

# OPERATION: FLASHPOINT



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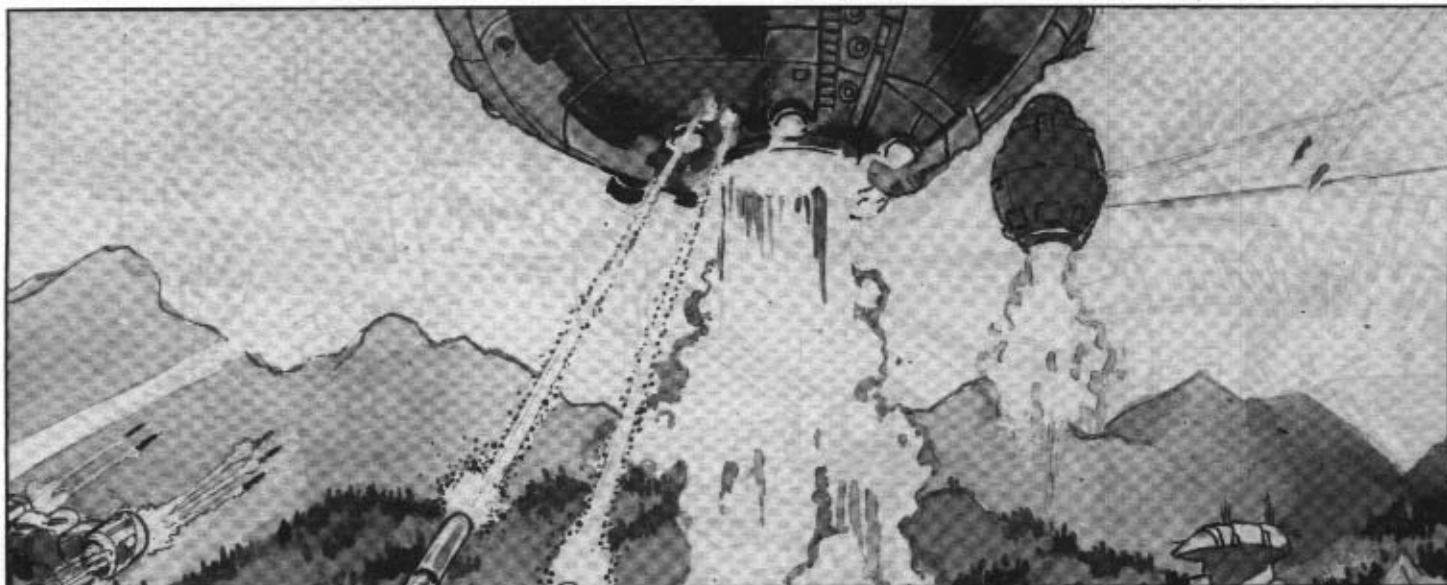
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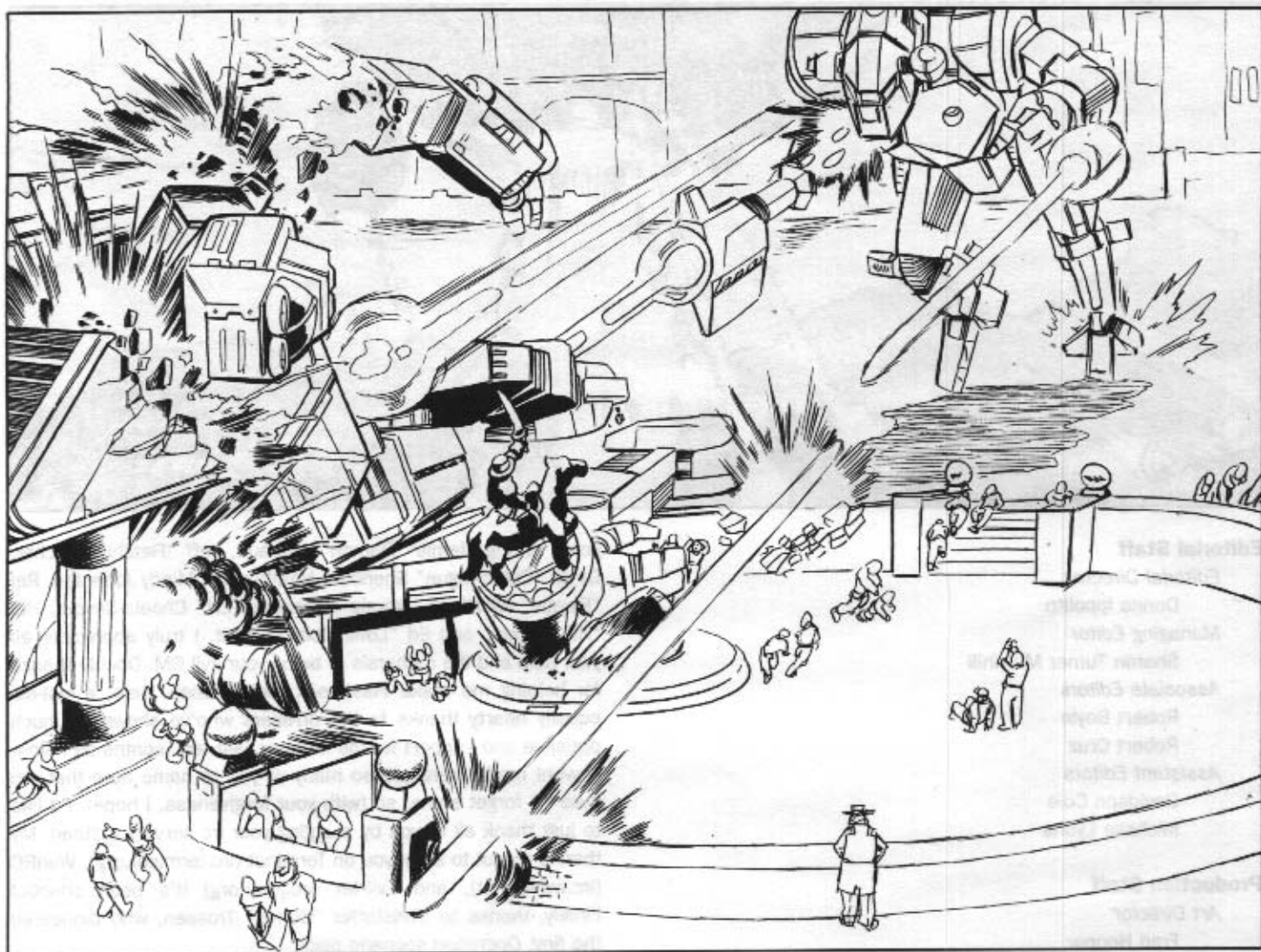
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## A SHOT HEARD 'ROUND THE WORLD

Lieutenant Reggie Martinez cast a brief glance at the angry crowd swirling around the feet of his *Grasshopper* and muttered a curse under his breath. "This is starting to look ugly," he said.

The protesters seemed oblivious to the danger of the multiton BattleMechs in their midst, content to chant their slogans and wave their banners of dissent from the shadows of the armored giants in Stuttgart Central Park. To them, it was as though the mercenary BattleMech company was not even standing there. Martinez cared little for their political gripes, but the proximity of so many civilians to his 'Mech made him feel paralyzed, unable to move without fear of killing an innocent beneath his armored feet. And with the arrival of Baron Hasseldorf's troops in Stuttgart, that was a feeling the rookie lieutenant could do without.

"My sentiments exactly, Lieutenant," the voice of Major Damon Kirkpatrick crackled into Martinez's ear, "but you could try keeping the profanity off the tac channels."

Martinez shook his head in disbelief. *We have rival families closing in on each other during a public demonstration, with us in the middle, and you're worried about my language?* he almost asked, but caught himself short. Instead, he cleared his throat and replied in his most professional tone, "Aye, Major. My apologies, sir."

Making sure that his mike was switched off this time, Martinez unleashed another curse as he looked out over the Stuttgart skyline. To the north, against the backdrop of Mount Kohlmann and the classically designed castle perched atop it, a dozen BattleMechs bearing the black-trimmed red colors of



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Baron Hasseldorf's family continued to approach. Rotating his torso to the left, Martinez saw the 'Mechs from Baron LeSat's landhold marching their way into Stuttgart as well, all freshly painted in Steiner blue with white trim. "Very ugly indeed," Martinez muttered once again.

"Captain," a new voice came over the tactical channels, "are we just gonna let these guys march in here? This has all the makings of a gang war!"

Reggie smiled. *Glad somebody thought to ask that!*

"It's their planet, Captain Hollensteiner," Kirkpatrick replied on the same frequency. "As long as they behave themselves, all we can do is remind them that we're the peacekeepers. Just keep an eye on them. I'll try to wave them off again."

"Oh, don't worry about that, sir."

Martinez saw the light on his comm panels change, indicating that Major Kirkpatrick's voice was now carrying over all frequencies. "Attention inbound 'Mech forces! This is Major Damon Kirkpatrick of Kirkpatrick's Pack, representing the authority of the Kaumberg House of Lords. Your presence in Stuttgart is only going to make this situation worse than it is. Our unit and the city police have things well in hand here. We do not require your assist ..."

"This is Hauptmann Sean Obergeist of the Gipfelesburg Defense Detachment," another voice interrupted. Martinez recognized the title of LeSat's officer, even if he could not place the name or the voice. "We have come merely as observers. The citizens demonstrating today are patriotic nationals of the Lyran Alliance, and as fellow nationals, we ..."

"Stow it, you pompous ass!" yet another voice interrupted, this one belonging to Heinrich Hasseldorf, Martinez knew. Reggie twisted his *Grasshopper* around again to face the Hasseldorf *Catapult* as it carefully continued its march through Stuttgart. "Stuttgart is part of my family's landhold, and your troops are not welcome here! Why don't you turn around and let the police handle this matter?"

"And trust our countrymen to traitors like your family, Hasseldorf?" Obergeist shouted. "I think not!"

"Shut up, both of you!" Major Kirkpatrick demanded. "My Pack is the designated peacekeeping force here. If you don't like it, take it up with the House of Lords, but in the meantime, I am ordering you to stand down and return to your respective bases!"

The angry shouting picked up by Martinez's external mikes diverted his attention to the crowd below once again. Either encouraged by the 'Mech forces or simply brought to a boil after hours of bickering, the inevitable melee finally erupted. Citizens backing both the Hasseldorf family and LeSat's so-called nationalist line now clashed. Martinez could already see the police trying to break up the fighting even as the 'Mech forces of both families closed in on the park. *This is all we need right now!* the mercenary lieutenant groused to himself.

The riot became a panicked stampede a moment later when the sound of autocannon fire suddenly rang out.

"What the ... !?" Martinez cried out as his eyes turned upward to see Major Kirkpatrick's *Flashman* recover from the hit, its right flank armor scarred by blast craters. *Who did that!?*

"Hold your fire! Hold your fire!" shouted someone on the general frequencies, even as lasers flashed and missiles streaked from both sides of the park grounds.

But even a rookie lieutenant like Reggie Martinez could see that the time for diplomacy was over.

## INTRODUCTION

*Operation: Flashpoint*, like *Stiletto* before it, is a new form of scenario pack meant for use with *BattleTech* and *MechWarrior*, Third Edition. Unlike previous scenario packs, *Flashpoint* allows players to use their home-grown units in an ongoing campaign set in the *BattleTech* universe of 3063 without fear of altering any "historical" outcome. Here, the players can forge a facet of *BattleTech* history all their own.

Like *Stiletto*, *Operation: Flashpoint* is flexible enough for any era, setting or faction. Though the story given is set on a backwoods Lyran world in the early days of the FedCom Civil War, the events depicted in the scenarios could as easily occur during the days of the early Succession Wars, or at the peak of the Clan invasion. *Flashpoint* can easily adapt to whatever setting your home-grown unit thrives in.

## HOW TO USE THIS BOOK

*Operation: Flashpoint* provides an open campaign framework that easily allows gamemasters and players to run through its scenarios using *BattleTech* units of their own creation. Instead of the usual detailed lists of opposing forces, the design of the units arrayed against the player group is left up to the gamemaster. Rules and suggestions for how to build opposing forces begin on p. 30.

*Operation: Flashpoint* breaks down a single campaign into four separate mini-campaigns, called tracks. Though the campaign as written recounts events that happened on Kaumberg in 3063, players and gamemasters can adjust the situations in each track to fit the setting and era of their own campaigns. Gamemasters will need to design their own plots to tie the events in this book together with their own campaigns. To aid in this task, this book offers several variations for each track, along with suggestions on how to incorporate them into *Operation: Flashpoint*.

Five main sections make up this book, beginning with this *Introduction*. The *Plot Summary* in this section provides a complete overview and historical perspective that explains how the fall of the Federated Commonwealth led to the civil conflict gripping the Lyran Alliance in general, and the planet Kaumberg in particular.

The section *3062 in Review* recaps the current events in the Inner Sphere through a series of fictional news articles. These articles offer gamemasters and players a complete picture of

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events in this era, while also offering possible adventure hooks or venues that a playing group could explore on its own.

*How to Run Operation: Flashpoint* provides gamemasters with all the tools needed to successfully run the tracks and scenarios featured in this product. Ideas for integrating *Flashpoint* into existing campaigns, running these scenarios in non-Mech campaigns, or even using this book as a backdrop for a *MechWarrior, Third Edition* adventure are offered as well.

The fourth main section, *Generating Opposing Forces*, provides guidelines a gamemaster may wish to use when generating appropriate opposing forces for the player group. The proper balance of forces is important when playing the scenarios found in this book. Rather than rolling random individual elements or pregenerated units, however, this section uses more generally-defined guide lists from which the gamemaster selects the elements to be used. This system demands more care than any mere random table provides, but should allow gamemasters to flex their creativity better while aiding in the generation of an appropriate and challenging force for the players to face.

The fifth main section consists of the four mini-campaign tracks; players in gamemaster-driven campaigns should not read this section, as doing so will spoil the adventure. Each track is broken down into several subsections, which help bind the track into its own mini-campaign that can be played independently or as part of the larger campaign. At the start of each track, players will find additional special rules that apply to all scenarios in a given track, unless stated otherwise. These special rules may also be handy for other campaigns a gamemaster might decide to run, so all may be used as optional rules at the gamemasters' discretion. *Track Variations* and *Lead-Ins* also precede the scenarios and offer suggestions as to how a gamemaster may get his or her own player group into the events described in the track.

Each track contains three or more scenarios (battles) that come with their own special rules and victory conditions and place them in their context. As in previous *BattleTech* scenario packs, the scenarios are broken down into *Game Set-Up*, *Special Rules* and *Victory Condition* sections, allowing players to set up and play out a unique battlefield scenario. Additionally, each scenario includes *Aftermath* and *Additional Hooks* sections that overview the effects of the battle and offer gamemasters the opportunity to insert more twists in their own campaigns than the given backstory may offer.

Each track ends with *Wrap-Up*, similar to the scenario *Aftermath* and *Additional Hooks* sections. These subsections allow gamemasters the opportunity to correct any divergence from their intended campaigns or offer new ideas to keep the game interesting. The *Wrap-Up* also includes an epilogue that sums up the events of the track and provides a logical segue into the next track. Gamemasters may even find ideas for follow-up adventures in this section.





# A SHOT HEARD 'ROUND THE WORLD

Gamemasters planning to run *Operation: Flashpoint* as written should first read through the *Plot Summary* and *3062 in Review*. These sections describe the politics and events that surround and lead up to the start of the Kaumberg conflict. Afterward, choosing what tracks and scenarios the players will run through and consulting the *How to Run Operation: Flashpoint* and *Generating Opposing Forces* sections will help to get most of the planning work for the coming campaign out of the way.

*Operation: Flashpoint* is an advanced campaign guide for use with the *BattleTech* game system, though it can also be played using *BattleForce, Second Edition (BF2)*, *MechWarrior, Third Edition (MW3)* and in some specific scenarios *AeroTech 2 (AT2)* or *BattleSpace*. As most of the scenarios in this book use standard *BattleTech* rules, players should have a copy of the *BattleTech Master Rules*. Players may also want to use some or all of the optional rules in *Maximum Tech*. (Any references in *Operation: Flashpoint* to *Maximum Tech* refer to the revised edition published in 1999.) To run the scenarios as written, players will need *BattleTech Map Sets 2, 3, 4 and 5*, as well as those in *BF2* and *BattlePack: Fourth Succession War* (though gamemasters may substitute other maps for those they do not have available). Players may also want to use miniatures or other markers to represent the 'Mechs and other elements on the game board. Some scenarios may require building counters; if none are available, players may make their own.

Complete record sheets for all *BattleMechs* and vehicles that can be used in the scenarios appear in *BattleTech Record Sheets 3025 & 3026, 3050, 3055 & 3058 and 3060*, as well as the *Field Manual* series. Game statistics and illustrations for most of these elements appear in the various *Technical Readouts*, though the record sheets contain all the information needed to play. Gamemasters or players who wish to incorporate aerospace fighters and DropShips into the scenarios may use the *AeroTech 2* rules or the *AeroBattle* rules in *BattleSpace* (now out of print). Game statistics for fighters appear in *AeroTech 2*, while DropShips appear in *Technical Readout: 3057*.

## TERMINOLOGY

This book uses a number of specific terms, defined below.

### Campaign

A campaign is an ongoing set of related scenarios and/or adventures involving a player unit.

### Unit

A unit is a group of 'Mechs, vehicles and/or infantry elements.

### Element

An element is a single *BattleMech*, vehicle, infantry platoon and so on.

### Player Unit

A player unit is the homemade *BattleTech* unit with which the players will play the scenarios in this book.

### Map Board

The map board is the total playing area for a scenario, consisting of one or more individual mapsheets.

### Mapsheets

A mapsheet is a single 22" x 27" *BattleTech* map.

### Margin of Success (or Failure)

The margin of success or failure (depending on the roll result) is the difference between the target number of the die roll and the actual result rolled. Margin of success means the result is higher than the target number; margin of failure means the result is lower.

## PLOT SUMMARY

At the end of 3057, resurgent nationalism and the machinations of several House leaders brought about the invasion of the Federated Commonwealth by two of its powerful neighbors, the Free Worlds League and the Capellan Confederation. In the ensuing chaos, the Lyran half of the Commonwealth, led by Archon Katherine Steiner-Davion, withdrew from the union forged a generation ago and declared the independence of a new Lyran Alliance. Worlds fell to the League and the Confederation or threw off their parent governments altogether, creating a fractured region between the two halves of the former Federated Commonwealth known as the Chaos March, a geographical wedge that divided the realms completely.

Although no open conflict between Lyran and Federated forces accompanied the secession (save for some isolated incidents in the Chaos March), the separation of the two states was far from amicable. Both sides, feeling betrayed by the abandonment of the other and spurred on by growing nationalistic fever, came to hate their brethren on the other side of the broken alliance. Hologrid news agencies took sides while citizens chanted at political rallies. Military forces from either half of the sundered nation suddenly found themselves on the wrong side of the Chaos March. While many returned to "friendly" realms, some remained behind, finding sympathizers among populations who disagreed with their leaders' choices. Still others, trapped on now-hostile baseworlds, became targets of scorn and hatred by the very citizens they swore to protect. Few lived in either the Federated Commonwealth or the Lyran Alliance who did not hold an opinion on the schism. All feared the civil war to come.

In late 3062, the death of Arthur Steiner-Davion marked the end of years of rising tensions for both sides of the FedCom split. Though Katherine Steiner-Davion now ruled on the thrones of both

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halves of the divided realm, offering a chance for reunification, the return of her brother, Victor, victorious in the war against the Clans, gave loyalists on both sides a figure to rally behind. As accusations flew over the parties truly responsible for the youngest Steiner-Davion's assassination, forces loyal to either of the two Steiner-Davion siblings moved against each other. The shooting finally broke out on Kathil in late 3062, but quickly spread, turning countrymen against one another.

Deep in the heart of the Lyran Alliance, far from the borders in conflict and Steiner since the days it was first founded, Kaumberg—an arboreal world whose biggest export was lumber—may have been spared the chaos that the looming civil war brought about. But for some, the politics of king and country became a rallying cry for something more personal. As on other planets, where the slow erosion of respect for the central authority of both the Davion and Lyran halves of the sundered FedCom led to dukes, barons and counts all asserting more authority over their domains, rival barons on Kaumberg who had jockeyed for planetary control since attaining their landholds on Kaumberg at the dawn of the Steiner dynasty fell upon each other.

The battle began when Baron Trent Hasseldorf, head of the Hasseldorf family, resigned his commission in the LAAF in protest of the break-up of the Federated Commonwealth and anti-Davion "witch hunts" that followed. Citing the contract to House Steiner from which the baron's family acquired its title and landhold, Baron Franklin LeSat, head of the House of LeSat and commander of half of Kaumberg's military defense force, declared his fellow lord a traitor to the realm. He demanded that Kaumberg's ruling body, the House of Lords, strip the Hasseldorfs of their formal title and landhold as well as their military assets, which comprised the other half of the Kaumberg Planetary Defense Force. The Hasseldorfs defended the claim in council, stalemating LeSat's efforts on the grounds that the resignation of Baron Trent from the ranks of the LAAF did not constitute treason.

Public opinion remained split between the two families, who had each served Kaumberg's planetary leadership many times over the past seven centuries. Even as civil war gripped the rest of the fallen nation, the citizens of Kaumberg seemed content with the status quo.

That status quo ended with the fiery death of Kaumberg's elected leader, Lord of Lords Werner Dekkerson, and several of his fellow members of the House of Lords. A small attack force, bearing the Hasseldorf crest, hit the capital city of Stuttgart and destroyed the capitol building in a blitzkrieg that was caught on holo vid. Baron LeSat immediately declared the Hasseldorf family renegade, a charge that could not be answered by Baron Hasseldorf, who was vacationing off-world when the attack happened. Hasseldorf's brother, Heinrich, countered that the

attack was clearly a set-up, pointing out the fact that the surviving members of the House of Lords all appeared to be LeSat supporters or others with so-called "nationalist" inclinations. As the surviving lords struggled to establish a provisional government to investigate the attack and select a new leadership, the bitter feud between the two most powerful families on the planet began to polarize the population. Kaumberg plunged into chaos.

## ENTER THE PLAYERS

Several possibilities exist for working the player group into *Operation: Flashpoint*, thanks to the tricky political situation that exists in the power vacuum. On the one hand, the two "great Houses" on Kaumberg espouse the popular views of the parent nations involved in the Lyran/FedCom Civil War. The Hasseldorfs are supporters of the united Federated Commonwealth and Prince Victor Steiner-Davion, while LeSat claims fealty to the Lyran Alliance and Archon Katherine Steiner-Davion. If the gamemaster or the player group is predisposed toward one of these factions, it becomes an easy matter to send the players in as employees or allies of their chosen side. Both of the rival factions are led by experienced military families who may have formed a friendship early on with the player group, or they may simply be the highest bidder for a mercenary player group.

Alternatively, the players may enter *Flashpoint* as a group hired through a third party with a vested interest in the unfolding events on Kaumberg. The provisional House of Lords, for instance, unwilling to face an open conflict between the two families, may bring the player group in as a neutral third party. The party's assigned task will be to keep the peace until the truth of the Stuttgart Massacre and the election of a new Lord of Lords can restore order to the planet. Both sides will effectively vie for public support (and that of the player group) throughout the campaign, while trying to win the strategic conflict for planetary control as well. This is the option the given backstory will presume, as it allows players to choose sides within the game rather than requiring any lengthy retroactive explanations or lead-in time. Other options are explored under *Lead-Ins*, in the section titled *How to Run Operation Flashpoint*.

In the first track, *From Unrest to Rebellion*, the opening moves of the Kaumberg civil war will place one side in the fugitive camp and the other in the role of the "nationalists." In *Hunter/Killers* (Track 2), the fugitive force fights a guerrilla campaign that culminates in the establishment of fixed bases for both sides. *Down to the Wire* (Track 3) brings the "local war" to a dramatic conclusion that places Kaumberg securely under the control of one faction or the other, but regardless of the results, the big players will get involved in *Brother Against Brother Against Brother* (Track 4).



# OPERATION: FLASHPOINT



## 3062 IN REVIEW

Welcome, fellow mercenary! MercNet presents the following personalized briefing as part of your registration with the Mercenary Review and Bonding Commission here on Outreach. You have requested information concerning *Significant Events of the Past Year*.

The stories in this briefing have been pulled from the MercNet News Service database according to your search parameters. An electronic version of this document has automatically been forwarded to your MercNet account. The articles appear in chronological order, ending with the most recent. Several of the stories have been condensed from their original format to fit this briefing document. You may access these stories in full, as well as all related stories and holo-footage, via any MercNet terminal or by sending a request to the MNNS Office if you are outside the Outreach system. Please direct any comments or questions to that office.

### **SOLARIS RIOTS POLARIZE FEDCOM SPLIT**

18 August 3062

*Solaris VII*—What started as a routine match in Steiner Coliseum became a horrific scene of death and destruction as rival MechWarriors from the Federated Commonwealth and the Lyrans Alliance began their battle in the stadium, only to finish it in the streets of Solaris City.

A stunned citizen reported the scene to be "total chaos ... as terrible as any battleground I've ever seen!"

The scene began as many bouts do in Solaris, with both sides claiming to be the "top dogs." During the prematch press conferences, however, the fight seemed to take on political—if not personal—meaning for the veteran war-heroes-turned-gladiators. A shouting match between the contenders—Victor Vandergriff of Lynch Stables and Stormin' Michael Searcy of Blackstar Stables—in the names of their respective "parent nations" degenerated into a brawl in the briefing room of the Armored Fist, which had to be broken up by police in Solaris City's Silesia district. When the combatants then faced off in the arena the following day, eager spectators expected to see a fight to remember, but got more than they bargained for.

As the fight progressed, the safety mechanisms designed to keep the crowd safe from stray weapons fire in the stadium were reportedly weakened by an explosion, which rocked the sewer systems under the Steiner Stadium during the match. This allowed the battling MechWarriors to take their fight through the very walls of the arena, spilling into the streets of the city itself. So overcome with bloodlust, neither warrior appeared to care about the innocent bystanders and fight spectators who were trampled in their rampage.

Lyrans troops, called in to stop the battle, at first failed to contain the violence—and in many cases, may have even added to the bloodshed by attacking anything "Davion." Outraged pro-Davion warriors added fuel to the fire, rampaging through the city against the Solaris security forces. Garrett, a Clan warrior currently aligned with Blackstar Stables, has been accused of a

particularly violent rampage through Kobe sector, where he is said to have defeated numerous Combine warriors before departing for the Black Hills sector. He is also alleged to have cut down current reigning champion Theodore Gross in cold blood.

Even more shocking was the rioting by Solarans that quickly swept through most sectors of the city in the hours following the first disastrous 'Mech fights in the streets. Police desperately sought to restore order in a city gone mad.

The fighting in Solaris City polarized along Steiner and Davion lines, but even warriors representing the other Successor States found themselves drawn into the melee. Already accusations have been leveled against almost every major Stable on Solaris for their parts in the fighting. After several days of ganglike warfare, Lyran troops finally managed to restore a semblance of calm to battered Solaris City, but the death toll is still rising as rescue teams continue to sift through the rubble.

## COMBINE TROOPS SEIZE THUMB

25 August 3062

*Lyons*—From the throne room of Imperial City on Luthien, Star League First Lord and Draconis Combine Coordinator Theodore Kurita announced that DCMS troops have officially seized control of the planets located in the region known as the Lyons Thumb. The so-called "peacekeeping" forces from the Combine, dispatched to the region in 3057 during the Marik-Liao invasion of the Sarna March, became an occupation force almost overnight with added reinforcements.

The action began in response to an alleged Lyran Alliance offensive against the Combine peacekeepers. Despite questions as to the true nature of the attackers (with the exception of the First Skye Jaegers who were verified to have attacked Ko), which were turned back by Combine troops after some heavy fighting, Kurita ordered the peacekeepers to secure all military, communications and administrative centers on the Thumb worlds they had been defending for five years. Augmented by additional regiments, these forces made it possible to raise the Dragon's banner over the eight planets which had lived under Lyran rule for more than a generation.

What has caused even more confusion and has given investigators difficulty in piecing the events together is the attack launched by the First Skye Jaegers against the world of Ko in the Lyons Thumb at the same time the other attacks were launched, supposedly in response to a raid into Lyran space by the Fifteenth Dieron Regulars.

When asked to justify this move, Coordinator Kurita described the action as an effort to bring order to a troubled region.

"[The takeover of the Thumb] is a move that will ensure the stability of the worlds in this region and secure the border of the Combine from Lyran aggression," Kurita declared. "For too long, the people on those eight turbulent worlds have lived under too many banners, with no direction or security in their lives. The

rising chaos in the Federated Commonwealth and the Lyran Alliance can only add to the instability of the region. Now, under the flag of the Combine, these people will again thrive, and the Dragon may be assured that the troubles of its neighbors will not threaten its own people."

Furthermore, the Coordinator stated that the idea of his "peacekeepers" raiding into Lyran space was preposterous.

The opinion on the Lyran side is more easily expressed in the words of Kommandant-General Sarah Joss, aide to the Freedom Theater Commander, General James Ellis. At a press conference on Lyons, Joss had this to say about the Combine's alleged defensive action:

"It is an outrage! That the First Lord would use his office to rationalize the conquest of a region for his own realm's gain is an affront to the dignity of the Star League! Have we learned nothing from the lessons of the previous First Lord?"

## WAR IN COMPACT CONTINUES

23 November 3062

*Warlock*—Troops from the Capellan Confederation and its periphery allies continue to hammer the St. Ives Compact after almost two years of bitter fighting. Although seriously outnumbered by the Capellan forces and their allies, and despite the loss of their capital world in late September, St. Ives forces persist in their heavy resistance to the invaders. But many fear it is far too late to save the Compact from the onslaught that seems to be the final glorious stage of Chancellor Sun-Tzu Liao's "Xin Sheng" movement.

On St. Loris, Spica and Ambergrist, Compact units continue to battle the Capellans to stalemate. However, sensing the looming sword of fate on the worlds in the Edgeward half of the Compact, Duchess Candace Liao's remaining units in that region have begun preparing for the worst.

"We must stop the Capellan hordes here at all costs!" proclaimed Subcommander Andi Bei, a MechWarrior in the Second St. Ives Lancers, voicing a sentiment shared by every Compact soldier and citizen still free from the grip of Capellan rule. "We must not allow Sun-Tzu and his marauders to rob another planet of its freedom in the name of his 'Xin Sheng' plague! The Compact does *not* belong to the Confederation!"

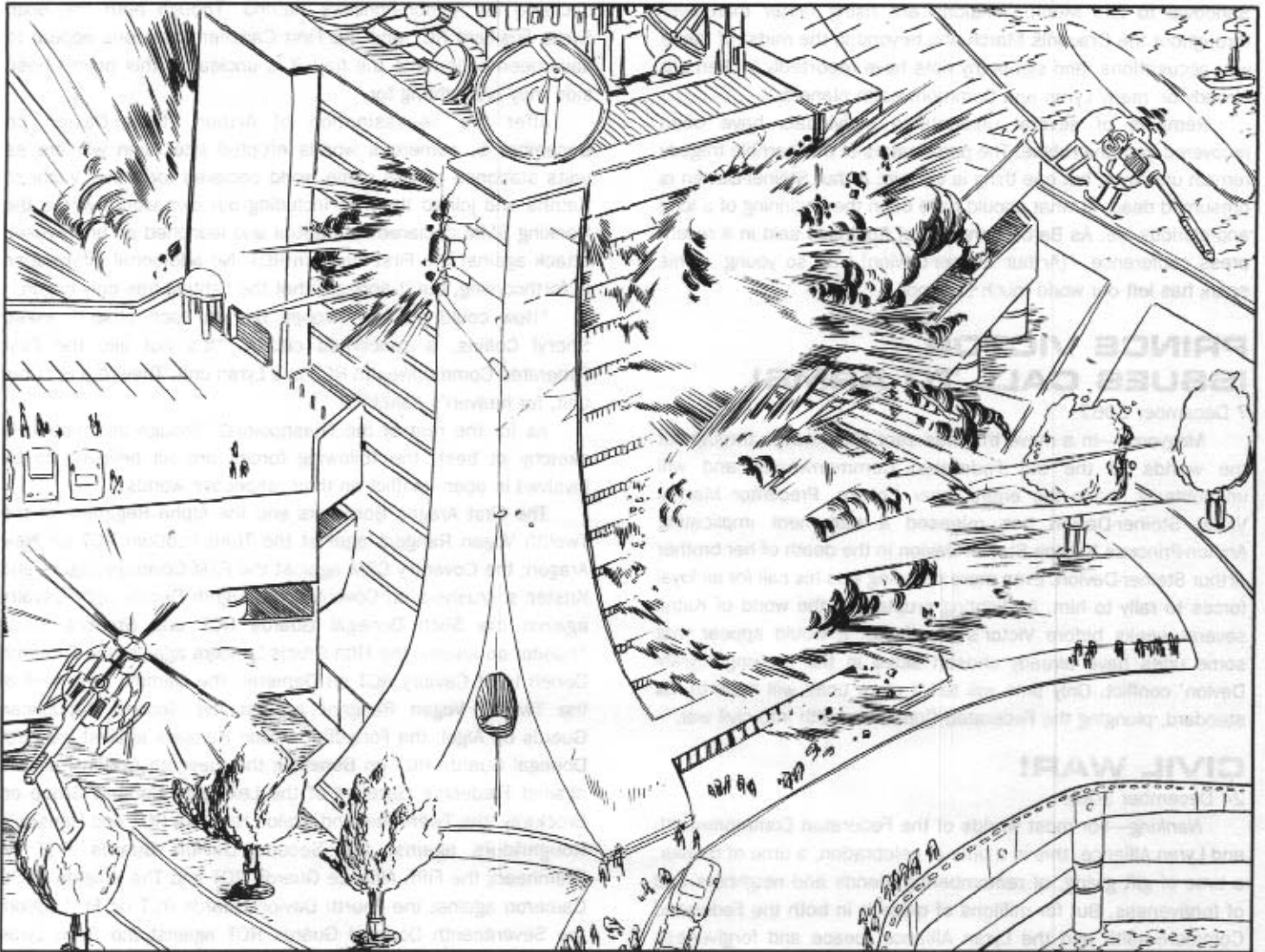
The words are brave and the sentiments are heartfelt, but no amount of rhetoric—no matter how deeply felt—will likely save the St. Ives Compact from a forced reintegration into the Capellan Confederation.

## ARTHUR STEINER-DAVION ASSASSINATED!

6 December 3062

*Robinson*—In a violent and deliberate attack that left dozens dead or seriously wounded, Arthur Steiner-Davion was slain yesterday while speaking from a broadcast facility to a public





gathering at the Battle Academy on Robinson. Sources state that several explosions rocked the facility, where the youngest sibling of Archon-Princess Katrina Steiner, a man already beloved by the people of the Draconis March region, had just begun to address the crowd on behalf of the Sandoval family.

According to investigators, panic and pandemonium gripped the crowd when the devastating bombing took place, costing police and rescue teams time and effort in reaching the scene. Furthermore, the blast collapsed most of the building from which Steiner-Davion was broadcasting, hampering rescue efforts. As a result, evidence of the persons who orchestrated the attack remains inconclusive at this time, but many officials strongly suspect that the assassins were agents of the Draconis Combine. Evidently fearful of the groundswell of support the young Arthur and his anti-Combine views had found among the people in the region, covert agencies within House Kurita have acted to silence the Duke's voice forever—and prove to all Draconis March citizens that no one is safe from the Dragon's wrath.

But others see an even darker agency at work. The bombing of Duke Arthur reminds many of the fiery death of his revered mother, Archon-Princess Melissa Steiner-Davion, more than six years before. Many of these same people suspect former Prince Victor Steiner-Davion of complicity in his mother's death, and knowing the Precentor Martial's friendly ties to the Draconis Combine's ruling House Kurita, there is little wonder in some minds who is *truly* to blame for this horrible atrocity. One unidentified Robinson citizen had this to say:

"If you ask me, the authorities are looking at the wrong side of the border for whoever did this! I can't believe that no one else has the guts to go after [Victor Steiner-Davion]. I mean, he may be the hero of the Clan war, but he's killed his mother, his cousin, and now his brother! Where will all this madness end?"

As if in response to this accusation, yet another conspiracy theory places the blame for this bombing on the shoulders of Archon-Princess Katrina Steiner-Davion herself. The charges spread like wildfire after that, accusing everyone from Tancred

Sandoval to Isis Marik. Tensions are rising faster than ever throughout the Draconis March and beyond in the midst of these wild accusations, and sympathy riots have reportedly broken out already on many Lyran and Commonwealth planets.

Remains of several unidentified individuals have been recovered from the rubble. The perpetrators of this horrible tragedy remain unknown, but one thing is certain: Arthur Steiner-Davion is presumed dead, at what should have been the beginning of a long and glorious life. As Baron Sandoval of Robinson said in a recent press conference, "[Arthur Steiner-Davion] was so young ... his spark has left our world much too soon."

## PRINCE VICTOR ISSUES CALL TO ARMS!

7 December 3062

*Mogyorod*—In a move that has sent shockwaves throughout the worlds of the old Federated Commonwealth and will undoubtedly shake the entire Inner Sphere, Precentor Martial Victor Steiner-Davion has released a statement implicating Archon-Princess Katrina Steiner-Davion in the death of her brother Arthur Steiner-Davion. Even more stunning was his call for all loyal forces to rally to him. As fighting erupted on the world of Kathil several weeks before Victor's Manifesto, it would appear that some units have already chosen sides in the brewing 'Lyrans-Davion' conflict. Only time will tell if more units will flock to his standard, plunging the Federated Commonwealth into civil war.

## CIVIL WAR!

24 December 3062

*Nanking*—For most worlds of the Federated Commonwealth and Lyran Alliance, this is a time of celebration, a time of thanks, a time of gift giving, of remembering friends and neighbors and of forgiveness. But for millions of citizens in both the Federated Commonwealth and the Lyran Alliance, peace and forgiveness have been replaced by war and hatred. Though we have been unable to obtain any official statements from either Tharkad or New Avalon, our field reporters have uncovered the shocking truth: Animosity brewing since the Lyran secession and further fueled by the chaos and violence spawned by last August's Solaris riots have exploded into open warfare between units declaring for either Prince Victor or Archon-Princess Katrina. This fighting appears to be the beginning of what many pundits are already calling the FedCom Civil War.

The first known occurrence of blatant fighting between units declaring their loyalties as either Davion or Lyran occurred on the world of Kathil in mid-November, between the Second NAIS Cadet Cadre and Kathil CMM, who declared their allegiance to Prince Victor and the Eighth Federated Commonwealth RCT, which

declared for Archon-Princess Katrina. Though both the Sixth Syrtis Fusiliers RCT and the First Capellan Dragoons appear to have been pulled into the fray, it is unclear at this point whose side they are fighting for.

After the assassination of Arthur Steiner-Davion on December 5, numerous worlds erupted into open warfare as units stationed on the same world declared for either Victor or Katrina and joined the fray, including our own world, where the Nanking SMM declared for Katrina and launched an unprovoked attack against the First FedCom RCT. No additional information is forthcoming, but it appears that the fighting has only begun.

"How could our own troops fire on each other?" asked Sheryl Collins, a concerned citizen. "It's not like the First Federated Commonwealth RCT is a Lyran unit. They're a FedCom unit, for heaven's sake!"

As for the rest of the "flashpoints," though information is sketchy at best, the following forces are all believed to be involved in open conflict on their respective worlds.

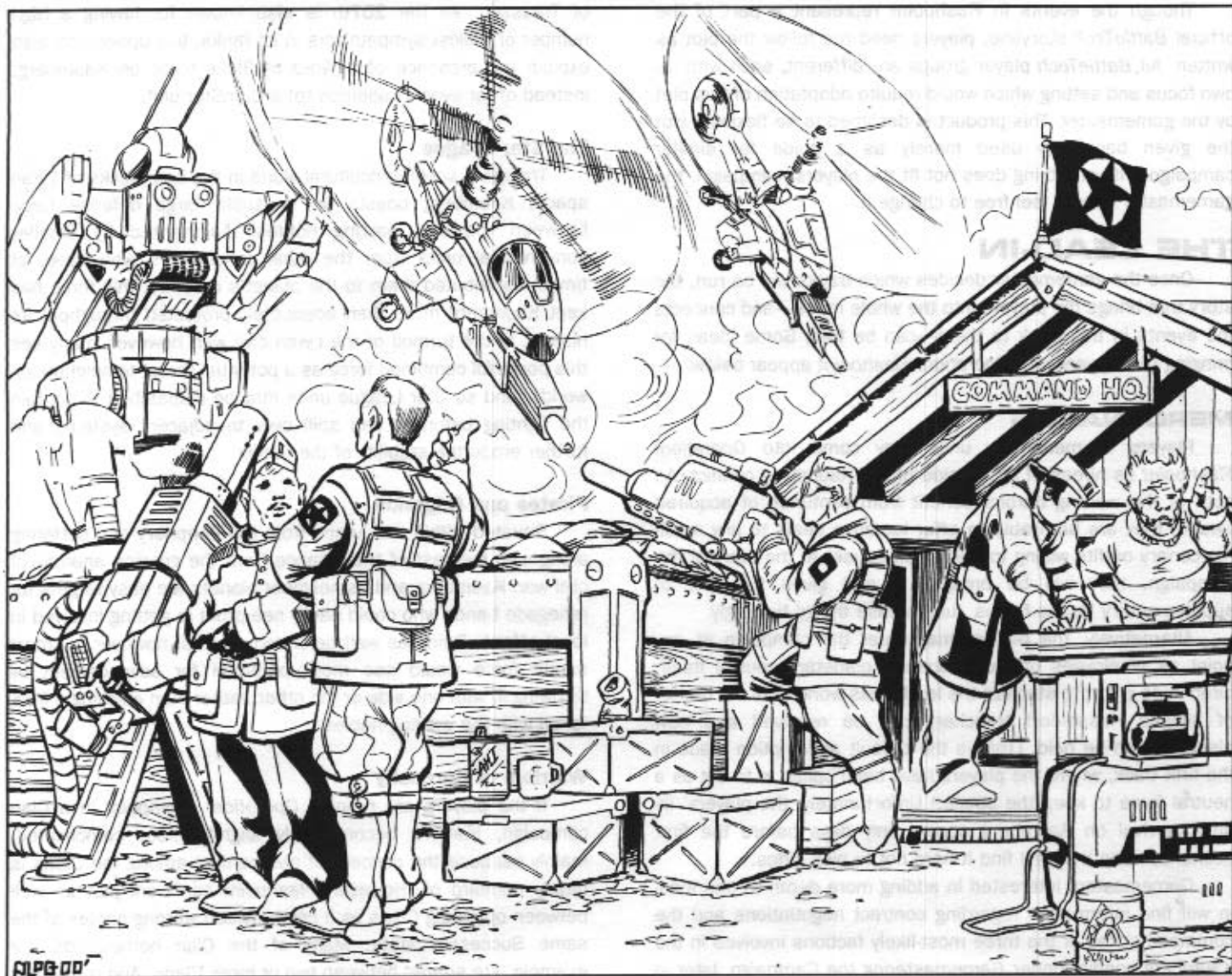
The First Aragon Borderers and the Alpha Regiment of the Twelfth Vegan Rangers against the Third FedCom RCT on New Aragon; the Coventry CPM against the First Coventry Jaggers and Kristen's Krushers on Coventry; the Eighth Deneb Light Cavalry against the Sixth Donegal Guards RCT and Storm's Metal Thunder on Kikuyu; the Fifth Crucis Lancers against the Fifteenth Deneb Light Cavalry RCT on Demeter; the Gamma Regiment of the Twelfth Vegan Rangers against the Second Republican Guards on Algol; the Forty-first Avalon Hussars against the Fifth Donegal Guards RCT on Benet III; the Eleventh Avalon Hussars against Frederic's Gazelles of the Lexington Combat Group on Brockway; the Twenty-second Avalon Hussars RCT and Hansen's Roughriders against the Second Davion Guards RCT on Bromhead; the Fifth Alliance Guards RCT and The Knights of St. Cameron against the Fourth Davion Guards RCT on Ft. Loudon; the Seventeenth Donegal Guards RCT against the Sixth Lyran Guards RCT on Rasalgethi; the Fifteenth Arcturan Guards against the Thorin Militia on Thorin.

