that Rodbondgard, held by militia and survivors of the Third Husars, also contained large numbers of civilians who had refused evacuation. Sensitive to accusations of atrocities after her Dragoon days on Kawabe and New Mendham, Kerensky cautioned her granddaughter to avoid civilian casualties if possible.

It was a tough order to follow. Ranna and her MechWarriors were beset, not only by militia and Husar 'Mechs, but also by armed civilians, taking annoying if ineffectual potshots at the Clansmen with hunting rifles, crossbows, and improvised weapons. The question of who was truly an "innocent civilian" became one of deadly importance to Star Captain Ranna.



DEFENDERS OF THE FLAG

THE GALLANT FEW

The outskirts of Hamntrakt were an uneasy mix of family farmsteads and ugly industrial parks. Here, the bleak ice plains gave way to green, rolling hills, though many were covered with concrete and cement. We were advancing along the pitted stretch of asphalt that passed for a highway, wearily determined to end this fight and move on.

Our unit was at an intersection near a shallow creek when they hit us. They attacked swiftly, without discipline or any semblance of formation. The first to rush us was a rickety *Locust*, charging wildly at a *Mad Cat* outweighing it by at least a factor of three.

"I am MechWarrior Logan Harris!" the *Locust's* loudspeakers blared. "I challenge the Clans!"

Then a horde of them emerged, all bellowing challenges. With a mixture of horror and admiration, I realized that they were mostly converted training 'Mechs, and all the voices were young, full of false bravado.

Over the tac comm, I heard Kerensky. "What do those little idiots think they are doing? They will be wiped out!"

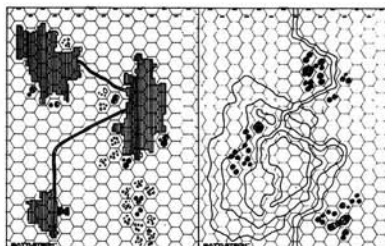
As if in reply, the *Mad Cat* triggered its weapons, cutting the suicidal *Locust* in half and sending its frail legs flying in opposite directions, away from a rapidly expanding ball of plasma and debris.

I felt sick as I watched the rest of our Trinary open up, blowing the attackers to burning fragments. Then, over the still open tac comm, I heard Kerensky whisper. It was the first and only time I had ever detected in her voice a trace of pity.

"What have we done?" she muttered. She did not know that I could hear her.

GAME SET-UP

Lay out the **BattleTech** maps as shown.



DEFENDER

The Defenders are Khan Natasha Kerensky, her Command Star, and Bravo Battle Star of the 13th Wolf Guards.

Widow Command Star

Colonel Khan Natasha Kerensky (*Gunnery 0, Piloting 0*), *Daishi*
Star Commander Pelano (*Gunnery 1, Piloting 2*), *Mad Cat (C)*
MechWarrior Aaron Carmichael (*Gunnery 2, Piloting 3*), *Mad Cat (B)*
MechWarrior Karla Sanders (*Gunnery 2, Piloting 3*), *Feris*
MechWarrior Josephine Whull (*Gunnery 1, Piloting 2*), *Koshi (B)*

Bravo Battle

Star Commander Doritt (*Gunnery 1, Piloting 2*), *Black Hawk*
MechWarrior Sangivar (*Gunnery 2, Piloting 3*), *Dragonfly (A)*
MechWarrior Mistal (*Gunnery 2, Piloting 3*), *Thor (A)*
MechWarrior Drennika (*Gunnery 2, Piloting 3*), *Puma*
MechWarrior Gilote (*Gunnery 4, Piloting 5*), *Feris*

Deployment

Set up anywhere on the map.

ATTACKER

The Attackers are unskilled but fanatic young MechWarriors in converted training 'Mechs.

Cadet 1

Kadet Kapten Lars Skvokaald (*Gunnery 4, Piloting 5*), *Phoenix Hawk*
Kadet Germaine Mitchell (*Gunnery 5, Piloting 6*), *Chameleon*
Kadet Lucille Mitchell (*Gunnery 5, Piloting 6*), *Chameleon*
Kadet Olga Vinsburg (*Gunnery 5, Piloting 6*), *Chameleon*

Cadet 2

Löjtnant Samuel Hollister (*Gunnery 4, Piloting 5*), *Stinger*
Kadet Bethany Samms (*Gunnery 5, Piloting 6*), *Chameleon*
Kadet Ragnar Torvaldson (*Gunnery 5, Piloting 6*), *Chameleon*
Kadet Milo Frenz (*Gunnery 5, Piloting 6*), *Chameleon*

Cadet 3

Löjtnant Logan Harris (*Gunnery 4, Piloting 5*), *Locust*
Kadet Arik Torsson (*Gunnery 5, Piloting 6*), *Chameleon*
Kadet Sven Longarm (*Gunnery 5, Piloting 6*), *Chameleon*
Kadet Anna Bjorsfeld (*Gunnery 5, Piloting 6*), *Chameleon*

Deployment

Enter east edge of the board on Turn 1.

VICTORY CONDITIONS

The Attacker receives 1 Victory Point for every 'Mech which survives to the end of Turn 6, and 4 Victory Points for every Clan BattleMech eliminated. (Attacking 'Mechs cannot leave the map.) Victory is determined using the following table:

VICTORY TABLE

Victory Points	Result
2+ Defenders Destroyed	Attacker Victory
1 Defender Destroyed	Draw
0 Defenders Destroyed	Defender Victory

SPECIAL RULES

Clan Tactical Restrictions

The Wolf Clansmen are impressed by the cadets' bravery. Clan BattleMechs must use both **Clan Tactics** optional rules: only single combat is allowed, and they cannot initiate physical combat.

Chameleons

The *Chameleons* have not been modified to allow them to fire weapons in excess of their heat dissipation capacity. (As training 'Mechs, *Chameleons* are mechanically prohibited from generating more than 10 points of heat in any turn. Use the **BattleMechs and Heat** rules in the **BattleMech Training** section of the **Basic BattleTech** rules for the *Chameleons*.) For those playing with the **BattleTech Compendium**, a *Chameleon's* stats are as follows:

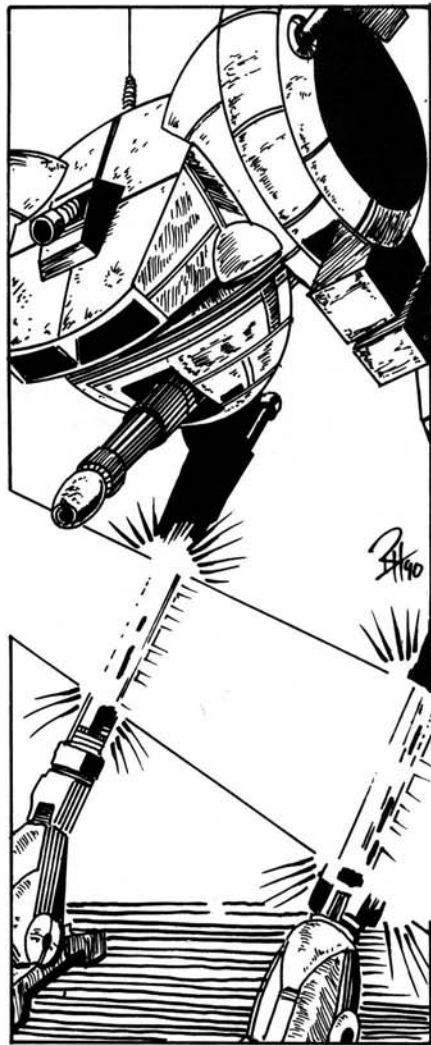
Tonnage	50	
Walking MP	6	
Running MP	9	
Jumping MP	6	
Heat Sinks	10	
Armor Value	96	
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	16	16/3
L/R Torso	12	10/2
L/R Arm	8	10
L/R Leg	12	12
Weapons and Ammo	<i>Location</i>	<i>Critical</i>
Large Laser	RA	2
Medium Laser	RA	1
Medium Laser	LA	1
Small Laser	RT	1
Small Laser	RT	1
Small Laser	LT	1
Small Laser	LT	1
Machine Gun	CT	1
Machine Gun	CT	1
MG Ammo (200)	LT	1

CLAN BIDDING FORCE

Widow Command Star, Trinary Alpha, Trinary Delta

The new year brought no rejoicing for the defenders of Satalice. The strategic picture was growing less and less encouraging and by early January, few felt that the world could be held for more than a few days. At this, Olsen ordered all of his units to fall back on the port city of Hamntrakt for a last stand. There would be, he declared, no surrender.

Sensing that the end was near, the Wolf Guards moved on Hamntrakt like their predatory namesakes. On one approach to the city, however, Natasha Kerensky, her Command Star, and a supporting unit were beset by a group of FRR officers and cadets. These earnest young soldiers were pathetically ill-equipped, having only training 'Mechs and outdated light BattleMechs. Impressed by the cadets' sacrifice, the Wolves reluctantly gave battle, eventually eliminating the Free Rasalhague Republic's youngest and possibly bravest defenders.



SHOWDOWN AT SMORJAFLOD

GRAVING YARD

The docks at Smorjaflof Shipyard were like a scene from hell. Cranes had been blasted into bent, twisted skeletons, and wrecked ships remained at rest in the graving dock, awaiting repairs that would never come. The last defenders of Satalice had condensed here into a single force. Here, amid the twisted wreckage of their homeland, these survivors of the Third Drakøns and Third Husars had come to die.

My *Thor* still retained the scars of the past weeks' battles; I did not have the heart to repair them. The jagged gash across the BattleMech's chest—where a cadet's machine gun had flaked away armor—had become almost a badge of honor to me, a symbol that I had faced opponents whose bravery matched that of my own people.

I was tired; our glorious cause of reconquest seemed less and less noble with each passing day. I knew these people. I admired them. In a strange way, I even loved them, if I am capable of such an emotion. Thoughts crawled unbidden through my mind—the words of the Guardian faction—that we were the defenders of these people, not their conquerors. Where was it written, I wondered, that the way of the Clans was the way of all humanity, that bravery and nobility lived on only in the hearts of Kerensky's descendants?

A *Phoenix Hawk* emerged from the corpse of a ship, blazing away at me. Calmly, I targeted and fired. He stood no chance; we both knew it. But he fought on nonetheless. The outcome was inevitable.

Now the battle is over, and I am alone with my thoughts. With my guilt. I remember Natasha Kerensky's words, and repeat them myself.