Perhaps even more disturbing are rumors filtering out of the Draconis March that several units, driven to recklessness by the assassination of Arthur Steiner-Davion and believing the Draconis Combine the culprit, have launched unsanctioned attacks against the Draconis Combine worlds of Proserpina, Al Nai'ir, An Ting and Marduk. Though the Combine has been occupied with the Clans for a long decade, we can only hope that the rash actions of hot-blooded troops have not awakened the sleeping Dragon.

We will keep you up to date on all the late breaking news and we pray that our troops will remember the upcoming holiday season.



# OPERATION: FLASHPOINT



## HOW TO RUN OPERATION: FLASHPOINT

*Operation: Flashpoint* allows gamemasters and players to make homegrown units active participants in the changing face of the *BattleTech* universe. Though running these scenarios requires more work on the gamemaster's part than previous scenario packs, this product will ultimately make the game more satisfying, because it allows a gamemaster to tailor the scenarios to the player unit. This section provides all the information needed to round out each scenario.

### USING THE TRACKS

Each track in *Operation: Flashpoint* is a self-contained mini-campaign with a fully developed plot line. Together, the tracks

detail the civil war for control of Kaumberg, a conflict not unlike many that are breaking out in the first days of the Federated Commonwealth Civil War.

*Flashpoint* takes place over the course of one year from the start of hostilities to the final actions against House troops. Gamemasters and players should feel free to play only those tracks they wish to run, in whatever order desired. Adjustments to the tracks—even the omission of one or more scenarios—is equally acceptable if it fits better with an individual campaign. However, such a method works best for stand-alone games, as tying scenarios together out of sequence can be a real challenge to a gamemaster's storytelling abilities.

# HOW TO RUN OPERATION: FLASHPOINT

Though the events in *Flashpoint* represent a part of the official *BattleTech* storyline, players need not follow the plot as written. All *BattleTech* player groups are different, each with its own focus and setting which would require adaptation of this plot by the gamemaster. This product is designed to be flexible, with the given backstory used merely as a guide for similar campaigns. If something does not fit the players' campaign, the gamemaster should feel free to change it.

## THE LEAD-IN

Once the gamemaster decides which tracks will be run, the story that brings the players into the whole mess—and connects the events in this book to them—can be told. Some ideas for bringing the players into *Operation: Flashpoint* appear below.

## MERCENARIES

Players of mercenary units may come into *Operation: Flashpoint* as hirees of either side of the Kaumberg conflict. As both of the warring barons benefit from centuries of acquired wealth, they are both able to offer lucrative deals to any small mercenary outfits willing to back their cause. At the start of the campaign, they will be brought in and given the role of supplementary House forces, just in case things turn ugly.

Alternatively, the players may enter the campaign at any point as employees of the Kaumberg planetary council itself, hired in an effort to stabilize the leaderless world until the matter of alleged Hasseldorf treachery can be resolved and new elections can be held. (This is the default assumption made in the first track, where the players have been called in to act as a neutral force to keep the peace.) Unfortunately, the players' ill-timed arrival on Kaumberg occurs only days before the first scenario, when they will find it hard not to pick sides.

Gamemasters interested in adding more depth to this lead-in will find information regarding contract negotiations and the command styles of the three most-likely factions involved in the Kaumberg conflict under *Gamemastering the Campaign*, later in this book.

## HOUSE REGULARS

Though technically a local affair, the Kaumberg conflict also represents the basic divisions between the Great Houses of Steiner and Davion (although, in the case of the Hasseldorfs, the preference is to the unified Steiner-Davion family, rather than the "old world" Steiner ways that LeSat reveres). As a result, it is easy enough for House troops on either side of the FedCom Civil War to get involved in the local affairs of Kaumberg while assigned to the world for garrison purposes.

## COMSTAR

ComStar's HPG communications network remains an asset to be protected—even on far-flung worlds like Kaumberg. The 207th Division, currently based on Virtue, has assigned a single Level II to protect Kaumberg's Level B relay station in the town

of Traussen. As the 207th is also known for having a high number of Blakist sympathizers in its ranks, this option can also explain the presence of a Word of Blake force on Kaumberg, instead of (or even in addition to) a ComStar unit.

## The Star League

Though a small agricultural world in the boondocks of Lyrans space, Kaumberg boasts an unusually large defense force between the two warring nobles. Augmented by smaller conventional units from the other landholders who have, at times, contributed them to the planet's defense, this force has kept Kaumberg more than adequately protected throughout its history. In the turmoil of the Lyrans civil war, however, many see this powerful combined force as a potential threat to neighboring worlds, and so Star League units may be dispatched to contain the fighting before it can spill over to adjacent systems and further erode the stability of the region.

## Pirates and Brigands

Situated within two jumps from the Periphery and suffering along with the rest of the Alliance from the growing anarchy of civil war, Kaumberg and its neighbor planets are easy targets for renegade bands who could easily see profit in getting involved in local affairs. Being as well defended as it is, however, a smart bandit force would see more potential for advancement by throwing in with one side or the other, rather than enjoying a free-for-all with the warring nobles.

## Warriors of Kerensky

If the players are running *Operation: Flashpoint* in a Clan campaign, matters become only slightly more complicated, mainly because the concept of civil conflict among the Clans is nearly unheard of. However, *Flashpoint* can work just as well between opposing Clans as it can between warring nobles of the same Successor state. Many of the Clan homeworlds, for example, are shared between two or more Clans. And the worlds held within the Inner Sphere can easily be seen as divided among their indigenous Inner Sphere populations as well as their Clan rulers. Though not truly a civil conflict, the principles of public support and neighbor turning upon neighbor make Clan-based player campaigns just as conceivable as any Inner Sphere venue.

## UNCONVENTIONAL PLAYER UNITS

The BattleMech may rule the field in *BattleTech*, but it is not the only type of combat unit in widespread use in the thirty-first century. In fact, the typical Inner Sphere and Periphery nation employs ten times as many conventional forces regiments as it does BattleMech regiments. On the planetary level, the ratio of conventional to 'Mech forces rises even further, as 'Mechs are far more expensive to purchase and maintain for local governments. Player groups come in all forms, and need not be limited only to BattleMech forces. What follows are a few suggestions for running *Operation: Flashpoint* with non-'Mech forces.



# HOW TO RUN OPERATION: FLASHPOINT



# HOW TO RUN OPERATION: FLASHPOINT

## Groundpounders

Unless heavily outnumbered, the BattleMech holds a distinct advantage against infantry and tanks in relatively open terrain, but properly deployed conventional forces can easily usurp the so-called "king of the battlefield" in other areas. In the close-quarters combat of city and jungle warfare, the BattleMech cannot hope to root out all resistance alone. Conventional forces, such as armor and infantry, are often assigned to support or confront 'Mechs in such situations.

In *Operation: Flashpoint*, conventional forces may be deployed in conjunction with (or instead of) BattleMech units for almost every scenario. Gamemasters should take care when generating opposing forces that include 'Mechs against conventional player units, however, as even a small force of 'Mechs can tip the scales decisively against the players.

Infantry forces can truly come into their own during a civil conflict, offering *MechWarrior* gamemasters the opportunity to put a human face on the issues defining the Kaumberg situation. In fact, it is possible to play many of the scenarios in *Flashpoint*—admittedly with some modifications—entirely using infantry units and the rules from *MechWarrior, Third Edition*.

## Aerojocks

The Kaumberg conflict features a lot of close-quarters combat in which aerospace forces tend not to be deployed, but that is not to say that the aeroxock is left out of the events of *Operation: Flashpoint* altogether. As with conventional forces, aerospace support may be included or even substituted for 'Mech action, taking the battle for Kaumberg to the skies rather than keeping it on the ground.

Both sides in this conflict may easily field aerospace forces, which can be used for close air support of ground forces or to fend off rival aerospace. The challenge to gamemasters comes from working the logistics of aerospace combat and a coherent backstory that works with the events in *Operation: Flashpoint*.

## Special Forces

Player units that make use of special operations forces may find the scenarios in *Operation: Flashpoint* an interesting opportunity to demonstrate the kind of havoc such forces can inflict in a civil conflict. Gamemasters will need to significantly alter the scenarios for the sake of fairness (rare is the infantry force that can stand up to a BattleMech force unsupported).

Special forces-based player units in *Flashpoint* could find themselves assigned to any task from infiltration of the enemy base to sabotage and espionage operations, assassinations of key enemy officers, or as a supporting element in a larger ground action. Some scenarios (like the *Jailbreak!* scenario in Track 1) even call for specialized infantry forces to assist more "standard" *BattleTech* units in their mission. Gamemasters of *MechWarrior, Third Edition* campaigns are encouraged to use their imagination when approaching *Flashpoint* from this angle.

## Techies and Other Ordinary Joes

The nature of a civil war and the effects of the special public opinion campaign rule (see *Public Opinion*, p. 19) open the door to the use of virtually any type of character in *Operation: Flashpoint*. Technicians and mechanics may find themselves drawn into the conflict as members of the warring factions or as innocent, neutral "recruits" into the battle later on. Police, bodyguards and gang members may all find themselves becoming additional troops for either side as the call to arms brings everyone into the battle.

The gamemaster may need to get creative in bringing such characters into the events of *Operation: Flashpoint*, but in the chaos of civil war, where neighbors can suddenly become enemies, the possibilities are endless. As with the use of special forces and regular infantry, this kind of campaign offers the players a chance to play the events described in this product using *MechWarrior: Third Edition*. See *Integrating MechWarrior Campaigns* (p. 19) for more ideas on running *Flashpoint* with such characters.

## DIVIDED LOYALTIES

Nothing epitomizes the concept of divided loyalties quite like a civil war, and the fact that this one begins with the political bickering of two nobles with their own agendas offers gamemasters plenty of opportunity to play up the intrigue aspect of the Kaumberg conflict. Furthermore, the players themselves may be placed in situations that conflict with their own policies and morals (particularly if they choose LeSat's side at the campaign's onset).

The nature of the divided loyalties depends a lot on the gamemaster's discretion and the side the players choose in the Kaumberg conflict. Baron Franklin LeSat, for example, seeks the leadership of the Kaumberg House of Lords, which would make him a player in Tharkad court politics as Kaumberg's recognized leader. To do this, he needs to appear heroic in the eyes of the Kaumberg citizenry and he backs the currently popular political position of a pro-Katherine Lyran. He is not above killing anyone charismatic enough to steal his thunder, however, or root out anyone who questions his Machiavellian means. Players on LeSat's side may be kept in the dark as to his true motivations and led to believe that his war against the Hasseldorfs genuinely flows from a loyalty to House Steiner, personified by Archon Katherine Steiner-Davion. Alternatively, the players could be clued into LeSat's schemes as trusted henchmen, assigned to do his dirty work while he continues his political campaign for the title of Lord of Lords in the Kaumberg parliament.

Players on the Hasseldorf side may suffer from less moral ambiguity, but face the fact that they are in the less-popular political position. Baron Trent Hasseldorf, in fact, may be too idealistic for his own good, having resigned his LAAF commission in protest of anti-Davion "witch-hunts" that followed



# HOW TO RUN OPERATION: FLASHPOINT

the Archon's secession of the Alliance. Now perceived as a Davion sympathizer in the Lyran Alliance (a classification that grossly over-simplifies his political views), he brings the taint of political dissent to his family, which LeSat can effectively use to further alienate the Hasseldorf clan. Players on the Hasseldorfs' side will likely find themselves ostracized by the more Lyran population of Kaumberg for the majority of the campaign and will likely be forced to spend much of their time trying to win over as many hearts and minds as they can to give their side a chance at victory.

## Great House

The key Houses interested in the events on Kaumberg are, of course, Houses Steiner and Davion, but a clever gamemaster may find ways to include the other Great Houses in the conflict as well. Davion and Steiner may opt to back either side in the conflict—and not necessarily the one that publicly backs them, if the gamemaster wants to throw in a real twist to the story. Katherine, wary that an overly ambitious subject like LeSat could be more trouble than he's worth, could back the Hasseldorfs covertly, while Victor, believing the Hasseldorfs really did wipe out half the planetary government, could view LeSat as the more legitimate claimant in Kaumberg politics, despite his obvious Lyran nationalism.

The machinations of other Great Houses, though on the surface fairly unlikely, are nonetheless possible if the gamemaster wishes to pursue them. Kaumberg's potential for destabilizing the Lyran's rearward areas, in particular the Alarion Province, could force a redeployment of Lyran forces from the border of the Free Worlds League or draw resources away from efforts to stanch pro-Capellan movements in the Tikonov Reaches. On the other hand, a stabilizing effort on Kaumberg could help a vital ally in Houses Steiner or Davion, which the meddling House could then hope to use as a bargaining chip at a later date. Pirate activity in the region may even bring another House's renegade unit in pursuit, drawing them into the chaos of the local conflict.

A water-rich world, Kaumberg's lush woodlands also form its biggest cash crop, and the planet produces lumber that is used far and wide for anything from hand-crafted furniture to homes for wealthy elitists on timber-poor worlds. Though not an insanely profitable commodity, the fact that Kaumberg's product is key to a complicated trading web that spans the Alarion Province may prompt Houses with an eye toward stable mercantilism to take a covert role in the Kaumberg affair as well.

## Star League or Other Alliance

Star League peacekeepers may be deployed to Kaumberg, as suggested earlier, in the interests of containing the fighting there, but vaguely-worded orders to "keep the fighting contained" may be interpreted in many different ways. First Lord Theodore Kurita, in an effort to aid his ally Victor, may

have the small SLDF detachment support the Hasseldorf claim against LeSat. Alternatively, if the SLDF unit is particularly troublesome, this far-flung assignment may merely be a means of getting them out of the way and keeping them out of anything too messy. Of course, in the midst of a civil conflict, the interpretations of command's orders opens the door for anything a gamemaster may devise.

## Conflicting Principles

The nature of the Kaumberg conflict—in particular the start of *Operation: Flashpoint*—presents both sides with moral and legal dilemmas that a gamemaster may wish to play up for a richer gaming experience. As the civil war grows even more personal, the players could be given orders to take actions against civilians or which violate the Ares Conventions—a set of articles signed by the Great Houses that define what is considered acceptable conduct of warfare in the thirty-first century. The dirty tricks that once-allied factions can pull against one another can all come up—from holding key citizens hostage to covert efforts to assassinate a loved one.

Although both sides want to get on the public's good side and stay there, the drive to assure control over a region may lead a commander to order enemy sympathizers put to the sword. The player unit could be ordered to commit such an atrocity or might witness other units doing such a thing. The gamemaster is free to decide where to take this subplot, with consequences that can range from court martial proceedings to military actions against the offending parties. These actions can lead to a follow-up campaign in which one side holds a lasting grudge against the party who soiled its reputation. If the players themselves are the guilty parties, they may have to take on the burden of having to clear their good name—a long and difficult process, to say the least.

## MAKING CHANGES

The nature of *Operation: Flashpoint* allows gamemasters and players to alter the situations contained herein to whatever best fits their own ongoing campaigns. If the players or gamemaster are so inclined, they should feel free to revise whatever material they see fit so that this product can be most effective in their own games.

The section *3062 in Review* (p. 9) offers suggestions for alternate settings or events that gamemasters might use to position the events of *Flashpoint* at the current point of "mainstream" *BattleTech* history. Other suggestions, for gamemasters running their campaigns in different venues, are offered here.

## ALTERNATE TIMELINE

The events described in the four tracks take place in the Inner Sphere of 3063 and represent developments that have already happened in the *BattleTech* universe (such as the

# HOW TO RUN OPERATION: FLASHPOINT

secession of the Lyrn Alliance) and which are happening now (the start of civil war in the former Federated Commonwealth states). This product will therefore work best within that timeline.

Still, many gamemasters and players do not run their campaigns in the current mainstream timeline, and indeed may have a radically altered picture of the *BattleTech* universe in whatever timeline they do play in. Even so, *Operation: Flashpoint* may easily be placed in such a campaign with minor modifications. The events surrounding the Kaumberg conflict could be found in any era of the *BattleTech* universe and do not require anything more complex than two local leaders who hate each other and happen to be neighbors.

## Days Gone By

A timeline set in the past can easily accommodate the events in *Flashpoint*. Throughout the histories of the Clans and the Inner Sphere, rival leaders have turned on each other and tried to rally the people to their cause in the bargain. The events in this book could as easily have happened between Fire Mandrill Kindraa split along Warden and Crusader philosophies, or on the worlds involved with the Andurien Secession from the Free Worlds League following the end of the Fourth Succession War. The Chaos March is rife with such fractured worlds, as are the Marian Hegemony-conquered worlds of the former Illyrian Palatinate. At one point or another, nearly every planet in the *BattleTech* universe has been invaded or divided by warring parties, allowing any number of times when a situation described in this product may have arisen.

## THE OTHER SIDE

Because the events in this product describe a civil war, in which factions may form in unpredictable ways, every effort has been made not to presume the players are backing any given side in the conflict. Although the backstory may suggest a bias toward one affiliation or another, the players can decide for themselves which faction they wish to back from the first scenario. Thus, a player group should equally enjoy playing these scenarios as either the allies of pro-Katrina LeSat's forces or the pro-Victor units of Baron Hasseldorf's family.

This blurring of the distinction between sides should allow a gamemaster greater flexibility in running the players through the scenarios described herein. If the players seem to be anticipating the events too much, flipping the sides back and forth from scenario to scenario is an option that gamemasters may exercise just to keep the story fresh. Provisions for switching sides midstory while remaining "in character" are suggested regularly throughout this product.

"Faction-hopping" also makes a great subplot for *MechWarrior, Third Edition* campaigns. A situation like this would infuriate the players' former allies, making them a "favored target" in future engagements and offering further developments that can fuel follow-up campaigns.



## ALTERING SCENARIOS

Though the tracks allow for player units of almost any size, the players are unlikely to commit their entire force to each scenario. In fact, most of the scenarios work best if the players do not deploy much more than one company (12 elements) at a time.

Larger battles are possible, but they take far more time to complete. Should the players end up running a scenario with more than one or two companies (12 to 24 elements) per side, they will need to add maps to the board. The random map tables beginning on p. 101 of *BMR* may be used to determine maps appropriate to the terrain. If the maps listed in each scenario's *Game Set-Up* are unavailable, those same tables may be used to substitute other maps of similar terrain.



# HOW TO RUN OPERATION: FLASHPOINT

**BASE PUBLIC OPINION BY FACTION TABLE**  
NATIVE POPULATION

INVADER	Lyran Alliance	Federated Commonwealth	Draconis Combine	Free Worlds League	Capellan Confederation	Free Rasalhague Republic	Independent	Clan
LA	—	-5	-15	-10	-10	-15	-15	-10
FC	-5	—	-20	-10	-25	-10	-15	-10
DC	-15	-20	—	-10	-10	-15	-15	-10
FW	-15	-10	-10	—	-15	-10	-15	-10
CC	-10	-20	-10	-15	—	-10	-15	-10
FRR	-10	-5	-15	-5	-5	—	-10	-5
Ind.	-15	-15	-20	-20	-15	-5	-5*	-10
CS	-15	-15	-15	-20	-15	-5	-10	-15
WoB	-20	-20	-20	-10	-15	-10	-10	-15
Clan	-20	-25	-25	-15	-10	-30	-15	-5*
Merc**	x1/2	x1/2	x1	x1/2	x3/4	x2	x3/4	-30

\* Denotes rival independent powers or Clans. Does not apply if both invader and native force are of the same Clan or Periphery power. If the factions in questions hold a particular grudge (such as is common among several Clans or between some Periphery powers) the gamemaster may wish to decrease base PO by an additional -5.

\*\* Mercenary forces suffer the same base PO as their employer, but that base is multiplied by the factor shown. If the invading unit is not operating under contract to a known power or is a bandit force, the multiplier, regardless of native populace, is 3.

Gamemasters should also consider using the *BattleForce 2nd Edition (BF2)* rules to run larger scenarios. Little additional work is needed to run a *BF2* game, as all necessary statistics appear in the *BF2* rulebook and the appropriate *Technical Readout*. The players need only fill out the *BF2* record sheets and play. The results will be similar to a normal *BattleTech* game, but the scenario will run much more quickly.

## INTEGRATING MECHWARRIOR CAMPAIGNS

Although this product is primarily intended for use in *BattleTech* campaigns, many player groups also integrate some role-playing into their games. *Operation: Flashpoint* therefore includes support material for the *MechWarrior* role-playing system. In fact, as many of the scenarios presented in this product are designed to challenge the players on more than a simple tactical level, role-playing is encouraged.

Each track and scenario in this book contains several hooks which offer gamemasters some ideas that can lead the players on a role-playing adventure tangent. Each hook offered is a premise that can be easily developed into a full-fledged *MechWarrior* adventure, which logically links the scenarios and tracks together.

Gamemasters who already run their campaigns using *MechWarrior* rules should feel free to continue running their campaigns as they have in the past. If this is not the case, however, rules for integrating *MechWarrior* with *BattleTech* may

be found on pp. 126–128 of *MechWarrior, Third Edition*. More expanded rules integrating *MW3* with *BattleTech* appear on pp. 28–58 in *MechWarrior's Guide to Solaris VII*.

## CAMPAIGN SPECIAL RULES

The following rules offer special abilities, campaign details and conventions of war that add depth to standard *BattleTech* campaigns. These rules are not exclusive to *Operation: Flashpoint*, however; the special rules outlining the honors of war, for example, are common conventions followed by most factions in the *BattleTech* universe of 3063. Other rules presented here, such as the special public opinion rules, may prove useful in other *BattleTech* or *MechWarrior* campaigns the players may embark on outside of *Flashpoint* as well, as they introduce the element of local support in long-running military operations.

The *Special Rules* sections in each track and scenario indicate which of these special rules apply, which may be ignored and which are modified.

## PUBLIC OPINION

Since time immemorial, open conflict has been merely a stage in the conquest and subjugation of a people. The ancient axiom, "conquest is easy, control is not" remains true even into the thirty-first century, where the armies of the Successor Lords and Clans continue to clash. The collapse of the original Star League, the formation of the Free Rasalhague Republic, the ever-turbulent Isle of Skye, the ongoing struggle for dominance in the

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Chaos March—all demonstrate the fact that a people forced to join another realm by force of arms or otherwise maintained against its will shall ever rally against its oppressors. This fact alone has thwarted many a would-be conqueror who forgets that winning the hearts and minds of his (or her) future subjects goes a long way toward winning the war itself.

Public opinion has rarely mattered in previous scenario or campaign packs, where set-piece battles or even mini-campaigns were focused on the more immediate issues of winning the tactical or strategic objectives. In *Operation: Flashpoint*, however, as in any war for planetary dominance, winning over the locals is a factor that can potentially mean victory or defeat. Long after the local defenders have been beaten, a hostile indigenous populace can hinder any would-be invader's efforts to destroy the survivors who have gone to ground. Pushed too far, this same populace can even take up arms against its new rulers, forming resistance cells of patriots who seize every advantage at their disposal to kill an invader. By the same token, a populace won over by the invaders—either with the promise of a better life or an apparently sincere effort to spare the people from fights that their own native defenders may not be so squeamish about—could turn over those they served so long. How an army fights the public war is almost as important as how it fights the strategic war.

The *Base Public Opinion By Faction Table* (p. 19) provides a basic Public Opinion (PO) score between the factions currently active in the *BattleTech* universe. These scores reflect the overall opinion that natives of a given world may hold toward a force of invaders. The lower the number, the more pronounced the public's dislike of an invader. To find the initial scores for a given campaign, simply cross-reference the affiliation of the planet's local population with the attacking force. Note that ComStar, Word of Blake, and mercenary units do not claim native populations of their own, and so are always referred to as invaders, even when stationed on friendly worlds. The base public opinion score for a defending force (unless said force is a recent invader itself) is always assumed to be zero. In the case

of a civil war, where both factions fly the same banner and publicly espouse the same views, the base public opinion is also zero, meaning the common citizen could be swayed either way by something as innocuous as a charismatic leader stroking the ego with a rousing speech. Particularly turbulent regions, however, like the Lyrans' Isle of Skye region or the increasingly pro-Capellan Tikonov Reaches in the Federated Suns, may actually favor one side more than another, treating a supposedly native defending force as an invader. To account for that, lower the PO score of the parent nation's force by five points.

The figures shown in this table take into account such factors as past history of conflict and prominence of any perceived threat. A state that has fought with another constantly and shares a border in common will tend to have a lower opinion of its neighbor than one that rarely deals with the armies of a distant realm. For example, despite recent efforts to establish a lasting peace between the two, the people of both the Draconis Combine and Federated Commonwealth still have low public opinions of one another. This stems largely from the fact that they share a common border and a history that involves many instances of extremely bloody fighting. Meanwhile, the people of the periphery, never having encountered the armies of the Free Rasalhague Republic—and in many cases barely even knowing that such a nation exists—would barely perceive them as a lasting threat to their sovereignty.

## COMMON PUBLIC OPINION MODIFIERS TABLE

Situation	Modifier
Victory, Complete	+3
Victory, Partial	+2
Victory, Pyrrhic	+1
Defeat, Marginal	+1
Defeat, Partial	-1
Defeat, Utter	-3
Fighting in City, Attacker	-3
Fighting in City, Defender	-2
Scorched Earth, Attacker	-4
Scorched Earth, Defender	-3
Assassination, Civilian Target	-3
Assassination, Military Target	-1
Cowardly Tactics	-2 or more
Abandoning Your Post	-3
Heroic Actions	+1 or more
Control of the Media*	x2

\*The player controlling the media at the end of a given scenario can choose to double either his own PO bonuses or his opponent's PO demerits. This reflects the slant used by reporters when telling the controlling faction's version of events. This effect lasts until control is taken by an opposing faction.

## WAGING THE GRASS-ROOTS WAR

When playing missions using these public opinion rules, a player must take into consideration the objectives of the missions and the possible political side-effects of any action taken to win those objectives. Collateral damage caused by fierce urban combat can affect the opinion polls for both sides, bringing about a public's antipathy. Controlling the airwaves—long enough, at least, to "get the word out"—can improve a command's sympathies to the people. To reflect these events, each scenario in *Operation: Flashpoint* contains a special form of the commonly-used victory points system. Penalties are suffered for particularly cowardly or



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under-handed tactics, bringing down the public's opinion of the side that uses them, as news and rumors filter out among the people. Bonuses for truly heroic actions improve those same scores. The Common Public Opinion Modifiers Table gives specific modifiers that cover the most basic factors influencing public opinion when two sides clash. As always, the gamemaster has the final decision on what specific modifiers apply in any given scenario.

## Victory and Defeat

Defined by the *Victory Conditions* section of each scenario, this factor often plays a significant role in earning public support. The decisiveness of a faction's victory or defeat weighs heavily in the views of common citizens, who tend to succumb to a "go for the winners" mentality. Oddly enough, however, a narrow defeat can earn as much support as a costly victory, as many people also have a habit of rooting for the underdog.

## Urban Combat

An understandable no-no from the point of view of any civilian, fighting in a city—even at its most surgical—is a critical issue in public opinion. Here, it rarely matters who wins or loses but whether they used the homes of innocents as cover. The only mitigating factor when such an event occurs is when the defender is forced to fight in the streets by an attacker who would wage war in a civilian population center.

For game purposes, urban combat is defined as follows: If more than ten nonmilitary buildings (defined by the scenario) are present on the map board, the area is considered civilian-populated and the appropriate public opinion modifiers apply.

## Scorched Earth Tactics

In many scenarios, one or more specific objectives may be in place for one side or the other to capture or defend. These objectives are not invulnerable to weapons fire, which means that a particularly desperate faction may decide to destroy the objective rather than allow an enemy to take it. This is fair, tactically, but painful politically. Like urban combat, the defender has more of an excuse in resorting to "scorched earth" tactics such as these, since an attacker should ideally wait for another chance to capture what he cannot get in one battle. However, that excuse only lessens the decrease in public favor that such an event reaps.

For game purposes, scorched earth tactics are defined as using a weapon or physical attack to deliberately damage or set fire to buildings or woods.

## Assassination

Though a very efficient strategic and political tool known to turn many a defeat into victory (or at least into a fighting chance for one), assassination is still a rather honorless method of attack. Regardless of the prudence for such a move, the general public won't look kindly on a faction that employs assassination tactics, and they take even less kindly to it if the attack is directed against a nonmilitary target such as a local governor or business leader.

For game purposes, any time a character attempts an assassination, regardless of whether the attempt is a success, the appropriate PO modifiers apply. The modifier is less for military targets than heads of state, however, as people tend to see assassinated military personnel as casualties of war rather than innocent victims.

## Cowardly Tactics and Heroic Actions

"Cowardly tactics" is a vague term (unless one is playing with Clan forces, wherein the concept of *zellbrigen* goes a long way toward defining such things) that usually must be left up to the gamemaster to determine. But should no gamemaster be present to decide on what constitutes a cowardly action and just how cowardly it is, the following suggestions should help define this concept more clearly. Note that in these cases, a single element that employs such a tactic garners the penalty for its entire side. Multiple incidents in one battle do not increase the modifier.

Abandoning one's post is obvious cowardice, especially if a defender puts up only token resistance to an inbound attack force. In game terms, any element that withdraws from the map board without making a single weapon attack, if possible, has abandoned its post and suffers a -3 PO modifier. However, abandoning one's post in the face of overwhelming odds is not considered cowardly, but merely sane. Thus, any force or element that retreats from such a gross mismatch without making any attacks will not receive a negative PO modifier.

Employing overwhelming odds in battle—for example, a full company of 'Mechs against a single lance of vehicles—offers one side a distinct tactical advantage; yet people who hear of such an effort might reasonably declare such a move cowardly. The penalty for employing such devastating odds depends wholly on the size of the forces used, because most civilians have no concept of how weaponry, mass and technology may balance the odds of an apparently lopsided fight. To find the PO modifier for any mismatched battle, determine the ratio by which one side outnumbers the other. Fighting two-to-one odds earns the larger force a -1 PO modifier, three-to-one odds inflict a -2 PO modifier, four-to-one odds inflict a -3 modifier, and so on.

If an opponent withdraws from the map board as described above, this PO modifier does not apply.

*Chris fields a total of eight elements against Bryan's lance of four elements. The numerical advantage held by Chris is 2:1 odds, and so he would incur a -1 PO modifier.*

*If Chris had fielded eleven elements, the odds would still fall short of 3:1, and so he would still only incur a -1 PO modifier.*

*However, if Chris fielded twelve elements, then the odds would be 3:1, and so he would suffer a -2 PO modifier.*

Heroic actions by the player force can be just as difficult to define as cowardly actions. By and large, they can involve such

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## PUBLIC SUPPORT TABLE

PO Score	Result
-60 or lower	Opponent gains two Infantry rifle platoons of green experience level; these represent sympathizers to your opponent's cause. Locals not only keep tabs on you, but your troops begin to suffer from low morale (-2 Initiative penalty). Opponent gains the Forcing the Initiative ability. You lose one infantry rifle platoon of sympathizers. If there are no sympathizers left, you suffer the defection of 1D6 warriors.
-59 to -50	Opponent gains one infantry rifle platoon of green experience level; this represents sympathizers. Locals keep tabs on your position for your opponent (-1 Initiative penalty).
-49 to -40	Local informants keep the opponent apprised of your actions (-1 Initiative penalty).
-39 to +20	No significant support from the public; they're keeping out of it.
+21 to +30	Local Informants tell you your opponent's movements (+1 Initiative penalty and gain the Overrun Combat ability).
+31 to +40	Gain one infantry rifle platoon of green experience level; this represents sympathizers to your cause. Also receive +1 Initiative bonus.
+41 to +50	Gain two Infantry rifle platoons of green experience level; these represent sympathizers. Also gain one team of commandos. High morale for your troops and excellent local intelligence give you a +2 Initiative bonus.
+51 or better	The populace is solidly behind you. Local Intelligence allows your forces a distinct tactical advantage in battle. Gain off-map movement ability, as well as a +2 Initiative bonus. Furthermore, gain one infantry rifle platoon of green experience level and one infantry rifle platoon of regular experience level which represent local sympathizers. Additionally, gain two commando teams.

important actions as sacrificing elements to a futile charge against overwhelming odds, or staying in the field until the last friendly transport gets out. In game terms, any force that loses an element after he has been forced to withdraw gains a +1 PO modifier for each destroyed element.

In the event that a force is under attack under overwhelming odds, staying and fighting (rather than withdrawing from the map board as described above) is regarded a heroic action on almost the same level as the opponent's overwhelming force is cowardly. Using the same formula for the overwhelming force "cowardice penalty," the force that is being overwhelmed gains an equivalent bonus PO modifier. Fighting 2:1 odds, for example, earns a +1 PO modifier. Fighting 3:1 odds nets a +2 PO modifier and so on.

## CONTROLLING THE MEDIA

Each Track in *Operation: Flashpoint* includes a "capture the communications array" scenario, which offers both sides a chance to tell the public their side of the story and/or drum up reinforcements. These scenarios have the added benefit of allowing the players to briefly boost their sagging public opinion points or increase the negative public opinion of their foes. For all intents and purposes, this represents the "propaganda machine" employed by both sides.

This propaganda machine generally remains in effect until such time as the opposing side acquires control of the airwaves for itself. Although the capture the comm array scenarios presented in this product are essentially raids, capturing media attention has a far-reaching effect. The local media gets involved

to take up the side of whomever they feel is more newsworthy at the moment, and as long as one side dominates the airwaves, the voice of a repressed faction can be denied its side of the story, resulting in a skewed public opinion of events.

While one side has media control, the public will receive news and commentaries slanted toward that side's favor. For example, at the end of a scenario, a defender earned a -3 PO modifier and a +9 PO modifier, which nets him a +6 PO modifier or 6 PO Points. If the defender controlled the media during this scenario, the defender may either double his PO Points earned (to 12) which he can add to his PO Score, or the defender may opt to double the opposing player's negative PO Modifier, bringing down that player's public opinion score with a well-aimed smear campaign.

## THE EFFECTS OF PUBLIC OPINION

As a conflict drags on, a distinct advantage in the opinion polls may ultimately be won by one side or the other. Though attackers often start out handicapped, it is not unheard of to find the defenders losing the people's faith through underhanded tactics and chronic defeats. At some point, things may become so bad that brave (or merely foolish) citizens decide to act on behalf of those who have won—or maintained—their favor. Here, the effect of winning hearts and minds can begin to affect the outcome of the conflict.

The *Public Support Table* (p. 22) gives specific game effects for a side's PO Score. These represent the support sympathetic people offer "their team" as a conflict rages on. At the end of any scenario,



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## COMMANDO OPERATIONS TABLE

Operation Type	Effects (If Successful)
Abduction	A key enemy officer is captured; the controlling player may use the Forcing the Initiative ability.*
Assassination	A key enemy officer is eliminated; the opposing player receives -1 Initiative penalty.*
Intelligence	Info on the opponent's battle plan grants the controlling player a +2 Initiative bonus.
Sabotage	1D6/2 (round down) opponent elements to be deployed in the scenario are disabled and cannot be used in the scenario (chosen randomly).
Scorched Earth	Destruction of supplies and equipment gives the opponent a +2 modifier to any Technician Rolls made following the scenario.
Scrounge	1D6x10 tons of equipment (ammo, armor, or weaponry) are smuggled from enemy stores.
Sowing Dissent	Inserting a persistent rumor costs the opposing faction 1D6 PO Points.

\* The eliminated or captured officer is of minor importance in the coming battle. The loss is permanent, even though the game effect is not. For added detail and at the gamemaster's discretion, the captured or eliminated officer's element should not be deployed in the next scenario unless piloted by a warrior/crew of lesser quality.

after PO Scores have been tallied, players for each side should consult this table, using their side's total PO Score to determine what support is offered.

### Sympathizers and Commandos

Particularly high public opinion scores represent an upswell in popular support, in which some citizens, convinced of their faction's "rightness," decide to no longer sit idly by while their side fights for its survival. Taking up arms, these sympathizers will join their faction and may be employed at any time as infantry troops rated at Green experience level. (While their hearts may be in the right place, they are hardly the most effective combat troops one can find, but are useful in a pinch.) The faction that obtains such sympathizer elements should keep track of how many of these platoons join them, since these elements will remain with the players' faction until they defect or are destroyed. As long as a faction has these sympathizers, they may be employed any number of times.

More potent than the popular support elements are the commando teams. These are particularly brave souls who will go above and beyond the call of loyalty for their side. For each of these teams attached to a faction, a commando team may perform one (and only one) commando operation before the start of a scenario; the exact type of operation the commando team performs is up to the controlling player. Outlined in the *Commando Operations Table* (p. 23), these operations all require a successful 2D6 roll of nine or better to succeed. Regardless of the success of the operation, the team will not be able to perform any further operations and is lost.

The effects of a successful commando operation take effect immediately but last only for a single scenario.

### HONORS OF WAR

Ever since the signing of the Ares Conventions in 2412, the militaries of the Inner Sphere have operated under a strict code of conduct, at least in theory. The Successor States chose to ignore these Conventions during the First and Second Succession Wars, which nearly brought about the collapse of civilization. The horrors of these conflicts brought the Ares Conventions back into use during the Third Succession War and they have since remained an unwritten agreement between the Great Houses. With the reformation of the Star League in 3058, the Ares Conventions once again became a legal mandate.

The use of nuclear and biological weapons, as well as deliberate attacks on civilians, are prohibited under the Ares Conventions. Additional unwritten but widely-accepted agreements stipulate that advanced technology centers (such as factories that produce DropShips, JumpShips, BattleMechs or their components) cannot be targeted for destruction.

On the field of battle, combat units that are clearly outmatched or are taking grave losses often surrender rather than face destruction. In a parallel to the Clan rules of engagement (see *Clan Honor*, p. 25), the force that accepts the surrender normally repatriates the unit and its equipment, or else allows the opponent to retreat from the battlefield or planet for a price. Typically, such a ransom amounts to one or two lances of equipment per battalion of surrendering troops, though that number often climbs higher if DropShips or particularly important officers were in the line of fire.

Some forces ignore these widely-held conventions. Depending on the severity of the violation, several consequences may befall these units. Deliberate use of nuclear or biological weapons, for example, usually brings down

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universal wrath on a unit, ensuring its destruction wherever it goes at the hands of outraged fellow soldiers or authorities. A unit that attacks civilians is generally labeled rogue, with a bounty placed on its members. Other consequences include professional blacklisting, fines, sanctions from the Mercenary Review and Bonding Commission (MRBC) for a mercenary unit, and also reprimands, demotions, reassignment and incarceration for a House unit.

The gamemaster may impose any consequences he wishes on players who violate the honors of war; the previous paragraphs simply offer guidelines for use in your campaign. For more information on professionalism and the Ares Conventions, see pp. 10–11 of *Field Manual: Mercenaries*.

## TACTICAL WITHDRAWALS AND RETREATS

In the *BattleTech* universe, life is cheap but BattleMechs are not. Even the least expensive 'Mechs cost more than a million and a half C-bills, and most average four or five times that amount. Many MechWarriors own their 'Mechs and can rarely afford to lose them. Mercenary units and House militaries are becoming the more common owners of BattleMechs and tanks, but even the booming economy of the Free Worlds League cannot afford to replace whole battalions and regiments.

As a result, few battles in the Inner Sphere conclude with the total destruction of one side. Under most conditions, 'Mech pilots and commanders are instructed to withdraw any combat elements that sustain severe or crippling damage in the field.

MechWarriors who retire will tend to make a fighting withdrawal, using their own remaining firepower and that of their comrades to cover their retreat off the designated side of the map board (defined in each scenario). If he or she cannot accomplish that safely, a 'Mech pilot may instead turn and run, hoping to use speed and terrain to reach safety. As a final option, a pilot may shut down his unit and leave its fate in the hands of an enemy preoccupied with active elements. The gamemaster may decide which method the withdrawing nonplayer unit in question employs.

## FORCED WITHDRAWAL

Under the *Forced Withdrawal* rule, nonplayer elements must retreat from the battlefield once crippled (when damage has rendered them useless or in imminent danger of being destroyed; see *Crippling Damage*, below). An element making a forced withdrawal must move toward the edge of the map board designated for the scenario. However, an element need not spend Running MP; it can move backward if the controlling player wishes. Additionally, an element equipped with MASC need not engage that system when forced to withdraw.

Withdrawing elements may not move to directly engage an enemy element, though they may add their firepower to help cut it down. Any enemy element that closes within range of a weapon or physical attack of a withdrawing element may be targeted as well. The following guidelines cover the many circumstances that may occur; within these guidelines, the gamemaster's decisions are final.

### Crippling Damage

Any nonplayer element that suffers crippling damage must withdraw from the map board. (Clan elements must follow any Clan honor rules that apply.) Unless otherwise stated in the *Special Rules* section of a scenario, crippling damage is defined as follows: With



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the exception of infantry, all of an element's weapons are considered destroyed if it loses all weapons with a range greater than five hexes or if it can no longer cause more than 5 points of combined weapons damage.

- A BattleMech or OmniMech is considered crippled when a side torso location is destroyed; the 'Mech takes two engine critical hits; one gyro and one engine critical hit; or loses the use of its sensors. Also, internal structure damage in three or more limbs and/or two or more torsos, or four or more pilot hits also renders a 'Mech crippled, as do the loss of all the 'Mech's weapons to damage or ammunition depletion. If all of a 'Mech's weapons are destroyed and it can no longer move, the 'Mech is considered destroyed. The pilot of a destroyed 'Mech may eject normally.

- A ProtoMech is considered crippled if all its weapons are lost to damage or ammunition depletion, or if the pilot suffers four or more hits. A ProtoMech Point will not begin to withdraw until three or more of its component ProtoMechs are either crippled or destroyed, at which point the entire Point must withdraw.

- A vehicle is considered crippled if it loses all of its armor in a single location or if all of its weapons are destroyed.

- An aerospace fighter is considered crippled if it suffers a critical hit to its engine or fuel tank; if all of its weapons are destroyed; or if its pilot suffers four or more hits.

- An infantry platoon is considered crippled if it loses 21 or more troops (16 or more for jump platoons). If deploying infantry squads, a squad is considered crippled if it loses 5 or more troops.

- A battle-armor element (Point or squad) is considered crippled if it loses half or more of its members.

- Vehicles and BattleMechs that are immobilized—usually through motive, leg, or gyro damage—are shut down and typically abandoned (although abandonment places the crew at the mercy of the battlefield). Only the most fanatical crews or those in dire circumstances will continue to fight. Likewise, only orders from the highest possible source will prompt an immobilized element not to withdraw from combat.

## CLAN HONOR

Clan Honor, specifically the dueling ritual of zellbrigen, tends to be a difficult concept to employ in a campaign because the concept can be interpreted in many ways. The basic tenets, however, are simple: An individual Clan element honoring zellbrigen will focus on a single enemy element and attempt to defeat it in a one-on-one duel, preferably with a minimum of physical combat. If another combatant (friend or foe) interferes with the duel, or if the opponent does something particularly dishonorable, it may invalidate zellbrigen. In this case, the battle becomes a grand melee and all bets are off. Clan honor is discussed in great detail starting on p. 121 of the *BattleTech* sourcebook *The Clans: Warriors of Kerensky*.

## CLAN HONOR INTERPRETATION TABLE

Clan Name	Pre-Invasion	Post-Invasion
Blood Spirit	Strict	Opportunistic
Burrock	Opportunistic	N/A
Cloud Cobra	Opportunistic	Opportunistic
Coyote	Strict	Strict
Diamond Shark	Liberal	Liberal
Fire Mandrill	Varies (Strict)*	Varies (Opportunistic)*
Ghost Bear	Strict	Liberal
Goliath Scorpion	Strict	Strict
Hell's Horses	Opportunistic	Opportunistic
Ice Hellion	Opportunistic	Opportunistic
Jade Falcon	Strict	Opportunistic
Nova Cat	Opportunistic	Opportunistic
Smoke Jaguar	Strict	N/A
Snow Raven	Opportunistic	Opportunistic
Star Adder	Strict	Opportunistic
Steel Viper	Strict	Strict
Wolf	Liberal	Opportunistic
Wolf (in Exile)	N/A	Liberal

\* Clan Fire Mandrill's internal divisions make it difficult to classify the entire Clan; each Kindraa follows its own interpretation. Refer to *Field Manual: Crusader Clans* for information on each specific Kindraa, or simply use the general classification given in parentheses.

The *Clan Honor Interpretation Table* (p. 25) gives a general idea of how each Clan interprets zellbrigen. The table shows two different time periods. Pre-Invasion describes the prevalent interpretation prior to the start of Operation Revival in 3049; Post-Invasion reflects each Clan's view after the Battle of Tukayyid in 3052. During the Inner Sphere invasion (and subsequent events through the Refusal War), each Invading Clan and many Home Clans experienced an ideological shift that caused changes in their view of zellbrigen. If you are running a game set during the invasion, decide what level of honor your players agree to before beginning play.

The table gives three different levels of interpretation. A Strict interpretation means that the Clan's warriors generally follow zellbrigen against almost all opponents (except those considered extremely dishonorable or against a long-hated enemy). An Opportunistic interpretation means that the warriors will follow zellbrigen unless mitigating circumstances dictate otherwise (they are outnumbered/outgunned, they think they can get away with it, and so on). Clans following a Liberal interpretation use zellbrigen only against another Clan, and then only if they have the advantage.

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Gamemasters currently running Clan-based campaigns have likely already encountered the problem of interpreting Clan honor. Feel free to handle it as you already have, if that works best for your group.

## FORCING THE INITIATIVE

Some units obtain the ability to "force the Initiative" in the course of the tracks, giving them bonuses to their *BattleTech* Initiative rolls based on how well the battle is going. Units with the ability to force the Initiative gain a bonus in their Initiative rolls equal to the number of elements their side destroyed, less the number of elements destroyed by the opposing player in the previous turn.

## OFF-MAP MOVEMENT

Area knowledge or units well versed in tactical flexibility may have the ability to take advantage of off-map movement in some scenarios in this booklet. In contrast to standard *BattleTech* rules, these forces may move some elements off one map edge during gameplay without the move being counted as a retreat or destruction. These elements may then re-enter at a pre-determined map edge later in the scenario.

To use this ability, the controlling player writes down the exit hex and mapsheet of each element moving off-map, and the hex, mapsheet, and turn where these elements will re-enter the field. Before re-entering the field, any elements performing off-map movement must remain off the map for the amount of time it would take to travel from its exit hex to its entrance hex. To calculate this travel time, count the number of half-hexes along the map edges between the entrance and exit hexes. Then divide this number by the element's Running/Flank MP rating (rounding fractions up). The result is the *minimum* number of turns the element must remain off the map. The controlling player can delay the element's re-entry beyond this point, if desired, but must select the re-entry turn when the element leaves the map.

Each returning element re-enters the map in the End Phase of the turn noted on its "written order." At that time, the opposing player can check the element's orders to make sure the move was legal. If the move was illegal, the element is considered withdrawn and is removed from play. (A move is illegal if the element does not remain off the map for the required travel time or does not enter at the location and turn noted on the written orders.) In a campaign setting, these withdrawn elements may be brought back into play in a later scenario.

If the returning element is supposed to enter the map in a hex containing an enemy element or a friendly element that would violate the stacking limits of the hex, the returning element is placed in a hex of the opposing player's choice adjacent to the intended entry hex.

Once the returning element has re-entered the map, any enemy element adjacent to it may immediately attack it using the rules for *Point-Blank Shots from Hidden Units* (p. 77, *BMR*). This attack does not restrict the attacking element's ability to make attacks in the following turn.

Elements off the map cannot engage in combat. If the opposing force destroys all the elements remaining on the map before an off-map element returns, the battle is lost.

## OVERRUN COMBAT

Some forces are capable of "overrun" combat during *BattleTech* games. Under certain circumstances, these forces may fire before the enemy forces can move or fire.

When rolling Initiative for overrun-capable units, note the die roll result's Margin of Success. Divide the Margin of Success by 2 and round down. The result equals the number of elements that may move, designate, and resolve their firing before any other elements move or fire. Extra successes do not carry over into later turns (i.e., if the player has more successes than elements available to move). For example, an overrun-capable unit makes an Initiative roll of 11, while its opponent rolls only a 6. That gives the overrun-capable unit a Margin of Success of 5, which means that two of its elements may move and fire before any other elements move (5 divided by 2 = 2.5, rounded down to 2).

Units employing overrun capability do not take part in the normal move/fire sequence. In other words, overrunning elements do not count for determining how many elements each side must move when alternating turns during the Movement and Weapon Attack Phases. Overrunning elements make physical attacks as normal during the Physical Attack Phase.

## GAMEMASTERING THE CAMPAIGN

*Operation: Flashpoint* is designed with a great deal of flexibility for maximum enjoyment while maintaining a solid storyline for players and gamemasters. With numerous opportunities for unplanned factors such as extra combat missions or role-playing mini-adventures, *Flashpoint* will perhaps work best with a gamemaster who is versed in running *MechWarrior* campaigns. Experienced gamemasters will likely have all the tools they need to successfully run this product. First-time gamemasters would do well to read the rules beginning on page 203 of the *MW3* rulebook. Even if the gamemaster is not running a *MechWarrior* campaign, some expertise in running role-playing games can certainly enhance the experience of *Operation: Flashpoint*.

A few aspects of conducting a long-term *BattleTech* or *MechWarrior* campaign may be difficult to understand and apply in the context of this product. The following explanations should help with those concepts and offer suggestions for dealing with unexpected situations.

## THE CONTRACT

If the players are running a mercenary campaign, they will likely enter *Operation: Flashpoint* under contract with one faction or another. This aspect can become an adventure in itself if more than one of the feuding factions on Kaumberg attempts to hire



# HOW TO RUN OPERATION: FLASHPOINT

the player group, and each of the major players in the Kaumberg civil war will bargain somewhat differently if the players take an active role in negotiating the terms of their employment.

## Typical Contract Negotiations

This section assumes the players are using the rules that appear on p. 151–156 of *Field Manual: Mercenaries*.

The two warring families may contract the player group in advance as an effort to place a check against each other, augmenting their military forces on the premise that battle between the two factions may be avoided only by possessing an overwhelming military presence on Kaumberg. Based on the same premise, the rest of the Kaumberg planetary government will try to hire mercenaries as well, pooling their resources in the hopes of hiring its own peacekeeper force. All three potential factions will send a veteran negotiator to bargain on their behalf, offering the contract as a garrison assignment.

Any or all three of these factions may approach the players, at the gamemaster's discretion—an aspect that may offer an adventure in itself. Each faction will offer the standard pay rates used in the Lyran Alliance but cannot offer transport to Kaumberg, as even the wealthiest among them possesses no ready access to JumpShip travel. After that, similarities between their offers will break down.

The Hasseldorf family will attempt to hire the players for a duration of two years, with a special combat bonus that doubles the unit's pay rate during months in which combat occurs. They will ask for House command rights, but will settle for a Liaison instead. On the issue of battlefield salvage, the Hasseldorf negotiator will insist on shared salvage rights at best. Straight support and battle-loss compensation will be offered by the Hasseldorfs, but battle-loss will not be negotiated higher than 15 percent without a concession elsewhere.

The LeSat family negotiator will be more adamant on the issue of command rights, insisting on Integrated command at first, and may break off negotiations if the players refuse to budge on this matter. Command rights may be knocked down to House command after some haggling, but if the players try for anything less restrictive than that, the LeSat representative will break off talks. The contract will run for one year, with an emergency six-month extension clause, and offers shared or exchange salvage rights. The LeSats will offer up to 25 percent battle-loss compensation and even pay up to half the player unit's straight support needs if requested. As a final token incentive, the LeSat negotiator will offer full remuneration for overhead costs.

The remaining members of the Kaumberg House of Lords must pool their resources to make an offer, but there are advantages in the fact that they are not MechWarrior families. Their offer will be for a garrison assignment that runs anywhere from two to four years, with no special provisions allowing for combat pay or contract extension. They will offer shared salvage rights at first, but can be talked into full salvage if the players are

willing to concede any battle-loss compensation in the bargain. The government representative will offer the maximum possible level of straight support and overhead remuneration as well, and can even afford to pay up to 10 percent above the minimum transport compensation for units coming to Kaumberg. However, on the issue of command rights, the Kaumberg government will be sticky, fighting for House command but willing to accept Liaison command in exchange for another large concession elsewhere.

## Alternate Negotiating Methods

If the gamemaster and players do not have access to *Field Manual: Mercenaries*, or simply do not wish to use the negotiating rules from that source, the following guidelines may be used to create a suitable mercenary contract for the player unit.

The typical mercenary contract covers five main points: command, salvage, support, transportation, and contract length.

**Command rights** determine who will have direct authority over the mercenary unit—a key issue in a situation such as the one on Kaumberg. As outlined above, the three most likely factions will have their own preferences on this matter, ranging from Liaison to Integrated command. *Liaison command* means that the player group will have a representative of their employer's forces present during all decisions in order to look after the employer's interests. This command style is one step removed from truly independent command, as the liaison's primary duty is to observe and report to his superiors, but this can be quite unnerving for the player unit. *House command* means that the player unit must take orders directly from an officer in the employer's forces. The unit maintains tactical control in the field, but is not free to act alone without facing severe repercussions. *Integrated command* means the players must divide their unit into smaller subunits that may then be dispersed throughout the employer's own forces. In this style of command, the player unit effectively loses its identity for the duration of its mission.

**Salvage rights** cover possession of repairable equipment left on the battlefield. Usually, a mercenary unit requests all the salvage it can carry. Most employers, however, demand shared salvage rights, and Kaumberg's factions are no exception. Shared rights allow for arrangements like a fifty-fifty split between the mercenary unit and its employers. On Kaumberg, where the factions are all too-aware of the value and scarcity of their 'Mech forces, shared rights assure them that when the mercenaries finally leave their world, they will still have a means of defending the planet after a long and brutal campaign. Thus, unless their backs are truly to the wall, none of them may wish to allow for full salvage.

**Support** covers employer reimbursement for costs such as maintenance and battlefield losses. Straight support is the percentage of the unit's maintenance bill that the employer will pay (usually 40 to 60 percent). Loss compensation is the amount that the employer will reimburse the unit for any damage it sustains or for equipment losses, expressed in a percentage of the ruined equipment's value (usually 20 to 30 percent).

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**Transportation** addresses getting the unit to its objective. If the unit has its own DropShip(s) and/or JumpShip(s), the Kaumberg factions will encourage their use, as they cannot offer their own. They will also offer only a minimal level of compensation for any transport the players use to get to Kaumberg (usually 10 to 20 percent). If the player unit can transport itself but does not wish to, they must charter travel to Kaumberg (in which case the compensation will be around 40 percent).

**Contract length** covers the time period of the mission. The players can negotiate with their employer over the length of time for which they will be paid. None of the factions on Kaumberg know how long the mercenary players might be needed to maintain order on their side's behalf, but each are guessing that at least one year of added "peacekeeping" forces will guarantee Kaumberg's stability in the dark times ahead. Thus, players stand little chance of negotiating for less than a year's time on Kaumberg.

## RUNNING THE OPERATION

The conflict on Kaumberg—once it breaks out—may involve civilians and political affairs, but the players' involvement will be unquestionably military in nature. The multi-sided nature of the conflict means that the operation can run many different ways, as the command styles of the dominant factions vary greatly. The following section offers suggestions for playing the leadership of the major factions in this campaign.

### Command Style

The Hasseldorf family, led in the first track by Baron Trent Hasseldorf's siblings, Heinrich and Cynthia, hold to the values of their brother. A veteran of the Clan Wars who has lived almost his entire life under the banner of a united Federated Commonwealth, Trent believes in a code of honor that comes from a mix of idealism and lessons learned from the Clans. With this code in mind, the Hasseldorf family will want to minimize the damage they cause in the upcoming conflict. Forces under their command which consistently disobey orders, commit crimes, or engage in atrocities will face immediate and harsh punishment. This is more than simple idealism at work, however. The Hasseldorfs also realize that they must fight honorably to regain the public's respect in the event that they win.

Baron Franklin LeSat is more opportunistic than his opponent, and considering the fact that he ordered the strike which decimated the House of Lords and killed the planet's elected ruler, he is paranoid of the discovery of his true Machiavellian methods. Thus, for outward appearances, LeSat will run his own forces with noble intentions. As long as his side has influence in the media, however, LeSat may turn a blind eye to all but the most overtly underhanded actions a player group may commit. If that domination of the public eye is lost, Baron LeSat will render swift and brutal justice upon any member of his own forces caught in a compromising position, lest their actions reflect on himself.

The remnants of the Kaumberg House of Lords is the closest thing to a neutral faction left on Kaumberg, although many of them supported Baron LeSat's initial charge of treason against Baron Hasseldorf. Now shocked by the loss of the other half of the planetary government and cowed by the strength of two feuding barons whose families maintain a tradition of BattleMech warfare, the House of Lords lacks enough central leadership to impose a code of conduct on the player unit. Many of the leaders in the House of Lords are power-mongers of a different order, hoping to play their hands out behind the scenes. They are not averse to manipulating people and events in any way that maneuvers them into a more favorable position on the planetary council. Secretly, many of these planetary leaders hope that the Hasseldorfs and LeSats will eliminate each other, clearing the way for a new Kaumberg order under their rule. What all this means for the players who work for them is that sometimes contradictory orders may be given, and in some cases, the orders may even have questionable ethics. As the "neutral" force on Kaumberg, however, these events may be overlooked as the Hasseldorf-LeSat War continues to take center stage for the planet's citizens. Thus, the players will be left to their own sense of ethics in the course of the campaign, but they should be aware—as ever—that whoever wins may stand in judgment over their actions.

### Logistics

Every player group that runs a unit in a long-term campaign must deal with the problem of logistics. The unit will need technicians to keep its equipment functional and battle-worthy as well as a sufficient pool of parts, weapons, and ammunition to replace what is used up or lost in battle.

Although hardly realistic—and in some situations, against the mandates of the track—the easiest method for dealing with this matter is to assume that replacement parts are readily available. In this case, total up the C-Bill cost for equipment whenever the unit suffers losses, and add this number to the unit's total support costs (see pp. 149–159, *Field Manual: Mercenaries* for more on running a mercenary unit). Now, the player unit will need only sufficient time for repairs and maintenance before going back into action. They will simply have to settle the bill later on.

Players and gamemasters who want more of a challenge may keep a detailed inventory of the parts and supplies they have purchased. This method of dealing with logistics will dramatically increase the amount of paperwork required to run the unit, but offers far more realism and adds a sense of depth to the campaign.

Whatever method is chosen, the success of each side in the Kaumberg conflict depends heavily on some type of logistics system to help tie the scenarios together. Such a system allows the players to think about how their actions will affect future battles and the overall outcome of the campaign. Otherwise, the events of each track will seem less realistic and exciting, and the players will miss out.



# HOW TO RUN OPERATION: FLASHPOINT

## WHEN THINGS GO WRONG

*Operation: Flashpoint's* open framework allows for an infinite number of possible outcomes in each scenario. Against all odds and the gamemaster's best efforts, the players may conclude a scenario in a way opposite to the intended or expected ending. They may even go off on a tangent that threatens to derail a gamemaster's carefully laid plans. If this happens, the gamemaster can easily see to it that the story brings the players back where they belong. If the player unit wanders to a region in which they do not belong, its employers or superiors can reassign them. If the unit suffers a crippling loss, the employers or an allied unit may come to support them. If the players want to leave the planet, transport may be denied due to a lack of JumpShips, a malfunction in DropShip(s), or a simple matter of operational security.

On the other hand, a gamemaster may find it interesting to allow the players to digress. Letting the players help control the path of the campaign is a great way to give the players the illusion that they control their fate, while also giving the gamemaster the challenge of keeping the game interesting. A free-for-all campaign requires a lot of work on the gamemaster's part, however, as some of the actions a player unit may take require a quick—and logical—response. Of course, the players should take ultimate responsibility for their actions in this kind of campaign, and the results of a past decision can easily return to haunt them down the line.

Each track in this product contains a troubleshooting section, in which the gamemaster is offered suggestions for specific problems that may arise. It may help the gamemaster to review these sections before beginning a gaming session, to prepare for any problems before they appear.

## Salvage Pool

As with any game in which dice are involved, *BattleTech* is based heavily on luck. Critical rolls and head shots can happen at almost any time and without warning, leading to a sudden defeat (or victory) in the middle of a battle that was going the other way. A string of lousy rolls—or lucky rolls on the other side's part—can win or lose a game as easily as skill can. The players may do everything right but still wind up on the losing end of a scenario or track, seriously mauled and unable to carry on the fight. If this happens, they may be able to dip into the salvage pool.

The salvage pool contains all captured equipment claimed by the forces fighting alongside the players in the Kaumberg conflict. Regardless of the chosen faction, each one will maintain a pool that may be used to recoup at least some of the losses their side may suffer. As long as the player group has contributed salvage for the rest of its faction, this convenience may be used to save a critically damaged player unit. This pool may not always contain everything the players need to replace, however. Composed of captured equipment from all the factions involved in the Kaumberg conflict, it is up to the gamemaster's sense of fair play and reason as to what types and condition of equipment may be found in the salvage pool. For example, if the players lost six heavy and assault

'Mechs in a recent scenario, they may find that only three medium and light 'Mechs are available from the salvage pool—and that of those units, two still require extensive repairs.

Gamemasters should feel free to help the players out of hard-luck situations, but should resist the temptation to reward stupidity. If the players lose everything in the face of overwhelming odds or make serious tactical or strategic blunders (such as not cooperating with each other or walking their force into a known ambush), they should face the consequences of their actions. It is not always the gamemaster's fault when a player unit is destroyed; if the gamemaster feels compelled to continuously throw the players a lifeline, then perhaps the players have gone in over their heads and should learn a valuable lesson from their defeats.

In terms of the campaign, none of the factions who may call upon the players are under any obligation to rebuild a destroyed unit, especially if that unit meets its demise foolishly. Moreover, if the unit's defeat can be proven to be the result of incompetence, the faction backing them may not even be required to reimburse losses of any kind. The entire issue may be moot however, if the player unit is wiped out; its defeat will likely disrupt the balance of forces in the conflict and allow its faction to be swallowed up in the wake of its own defeat.

## The Know-It-All

A particularly troubling problem may arise if a player has already read *Operation: Flashpoint* and is aware of the surprises in store for the player group. If the player begins to abuse this advance knowledge to get through the scenarios and spoil the adventure for the others, the gamemaster may opt to revise the published scenarios. Though doing so partly defeats the purpose of this product, the goal of any gaming campaign is to have fun. Besides, the feat of changing scenarios in the Kaumberg conflict becomes as simple as switching sides; transposing the roles of attacker and defender is an easy task which requires a minimum of effort on the gamemaster's part in most cases, as the nature of this product makes no presumptions about the player's faction.

If such a tactic still fails to restore the element of surprise and adventure in this campaign, the gamemaster may have to resort to altering the balance of forces used in each scenario, or substituting scenarios and tracks out of sequence. Injecting a completely original scenario here and there may also keep the players guessing and restore some sense of suspense. The *Additional Hooks* section of each scenario and track may be used in addition to (or in place of) scenarios throughout this product to keep the players guessing.

Punishing a player for abusing his or her advance knowledge of events should be regarded as a gamemaster's last resort. The purpose of playing a game is enjoyment, and a game that becomes a battle of wills between players and the gamemaster is ultimately fun for neither. When dealing with a know-it-all player, the gamemaster's best tool should be creativity, not brute force.

# OPERATION: FLASHPOINT



## GENERATING OPPOSING FORCES

*Operation: Flashpoint* gives the gamemaster the unique capability to generate tailor-made opposition to the player unit for any scenario in this book. For the sake of simplicity, pregenerated lances based on faction are not presented here. Instead, simplified lists for the most commonly used and faction-specific designs fielded by tech era are presented here. These lists and tables should help guide a gamemaster in creating an appropriate opposing force based on the size of the player unit and the venue or era in which they are currently playing. Following is a description of the process for generating these forces step by step.

### DETERMINING PLAYER UNIT STRENGTH

Because the purpose of this product is to challenge the player group, the first step in generating an opposing force is, naturally, to determine the strength of the player unit itself. This can be done in many different ways, but two of the most reliable methods are outlined below.

### BATTLE VALUE SYSTEM

By far the most accurate measure of a *BattleTech* element's strength is the Battle Value (BV) system. This system takes into

account the relative strengths and weaknesses of each BattleMech, vehicle and infantry element, modified by the skill of the pilot or crew. The resulting number indicates how potentially powerful an element is; the higher the BV, the more powerful the element. Two forces with relatively similar BVs and numbers of elements should have an equal chance of winning a battle against each other (although such a battle would likely end with each side ravaged).

Rules for calculating battle values appear on pp. 139-145, *BMR*. Lists showing the BVs of all FASA 'Mechs and vehicles begin on p. 94 of *Maximum Tech* and more may be found in the appropriate *Technical Readout*. Two commercial software packages available from FASA can also calculate the BVs of a player's home-grown 'Mech designs and print out record sheets: 'Mech Generator is available for the Macintosh platform, *Heavy Metal* for the PC.

Once the BVs for the player force are calculated, gamemasters should separately list each element's BV, the skill of its pilot/crew, and the final BV (after modifying for Piloting and Gunnery skills). Having these figures readily available will make the next step easier. Using a computer to keep track of larger units (more than a company or so in size) will greatly aid any gamemaster in keeping track of these vital figures.



# GENERATING OPPOSING FORCES

**ELEMENT FORCE POINTS TABLE**

Mech Class	Level One	Level Two-No XL	Level Two-XL	Clan-No XL	Clan XL
Light	4	6	7	9	12
Medium	8	9	12	15	18
Heavy	10	12	15	18	21
Assault	13	15	18	22	25

Vehicle Class	Level One	Level Two	Clan
Light	2	4	6
Medium	4	5	10
Heavy	6	7	12
Assault	7	11	16
VTOL	4	6	12

Infantry Class	Inner Sphere	Clan
Standard Infantry	5	5
Battle Armor	2	3

## FORCE POINTS SYSTEM

Although the Battle Value system offers the most accurate measure of strength, it is a very time-consuming method—more so if the players must calculate the BVs of their home-grown designs first. If sufficient time (or patience) does not exist to calculate BVs, the Force Points system may be used instead. Consult the tables above and on p. 32 to find an element's value and pilot/crew experience level. A unit's overall value is the sum of each individual element's value.

### Element Value

The Element Force Points Table provides a number (in Force Points) for each element, based on the element's type, weight class, and technology base. 'Mechs have several technology levels, while vehicles have three and infantry have only two. Level One represents technology available in 3025 and covers all 'Mechs and vehicles found in *BattleTech Record Sheets: 3025 & 3026*. Level Two-No XL represents the advanced technology available to the Inner Sphere around 3050, but only for elements that do not use an XL engine. Level Two-XL represents advanced technology units with an XL engine. Clan-No XL represents elements with standard Clan technology, while Clan-XL represents the same with XL engines.

### Experience Level

After finding the force's overall value, the overall experience level should be computed. This number is used to determine the experience level of the opposing force based on the requirements of the scenario to be played. (If no experience levels are suggested in a scenario, assume that the opposing force holds an equal level of experience to the player group.) To determine a unit's overall experience level, first the experience level of each individual pilot or

crew in the unit must be calculated. The overall experience of the unit is the average of the skills for each of the unit's pilots and crews.

To determine the expertise of a pilot or crew, consult the Experience Level Table (p. 32). For *BattleTech* characters, use the pilot's or crew's Piloting and Gunnery Skill levels; for *MW3* characters, the easiest way is to convert the character's relevant skill bonuses to *BattleTech* skill rolls using the table on p. 126, *MW3*. The Gunnery and Piloting subskills that result should be averaged to find each character's baseline *BattleTech* skills. Gamemasters willing to deal with the complexity of variable gunnery skills for energy, missile and ballistic weapons may then use these averages for the opposing force warriors as well.

Once the individual warriors' skill target numbers are known, the skills for the entire unit should be added together, then divided by the number of elements, then rounded to the nearest whole number. The final result will be the unit's overall experience level.

## DETERMINING OPPOSING FORCE STRENGTH

Once the strength of the player unit is known, the process of generating a balanced opposing force may begin. Each scenario recommends a force strength and experience level for the opposing side(s) based on the player's unit strength and experience. If the players are running a large unit, the gamemaster may not be able to generate an appropriate opposing force until the players decide which portions of their unit will commit to the scenario.

**Note:** Gamemasters who intend to play through the entire Kaumberg campaign (or one similar in nature) should always generate the forces of the on-planet faction(s) in their entirety, if for no other reason than the sake of consistency. Because few

# GENERATING OPPOSING FORCES

**EXPERIENCE LEVEL TABLE**

Skill Rating	Piloting/Gunnery Skill Ratings (Average)	Combined Piloting/Gunnery Target Numbers
Green	6/5	10 or greater
Regular	5/4	8-9
Veteran	4/3	6-7
Elite	3/2	4-5
Elite 2	2/1	2-3
Elite 3	1/0	0-1

opportunities exist for reinforcements on any of the sides involved, a complete table of organization and equipment (TO&E) on all the involved factions will need to be considered when selecting forces for a scenario. More on this aspect of running *Operation: Flashpoint* will appear in the section titled *Force Composition*.

## SELECTING ELEMENTS

The force strengths recommended in each scenario offer a base Battle Value or Force Points total to reach when generating the opposing force(s). For example, the *Game Set-Up* section for the first scenario in this book (*Flashpoint*, Track 1, Scenario 1), states that the attacking forces should field two-thirds the strength of the on-site defenders. If the players are the defending force here and are fielding a unit valued at 6,000 BV (or about 60 Force Points), the attacking forces should each field a force no greater than 4,000 BV (or 40 Force Points) in strength.

The gamemaster may generate the forces sent against the players by simply choosing (or customizing) the elements found in any *Technical Readout* or other *BattleTech* source. However, to better suit a sense of authenticity, basic and faction-specific lists are presented later in this section (p. 36) to guide the gamemaster's decisions. Moreover, many *BattleTech* and *MechWarrior* products published to date also include random-element tables which may be used in a pinch. Any or all of these methods may be employed to create a unit worthy of the player group.

When generating an opposing force, it is a good idea to keep a running total of the BV or Force Points spent creating it. Gamemasters and players should not worry about the total number of elements chosen, as the strength of the opposing force may be fine tuned in the next step, if necessary. The goal is to get a force as close to the scenario-recommended strength as possible, though it is unlikely the force created will be an exact match. A slight variance of five to ten percent of the recommended force strength should be serviceable in the scenarios without upsetting game balance.

*Jeff wants to create an opposing force of four BattleMechs totaling 4,000 BV. He chooses a TR1 Wraith*

(1,089 BV), a ASN-23 Assassin (609 BV), and two COM-5S Commandos (1,008 combined BV). The BV total is 2,706—1,294 points lower than Jeff intended. He could modify the force's total BV based on its experience level or adjust the force composition. After some calculating, he decides to substitute two STH-1D Stealths (2,134 combined BV) for the Commandos—quite an upgrade—giving him a combined force BV of 3,832. This total is only 168 below 4,000—less than five percent lower than his intended point total. Deciding this is sufficient for his purposes, Jeff decides to use this lance.

Calculating the same force's strength using Force Points, Jeff's initial selections would have equaled 33 Force Points. The Wraith is worth 12 points, the Assassin 9, and the two Commandos are a total of 12. Here again, the total was far below his intended goal of 40 Force Points, but his upgrade to Stealths in lieu of Commandos would bring the total number of Force Points up to 45—five points over his intended unit strength. Once more, if Jeff wanted to change these figures, he could do so by modifying his force composition or altering the experience level of the warriors.

This example demonstrates the differences between the Battle Value system and the Force Points system. Because the Force Points system is more abstract, the above example shows how a more balanced force might appear to be a mismatch. Players and gamemasters should consider which system they wish to use before beginning the campaign.

## FORCE SIZES

Once the opposing force is designed, the total number of elements fielded by each side should be examined before proceeding further. Although the Battle Value system and the Force Points system allow for accurate force matching in terms of raw strength, they do not take into account differences in force size. The following system, though somewhat complex, may be used to accurately evaluate forces by their size and strength.

First, add up the number of elements in each force, counting BattleMechs and vehicles as one element each, battle-armor Points/squads as half an element each, and conventional infantry platoons as a quarter element each. Subtract the total number of units from the smaller force from the total number in the larger force. This number is the Raw Force Difference. Divide that number by the total number of elements in the smaller force, and multiply the result by 100. The resulting figure is the Base Force Percentage Multiplier—the percentage by which the larger force outnumbers the smaller.

After calculating the Base Force Percentage Multiplier, multiply the Raw Force Difference by 10. The result is the Raw Force Percentage Multiplier.



# GENERATING OPPOSING FORCES

Compare the Raw Force Percentage Multiplier to the Base Force Percentage Multiplier. Add 100 to the lower number to get the Final Percentage Modifier. Then multiply that number by the larger force's BV (or Force Points) to find the Modified Strength.

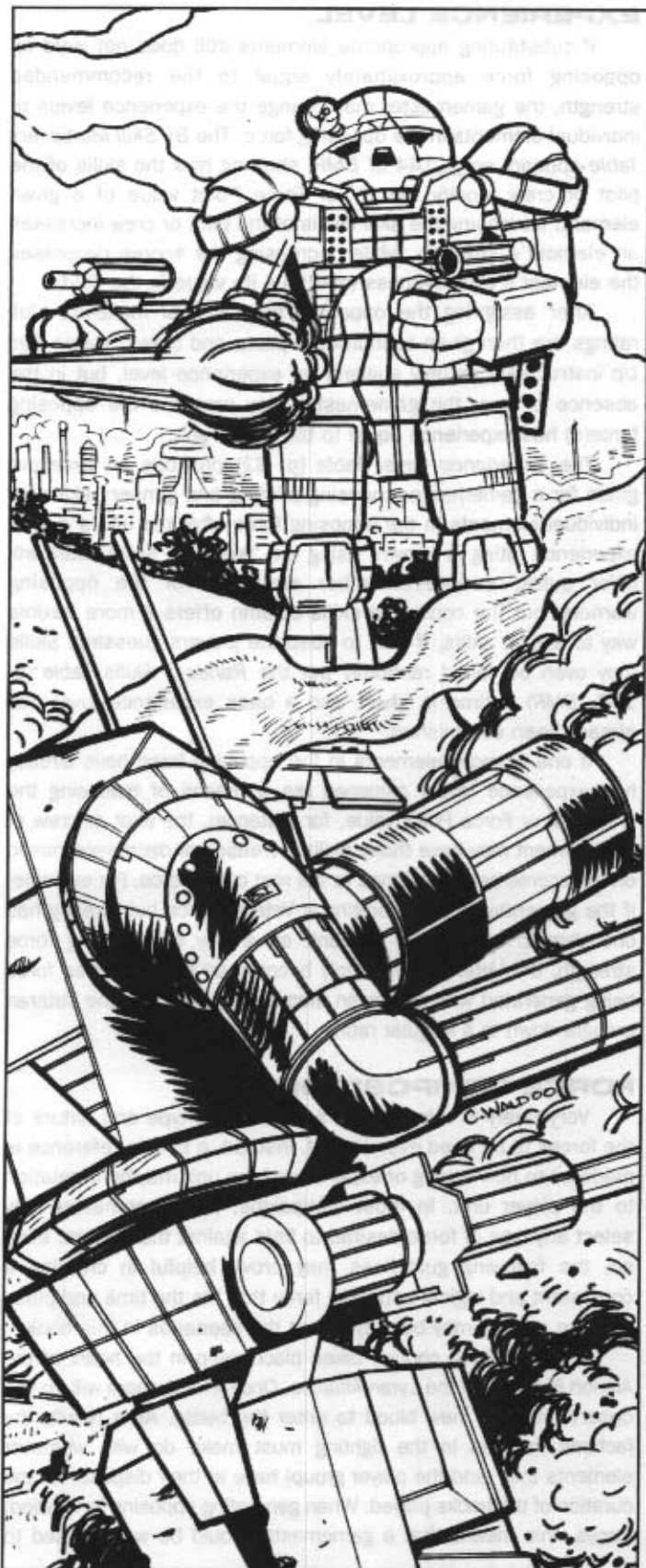
Now, divide the opposing force's total strength by the player unit's total strength. (Use the Modified Strength for whichever force has the most elements.) Multiply the quotient by 100. This final number is the opposing force's Strength Percentage when compared to the player unit.

*Both forces in a battle are worth 6,000 BV (60 Force Points), but the attacking player has five elements where the defender has only four. Four subtracted from five gives a Raw Force Difference of 1. Dividing that by 4 and multiplying the result by 100 yields a Base Force Percentage Multiplier of 25 ( $1 \div 4 = .25$ ;  $.25 \times 100 = 25$ ). This means that the attackers have 25 percent more forces than the defender. The Raw Force Difference is only 1, however (the attacker has only one more element than the defender). This gives a Raw Force Percentage Multiplier of 10 percent ( $1 \times 10$ ). As 10 percent is the smaller of the two multipliers, adding 100 to it will give a Final Percentage Modifier of 110 percent (the attacker's strength compared to the defender's). Multiplying the Final Percentage Modifier by the attacker's BV (6,000) gives the attacker a Modified Strength of 6,600 BV (66 Force Points).*

*If the player unit is the defending force in this example, the opposing force (the attacker) currently fields 110 percent of the player unit's strength ( $[6,600 \div 6,000] \times 100$ ). If the scenario recommends an opposing force at 125 percent of the player unit's strength (7,500 BV or 75 Force Points), the opposing force may be increased by another 900 BV (9 Force Points).*

*If the players are the attacker and the opposing force is the defender, the opposing force fields about 91 percent of the players' strength ( $[6,000 \div 6,600] \times 100$ ). If the scenario calls for an opposing force at 100 percent of the player unit's strength, the gamemaster may increase the opposing force's composition by up to 600 BV (6 Force Points). By the same token, a scenario calling for the opposing force to have only 67 percent of the player force would mean that the gamemaster must shed 1,600 BV (16 Force Points) from the opposing force (bringing its strength to 4,400 BV, or 44 Force Points).*

The gamemaster may adjust the opposing force's strength in various ways, but should try to retain the same number of elements if possible. Otherwise, the Raw Force Difference and Base Force Percentage Multipliers will need to be recalculated. Substituting one element in the opposing force with another that better suits the Battle Value or Force Points suggested by the scenario or altering the experience levels of the warriors are easier ways to handle such a problem. The latter option works best if the opposing force needs a relatively minor change.



# GENERATING OPPOSING FORCES

## EXPERIENCE LEVEL

If substituting appropriate elements still does not yield an opposing force approximately equal to the recommended strength, the gamemaster may change the experience levels of individual elements in the opposing force. The *BV Skill Multipliers Table* appears on p. 144 of *BMR*, showing how the skills of the pilot or crew modify the BV or Force Point value of a given element. Increasing the skill levels of the pilot or crew increases an element's strength, while decreasing the scores decreases the element's effectiveness (and thus its value in the field).

After assigning the opposing force's final make-up, skill ratings are then given to individual pilots and crews. *Game Set-Up* instructions usually suggest an experience level, but in the absence of one, the gamemaster may presume the opposing force(s) has experience equal to the player unit.

The *Experience Level Table* (p. 32) provides an excellent guide for a gamemaster choosing piloting and gunnery skills for individual elements in the opposing force after the unit's overall experience rating is known. Using the "average" skills listed will offer quick, easy-to-remember statistics for the opposing warriors, but the combined skills column offers a more flexible way to assign skills, if only to keep the players guessing. Skills may even be rolled randomly per the *Random Skills Table* (p. 108, *BMR*) if time is short and a base experience level has already been established.

If one or more elements in the opposing force have already had experience levels assigned (as a means of balancing the unit's BV or Force Point value, for instance), the pilot or crew of that element may have those skills increased or decreased based on the scores being assigned to the rest of the force. For example, if the gamemaster is generating a Veteran force but already has one Veteran element in the unit as a way of adjusting force strength, the Veteran can simply become an Elite. A Green force being generated with a Veteran element in it will see the Veteran brought down to a Regular rating.

## FORCE COMPOSITION

Very rarely in this product are the exact type and nature of the forces to be used ever named. Instead, a simple reference is made as to how strong or experienced the unit may be in relation to the player unit. In most campaigns, the gamemaster may select any type of force desired to field against the players. Even so, the following guidelines may prove helpful in creating a consistent and logical opposing force that fits the time and place that the players may be playing out the scenarios in this book.

The Kaumberg conflict takes place deep in the heart of the Alarion Province of the Lyran Alliance. Once joined, there will be few opportunities for new blood to enter the battle. As a result, the factions involved in the fighting must make do with whatever elements they (and the player group) have at their disposal for the duration of the tracks played. When generating opposing (and allied) forces, this means that a gamemaster would be well advised to

create the complete TO&E for all the factions on Kaumberg before starting the game, rather than at each individual scenario. Doing so will allow for shorter preparation time between scenarios and give a sense of the strategic war as well as the tactical considerations of the moment. The gamemaster can thus select an appropriate opposing force for the players based on subunits of their opposing faction by simply drawing on this complete TO&E.

When considering this, the gamemaster may base each faction's TO&E on the player unit, using the basic criteria that follow. The Hasseldorf and LeSat families each maintain a force that contains twice as many elements as the player group. Half of each force consists of BattleMech units, with the rest composed of vehicles and conventional infantry elements. The Hasseldorf and LeSat units each possess a level of experience equal to the player group.

Combined, the rest of Kaumberg's ruling body commands additional forces three times the size of the player group. Composed entirely of vehicular and conventional infantry elements, these forces are one experience level lower than the Hasseldorf and LeSat units.

If the forces suggested by the written plot are not suitable for the players' campaign, then gamemasters should feel free to change any restrictions that do not work for them. However, as the scenarios are balanced to their recommended force strengths, changes should not be made needlessly.

## USING FORCE LISTINGS

This section includes several lists to guide gamemasters in generating *BattleTech* forces. Rather than presenting a random 'Mech table or a vast series of pregenerated lances, however, what follows is merely a breakdown of elements commonly used by the major factions of the Inner Sphere and the Clans throughout the major periods in *BattleTech* history. Also included are lists of common BattleMechs and vehicles used in each era to show which designs were prolific in each era, and that they may conceivably be fielded by any faction.

It should be noted that the provided lists do not show an element's numerical designation. This has been done to save space rather than flooding the lists with multiple variants on a design seen across the Inner Sphere. Gamemasters should make a note of what variants are to be used against the players and make certain that the element in question matches the Force Point value also provided with the list, as some models—particularly designs upgraded between 3025 and 3050—have undergone some changes.

## EQUIPMENT RATINGS AND STANDARD UNIT VALUES

To begin generating an opposing force based on the technology era or equipment rating of the player group, the gamemaster should roll on the *Random Equipment Rating Table* (p. 35), using the column that best describes the unit's tech



# GENERATING OPPOSING FORCES

rating. The result gives the equipment rating for the opposing force. For example, if the player unit has an equipment rating of B and the gamemaster rolls a 7 (modified to 8 by the unit's rating), the opposing force gets an equipment rating of C (3055-era units and older designs). The gamemaster should then restrict all element selections for the opposing force to the lists for C-rated elements and below.

The *Base Lance/Star Force Point Value Table* (p. 36) provides a rough guide to finding the Force Point value preferred in each faction's units for each era. (If the players are using the BV system instead, simply multiply the suggested Force Points by 100.) Gamemasters looking for authenticity should select elements for their faction's lances and Stars based on these figures. In fact, the combination of these figures and the information gathered on the player unit's strength should allow for faster "point balancing" of the opposing forces. For example, a player unit that has a Force Point value of 116 (11,600 BV) at a tech rating of B may be matched quickly with a light, medium and heavy lance of Capellan units in tech rating C (total Force Point value of 116, or 11,600 BV).

## ELEMENT SELECTIONS

The elements making up an opposing force should next be drawn from the common list of the era closest to the year the player unit is set in, as well as the specific elements that may be available to the unit's faction. Allied affiliations (such as the Davion and Steiner families—from 3025 to the present—or ComStar and the Free Rasalhague Republic) may also draw some elements from the exclusive list of each other's affiliation, but in such a case, the number of elements chosen from an allied faction's exclusive list should never exceed half of the opposing force. Note that it is also possible to choose elements from the common listing for previous eras (except for the Star League era common elements, which are available only to ComStar and Clan factions).

Also, as years go by, so-called exclusive designs have a way of entering the ranks of other armies. To reflect this, elements that are faction-exclusive in one era become more commonplace to that faction in the next era. As such, these designs begin to turn up in the armed forces of a factions' neighboring states or Clans. Whenever an exclusive element is chosen for the force of a faction that did not originally have access to that design one era later than it first appeared, roll 2D6. On a result of 8 or more, the design has been obtained. If the result fails, a new element must be selected. Two eras later, these elements may be gained on a 2D6 roll of 6 or more for neighbor factions or on a 10 or more for factions farther away. Three technology eras removed from the date of the exclusive designs, all realms neighboring the

## RANDOM EQUIPMENT RATING TABLE

2D6	Era/Equipment Rating			
Roll	3060/A	3058/B	3055/C	3050/D
3 or less	3025/F	3025/F	3025/F	3025/F
4	3050/D	3025/F	3025/F	3025/F
5	3050/D	3050/D	3025/F	3025/F
6	3055/C	3050/D	3050/D	3025/F
7	3055/C	3050/D	3050/D	3050/D
8	3058/B	3055/C	3050/D	3050/D
9	3058/B	3055/C	3050/D	3050/D
10	3060/A	3058/B	3055/C	3050/D
11	3060/A	3058/B	3055/C	3050/D
12 or more	3060/A	3058/A	3055/C	3050/D

Apply the following modifiers to the roll based on unit ratings:  
A, +2; B, +1; C, 0; D, -1; F, -2

originator of the design may choose these elements as if they were common, while factions neighboring the neighbors need to roll 8 or better on 2D6. Beyond three technology eras, an exclusive design is considered common to all factions—even those that cannot build or maintain such designs.

Not all minor factions have been listed and some have been simplified in the interest of saving space. Mercenary units should use the appropriate lists from their employer's faction or stick with the common element listings. As the Clan lists lump all Clans together, players in Clan-based campaigns may wish to examine closely their element choices, as many designs are specific to only a few Clans. The flavor text found in the *Technical Readouts* will generally explain which Clans use a given design. Additionally, the *Random 'Mech Assignment Tables* found in the *BMR* and the *Field Manual* series can also be used as a guide to which factions use which elements in any given era.

Each list includes vehicles as well as BattleMechs. On average, far more vehicle-based units exist in the Inner Sphere than BattleMech units, especially in planetary militias. However, it remains a gamemaster's choice as to what types of units work best for a game.

The design of these lists offers great flexibility, so gamemasters should be able to avoid using too many of the same element types in every lance or Star. Using the *Base Lance/Star Force Point Value Table* (p. 36) as a guide, gamemasters should be able to mix and match the ideal force for their faction and era.

Each list includes vehicles as well as BattleMechs. On average, far more vehicle-based units exist in the Inner Sphere than BattleMech units, especially in planetary militias. However, it remains a gamemaster's choice as to what types of units work best for a game.