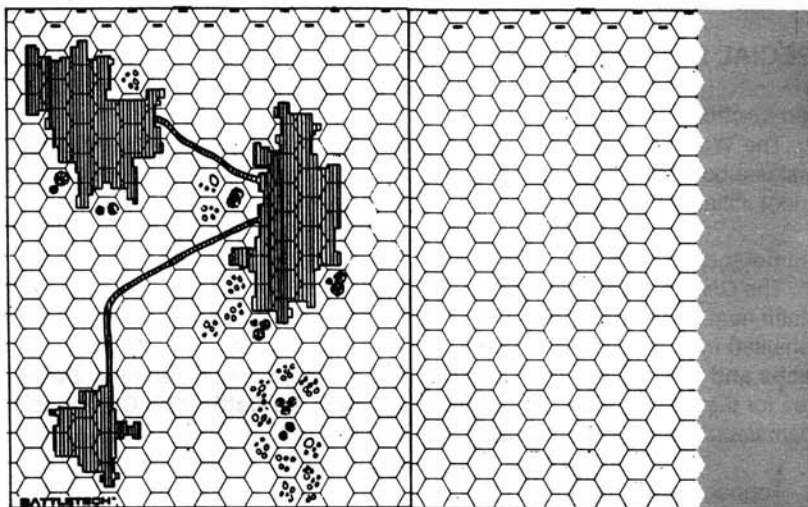
What have we done?

GAME SET-UP

Set up the **BattleTech** maps as shown. Place the following building counters on the east map board:

- 6 Light Buildings
- 12 Medium Buildings
- 12 Heavy Buildings
- 8 Hardened Buildings

The shaded hexes are Depth 2 water (at the edge of the docks).



DEFENDER

The Defender is a ragged band of Rasalhague survivors determined to battle to the last.

Bertrand's Lance

Löjtnant Emo Bertrand (*Gunnery 3, Piloting 4*), *Phoenix Hawk*
Arvid Skaal (*Gunnery 3, Piloting 4*), *Thunderbolt*
Maia Komo (*Gunnery 4, Piloting 5*), *Commando*
Erin Norton (*Gunnery 5, Piloting 6*), *Archer*

Ita's Lance

Kamma Ita (*Gunnery 3, Piloting 4*), *Atlas*
Arnold Varrig (*Gunnery 3, Piloting 4*), *BattleMaster*
Tanya Forrest (*Gunnery 3, Piloting 4*), *Stinger*
Sven Svensson (*Gunnery 3, Piloting 4*), *Locust*

4 Partisan Heavy Tanks

4 Pegasus Hover Tanks

4 Foot Infantry (Rifles)

2 Mechanized Infantry (MG)

2 Mechanized Infantry (Laser)

Deployment

Set up anywhere on the map. The Defender may place 24 mines anywhere on the map.

ATTACKER

The Attackers are Bravo Assault Star and Bravo Battle Star, 13th Wolf Guards.

Bravo Assault

Star Captain Ranna (*Gunnery 1, Piloting 0*), *Masakari*
MechWarrior Runik (*Gunnery 1, Piloting 2*), *Gladiator*
MechWarrior Walister (*Gunnery 2, Piloting 3*), *Mad Cat*
MechWarrior Gronnigal (*Gunnery 2, Piloting 3*), *Loki (A)*
MechWarrior Listan (*Gunnery 2, Piloting 3*), *Vulture (C)*

Bravo Battle

Star Commander Doritt (*Gunnery 1, Piloting 2*), *Black Hawk*
MechWarrior Sangivar (*Gunnery 2, Piloting 3*), *Dragonfly (A)*
MechWarrior Mistal (*Gunnery 2, Piloting 3*), *Thor (A)*
MechWarrior Drennika (*Gunnery 2, Piloting 3*), *Puma*
MechWarrior Gilote (*Gunnery 4, Piloting 5*), *Feris*

Deployment

Enter west edge of map on Turn 1.

VICTORY CONDITIONS

The last side with surviving units is the winner. Units that leave the board may not reenter. There is no time limit.

SPECIAL RULES

The Defender may declare at any time that one or more of his 'Mechs are fighting with *fanatical resistance*. Once a 'Mech is declared fanatical, it remains so for the rest of the game.

A Fanatical 'Mech:

- 1) Has all attack numbers (including close combat attack numbers) modified by -1.
- 2) Must fire all functional weapons each turn it has a target. It may stop firing only when its heat reaches 18.
- 3) Has a +1 penalty on all *Piloting Skill Rolls*.
- 4) If not already in close combat, must move into close combat with any enemy BattleMech which it can reach with one running move.
- 5) If in close combat, must stay in close combat until either it or its opponent is destroyed or crippled.

CLAN BIDDING FORCE

Trinaries Alpha, Bravo, and Delta.

Överste Olsen threw the last of his forces at the Wolf Guards as they moved in on Hamntrakt. Most felt all that remained for Satalice's defenders was an honorable death. Fired with fanatical devotion, they waded into battle determined to give a good accounting of themselves.

Trinary Bravo saw the worst of the fighting, in and around the shipyards in northern Hamntrakt. A tenacious defense combined with harsh terrain to hamper the advance, and demolitions planted by the defenders took a heavy toll.

In the end, the Republicans were rooted out one by one. The final pacification of Hamntrakt took over a week, leaving the Wolf Guards and their commander at the limit of their endurance, weary of the slaughter.

The battle of Satalice ended most organized resistance within the Free Rasalhague Republic, but it was only the beginning of the greater struggle for the Inner Sphere. As the battle wound down to its inevitable conclusion, the Wolf Clan turned its eyes toward the lone blue and green gem shimmering and gleaming at the center of known space—the final goal of the invasion.



CAMPAIGN: CAPTURE A PRINCE



As time passed and the Wolf Guards slowly ground Satalice's fanatic defenders to dust, the hot-headed Prince Ragnar proved a persistent thorn in Natasha Kerensky's side.

At the young prince's insistence, Överste Olsen had given him a company of veteran MechWarriors, with orders to operate as an independent raiding unit, moving behind enemy lines, striking hard and retreating, slowing the Wolves' advance with pinpricks and diversions.

In this endeavor, the Prince and his fellow warriors were entirely successful, forcing Kerensky to detach needed BattleMechs to track him down. Over several weeks, Ragnar's Vargjagare (Wolf Hunter) Company eluded pursuit, inflicting major damage on the Wolves as they drew supplies from hidden storehouses. The end came on 5 January 3052, in a maze of canyons and cliffs, when Phelan Wolf defeated the Prince in single combat.

Captured and reduced to the status of bondsman, Ragnar realized that his cause was lost. Satalice had fallen to the invaders, and the Free Rasalhague Republic was no longer free.

RAGNAR'S VARGJAGARE COMPANY

COMMAND LANCE

Kapten Prince Ragnar Magnusson (*Gunnery 3, Piloting 4*), *Ostsol*
Löjtnant Karl Joelsson (*Gunnery 3, Piloting 4*), *Warhammer*
MechWarrior Annafrid Karstein (*Gunnery 3, Piloting 4*), *Shadow Hawk*
MechWarrior Bjorn Stallsraad (*Gunnery 3, Piloting 4*), *Hunchback*

FIRE LANCE

Löjtnant Gordon McGee (*Gunnery 3, Piloting 4*), *Catapult*
Sergeant Hermann Jonson (*Gunnery 2, Piloting 3*), *Thunderbolt*
MechWarrior Piotr Leninov (*Gunnery 3, Piloting 4*), *Archer*
MechWarrior Sara Kreigstreiber (*Gunnery 3, Piloting 4*), *Dragon*

PURSUIT LANCE

Löjtnant Marla Van Hessen (*Gunnery 3, Piloting 4*), *Panther*
Sergeant Steven Haagstad (*Gunnery 3, Piloting 4*), *Ostscout*
MechWarrior Volmer Ligov (*Gunnery 3, Piloting 4*), *Jenner*
MechWarrior Stella Gorden (*Gunnery 3, Piloting 4*), *Spider*

VICTORY CONDITIONS

Each scenario has its own Victory Point schedule. In addition, the Clan player gets bonus points for capturing or killing Prince Ragnar. The earlier this occurs, the more points the Clan player gets, as listed in the following chart.

Scenario	VP for Capturing Ragnar	VP for Killing Ragnar
1	20	15
2	15	10
3	10	5
4	5	0

The player with the most Victory Points at the end of the four scenarios is the winner.

SPECIAL RULES

As victory may well hinge on the Wolves capturing Prince Ragnar, the FRR player may freely shuffle the Prince around throughout his company. Changes must be made prior to each scenario, and the FRR player must note on a piece of paper which 'Mech the Prince pilots.

Clan Bidding is not used in any of the campaign scenarios.



HUNTER'S STRIKE: Scenario I

A PRINCE'S DUTY

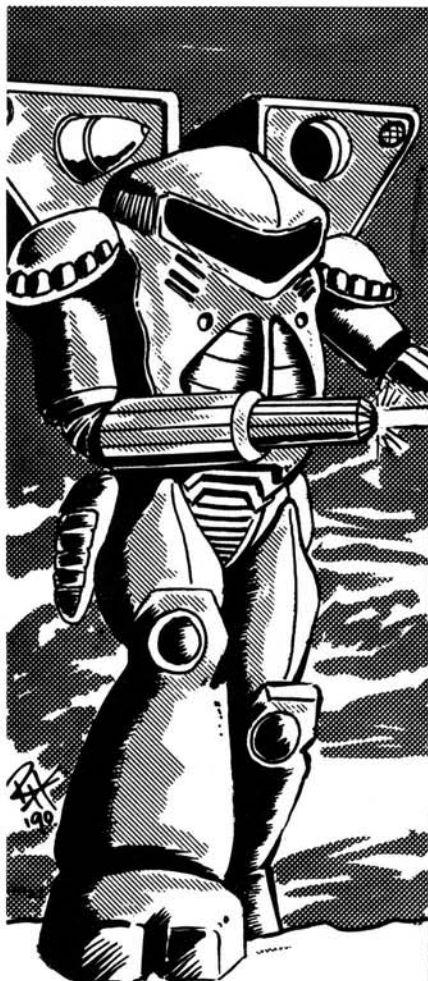
A light dawn mist was rising from the sparse woods near Knivegg, a sharp-edged spine of rock that protected this isolated pocket of green amid the frozen plains. Hot springs kept the air warm, and as Ragnar Magnusson exhaled, he noted idly that his breath did not steam.

He glanced behind him. From the elevated viewpoint of his *Ostso's* open cockpit, he could see the rest of the Vargjagare, spread out along the rim of the depression. Below lay the Clan depot, guarded by a handful of converted BattleMechs. The depot held supplies, material desperately needed by his unit.

"I see no more than a lance on picket duty." He spoke softly into his commlink. "They don't seem to know we're here."

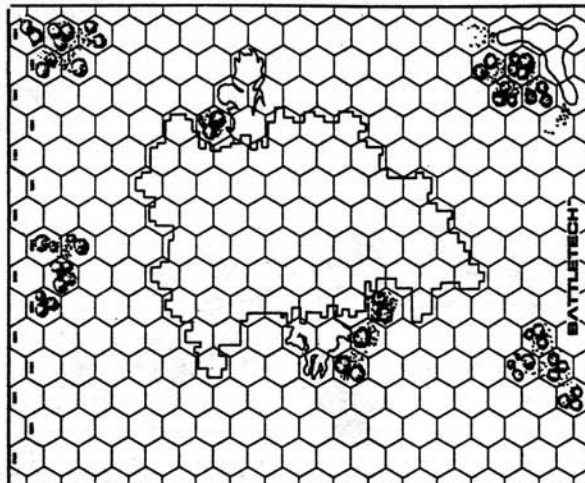
"That'll change soon enough." Löjtnant Joelsson's voice crackled in Ragnar's ear. "Do we move out?"