# GENERATING OPPOSING FORCES

## BASE LANCE/STAR FORCE POINT VALUE TABLE

### Star League Defense Force/Generic

Unit Type	3060/A	3058/B	3055/C	3050/D	3025/F
Light 'Mech	29	27	27	25	20
Medium 'Mech	47	46	46	40	32
Heavy 'Mech	53	52	52	52	40
Assault 'Mech	63	61	61	57	52
VTOL Unit	22	20	18	16	16
Light Vehicle	16	12	10	8	8
Medium Vehicle	20	19	18	17	16
Heavy Vehicle	30	28	26	24	24
Assault Vehicle	36	32	31	29	26

### ComStar/Word of Blake

Unit Type	3060/A	3058/B	3055/C	3050/D	3025/F
Light 'Mech	43	41	41	37	37
Medium 'Mech	70	69	69	59	59
Heavy 'Mech	82	82	82	78	78
Assault 'Mech	95	92	92	86	86
VTOL Unit	36	36	34	32	32
Light Vehicle	24	22	20	18	18
Medium Vehicle	30	29	28	25	25
Heavy Vehicle	54	52	50	46	46
Assault Vehicle	60	57	55	53	53

**Note:** All Com Guard and Word of Blake Militia "lances" contain 6 elements.

### Capellan Confederation/St. Ives Compact

Unit Type	3060/A	3058/B	3055/C	3050/D	3025/F
Light 'Mech	28	27	24	23	18
Medium 'Mech	50	46	42	36	32
Heavy 'Mech	54	52	50	48	40
Assault 'Mech	68	64	62	60	52
VTOL Unit	22	20	18	16	16
Light Vehicle	16	12	10	8	8
Medium Vehicle	20	18	18	17	16
Heavy Vehicle	30	28	26	24	24
Assault Vehicle	36	32	30	30	26

### Draconis Combine

Unit Type	3060/A	3058/B	3055/C	3050/D	3025/F
Light 'Mech	30	28	26	24	16
Medium 'Mech	48	47	45	43	32
Heavy 'Mech	59	57	54	50	41
Assault 'Mech	68	68	67	67	52
VTOL Unit	24	24	22	16	16
Light Vehicle	14	12	12	10	8
Medium Vehicle	20	19	18	16	16
Heavy Vehicle	27	26	26	25	25
Assault Vehicle	44	42	40	32	28

### Federated Suns/Federated Commonwealth

Unit Type	3060/A	3058/B	3055/C	3050/D	3025/F
Light 'Mech	29	27	25	23	16
Medium 'Mech	48	45	43	42	32
Heavy 'Mech	58	58	57	57	42
Assault 'Mech	69	68	67	67	52
VTOL Unit	21	20	20	18	16
Light Vehicle	14	14	12	10	8
Medium Vehicle	18	17	16	16	15
Heavy Vehicle	28	27	26	25	24
Assault Vehicle	39	37	35	32	30

### Free Worlds League

Unit Type	3060/A	3058/B	3055/C	3050/D	3025/F
Light 'Mech	29	26	25	25	16
Medium 'Mech	47	45	44	43	34
Heavy 'Mech	57	54	53	50	39
Assault 'Mech	68	67	65	62	52
VTOL Unit	22	20	20	18	16
Light Vehicle	14	12	12	10	8
Medium Vehicle	27	26	24	24	24
Heavy Vehicle	28	27	25	23	20
Assault Vehicle	35	33	30	27	26

### Lyran Alliance

Unit Type	3060/A	3058/B	3055/C	3050/D	3025/F
Light 'Mech	30	29	28	23	18
Medium 'Mech	48	47	44	39	32
Heavy 'Mech	59	57	57	52	42
Assault 'Mech	71	70	67	65	52
VTOL Unit	24	22	22	18	16
Light Vehicle	18	16	15	12	10
Medium Vehicle	20	19	18	16	16
Heavy Vehicle	27	25	25	24	24
Assault Vehicle	40	36	35	33	30

### St. Ives Compact/Chaos March

Unit Type	3060/A	3058/B	3055/C	3050/D-F
Light 'Mech	25	24	23	23
Medium 'Mech	42	42	41	40
Heavy 'Mech	56	55	53	53
Assault 'Mech	64	63	60	58
VTOL Unit	20	18	16	16
Light Vehicle	14	12	10	10
Medium Vehicle	19	18	17	16
Heavy Vehicle	27	25	23	22
Assault Vehicle	36	32	30	28

### Free Rasalhague Republic/Periphery

Unit Type	3060/A	3058/B	3055/C	3050/D	3025/F
Light 'Mech	27	25	25	20	20
Medium 'Mech	40	38	38	33	31
Heavy 'Mech	49	49	48	44	41
Assault 'Mech	67	66	60	57	49
VTOL Unit	22	20	18	16	16
Light Vehicle	16	12	10	8	8
Medium Vehicle	20	19	18	16	16
Heavy Vehicle	30	28	26	26	24
Assault Vehicle	36	32	30	28	26

### The Clans

Unit Type	Front-Line/A-B	Second-Line/C-D	Early Clan/F
Light 'Mech	65	51	32
Medium 'Mech	91	78	53
Heavy 'Mech	105	91	68
Assault 'Mech	121	109	83
VTOL Unit	102	90	50
Light Vehicle	60	48	30
Medium Vehicle	100	56	45
Heavy Vehicle	110	95	65
Assault Vehicle	140	115	90

**Note:** Clan 'Mech Stars contain 5 elements; Clan Vehicle and VTOL Stars contain 10 elements.



# GENERATING OPPOSING FORCES

## COMMON 'MECH BY ERA/ELEMENT RATING

### Star League/A-B\*

Force Points	Unit Designation
4	<i>Gabriel, Beagle, Rotunda, Lightning</i>
5	<i>Zephyr, Kanga, Chaparral, Thor</i>
6	<i>Mercury, Thorn, Hermes, Hussar, Sentinel, Ripper, Nightshade, Cyano</i>
7	<i>Demon, Marksman, Magi, Burke</i>
9	<i>Wyvern, Crab, Kintaro</i>
11	<i>Fury, Rhino, Puma</i>
12	<i>Champion, Guillotine, Black Knight</i>
15	<i>Lancelot, Exterminator, Bombardier, Flashman, Thug, Crockett, Highlander, King Crab</i>

\* Star League-era "common" elements are available only to ComStar, Word of Blake, and Clan Forces

### 3060/A

Force Points	Unit Designation
2	<i>Heavy APCs</i>
6	<i>Mantis</i>
6(C)	<i>Shamash, Asshur, Mithras, Indra, Svantovit, Zorya</i>
9(C)	<i>Snow Fox, Commando IIC, Pack Hunter, UrbanMech IIC</i>
10(C)	<i>Ares, Epona, Hachiman, Ku</i>
12(C)	<i>Icestorm, Mandrill, Cougar, Hellion, Donar, Anhur, Oro, Ishtar, Athena</i>
15(C)	<i>Corvus, Great Wurm, Wyvern IIC, Stalking Spider, Ursus, Stopping Hawk</i>
16(C)	<i>Huitzilopochtli, Mars</i>
18(C)	<i>Arctic Wolf, Clint IIC, Matador, Fire Scorpion, Ha Otoko, Guillotine IIC, Orion IIC, Hellfire</i>
21(C)	<i>Predator, Nova Cat</i>
22(C)	<i>Thunder Stallion, Highlander IIC, Blood Kite</i>
25(C)	<i>Canis, Blood Asp, Savage Coyote</i>

### 3058/B

Force Points	Unit Designation
2	<i>Blizzard, Plainsman</i>
4	<i>Cavalry, Karnov UR, Galleon, Hunter, Pegasus, Striker</i>
5	<i>Goblin, Regulator, Maxim, Vedette</i>
6	<i>Warrior H8, Yellow Jacket, Po, Brutus</i>
7	<i>Specter, SRM/LRM Carrier, Manticore</i>
8	<i>Chameleon, Lineholder</i>
9(C)	<i>Piranha</i>
10	<i>Merlin</i>
11	<i>Partisan, Ontos</i>
12(C)	<i>Fire Falcon, Hankyu</i>
13	<i>Longbow</i>
15	<i>Cestus, Dragon Fire, Maelstrom</i>
15(C)	<i>Battle Cobra</i>
18	<i>Spartan, Emperor, Nightstar</i>
18(C)	<i>Grendel, Shadow Cat, Hunchback IIC, Nobori-nin, Black Lanner, Crossbow, Grizzly</i>
21(C)	<i>Thresher, Cauldron-Born, Night Gyr</i>
22(C)	<i>Kingfisher, Supernova</i>
25(C)	<i>Turkina, Kodiak</i>

### 3055/C

Force Points	Unit Designation
6	<i>Sprint</i>
7	<i>Jackal, Tarantula</i>
9(C)	<i>Locust IIC, Baboon, Peregrine</i>
12	<i>Gallowglas</i>
12(C)	<i>Jenner IIC, Vixen</i>
15	<i>War Dog</i>
15(C)	<i>Griffin IIC, Shadow Hawk IIC, Hellhound</i>
18	<i>Gunslinger</i>
18(C)	<i>Rifleman IIC, Goshawk, Galahad, Phantom, Pouncer</i>
21(C)	<i>Viper, Linebacker</i>
22(C)	<i>Warhammer IIC, Marauder IIC, Behemoth</i>
25(C)	<i>Phoenix Hawk IIC, Kraken, Naga</i>

### 3050/D

Force Points	Unit Designation
4	<i>Peregrine VTOL</i>
6	<i>Flea, Hornet, Locust, Stinger, Wasp, Javelin, Spider, UrbanMech, Firestarter, Ostscout</i>
9	<i>Assassin, Vulcan, Whitworth, Blackjack, Hunchback, Dervish, Scorpion</i>
12	<i>Phoenix Hawk, Centurion, Trebuchet, Griffin, Shadow Hawk, Wolverine, Ostroc, Quickdraw, Catapult, Thunderbolt, Archer, Grasshopper, Warhammer</i>
12(C)	<i>Dasher, Koshi, Uller, Puma</i>
15	<i>Ostsol, Rifleman, Crusader, JagerMech, Marauder, Orion, Victor, BattleMaster, Stalker, Cyclops</i>
18	<i>Awesome, Charger, Goliath, Banshee, Atlas, Marauder II</i>
18(C)	<i>Dragonfly, Fenris, Black Hawk, Ryoken</i>
21(C)	<i>Vulture, Loki, Thor, Mad Cat</i>
25(C)	<i>Man O' War, Masakari, Gladiator, Daishi</i>

### 3025/F

Force Points	Unit Designation
2	<i>Savanna Master, APCs, Skulker, Harasser, J. Edgar, Scorpion, Sea Skimmer, Hunter, Pegasus, Saladin, Saracen, Scimitar, Striker, Swift Wind, Galleon, Pack Rat LRPV</i>
4	<i>Locust, Stinger, Wasp, Javelin, Spider, UrbanMech, Firestarter, Ostscout, Ferret, Warrior H7, Karnov UR, Helzer, Goblin, Condor, Drillson, Maxim, Vedette</i>
6	<i>Bulldog, Hi-Scout, LRM/SRM Carrier, Manticore, Pike, Monitor, Von Luckner</i>
7	<i>Demolisher, Partisan, Schrek, SturmFeur, Ontos, Behemoth, Neptune Submarine, Mobile Long Tom</i>
8	<i>Assassin, Vulcan, Whitworth, Blackjack, Hunchback, Dervish, Scorpion, Phoenix Hawk, Centurion, Trebuchet, Griffin, Shadow Hawk, Wolverine</i>
10	<i>Ostroc, Quickdraw, Catapult, Thunderbolt, Archer, Grasshopper, Warhammer, Ostsol, Rifleman, Crusader, JagerMech, Marauder, Orion, Merlin, Victor, BattleMaster, Stalker, Cyclops, Awesome, Charger, Goliath, Banshee, Atlas, Longbow</i>
13	

**Note:** Elements that appear under multiple listings but have different scores indicate a different tech level or common variant design. Players should consult the appropriate Technical Readout or Record Sheets book for detailed information regarding these units. A (C) denotes a Clan design; these are not available to Inner Sphere factions. Italicized units designate vehicles.

# GENERATING OPPOSING FORCES

## FACTION-EXCLUSIVE ELEMENT LISTINGS

### 3060/A

- ComStar**—Tessen (12), Beowulf (12), Viking (15), plus all common Star League designs.
- Word of Blake**—Initiate (9), Buccaneer (12), Toyama (15), Vanquisher (15), Grand Crusader (18), plus all common Star League designs.
- Steiner**—Stiletto (7), Cobra (9), Blitzkreig (12), Barghest (15), Fafnir (15), Hauptmann-O (18), *Centipede* (4), *Myrmidon* (4), *Demolisher II* (11).
- Davion**—Sentry (9), Enforcer III (12), JagerMech III (15), Templar (18), *Centipede* (4).
- Kurita**—Kabuto (7), Bishamon (12), Shugenja (15), Tai-sho (15), *Schilttron-O* (11).
- Marik**—Eagle (6), Yeoman (12), Sirocco (15), *Hawk Moth Gunship* (6).
- Liao**—Cossack (7), Duan Gung (7), Sha Yu (12), Men Shen-O (12), Helios (12), Ti Ts'ang (15), Jinggau (15), Lao Hu (15), Yu Huang (18).
- Periphery**—Garm (6), Marshall (9), Merlin (10), plus 3025-era designs exclusive to the nearest large realm.
- Clans**—All common Star League-era and Clan designs, plus 3025, 3050, and 3055-era designs common to any faction invaded by the Clan in question.

### 3058/B

- ComStar**—Nexus (6), Owens-O (7), Strider-O (9), Rajin (12), Grim Reaper (12), Shootist (12), Avatar-O (15), Excalibur (15), Longbow (18).
- Word of Blake**—Shootist (12), Firestarter-O (12), Blackjack-O (12), Buccaneer (12), Toyama (15), Excalibur (15), Grand Crusader (18), plus all common Star League designs.
- Steiner**—Night Hawk (7), Talon (7), Starslayer (9), Firestarter-O (12), Enfield (12), Bushwacker (12), Lynx (12), Striker (13), Black Hawk-KU (15), Thunder Hawk (18), *Fulcrum* (5), *Typhoon* (7), *Alacorn* (11).
- Davion**—Firestarter-O (12), Devastator (18), Pillager (18), *Pilum* (7), *Typhoon* (7), *Challenger X* (11), *Alacorn* (11).
- Kurita**—Raptor-O (7), Owens-O (7), Strider-O (9), Firestarter-O (12), Blackjack-O (12), Black Hawk KU-O (15), Avatar-O (15), Akuma (15), No-Dachi (15), Sunder-O (18), O-Bakemono (18), *Tokugawa* (7).
- Marik**—Falcon Hawk (7), Blackjack-O (12), Perseus-O (15).
- Liao**—Blackjack-O (12), Striker (13).
- Periphery**—Marshall (9), Merlin (10), plus 3025-era designs exclusive to the nearest large realm.
- Clans**—All common Star League-era and Clan designs, plus 3025, 3050, and 3055-era designs common to any faction invaded by the Clan in question.

### 3055/C

- ComStar/Word of Blake**—Nexus (6), Rajin (12), Grim Reaper (12), *Chevalier Light Tank* (4), *Pinto Attack VTOL* (6), *Padilla* (7), plus all common Star League designs.
- Steiner/Davion**—Dart (6), Hollander (6), Battle Hawk (7), Fireball (7), Scarabus (7), Watchman (9), Nightsky (12), Penetrator (12), Stealth (12), Bandersnatch (15), Falconer (15), Rakshasa (15), Berserker (18), Salamander (18).
- Kurita**—Hitman (7), Venom (7), Daimyo (9), Komodo (12), Daikyu (15), Naginata (15).
- Marik**—Hammer (6), Apollo (9), Wraith (12), Anvil (12), Tempest (15), Hercules (15), Albatross (18), Cerberus (18), Grand Titan (18).
- Liao**—Snake (12), Huron Warrior (12), Thunder (15).
- Periphery**—Merlin (10), plus 3025-era designs exclusive to the nearest large realm.
- Clans**—All Star League-era and Clan designs, plus 3025 and 3050-era designs common to any faction invaded by the Clan in question.

### 3050/D

- ComStar**—All Star League-era designs.
- Steiner/Davion**—Wolfhound (6), Caesar (15), Axman (15).
- Kurita**—Sentinel (9), Kintaro (9), Crab (9), Wolf Trap (12), Grand Dragon (15), Hatamoto-Chi (15), Katana (15), Mauler (18).
- Marik**—Hermes (6), Cicada (12), Guillotine (12).
- Liao**—Raven (7), Cataphract (12).
- Periphery**—Merlin (10), plus exclusives from nearest large realm, *Maulier APC* (2), *Gladius Medium Tank* (4), *Light SRM Carrier* (4), *Heavy LRM Carrier* (7).
- Clans**—All common Star League and Clan designs.

### 3025/F

- ComStar**—All common Star League-era designs.
- Steiner**—Commando (4), Hatchetman (8), Zeus (13), *Rommel* (6), *Patton* (6).
- Davion**—Valkyrie (4), Clint (8), Enforcer (8).
- Kurita**—Jenner (4), Panther (8), Dragon (8).
- Marik**—Hermes II (8), Orion (10).
- Liao**—Vindicator (8).
- Periphery**—Merlin (10).
- Clans**—All Star League and Clan designs.

**Note:** Force Point Values are in parentheses. Units ending in -O are OmniMech designs. Italicized units designate vehicles.



## OPERATION: FLASHPOINT



### FROM UNREST TO REBELLION

Stalled after years of careful slandering and well-delivered speeches in the Archon's name, Baron Franklin LeSat realized he had a serious problem. Despite their decidedly unLyrans political views, the people of Kaumberg still favored the Hasseldorfs over the LeSats, and their voice was echoed in the House of Lords. As long as the people remained so set in their ways, power over Kaumberg politics and a voice in the Estates General on Tharkad would remain beyond LeSat's reach. Something decisive needed to be done—something that would radically shift the public opinion solidly behind the LeSat family. But the question remained how to get a public insulated from war and politically apathetic to the larger issue of Archon and country to back one side over another. What LeSat needed was something more than patriotic speeches to rally the people. He needed a single, decisive event to gain their sympathy—a flashpoint that would wake everyone up and bring him the support he needed to ascend to the seat of the Kaumberg Lord of Lords.

The answer Baron LeSat found was practically a cliché.

Claiming to have discovered irrefutable evidence of the Hasseldorfs' treachery, LeSat called together all the council leaders who held sympathetic or neutral attitudes toward the Hasseldorfs for an emergency meeting at the planetary capitol

building in Stuttgart. There, a small force of LeSat units—bearing Hasseldorf family colors—would brutally attack the capitol building, killing the sympathetic leaders and vanishing into the night just as any would-be Hasseldorf rescuers could reach the scene. With blame for the attack thus placed squarely on the shoulders of the Hasseldorf family, and with only his own supporters left in the Council of Lords, LeSat knew that the fall of his family's ancient rivals would be assured. Any attempt by the Hasseldorfs to resist would further "prove" their guilt. Arrested, disgraced and disarmed, there would be no power—political or military—left on Kaumberg to oppose him, and the next election would see Baron Franklin LeSat as Kaumberg's Lord of Lords.

Just one strike would place the ambitious Baron Franklin LeSat in the Court of Tharkad and make Kaumberg a pure Steiner world once more. With that in mind, LeSat set in motion Operation: Flashpoint.

The trickiest part of Baron LeSat's scheme—apart from its final execution—had been getting his hand-picked team of assassins into the capital city without raising any alarms. Here, the Hasseldorfs' naiveté served their enemy well. Never expecting an overt military action, they had made no changes to the lax security measures protecting Stuttgart. Any attack, after

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all, would surely come from above, and an inbound DropShip was far easier to detect on its way in, giving the would-be defenders ample time to scramble. Thus, when LeSat's MechWarriors were smuggled in aboard heavy cargo trucks that stowed them in the city's weekend-silent lumber mill district, no patrols were nearby to raise an alarm about the unusual event. The power-up of the four 'Mechs' fusion reactors, lost amid the electromagnetic chaff of the city, went unnoticed as the "Trojan horses" shucked their dummy coverings and crawled off the flatbeds that carried them in like a quartet of awakening giants. The signal from one of LeSat's observers—confirming that the key Hasseldorf-sympathetic lords had gathered at the House of Lords—unleashed the fury of these giants.

*Operation: Flashpoint* took Kaumberg completely by surprise.

## TRACK 1 SPECIAL RULES

The following special rules may be applied to the scenarios of this track, at the gamemaster's discretion.

### LIVING ON THE RUN

The end of scenario one will make a fugitive of one side or the other as council bickering finally becomes a call to arms. The delicate political and military balance between Kaumberg's two most powerful families, teetering on the brink of open warfare with accusations of murder and treason, will be shattered. Guilty or not, one faction will have no choice but to flee, and such flight will not allow them time to choose the resources they carry with them. However, regardless of what side finds itself on the run, there will be time to salvage something beforehand, and the following rules should help keep track of the depleted resources the fugitives should have available to them without bogging the game down in details and accounting.

At the start of the Track, each side receives 10 points for each noninfantry element in that side's initial forces, which they should allocate as they see fit among six separate supply stores called component pools. These pools represent the tonnage of armor, structural components, energy weapons, missile weapons, ballistic weapons, and electronics that each side can draw upon in the event they become the fugitive force. These tonnages need not be divided among particular components (unless the players involved truly want such a level of detail in their campaign), but rather offer enough parts that dedicated technicians can fabricate almost anything they need to repair or replace damaged components.

These parts are used on a ton-for-ton basis to replace destroyed components, but only for the component of the same type as the pool the parts are drawn from. For example, a damaged fusion reactor cannot be replaced with parts from the energy weapons component pool. Each replaced component costs its full weight in tonnage from the appropriate pool (lost limbs or body sections cost the full tonnage of all weaponry, components, and armor located therein). Repairing components that still have undamaged critical slots costs only 1 ton per damaged slot. Use the standard *BattleTech Scavenging and Repair* rules (pp. 82–88,

*BMR*) when making repairs, and note that any failed attempts to make a repair or replacement costs one ton from the appropriate pool per roll, in addition to the standard repair costs. The following defines what each component pool includes:

**Armor**—All armor types may be repaired with tons from this pool. Armor may be replaced on a ton or half-ton basis, using the amount of lost armor, and divided by the appropriate modifiers.

**Structural Components**—Internal Structure, CASE, actuators, gyros, cockpit systems (excluding sensors), engines, vehicle motive systems, heat sinks and jump jets are all replaced using this pool. Internal structure costs 1 ton per 16 points if standard and 1 ton per 32 points for Endo Steel. Components such as engine shielding points, gyro points and actuators cost 1 ton each per replacement.

**Energy Weapons**—All energy weapon systems, including PPCs and TAG systems.

**Ballistic Weapons**—All ballistic weapons, including machine guns, anti-missile systems, autocannon, Gauss rifles and artillery weapons.

**Missile Weapons**—All missile weapons, including SRMs, MRMs, ATMs, LRMs and Narc missile beacons.

**Electronics**—Sensor systems and electronic warfare gear including targeting computers, active probes, ECM systems, Artemis IV FCS and all C3 systems.

In addition to these resources, the player receives 20 + (1D6 x 10) tons of ammunition, which must be divided among the various ammo types used by the player's force before campaign play begins.

The side that winds up as the fugitive force after Scenario One may only draw upon these resources to repair and rearm, augmented only by whatever salvage they may chance upon in the following scenarios. Any salvaged element (or element scrapped to add to the pools) will add the tonnages of its remaining undamaged components to the appropriate pools. Damaged components broken down for scrap in this fashion add only half their tonnage to the pools; salvaged actuators and the ten heat sinks built into each fusion engine, however, are not counted for salvage.

Note that while using this rule, the tonnage of components may not always add up to the exact tonnage of the element, and may in fact exceed the mass of lighter elements while falling far short of heavier ones. This is a tradeoff for the speed of an abstracted system. If players agree, a more detailed system may be devised to accurately account for the fugitive unit's parts stockpile.

*Jeff's force is living on the run and has just suffered a severe pounding in the field. His most damaged 'Mech is a VND-3L Vindicator. The Vindicator has lost its right torso and arm to an ammunition explosion, and has been breached in the center torso, where it has also taken an engine and gyro hit. Its armor is damaged in several sections. The breakdown of parts damaged or destroyed follows.*



# FROM UNREST TO REBELLION

Component	Destroyed	Remaining (Salvage)
Armor	56 pts (3.5 tons)	88 pts (5.5 tons)
<b>Structural Components</b>		
Internal Structure	18 pts (1 ton)	57 pts (4 tons)
CASE	1 (0.5 tons)	none
Actuators	3 arm (3 tons)	12 arm & leg (10 tons)
Gyro	1 point (1 ton)	3 points (3 tons)
Engine	1 point (1 ton)	5 points (5 tons)
Heat Sinks	none	15 (5 tons)
Jump Jets	none	4 jets (2 tons)
Cockpit Systems	none	3 slots (3 tons)
<b>Energy Weapons</b>		
ER PPC	1 (6 tons)	none
Medium Pulse Laser	none	1 (2 tons)
<b>Missile Weapons</b>		
LRM 5	none	1 (2 tons)
<b>Electronics</b>		
Sensors	none	2 slots (2 tons)
<b>Total:</b>	16 tons	33.5 tons

In addition to the full ton of lost LRM-5 ammunition, Jeff's Vindicator will require 3.5 tons of armor, 6.5 tons of structure, and 6 energy weapon tons to restore it. But if he scraps the 'Mech, he will receive 5.5 tons in his armor pool, 22 tons in structure, 2 tons each to his energy weapon and missile weapon pools, and 2 tons of electronics. If Jeff's supplies are drastically low, he may decide to scrap the Vindicator for the sake of his other elements.

## SCENARIO 1: FLASHPOINT

### SITUATION

Stuttgart, Kaumberg, Alarion Province  
5 February 3063

It began with yet another gathering of outraged Kaumberg citizens protesting the provisional government and its failure to resolve the truth about the Stuttgart Massacre. Demanding answers and a guilty verdict against House Hasseldorf, the self-proclaimed "nationalists" marched on the partially-rebuilt House of Lords in Stuttgart and flooded the Katrina Steiner memorial park with their angry cries for justice. As usual, the Stuttgart Police Department proved ineffective in dealing with the disturbance, so the mayor called in back-up.

The neutral 'Mech forces sent in at first yielded the desired effect, but then some Hasseldorf-loyal "heroes" decided to voice their own opinions. With a few well-placed insults, a random shove and a healthy dose of Molotov cocktails, the clashing citizens transformed a fairly orderly disturbance into an all-out brawl.

Naturally, the Hasseldorf family dispatched its own force to help bring the situation under control. Just as naturally, Baron LeSat's own nationalist forces arrived at the same conclusion.

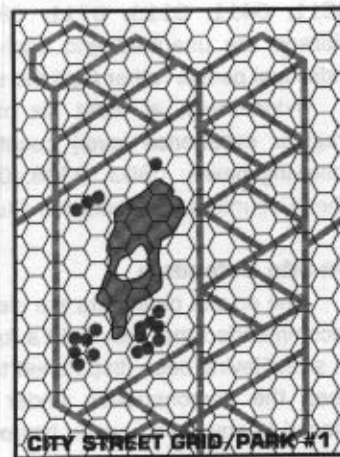
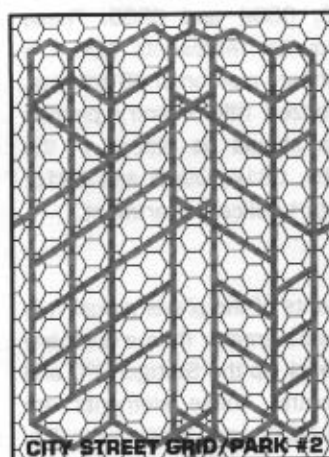
Despite warnings to both of the "House" units to back off and let less controversial agencies handle the matter, the two 'Mech units converged on the streets of Stuttgart.

Naturally, nobody knew who fired first.

### GAME SET-UP

Lay out the *BattleTech* maps as shown. Use both City Street Grid/Park maps from *BattleTech Map Set 4*. This area represents Stuttgart's inner city area. The House of Lords, Kaumberg's planetary capitol building, is a heavy, two-level building that should be placed in hex 1009 on the City Street Grid/Park #1 map. After that, the defending player should place an additional 4 hardened, 8 heavy, 16 medium, and 20 light building counters on any clear hex of the City Street Grid/Park #2 map. Half as many building counters (of each type) should be placed in any nonpaved hex (discounting the city park, the large area across the street from the capitol building) on the City Street Grid/Park #1 map. Additional building counters can be placed at the gamemaster's discretion, on any clear hex.

**Note:** This set-up is the same as that used for Scenario 4, Track 3 (*One Last Duel* ..., p. 19) and Scenario 4, Track 4 (*For the Motherland!*, p. 96). If the scenarios from *Operation: Flashpoint* are to be played as a complete campaign, the exact set-up should be noted, so that it can be duplicated for the later scenarios.



### FORCES

Four factions are involved in this scenario, including the players: Baron Hasseldorf's troops, Baron LeSat's troops, the citizens of Stuttgart (including the Stuttgart Police Department), and the player group. A gamemaster may reduce the number of factions to three if the players have been brought into *Operation: Flashpoint* as allies of either family. Doing so, however, radically alters the dynamics of the scenario.

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## Hasseldorf Troops

The Hasseldorfs have dispatched a small force no greater than two-thirds the size of the on-site defenders.

These elements enter the map board via the north map edge during the Movement Phase of turn 1.

## LeSat Troops

The LeSat force enters via the south map board edge during the Movement Phase of turn 1. The size of the LeSat force is equal in size to whatever the Hasseldorf player has fielded.

## The Stuttgart Citizens

Twelve foot infantry counters should be placed representing the demonstrators gathered in the city park. These counters should be placed in the following hexes on the City Street Grid/Park #2 mapsheet: 0606, 0507, 0408, 0309, 0310, 0311, 0411, 0513, 0711, 0810, 0809 and 0806. These citizens are unarmed and each counter represents 1D6 x 5 individual people rather than the standard platoon of 28 soldiers.

Additionally, at least six motorized rifle infantry platoon (regular experience level) counters should be placed in the following hexes: 0803, 0306, 0315, 0814, 0909 and 0910. These counters represent the Stuttgart Police Department.

## On-Site Defenders

The on-site defenders are elements of the player group. It is recommended that they field a force no greater than a company in size. Having been dispatched to back up the Stuttgart PD and keep the demonstration under control, these elements are placed in any paved hex in hexrows 02XX and 09XX on the City Street Grid/Park #1 mapsheet.

## VICTORY CONDITIONS

The scenario ends when either the Hasseldorf, LeSat, or On-Site Defender forces have been destroyed or forced to withdraw.

The goal of the Hasseldorf forces is the destruction or withdrawal of all LeSat forces from the area and a minimum of collateral damage.

The goal of the LeSat forces is the destruction of the Hasseldorf forces. Collateral damage is lower on their priorities, as Stuttgart is, after all, a Hasseldorf landhold.

The On-Site Defenders must keep the fighting controlled any way possible. This is a tricky goal, but one that can be met by

## VICTORY TABLE

Condition	Scoring (Hasseldorf/LeSat/On-Site)
Each 25% of Hasseldorf Elements Defeated	-5/+10/+5
Each 25% of LeSat Elements Defeated	+10/-5/+5
Each 25% of On-Site Defenders Defeated	+1/+1/-5
Each 25% of Police Elements Defeated	-5/+0/-10
Each 25% of Demonstrators Defeated	-5/+0/-10
All Citizens survive	+5/+5/+10
Building or Woods Damage Inflicted (Per Instance)	-2/-1/-2
Faction Controls Board	+10/+10/+20
Final Score	Victory Level
50 or more	Complete Victory
20 to 49	Partial Victory
0 to 19	Pyrrhic Victory
-19 to -1	Narrow Defeat
-49 to -20	Partial Defeat
-50 or less	Utter Defeat

forcing both the Hasseldorfs and the LeSats to withdraw. If the On-Site Defenders are the last force left standing on the map at the end of the scenario, they will have achieved their goal.

The Stuttgart citizens' goal is to survive the scenario. For the purposes of victory conditions, do not score for the Stuttgart citizenry.

Consult the Victory Table to determine the extent of each side's victory after the scenario is completed. Apply the points to the factions as the scoring column indicates. Use the resulting victory level when calculating the faction's PO Score for this scenario. Note a defeated element is any element that is destroyed, surrenders, or is forced to withdraw. Whichever faction remains on the field at the end controls the board.

## SPECIAL RULES

The following special rules apply during this scenario.

### Withdrawal

The *Forced Withdrawal* rule (see p. 24) is in effect for the Hasseldorf Troops, LeSat Troops and the On-Site Defenders.

The Hasseldorf Troops must withdraw from the north map board edge.

The LeSat Troops must withdraw from the south map board edge.

The On-Site Defenders must withdraw from either the west or east map board edges.

### Initiative

Each of the four forces involved will make its own initiative rolls throughout this scenario. As a nonmilitary force, the



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Stuttgart PD will suffer a -2 Initiative penalty. The demonstrators, sent into a panic when the heavy elements begin shooting, automatically move first every round. The gamemaster should randomly determine which way the panicked demonstrators run each round.

## Combat Targets

Each of the four factions has different rules of engagement and targets which they may legitimately fire upon for this scenario. Players will therefore need to keep careful track of the targets on which each element has declared fire, although the possibility exists that missed shots could broaden the range of legitimate targets at any point.

The Hasseldorf and LeSat forces will concentrate fire on each other at the start, virtually oblivious to any elements that stand in their way. Neither will deliberately initiate an attack on an on-site defending element or citizen element unless first attacked by that element or otherwise prevented from engaging its intended rivals.

The Stuttgart PD, as the only citizens capable of making attacks, will engage the units that initiated combat (Hasseldorf or LeSat), with no obvious preference in targets. The On-Site Defenders—who were, after all, dispatched as the police department's back-up—will not be targeted by the SPD. The panicked demonstrators may draw fire from the SPD as well, but only if a demonstrator element enters a police element's hex in its flight. If this occurs, the SPD element must roll 2D6, and will engage the demonstrators on a roll of 8 or higher, as they, too, panic.

The On-Site Defenders may choose to fire on either or both of the Hasseldorf and LeSat elements. They will not engage the SPD or any of the Stuttgart citizens. The player group should be made aware that this is a precarious political situation as well as a tactical issue. Choosing one faction over the other will likely place the players in either the Hasseldorf or LeSat camps, influencing future events. Doing nothing however, will turn everyone against the players for their failure to contain the carnage, so the On-Site Defenders must do something when the crossfire begins.

## Police Morale

The local police are not a military unit trained to deal with such matters as this, so a fair chance exists that any attack from the combat elements will break the morale of a SPD element.

Any police element that suffers damage from an attacker must roll 2D6 during the End Phase. On a result of 7 or less, the police element's morale is broken—it is a good idea to flip the counter over to indicate a broken element. In the Movement Phases of Subsequent turns, the element will move away from any enemy elements and toward the nearest map board edge at its best possible speed. During the End Phase of any turn after being so broken, the retreating element may recover its morale by rolling a 9 or better on 2D6. Until an element recovers its morale or exits the map, the retreating element may not make any weapon attacks and continues to retreat toward the nearest map board edge.



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## Collateral Damage

As chaotic as the situation already is, the confusion grows even more complicated as the rival families' units close in and weapon fire intensifies. In the heart of a city and with innocents and neutral forces caught in the crossfire, every missed shot has the potential to escalate the melee and cause horrific levels of collateral damage. To reflect this aspect in this scenario, the following rules apply.

For every Weapons Attack that misses its intended target, check to see if the attack struck any elements or terrain in the target hex or in any hex along the LOS between the attacker and target, beginning with the hex adjacent to the target and moving toward the attacker. If an element or terrain is found in any of those hexes, calculate a modified to-hit number for the new target based on the same modifiers as the original attack *except* for the target movement and the terrain in the hex the target occupies, which are replaced by the modifiers for the new target. An additional +3 modifier applies, representing the unintentional nature of the shot. The firing element must have a valid line of sight to the secondary target. If two or more possible secondary targets are in the same hex, choose a target randomly. If a secondary target is found and the shot misses again, use the same rules above to find the next target until no secondary targets are found.

In addition, any military element that passes through a hex containing a Stuttgart Citizen element runs the risk of inadvertently trampling or running over panicked citizens. To reflect this, any 'Mech or vehicle element which passes through a Stuttgart Citizen element-occupied hex must make a Piloting Skill Roll to avoid causing damage to the unit. If the roll fails, a 'Mech causes damage equal to a kick attack against the element and a vehicle causes damage equal to a charge attack—the number of hexes of the charge is equal to the number of hexes that the vehicle had moved up to and including the hex in which the Stuttgart Citizen element lies, during the current Movement Phase.

## Public Opinion Modifiers

The standard public opinion rules are in effect for this scenario, with the following definitions:

Deliberately attacking any citizen element is regarded as a cowardly action with a -3 PO modifier (-4 if the target is not a police element) to any unit that makes such an attack.

Both the Hasseldorf and LeSat forces suffer the penalty for fighting in a city as an attacking force. The On-Site Defenders suffer the penalty for defending in a city.

Deliberate attacks against any city building count as scorched earth tactics. The Hasseldorf and LeSat forces, once again, are treated as attackers in such a case, while all other factions count as defenders.

If the On-Site Defenders refuse to fire on any of the combatant factions and opt to let the two factions club themselves to death, or withdraw rather than choose sides, it counts as "abandoning the post."

Note that the On-Site Defenders must add these modifiers to their base public opinion score, which is set by whatever side of the resulting conflict they choose to side with. If the players do not actively back the Hasseldorfs in any way, they will default to the nationalist side and use that base PO Score as a starting point.

## AFTERMATH

The bloodshed in Stuttgart is the flashpoint that polarizes the Hasseldorf-LeSat conflict. No longer a mere political debate with legal accusations of murder, now both factions have triggered the beginnings of a civil war for Kaumberg's control. LeSat, however, is a shrewd politician and manages to lay the blame for much of the fighting on the Hasseldorfs. After all, if they truly wished to avoid an incident, they should have trusted the On-Site Defenders to do their job. The fact that the investigations into the Stuttgart Massacre continue to place the Hasseldorf family as the prime suspect also adds weight to LeSat's claim that his troops did not fire first during this incident.

The provisional House of Lords, shocked out of their stupor and swayed by the charismatic Baron LeSat, orders the Hasseldorfs to surrender all their military assets pending a criminal investigation, while LeSat's military force is merely ordered to remain at LeSat's estate in Gipfelesberg. Outraged, Baron Hasseldorf's brother, Heinrich Hasseldorf, refuses to surrender his family's forces and instead places their castle on defensive alert. As word that Hasseldorf house staff is gathering up the family's war material in a fleet of trucks, Baron LeSat suggests the possibility that the family is planning some kind of military action against the remaining members of Kaumberg's government.

Within days, most of the people on Kaumberg come to believe LeSat's accusations, as the provisional House of Lords prepares to order troops to seize Castle Hasseldorf. LeSat volunteers his troops to a coalition force to secure the renegades, and finds enough support to allow his troops off his estate.

For purposes of PO Scores, the Hasseldorf family has a -20 PO Score as of the end of this scenario, while the LeSats have a PO Score of zero. The player unit, if it has not chosen sides, will become part of the provisional government's coalition force, and will thus be in LeSat's camp. Otherwise, they suffer the negative public opinion of the Hasseldorfs as modified by the standard public opinion rules.

All involved factions should add the public opinion points from this scenario to their base scores before proceeding to the next scenario. Finally, LeSat gains enough inroads with the Kaumberg mass media to obtain influence over the general populace. Starting with the next scenario, the LeSats have control of the media when figuring public opinion scores.

## ADDITIONAL HOOKS

A great deal depends on the players' actions in this scenario. Kaumberg is beginning to slide into civil war, and if they have not already done so, the time is fast coming when the players must



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choose sides. The gamemaster may take the time between scenarios to introduce representatives from the two warring families, who will try to sway the players one way or the other.

The Hasseldorfs will claim their innocence but are unwilling to trust the future of their family to a council dominated by LeSat. Since the only members of the government left after the Stuttgart Massacre are LeSat supporters, the Hasseldorfs feel they will in all likelihood judge their family guilty of the attack that killed the planetary leader. Wealthy, and with a history of honorable service to Kaumberg and the Lyrans state, the Hasseldorfs will try to play up on these facts when attempting to sway a party "on the fence."

LeSat's people are only slightly more aggressive. To them, the Hasseldorfs' defiance of the provisional council's decree is an admission of guilt and a criminal action. They are now seen as a threat to Kaumberg's future, to be brought to heel or destroyed outright. Though the LeSat family can also proclaim valiant service to Kaumberg and the Alliance, they are more focused on the here and now. If the players are partial to Katherine Steiner-Davion in the greater civil war, LeSat's people will harp on that, too, pointing out their own allegiance to Katherine and the Lyrans Alliance.

If the players refuse to pick sides, the provisional government will issue orders. Being allied with LeSat now, this effectively makes the choice for the players, placing them in the nationalist faction for future scenarios. It should be made clear to the players

who refuse to even do this much that they are otherwise meddling in affairs not their own, and a possibility of being ejected from Kaumberg by a distrustful provisional government then exists.

## SCENARIO 2: THE GREAT ESCAPE

### SITUATION

Hasseldorf Estate, Mount Kohlmann, Kaumberg  
15 February 3063

The LeSat family, as the only force on the planet capable of matching the threat of the renegade Hasseldorfs, easily won the right to seize Hasseldorf Castle when it became clear to the provisional government that Heinrich would not surrender his forces. Having assumed Heinrich to be as idealistic as his brother, LeSat found the sudden defiance to the House of Lords unexpected, but gambled that the weight of the provisional government's authority would force Heinrich to give in before doing anything foolish. All the same, Baron LeSat made certain his support forces led the advance on Castle Hasseldorf when the government ordered him to move in.

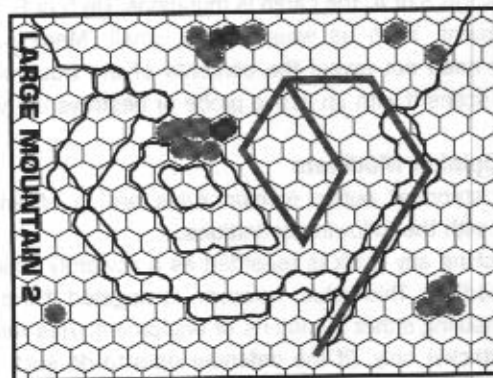
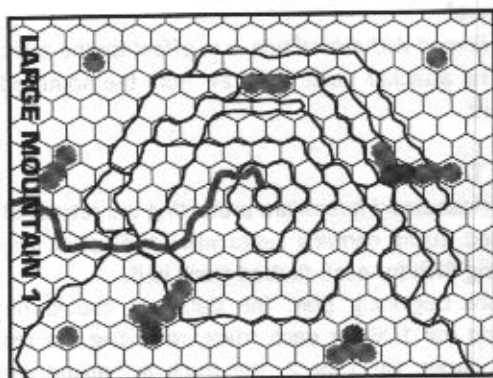
From the cockpit of his vintage *Catapult*, Heinrich saw the advancing formation of nationalist 'Mechs work its way through the city of Stuttgart below, and knew that within minutes that force would be close enough for weapons fire. The castle staff—including Heinrich's wife, Maryanne, and several of their children—were hurriedly finishing the loading of the few remaining moving trucks Heinrich's force would have to defend. Crammed with whatever equipment they could carry, plus as many house staff members as could be squeezed in as well, these trucks would be the only supply train the Hasseldorf forces would have for some time.

He only hoped that LeSat's forces would consider the Hasseldorf 'Mechs a more tempting target than some unarmored moving vans, or the fighting that was to come would be bloody indeed.

### GAME SET-UP

Lay out the *BattleTech* maps as shown. Use both Large Mountain mapsheets from *BattleTech Map Set 5*. An additional roadway is on the map; treat each of the following hexes as a road hex: 0205 and 0105 on the Large Mountain #2 mapsheet and 1504, 1403, 1303, 1202, 1102, 1001, 0901, 0801, 0702, 0602, 0503, 0403, 0304, 0204 and 0105 hexes on the Large Mountain #1 mapsheet. The hex between 0105 and 1504 is also a road hex.

Castle Hasseldorf itself is a hardened, Level 3 structure occupying hexes 0707 and 0708 on the south mapsheet. Two light, Level 2 structures in hexes 0607 and 0608 of the same mapsheet denote hangars where the Hasseldorfs once berthed their 'Mechs.



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## Attacker

The attacker consists of an attack force of nationalist troops that may outnumber the defender's combat elements by no more than 25 percent and has an experience level equal to the defenders. If the players chose to side with LeSat or the provisional council in the last scenario, this force comes from the player unit.

The attacker enters via the south map board edge during the Movement Phase of turn 1.

## Defender

The defender represents the rear guard of the retreating Hasseldorf-loyal forces. This can be the player units if they sided with the Hasseldorfs, but can field no more than a single 'Mech or vehicle company. This force may be placed anywhere between hexrows 05XX and 11XX, so long as the hex has an elevation of six or more.

In addition to these elements, the defender must also place one flatbed truck for every two defending elements ('Mech, vehicle or infantry), along the road hexes from 0308 to 0609 on the south mapsheet. These represent the last loads of supplies and personnel from Castle Hasseldorf. See the *Special Rules* section below for details on these trucks.

## VICTORY CONDITIONS

The scenario ends when the attacker or defender is destroyed or has withdrawn.

The attacker's primary objective is the capture of Castle Hasseldorf, preferably intact and with minimum losses, as the loss of the castle facilities will place the fugitives at a severe disadvantage in the coming campaign. Destroying as many escaping defenders as possible is a bonus, but not critical, since LeSat hopes to make scapegoats of the surviving Hasseldorf fugitives, milking the situation for all the political clout it can bring him.

The defender's goal is to escape with as many of his elements as possible—especially the flatbed trucks carrying vital supplies and staff. Holding Castle Hasseldorf is too costly to the immediate survival of the family now that most of Kaumberg's population has turned against them.

Consult the Victory Table to determine the extent of each side's victory after the scenario is completed. Apply the points on the left of the slash mark to the attackers' score. The points on the right apply to the defenders' score. Use the resulting victory level when calculating the faction's public opinion score for this scenario.

## VICTORY TABLE

Condition	Scoring (Attacker/Defender)
Each 25% of Flatbed Trucks Withdrawn	-5/+5
Each 25% of Flatbed Trucks Destroyed	+3/-5
Each 25% of Flatbed Trucks Crippled	+5/-5
Each 25% of Defender Withdrawn	-5/+10
Each 25% of Defender Destroyed	+10/-5
Each 25% of Defender Crippled	+15/-10
Each 25% of Attacker Destroyed/Crippled	-3/+5
Castle Hasseldorf Destroyed	-15/-10
Castle Hasseldorf Captured	+10/0
Final Score	Victory Level
50 or more	Complete Victory
20 to 49	Partial Victory
0 to 19	Pyrrhic Victory
-19 to -1	Narrow Defeat
-49 to -20	Partial Defeat
-50 or less	Utter Defeat

## SPECIAL RULES

The following rules apply during this scenario.

### Withdrawal

The *Forced Withdrawal* rule is in effect for the attackers (see p. 24). The attacker must withdraw from the south edge of the map board.

### Flatbed Trucks

The Hasseldorf forces are protecting the retreat of their last few flatbed trucks carrying cargo when the LeSat force arrives. The Driving Skill for each flatbed truck is 6.

Before beginning play, the defender should number the trucks and roll 1D6 for each truck, recording the results on a piece of paper. On 1 or 2, the truck is hauling civilian staff members. On 3 or 4, the cargo is munitions. On 5 or 6, the cargo is equipment, such as weaponry or small 'Mech parts. The defender need not reveal the contents of the truck unless the attacker scans it with an active probe or destroys the vehicle.

### Public Opinion Modifiers

The standard public opinion rules are in effect for this session, with the following definitions:

Attacking any truck is regarded as a cowardly action with a -3 PO modifier. This value, however, is negated if the targeted truck is hauling either munitions or equipment. This rule applies to the attacker only. (If the defender opts to do such a foolish thing, it counts as scorched earth tactics!)



# FROM UNREST TO REBELLION

Remaining on the field until all trucks are safely off-board is a heroic action that earns the defender a +1 PO modifier for each "heroic" element. However, any element that withdraws from the map without making any weapons attacks against an attacking element for at least two turns will earn the defender a -3 PO modifier for "abandoning his post."

Attacks against Hasseldorf Castle count as scorched earth tactics, but the defender will suffer only half the PO penalty for such attacks, as the target happens to be the defender's own home.

## AFTERMATH

The loss of any trucks will hurt the defender in the upcoming scenarios, who will need whatever supplies he can carry to maintain his equipment as they flee into Kaumberg's wilderness.

For every flatbed truck destroyed that carried personnel, the success of repairs to damaged equipment between future scenarios is compromised. Each lost truckload of personnel imposes a -1 modifier to all Technician Skill rolls (Technician Checks) for the remainder of this Track.

For every lost truckload of munitions, the fugitive player loses 5 tons each of ballistic and missile ammunition. Each ton of lost ammo should be of a different type or class of weapon, determined at random.

Every lost truck carrying equipment costs the fugitive player 10 component points (consult the *Living on the Run* special rule for details) from supply stores. These points are divided among the various component pools in two 4-point groupings and one 2-point grouping, determined randomly.

## ADDITIONAL HOOKS

The retreat from Castle Hasseldorf after a brief clash with LeSat forces confirms the Hasseldorf family's guilt in the eyes of many and leaves the falsely accused warriors as fugitives on their own world. LeSat's growing popularity among the Kaumberg people, as the planet's strongest remaining defense force commander, already has the holovids proclaiming him to be the next Lord of Lords. If the players are on the Hasseldorf side, they become fugitives as well and can look forward to a good deal of time spent running, hiding and possibly scrounging for supplies as the bulk of the Hasseldorf forces retreat into the woods.

Worse still, a lucky strike at the Hasseldorf's retreating forces manages to catch the fugitives' scout element, led by Baron Hasseldorf's younger sister, Cynthia Hasseldorf—herself accused of having led the Stuttgart Massacre. The Kaumberg Ministry of Justice begins proceedings against the captured Hasseldorf MechWarriors, with charges including murder and capital treason. The player unit, if it has chosen to back LeSat or the provisional government, may have taken part in the action to capture Cynthia's team, or may have been assigned as a security detail in an effort to provide the most unbiased and "lawful" protective force for the prisoners.

At this point, it is possible that players siding with the LeSat family could find an opportunity or reason to switch sides. Perhaps they can learn the truth of the massacre through their own investigations or those of a suspicious leader in the provisional government. They could possibly receive an illegal order to seek out and round up family members of the Hasseldorf-loyal MechWarriors left behind in the family's flight.

On the other hand, a party siding with the Hasseldorfs may decide to switch sides, too. Perhaps they "come to their senses" and realize they're fighting the legitimate planetary government in backing the Hasseldorfs. Or maybe they find the Hasseldorf family's proclamations of innocence wearing thin without evidence. The nature of the conflict will allow for many such side-hopping opportunities throughout this book.

## SCENARIO 3: JAILBREAK!

### SITUATION

*South Stuttgart Penitentiary, South Stuttgart, Kaumberg  
2 March 3063*

LeSat's public smear campaign proved quite effective in the weeks following the flight of the Hasseldorf forces into the nearby wilderness of Smaragdgrun Forest. Many local citizens, whipped into righteous frenzy, demanded justice for the cold-blooded murder of over half the House of Lords. The Ministry of Justice found itself practically forced to expedite the trial proceedings against Cynthia and her lancemates, but many officials already saw the case as open and shut.

As the date of the trial drew near, Heinrich Hasseldorf wrestled with the dilemma. Allowing the trial to proceed could demonstrate the Hasseldorf family's innocence by showing faith in the Ministry to administer fair justice. On the other hand, with so many of the local leaders now raging for Hasseldorf blood and precious little evidence of who truly launched the attack—aside from the obvious theories, of course—the gallows surely awaited the youngest Hasseldorf sibling.

The fact that the captured 'Mechs from Cynthia's force were also impounded near the suburban prison facility, where she and her lancemates awaited their day in court, made the decision to once again violate Kaumberg law all the more practical.

### GAME SET-UP

Lay out the *BattleTech* map as shown. Use the CityTech map, which represents the grounds around South Stuttgart Penitentiary, a maximum-security prison on the southern fringe of Stuttgart's suburbs. The prison itself is a Level 2 heavy building (CF of 90) located in hexes 0908 and 0909. Four guard towers, represented by Level 2 buildings with a CF of 40 with two machine guns mounted on all four sides, surround the prison in hexes 0707, 1107, 1110 and 0710. These towers are connected by 12-meter high electrified razorwire fencing that, while utterly ineffective against BattleMechs, is completely impassible to unarmored infantry.

## FROM UNREST TO REBELLION





# FROM UNREST TO REBELLION

In hexes 0713-0812, 0811-0911 and 0912-1011 stand three Level 2 light buildings (CF of 15 each) which represent impound hangars where the 'Mechs from the prisoners' lance are kept. At the defender's discretion, up to twelve light and medium buildings may be placed anywhere else on the map, representing the outskirts of South Stuttgart.

## Attacker

The attacker is a strike team (no greater than two lances in strength) of fugitive elements. These may be the player unit if the players sided with the Hasseldorfs. If not the player unit, this force should add one more lance and is one experience level above the defender.

The attacker enters via the south map board edge during the Movement Phase of turn 1.

## Defender

The defender can field a lance of vehicles for every 'Mech lance the attacker fields, plus an additional squad (see *Squad Deployment* p. 36, *Maximum Tech*) of rifle foot infantry for each attacking element, all of which have one experience level less than the attacker's force. (The vehicle elements come from the support forces the surviving government leaders have contributed to LeSat's coalition.) The gun tower guards have the same experience level as these platoons.

All infantry elements start in either the prison guard tower hexes, the prison itself, or in the impound hangar hexes. The remaining defending units may set up on any paved hex not occupied by a building or fence-line.

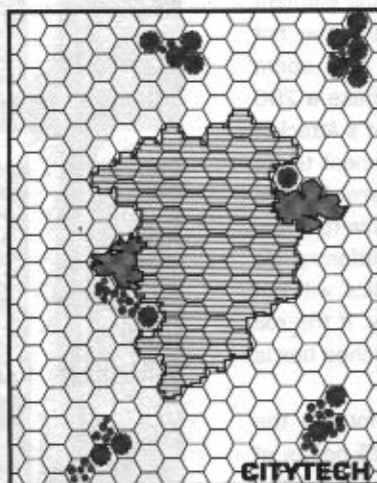
Additionally, the defender must secretly nominate one of the prison hexes as the cell where the prisoners are being kept. This hex number should be written down prior to gameplay.

If the players are still on the nationalists' side, they may swap each vehicle lance for one of their own lances (vehicle or 'Mech). The infantry elements remain the same, as they represent the prison guard staff.

## VICTORY CONDITIONS

The scenario ends when the attacker has been destroyed or has withdrawn or the defender has been destroyed.

The attacker's primary objective is to liberate his comrades from the prison and safely withdraw from the field. A secondary objective almost as important



as the primary is to liberate his comrades' equipment from the nearby hangars.

The defender's objective is to destroy or cripple all attacking elements and retain the prisoners with as few casualties as possible (so successive attempts by the attacker cannot undo all his hard work).

Consult the Victory Table to determine the extent of each side's victory after the scenario is completed. Use the resulting victory level when calculating the faction's PO Score for this scenario.

## SPECIAL RULES

The following special rules apply to this scenario.

### Withdrawal

The *Forced Withdrawal* rule is in effect for the attacker (see p. 24). The attacker must withdraw from the south edge of the map board.

### Liberating the Prisoners

The attacker knows that his comrades are being held inside the prison, but not the exact cell. As a result, both prison hexes must be searched to locate the captured warriors. Ideally, this should be done by an infantry platoon, but any element may perform a search—this consists of calling out to the imprisoned warriors using external speakers and waiting for a prisoner at a window to give a sign that they are the warriors being sought. This becomes more difficult if the searching element comes under fire while making a sweep of the building.

## VICTORY TABLE

Condition	Points (Attacker/Defender)
Each 25% of Attacker Destroyed/Crippled	-5/+15
Each 25% of Defender Destroyed/Crippled	+5/-5
Each 25% of Prisoners Liberated	+8/-5
Each 25% of Prisoners Killed	-10/0
Each 25% of Impounded Elements Liberated	+5/-5
Each 25% of Impounded Elements Destroyed	-3/+10
<b>Final Score</b>	<b>Victory Level</b>
60 or better	Complete Victory
40 to 59	Partial Victory
20 to 39	Pyrrhic Victory
0 to 19	Marginal Defeat
-20 to -1	Partial Defeat
-21 or less	Utter Defeat

# FROM UNREST TO REBELLION

To simulate all these effects simply, the searching element must be adjacent to the prison hex it is searching and may not make any attacks. During the End Phase of the turn spent searching, the player controlling that element must make a 2D6 roll against a target number of 9. Subtract the element's Attacker Movement Modifier from the result, as a moving element tends to make too hasty a search. If the element received any damage during the turn it searched, add a -2 modifier to the die roll. Add a +3 modifier if the searching element consists of infantry. No special electronics will modify this roll, as electronics will not pick out a handful of select individuals among many. If the roll succeeds, the defender must reveal whether the searched hex is the one where the prisoners are being detained.

At that point, the attacking element that performed the search is free to fire on the prison and must inflict 25 points of damage to the prison wall to create a hole large enough for the prisoners to be freed. If, however, enough damage is inflicted to reduce the prison hex's CF below 10 points, the cell has collapsed, killing the prisoners on a 2D6 roll of 7 or more.

Picking up the escaped prisoners requires either a dedicated infantry transport or an attacking element for each prisoner being rescued. Use the rules for mounting infantry (p. 59, *BMR*) when performing this operation. 'Mechs and vehicles may pick up only one of the four prisoners at a time. On the other hand, dedicated transports (even a simple truck) may take all prisoners at once.

## The Hangars

The attacker may wish to liberate the captured warriors' elements, which requires getting any liberated prisoners to the impound hangars. To breach the hangar doors, any successful attack—regardless of damage—will do the job, but the hangars have a CF of 15 and will collapse on their detained machines if their CFs are reduced to 0.

The vehicles housed in each structure should be determined in advance by the defender; they consist of those elements that were arrested in the aftermath of Scenario One. If the elements were not determined at the time, the attacker must designate which elements were arrested and allow the defender to designate which hangar houses which element(s). If the attacker in this scenario has any active probes, he may elect to scan the hangars before breaching them to see if the desired equipment is inside. Upon scanning or breaching the hangar, the defender must announce what elements are inside the scanned/breached hangar.

To liberate the elements within, a prisoner may be dropped off per the standard dismounting infantry rules (p. 59, *BMR*). The prisoners will require two turns to get in and power up each element, during which the element is considered an immobile target.

## Public Opinion Modifiers

The standard public opinion rules are in effect for this session with the following definitions.

The defender attacking an escaping prisoner is regarded as a cowardly action with a -2 PO modifier. The defender attacking



the prison outright or any captured 'Mechs before the attacker moves to power them up counts as the defender using a scorched earth tactic.

As the prison facility is located on the outskirts of the suburbs of Stuttgart, this scenario is considered an urban combat scenario.

For every element still on the map board after all the liberated prisoners and elements safely exit, the attacker gains a "heroic action" bonus.

## AFTERMATH

Having dispatched all significant forces to hold Castle Hasseldorf and search for the fugitives elsewhere, LeSat and his nationalist allies have no forces that can pursue the escapees. Despite this setback, LeSat finds that the jailbreak only further



# FROM UNREST TO REBELLION

enhances his political position, since a jailbreak only underscores the apparent guilt of the Hasseldorf family. To reflect this, the fugitive forces will suffer an additional -2 PO modifier at the end of this scenario.

## ADDITIONAL HOOKS

Baron LeSat's righteous slandering sets the Hasseldorfs back politically for every strategic gain they make. Now on the run and facing rapidly-dwindling public support, the need to garner allies grows more urgent for the fugitives. Some friends, located off-world, may be able to help, but to get in touch with them while the planet is backing LeSat's crusade against the Hasseldorfs isn't going to be as simple as waltzing into the nearest comm center. At this point, some player units may be sent to scout for a relatively undefended comm center in nearby cities and towns. This could be accomplished using combat elements or by sneaking in on foot. Such activities open the floor for gaining more local support or guides in the area.

If the players are on the nationalist side, they may be assigned the task of scouting the woods for Hasseldorf elements or defending nearby targets (including comm centers the Hasseldorfs are searching for).

## SCENARIO 4: DESPERATE CALL

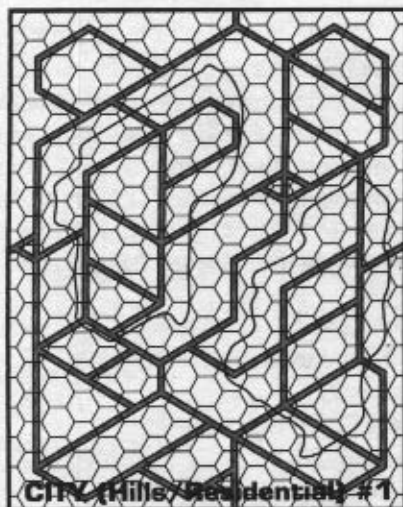
### SITUATION

Traussen, Kaumberg  
22 March 3063

In the wake of the attack on South Stuttgart Penn, the Kaumberg Ministry of Justice declared Cynthia Hasseldorf and her warriors guilty in absentia of the assassination of the Lord of Lords and several other planetary leaders. Backed by the decree, the provisional government officially authorized Baron LeSat to coordinate the coalition pursuit force and concentrate his efforts on apprehending the Hasseldorf family. Though cooler heads asked the remaining members of the House of Lords to reconsider and call in arbitration from Tharkad, the pleas fell on deaf ears.

Running short on time and shorter on friends, the fugitives' only chance lay in calling for help off-world. As the bulk of the family led the pursuing LeSat forces further into the wilderness known as the Smaradgrun Forest, a small detachment was sent back to Traussen. A minor settlement 20 kilometers west of Stuttgart, Traussen's biggest claim to fame was the B-class HPG relay station that dominated its skyline.

Though he needed the majority of his forces to scour the Smaradgrun Forest for the Hasseldorfs, LeSat could hardly



overlook the fact that Kaumberg's link to outside worlds needed protection from possible fugitive incursion.

## GAME SET-UP

Lay out the BattleTech maps as shown. This scenario uses the City (Hills/Residential) #1 map from *BattleTech Map Set 3*. A medium, Level 3 building (CF of 40) stands in hex 0804, representing the Traussen HPG relay station. The defender selects 20 to 40 building counters of any type and may place them in any clear hexes on the map.

**Note:** The set-up for this scenario is the same as that used for Scenario 2, Track 4 (*The Final Appeal*, p. 74). If the scenarios from *Operation: Flashpoint* are to be played as a complete campaign,

the exact set-up of the first battle should be noted so it can be duplicated for the later scenario.

### Attacker

The attacking force consists of fugitive elements no greater than 1 lance in strength. The attacker must designate one of these elements as a carrier for a specialized comm technician. If the players are backing the fugitives, this will be the player unit.

The attacker enters via the south map board edge during the Movement Phase of turn 1.

### Defender

The defending force consists of an equal number of nationalist elements. If the players are on the nationalist side, they will be the defending force.

These elements set up on any road hex within 5 hexes of the Traussen HPG relay station and have an experience level equal to the attacking force.

### ComStar (Optional Force)

This force is placed by the gamemaster or at the agreement of both players. Up to five Com Guard elements may be placed within 3 hexes of the Traussen HPG relay. These elements represent a part of the 207th Division of the Com Guard, stationed on Kaumberg to protect the relay. They will not act unless attacked or the relay is attacked. At that point, these elements will roll their own Initiative and act against the side whose element made the attack. (More on the 207th may be found in the *BattleTech Field Manual: ComStar*, or under *How to Run Operation: Flashpoint*, p. 13).

## VICTORY CONDITIONS

The scenario ends when either the defender has been destroyed or the attacker has been destroyed or has withdrawn.

# FROM UNREST TO REBELLION

The attacker's primary objective is to secure the Traussen relay and get the comm-tech inside to deliver the critical message. "Getting the word out" is a secondary objective that may not be viable if the defender has the chance to get reinforcements in time.

The defender's objective is to destroy or cripple all attacking elements and prevent the delivery of the comm-tech.

Consult the Victory Table to determine the extent of each side's victory after the scenario is completed. Use the resulting victory level when calculating the faction's public opinion score for this scenario.

## SPECIAL RULES

The following special rules apply during this scenario.

### Withdrawal

The *Forced Withdrawal* rule is in effect for both the attacker and defender (see p. 24). The attacker must withdraw from the south edge of the map board. The defender must withdraw from the north edge of the map board.

### Using the Comm Relay

The attacker has brought along a specialized communication technician who will be able to expedite sending the fugitives' transmission for aid. At the beginning of the scenario, the attacker must secretly nominate one element to carry this technician as a passenger. The comm-tech can be dropped off and picked up as per the standard *BattleTech* rules for Mounting and Dismounting infantry (p. 59, *BMR*). If carried by a BattleMech element, the tech rides in the cockpit with the MechWarrior and must make appropriate consciousness rolls if the pilot takes damage.

The comm-tech must be delivered to the relay fully conscious, where he will then enter the facility and place the vital call. The HPG relay station qualifies as a ComStar facility and is considered neutral territory. The tech may place the call with no hindrance, requiring only one turn to make the transmission.

In addition to sending the critical call for aid, this comm-tech may also use the station's secondary systems to break into Kaumberg's satellite network and get the resistance's word out to the general public. This may be done either before or after the call for aid, but is not automatically successful. Instead, at the beginning of each turn that the comm-tech elects to get the word out to Kaumberg, he must make a 2D6 roll against a target number of 8. Each successful roll represents a successful break-through of normal transmissions, during which time the fugitives can send a pre-recorded message via the tech, which will give the common folk a chance to hear their side of the conflict. For every turn after the

## VICTORY TABLE

Condition	Points (Attacker/Defender)
Each 25% of Attacker Destroyed/Crippled	-5/+10
Each 25% of Defender Destroyed/Crippled	+5/-5
Comm-Tech Killed Before Sending Message	-20/+15
Comm-Tech Successfully Delivers Message	+20/-20
Comm-Tech "Gets the Word Out" (Per Turn)	+5/-5
Destroying the Traussen Relay Station	-25/-30
<b>Final Score</b>	<b>Victory Level</b>
40 or better	Complete Victory
20 to 39	Partial Victory
10 to 19	Pyrrhic Victory
0 to 9	Marginal Defeat
-25 to -1	Partial Defeat
-26 or less	Utter Defeat

first successful break-through that the comm-tech makes an additional successful break-through, the fugitives will earn an additional +1 PO modifier, to a maximum PO modifier of +5.

### Public Opinion Modifiers

The standard public opinion rules are in effect for this session, with the following added definitions.

Any force that attacks the Traussen HPG relay will be committing an obvious act of scorched earth tactics. Furthermore, since the facility is a neutral target—and an HPG at that—any element that hits the relay will suffer an additional -15 PO modifier, in addition to the scorched earth penalty.

Leaving the comm-tech behind will earn the attacking force a penalty for abandoning its post.

Finally, at the end of this scenario, whichever player has earned more victory points gains the benefits of controlling the media for this scenario and all scenarios afterward in this campaign. This control will last until taken away in a later scenario. Consult the rules on *Controlling the Media* (p. 22), for more information on how media control affects public opinion scores.

## AFTERMATH

Within minutes of launching their attack, regardless of success, the fugitive force begins to withdraw as sensors pick up the approach of LeSat reinforcements, threatening their escape route. Additionally, the attackers' main force is being pressed deeper into the wilderness, making a rendezvous chancy if the attack team lingers too long.

The Hasseldorfs' appeal for aid and their attempt to fill Kaumberg's airwaves with their voice of resistance throws off LeSat's political momentum. Unsure now of how much time he has until reinforcements come to assist the beleaguered



# FROM UNREST TO REBELLION

fugitives, LeSat uses the attack on the Traussen relay as a cause to bring in his own allies and flood the wilderness with every element available in order to root out the hidden forces. Outnumbered, the fugitives spend much of their time hiding, awaiting the arrival of friendly reinforcements as the nationalists push them further and further into Smaradgrun Forest.

## ADDITIONAL HOOKS

The fugitive forces will try to keep a low profile until help can arrive, and if the player unit is working with them, they will likely be called upon to act as a rear guard or scout force, making sure that the nationalists do not close in on them. Occasional supply runs to the towns near the woods will be needed as well, providing another opportunity to sneak around among the common folk in search of food, medical supplies, weapons and possibly even support. If the call for aid was successful in the preceding scenario, the players may also have to scout for a suitable landing zone or rendezvous point that the reinforcements can use when they arrive.

The nationalists will begin to grow bold at this point, working their scout elements into the woods in search of the fugitives, but will also want to keep an eye on nearby towns, as the possibility exists for renegades to scrounge for supplies, food and support there. Players affiliated with the nationalists may be sent on a foray that may or may not encounter the fugitives; they could fall prey to a trap or ambush. Or they may be moved to a nearby town, where the possibility of encountering a Hasseldorf family agent or a key sympathizer is a distinct possibility.

Alternatively, player performance in the past may have either faction questioning their loyalty or value to the cause. The lull between battles offers an opportunity for the players and their allies—regardless of faction—to deal with any internal conflicts that may arise. The players could even switch sides, a potential development that will first require battling through once-friendly forces.

## SCENARIO 5: ON A MISSION OF MERCY

### SITUATION

*Smaradgrun Forest, Kaumberg*

*17 April 3063*

Deep within the Smaradgrun Forest, the Hasseldorf forces played a deadly game of cat-and-mouse with LeSat's units for the better part of a month. Preserving their strength by avoiding conflict, the Hasseldorfs lived off the land as scavengers, hoping for summoned aid to arrive before they could be cornered by the relentless LeSat nationalists. A signal intercepted on a family emergency frequency proved that aid was indeed at hand. At the established drop zone, the fugitive forces hoped to link up with their friends before nationalist forces could close the ever-tightening noose around them.

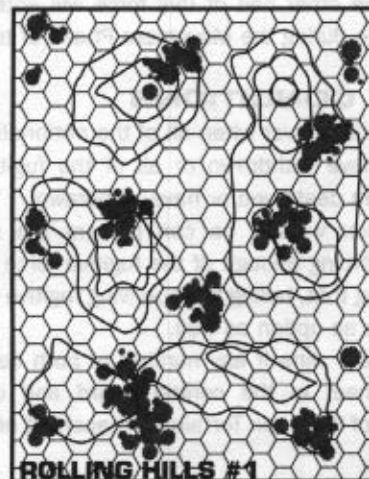
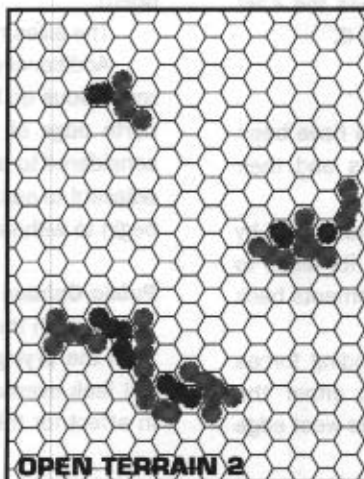
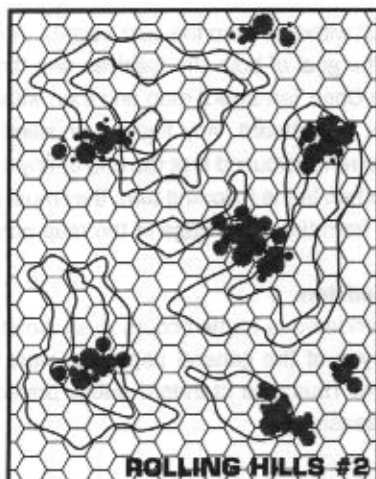
The nationalists, however, intercepted the transmission and advance units from LeSat's pursuing army reached the site at almost the same time their enemies did. The nationals almost won the day but for the efforts of Baron Trent Hasseldorf, who personally led the landing.

### GAME SET-UP

Lay out the *BattleTech* maps as shown. This scenario uses both Rolling Hills maps from *BattleTech Map Set 3* and Open Terrain #2 from *BattleTech Map Set 5*. The Open Terrain #2 map in the center represents the clearing designated as the rendezvous point for the fugitives and their inbound allies.

### FORCES

This scenario works best with three player forces (two forces are played by the gamemaster), each rolling Initiative separately. One force represents the nationalist forces (here considered the attacker). The other two are the fugitive forces and their allies (defender). Each defender force should roll Initiative separately, because they represent two different battlefield entities.



# FROM UNREST TO REBELLION

## Nationalists

The nationalist force may field up to one company in size; one-third of this force begins the game within four hexes of the south edge of the Open Terrain #2 mapsheet. The other two-thirds of the attacking force enters the map, one-third at a time, via the south edge of the Open Terrain #2 mapsheet during the Movement Phases of turns 3 and 6, respectively. If the players are siding with LeSat's coalition at this time, these elements will be the player unit sent ahead to intercept the arriving reinforcements.

## Fugitives

The fugitive force starts on the west map—Rolling Hills #2—with no more than two lances. If the players have sided with the Hasseldorfs at this time, they will be in this force, sent ahead to make first contact with the reinforcements' representatives.

One-half of this force may be placed anywhere on the Rolling Hills #2 mapsheet after the attacker has placed his elements. The other half of this force will enter via the west edge of the Rolling Hills #2 mapsheet during the Movement Phase of turn 4.

## Allies

The allied force may field no more than two lances of its own. This force may include the player unit if the gamemaster wishes, but bear in mind that unless the previous scenarios have been skipped over, having players enter this scenario in such a fashion makes little sense unless some creative rearrangement of the track is done first.

Before the start of the game and before the nationalists set up, half this force is placed within two hexes of the east map board edge. The other half of this force will enter via the east map board edge during the Movement Phase of turn 6.

## VICTORY CONDITIONS

The scenario is over when all of the nationalists have been destroyed or have withdrawn or all of the fugitives and their allies have been destroyed or have withdrawn.

The attacker wins if he can prevent the rendezvous by destroying or forcing enough of the fugitive force or its allies to withdraw. Failing that, tailing the surviving fugitive elements back to their base is an option as well.

The defender wins if any number of both defending forces manages to meet in the central board and exit either the northern edge of the Open Terrain #2 mapsheet or the west edge

## VICTORY TABLE

Condition	Points (Attacker/Defender)
Each 25% of Nationals Destroyed/Crippled	-10/+15
Each 25% of Fugitives Destroyed/Crippled	+10/-5
Each 25% of Allies Destroyed/Crippled	+10/-5
Each turn of battle over 12	+5/-5
Any Defenders Withdrawn from the North Map Edge	-20/+15
<b>Final Score</b>	<b>Victory Level</b>
60 or better	Complete Victory
30 to 59	Partial Victory
20 to 29	Pyrrhic Victory
0 to 19	Marginal Defeat
-29 to -1	Partial Defeat
-30 or less	Utter Defeat

of the map board. Destroying the attacker is a close secondary goal, as any surviving nationalists can harry the allied forces afterward. The fugitives and their allies have 12 turns from the start of the scenario to accomplish their primary objective. Any longer and the nationalists will be able to call up reinforcements and close off the escape route.

Consult the Victory Table to determine the extent of each side's victory after the scenario is completed. Use the resulting victory level when calculating the faction's public opinion score for this scenario.

## SPECIAL RULES

The following special rules apply during this scenario.

### Withdrawal

The *Forced Withdrawal* rule is in effect (see p. 24). The nationalists must withdraw from the south edge of the map board.

The fugitives must withdraw from the west edge of the map board.

The allies must withdraw from the east edge of the map board.

Additionally, the goal of both the fugitives and the allies is to rendezvous on the Open Terrain #2 map and then withdraw via the north edge of the map board. Any fugitive or allied element is considered to have rendezvoused if at the end of any turn, they are adjacent to each other. In the following turn, they must immediately begin to withdraw from the north edge of the map board.

### Public Opinion Modifiers

Though the rendezvous battle occurs in an isolated area, far from the prying eyes of the general populace, word of the fight will leak eventually. Thus, the standard public opinion rules are in effect for this session.



# FROM UNREST TO REBELLION

## AFTERMATH

Baron Trent's arrival on Kaumberg was greeted with mixed emotions by Baron LeSat. On one hand, having Trent within striking distance made it possible for LeSat to eliminate the entire Hasseldorf clan once and for all. However, the reinforcements LeSat's rival brought with him would make such a victory very costly in the end.

In either event, the arrival of the Hasseldorf leader brought the war for Kaumberg to a new stage, as the evenly-matched military forces of the nationalist LeSat coalition and the fugitive Hasseldorfs offered each side a genuine chance to defeat the other on the battlefield. Though LeSat still held the political high ground in the Provisional House of Lords, the Hasseldorfs were not without friends of their own. Worse still, LeSat knew from history that a conflict, drawn out long enough, could easily turn public support against a leader who could not pull off decisive victories from a superior position. Even if the Hasseldorfs failed to defeat his coalition in the field, LeSat's plans to rule Kaumberg could crumble just as easily if a new military leader was demanded in order to get results.

## ADDITIONAL HOOKS

Upon a successful rendezvous, the fugitive forces will withdraw back into the depths of the Smaradgrun Forest, where the leaders of the renegade family will catch up on current developments and plot their next steps in the campaign for Kaumberg. Meanwhile, any surviving elements of LeSat's interception force that have suffered more than armor damage will return to its friendly lines, leaving whatever LeSat still claims for aerospace assets to scout for the Hasseldorf camp. Less-damaged surviving nationalists may trail the fugitives and their allies, forcing the Hasseldorfs to detail elements to destroy or drive off their shadowers. Players siding with the fugitives may receive the dubious honor of taking out these stragglers.

Even if the interception force succeeds in disrupting the rendezvous, the fugitive forces will ultimately link up with any surviving reinforcements down the road, a task that will fall to another part of the fugitive force to accomplish. The lost time and resources of the initial battle, however, will leave the Hasseldorfs too weak to consider more overt strikes in the near future, forcing them on the defensive for a time. If the forces are too seriously mauled, Trent may also prepare the surviving Hasseldorfs for the eventuality of abandoning Kaumberg.

Players working with the nationalists will likely find that their role in the upcoming weeks will include deep-woods recon and hunting, or picket duty along the outer fringes and townships close to the woodlands, depending on the condition of their forces. While the fugitives may find themselves continuing to scrounge for food and supplies, their enemies will be working to close a great circle of forces around them.



# FROM UNREST TO REBELLION

## WRAP-UP

Though successful in placing Franklin LeSat in a position to be Kaumberg's next Lord of Lords, *Operation: Flashpoint* proved a dismal failure for the ambitious baron. Still at large after two months of hide-and-seek, the Hasseldorf family refused to give up its war against him, and more and more of the general public began clamoring for a peaceful resolution and a re-opening of the investigation into the Stuttgart Massacre. The House of Lords, alarmed at the discovery that Hasseldorf reinforcements successfully landed and fearful of an escalation of the conflict, began to bow to public pressure. In an emergency session, LeSat was ordered to pull back and allow the renegade family a chance to peaceably surrender. Furthermore, the elections for a new Lord of Lords were placed on hold until the Hasseldorf matter could be successfully—and legally—resolved.

Outraged, LeSat refused the government's order. Declaring the fugitives too great a threat to be allowed such latitude, he swore not to end his pursuit until he was satisfied that the Hasseldorfs were contained. The political rift caused by LeSat's decision hurt him somewhat, but the provisional government was slow to censure Kaumberg's highest legitimately-ranked military commander. Ultimately unable to interfere directly with LeSat, the Council achieved little more than withdrawing the smaller units of the other planetary landholders whose forces were part of LeSat's coalition.

As Baron LeSat took on the council in weeks of political wrangling, the remaining nationalist forces, placed under the field command of Franklin's younger brother, Arne LeSat, received their operational orders: Find and destroy the Hasseldorf family. Arrest was *not* a viable option.

## TROUBLESHOOTING

Whatever the outcomes politically, the current military strengths of the warring houses on Kaumberg should be fairly balanced by now. The nationalist forces will be weakened by losing military support from other landholders, but may gain back strength in the form of mercenary aid. The fugitives will directly gain from the aftermath of the last scenario any forces needed to achieve parity. If this is not the case, either due to significant losses by the players unit or an unprecedented run of luck that leaves one side weaker than the other, then the gamemaster may choose this time to introduce reinforcements that balance the military forces. This, of course, assumes the players are continuing into the next track, *Hunter/Killers*.

Combatants captured anywhere in the course of this track will remain in the custody of their captors by the track's end, requiring a rescue operation if they are to take part in any future actions. The nationalists will likely keep such prisoners in the South Stuttgart Penitentiary or a similar structure, allowing for a rerun of

Scenario 3. Alternately, the fugitive forces could have any prisoners of their own held in a makeshift jail, which the nationalist force will have to first locate before a plan for liberation can be achieved.

If the player unit was sufficiently damaged that the players no longer consider it combat-worthy, they will be relegated to rearward defensive duty for either side. The fugitives, lacking easy transport off-world, will be forced to fall on whatever remains of the player unit for any kind of aid, including impression into infantry or technical support. The nationalists, on the other hand, may simply take the players out of the action altogether, allowing more functional units to take their place.

## ADDITIONAL HOOKS

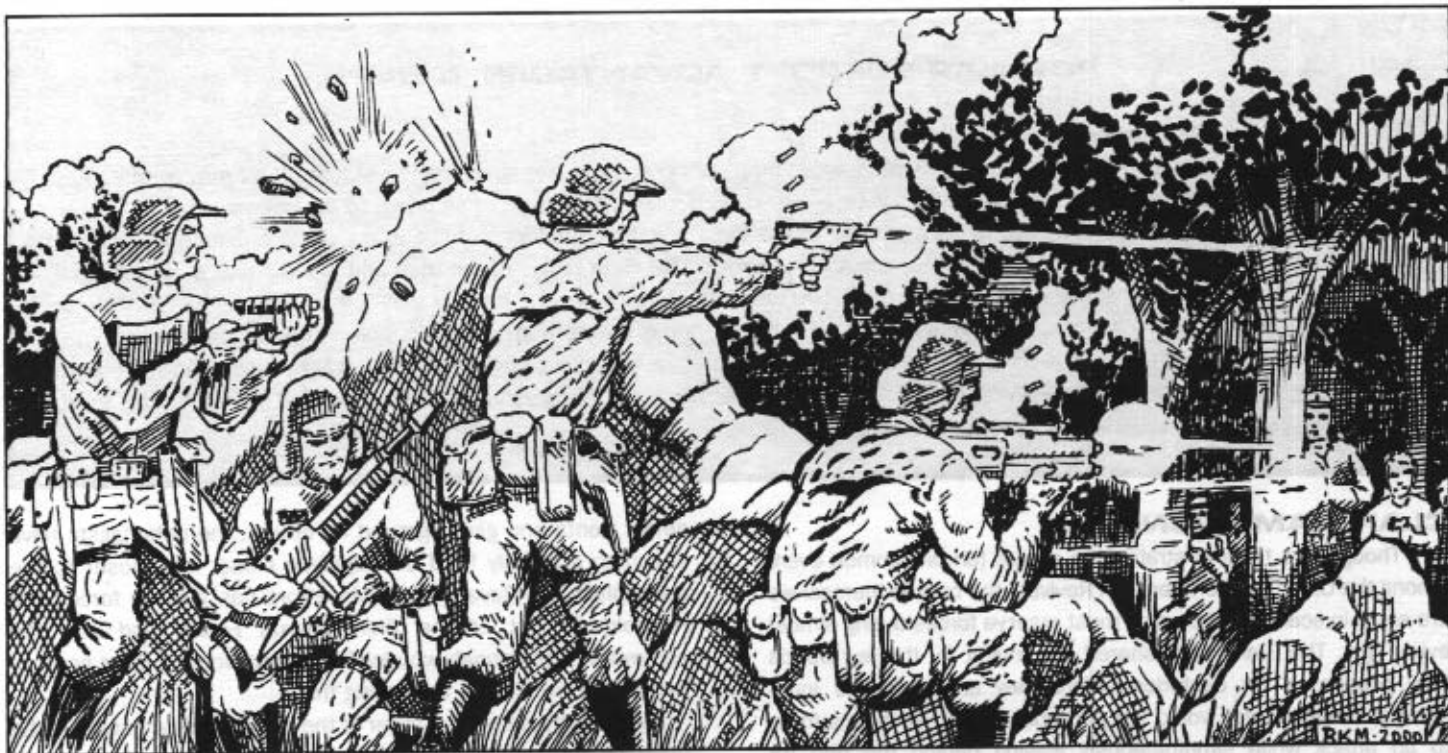
The unexpected backlash that temporarily disrupts LeSat's coalition also allows for a brief reprieve from the hide-and-seek campaign the Hasseldorfs have been fighting. The fugitives will put the extra time to good use by scrounging up whatever local support they can find, the emphasis shifted more toward locating political allies rather than raw materials and supplies. Scouts from the renegade forces will insinuate themselves into many of the towns outlying the Smaradgrun Forest, where they can work to drum up some public support or scavenge anything of use that can keep their warriors battle-worthy. Morale, however, is low, as the fugitives are all too aware of their predicament, and if the enemy can offer generous enough terms for amnesty, the weakest among them may crack.

As this goes on, the remaining nationalists are working hard on LeSat's political campaign, promoting the baron as the protector of the planet and placing him in the front-running position for the elections to Lord of Lords. Not everyone in LeSat's coalition is of the same mind, however. Many are plotting to ride the baron's coattails to power, letting him do much of the work while secretly working to undermine his position once victory seems imminent. Others are conducting their own investigations into the rumors that Baron LeSat himself is behind the Stuttgart Massacre. These people can prove to be valuable allies for the fugitives if they learn of such individuals and can make contact, or for a player unit that has decided backing the LeSat nationalists may not have been the wisest of moves.

The rest of the former Federated Commonwealth continues to slide into civil war, and with the first waves of the war now beginning to engulf many worlds in flames, Kaumberg has become just another battlefield on a larger scale. Though a backwater planet, Kaumberg has long held a key position among local traders, and the military might of its collective landholders made its defense force a valuable commodity in the war against local bandits. With civil conflict now disrupting both trade and the defense of not just Kaumberg, but the planet's neighbors as well, pirate activity and similar lawlessness begins to rise in the region.



# OPERATION: FLASHPOINT



## HUNTER/KILLERS

With the provisional government deadlocked and lacking the support of many of his fellow landholders, Baron Franklin LeSat still held a considerable advantage in public support and military might. In fact, only the Hasseldorfs themselves could hold off his forces on the battlefield. But the disruption of Baron LeSat's nationalist coalition and the evasiveness of the reinforced fugitives denied any decisive victories. Still, the fugitives found few options after LeSat replaced the coalition forces lost to the directives of the provisional government with mercenaries of questionable repute. The campaign became a running battle as the two armies clashed in a series of hide-and-seek, hit-and-fade skirmishes—a race with no clear destination.

### TRACK 2 SPECIAL RULES

At the gamemasters' discretion, the following special rules may be applied during the scenarios of this track.

#### POPULAR SUPPORT

If played as a part of the larger campaign, the standard public opinion rules remain in force for this track, and one side will remain as either fugitive or nationalist. If the players are jumping into the campaign at this stage, they must first select (or have selected for them) which side to support. If assuming the role of fugitives (or arriving to aid the same), the fugitive side starts with a public opinion level of -35. The nationalists (and their arriving reinforcements) have a public opinion score of +15.

The standard modifier may apply to the player group as outlined in the *Base Public Opinion By Faction Table* (p. 19) if the player group is a mercenary command.