"Affirmative, Löjtnant," Ragnar replied. "Relay the orders. The wolves are about to meet the wolf hunters."



GAME SET-UP

Set up the **CityTech** map as shown. Place 10 blank counters at random in the city area. These represent the supplies that the Wolf Guards must defend.



DEFENDER

The Defenders are the Delta Elemental Command Star and Delta Elemental One, 13th Wolf Guards.

Delta Elemental Command

Elemental Star Captain Olin Dubczek, 4 Elementals
Point Commander Vom, 4 Elementals
Point Commander Hennima, 4 Elementals
Point Commander Zabordo, 4 Elementals
Point Commander Trellick, 4 Elementals

Delta Elemental One

Elemental Star Commander Mazil, 4 Elementals
Point Commander Golim, 4 Elementals
Point Commander Tomersin, 4 Elementals
Point Commander Inam, 4 Elementals
Point Commander Sonigar, 4 Elementals

Beginning on Turn 2, roll 1D6 at the start of each turn. If the result is equal to or less than the turn number, the following Clan reinforcements arrive, entering at the north edge of the map.

Charlie Battle

Star Commander Dirkon (*Gunnery 1, Piloting 2*), *Man O' War*
MechWarrior Donemar (*Gunnery 2, Piloting 3*), *Vulture*
MechWarrior Yallas (*Gunnery 2, Piloting 3*), *Ryoken (B)*
MechWarrior Val (*Gunnery 4, Piloting 5*), *Koshi*
MechWarrior Truhelo (*Gunnery 4, Piloting 5*), *Fenris*

Delta Elemental Two

Elemental Star Commander Refflin, 4 Elementals
Point Commander Garrik, 4 Elementals
Point Commander Namo, 4 Elementals
Point Commander Polza, 4 Elementals
Point Commander Drahmi, 4 Elementals

ATTACKER

The Attacker is Prince Ragnar's Vargjagare Company. All 'Mechs are in good condition.

Command Lance

Kapten Prince Ragnar Magnusson (*Gunnery 3, Piloting 4*), *Ostsol*
 Löjtnant Karl Joelsson (*Gunnery 3, Piloting 4*), *Warhammer*
 MechWarrior Annafrid Karstein (*Gunnery 3, Piloting 4*), *Shadow Hawk*
 MechWarrior Bjorn Stallsraad (*Gunnery 3, Piloting 4*), *Hunchback*

Fire Lance

Löjtnant Gordon McGee (*Gunnery 3, Piloting 4*), *Catapult*
 Sergeant Hermann Jonson (*Gunnery 2, Piloting 3*), *Thunderbolt*
 MechWarrior Piotr Leninov (*Gunnery 3, Piloting 4*), *Archer*
 MechWarrior Sara Kreigstreiber (*Gunnery 3, Piloting 4*), *Dragon*

Pursuit Lance

Löjtnant Marla Van Hessen (*Gunnery 3, Piloting 4*), *Panther*
 Sergeant Steven Haagstad (*Gunnery 3, Piloting 4*), *Ostscout*
 MechWarrior Volmer Ligov (*Gunnery 3, Piloting 4*), *Jenner*
 MechWarrior Stella Gorden (*Gunnery 3, Piloting 4*), *Spider*

Deployment

Enter the south edge of the map on Turn 1.

VICTORY CONDITIONS

Ragnar's raiders must carry off as many supply counters as possible before they are forced to leave. To pick up a supply counter, a 'Mech must end its Movement Phase in the same hex as the counter, have two functioning hands and make no weapons or physical attacks that turn. While it is carrying a supply counter, a BattleMech may not fire any arm- or front torso-mounted weapons, nor may it punch or use a club. The BattleMech may move normally, and must exit the board with the counter in order to earn Victory Points. ('Mechs that exit may not re-enter the board.)

Supply counters being carried by a BattleMech may be destroyed, as per the applicable rules. Supply counters not being carried may not be destroyed. Destroyed supplies give Victory Points to neither side.

At the end of eight turns, each player receives 1 Victory Point for each supply counter in his possession. The Attacker must have carried the counter off the board to receive credit; the Defender must be carrying the counter or it must be on the ground in the city area. Counters on the ground outside of the city area count for neither side.



Ragnar's Wolf Hunters struck early, raiding an isolated Clan depot for supplies. Garrisoned by elements of Trinary Delta, the depot seemed vulnerable, but Kerensky reacted quickly, diverting reserve Clan BattleMechs to stop Ragnar. Though they moved swiftly, the reinforcements arrived too late to prevent the Vargjagare from carrying off most of the supplies.

The Wolves were shocked. A near-defeated enemy had managed to take major offensive action against them. As to the identity of the Vargjagare and their commander, none could guess that the raiders were led by *the heir to the Rasalhague throne*. Despite their confusion regarding the raiders' identity, the Wolf Guards knew that they could not allow such a unit to operate freely behind their lines, delaying their advance and possibly giving the Republicans a chance to reinforce Satalice. Kerensky gave orders that the raiders be found and destroyed.

WOLF TRAP: Scenario 2

TURNING THE TABLES

"What the hell does that fool think he's doing?" Överste Olsen's fist slammed into the conference table, sending papers flying and making coffee mugs jump across the polished surface. "He's going after an entire Clan Trinary on his own?"

At a loss in the face of his commander's outburst, Major Ivarsson reread Prince Ragnar's communique.

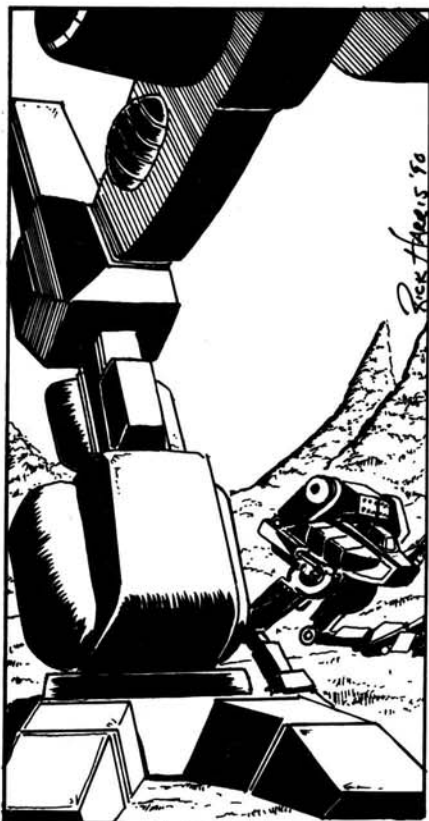
"Am advancing against large Clan force—estimate triple strength—advancing across Hiemgaard drift. Hope to blunt enemy advance and buy time, Överste. Wish us luck. Ragnar."

Olsen sighed, resting his head in his hands. "For weeks we run away from them. They do all the attacking. Now, this young firebrand and a single besatting of 'Mechs think they can turn the tables on the entire Wolf Clan. Madness."

Ivarsson tried to remain optimistic. "That raid of his caused a real stir. Maybe he *will* be able to slow them down."

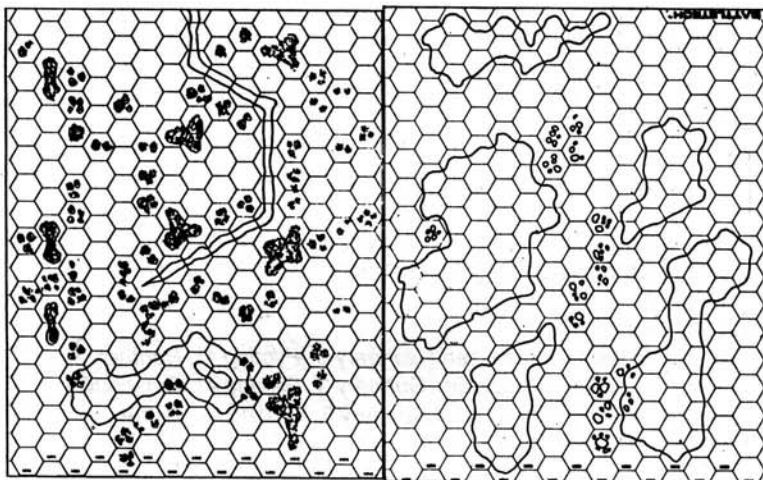
Olsen took the communique from Ivarsson and reread it, as though the words might somehow have changed.

Turn the tables on the Wolves? Olsen thought. By God, if anyone could do it, it was Ragnar.



GAME SET-UP

Set up the **BattleTech** maps as shown.



DEFENDER

The Defender is Trinary Charlie, 13th Wolf Guards. Only Charlie Striker Star begins the game on the board.

Charlie Striker

Star Commander Renner (*Gunnery 1, Piloting 2*), Ryoken (B)
MechWarrior Zans (*Gunnery 2, Piloting 3*), Uller
MechWarrior Birnak (*Gunnery 4, Piloting 5*), Koshi
MechWarrior Tholla (*Gunnery 4, Piloting 5*), Thor (A)
MechWarrior Dessomeier (*Gunnery 4, Piloting 5*), Dasher (A)

Charlie Battle (Enters on Turn 4)

Star Commander Dirkön (*Gunnery 1, Piloting 2*), Man O' War
MechWarrior Donemar (*Gunnery 2, Piloting 3*), Vulture
MechWarrior Yallas (*Gunnery 2, Piloting 3*), Ryoken (B)
MechWarrior Val (*Gunnery 4, Piloting 5*), Koshi
MechWarrior Truhelo (*Gunnery 4, Piloting 5*), Fenris

Charlie Assault (Enters on Turn 6)

Star Captain Nigel Wallace (*Gunnery 1, Piloting 2*), Thor
MechWarrior Volax (*Gunnery 2, Piloting 3*), Mad Cat (B)
MechWarrior Timith (*Gunnery 2, Piloting 3*), Man O' War
MechWarrior Dalis (*Gunnery 4, Piloting 5*), Loki
MechWarrior Regarro (*Gunnery 4, Piloting 5*), Daishi

Deployment

Charlie Striker Star sets up anywhere on the west map. The other two stars enter the east edge at the times noted.

ATTACKER

The Attacker is Prince Ragnar's Vargjagare Company. Their ammunition has been replenished and armor damage repaired since the last scenario, but damaged limbs, critical hits, and so on have not been repaired.