As many of the scenario set-ups in this track are decided by one player or the other, the effects of a pronounced public opinion imbalance may be felt a bit more keenly in the form of lost or faulty intelligence. To reflect this, the side with higher public opinion will receive one advantage at the beginning of this track for every 20 points in public opinion scores they possess over the other side. These advantages work in conjunction with the standard public opinion effects (p. 22), but may be used only once per scenario. A list of the advantages and their descriptions appears in the following table (p. 58).

### TRACK VARIATIONS

The framework for this track may not fit into the setting or time period of the players' campaign. Following are some alternatives.

#### ALTERNATE TIMELINE OR SETTING

This track describes the establishment of bases for two armies engaged in a protracted war. It is not unlike many battles fought in the history of the Succession Wars as the armies of the Great Houses landed and secured a beachhead in capital cities, major facilities, and so on. Such population centers are used to provide easy labor and valuable sources of intelligence about the local area—factors which prove invaluable during the early stages of any invasion.

# HUNTERS/KILLERS

## POPULAR SUPPORT ADVANTAGES TABLE

Advantage	Description
Area Knowledge	When generating random maps or when maps are chosen by the opposing player, the player may override any mapsheet chosen by the opposing player and choose another one appropriate to the scenario.
Redeployment	The player may add or subtract half of the force recommended for his side in a given scenario.
Static Defense	The player, if defending, may secretly nominate 1D6 clear hexes of the map and place either a conventional minefield (see <i>Minefields</i> , p. 80, <i>BMR</i> ) there or a hidden Level 1 pit trap (see <i>Basements</i> , p. 53, <i>BMR</i> ).
Security Leak	Once per track, the player gains a +1 Initiative bonus due to a sympathetic mole in the opposing force.
Sabotage	A sympathizer in the enemy force manages to prevent one element (chosen at random) from taking part in the given scenario for every two lances fielded. Like the Security Leak, this advantage may be employed only once in the track.

## CLAN CAMPAIGNS

Though this track is strategic in nature (an uncommon event among the Clans before Operation Revival), the battles themselves are small in scale, as each side must reserve forces during almost every fight. The Clans have shared and fought for the few worlds they possessed for centuries before they arrived in the Inner Sphere, however, and would bid portions of each enclave's force to an attack while simultaneously leaving behind the rest for defensive purposes. The limited nature of such fighting often resulted in just the form of seesaw effect the fighting in this track will present, with each side electing either to defend its claim or strike out in an effort to take an objective from its rival.

## SKIPPING TRACKS

After months at each others' throats, both the Hasseldorfs and the LeSats managed to call and receive aid from nearby worlds and allies. In the case of the fugitive Hasseldorfs, the aid came from the head of the family, Baron Trent Hasseldorf, who cashed in a lifetime of old debts to gather a relief force when he realized how bad the Kaumberg situation had become. Meanwhile, Baron LeSat, bereft of support from the conventional forces commanded by his fellow landholders, hired the nearest mercenary units he could find.

Regardless of the origin or affiliation of the player group, the players may arrive in this track as reinforcements for their patron side, called in at almost the same time as their opposite number. Lacking sufficient aerospace assets to oppose a DropShip landing, neither side arrives with any difficulty, allowing the units brought into this track to enter combat fresh.

## LEAD-INS

The following section provides ideas that the gamemaster can flesh out into full-fledged *BattleTech* scenarios or *MW3* encounters.

## RECONNAISSANCE

The fugitives are bottled up in the wilderness and the nationalists have enough forces to surround them. By pushing on

select fronts and giving ground on others, the nationalists have begun to gradually herd the fugitives closer and closer to the open plains of Ravenshire. This effort has already forced the Hasseldorfs out of the Smaragdgrun Forest and into the somewhat less densely-wooded Wellsburg Wood, but the cover of these lush woodlands is growing thin.

Rather than lose the cover of the woods and be caught in the open by the nationalists' closing ring of forces, Baron Trent Hasseldorf will send parties out to see where the LeSat units are weakest. The few open areas in the Wellsburg Wood spring up suddenly, and encountering a hostile force far sooner than expected offers a chance that the recon units could be engaged by LeSat's picket units.

Players working with LeSat and his nationalists will likely be employed along a herding front, ordered to make strikes into the Hasseldorfs' suspected control zone so as to force the fugitives back along a route LeSat has laid out for them. Players working with the Hasseldorfs, on the other hand, will find their role more tuned toward limited probing attacks and scouting missions meant to locate a weak point in the ring of elements around the Hasseldorfs. Both possibilities open the door for spontaneous combat and set the stage for the next track.

## REINFORCEMENTS

Not all of the arriving reinforcements managed to locate their patron sides right away. Some, scattered or delayed by other unforeseen circumstances, took advantage of the lull in the fighting to make a daring rendezvous with their allies. Unfortunately, both LeSat and Hasseldorf fielded enough scouts in the area to tip off their side to such activities, and harassment raids were launched to disrupt or at least damage these reinforcements.

Regardless of the players' side, they could find themselves arriving at incorrect coordinates and be forced to run a gauntlet of harassment forces dispatched by their patron faction's opponent. These battles will likely be far from decisive, but should provide a glimpse of what kind of battlefield Kaumberg has become.



## SCENARIO 1: BREAKTHROUGH

### SITUATION

Wellsburg Wood, Kaumberg

3 June 3063

Having been pressed deeper and deeper into Kaumberg's woodlands by LeSat's nationalists, the Hasseldorf family managed to avoid combat for more than a month. Time and terrain, however, did not favor the fugitives. LeSat's forces, though presently stretched thin to surround the woodlands that offered sanctuary, herded them now toward the open plains of Ravenshire, where there could be no more hiding. Worse, LeSat's thin circle of forces was closing in at the same time, sealing any chance to slip out from the trap while also driving the Hasseldorfs into the open.

Operating on intelligence from what loyalists the Hasseldorfs had gathered and the few recon units at his disposal, Baron Hasseldorf identified a few areas where the concentrations of nationalist elements were small and isolated enough to offer the least resistance to a concentrated breakthrough effort. Once broken, however, Trent knew the LeSat forces would move to pursue the now visible fugitives, but once freed of LeSat's ring of death, they would no longer be herded into a battlesite of LeSat's choosing.

### GAME SET-UP

The terrain of this battle is up to the attacker, as it is the fugitive force that has chosen a point where the enemy is weakest. For each lance fielded by the attacker, one map must be rolled on the following table, representing Kaumberg's heavy woodlands. The attacker nominates one edge of the map board as his home edge before gameplay begins (the opposite edge becomes the defender's home edge). The maps should be placed side by side, long edges together.

### Attacker

The attacker is a large breakthrough force of fugitive elements up to two companies in size. This force may consist of the player unit or a mix of player and Hasseldorf elements if the player group is working with the fugitive faction. If the players are working with the nationalists, the attacker will remain as described above, and will possess an experience level one step above the player group.

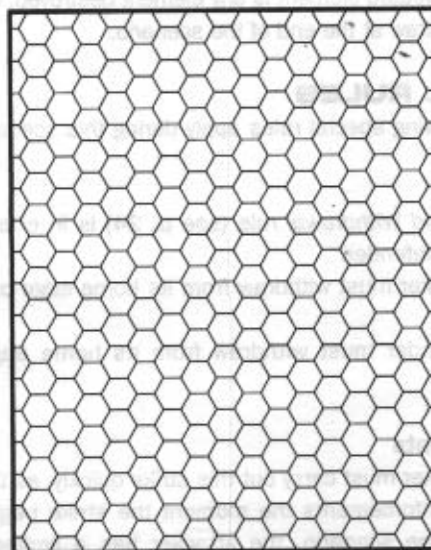
These forces set up anywhere within three hexes of the attacker's designated home edge after the defender has set up.

### Defender

The defender is a picket force of nationalist elements which may number no more than one-quarter of the attacking force and are one level of experience lower than the attack force. If the player group is working on the nationalist side of the Kaumberg conflict, these elements will come from the player group, as will the

reinforcements described in this scenario's *Special Rules*. If the player group does not possess enough strength to match the suggested strength of the reinforcements described, the discrepancy may be compensated for with LeSat troops.

These elements set up before the attacker, within two hexes of their own designated "home edge." As this picket force is mainly placed to keep an eye on the encapsulated fugitives, these elements must be placed three or more hexes away from any other defender element.



### RANDOM HEAVY WOODLANDS TABLE

2D6	Mapsheet
2	Lake Area (MS2)
3	River Delta/Drainage Basin #1 (MS4)
4	Rolling Hills #1 (MS3)
5	Woodland (BP)
6	Heavy Forest #1 (MS4)
7	Scattered Woods (MS2)
8	Heavy Forest #2 (MS4)
9	River Valley (MS2)
10	Rolling Hills #2 (MS3)
11	River Delta/Drainage Basin #2 (MS4)
12	Open Terrain #2 (MS5)

Abbreviations: MS = Map Set, BP = BattlePack:  
Fourth Succession War

# HUNTERS/KILLERS

## VICTORY CONDITIONS

The scenario ends when the attacker or defender is destroyed or has withdrawn.

The attacker wins by destroying all defending elements, clearing a path for the rest of the fugitive forces to break through, and doing so in a short time.

The defender wins if the attacker can be destroyed, crippled or forced back before Turn 24.

Consult the Victory Table to determine the extent of each side's victory after the scenario is completed. Use the resulting victory level when calculating the faction's PO Score for this scenario. A defeated element is any element destroyed, crippled or forced to withdraw at the end of the scenario.

## SPECIAL RULES

The following special rules apply during this scenario.

### Withdrawal

The *Forced Withdrawal* rule (see p. 24) is in effect for the attacker and defender.

The attacker must withdraw from its home edge of the map board.

The defender must withdraw from its home edge of the map board.

### Reinforcements

The attacker must carry out this strike quickly, as the enemy will call in reinforcements the moment the strike begins. From the start of the scenario, the attacker has a limited time to destroy, cripple or drive off all opposition. If this goal is not met in the allotted time, reinforcements from the nationalist side begin to gather nearby and move to intercept the fugitives.

During the Movement Phases of turn 8 and turn 16, the defender may move onto the map board from its home edge a number of elements equal to one-quarter of that fielded by the attacker (round down).

The defender is not the only player who can call upon reserve forces, however. During the Movement Phase of turn 16, the attacker may move onto the map board from its home edge a number of elements equal to one-third of its original force (round down).

### Public Opinion

Though this battle occurs in an isolated area, far from the prying eyes of the general populace, word of the fight will leak eventually. Thus, the standard *Public Opinion* rules are in effect for this scenario.



## VICTORY TABLE

Condition	Points (Attacker/Defender)
Each 25% of Fugitives Defeated	-10/+15
Each 25% of Nationalists Defeated	+15/-10
Each Turn of Battle Over 6	-2/+5
All Nationalists Defeated Before Turn 6	+10/-15
<b>Final Score</b>	<b>Victory Level</b>
60 or better	Complete Victory
30 to 59	Partial Victory
20 to 29	Pyrrhic Victory
0 to 19	Marginal Defeat
-29 to -1	Partial Defeat
-30 or less	Utter Defeat



## AFTERMATH

The narrow margin by which the fugitives break out of the nationalists' ring means that surviving nationalist elements may rally to the escape route and track them back into the deep Wellsburg Wood. Trailing elements of the fugitive forces, positioned to guard the otherwise defenseless support elements and cargo trucks, will have to deal with sporadic attacks by these pursuit forces (assuming the nationalist elements are all of sufficient MP to overtake the slowest fugitive elements).

If such a chase is played out, the attacker in the preceding scenario becomes the defender of the convoy and must roll randomly for each map the chase runs through, using the *Random Heavy Woodlands Table* (p. 59). In this event, the nationalist forces may include any or all of the elements that did not arrive before the end of the scenario.

## ADDITIONAL HOOKS

In the wake of the breakthrough, several fugitive elements may have been shot down and left on the field. Because the timing of the assault was critical, these warriors may have been left behind by the rest of their troops and will be in need of rescue. If the nationalists opt not to pursue the retreating fugitives with their forces, they will capture these ejected warriors in the clean-up. These warriors will be interrogated for any clues as to where the fugitive forces are going, and will be sent off to prison to await a public trial. If a rescue is attempted by any fugitive elements at that point, use the *JailBreak!* scenario from the previous track as a guide.

## SCENARIO 2: HIT OR RUN?

### SITUATION

North Ravenshire, Kaumberg  
15 June 3063

The escape from LeSat's ring bought the Hasseldorf family some time, but not as much as Trent had hoped for. Harried on the ground with their expendables running low, the fugitives needed an opportunity to push the nationalists' pursuit back rather than simply slip around it. The problem was that the younger LeSat brother still commanded a small air force capable of keeping tabs on the Hasseldorfs. Wellsburg Wood offered enough cover to keep the air forces from getting an accurate fix on the fugitives' position, but the supply problem meant a foray to a LeSat field depot which could compromise that advantage.

Scouts confirmed the presence of a sizable field depot in North Ravenshire, just outside the Wood, and LeSat's fighters were soon afterward found in an airfield about 50 kilometers further east. Both objectives lay within striking distance from the Wood, with potent defenses at each. Choosing which to hit first made for a difficult command decision.

### GAME SET-UP

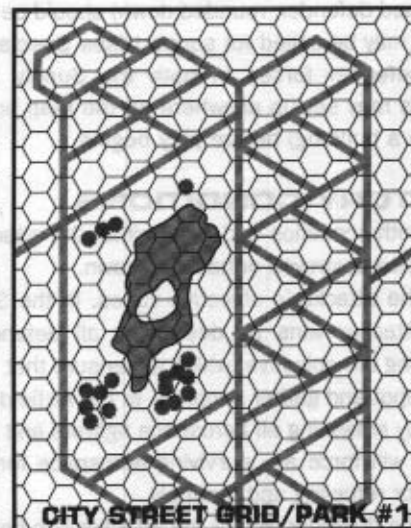
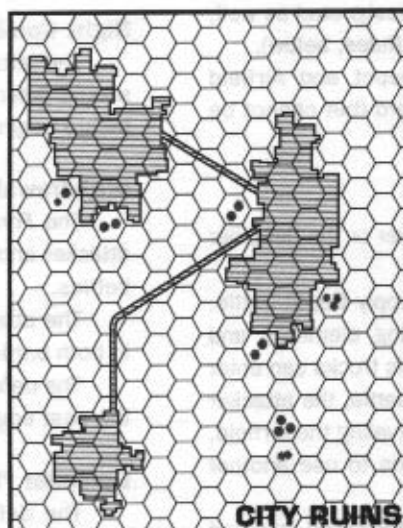
The map set-up for this scenario depends largely on which target the attacker chooses first. Chronologically, both objectives are struck at nearly the same time, meaning a strike force employed against one cannot be employed against another. The same goes for the defending forces.

#### Map: Supply Depot

Lay out the *BattleTech* map as shown. The supply depot map is the City Ruins mapsheet from *BattleTech Map Set 2*. If an additional map is required, the defender selects a second map from the *Wooded or Flatlands Tables* (p. 101, *BMR*) to place on the City Ruins mapsheet's east edge. The defender then sets up five to ten medium buildings and twice as many light buildings on the paved hexes, representing the depot warehouses.

#### Map: Airfield

Lay out the *BattleTech* map as shown. The airfield is represented by the City Street Grid/Park #1 mapsheet from *BattleTech Map Set 4*. The roads running along hexrows 02XX and 09XX represent the airfield's main runways. An additional map may be placed by the defender selected from the *Wooded or Flatlands Tables* (p. 101, *BMR*) on the City Street Grid/Park #1 mapsheet's east edge.



# HUNTERS/KILLERS

The defender should set up five light, Level 1 buildings in any clear hex along hexrow 10XX on the City Street Grid/Park #1 mapsheet to represent the hangars, and a single, Level 2 medium building in hex 0505, representing the control tower. Four more medium buildings and five more light buildings may be placed in any other clear hexes on the same mapsheet, representing other airport structures and warehouses.

## Attacker

The fugitives are once more the attacker in this scenario, and may employ a force up to one company in size for each battle. Because the battles take place at almost the same time, the forces used for each strike cannot be the same, so if -player elements are employed and both battles are to be played, the player unit should be divided between the two maps.

In the Supply Depot battle, the attacker enters via the east map board edge during the Movement Phase of turn 1. In the Airfield battle, the attacker enters via the east map board edge during the Movement Phase of turn 1.

## Defender

The nationalists are defending both objectives with a defense force no greater than one company in size each. Additional "reaction" forces (up to one-third in strength of the assigned defender, rounded down) should be designated as well, which may be called for support (see *Special Rules*, below).

Defender forces in both the Supply Depot and Airfield battles may set up anywhere on the map board (but cannot be inside a building) before play begins.

## VICTORY CONDITIONS

Both scenarios end when either the attacker or the defender has been destroyed or has withdrawn.

The attacker's objective varies. In the Supply Depot battle, the attacker wins by destroying all defending elements and securing the objective, which will ensure that his trucks can enter the depot and gather supplies. In the Airfield battle, the attacker wins by smashing all aerospace fighters and leveling the airfield, which will force any surviving aerospace forces to use another field for refueling and resupply.

The defender wins if the attacker can be destroyed, crippled or routed without achieving his goals.

## VICTORY TABLE

Condition	Points (Attacker/Defender)
Each 25% of Attacker Defeated	-10/+15
Each 25% of Starting Defender Defeated	+15/-10
All Defenders Defeated Before Turn 6	+5/-5
<i>Airfield Battle Only</i>	
Each 25% of Fighters Destroyed	+10/-5
Each 25% of Airfield Structures Destroyed	+5/-2
Each 25% of Fighters Launched	-10/+10
<i>Depot Battle Only</i>	
Each 25% of Depot Buildings Destroyed	-10/-5
<b>Final Score</b>	
60 or better	<b>Victory Level</b>
30 to 59	Complete Victory
20 to 29	Partial Victory
0 to 19	Pyrrhic Victory
-29 to -1	Marginal Defeat
-30 or less	Partial Defeat
	Utter Defeat

Consult the Victory Table to determine the extent of each side's victory after the scenario is completed. Use the resulting victory level when calculating the faction's PO Score for this scenario. A defeated element is any element destroyed, crippled or forced to withdraw at the end of the scenario.

## SPECIAL RULES

The following special rules apply during this scenario.

### Night Combat

The attacker strikes at night (see p. 81, *BMR*). Players should determine which elements in their unit have searchlights before beginning play.

### Withdrawal

The *Forced Withdrawal* rule (see p. 24) is in effect for the attacker and defender in both the Airfield and the Supply Depot battles.

The attacker must withdraw from the west map board edge in both battles.

The defender may withdraw from any map board edge except the east edge.

### Defender "Reaction Forces" (Both Battles)

The defender has the advantage in this battle of nearby picket forces who are on patrol in anticipation of a fugitive



# HUNTERS/KILLERS

strike here. When the fugitives move, some of these forces are able to respond to a distress call, and may tip the odds in the defender's favor if the on-site forces can hold the attacker at bay long enough.

Prior to gameplay, the defender must nominate a force one-third the size of the On-Site Defenders for each battle. Each battle is assigned one of these reaction forces.

At the end of turn 6 in either battle, the defender should roll 1D6, adding 2 to the result, to determine the number of turns required for the reaction force to arrive. The force will enter via the east map board edge during the Movement Phase of the turn in which they arrive. Two turns before the reinforcements arrive, the defender must notify the attacker of his approach.

If all defending forces are destroyed before turn 6, the reaction force will not arrive on the field in time to prevent the attacker from solidifying his victory. In this case, the scenario ends before they arrive.

## Aerospace Fighters (Airfield Battle Only)

Because this attack occurs at night, when any aerial recon would be ineffective, the nationalists' air power is grounded. However, at the first sign of the attack force closing in, the pilots are roused and dispatched to their planes. By the time the battle begins, these pilots have reached their craft and may attempt to get their valuable machines out of the hangars and into the skies.

A total of four medium aerospace fighters are currently at the airfield. The defender can simply choose these fighters or use the Lyrn Alliance row of the Random Assignment Tables 6-Aerospace Fighters & Military DropShips (p. 63, AT2).

At the beginning of the scenario, the defender may decide to begin launching the fighters, but doing so means the craft must first taxi to the nearest runway before launching. When using the fighters to taxi, treat them as wheeled vehicles with MP rating equal to one-half (round down) their Safe Thrust. Once positioned on the end of either runway, the fighter may launch during the Movement Phase of the following turn. If a fighter wishes to attack any targets while on the ground, the attack suffers a +2 to-hit modifier.

## Public Opinion

These battles occur in military bases set up near the city of Ravenshire, and so do not count as battles in a civilian population center. Though isolated from the cities, witnesses will be present

and word will spread of the events of these battles. Thus, the standard *Public Opinion* rules are in effect for this scenario.

## AFTERMATH

Depending on the attack or attacks launched, the effects of this action will be far reaching. A successful strike against the depot will add badly needed consumables to the fugitive forces. If the players are still employing the *Living on the Run* special rule from Track 1 (p. 40), then the fugitives gain ten tons of supplies for each building standing. These supplies are distributed among the fugitives' supply pools as the attacker sees fit.

The attack on the airfield will leave the nationalists deprived of any effective aerial reconnaissance for some time. This fact will allow the fugitives greater freedom of movement in the region, possibly even to the point of escaping the nationalist pursuit forces altogether.

Alternatively, a failed strike on either target will leave the fugitives weaker than ever, as their supplies continue to run low or the nationalist air power remains active in the area. In such an event, it is also likely that fugitive warriors will have been captured as well. Under interrogation, these

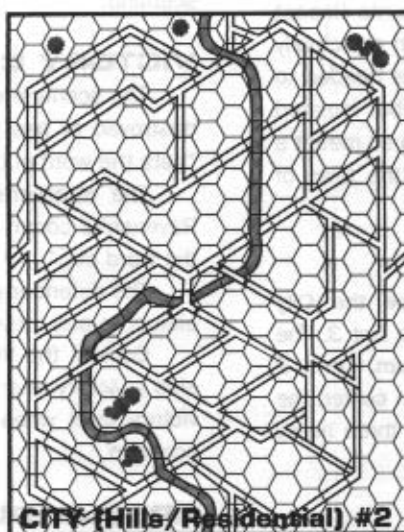
warriors may reveal the current location and strength of their comrades' force, a situation that will bring the nationalists much closer to defeating the fugitives.

## ADDITIONAL HOOKS

Whatever the measure of success the fugitives enjoy against the nationalist forces, this action intensifies the search effort directed against them. No longer content to wait for the Hasseldorfs to emerge from the woodlands to attack his bases, LeSat will order the hunting nationalists to enter the woods and flush out the renegade family and its allies. His patience wearing thin, LeSat may even order the Wellsberg Wood set ablaze to smoke out the Hasseldorfs.

The loss of such prime woodland will bring devastating ecological and economical repercussions to Kaumberg and cost LeSat dearly in public support. However, if the Hasseldorfs do not come out from hiding soon, the political black eye from such a deliberate act of scorched earth tactics becomes preferable to the continuing accusations of LeSat's incompetence.

In an effort to avoid such an action, information about the looming inferno will be leaked to the fugitives, giving them warning and the opportunity to come out from hiding. The fugitives respond by scouting for a sympathetic town or undefended satellite communications system they can access to tell the people how desperate the war for Kaumberg has become.



## SCENARIO 3: DESPERATE CALL, REVISITED

### SITUATION

North Ravenshire, Kaumberg  
27 June 3063

The threat to Wellsberg Wood forced the Hasseldorfs to redouble their efforts in finding a suitable base of operations beyond the wilderness. Unfortunately, all the settlements closest to the Wellsberg Wood supported the LeSat position or actually maintained nationalist picket elements. The fugitives needed to find someplace to run to before they could move, but isolated from planet-wide communications, the only way to do so meant a strike against a LeSat-controlled comm system in the town of North Ravenshire.

### GAME SET-UP

Lay out the *BattleTech* map as shown. Use the City (Hills/Residential) #2 mapsheet from *BattleTech Map Set 3*. The North Ravenshire satellite comm center is a medium, Level 2 building located in hex 0605. In addition to the comm center, the defender should place ten light, seven medium and three heavy building counters on any clear hex on the mapsheet.

### Attacker

The attacking force consists of a small portion of the fugitive elements (no more than two lances are recommended) sent to secure the comm center. The attacker must designate one of these elements as a carrier for a specialized comm technician. If the players' unit is currently sided with the Hasseldorfs, this will be their unit. If not, the attacking force is equal in experience to the defender.

The attacker enters via the south map board edge during the Movement Phase of turn 1.

### Defender

The defender is a nationalist unit equal in size to the attacking force.

In addition, the defender can call on reinforcements in the form of a rifle infantry platoon of green experience level for every lance fielded by the attacker. These infantry platoons may be broken down into seven-man squads (see *Squad Deployment*, p. 36,

*Maximum Tech*) or kept whole, and begin the game as hidden units (see *Hidden Units*, p. 77, *BMR*). (See *Defender Reinforcements*, p. 65, for more rules on these troopers.) If the players are on the side of the nationalists, they are part of the defender. If not, the defending force's experience level is equal to the attacker.

The defender sets up his elements on any paved hex within three hexes of the comm center before the beginning of the scenario.

### VICTORY CONDITIONS

The scenario ends when the attacker or defender has been destroyed or has withdrawn, or six turns after the comm-tech "gets the word out," (see *Using the Comm Center*, P. 65).

The attacker's primary objective is to secure the North Ravenshire comm center and get the comm-tech inside to "get the word out."

The defender's objective is to destroy or cripple all attacking elements and prevent the delivery of the comm-tech.

Consult the Victory Table to determine the extent of each side's victory after the scenario is completed. Use the resulting victory level when calculating the faction's PO Score for this scenario.

### SPECIAL RULES

The following special rules apply during this scenario.

### Withdrawal

The *Forced Withdrawal* rule (see p. 24) is in effect for the attacker.

The attacker must withdraw from the south map board edge.

### VICTORY TABLE

Condition	Points (Attacker/Defender)
Each 25% of Attacker Destroyed/Crippled	-5/+10
Each 25% of Defender Destroyed/Crippled	+5/-5
Each 50% of Civilian Reinforcements Defeated	+1/-1
Comm-Tech Killed Before Finding "Sympathetic Ear"	-20/+15
Comm-Tech "Gets the Word Out" (Per turn)	+10/-5
Comm-Tech Finds "Sympathetic Ear"	+15/-10
Destroying the Comm Center	-25/-30
<b>Final Score</b>	<b>Victory Level</b>
40 or better	Complete Victory
20 to 39	Partial Victory
10 to 19	Pyrrhic Victory
0 to 9	Marginal Defeat
-25 to -1	Partial Defeat
-26 or less	Utter Defeat



# HUNTERS/KILLERS

## Using the Comm Center

The attacker has brought along a specialized communication technician who will be able to expedite sending the fugitives' transmission for aid. At the beginning of the scenario, the attacker must secretly nominate one element to carry this technician as a passenger. The comm-tech can be dropped off and picked up as per the standard *BattleTech* rules for Mounting and Dismounting infantry (p. 59, *BMR*). If carried by a BattleMech element, the tech rides in the cockpit with the MechWarrior and must make appropriate consciousness rolls if the pilot sustains damage.

The comm-tech must be delivered to the relay conscious, where he will then enter the facility and place the vital call. However, the comm relay in this scenario is staffed by hostile forces, not neutral ComStar technicians, requiring the facility to be captured first. If the attacker brought with them any infantry elements, these troops may be employed to secure the facility first. Otherwise, the station's defending units must all be defeated before the facility can be considered "captured."

At the beginning of each turn the comm-tech works at the center, the attacker must make a 2D6 roll against a target number of 8. Each successful roll represents a successful breakthrough of normal transmissions, during which time the fugitives can send a message via the tech, giving the common folk a chance to hear their side of the conflict, and possibly locating sympathizers. For every turn after the first successful breakthrough that the comm-tech makes an additional successful breakthrough, the fugitives will earn an additional +1 PO modifier to a maximum PO modifier of +5.

Additionally, the comm-tech should make a second roll for every successful breakthrough to see if anyone responds to the fugitives' appeal for aid. If this 2D6 roll result is 10 or higher, then the comm-tech has successfully established contact with a sympathetic ear.

Timing is critical in this mission, and the comm-tech will have only six turns inside the facility once it has been captured. Any longer, and the possibility of reinforcements becomes too great a risk. Even if *all* defending forces have been defeated before capturing the comm center, these turns should be played out, allowing the comm-tech to do his job.

## Defender Reinforcements

The town of North Ravenshire is behind the nationalist cause in this scenario, and so many—including the local police



force—will take up arms to defend their side's interests. However, being inexperienced as combat troops, these locals will be slow to react to the attack.

At the beginning of any turn in which the defender has had more than half of his original force—not counting the infantry reinforcements—(rounded down) destroyed, all of the infantry reinforcement elements will become active. If any of these elements enters the comm center while the attackers' comm-tech is inside, they will kill the comm-tech on a successful 2D6 roll of 8 or better.

## Public Opinion

The standard public opinion rules are in effect for this session with the following added definitions.

Any force that attacks the communications center will be committing an act of scorched earth tactics.

Leaving the comm-tech behind will earn the attacking force a penalty for abandoning its post.

Attacking the defender's civilian reinforcements—regardless of the fact that they may raise arms against the attackers first—will earn the attacker a -2 PO modifier for cowardly tactics.

# HUNTERS/KILLERS

Finally, at the end of this scenario, whichever player has earned more victory points gains the benefits of controlling the media for this scenario. The multiplier may be used to increase the controlling player's PO modifier or may be used as a negative PO modifier against the opposing player in this or any following scenario in this campaign.

## AFTERMATH

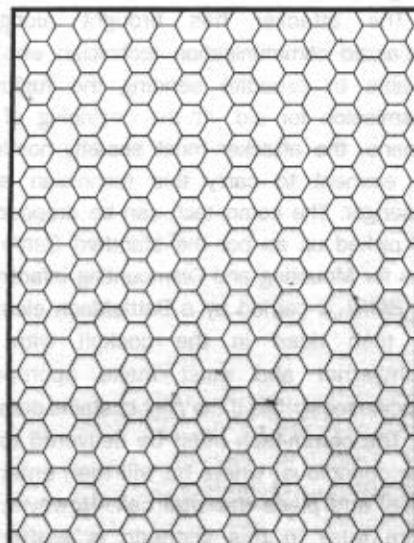
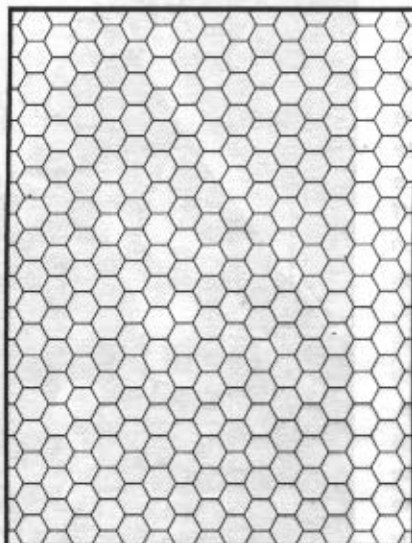
As time runs out for the comm-tech, nationalist reinforcements are picked up on the attacking force's sensors. Gathering their people, the fugitives will retreat at once to the safety of the Wellsberg Wood where they will report the results of the mission to Baron Hasseldorf. If they fail to withdraw quickly, however, the nationalist reinforcements may pursue the Hasseldorf strike team, possibly forcing it to engage or be tracked all the way back to its camp in the wilderness.

## ADDITIONAL HOOKS

The main purpose of this action is to locate allies for the fugitives, but there is a great chance that the operation will ultimately fail. The pressure of nearby hostile forces will not allow them to hold North Ravenshire long enough to wait, and so this mission may have to be repeated until an ally can be found. If the gamemaster wishes, this obstacle may simply be waived by a fortunate encounter with sympathizers who heard the call but did not act before the fugitives were forced back out of North Ravenshire, or it can be the kind of mission that requires a subtler approach.

Once an ally is located, the fugitives will make a break for their new safe haven under cover of night. The run may not go uneventfully, however, as picket forces from LeSat's nationalists are scattered randomly around the perimeter of Wellsberg Wood. Any fighting will be quick, however, as the loss of the Wood's cover will leave the supply-starved fugitives unwilling to linger anywhere long.

The long march to the fugitives' new safe haven—a quaint little tourist town known as Ruhe Village—will not go unnoticed. Despite efforts to cover their tracks, someone reports the movement of the Hasseldorf forces to LeSat and the nationalist pursuers will follow. LeSat's people, however, have the added difficulty of an ever-widening supply line. As the Hasseldorfs lead them farther away from Stuttgart, the convoys of parts and munitions keeping the nationalists battle-worthy grow vulnerable to possible fugitive attacks. Players on either side could find themselves undertaking rear-guard strikes or covert missions in search of allies as the war for planetary control drags into its sixth month.



## SCENARIO 4: SEIZE AND DEFEND

### SITUATION

*Ruhe Valley, Kaumberg*  
19 July 3063

After six months of hide-and-seek, the running conflict between the Hasseldorf and LeSat families had become a regular feature in the evening newscasts. The sporadic fighting, brief but always bitter, led both forces farther and farther from Stuttgart and deep into the Ruhe Valley region of Regenwald, Kaumberg's primary continent. LeSat's supply train to the nationalist pursuit force now stretched over 500 kilometers and was starting to fall prey to raids by the renegade faction. For both sides, the time had come to establish a new base of operations in Ruhe Valley or risk exhaustion and certain defeat in the wake of a long wilderness campaign.

For the Hasseldorf family, Ruhe Village could hardly be described as an ideal base of operations. The tiny town overlooking the large and eternally-placid Lake Ruhe supported itself primarily on a minimal tourist trade. Still, Ruhe's small population had heard the Hasseldorfs' message and offered the fugitives a haven few other settlements dared. The village's placement also narrowed an attacker's options down to a single route, a fact that was not lost on the nationalist forces that moved to "pacify" the town for its own use. Baron Hasseldorf directed his troops to split up, sending one force to secure the village and another to strike at the town of Haute, fifty kilometers further east, where LeSat's troops also seemed intent on establishing a presence.



# HUNTERS/KILLERS

Ironically, Arne LeSat had reached the same strategic conclusions Trent had. The battle for Ruhe Valley began with a spectacular two-front clash.

## GAME SET-UP

This scenario consists of two battles that happen in the vicinity of a pair of small towns divided by fifty kilometers of wilderness. In the first battle, the defending force will be whichever faction currently has the lower public opinion score, but in both cases the maps laid out will be similar, as each town is similar in size and is protected from attack along the northern flank by some kind of impassable terrain. (Ruhe Village is bordered on the north by a tremendous lake while Haute rests along the southern edge of a steep mountain chain.)

The maps chosen for each battle are up to the defending player. They center on two maps selected from the *Urban Terrain Table* (p. 101, *BMR*). Additional maps may be placed along the east, west and south edges of the mapsheet from the *Wooded, Wetlands, or Hill Terrain Tables* (p. 101, *BMR*), at the defending player's discretion. On each of the city maps, the defending player should place at least fifteen building counters: three heavy, four medium and eight light.

**Note:** The set-up for the first battle is the same as that used for Scenario 1, Track 3 (*Hold The Line*, p. 72). If the scenarios from *Operation: Flashpoint* are to be played as a complete campaign, the exact set-up of the first battle should be noted, so that it can be duplicated for the later scenario.

## FORCES

Prior to playing either battle, both factions must select a portion of their forces which will be used for each objective. These two forces must be separate units, as the battles they will enter will occur simultaneously (or nearly so). The suggested force strength for each battle is no greater than one company each, with any leftover elements from either faction acting as a reserve force in case one front or the other requires back-up, or some other crisis requires the faction's attention elsewhere.

Any or all of the player unit can be employed in both battles, or players may choose to take part in just one of the two, leaving the other to be resolved however the gamemaster sees fit.

## Attacker

In the first battle, the attacking force consists of a strike unit launched by the side that holds the higher PO Score. In the second battle, the attacker is the side with the lower PO Score.

## VICTORY TABLE

Condition	Points (Attacker/Defender)
Each 25% of Attackers Defeated	-5/+10
Each 25% of Defenders Defeated	+10/-5
Each 50% of Sympathizers Defeated	+1/-1
Final Score	Victory Level
40 or better	Complete Victory
20 to 39	Partial Victory
10 to 19	Pyrrhic Victory
0 to 9	Marginal Defeat
-25 to -1	Partial Defeat
-26 or less	Utter Defeat

In both battles, the attacker enters via the south map board edge during the Movement Phase of turn 1.

## Defender

The defender for the first battle is whoever holds the lower PO Score of the two factions. The higher-scoring faction will defend in the second battle.

In both battles, the defender may set up his elements anywhere on the map board before the beginning of the scenario but elements cannot be within 16 hexes of any other element.

## VICTORY CONDITIONS

Both scenarios end when the attacker or the defender is destroyed or has withdrawn.

The attacker's primary objective in both battles will be to inflict maximum damage on the defender, which will force him to commit more forces to holding his objective.

The defender's objective is to destroy or cripple all attacking elements and secure his new base of operations with minimum collateral damage.

Consult the Victory Table to determine the extent of each side's victory after the scenario is completed. Use the resulting victory level when calculating the faction's PO Score for this scenario. A defeated element is any element destroyed, crippled or withdrawn by the end of the scenario.

## SPECIAL RULES

The following special rules apply during this scenario.

## Withdrawal

The *Forced Withdrawal* rule (see p. 24) is in effect for the attacker and defender in both battles.

The attacker must withdraw from the south map board edge in both battles.

# HUNTERS/KILLERS



The defender must withdraw from the north map board edge in both battles.

## Sympathizers

Regardless of PO Scores, both factions will benefit from sympathizers while acting as defender, because their chosen objective has welcomed their arrival. However, the amount of support that may be called upon is affected by the current PO Score the defender claims.

If the defender has a positive PO Score, they will receive a platoon of rifle infantry of green experience level for every 15 points (or fraction thereof) of positive PO Score. In addition to this, "passive" sympathizers will alert the defender to enemy movements, giving them a +1 Initiative bonus for every 20 points (or fraction thereof) of positive PO Score.

## Public Opinion

The standard public opinion rules are in effect for this session, with the following added definitions.

Any force that deliberately attacks a building will be committing an act of scorched earth tactics.

Withdrawing from the battlefield will earn the defending force a penalty for abandoning its post.

Attacking the defender's sympathizers—regardless of the fact that they may raise arms against the attacker first—will earn the attacker a -2 PO modifier for cowardly tactics.

If both battles are played, the PO Scores for each battle are not applied until the end of the scenario.

## AFTERMATH

The battles for Ruhe Valley were hardly decisive. Both of the involved factions managed to secure their new bases after the initial fighting and a lull soon followed, allowing each side a chance to repair and rearm while moving the remainder of its forces into position. Outraged by this turn of events, Baron Franklin LeSat demanded the provisional government add its support units once again to his coalition forces and allow him to declare martial law on Kaumberg. Instead, the remaining members of the House of Lords ordered LeSat to stand down and moved to strip him of his authority as military commander of the Kaumberg Defense Force.

Instead, LeSat ordered his home guard to arrest the entire provisional government. Declaring to the general public and his own troops that he had been given the authority to instate martial law, Baron LeSat ordered his remaining home guard units to secure Stuttgart and ordered his brother's field units to assault Ruhe Village.

## ADDITIONAL HOOKS

Regardless of faction, defending against an attack by the other side is merely the start of securing a new base of operations. The defending players' side will have to now make



# HUNTERS/KILLERS

certain that any serious pockets of resistance are found and neutralized before they become a lethal threat to their occupation. In the wake of the first battles in Ruhe Valley, the players may find themselves called upon to ferret out potential security risks or stand a perpetual vigil against probing strikes from the other side while other elements try to do the same.

At any point, the enemy may try to insinuate its own agents into the defender's new enclave in an effort to gain intelligence, inside support or even to make a surgical strike against the leadership. All of these things will become matters for the players to either thwart or accomplish themselves while both sides prepare for the all-out war to come.

## WRAP-UP

With the provisional government under arrest and most of the general public unaware of this critical fact, Baron Franklin LeSat is now free to pursue his agenda with a new level of brutality. Having even convinced himself that he fights for the glory of Archon Katrina Steiner-Davion and the Lyran Alliance, he views himself as a Lyran savior for Kaumberg. To him, any means that will purge Kaumberg of the traitorous, Davion-loving Hasseldorf family—and their sympathizers—will be justified in the end.

Word will leak out eventually of LeSat's coup, however, costing him in public support despite all efforts to downplay his actions. In an effort to shore up his waning political position, he will call for off-world aid from the Alliance. Such aid will be slow in coming, however, and LeSat will feel the pressure to put down the Hasseldorf problem quickly. Desperation now characterizes the next phase of the Kaumberg war.

## TROUBLESHOOTING

Any serious damage caused to the player unit may leave it sidelined until its losses can be recouped either through salvage or defections from the other side. The stalemate in Ruhe Valley will create a lull that may be briefer than last time, but will allow a resourceful gamemaster some time to assess the damage to both sides and decide if the players can face another wave of combat. If this is not the case, either due to significant losses by the player unit or an unprecedented run of luck that leaves one side weaker than the other, then the gamemaster may choose this time to introduce more reinforcements to establish some balance before the players enter the next track, *Down to the Wire*, if they are to do so.

Combatants captured anywhere in the course of this track will remain in the custody of their captors by the track's end, requiring a rescue operation if they are to take part in any future actions. Note that the nationalists under LeSat's command will likely treat such prisoners much more callously than before, as the need to break the fugitives becomes more pressing. Prisoners may be kept in a hardened, well-protected base under more formidable guard

than the South Stuttgart Penn proved to be, where a rescue operation could involve an all-out assault or a more risky infiltration job. Alternatively, the fugitive forces could have any prisoners they capture taken to the local jail, forcing the nationalists to break through the defender's front line and penetrate the very heart of the fugitive enclave to accomplish any rescue.

Any player unit so badly damaged that the players no longer consider it combat-worthy may find getting out of the conflict difficult, and will instead be relegated to rearward defensive duty for either side, or broken down to fill in gaps for its patrons. By this point, both factions can ill-afford to sideline any combat-worthy elements, however, so unit integrity may be lost to keep enough warm bodies on the line.