Command Lance

Kapten Prince Ragnar Magnusson (*Gunnery 3, Piloting 4*), *Ostsol*
 Löjtnant Karl Joelsson (*Gunnery 3, Piloting 4*), *Warhammer*
 MechWarrior Annafrid Karstein (*Gunnery 3, Piloting 4*), *Shadow Hawk*
 MechWarrior Bjorn Stallsraad (*Gunnery 3, Piloting 4*), *Hunchback*

Fire Lance

Löjtnant Gordon McGee (*Gunnery 3, Piloting 4*), *Catapult*
 Sergeant Hermann Jonson (*Gunnery 2, Piloting 3*), *Thunderbolt*
 MechWarrior Piotr Leninov (*Gunnery 3, Piloting 4*), *Archer*
 MechWarrior Sara Kreigstreiber (*Gunnery 3, Piloting 4*), *Dragon*

Pursuit Lance

Löjtnant Marla Van Hessen (*Gunnery 3, Piloting 4*), *Panther*
 Sergeant Steven Haagstad (*Gunnery 3, Piloting 4*), *Ostscout*
 MechWarrior Volmer Ligov (*Gunnery 3, Piloting 4*), *Jenner*
 MechWarrior Stella Gorden (*Gunnery 3, Piloting 4*), *Spider*

Deployment

Set up anywhere on the board in hidden positions. A hidden unit's position is revealed if it moves, if it fires, if an enemy unit moves adjacent to it, or if it is detected by a Beagle Active Probe. (See **Limited Intelligence** in the **Expert BattleTech** rules or **Hidden Units** in the **BattleTech Compendium**.)

VICTORY CONDITIONS

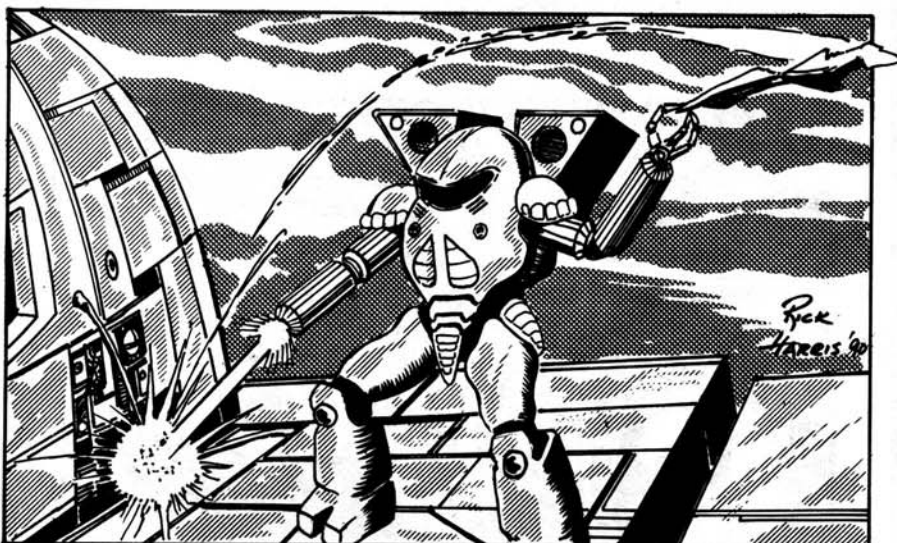
At the end of ten turns, the Attacker receives 2 Victory Points for each enemy BattleMech destroyed. The Defender receives 1 Victory Point for each enemy 'Mech destroyed.

No one among the Wolf Guards felt that the mysterious Vargjagare would be capable of serious offensive operations. The best they could accomplish, it was thought, was to slow the Clan's advance and cause minor damage and frustration.

It came as a great shock, therefore, when, in the early morning hours of December 11, the Hunters descended upon Trinary Charlie in the wasteland known as Hiemgaard Drift.

Spread out and isolated by the rough terrain, Charlie was hard-pressed for several hours. Star Captain Wallace fought well, but in several instances made known his disapproval of Kerensky's tactics in allowing his unit to get spread out. His lead Star held position as the rest of the unit moved up, turning back three major assaults before being relieved. When the other two Stars finally arrived, it was just in time to prevent Striker Charlie from getting wiped out. Uniting quickly, the three Stars counterattacked, driving the Vargjagare from the field.

Though far from an unqualified success, Ragnar's attack served a dual purpose. The Vargjagare had slowed the Wolves down and they had notified Khan Natasha that the Vargjagare were not as insignificant as the Guards had assumed. The Wolves redoubled their efforts to catch the Wolf Hunters and their still-unknown commander.



GRONFALT ESCAPE: Scenario 3

LAST GAMBLE

Överste Olsen's voice was hoarse, and there were circles under his eyes, testimony to the sleepless hours he had spent as the Clan continued their inexorable advance.

"It's good to see you, Highness," he said, with as respectful a tone as he could muster. "Your exploits have been some of the few bright spots in the past few weeks' gloom and doom."

Ragnar was tired, too, but struggled not to show it. Weeks in the wilderness without shelter or sanitary facilities had taken their toll; Olsen did his best to ignore the smell.

"It was pure luck that I managed to slip in here, Överste," the Prince replied. "After hearing about the Gronfalt situation, I thought that a face-to-face meeting might be best."

Olsen nodded. "We have a substantial 'Mech force trapped in the Gronfalt, Highness. There's most of an enemy Trinary hemming them in. I estimate they have less than three days left."

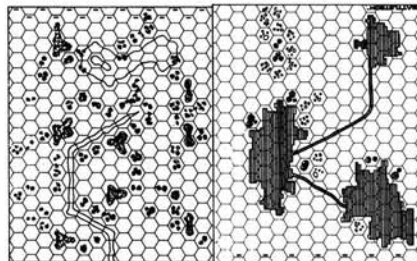
"Unless they're relieved."

Olsen nodded again. "Unless they're relieved. Are you proposing—?"

"You're way ahead of me, Överste." Ragnar grinned. "This may be our last chance to raise some hell behind the Clan lines. I think the odds are good enough to risk a besattning or two, don't you?"

GAME SET-UP

Set up the **BattleTech** maps as shown.



DEFENDER

The Defenders are Bravo Assault and Bravo Striker Stars, 13th Wolf Guards.

Bravo Assault

Star Captain Ranna (*Gunnery 1, Piloting 0*), Masakari
MechWarrior Runik (*Gunnery 1, Piloting 2*), Gladiator
MechWarrior Walister (*Gunnery 2, Piloting 3*), Mad Cat
MechWarrior Gronnigal (*Gunnery 2, Piloting 3*), Loki (A)
MechWarrior Listan (*Gunnery 2, Piloting 3*), Vulture (C)

Baker Striker

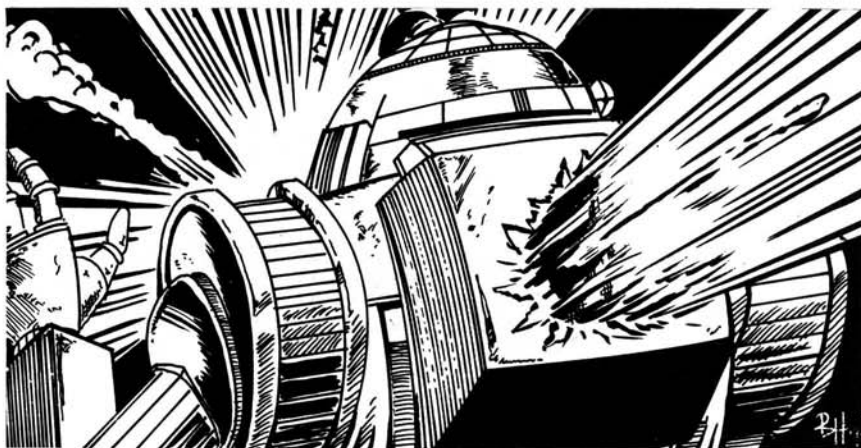
Star Commander Skola (*Gunnery 2, Piloting 3*), Fenris
MechWarrior Beskir (*Gunnery 2, Piloting 3*), Ryoken (B)
MechWarrior Narha (*Gunnery 2, Piloting 3*), Vulture (A)
MechWarrior Felisana (*Gunnery 2, Piloting 3*), Dasher
MechWarrior Droga (*Gunnery 4, Piloting 5*), Koshi

Deployment

Set up anywhere on the northern half of the south map.

ATTACKER

The Attackers are Prince Ragnar's Vargjagare Company and a group of 'Mechs seeking to break out of the Gronfalt to the north. The Vargjagare's ammunition has been replenished and armor damage repaired since the last scenario, but damaged limbs, critical hits, and so on have not. The 'Mechs of the Gronfalt force are damaged as noted.



Ragnar's Vargjagare Company

Command Lance

Kapten Prince Ragnar Magnusson (*Gunnery 3, Piloting 4*), *Ostsol*
 Löjtnant Karl Joelsson (*Gunnery 3, Piloting 4*), *Warhammer*
 MechWarrior Annafrid Karstein (*Gunnery 3, Piloting 4*), *Shadow Hawk*
 MechWarrior Bjorn Stallsraad (*Gunnery 3, Piloting 4*), *Hunchback*

Fire Lance

Löjtnant Gordon McGee (*Gunnery 3, Piloting 4*), *Catapult*
 Sergeant Hermann Jonson (*Gunnery 2, Piloting 3*), *Thunderbolt*
 MechWarrior Piotr Leninov (*Gunnery 3, Piloting 4*), *Archer*
 MechWarrior Sara Kreigstreiber (*Gunnery 3, Piloting 4*), *Dragon*

Pursuit Lance

Löjtnant Marla Van Hessen (*Gunnery 3, Piloting 4*), *Panther*
 Sergeant Steven Haagstad (*Gunnery 3, Piloting 4*), *Ostscout*
 MechWarrior Volmer Ligor (*Gunnery 3, Piloting 4*), *Jenner*
 MechWarrior Stella Gorden (*Gunnery 3, Piloting 4*), *Spider*

Gronfalt Force

Lance One

Löjtnant Nils Larsson (*Piloting 3, Gunnery 4*), *Phoenix Hawk* (20 points damage distributed in 5-point clusters by the Defender; LA destroyed)

Trygve Tjorkilsson (*Piloting 3, Gunnery 4*), *Shadow Hawk* (5 rounds AC/5 ammo remaining; 24 rounds SRM-2 ammo remaining)

John Harolda (*Piloting 4, Gunnery 5*), *Rifleman* (RA destroyed; 10 points damage to each leg)

Vance Kyle (*Gunnery 5, Piloting 6*), *Ostsol* (5 points damage to head; 14 points damage to CT; both arms destroyed; 5 points damage to each leg)

Lance Two

Sergeant Milo Scarri (*Piloting 3, Gunnery 4*), *JagerMech* (10 rounds AC/5 ammo remaining; 20 rounds AC/2 ammo remaining)

Tashi Mueller (*Piloting 4, Gunnery 5*), *Dragon* (12 rounds LRM-10 ammo remaining; 20 rounds AC/5 ammo remaining; 15 points damage to CT; 5 points damage to each arm; 8 points damage to each leg)

Olof Stephens (*Piloting 4, Gunnery 5*), *Crusader* (8 rounds LRM-15 ammo remaining; 8 rounds SRM-6 ammo remaining)

Wilhelmina Innes (*Piloting 4, Gunnery 5*), *Catapult* (8 rounds LRM-15 ammo remaining; 10 points damage to RA; 6 points damage to LA)

Deployment

Gronfalt force enters from the north edge of the map on Turn 1. Vargjagare enters the south edge of the map on Turn 1.