## ADDITIONAL HOOKS

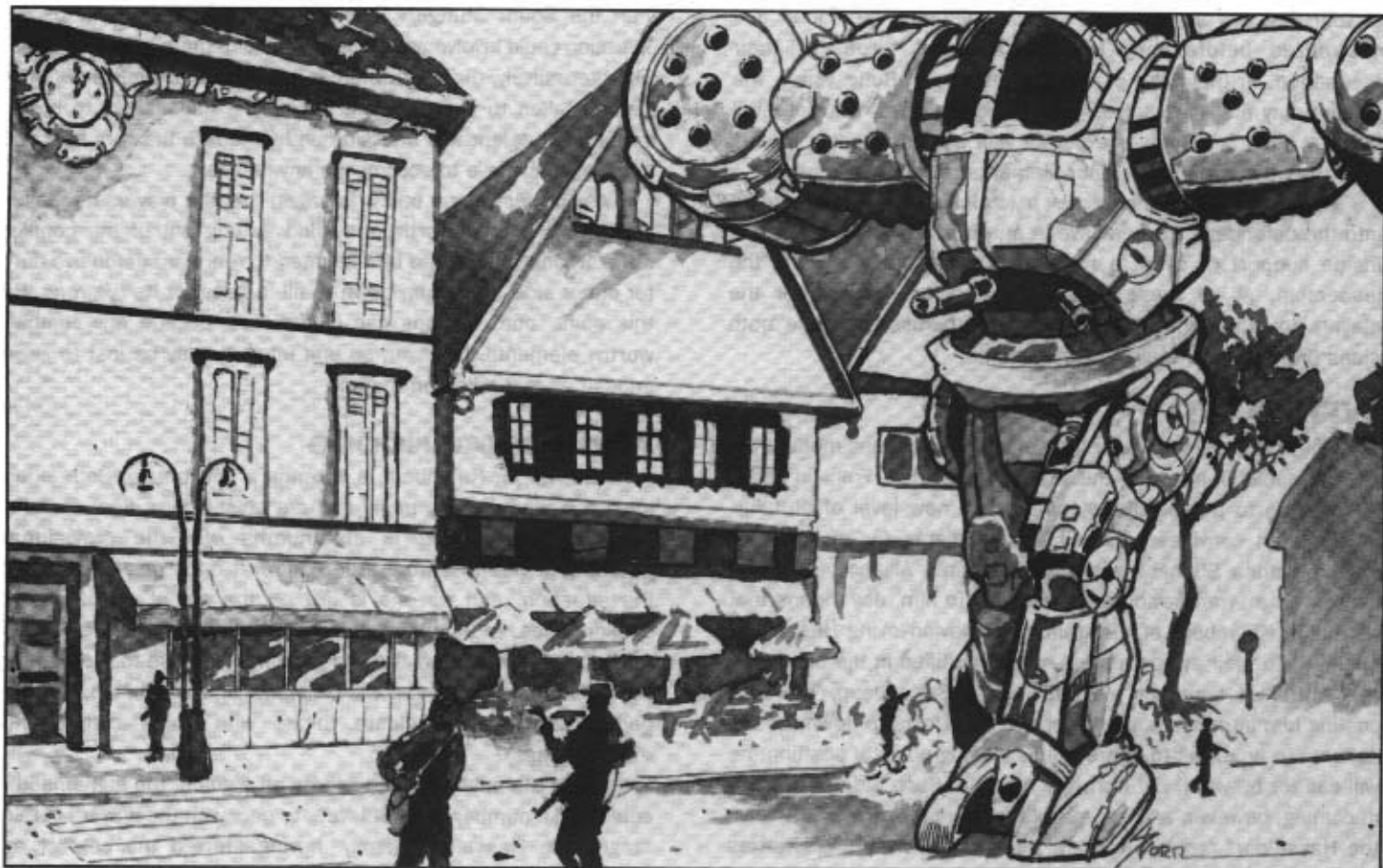
The war for Kaumberg is entering a new phase. Both sides have achieved military parity and are poised for a final assault, but now the conflict is six months old, the provisional government has lost what little control it once possessed over the situation, and no one is left on the planet who has not chosen sides. At this point, the player group may decide it is on the wrong team, and as the two factions scramble to prepare for the final showdown, there will be plenty of opportunities for the gamemaster to complicate things with some clandestine maneuvering.

Using the public opinion scores as a guide, the gamemaster could find a number of useful ways to deal with the players in this stage. The Hasseldorf family, having started the conflict as idealistic underdogs, were forced to do more than a few questionable things to survive. If their PO Scores are particularly low, the fugitive-aligned players will likely have no end of pressures even within the supposed safe haven of Ruhe Village. This can have a clearly demoralizing effect, opening the door to treachery and defections.

Meanwhile, Baron LeSat's coup proves his true motivations to any units who may have bought into his nationalist propaganda earlier on. If aligned with this side of the conflict, either directly with LeSat or through a contract with the provisional government, the players may soon realize that they are backing a power-hungry noble with delusions of grandeur. There may be hope in switching sides and throwing the balance of power firmly against the nationalists, but to accomplish that feat will not be as easy as marching over to the enemy's side.

By this point, any attempt to change allegiances will more than likely face weapons fire from both sides. The side the defectors come from will not abide treachery, and the other team will not trust a force that has been fighting them for so long. To reflect this, any units that decide to switch sides at this stage will change their base PO Score to half that of the side they switch to, then suffer an added -15 PO points for the stigma of betrayal.

# OPERATION: FLASHPOINT



## DOWN TO THE WIRE

Mere hours after the Hasseldorf family seized Ruhe Village, Baron Franklin LeSat officially declared to the citizens of Stuttgart that Kaumberg was under martial law. In the shadow of LeSat's trusted home guard forces, few of Stuttgart's citizens dared to question the conspicuous absence of any other members of the House of Lords when the nationalist baron issued his decrees. Those who dared voice a concern that something untoward had become of the planetary government found themselves harrassed in public or imprisoned on charges that ranged from "disturbing the peace" to "suspicion of espionage." Only after Stuttgart was thus secured did Baron LeSat dare to broadcast his martial law decree to the rest of Kaumberg.

In Ruhe Village, the declaration of martial law was the last newsvid seen before all communication and power to the city was shut off by nationalist forces in Haute and Kalensburg. From their positions in Ruhe, the fugitive Hasseldorf forces immediately tensed for the assault to come.

### TRACK 3 SPECIAL RULES

The following special rules may apply during the following scenarios, at the gamemaster's discretion.

### FORCE COMPOSITIONS

The events in this track rely heavily on a consistent makeup and deployment of the opposing forces. If played as part of the greater campaign, these forces should already be accounted for, but if joining the campaign at this stage, the number of elements assigned to each faction may be determined by using the rules in the *Generating Opposing Forces* section (p. 30). These base forces should be equal (or nearly so) in either event, but their deployment will make for a key strategic factor in the outcome of the scenarios played in this track.

Starting with the first scenario of this track, all fugitive forces are together in Ruhe Village, where the bolder (and until now, better supplied) nationalists have kept them bottled up with aggressive forays aimed at blockading the small tourist town. At the fugitive players' discretion, these elements may be divided among offensive and defensive roles in any way desired from scenario to scenario.

The nationalists, on the other hand, are not as concentrated. LeSat's paranoia and need to maintain control in Stuttgart has led him to keep a small but potent force to



# DOWN TO THE WIRE

protect the capital city. In addition to this, the forces the nationalists have fielded are also further divided between attack forces used against the fugitives and elements dispersed to cover another nearby town, from which the nationalists have been broadcasting regular reports and propaganda to the masses. Beginning with the first scenario in this track, the nationalist player should designate at least one-sixth of the total number of nationalist elements to the home guard in defense of Stuttgart. The remaining field forces may then be divided among the defense of Haute, nearby Kalensberg (where there is a holovid comm station capable of linking into Kaumberg's satellite system), and any attack forces used against the fugitives at Ruhe Village.

Careful monitoring of the location and disposition of all these elements is important throughout these scenarios, regardless of faction. Within the bounds described above, however, the players of each side in this track should feel free to shift the available forces as needed.

## THE WET SEASON

The events in this track take place as Kaumberg's primary continent, Regenwald, enters into a five-month span of severe weather commonly called its wet season. The weather patterns grow more erratic starting around mid-June, and range from steady, days-long rainstorms or sudden downpours to the occasional village-leveling twister. The skies over Regenwald grow decidedly overcast most of the time, with light fog greeting most Kaumberg citizens in the mornings, but the sun does peek out occasionally.

The unpredictable nature of this season means that scenarios played in this period may be fought under less than ideal weather conditions. To reflect this, at the beginning of each scenario in this track, the player who sets up the map should roll 2D6 and consult the *Weather Conditions Table* (above) for the effects.

## TRACK VARIATIONS

The framework for this track might not fit into the setting or time period of the players' campaign. Following are some alternatives.

### WEATHER CONDITIONS TABLE

2D6 Roll	Weather Conditions	To-Hit Modifier	Piloting Modifier	Heat Modifier
2-3	Clear	+0	+0	-0/turn
4-6	Overcast	+0	+0	-0/turn
7-8	Light Rain	+1	+0	-1/turn
9-10	Heavy Rain	+1	+1	-2/turn
11	Severe Storm	+2*	+1	-2/turn
12	Microburst**	1D6 ÷ 2 (min. 1)	1D6 ÷ 2 (min. 1)	-2/turn

**Note:** Aerospace, conventional fighters and VTOLs may not fly in heavy rain; severe storm or mini-hurricane.

\* To-Hit penalty applies to missile, ballistic and artillery weapons only. Energy weapons suffer only a +1 penalty.

\*\* Due to intense winds and heavy rains, the to-hit and piloting modifiers vary for each turn. The indicated modifier should be rolled by the defending player at the beginning of each turn, rounding results up.

## ALTERNATE TIMELINE OR SETTING

The events depicted in this track are hardly time or faction specific and can easily work into any time period or venue the gamemaster is running. Wars for planetary control in both the Inner Sphere and Clan space have traditionally been fought the way these scenarios depict, with each side striking out from its enclave or base to overwhelm the enemy at a key city or facility. Although this track is set during the FedCom Civil War, with once-allied forces now firing on one another, there is no reason the events in this track could not take place during the recent Capellan-St. Ives War, the always fractious Free Worlds League or between more traditionally-opposed factions like those of Houses Kurita and Davion.

## CLAN CAMPAIGNS

The events in this track describe the final, direct assaults which settle the Hasseldorf-LeSat conflict once and for all. No longer fighting a running war and scrounging for supplies, each faction is now poised for a final, brutal slugfest in which everything is decided. This kind of warfare is exactly what the Clans have been trained to wage, making the scenarios presented in this track perfect for Clan-based campaigns. The Absorption War fought between Clans Blood Spirit, Star Adder and Burrock in 3059 is a good example of the savagery of this type of Clan conflict.

## SKIPPING TRACKS

If the players took part in the first track but skipped over the second, their allegiance will influence how the last three months passed for them.

# DOWN TO THE WIRE

A nationalist-aligned player unit will have spent the last few months as LeSat's home guard, a force assigned to secure Stuttgart and LeSat's landhold of Gipfelsburg against possible raids from the Hasseldorf fugitives. As the battle for Kaumberg drifted steadily away from the region and into Ruhe Valley, the potential of such strikes shrank as well, but still LeSat did not redeploy his guard units, instead preferring the insurance they gave him at home. When the Council ordered his stand-down after the first battles for Ruhe Valley, LeSat used some of these units to stage his coup, surrounding the House of Lords and arresting the provisional government. If the players are with LeSat, they may have been ordered to this task.

At the end of Track One, however, the planetary council withdrew the support of most of the other nobles' conventional support units from LeSat's coalition. If the players were ultimately aligned with the council, they, too, would have been pulled, and perhaps will have been in Stuttgart for garrison purposes when LeSat launched his coup with the other home guard units at his disposal. Forced to flee by overwhelming odds or treachery from LeSat's supporters—including the use of the remaining members of the provisional government as hostages—these units would have to find new allies or be hounded more fiercely than the Hasseldorfs. If this is the case and the *Public Opinion* rules are in use, the players will suffer a loss of 30 PO points for the defection. They will not base their new PO Score on the Hasseldorf faction, however, as Kaumberg's population, now robbed of the planet's normally-free press, will be somewhat confused about the players' affiliation.

A fugitive-aligned force may have spent the previous three months as a diversionary force, sent on a wayward course—by accident or design—to lure extra LeSat units away. Having dealt with little more than harassment strikes, they might only now be arriving to aid their beleaguered comrades at Ruhe Village. Alternatively, the fugitive players could have been assigned the role of supply defense, while Hasseldorf house troops engaged the LeSat forces directly during the flight.

## LEAD-INS

The following section provides ideas that the gamemaster can flesh out into full-fledged *BattleTech* or *MW3* encounters.

## COUP D'ETAT

LeSat's hand was forced by the planetary council's order to stand down. Convinced in his increasing paranoia that some of the House of Lords suspected his involvement in the Stuttgart Massacre, he had elements of his home guard secure Stuttgart and arrest the surviving council members. As suggested in the *Skipping Tracks* section, the players could be part of this coup, either as attackers working for LeSat or defenders working for the planetary council. The battle will be lost even before it begins, however, as LeSat will have already infiltrated the capitol building with his own infantry troops, who

take the astonished leaders of Kaumberg into custody even before any real combat begins. With the government leaders held hostage, the defenders will have no choice but to surrender or risk the deaths of the people they are defending. As the only hope of defeating LeSat will then lie in aiding the Hasseldorfs, the time will come to switch sides for the nationalist-aligned players group.

Fugitive-loyal player groups may take part in this lead-in by having to link up with these new allies, or even determine if this whole matter is really what it appears to be and not just a staged scheme of LeSat's designed to plant a unit of moles in the players' faction.

## LATECOMERS

The players could be reinforcements only now answering a previous call for aid for either side of this conflict. Like the proverbial cavalry coming over the hill, they reach Kaumberg just as the final assaults by both sides are ready to be launched, and their arrival could herald a final victory that places Kaumberg securely in the grip of their parent faction (the faction they have arrived to aid).

Such an arrival may likely face a contested landing, a strike to prevent an effective link-up, or perhaps even an effort by the opposing side to preemptively obliterate the faction the players have come to aid. In an extreme case, where the opposing force finds itself hideously outclassed by the arriving late-comers, the enemy could opt to flee the scene and regroup with any friendly units still on-planet, forcing the players and their allies to begin another running campaign to track and kill the enemy force.

If the *Public Opinion* rules are in place at this point, the players will assume the base PO Score of their parent faction, modified normally if the unit is mercenary. If no PO Scores have been established for the opposing sides, assume that the Hasseldorf family has a PO Score of -35 and LeSat has a PO Score of 20. The Kaumberg planetary government, though presently imprisoned, also possesses a PO Score of 20, as the people oblivious to that fact still see them as Baron LeSat's allies.

## SCENARIO 1: HOLD THE LINE

### SITUATION

*Ruhe Valley, Kaumberg*

25 July 3063

The unspoken cease-fire which settled over Ruhe Valley came to a crashing end after only a week, barely long enough for the weary defenders of Ruhe Village to get used to the fact that they were no longer on the run. Wanting to allow the Hasseldorfs little time to consolidate their new base, LeSat ordered an assault by whatever battle-worthy elements his nationalist force could muster to batter the fugitive defender.



# DOWN TO THE WIRE

The nationalist field commanders, however, felt less than secure in their own position, and compromised with a heavy probing attack to size up the fugitive defender's strength. At Baron LeSat's insistence, the attack force constituted almost every element at the field command's disposal that did not need significant repair, leaving a tattered defending force at Haute.

With that in mind, LeSat's field commanders told the probing attack force to keep all "unnecessary risks" to a minimum.

## GAME SET-UP

This scenario consists of two battles that happen in the vicinity of a pair of small towns divided by fifty kilometers of wilderness. In the first battle, the defending force will be whichever faction currently has the lower public opinion score, but in both cases the maps laid out will be similar, as each town is similar in size and is protected from attack along the northern flank by some kind of impassable terrain. (Ruhe Village is bordered on the north by a tremendous lake while Haute rests along the southern edge of a steep mountain chain.)

The maps for each battle are chosen by the defending player and focus on two maps selected from the *Urban Terrain Table* (p. 101, *BMR*). Additional maps may be placed along the east, west, and south edges of the mapsheet from the *Wooded, Wetlands, or Hill Terrain Tables* (p. 101, *BMR*), at the defending player's discretion. On each of the city maps, the defending player should place at least fifteen building counters: three heavy, four medium and eight light.

**Note:** This set-up is the same as the first battle's set-up in Scenario 4, Track 2 (*Seize and Defend*, p. 66). If the scenarios from *Operation: Flashpoint* are to be played as a complete campaign, the set-up from that scenario should be duplicated. Additionally, there is a possibility that this set-up will be the same as that used for Scenario 2, Track 3 (*Final Stand*, p. 74). If the scenarios from *Operation: Flashpoint* are to be played as a

complete campaign, the exact set-up should be noted so it can be duplicated for the later scenario if necessary.

## Attacker

If played as part of the larger campaign and *Public Opinion* rules are in effect, the player with the higher PO Score will be the attacker. This force should consist of the least damaged elements of the attacking force (again, if this scenario is used as part of a larger campaign) and should be no larger than a company in size.

The attacker enters via the south map board edge during the Movement Phase of turn 1.

## Defender

The defender is the faction with the lower PO Score and may field up to 200 percent of the attacking player's numbers.

Some or all of these elements may be deployed hidden at the defender's discretion (see *Hidden Units*, p. 77, *BMR*). Any nonhidden units are placed anywhere on the map board before the scenario begins.

## VICTORY CONDITIONS

The scenario ends when the attacker or defender is destroyed or the attacker has withdrawn.

The attacker's primary objective will be to inflict maximum damage on the defender while keeping his own damage to a minimum.

The defender's objective is to destroy, cripple or drive off all attacking elements and to protect his base of operations with minimum collateral damage and civilian casualties.

Consult the victory table to determine the extent of each side's victory after the scenario is completed. Use the resulting victory level when calculating the faction's PO Score for this scenario. A defeated element is any element destroyed, crippled or withdrawn by the end of the scenario.

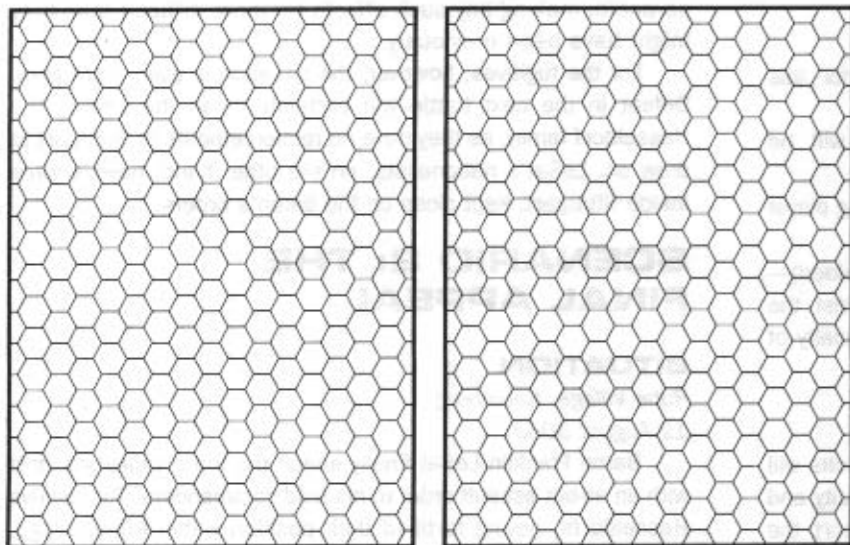
## SPECIAL RULES

The following special rules apply during this scenario.

### Preexisting Damage (Defender only)

The defender has secured his base only recently and has been suffering from a general lack of supplies that he has not yet found a way to replenish. As a result, several of the defending elements start this scenario with preexisting damage.

If this scenario is being played as a continuation from the previous track, all defending elements that suffered sufficient damage to require 270 minutes of repair time or more (consult p. 82-88 in *BMR* for repair rules) are still damaged as of the start of the scenario.



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If this scenario is not being played as a continuation from the previous track, the defending player should roll 2D6 for each noninfantry element being fielded. A result of 9 or better indicates a damaged element, which suffers 2D6 10-point cluster hits, applied using the Front/Back column of the BattleMech or Vehicle Hit Location Table. Apply critical hits resulting from this damage normally, disregarding ammunition slot hits only. Any elements destroyed in this fashion may not be fielded in this scenario.

Note that even predamaged elements will have full ammunition reloads (assuming the faction has sufficient stores of the appropriate ammo).

## Modified Forced Withdrawal (Attackers Only)

The attackers in this scenario are mindful of the fact that they, too, have damaged elements at their own base to repair, and that severe damage to the few battle-worthy elements they are fielding now will leave them in poor shape for any follow-up strikes should any enemy units survive this fight. As a result, stricter-than-usual terms for Forced Withdrawal are in effect for the attacker in this scenario.

Any attacking element that depletes its ammunition supply or otherwise loses the use of its primary (most damaging) weapon, suffers an armor breach to any location, or takes a critical hit to the engine, gyro, or a cockpit system, must immediately begin to withdraw from the south map board edge.

Furthermore, if the attacker loses more than half his force in this fashion, the entire attack force will be ordered to make a fighting withdrawal.

## Public Opinion

The standard public opinion rules are in effect for this scenario, with the following added definitions.

Any force that deliberately attacks a building will be committing an obvious act of scorched earth tactics.

Withdrawing from the battlefield will earn the defending player a penalty for abandoning his post.

Attacking the defender's sympathizers (if any are fielded)—regardless of the fact that they may raise arms against the attacker first—will earn the attacker a public opinion penalty of -2 for cowardly tactics.

## AFTERMATH

Regardless of who wins this battle, the effective results will be the same. Lacking the force or resolve to secure the city and finalize any victory, the attacker will fall back and report the

## VICTORY TABLE

Condition	Points (Attacker/Defender)
Each 25% of Attackers Defeated	-5/+10
Each 25% of Defenders Defeated	+10/-5
Each 50% of Sympathizers Defeated	+1/-1
Final Score	Victory Level
40 or better	Complete Victory
20 to 39	Partial Victory
10 to 19	Pyrrhic Victory
0 to 9	Marginal Defeat
-25 to -1	Partial Defeat
-26 or less	Utter Defeat

condition of the defender to his side. The defender, well aware that time grows short, will be able to gather the battlefield salvage from the attack then scramble to repair his battered ranks in preparation for the looming final assault. The attacker will be doing the same, resulting in a race to see which faction can restore its forces and land the final blow first.

## ADDITIONAL HOOKS

The players will find the situation grim on either side of the conflict. However the preceding scenario turned out, the preparation for the final attack consumes both factions. The players will find themselves pressed into any number of roles, from technical support to forward defense and picket duty.

In an effort to tilt the odds further in their favor, a covert mission into the enemy city will likely be launched as well, to gather valuable intelligence, sabotage enemy units, or even take out key leaders of the opposing force. The rising tensions on both sides as they realize the end is nigh for the Kaumberg war will also create an atmosphere thick with paranoia, making any such efforts far more difficult than they might have been previously.

For the fugitives, however, the situation is even more grim. Defeat in the next battle will certainly mean the end of the Hasseldorf family, as they have no reinforcements at Stuttgart to draw on. LeSat's nationalists, on the other hand, have a force inside Stuttgart, kept close on the baron's orders.

## SCENARIO 2: THE FINAL APPEAL

### SITUATION

Ruhe Village, Kaumberg  
12 August 3063

Baron Franklin LeSat finally ended the Ruhe Valley standoff with an all-out assault order to his field commanders. The fugitive Hasseldorfs, having fortified their position within Ruhe Village,



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would doubtless have repaired the damage done in the previous strike, costing them dearly in resources that LeSat knew were almost depleted by now. With power, communications and travel to and from Ruhe effectively cut off by the nationalists' blockade for the better part of two weeks, LeSat was ready to wager that the final blow would be decisive.

What he failed to realize was that the Hasseldorfs had come to learn how to scrounge in the wilderness campaign, and their battered forces were far from beaten. A determined civilian resistance against LeSat had trained alongside the fugitive family's warriors, preparing to contribute to the coming battle. When LeSat's nationalists finally launched their attack, a determined army, rather than starving lambs, stood fast to greet them.

## GAME SET-UP

Whichever side won the previous battle—regardless of which scenario it was—chooses whether to play the attacker or defender in this scenario. The maps chosen for each battle are selected by the defending player, and are based on two maps selected from the *Urban Terrain Table* (p. 101, *BMR*). Additional maps may be placed along the east, west and south edges of the mapsheet from the *Wooded*, *Wetlands*, or *Hill Terrain Tables* (p. 101, *BMR*), at the defending player's discretion. On each of the city maps, the defending player should place at least fifteen building counters: three heavy, four medium and eight light.

Note that this may very well be the largest battle of the campaign so far, as both the nationalists and the fugitives have called up virtually all the units in their employ. Forces might approach battalion size or more on both sides as a result. If so, it is recommended that this scenario be played using *BF2*.

**Note:** This map set-up should be a recreation of the same map set-up the current defending player defended in Scenario 1, Track 3 (*Hold the Line*). If the scenarios from *Operation: Flashpoint* are to be played as a complete campaign, the set-up from that scenario should be duplicated.

## Attacker

The attacking force will consist of any to all combat-worthy elements at the attacking player's disposal. The attacker enters via the south map board edge during the Movement Phase of turn 1.

## Defender

The defending player consists of all battle-worthy elements available to the defending player. In addition to these elements, the defending player will receive a rifle infantry platoon of green experience level for every company the defender fields.

## VICTORY TABLE

Condition	Points (Attacker/Defender)
Each 25% of Attackers Defeated	-10/+15
All Attackers Defeated	-20/+10
Each 25% of Defenders Defeated	+15/-10
All Defenders Defeated	+10/-20
Each 50% of Sympathizers Defeated	+1/-2
Every Building Destroyed	+0/-1
Final Score	Victory Level
60 or better	Complete Victory
30 to 59	Partial Victory
20 to 29	Pyrrhic Victory
0 to 19	Marginal Defeat
-25 to -1	Partial Defeat
-26 or less	Utter Defeat

The defender may place up to three-quarters (round down) of his elements using the hidden rules (p. 77, *BMR*). Elements that are not hidden are placed anywhere on the map board but at least 17 hexes from the south edge of the map board.

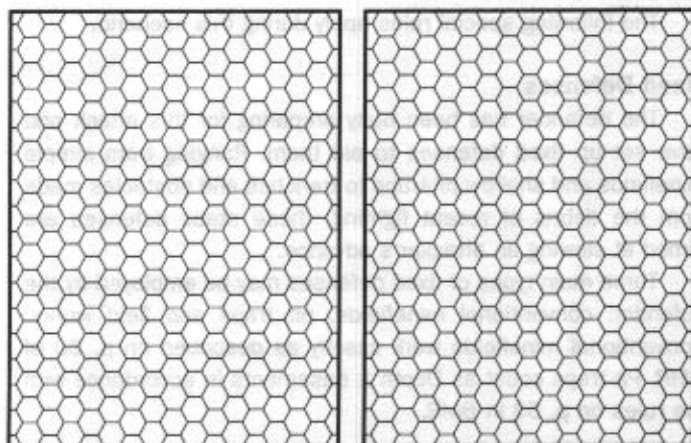
## VICTORY CONDITIONS

The scenario ends when the attacker or defender is either destroyed or withdrawn.

The attacker's primary objective is to wipe out or capture the entire defending force. This assault is a no-holds-barred fight for planetary control. Whoever wins here will likely win the fight for Kaumberg.

The defender's objective is to destroy, cripple or drive off all attacking elements and protect his base of operations with minimum collateral damage and civilian casualties.

Consult the Victory Table to determine the extent of each side's victory after the scenario is completed. Use the resulting



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victory level when calculating the faction's PO Score for this scenario. A defeated element is any element destroyed, crippled or withdrawn by the end of the scenario.

## SPECIAL RULES

The following special rules apply during this scenario.

### Fixed Defenses

The defender has been busy preparing for this attack and have set up fixed defenses to aid them. Ranging from simple minefields and shallow pit-traps to trenches and obstacles made from the debris of recent fighting, these static defenses are aimed at slowing an attacker's advance.

Three main types of fixed defenses may be employed by the defender: conventional minefields, pit traps and field works. Conventional minefields work exactly as described on p. 80 of *BMR*. Pit traps count as Depth 1 basements in accordance with the rules on p. 53 in *BMR*.

Field works are complex obstacle courses that restrict access to three hexsides (chosen by the defender) and have an effective construction factor of 25. Only 'Mechs, jump infantry, and vehicles capable of entering light woods may enter a field works hex, and they spend an extra 1 MP doing so if they enter from a restricted side. Infantry units may be employed in field works hexes using hidden unit rules, and outside elements attempting to target infantry within a field works hex will receive a +1 to-hit modifier in addition to the standard infantry modifiers. Until the field works hex sustains damage equal to its construction factor, these rules remain in effect. Field works have no effect on LOS for any other units.

At the beginning of the scenario, the defending player should roll 1D6 for each type of these fixed defenses to see how many of each may be employed. As minefields and pit traps are concealed, the defender should write down their locations on a piece of paper. Field works, however, must be placed on the map before gameplay begins.



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## Withdrawal

The *Forced Withdrawal* rule (see p. 24) is in effect for the attacker and defender with the following modifications.

The attacker need not automatically withdraw an element that has taken Crippling Damage. For every two elements that have taken Crippling Damage, the attacker must start to withdraw one element from the south map board edge.

The defender does not have to automatically withdraw an element that has taken Crippling Damage. For every three elements that have taken Crippling Damage, the defender must start to withdraw one element from the south map board edge.

## Public Opinion

The standard public opinion rules are in effect for this scenario with the following added definitions.

Any force that deliberately attacks a building will be committing an act of scorched earth tactics.

Withdrawing from the battlefield will earn the defending force a penalty for abandoning its post.

Attacking the defender's sympathizers (if any are fielded) will earn the attacker a -1 PO modifier for cowardly tactics.

## AFTERMATH

Utter defeat here for the fugitive player will mean a surrender to the nationalists. With their backs to the wall and no forces left to carry on the fight—save whatever elements can escape the slaughter—a fugitive defeat here marks the end of the Kaumberg Civil War. LeSat will declare final victory and, after making sure Ruhe Village is sufficiently pacified, recall the bulk of his forces to Stuttgart for some well-earned rest and repair. Hasseldorf warriors captured in the final battle will stand trial for charges ranging from treason to murder, found guilty, and either executed or imprisoned for life. The Lyran standard will fly over the rebuilt House of Lords.

Within days of the Hasseldorfs' defeat, all but a few members of the provisional government will be declared "missing," forcing the population to accept Baron LeSat as Kaumberg's new regent until such time as a new House of Lords can be established, but it will be some time before things return to normal, if they ever do.

For the nationalists, utter defeat will spell the beginning of the end rather than the end itself, as the majority of their forces will be destroyed, leaving only token resistance back at Stuttgart. The Hasseldorfs will remain in the region long enough to make repairs with whatever salvage they can gather and to secure Haute for any additional supplies contained therein. Once accomplished, the renegade family and its allies will make plans for a march against Stuttgart.

## ADDITIONAL HOOKS

The players' affiliation and whether or not their side won this battle play a large part in the adventure possibilities that

follow. What follow are a few suggestions that cover the most likely possibilities.

The fall of the fugitive forces in this battle will leave any players on their side who may survive the slaughter with a very uncertain future indeed. As the surviving warriors of the Hasseldorf family surrender to the nationalists, the players may be able to escape capture by fading into the city and surrounding woodlands. LeSat's troops will conduct a thorough "sweep and clear" of the area to assure themselves that all living fugitive warriors left after the battle are captured or killed, but since the Hasseldorfs themselves are a higher priority, players merely affiliated with the family will not be hunted with quite that much determination.

Captured players can expect a fairly harsh treatment at enemy hands, but will not be killed—at least not until after a lengthy and very public trial. They will be held in a maximum security prison near Stuttgart until that time, and any rescue or breakout attempts on their behalf should be difficult. Free or imprisoned, the players will have to consider how to get away and possibly off Kaumberg, since the planet's civil conflict is now effectively finished. Brave—or particularly foolish—players who get free may try to form a resistance against LeSat, but with military command of the planet now firmly in the baron's grip, such efforts will be exceedingly dangerous.

Players siding with the nationalists will face similar difficulties in the event their side is defeated. The Hasseldorfs will move to consolidate their victory and secure any salvage they can use in the wake of the heavy fighting. Less concerned with punishing their enemy, however, than merely rebuilding their strength, they will likely send any captured warriors to the local jail, which would quickly become crowded with so many POWs. Similar to fugitive-aligned players who escape capture, nationalist-aligned players will have a choice to make once they get clear of the Hasseldorfs' area of influence. They can either look for a way off Kaumberg and out of the conflict or try to link up with sympathizers to aid in resisting the renegade family.

In either faction's case, a victory will be followed by a massive sweep of the enemy-held areas nearby, capturing any active opposing forces or known warriors from the other side who may be trying to find a way out of the area. With so many units damaged in the final assault and doubtless in need of repair, techs are working overtime, keeping the big guns in the field for a while. Victorious players may find themselves pressed to aid the technicians or join up in ad hoc infantry squads to sweep the cities building by building for hostiles. It will be a long, hard task fraught with dangers that can literally pop up from nowhere.

As far as large-scale battles are concerned, a fugitive defeat will likely end the military campaign with this scenario.

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## SCENARIO 3: BREAKING NEWS

### SITUATION

Kalensberg, Kaumberg  
22 August 3063

With the stalemate broken once and for all and the surviving elements of Baron LeSat's nationalist coalition falling back in disarray, Baron Trent Hasseldorf turned his attention to his enemy's last bastion on Kaumberg. Stuttgart, Kaumberg's capital city, belonged to the Hasseldorf family as a part of its ancestral landhold. Winning the war meant reclaiming that city, where LeSat's remaining units would surely be waiting for the Hasseldorfs.

But before such a direct assault could even be considered, Baron Hasseldorf realized that he needed to let the people of Kaumberg know the truth about the Stuttgart Massacre and LeSat's brutal takeover of the provisional government. Every citizen of Kaumberg and soldier under LeSat's employ would have to hear the tale so they could understand why the war had come to Kaumberg, and maybe help to undo the damage already done to a once-lush world.

Unfortunately, Ruhe Village possessed no communications services of any kind that could link into the planetary comm-sat arrays, and the nationalists at Haute saw to it that their station would be useless to the victorious Hasseldorfs. Thus, Baron Hasseldorf directed his force to Kalensberg. Located only fifty kilometers southeast of Haute, the small town boasted a holoivid network station that would serve the fugitives nicely. Only a picket force of nationalists, spared from the fighting in Ruhe Valley, defended the objective.

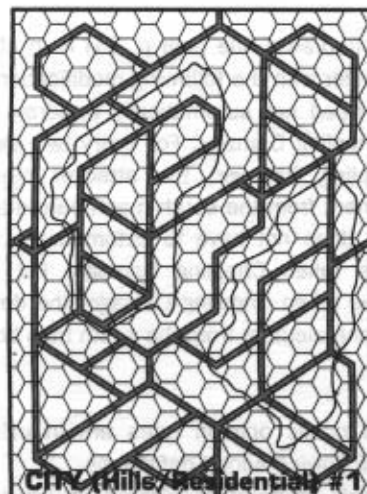
### GAME SET-UP

Lay out the *BattleTech* map as shown. Use the City Hills/Residential Map #1 from *BattleTech Map Set #3*. Place a medium, Level 2 building in hex 1308 representing the Kalensberg network station. The defender may then place 15 or more building counters of light, medium, or heavy construction factors on any nonpaved hex.

### Attacker

The attacker is a small force of fugitives, no greater than a company in size and with an experience level equal to the defender. If the players are aligned with the fugitives, then this force can consist of their elements, in whole or in part.

The attacker enters via the east map board edge during the Movement Phase of turn 1.



### Defender

The defending force is a picket force aligned with the nationalists. This force may be no greater than two-thirds of the attacking force, and has an experience level equal to the attacker. In addition, the defender receives a rifle infantry platoon of green experience level for every lance the defender fields. If the player group is sided with the nationalists, this force will be the players unit, composed of any elements that survived or did not take part in the previous scenario.

The defender sets up his elements within three hexes of the holoivid station. Additionally, the infantry may be placed in hidden positions (see *Hidden Units*, p. 77, *BMR*).

### VICTORY CONDITIONS

The scenario ends when the attacker or defender has been destroyed or has withdrawn.

The attacker's primary objective is to defeat all of the defending forces and secure the comm center. Unlike previous scenarios, none

### VICTORY TABLE

Condition	Points (Attacker/Defender)
Each 25% of Attacker Destroyed/Crippled	-10/+15
Each 25% of Defender Destroyed/Crippled	+15/-15
Each 50% of Civilian Reinforcements Defeated	+1/-1
Destroying the Comm Center	-30/-30
Final Score	Victory Level
40 or better	Complete Victory
20 to 39	Partial Victory
10 to 19	Pyrrhic Victory
0 to 9	Marginal Defeat
-25 to -1	Partial Defeat
-26 or less	Utter Defeat



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of the attacking units is carrying a comm-tech. Instead, the attacker hoped to gain access to the network building simply by eliminating all resistance first. There will be no reinforcements to interrupt the comm-tech after the station is secured.

The defender's objective is to destroy or cripple all attacking elements or otherwise prevent the comm center from falling into enemy hands.

Consult the Victory Table to determine the extent of each side's victory after the scenario is completed. Use the resulting victory level when calculating the faction's PO Score for this scenario. A "defeated" element is any element destroyed, crippled or driven off at the end of the scenario.

## SPECIAL RULES

The following special rules apply during this scenario.

### Withdrawal

The *Forced Withdrawal* rule (see p. 24) is in effect for the attacker and defender.

The attacker must withdraw from the east map board edge.

The defender must withdraw from the west map board edge.

### Public Opinion

The standard public opinion rules are in effect for this scenario. Any force that attacks the communications center will be committing an act of scorched earth tactics.

At the end of this scenario, and assuming the network station still stands, whichever player has earned more victory points gains the benefit of controlling the media. The multiplier

may be used to either increase the controlling player's PO modifiers or reduce the PO modifiers of the opposing player in this scenario and all that follow until media control is lost again.

## AFTERMATH

In securing the Kalensburg network station, the fugitive Hasseldorfs will herald their final assault with a broadcast that is received by almost every citizen on Kaumberg. In the transmission, Baron LeSat will be denounced as the real traitor to the Lyrn Alliance—a man who commanded the deaths of the majority of the House of Lords in the Stuttgart Massacre and who now holds the remaining planetary leaders hostage under the guns of his home guard. The accusations may or may not be believed by many of the general public, but enough doubt will enter the minds of the people to help level the political playing field. To reflect this, a successful mission here at an intact holo vid station will automatically net the fugitive player a +5 bonus in public opinion scores and a -5 penalty to the nationalists' score. The fugitives will also gain the benefit of controlling the media for this and all

subsequent scenarios until such control is lost again later.

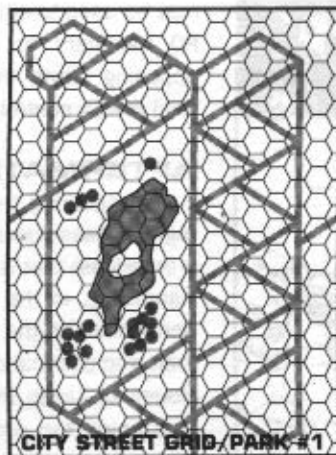
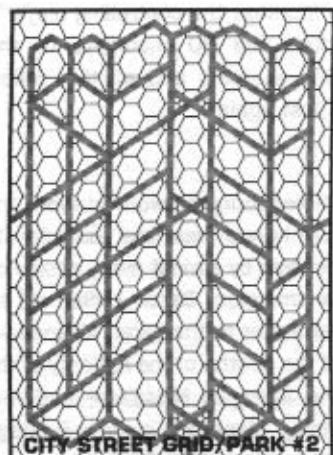
With no effective forces left to oppose them in the area, the fugitives will focus on repairs before the march on Stuttgart begins.

## ADDITIONAL HOOKS

The nationalists may have left the vid station too damaged to be useful to the attackers. Sabotage or scorched earth tactics could rob the fugitives of any victory and force the Hasseldorfs to send the players in search of another satellite-linked communications center. Pockets of nationalist resistance could still exist all over the region, making the hunt difficult but not impossible. Still, dallying in the area when repairs and plans for the final assault on Stuttgart must be made will keep such forays to a minimum. With a long march ahead, the fugitive forces will remain in the Ruhe Valley region for only three days before moving on.

One potential glitch in the coming assault, however, may be the imprisoned survivors of the House of Lords. Though they had originally backed LeSat against the Hasseldorfs, they were now in the enemy's custody and could easily become "human shields" for the nationalists to hide behind. To deal with this threat before the attack force moves in to destroy LeSat's remaining forces, the players could be asked to undertake a daring assignment to locate—and perhaps even liberate—the captured government leaders and other political prisoners LeSat is detaining. Time will be short, allowing only a few days to accomplish this mission even under the best of conditions. Thus, regardless of how successful such an effort may be, there will likely still be some human shields in LeSat's hands.

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Of course, as added insurance, there was the matter of the captive planetary leaders who would make the perfect human shields when the Hasseldorfs attacked.

## GAME SET-UP

Lay out the *BattleTech* maps as shown. Use both City Street Grid/Park maps from *BattleTech Map Set 4*. This area represents Stuttgart's inner city. The House of Lords, Kaumberg's planetary capitol building, is a heavy, Level 2 building that should be placed in hex 1009 on the City Street Grid/Park #1 map. After that, the defending player should place an additional four hardened, eight heavy, sixteen medium, and twenty light building counters on any clear hex of the City Street Grid/Park #2 map. Half as many building counters (of each type) should be placed in any nonpaved hex (excluding the city park—the large area across the street from

the capitol building) on the City Street Grid/Park #1 map. Additional building counters can be placed at the gamemaster's discretion on any clear hex.

The scale of this battle could be quite large if the fugitive player has managed to maintain a force equal to a battalion or greater in size and chooses to field the entirety of that force in this scenario. Maps may be added if the total number of forces used exceeds three companies or Trinaries in size. Additional maps are selected by the defender from the *Urban Terrain Table* (p. 101, *BMR*). Twenty building counters (or more) should be placed on each added map by the defender.

As an alternative to cluttering the gaming table with so many mapsheets, players may wish to use *BF2* instead.

**Note:** This set-up is the same as the set-up in Scenario 1, Track 1 (*Flashpoint*, p. 41) and will also be used as the set-up in Scenario 4, Track 4 (*For the Motherland*, p. 96). If the scenarios from *Operation: Flashpoint* are to be played as a complete campaign, the set-up from that scenario should be duplicated in the later scenario.

## Attacker

The attacking force consists of as many of the remaining fugitive forces as the attacker wishes to commit. Players aligned with the fugitives will take part in this assault or perhaps even lead the charge, along with the surviving elements of the Hasseldorf family 'Mech units, including Baron Trent Hasseldorf himself in his ZEU-6S Zeus.

The attacker enters via any map edge during the Movement Phase of Turn 1.

## VICTORY TABLE

Condition	Points (Attacker/Defender)
Each 25% of Attacker Destroyed/Crippled	-10/+15
Each 25% of Defender Destroyed/Crippled	+15/-15
Human Shields Employed	+0/-10
Each Human Shield Killed	-5/-5
Each 50% of Citizen Defenders Killed	+1/-1
Baron LeSat Defeated	+10/-10
Baron Hasseldorf Defeated	-10/+10
<b>Final Score</b>	<b>Victory Level</b>
40 or better	Complete Victory
20 to 39	Partial Victory
10 to 19	Pyrrhic Victory
0 to 9	Marginal Defeat
-25 to -1	Partial Defeat
-26 or less	Utter Defeat

## SCENARIO 4: ONE LAST DUEL ...

### SITUATION

Stuttgart, Kaumberg  
29 August 3063

LeSat knew his days were numbered when the field commanders failed to defeat the Hasseldorfs at Ruhe Village. His fury, expressed in the razing of Hasseldorf Castle, did not blind him to the fact that he needed to fortify against the attack that was certain to come. What meager forces were left to the defense of Stuttgart, he knew, would not be enough to stop a revitalized fugitive force in a stand-up fight. The only option, therefore, was to sell himself dearly for every square meter of soil taken and force the Hasseldorfs to blast their way into the capital city to drag him out.



# DOWN TO THE WIRE

## Defender

The defender is the remaining forces of LeSat's nationalist forces kept out of all the recent fighting to serve as a home guard. This force may include all elements the nationalist player may have kept from the fighting since the first scenario of this track. Included in this force is Baron Franklin LeSat himself, piloting a CES-3R Caesar. In addition to these forces, the defender gains four rifle motorized infantry platoons of regular experience level, representing Stuttgart's police department. If the players are still aligned with LeSat at this point, they will be part of this force.

The defender may deploy up to half of its forces—and all the infantry forces—in hidden positions (see *Hidden Units*, p. 77, *BMR*), but they must be within 15 hexes of the House of Lords building. The rest of the defender elements may be placed anywhere on the map board before the scenario begins.

## VICTORY CONDITIONS

The scenario ends when all the attacking or defending elements are destroyed or have withdrawn.

The attacker's primary objective is to defeat all of the defending forces and capture Stuttgart.

The defender's objective is to destroy or cripple all attacking elements.