VICTORY CONDITIONS

At the end of eight turns, the Attacker receives 2 Victory Points for each 'Mech from the Gronfalt force exited off the south edge of the board and 2 Victory Points for each enemy BattleMech destroyed. The Clan player receives 1 Victory Point for each FRR 'Mech destroyed.

December dragged by, cold and gray, its days punctuated by freezing winds and swirling snow. Christmas came and went without notice. By late in the month, even the most ardent of Satalice's defenders knew that the battle was lost. Prince Ragnar, possibly the most fanatic among the FRR troops, met secretly with Överste Olsen on the night of December 26. A mixed bag of BattleMechs was besieged in the wooded Gronfalt region, and Ragnar argued that if he were to break them out, they could descend on the Wolves' rear areas, disrupting their advance and buying time for the surviving defenders. By prolonging the battle, he said, they would preserve the distant possibility that reinforcements from the FRR or Federated Commonwealth might arrive in time to save the planet.

Both Ragnar and Olsen knew it was a forlorn and highly unlikely outcome, but it was their last hope. On December 28, Ragnar's Wolf Hunters and the Gronfalt forces launched a coordinated attack, seeking to link up with the besieged 'Mechs so they could escape. Lying between the Hunters and the trapped 'Mechs were elements of Trinary Bravo, commanded by Ranna, granddaughter of the legendary warrior, Natasha Kerensky herself.



AT BAY: Scenario 4

THE WIDOW CONSIDERS

Khan Natasha Kerensky sat in a posture of relaxed vigilance, gazing intently at the tactical display before her. In a stark, glowing wire framework array, it projected a three-dimensional image of the battlefield to the north, with tiny silhouettes of the BattleMechs and Elemental infantry fighting there. It was a complex device, far beyond anything available to the Inner Sphere.

"It is almost unfair," she muttered.

"What was that, my Khan?" asked Star Commander Pelano. He stood nearby, also contemplating the unfolding battle.

"Nothing important, Star Commander," Kerensky replied. "You know that I spent decades among these people."

"You did, Khan Kerensky. The Wolf Clan is all the richer for the information that you brought back."

"Yes. I brought back much valuable information. Our military is superior, our genetics are superior, our tactics are superior. The Inner Sphere should have no chance. Or so the Crusaders would have us believe." Kerensky's voice dropped an octave as she watched a lance of enemy 'Mechs slowly vanish beneath a Clan barrage.

"But did you ever wonder, Star Commander, if we are so superior and the outcome of this gods-cursed invasion is certain, why do they continue fighting?"

On the display below, a Rasalhague 'Mech flashed briefly, then vanished. Another down.

Phelan Wolf's voice sounded, crystal-clear, over the command circuit. "Dire Gamma, please relay to Black Widow Alpha that we have downed our bogey. Request new assignment."

Natasha picked up her commlink. "I heard that, Dire Gamma. Send him my congratulations. Inform the MechWarrior that he is to regroup with his Star and return to the den. The ilKhan arrives in two days, and we must be ready for inspection. He is bringing the Primus of ComStar with him, so I want us to look our best."

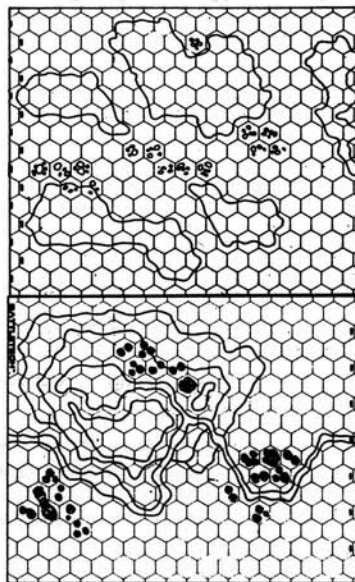
"Aff, Widow Alpha. I will inform him."

She switched off and looked back at the display. No enemy 'Mechs remained active. They had fought to the last.

"Kill the display, Star Commander," she said. With those words, the miniature battlefield vanished into darkness.

GAME SET-UP

Lay out the **BattleTech** boards as shown. Weather conditions are *High Winds*. (See **Weather** rules in **Assault on Satalice**.)



DEFENDER

Ragnar's Vargjagare Company is the Defender. 'Mechs are in the same condition as they were at the end of the last scenario. No repairs or ammo replenishment may be made.

Ragnar's Vargjagare Company

Command Lance

Kapten Prince Ragnar Magnusson (*Gunnery 3, Piloting 4*), *Ostsol*
Löjtnant Karl Joelsson (*Gunnery 3, Piloting 4*), *Warhammer*
MechWarrior Annafrid Karstein (*Gunnery 3, Piloting 4*), *Shadow Hawk*
MechWarrior Bjorn Stallsraad (*Gunnery 3, Piloting 4*), *Hunchback*

Fire Lance

Löjtnant Gordon McGee (*Gunnery 3, Piloting 4*), *Catapult*
Sergeant Hermann Jonson (*Gunnery 2, Piloting 3*), *Thunderbolt*
MechWarrior Piotr Leninov (*Gunnery 3, Piloting 4*), *Archer*
MechWarrior Sara Kreigstreiber (*Gunnery 3, Piloting 4*), *Dragon*

Pursuit Lance

Löjtnant Marla Van Hessen (*Gunnery 3, Piloting 4*), *Panther*
Sergeant Steven Haagstad (*Gunnery 3, Piloting 4*), *Ostscout*
MechWarrior Volmer Ligov (*Gunnery 3, Piloting 4*), *Jenner*
MechWarrior Stella Gorden (*Gunnery 3, Piloting 4*), *Spider*

Deployment

The Defender sets up anywhere on the board.

ATTACKER

The Attackers are the Alpha Assault and Striker Stars, 13th Wolf Guards.

Alpha Assault

Star Captain Samis (*Gunnery 1, Piloting 2*), *Man O' War*
 MechWarrior Calthron (*Gunnery 1, Piloting 2*), *Masakari*
 MechWarrior Donley (*Gunnery 2, Piloting 3*), *Mad Cat*
 MechWarrior Ralmer (*Gunnery 2, Piloting 3*), *Thor (A)*
 MechWarrior Ala (*Gunnery 2, Piloting 3*), *Vulture (C)*

Alpha Striker

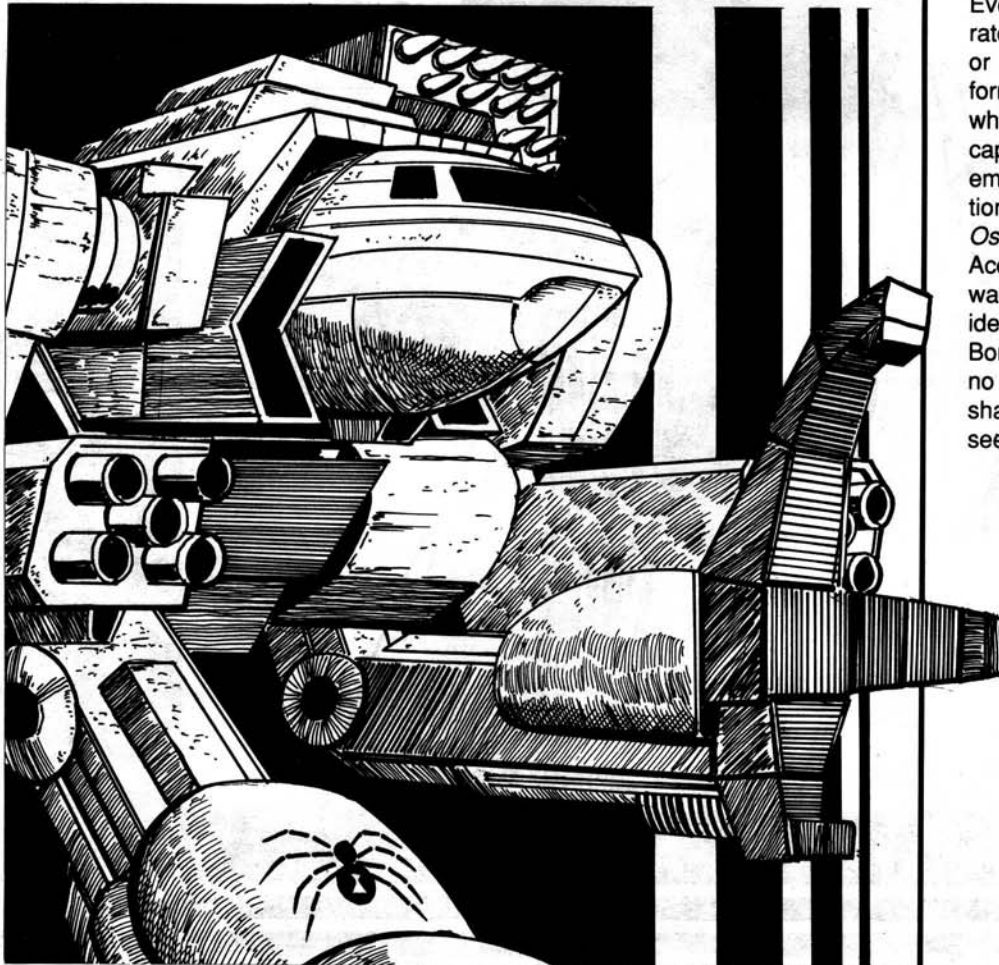
Star Commander Phelan Wolf (*Gunnery 1, Piloting 1*), *Wolfhound**
 MechWarrior Emo (*Gunnery 1, Piloting 2*), *Vulture (A)*
 MechWarrior Askalon (*Gunnery 2, Piloting 3*), *Koshi*
 MechWarrior Mortim (*Gunnery 2, Piloting 3*), *Puma (A)*
 MechWarrior Canadro (*Gunnery 4, Piloting 5*), *Feris*

Deployment

The Attacker enters from the south edge of the map on Turn 1.

VICTORY CONDITIONS

At the end of eight turns, the Defender receives 3 Victory Points for each attacking BattleMech destroyed. The Clan player receives 1 Victory Point for each defending 'Mech destroyed.



By 5 January 3052, it was all over. Hamntrakt was pacified, save for a few pockets of last-ditch resistance. Elsewhere, the Rasalhague Republic was in full retreat. One final task remained: capture of the elusive Vargjagare and their mysterious commander. Kerensky dispatched Trinary Alpha to finish the matter once and for all.

In the broken ground north of Hamntrakt, the Wolf Hunters were finally tracked down. The confrontation was fierce, for Ragnar and his lancemates knew that the war was lost and were determined to go down fighting.

Despite damage and short ammo, the Vargjagare proved elusive, managing to keep the Wolves at bay with decoys and hit-and-run attacks. A few members of the Company were caught and dragged down, but overall the balance remained. The magnetic formations in the local soil frustrated remote sensor surveillance, forcing the Wolves to use tedious visual-search techniques.

It was, however, a hopeless struggle. Eventually the Vargjagare were separated by the broken ground, and captured or destroyed piecemeal. Phelan Wolf, formerly Phelan Kell, was the Clan warrior who finally brought the mysterious raider-captain to ground. Kell defeated the enemy warrior in a one-on-one confrontation, despite the fact that his opponent's *Ostsol* outweighed his own *Wolfhound*. Accepting the enemy's surrender, Phelan was shocked to learn his captive's true identity. Reduced to the status of a Clan Bondsman, Prince Ragnar Magnusson no longer represented the last hope of the shattered FRR, but rather the Republic's seemingly irreversible collapse.

PERSONALITIES





NATASHA KERENSKY 54

Age: 78 (born 2973)
Rank: Star Colonel
Affiliation: Wolf Clan, 13th Wolf Guards Cluster (Wolf Spiders)
Home Planet: Strana Mechty
BattleMech Type: *Daishi*

MechWarrior Status Report:

Natasha was delivered into a sibko on Strana Mechty in 2973, along with 22 other sisters and brothers. She and her siblings were the first children born of that particular union, a mixture of the Kerensky line and various lines from Clan Widowmaker. The Wolf Clan had high hopes for this sibko. In Natasha, these hopes came to spectacular fruition.

By the time the sibko tested into line units in 2991, Natasha had already proven herself a superior warrior. She tested out handily, overcoming two warriors who were five years her senior and, according to Codex projections, should have been able to defeat her. What the Codex predictions were based on, however, was a slight drawback in reflexes that Natasha's ferocity and tactical skill more than compensated. The other pilots shot faster, but her shots were better grouped and her use of terrain in the test area bought her the edge she needed.

She was immediately given command of a Star in the Wolf Guards. As a Star Commander, she welded her fellow warriors into a team that could react without thinking. Included in this team was her sister Katya and a Freeborn warrior named Jaime Wolf. Within two years, Natasha had progressed to command a Trinary, with Jaime and Katya in command of their own Stars and Jaime's younger brother Joshua taking up a position in Katya's Star.

In 2995, just after Natasha obtained the rank of Star Captain, she stunned Clan and House Kerensky officials by entering the contest for a Kerensky blood name. Though her testing and battlefield experience impressed House officials, her reputation was not considered sufficient to merit award of one of the 31 seeded positions in the Bloodname contest. Then, just before the battles for unseeded slots began, her maternal uncle resigned from his seeded position in the contest, and her blood grandmother convinced others to give her his slot in the contest.

Bloodnames are a title that can only be earned by individuals whose bloodlines trace back to those who fought with Nicholas Kerensky to end the divisions among those who had left Terra with Aleksandr Kerensky, leading to the creation of the Clans. Each Bloodname has thousands of offspring eligible for a position, but only 25 individuals within each House are given the honor of appending the House name to their own. Earning that right often leads to the death of other contestants, giving Bloodname yet another meaning.



Warrior Data:

BOD - 10
 DEX - 12
 LRN - 11
 CHA - 12
 PIB - 11
 HTK - 100
 Total XP: 200,000
 XP Available: 15,000

Known Skills:

	Skill Level	Attribute Target	Modified Skill Roll Target
Athletics			
Acrobatics	5*	7	2
Climbing	5	7	2
Running	5	7	2
Bow/Blade	5	6	1
Brawling	5	7	2
Gunnery/Mech	6	6	0
Leadership	6	6	0
Medical/First Aid	3	7	4
Piloting/Mech	8	8	0
Pistol	5	6	1
Rifle	5	6	1
Survival	4	7	3
Tactics	6	6	0

The importance of a Bloodname within the Clans cannot be underestimated. The winner of a Bloodname becomes a member of the Clan Council and is eligible for election to the position of Clan Khan. More important, however, it virtually guarantees that the winner's genetic material will be included in the breeding programs administered by the Scientist Caste. Winning a Bloodname ensures immortality for the winner, in more ways than one.

Natasha ripped through the contest as though she were invincible, except for her left arm broken in the semifinal bout. She allowed the medics to set the bone and wrap it in a bandage, but refused to let them cast it. "I cannot afford to have it stiffen before the finals."

Though in pain from the break, she bested her final foe handily. He kept coming at her left side, thinking the weapons there would not track as well. By the time he realized his error, Natasha had severely damaged his BattleMech. Finally understanding that he'd been tricked, he tried to rush Natasha and get inside the range of her PPCs. Natasha, backing slowly, pounded his BattleMech, killing the pilot and winning the contest.

Only when Jaime Wolf met her in the 'Mech hangar to help her out of her BattleMech did anyone have an inkling of how she had won. Sitting in her lap was a tangle of wires where she had crosswired the controls from the left side to the right and vice versa.

Over the next ten years, Natasha Kerensky's career soared. She administered severe drubbings to the Smoke Jaguars (2997), Diamond Sharks (2998 and 3001) and the Jade Falcons (3002). Though she had her own Cluster to command in 3003, her career began to stall. This was due to her total lack of patience with politics. As a Bloodnamed individual, she was one of the 25 members of the Wolf Clan Council. Her disdain for artificial posturing during debates made her a thorn in the side of many a prospective Khan. She steadfastly refused to be considered for Khan, which some thought would help the Clan's fortunes in the Grand Council. As a result, a few plum assignments passed her by.

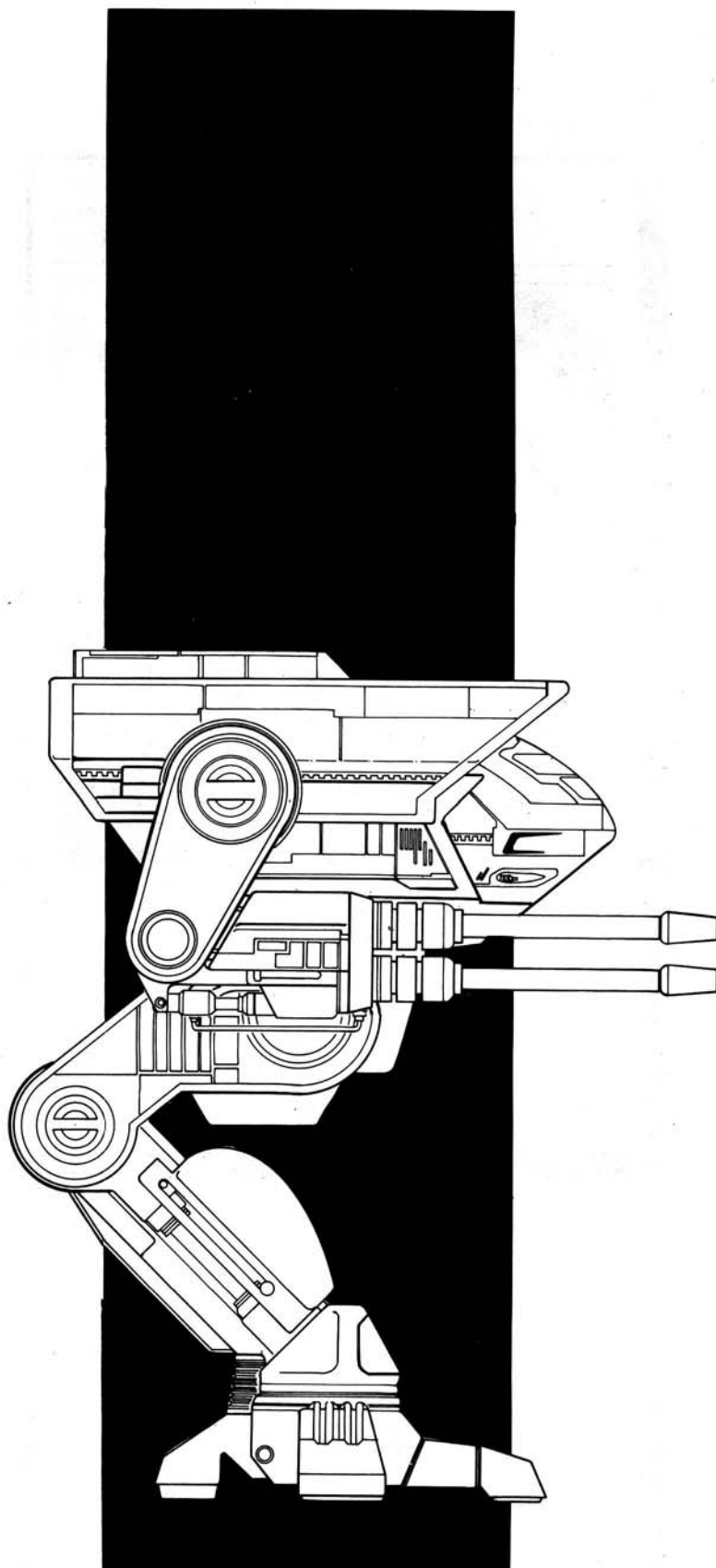
Worse yet, her battle prowess led other Clans to stiffen their bidding until Natasha's Cluster was removed from a contest. Natasha became an effective bargaining tool, but only if she was removed from the battle. The other Clans often underbid and, therefore, lost battles, but two years of cooling her heels did nothing for the Black Widow's patience.

In 3004, a scouting mission back to the Successor States was proposed, and the Wolf Clan was given the nod to mount it. The Clan created a unit, the Wolf Dragoons, and manned it with all the warriors House officials considered dispensable. They put the operation under the command of Jaime Wolf and told him that if he succeeded in his mission, the name Wolf would be elevated to the level of a Bloodname within the Wolf Clan.

Bored by her inactivity, and attracted by the lure of adventure, Natasha successfully organized an effort within the Clan Council that got her appointed Clan Council Liaison to the expedition. Clan leaders were happy to be rid of her, though the Khan who had initiated the plan was pleased Natasha was joining the unit.

In 3005, the Wolf Dragoons appeared in the Federated Suns, and the rest is history.

Since her return to the Clans, Natasha was forced to test out again to retain her rank as a MechWarrior and a commander. Under the new ilKhan, the 13th Wolf Guards was formed. Its stunning victory on Satalice more than proved its worth. Once again, the Black Widow is a force to be feared within the Clans.



Age: 66 (born 2985)

Rank: Major

Affiliation: Wolf's Dragoons, Spider's Web (Formerly the Black Widows)

Home Planet: Strana Mechty

Mech Type: *Firefly*

MechWarrior Status Report:

Clavell is probably the best known Dragoon outside of Colonel Wolf and Natasha Kerensky. He arrived as a lowly MechWarrior with the first Dragoon convoy in 3005, and rapidly rose through the ranks, finally transferring to Kerensky's Black Widows after killing a fellow officer in a duel. At least this was the official explanation. The actual reason was somewhat deeper. Johnny Clavell, formerly freeborn MechWarrior Jovell, had taken a liking to the Inner Sphere and its ways, and was beginning to turn his back on his Wolf Clan heritage. Service in the Widows was intended to curb improper attitudes and inclinations.

The punishment duty in Kerensky's unit was only partially successful. Clavell's discipline remained lax (witness his infrequent promotions and far more frequent demerits over this period). His anti-Clan sentiment, far from vanishing, began to infect other members of the Dragoons.

Promoted to Captain in Kerensky's Battalion, Clavell continued his reckless behavior, treating his *Firefly* as if it were his old *Rifleman*. After Kerensky's departure, Clavell was made a Major, and despite his great respect for his old commander, remains one of the most outspoken of the anti-Clan faction within the Dragoons.



Warrior Data:

BOD - 10

DEX - 10

LRN - 11

CHA - 9

PIB - 10

HTK - 100

Total XP: 150,000

XP Available: 18,000

Known Skills:

	Skill Level	Attribute Target	Modified Skill Roll Target
Brawling	5	7	2
Gunnery/Mech	6	7	1
Leadership	7	8	1
Mechanical	4	7	3
Piloting/Mech	6	7	1
Pistol	3	7	4
Rogue			
Bribery	5	7	2
Forgery	5	7	2
Listen/Eav.	5	7	2
Stealth	5	7	2
Streetwise	6	8	2
Tactics	6	7	1

Age: 45 (born 3006)

Rank: Colonel

Affiliation: Wolf's Dragoons, Spider's Web (Formerly the Black Widows)

Home Planet: Outreach

Mech Type: Enforcer



MechWarrior Status Report:

Being Jaime Wolf's son is not easy. Not only does MacKenzie have to prove that he is more than competent, but he has to worry about people who might try to harm his father through him. While his children were growing up, Jaime Wolf had them listed as orphans of an imaginary mercenary Curtis Winningham. MacKenzie was known as Darnell, while his younger sisters Lynn and Brigit were Callie and Sarah Winningham. Their true identities were known only to a handful of Dragoons.

In 3015, when the Dragoons were involved in the Marik civil war, MacKenzie made a journey to the Federated Suns for a year's worth of speech therapy to treat a speech impediment. This journey saved the boy's life. During the time of his absence, Anton Marik slaughtered Joshua Wolf and many Dragoon dependents, including Lynn and Brigit Wolf and Jaime's wife Ellen.

By 3016, his stutter gone forever, Mac rejoined the Dragoons and resumed training as a MechWarrior. In 3026, at age 20, he became a MechWarrior with Beta Regiment. In the fighting on Misery, he was the only member of his lance to survive. On Crossing, he broke his left arm, though he quickly recovered.

Natasha Kerensky, fully cognizant of his true identity, selected him for the Black Widow Battalion because she knew Jaime would never give his son the seasoning he needed to eventually assume command of the Dragoons. Though she knew Wolf loved and was proud of his son, she also knew he would hold Mac to a standard higher than any other Dragoon had to match. Through her reports and her direct recommendation when she left to rejoin the Clans, MacKenzie Wolf's true identity was revealed and he was designated heir-apparent to the Dragoon leadership.

MacKenzie is known for being a cunning warrior who can distinguish when finesse will beat hard blows and vice versa. He never shies from combat, but does not waste himself or his troops in foolish or vainglorious attacks. When he is given an objective, he studies it, then cracks it open like an egg. When a situation changes, he is good at thinking on his feet.

When Natasha left for the Clans, MacKenzie was promoted to command of the Black Widows. He immediately changed its name to acknowledge that without Natasha the unit would never be the same. On the other hand, he adopted a similar name to remind others of what they had been: the Spider's Web. The new unit insignia is a black widow spider nestled in a labyrinthine web. Their motto is: "Tangle with us and there's no way out."

Mac is on excellent terms with Morgan Hasek-Davion (The Davion Marshal of the Armies) and Morgan Kell. Mac helped train Patrick Kell's son, Christian, when Chris arrived on Outreach in 3042. Mac paid Chris a high compliment when he gave him a place in his Company, which Chris occupied from 3044-45.

Warrior Data:

BOD - 10

DEX - 12

LRN - 11

CHA - 11

PIB - 10

HTK - 100

Total XP: 97,000

XP Available: 7,500

Known Skills:

	Skill Level	Attribute Target	Modified Skill Roll Target
Brawling	4	7	3
Diplomacy	4	7	3
Gunnery/"Mech	5	6	1
Leadership	5	7	2
Medical/First Aid	4	7	3
Piloting/"Mech	6	7	1
Pistol	3	6	3
Rifle	3	6	3
Tactics	5	7	2

PHELAN WARD KELL WOLF

Age: 20 (born 3031)

Rank: Star Commander

Affiliation: Wolf Clan, 13th Wolf Guards (The Wolf Spiders)

Home Planet: Arc-Royal, Federated Commonwealth

'Mech Type: *Wolfhound*



MechWarrior Status Report

Phelan Ward Kell was born to Morgan Kell and Salome Ward Kell in 3031. Like his father, Phelan's attitude toward authority was somewhat skeptical, except within his family. This did not cause much trouble, because Phelan spent most of his youth in only three places: on assignment with the Kell Hounds, with the Kell family on Arc-Royal, or on Outreach. The strong social structures in those places did not allow him to give free reign to his lack of respect for authority.

In 3038, the Kell Hounds were stationed on Kujari in the Free Worlds League. A Maskirovka assassin, sent by Romano Liao to slay Daniel Allard and his family, entered the home of Colonel Kell by mistake. Phelan's dog, a half-wild mutt named Grinner, killed the assassin, but died in the effort. Phelan did not outwardly display any emotion over the loss of his pet, but carried the hurt deep within. When he was later assigned to a *Wolfhound* upon joining the Kell Hounds, he named the 'Mech "Grinner" in honor of that faithful animal.

This foiled assassination prompted Morgan Kell to leave his children on Outreach or Arc-Royal whenever the Kell Hounds were assigned to operations that would generate hostility on Romano Liao's part. For Phelan, the time spent on Outreach was akin to a martial summer camp. Though he was not formally introduced to the training program for the children of Wolf's Dragoons, he was tutored in military as well as academic disciplines. He did passably well in academic subjects, and excelled in martial exercises—a fact that pleased Jaime Wolf and Morgan Kell. During these stays, Phelan met and was "spoiled" by Natasha Kerensky.

When living on the Kell Hound home base of Arc-Royal, Phelan continued warrior training with a vengeance. He also was tutored in lostech by Clovis Holstein. Because of his rough apprenticeship with that electronics wizard, Phelan was able to perform repairs and modifications to 'Mechs and other equipment that baffled many people. Very quickly, the Kell Hounds learned not to bet Phelan that he couldn't repair or improve a damaged system.

During the stay on Arc-Royal, Phelan also became friends with Donna Jean Connor. She was the daughter of a Kell Hounds officer and two years his senior. DJ and Phelan were never lovers, though their friendship astounded and annoyed some of the others they dated. In 3044, DJ entered the Nagelring Military Academy on Tharkad, followed two years later by Phelan.

Warrior Data:

BOD - 10

DEX - 10

LRN - 9

CHA - 8

PIB - 8

HTK - 100

Total XP: 115,000

XP Available: 10,000

Known Skills:

	Skill Level	Attribute Target	Modified Skill Roll Target
Athletics			
Acrobatics	5	7	2
Running	5	7	2
Swimming	5	7	2
Brawling	5	7	2
Gunnery/'Mech	6	7	1
Leadership	5	8	3
Mechanical	6	8	2
Medical/First Aid	2	8	6
Piloting/'Mech	7	8	1
Pistol	3	7	4
Tactics	5	8	3
Technician	2	8	6

Life at the Nagelring was not easy for Phelan, but DJ kept him working hard and in line during his first two years. She was a better student than he, and just as good a MechWarrior, so she was able to help him with his studies and compete with him in 'Mech exercises. If not for her presence, Phelan would surely have bolted from the Academy, because he believed his upbringing had already taught him everything he needed to know about being a MechWarrior.

DJ graduated in 3048 and was immediately assigned to a unit on the Marik border. In her first operation, a staid and conservative Hauptmann walked her Scout Lance down an open valley to look for signs of Marik raiders. He positioned a Fire Lance on a hilltop, but a single strafing run by Marik aerospace fighters chased them off. The fighters then swung back around and destroyed the Scout Lance. Barely two months after graduation, Donna Jean Connor lay dead.

When Phelan heard the news, he became even more reckless. If not for his solid scores in 'Mech exercises (and his connections to the Archon), he would have been bounced for academic non-performance. His instructors, whom he berated for forcing students to learn outmoded ways of strategic and tactical thinking, hoped he would settle down.

In the dead of winter late that same year, a severe blizzard hit Tharkad. Nagelring cadets were called out to patrol the streets in their 'Mechs to prevent looting and to restore order as people protested power outages and other resource shortages. During the crisis, the news services broadcast numerous stories of tragedies, including one about a student group that had been lost in the Siegfried Glacier Reserve north of Tharkad. Their hoverbus had been swept off the road in an avalanche.

Phelan requested permission to mount a rescue operation. When officials at the school refused his request, he commandeered a BattleMech and headed off on his own. Through hasty modifications in the 'Mech's external microphones, he was able to eliminate all sounds except those made by human beings and the bus's Hochbaum engine. Starting from where the school group had last been sighted, Phelan managed to find them quickly.

He dug down to their position and discovered that the avalanche had smashed the bus into a large rock outcropping, nearly splitting the vehicle in two. Phelan vented heat from his 'Mech's engine to warm the survivors and passed out the supplies he had brought with him. A number of people needed immediate medical treatment, so Phelan radioed for medevac aircraft. However, another storm front hit, grounding the craft before it could reach his position.

Though no one doubted that his action had saved over half the group, the most severely injured individuals died before medical help could reach them. The Nagelring's Honor Board concluded that Phelan should have had a corpsman or a doctor with him when he made his rescue attempt. No one could explain how he could have gotten a doctor without revealing the mission and seeing it cancelled, but the Board recommended his dismissal.

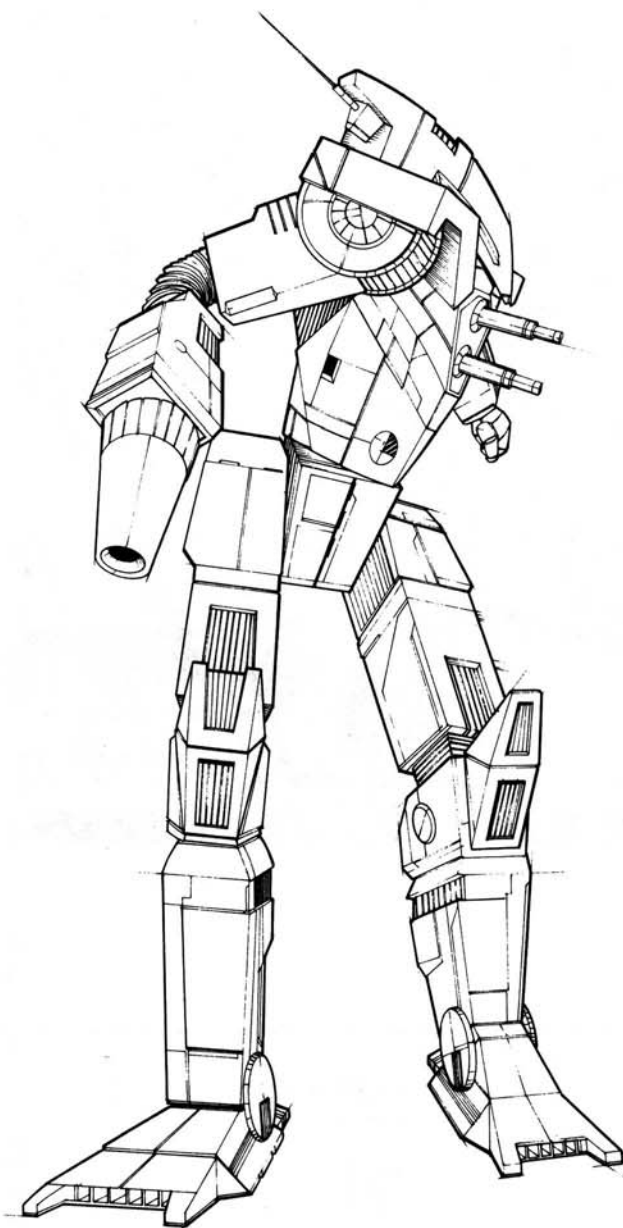
Phelan returned to Arc-Royal and was assigned as a MechWarrior to a lance in the First Regiment. In 3049, his Battalion was sent to the Free Rasalhague Republic to fight pirates. After a lengthy stay on Gunzburg (during which the Kell Hounds were treated like undesirables), the unit proceeded toward the Periphery. In August, Phelan's lance ran into the lead elements of a Clan scouting party. Phelan was blown out of his 'Mech and captured.

Phelan's knowledge of things military made him a valuable asset to the Wolf Clan Khan, Ulric Kerensky. As a result of Phelan's actions, his status as bondsman was upgraded sharply when the Wolves adopted him into the Warrior Caste. Through subsequent training, much of it at the hands of Natasha Kerensky, Phelan joined

the Thirteenth Wolf Guards.

Phelan's first action for the Clans came with the conquest of Gunzburg. The first time he faced fire as a Clansman, aside from testing, came soon after, on Satalice. In that battle, he defeated an *Ostsol* and captured an important member of the Free Rasalhague government.

One additional note concerning Phelan Kell is important. His mother, Salome Ward, was from a family with ties to a Star League army member that left the Inner Sphere with Aleksandr Kerensky. Because of this (as determined by mitochondrial DNA typing), it was determined Phelan was eligible to be considered for a Bloodname in House Ward. Whether or not he will ever obtain a Bloodname remains to be seen.



Age: 23 (born 3028)
Rank: Star Captain
Affiliation: Wolf Clan, 13th Wolf Guards (The Wolf Spiders)
Home Planet: Stanici
'Mech Type: Masakari



MechWarrior Status Report:

Ranna is a cousin, one generation removed, of Ulric Kerensky, and the granddaughter of Natasha Kerensky. She shares the characteristic Kerensky beauty, but has flaxen rather than red hair. Both her mother and father are dead, but with the Clan system of child-rearing, this loss is not nearly as devastating as it might be in an Inner Sphere culture. Her mother never attained a Bloodname and her father was slain in his attempt to win one.

Ranna was raised in a sibko that started with an even 100 children. Through the next 20 years, testing and exercises winnowed that number down to 30, which is a better success rate than most sibkos attain. On her 20th birthday, she underwent testing and scored high enough to be awarded a Star command within the Wolf Clan's invasion force. Her unit was bargained away in a couple of crucial engagements, but fought with distinction in the Clan invasion of Rasalhague.

When the Thirteenth Wolf Guards unit was formed, Natasha asked Ranna to join. Ranna accepted, taking command of the Second Trinary. During the assault on Satalice, the Second Trinary succeeded in preventing the link-up of two Rasalhague companies that would have enabled loyalist units to break out and operate as guerrilla forces, prolonging the conflict.

During Phelan's time as a bondsman, he and Ranna became romantically involved. Though their duties do not give either one much free time, they try to spend most of it together. Ranna finds this relationship both fulfilling and terrifying. She likes the emotional bond with Phelan, but such strong emotions are somewhat alien to the Clans, which makes them frightening.

Warrior Data:

BOD - 9
 DEX - 11
 LRN - 11
 CHA - 10
 PIB - 9
 HTK - 90
 Total XP: 75,000
 XP Available: 3,000

Known Skills:

	Skill Level	Attribute Target	Modified Skill Roll Target
Athletics			
Acrobatics	6	7	1
Climbing	6	7	1
Running	6	7	1
Bow/Blade	4	7	3
Brawling	4	8	4
Gunnery/'Mech	6	7	1
Leadership	5	7	2
Piloting/'Mech	7	7	0
Pistol	4	7	3
Rifle	4	7	3
Tactics	5	7	2

NATASHA KERENSKY'S DASHI

Colonel Kerensky favors a *Dashi* configuration that she has designated *Widowmaker*. Mounting an extremely potent array of weapons, and the heat sinks to use them, the *Widowmaker* variant of the *Dashi* lives up to its name.

Equipment	Mass
Internal Structure:10	
Engine: 300 XL	9.5
Walking MP: 3	
Running MP: 5	
Jumping MP: 0	
Heat Sinks: 15 [30]	5
Gyro:	3
Cockpit:	3
Armor Factor: 304	19

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	47
Center Torso (rear)		14
R/L Torso	21	32
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	41

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head		1
Center Torso		2
Right Torso	2 Engine	
	Double Heat Sink	8
Left Torso	2 Engine	
	Double Heat Sink	8
Right Arm*		8 (10)
Left Arm*		8 (10)
Right Leg		2
Left Leg	Double Heat Sink	0

Widowmaker Weapons Configuration

Weapons and Ammo	Location	Critical	Tonnage
ER Medium Laser	CT	1	1
ER Medium Laser	CT	1	1
ER Small Laser	H	1	5
Large Pulse Laser	LA	2	6
ER PPC	LA	2	6
Double Heat Sink (3)	LA	6	3
Double Heat Sink (4)	LT	8	4
Large Pulse Laser	RA	2	6
ER PPC	RA	2	6
Ammo (AC) 10	RA	2	2
CASE	RA	0	0
Double Heat Sink (2)	RA	4	2
Double Heat Sink (1)	RL	2	1
Ultra- 20 AC	RT	8	12

*The *Widowmaker's* arms are missing both the Hand and Lower Arm Actuators

PHELAN WOLF'S WOLFHOUND

Phelan Wolf uses a *Wolfhound*, unique to the Clans but familiar to those who have followed Wolf's Dragoons. This 'Mech has but one version, and is modified with Clan weaponry as follows:

Tonnage	Mass
Internal Structure	3.5
Engine	4.5
Gyro	3
Cockpit	3

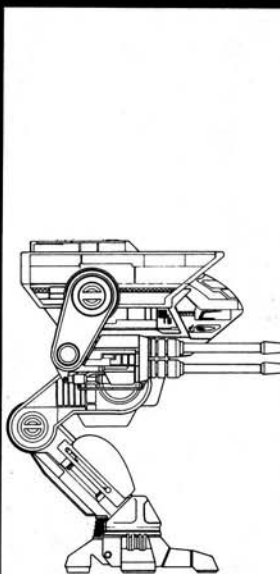
Walking MP	6
Running MP	9
Jumping MP	0
Heat Sinks	10 (20)
Armor Value	115 (Ferro-fibrous)

	Internal Structure	Armor Value
Head	3	9
Center Torso	11	16/6
L/R Torso	8	11/5
L/R Arm	6	12
L/R Leg	8	14

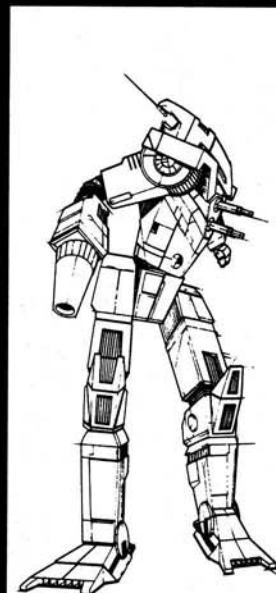
Weapons And Ammo

	Location	Critical	Mass
Large Pulse Laser	RA	2	6
Medium Pulse Laser	CT	1	2
Medium Pulse Laser	RT	1	2
Medium Pulse Laser	LT	1	2
Medium Pulse Laser	CT (R)	1	2
ECM Suite	H	1	1

DASHI



WOLFHOUND





THE GANZ
GRACE
YEA TOM

CRABSTER
J.L.
CHRIS
ISAAC

MARK
NELSON
CORPSE

SO
BROS
JOEL

414 6412
913 6412
GENE
VINCENT
FLINT
HENRY
IS
NOT
DEAD
BUT
HE'S
GONNA
BE
RICKY
HARRIS

BEAU
KNOWS
COMIX
SMOKEY
ODD
ALIAS
CHUCKIE
DIXON
BILLY

AMV
D
GR
EMPIRE
TOMMY
O'D
THE
SHADE
ELVIS ANDON P.

SIMON
TRUM
VENTERS
STILL
LIVE
JESSIE
HOOKER
WAS HERE
KISS RY
BEVIN

ROBERT
SLEEP

JESSIE
HOOKER
WAS HERE
KISS RY
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JOHN
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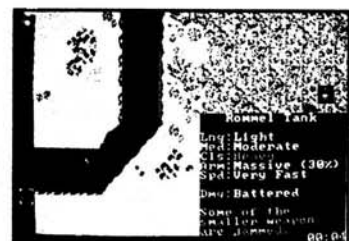
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MORE TALES OF THE BLACK WIDOW

NATASHA'S BACK!

The fury that was the Fourth Succession War crippled Wolf's Dragoons forces but not their will to survive. After taking the full brunt of House Kurita's wrath, Jaime Wolf turned to Natasha Kerensky, the notorious Black Widow, for help in rebuilding his devastated mercenary unit. Under her ruthless command, the Dragoon's Black Widows returned to deadly form.

Now the entire Inner Sphere is locked in a life or death struggle against a seemingly invincible invader known as the Clans. Some say that only the Black Widow and her men could triumph against these invaders. But Natasha Kerensky no longer fights for the Inner Sphere. Now she fights for the glory of the Clans!

MORE TALES OF THE BLACK WIDOW...
chronicles Natasha Kerensky's unit's service during the Marik Civil War, the War of '39, and her latest role with Clan Wolf. This scenario pack describes 16 of the Widow's most critical battles. Also included are detailed unit rosters, personnel files, and BattleMech readouts that give the truest picture yet of the Inner Sphere's most feared mercenary commander.

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