Consult the Victory Table to determine the extent of each side's victory after the scenario is completed. Use the resulting victory level when calculating the PO Score for this scenario. A defeated element is any element destroyed, crippled, or driven off at the end of the scenario.

## SPECIAL RULES

The following special rules apply during this scenario.

### Withdrawal

The *Forced Withdrawal* rule (see p. 24) is in effect for the defender.

The defender may withdraw from any map board edge.

### A Matter of Honor

The leaders of both factions have chosen to face off in this battle, as mentioned above in the respective force descriptions. As each has a personal stake (vengeance or justice) in the defeat of the other, these two warriors will single each other out for combat to the exclusion of all other targets once a line of sight (LOS) is established between them during battle. The players commanding either side should control their corresponding leader as well, but the two warriors have distinctive traits that will characterize their duel, as outlined below.

Baron Hasseldorf is a Clan War veteran and once even served as a mercenary. He has experienced heavy 'Mech-to-'Mech combat and so has elite-level combat skills. Once he finds LeSat in the city, he will order all Hasseldorf-loyal forces *not* to

engage the enemy leader and ask any elements already engaged with LeSat to break off. He will then battle LeSat using Level 2 Clan Honor (p. 122, *The Clans: Warriors of Kerensky*).

LeSat is not as experienced as Trent, having been more of a "social general" than a true soldier of the line. He is no slouch, however, rating veteran-level experience due to a lot of time spent in simulations and battle exercises. He may at first accept Trent's challenge to single combat, only to lead the enemy leader into a position where he can maximize his less numerous forces' fire against him. At no point, however, will LeSat be above taking an opportunistic shot at an exposed fugitive unit if such a shot would yield a more effective result than continuing his duel with Trent. Such a shot will not invalidate their duel, but demonstrates LeSat's opportunism.

The two warriors will fight until one defeats the other.

### Human Shields

The nationalists are outnumbered and desperate, willing to take extreme measures in order to win. With the planetary government under arrest and the fugitives presumably eager to demonstrate their heroism by rescuing them, LeSat may decide to capitalize on this by placing his prisoners in the line of fire. As employing such tactics constitutes an extreme example of cowardly tactics and indirect assassination, the defender may consider this an optional rule only and choose not to employ it for this scenario.

At the start of the scenario, the defending player should roll 1D6 to see how many human shields are drawn from the captured planetary leaders in LeSat's custody. (The rest of the surviving lords are stowed in various safe havens separate from each other just to keep the attackers guessing about their fate.) Each human shield should be placed on the rooftop of a building in which a hidden element is set up. The defender does not declare which buildings have human shields atop them until the element inside the building declares a Weapon Attack, at which point both the hidden element and the human shield are revealed to the attacking player.

If a human shield building's CF is reduced to zero in this fashion, the building collapses, taking with it the human shield on top.

If the fugitive player has infantry available, such elements may attempt to liberate a human shield by getting to a hostage's location (including the elevation of the building's roof) and getting back out again. Understandably, this is a very risky endeavor, as the element hiding inside the building may attempt to attack the infantry element attempting the rescue. If an infantry element does rescue the human shield, consider the person to be a 0-column trooper on the Infantry record sheet, so he will be the last to be marked off the sheet. Alternatively, a 'Mech element tall enough to reach the building's roof may try to pick up the hostage by hand using the standard rules for *Mounting* and *Dismounting Infantry* (p. 59, *BMR*).

# DOWN TO THE WIRE

## Public Opinion

The standard public opinion rules are in effect for this scenario, with the following definitions.

Deliberately attacking any citizen element (police or sympathizers gained through public support) is regarded as a cowardly action with a -2 PO modifier (-3 if the target is not a police element) to the faction whose element makes such an attack.

The use of human shields by the nationalists will give the nationalist player -10 points to his PO Score. If, during the fighting, any of these hostages are killed by the attacker's efforts, the fugitives suffer -7 points to their PO Score.

The standard rules for fighting within a city apply, with the fugitives acting as the attacker.

Any side whose leader defeats the enemy leader *without aid* will gain a +5 PO modifier for heroic actions.

Note that whichever player controls the board at the end of this scenario gains the benefit of controlling the media. The multiplier may be used to increase the controlling player's PO modifiers from this battle or decrease the PO modifiers of the opposing faction.

## AFTERMATH

With Baron LeSat's defeat at the hands of his Hasseldorf rival, the war for Kaumberg comes to an end. The shattered remnants of the nationalist forces loyal to LeSat, stripped of his leadership, surrender to the Hasseldorfs and their allies. The fighting has been



bloody and fierce, and a lot of damage must be cleared away before all the survivors and casualties can be found. The victorious forces will focus their attention on recovering any ejected warriors, rounding up remaining resistors, and rescuing any still-captive members of the planetary government. This task will take up the better part of the week following the final battle, as not all survivors of the conflict are willing to accept the outcome.



# DOWN TO THE WIRE

## ADDITIONAL HOOKS

Any survivors of the defeated side who manage to evade capture may go to ground with whatever gear they can carry. They will then try to make a desperate call for off-world allies and/or form an underground resistance against the winning faction. Particularly resourceful and stubborn resisters may even work to free captured survivors of their faction to increase their numbers. Their efforts will prove a challenge for the victors to keep in check, but if successful, they could start the conflict all over again.

Even if the fugitive victory in Stuttgart is complete and the defeated nationalists have lost effectively all their fighting force in the assault, matters remain of the shattered government and the legacy of thousands of Kaumberg citizens who are now convinced the fugitives are traitors to the Alliance. The conventional military elements commanded by any imprisoned officials not located quickly enough after the fighting will become incensed at the thought of renegade forces now running roughshod over the capital city. Lacking strong leadership, these conventional forces could move to retake Stuttgart in the name of their missing leaders, a situation that will imperil the surviving Hasseldorf elements and may result in a showdown. Defusing this tense situation may be possible if the missing leaders can be located safely or the fugitives can find some other way to convince the well-meaning conventional forces not to attack.

## WRAP-UP

The victorious Hasseldorf family and its allies spent a week securing Stuttgart and locating the imprisoned survivors of the House of Lords. Stragglers from LeSat's fallen nationalist coalition and their sympathizers, who remained convinced that the Hasseldorfs intended to rule in place of the shattered government, complicated their efforts. By late September, the last of the missing leaders was accounted for and a provisional House of Lords called its first session together with a trial against Baron Franklin LeSat.

At the end of a week-long trial, Baron LeSat was found guilty of over 57 charges of murder, conspiracy to commit murder, treason and kidnapping. He and more than a dozen of his supporters faced a firing squad composed of troops from many of the conventional guard forces kept by the other planetary lords. The Hasseldorf family faced a series of lesser charges, but were exonerated due to the mitigating circumstances of the conflict LeSat had forced upon them. Offered the chance to serve the provisional House of Lords as regent until a new Lord of Lords could be elected by public referendum, Baron Trent Hasseldorf declined, and instead requested the House's aid in restoring the shattered remains of Kaumberg's defense force.

Public opposition to the provisional House's findings against the LeSats and in favor of the Hasseldorfs remained strong—a legacy of LeSat's months in power. Self-styled resisters to the new Kaumberg order made life miserable for those willing to forgive the former fugitives, and raids by pirates emboldened by the decimation of Kaumberg's Planetary Guard added to the uncertainty of each passing day. Even so, a semblance of normalcy began to return to Kaumberg in the months following the final battle of Stuttgart. Even as civil war raged across the planets all around, the citizens of Kaumberg—regardless of allegiance—began to feel they had survived the worst of the storm.

## TROUBLESHOOTING

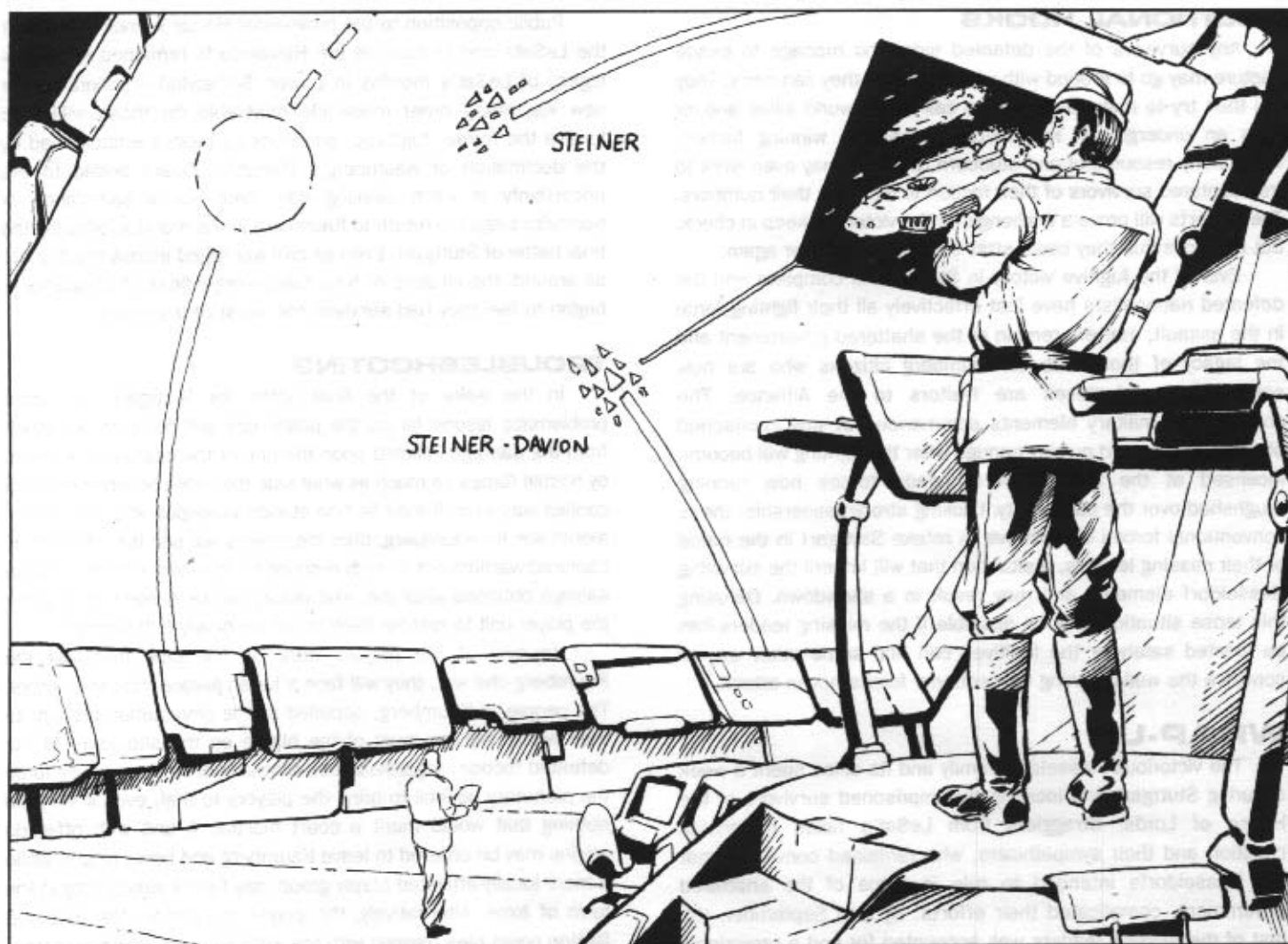
In the wake of the final battle for Stuttgart, the most problematic issues facing the player unit will not stem so much from the damage inflicted upon the unit or the capture of warriors by hostile forces so much as what side they were on when the final conflict was won. If their faction stands victorious after the seven-month war for Kaumberg, then the players will see the return of all captured warriors not already rescued by their own efforts, and the salvage obtained after the final victory will be divided up to allow the player unit to restore itself to full (or nearly full) strength.

However, if the players were on the side that lost the Kaumberg civil war, they will face a harsh justice from the victors. The people of Kaumberg, appalled by the devastation brought to their world, will lay most of the blame on the shoulders of the defeated faction, regardless of politics. Public pressure will force the planetary council to bring the players to trial, even if they did nothing that would merit a court martial. A unit with off-world origins may be ordered to leave Kaumberg and never return, while a more locally-affiliated player group may face a similar fate in the form of exile. Alternatively, the player group from the defeated faction could plea bargain with the winners in an effort to restore its good name and possibly even begin to rebuild its ranks, in exchange for its aid in raising a new Kaumberg Planetary Guard.

## ADDITIONAL HOOKS

Encouraged by the civil war that divides almost every world in the former Federated Commonwealth now, bandits from the periphery begin to strike deeper and deeper into Alliance territory. The boldest among these pirate forces will lunge at the heart of the Alarion Province, including the worlds surrounding Kaumberg, where the defending forces are sparse and ill-equipped to deal with them. As order begins to return to Kaumberg, these bandit raids may prompt a nearby system to call for the aid of Kaumberg-based units, or perhaps the pirates will strike at Kaumberg itself in an effort to capture the valuable military equipment and salvage left after all the fighting. The player group may be called upon to deal with the bandit threat.

## OPERATION: FLASHPOINT



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For nearly two months, Kaumberg's provisional government labored to undo the damage caused by the recent fighting. Huge sections of the Smaragdgrun Forest and Wellsburg Wood were set ablaze by the combatants or torn up by so much weapons fire that they robbed the local lumber concerns of the yield of Kaumberg's biggest cash crop. Cities and towns all over the Regenwald continent—especially those nearest the woodlands and in Ruhe Valley—found themselves in desperate need of aid from engineering teams to administrators to medical personnel. To make matters worse, the wet season struck some of these areas particularly hard within weeks of the conflict's end, flooding towns still trying to crawl out of the ruins. Disrupted trade had devastated the planetary economy, and difficulties restoring the basic necessities of power and communications to

the hardest-hit areas further complicated efforts to rebuild the planetary infrastructure. More radical citizens began to clamor for a new government entirely, declaring the House of Lords a dismal failure even after the election of a new Lord of Lords in late September.

Kaumberg remained closed to travel from nearby worlds as the reconstruction got underway, isolating it from the civil war raging all around. By mid-October, however, the provisional government's efforts—along with the partially rebuilt Kaumberg Planetary Guard under the command of Baron Trent Hasseldorf—had begun to make headway into addressing the planet's most critical concerns. Lord of Lords Erich Sheridan, a complete newcomer to the planetary council, proved his mettle in getting the local leaders to pool their resources and focus repair efforts



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on the most devastated cities first. In the meantime, Baron Hasseldorf's efforts to recruit new KPG members finally began to proceed after the still-weakened defense force successfully repelled a bandit strike earlier in the month.

Also in mid-October, a JumpShip bearing the colors of the Lyran Alliance and carrying a small fleet of DropShips arrived in the Kaumberg system. The commander of the task force, Hauptmann-Kommandant Paul Reiche, announced to the planetary government its intention to "secure" Kaumberg in the name of Archon Katrina Steiner "for the duration of the emergency." Before the stunned planetary government could issue a response to the inbound force, a second fleet arrived several days later, also declaring its intention to secure Kaumberg in the name of "true Archon" Victor Steiner-Davion.

Weary of warfare and hoping to avoid the fighting that would certainly follow if the opposing occupation forces were allowed to land, the provisional government requested that both fleets depart immediately. The Lord of Lords and Baron Hasseldorf even went so far as to warn both force commanders that a landing on Kaumberg would be met with resistance regardless of whose banner the force displayed. The threats fell on deaf ears. Instead, both of the incoming force commanders issued the planetary government and the KPG an ultimatum: surrender control of Kaumberg to their respective military rule or be viewed as traitors and attacked.

## TRACK 4 SPECIAL RULES

The following special rules may apply to all scenarios in this track, at the gamemaster's discretion.

### DIVIDED LOYALTIES

This track takes place nearly two months after the final battle between the Hasseldorfs and LeSats in Stuttgart. The people of Kaumberg have just begun to regain a semblance of order and stability in their lives. Many sided against the Hasseldorfs; many others are now looking beyond their tiny slice of the universe to realize that their empire is engulfed in the flames of civil war. The Great Houses themselves get involved in the beginning of this track, and so the people of Kaumberg will find their loyalties called into question once more. In this track, Kaumberg natives newly inducted into the rebuilt Kaumberg Planetary Guard (KPG) find themselves caught up in the larger issues of the FedCom Civil War, and some feel caught on the wrong side of the conflict. In some scenarios, this sense of divided loyalties will prevent Kaumberg natives from firing on the faction with which they most sympathize.

If the *Public Opinion* rules are in effect (p. 19), the player controlling any forces that include Kaumberg natives should roll 2D6 at the start of each scenario for each element piloted or crewed by Kaumberg natives. Apply a +1 modifier to the roll for each 10-point difference in PO that the fugitive Hasseldorf and nationalist LeSat factions had between each other at the end of the last played scenario. On a result of 9 or more, the Kaumberg

native pilot holds to sympathies with the less-popular faction and suffers a +1 to-hit modifier to all weapon and physical attacks made against an opposing element that his faction favors. In the case of the Hasseldorf family, the "favored" faction is the Davionist troops led by Major Henry Austin, while LeSat family sympathizers see Reiche's Lyran forces as the favored force. If the roll result is 11 or higher under these conditions, the Kaumberg-native warrior will not attack a "favored" element unless weapons fire is declared against him first, and he also suffers a +2 to-hit modifier to all weapon and physical attacks made against such an element.

On the opposite end of the spectrum, Kaumberg-native pilots who follow the popular faction on their world will tend to avoid firing on the force that favors their faction's views as well. Kaumberg-native warriors who fell in with the popular faction in the above roll will not attack a favored element unless weapons fire is declared against them first, or if their roll yielded a result of 5 or less, and will also suffer a +2 to-hit modifier to all weapon and physical attacks made against such an element. If the die roll result was greater than 5, they suffer only a +1 to-hit modifier to all weapon and physical attacks made against such an element.

Attacks against nonfavored faction elements by Kaumberg-native warriors will suffer no penalties, and warriors not native to Kaumberg are exempt from these rules.

## TRACK VARIATIONS

The framework for this track might not fit into the setting or time period of the players' campaign. Following are some alternatives.

### ALTERNATE TIMELINE OR SETTING

Although three-sided conflicts are relatively uncommon in the history of the BattleTech universe, they do occur with some frequency in particularly troubled regions such as the historically divisive Free Worlds League and the recently-destabilized Chaos March. The Ronin Wars following the formation of the Free Rasalhague Republic, the eternally-fierce competition between Periphery realms and bandit kingdoms, or even the cutthroat world of interstellar business can accommodate scenarios such as this track presents.

However, if the gamemaster is running a campaign in which only two factions are truly engaged in hostilities, these scenarios may be adapted just as easily by simply redefining the forces in each scenario. In the simplest case, this can mean dropping one of the three engaged factions altogether, but another equally-acceptable means could be reducing the size of the other two factions arrayed against the player group and then setting the scenarios up as two-front battles against the same enemy. If the latter method is used, a fair reduction in enemy force strengths would be in the neighborhood of 50 percent, as the opposing factions being merged in this method would not be firing on each other and so would have far too much firepower available against the players.

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## CLAN CAMPAIGNS

The events in this track outline a three-way conflict in which one faction is defending against two opponents who would just as soon shoot each other as the defender. Though written with a civil war in mind, these events are not unheard of in the Clans, particularly in the Clan homeworlds where two or more different Clans often share worlds and battle over their limited resources. The most recent example of these types of battles was the Abjurement of the Nova Cats and the subsequent Trials of Possession fought by numerous Clans for their holdings—as well as for the holding of the annihilated Smoke Jaguars and the relocated Ghost Bears. Similar events also occurred on more than a few occasions during the Clan Invasion, as Clan forces sharing a border with or having the same corridor as a rival Clan would fight against each other as well as the local defenders. The Clan rituals of bidding and zellbrigen may help to inject some order in these chaotic scenarios, however, turning the three-way nature of these battles into two-sided engagements which would need to be fought twice as the winner in one engagement faces a Trial from the third faction.

## SKIPPING TRACKS

The easiest way for the players to enter *Operation: Flashpoint* with this track is to be part of the regular House troops (either the Pro-Victor or Pro-Katrina) as they arrive on scene. If entering as part of the planetary defense force, such an entry can be as easy as placing the player group close by when the KPG elected to hire some outside reinforcements against a potential attack by Great House forces.

Players entering this track after having run through either of the first two tracks will be affiliated with the KPG here, having just now been restored to full battle-worthiness after some heavy damage incurred during the previous fighting.

## LEAD-INS

This section provides a few ideas that may be fleshed out into full-fledged *BattleTech* or *MW3* encounters.

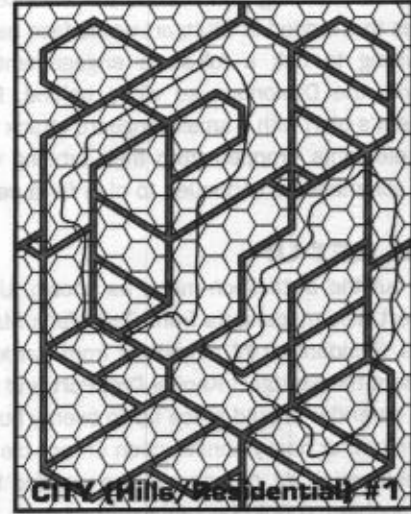
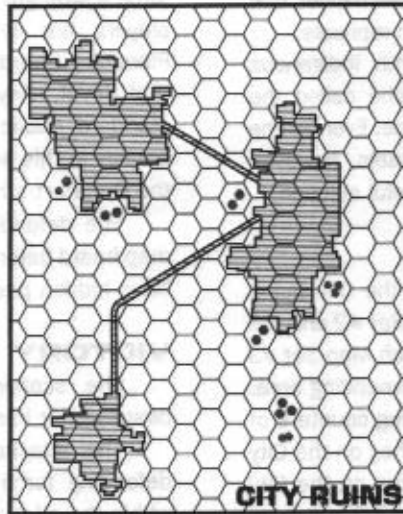
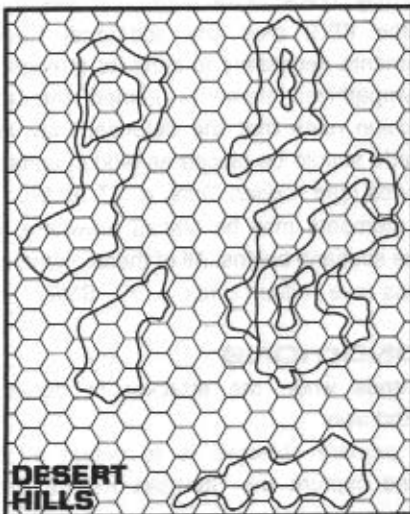
## BANDIT RAIDERS

The troubles on Kaumberg are an invitation to local pirates and brigands who normally harry the periphery border worlds and the Rim Collection. Drawn to the wealth of Lyrn Alliance worlds, these bandits will attack either Kaumberg itself or some of the nearby worlds, looking for anything of value they can steal. The player unit, after a brief period of rest, repair and rearmament, will be called upon to assist the beleaguered worlds nearby, but such an action may draw the largest of raiders to Kaumberg itself in an effort to deal with the annoyance of the planetary defense force.

The bandits will make planetfall on the island continent of Eingeschneit, an arctic region with few settlements that makes an excellent staging ground for attacks on the rest of Kaumberg. The bandits will first seize Choate, Eingeschneit's largest city, and plunder the fuel refineries there. If they are able to solidify their position there, the bandits will move to the adjoining islands, eventually making their way southward toward Regenwald. If allowed to linger too long on Kaumberg, the bandits' presence will further erode the people's flagging faith in the planetary leadership. A decisive victory, on the other hand, will prove to many that Kaumberg has indeed weathered the worst of times and is now in good hands.

## RIOT CONTROL

As if Kaumberg's political leadership has not already suffered enough, sympathizers to LeSat's fallen nationalist coalition remain a constant source of agitation and anarchy. Waging a grass-roots campaign to decry the Hasseldorfs and the planetary council they feel turned on their hero, these citizens will organize public



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demonstrations and incite riots that keep the planetary defenders and local law enforcement agencies busy. Matters become even more complicated when Lindon Ashley, a traveler (and political refugee) from the semi-democratic Rim Collection, arrives on Kaumberg.

Distrustful of all nobility and a born activist, Ashley starts making speeches that urge the people of Kaumberg to rise up against their noble-dominated government. Finding many willing to follow his lead among Kaumberg's war-weary population, Ashley's movement will gain momentum and will begin to clash violently with both the remnant nationalists and those loyal to the Hasseldorfs and the planetary government. Open conflict between activists from any and all sides will send most of Kaumberg's major cities into turmoil, requiring aid from the KPG to settle in some cases. The players sent to aid in this endeavor, however, will receive strict orders to keep damage to a minimum. Nobody, after all, wants a repeat of the Stuttgart incident that started the last conflict.

## SCENARIO 1: CONTESTED LANDING

### SITUATION

Stuttgart, Kaumberg  
18 October 3063

After spending less than a day in orbit, with the Davion-loyal forces closing in, Hauptmann-Kommandant Paul Reiche announced to the provisional government his intent to land at the Stuttgart Kapital DropPort. The Kaumberg Planetary Guard, in response to Reiche's threat, deployed elements in a last-ditch effort to discourage the landing and warned the Alliance commander that any forces that landed in Stuttgart would face harsh reprisals.

Unwilling to risk a full-scale engagement with indigenous forces with the Davionists so close behind, Reiche called the government's bluff with a small vanguard attack force. Even as the Alliance elements dropped from their orbiting vessels, however, the KPG commanders continued to plea for a peaceful solution.

### GAME SET-UP

Lay out the *BattleTech* maps as shown. Use the City Ruins and Desert Hills mapsheets from *BattleTech Map Set #2* and the City (Hills/Residential) #1 mapsheet from *BattleTech Map Set #3* to represent the Stuttgart Kapital DropPort and surrounding area.

The defender should place up to twenty building counters of light, medium, or heavy construction on any clear hex on the City (Hills/Residential) #1 mapsheet. The wooded hexes on the City Ruins mapsheet should be replaced by heavy, Level 2 buildings

### VICTORY TABLE

Condition	Points (Attacker/Defender)
Each 25% of Attacker Destroyed/Crippled	-10/+10
Each 25% of Defender Destroyed/Crippled	+10/-10
DropPort Map Secured in Time	+20/-25
Final Score	Victory Level
40 or better	Complete Victory
20 to 39	Partial Victory
10 to 19	Pyrrhic Victory
0 to 9	Marginal Defeat
-25 to -1	Partial Defeat
-26 or less	Utter Defeat

denoting primary terminals and the main control center of the Stuttgart Kapital DropPort. The seven rough hexes on the City Ruins mapsheet should be replaced by medium, Level 1 buildings that are support structures connected to the main control center they surround. Five more light, Level 1 building counters should be placed in hexes 0310, 0311, 0409, 0512 and 0610 on the same mapsheet, denoting aircraft hangars.

### Attacker

The attacker in this scenario represents a probing attack force from the arriving Lyrn Alliance troops, sent to secure Stuttgart Kapital DropPort. These elements may be no more than one company in size of BattleMechs.

The attacker enters the scenario in the Movement Phase of turn 1 via a combat drop (see *Dropping Troops*, p. 72-73 in *BMR*).

### Defender

The defender may field up to 200 percent of the attacking force's strength and may consist of the player unit (assuming the players are with the KPG) plus any additional Kaumberg Planetary Guard elements necessary to bring its strength up to that level. Any sympathizer elements gained through the standard *Public Opinion* rules that the defender may wish to employ in this scenario should be placed as hidden units inside the DropPort structures (see *Hidden Units*, p. 77, *BMR*).

The defending elements may be placed anywhere on the map board before the scenario begins. All of these elements may be in hidden positions (see *Hidden Units*, p. 77, *BMR*).

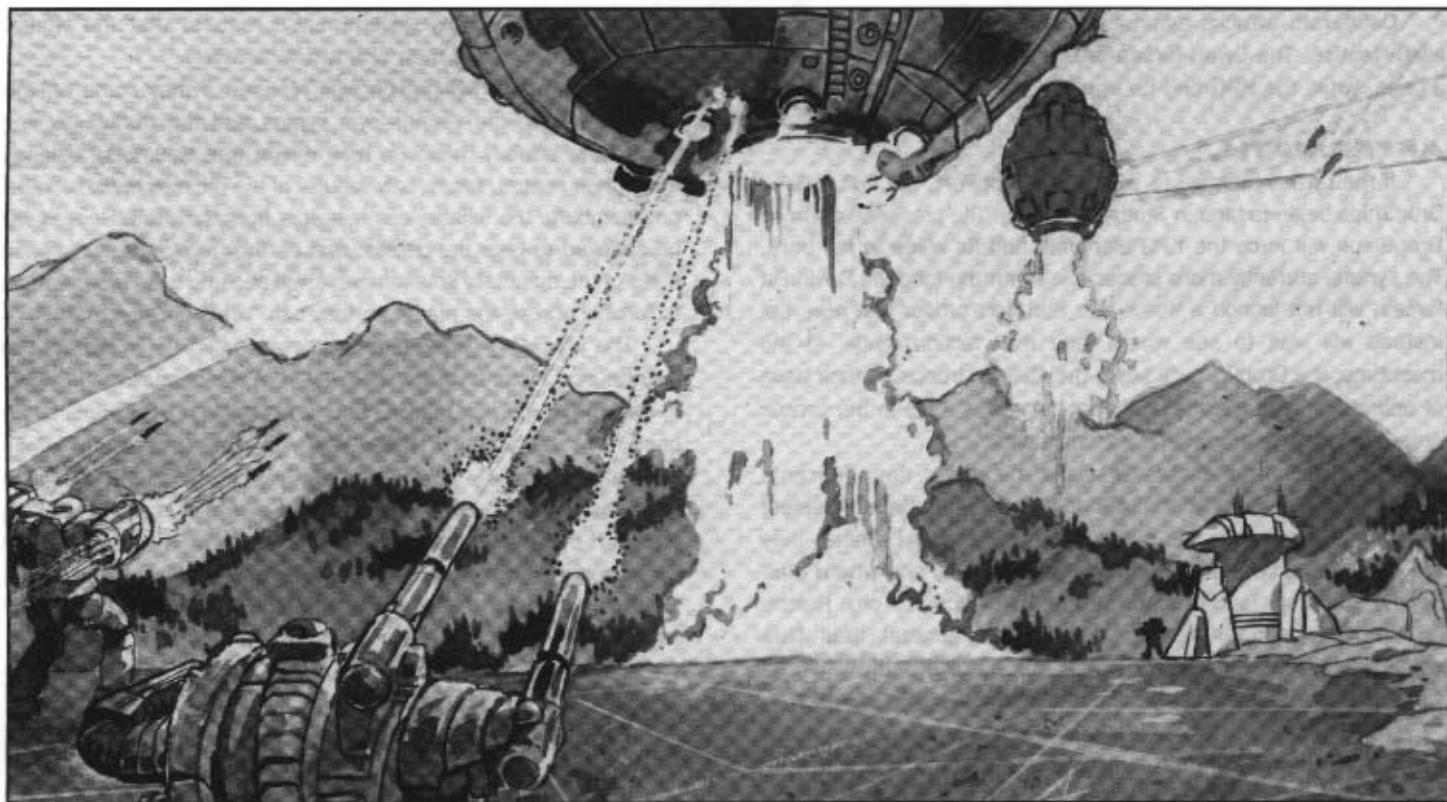
### VICTORY CONDITIONS

The scenario ends when the attacker or defender is destroyed or has withdrawn.

The attacker's primary objective is to defeat all of the defending forces and capture the Stuttgart Kapital DropPort within the allotted time.



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The defender's objective is to destroy, cripple or drive off all attacking elements, preventing the Lyrans from landing a force here.

Consult the Victory Table to determine the extent of each side's victory after the scenario is completed. Use the resulting victory level when calculating the faction's PO Score for this scenario. A defeated element is any element destroyed, crippled or driven off at the end of the scenario.

## SPECIAL RULES

The following special rules apply during this scenario.

### Withdrawal

The *Forced Withdrawal* rule (see p. 24) is in effect for the attacker and defender.

The attacker must withdraw from the east map board edge.

The defender must withdraw from the west map board edge.

### Pressed for Time

Hauptmann-Kommandant Reiche is eager to secure the Stuttgart Kapital DropPort, but cannot wait long for his troops to secure the area as his fleet is already making its final approach. For every lance (or fraction thereof) of forces fielded by the defending player, Reiche's attack force has three turns to secure the DropPort. The DropPort is considered secured when all hostile elements are destroyed or have withdrawn off the City Ruins map.

If the 'Port is not secured at the end of the allotted time, the landing is aborted and the Lyan troops must immediately begin to withdraw in the following turn from the east edge of the map board.

### Reluctant Warriors

For all their "Davionist" leanings, the warriors under Baron Hasseldorf's command still view the Lyan nation as their homeland and Reiche's troops as their countrymen. They are therefore reluctant to fire on them. To represent this, all KPG elements suffer a -1 Initiative penalty and a +1 to-hit modifier to all weapon and physical attacks made against any Lyan elements. These penalties last until the Lyan elements destroy or force withdrawal of an entire lance worth of KPG troops.

If using the *Divided Loyalties* rule for this track (p. 85), these modifiers are in addition to any received from that rule.

If the player unit is not native to Kaumberg or has no history of loyalty to the Lyrans, they may disregard these rules and should roll a separate Initiative from the KPG unit.

### Public Opinion

The standard *Public Opinion* rules are in effect for this scenario, with the following definitions.

Deliberately attacking any sympathizer element is regarded as a cowardly action with a -3 PO modifier to the attacking faction.

The standard rules for fighting within a city apply, but only if any elements from either side enter the City (Hills/Residential) #1 mapsheet, with the Lyan forces counting as the attackers.

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Deliberate attacks against any building count as scorched earth tactics. The Lyrans forces are treated as attackers in such a case, while the KPG and its support elements are defenders.

## AFTERMATH

If the Lyrans manage to secure the DropPort, the first of their DropShips begin to land in Stuttgart Kapital. The presence of these DropShips will force the KPG elements and its allies to fall back. The Lyrans, currently more preoccupied with the inbound Davionist forces, will not launch a strike into Stuttgart proper just now, but instead will wait to see where their rival faction lands. In the meantime, the DropPort will serve the Alliance troops as their base of operations, and the KPG will concentrate its force in the central area of Stuttgart, anticipating a Lyrans attack.

If the Lyrans are unable to secure the port in time, Reiche's fleet will be forced to abort its landing and will ultimately select a safe landing zone in the plains north of Stuttgart. There, they will establish a perimeter and once more wait to see where their opposite number lands before moving on the capital city. Reiche is an overly-cautious leader, more social general than true soldier, and does not like to commit troops to a battle when all variables have not yet been accounted for.

The Victor-loyal troops, under command of Major Henry Austin, will attempt to land in Stuttgart Kapital if the Lyrans fail to accomplish this task. Such an action will prompt another battle just like this one, only the defender will not be as reluctant to fire on the once-friendly forces now that blood has already been spilled. However, as this second landing will occur a mere day after the Lyrans' attempt, any defending element that was destroyed or crippled in the previous battle will remain out of action for a second defense.

Less interested in the KPG as he is in the Lyrans troops present, Austin will not press an attack on Stuttgart itself until his forces first secure their landing zone, which will be out in the western plains if the DropPort cannot be captured.

## ADDITIONAL HOOKS

Whether or not the Stuttgart Kapital DropPort is defended successfully, the Lyrans and Davionist forces will land on Kaumberg and prepare to move on Stuttgart once they determine what their opposite numbers are doing. Within days of their landings, camps are set up by the rival factions and a worried planetary government faces the real possibility that the House troops will soon strike. In a last, desperate appeal for peace, envoys will be sent out to these camps on behalf of the people of Kaumberg,

repeating the planetary government's request that the House troops leave and take their civil war elsewhere.

These envoys will not be well received if they come on too strong, as both the Katrina-loyal Lyrans and the troops backing Victor have already made up their minds that Kaumberg belongs under their control. Aware only vaguely of the recently ended conflict on Kaumberg, the military commanders from the Great Houses will be shocked to hear the details, and as they realize the weakened state of the planetary government, it will become even more reason to forcibly occupy the planet so they can "restore order."

The planetary government's envoys could try to deflect the Katrina- and Victor-loyal forces away from the capture of Stuttgart to each other instead, playing both ends against the middle in the hope that attrition will leave the would-be occupation forces unable to effectively take Kaumberg from the KPG. If the players serve as these envoys, they may find plenty of opportunities to throw off the invaders and buy Kaumberg some more time. It will be a dangerous game to play, however, as a misstep could result in the envoys being taken by the regular forces as prisoners of war and used to exact concessions from the planetary government.

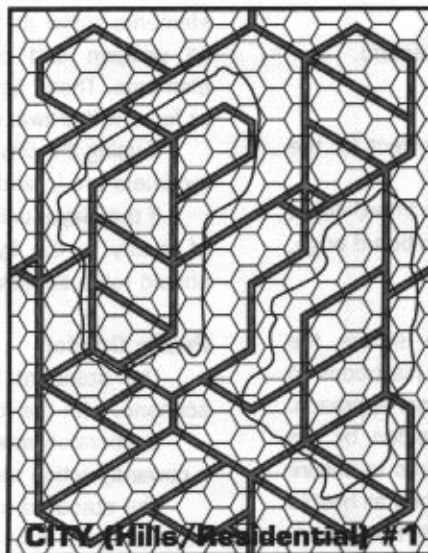
## SCENARIO 2: THE FINAL APPEAL

### SITUATION

*Traussen, Kaumberg*  
26 October 3063

Both of the Great House armies dispatched to Kaumberg were sent in response to a call for aid placed by Baron LeSat near the conflict's end. Katrina's loyalists troops, under Hauptmann-Kommandant Reiche's command, were given orders to assist LeSat in destroying the renegade Hasseldorf troops and restoring a proper Lyrans order to the world, only to find the Hasseldorfs had not only won the conflict, but LeSat's coalition was utterly destroyed by the time the Lyrans force made planetfall.

In swift response to the Lyrans unit's deployment, Major Austin's pro-Victor forces came on orders to check Reiche's operation and establish order to Kaumberg before the region destabilized. Their arrival on Kaumberg at the same time as Reiche's unit gave them all the reason they needed to land, if only to engage the Lyrans forces. However, Austin's superiors, considering the defeat of the Lyrans unit as a temporary solution only, also insisted that Austin secure the planet for pro-Victor concerns. The resistance of the supposedly pro-Davion Hasseldorf family and the KPG came as an unwelcome surprise.





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In both cases, the complexity of the Kaumberg situation and the uncomfortably balanced strength of the opposed forces left the Great House commanders with only one option: call for reinforcements. Baron Hasseldorf reached the same conclusion at almost the same time.

## GAME SET-UP

Lay out the *BattleTech* maps as shown. This scenario uses the City (Hills/Residential) #1 map from *BattleTech Map Set 3*. A medium, Level 3 building (CF of 40) stands in hex 0804, representing the Traussen HPG relay station. The defender selects twenty to forty building counters of any type and may place them in any clear hex on the map. At the gamemaster's discretion, additional maps may be selected from the *Urban Terrain Table* (p. 101, *BMR*) and added to the map board.

**Note:** This set-up is the same as the set-up in Scenario 4, Track 1 (*Desperate Call*, p. 51). If the scenarios from *Operation: Flashpoint* are to be played as a complete campaign, the set-up from that scenario should be duplicated.

## FORCES

Three factions (possibly four, if the optional ComStar force is used) are involved in this scenario including the players: Hauptmann-Kommandant Reiche's Lyrans regulars, Major Austin's pro-Victor forces, and the Kaumberg Planetary Guard. The player group will play for the faction with which they are currently aligned. Each of the combatants' factions should roll Initiative separately.

Before the scenario begins and after the KPG elements are set up, the two attacking forces each roll 2D6. Whichever player gets the higher roll may select the edge of the map board from which his force will enter—that side is his home edge. The player with the lower roll automatically enters via the opposite edge of the map board.

### Kaumberg Planetary Guard (Defender)

The defending force is the Kaumberg Planetary Guard or an affiliated unit, which may field a force up to one company in strength. In addition to these forces, the defender gains five motorized rifle infantry platoons of regular experience level, representing the Traussen Police Department. If the defending player has gained any sympathizers in the course of the fighting per the *Public Opinion* rules, these elements may be employed as well.

The defending elements may set up on any paved hex within 10 hexes of the Traussen HPG relay before the scenario begins. All infantry elements may set up anywhere on the board before

## VICTORY TABLE

Condition	Points (Attacker/Defender)
Each 25% of Attacker Destroyed/Crippled	-5/+10
Each 25% of Defender Destroyed/Crippled	+5/-5
Comm-Tech Killed Before Sending Message	-20/+15
Comm-Tech Successfully Delivers Message	+20/-20
Comm-Tech Gets the Word Out (Per Turn)	+5/-5
Destroying the Traussen Relay Station	-25/-30

Final Score	Victory Level
40 or better	Complete Victory
20 to 39	Partial Victory
10 to 19	Pyrrhic Victory
0 to 9	Marginal Defeat
-25 to -1	Partial Defeat
-26 or less	Utter Defeat

the scenario begins or may be placed in hidden positions (see *Hidden Units*, p. 77, *BMR*).

### Pro-Katrina Elements (Attacker)

The pro-Katrina force commanded by Hauptmann-Kommandant Reiche may field a force equal to 150 percent of the defender's strength (not counting the police and sympathizer elements used by the Kaumberg troops).

The Pro-Katrina elements enter via their home edge of the map board during the Movement Phase of turn 1.

### Pro-Victor Elements (Attacker)

The pro-Victor force commanded by Major Austin may also be up to 150 percent of the defending force in strength (not counting police and sympathizer elements).

The Pro-Victor elements enter via their home edge of the map board during the Movement Phase of turn 1.

### ComStar (Optional Force)

This force is placed by the gamemaster (or upon the agreement of both players). Up to five Com Guard elements may be placed within 3 hexes of the Traussen HPG relay. These elements represent a part of the 207th Division of the Com Guard stationed on Kaumberg to protect the relay, and will not act unless either they or the relay are attacked. At that point, these elements roll their own Initiative and act against the side whose element made the attack. (More on the 207th may be found in the *BattleTech Field Manual: ComStar*, or under *How to Run Operation: Flashpoint*, p. 13).

## VICTORY CONDITIONS

The scenario ends when the attacker or defender is destroyed or has withdrawn.

# BROTHER AGAINST BROTHER AGAINST BROTHER

The attacker's primary objective is to secure the Traussen relay and get their comm-techs inside to deliver the critical message. "Getting the word out" is a secondary objective to each of the attacking forces.

The defender's objective is to destroy or cripple all attacking elements and prevent the delivery of the comm-techs.

Consult the Victory Table to determine the extent of each side's victory after the scenario is completed. Use the resulting victory level when calculating the faction's PO Score for this scenario.

## SPECIAL RULES

The following special rules apply during this scenario.

### Withdrawal

The *Forced Withdrawal* rule (see p. 24) is in effect for the Pro-Victor, Pro-Katherine and KPG Guard forces.

The Pro-Katherine force must withdraw from its home edge of the map board.

The Pro-Victor force must withdraw from its home edge of the map board.

The KPG force may withdraw from either of the two map board edges not designated as one of the attacking forces' home edge.

### Combat Targets

Each of the factions in this scenario has different rules of engagement and different targets which they may legitimately attack for this scenario. Players will therefore need to keep careful track of the targets on which each element has declared fire, although the possibility exists that missed shots could broaden the range of legitimate targets at any point.

The pro-Victor and pro-Katrina forces will only declare each other as primary targets, with KPG elements selected only as secondary targets. However, once a KPG element has declared an attack against either attacking faction, they are no longer bound by that rule.

The Kaumberg Planetary Guard elements will engage either or both of the attacking forces, as both are here for the HPG relay.

The ComStar force (if fielded) will follow the rules of engagement described in its force listing. They will not attack the KPG elements unless the KPG elements attack first.

### Using the Comm Relay

Each of the attack forces have brought along a specialized communication technician who will be able to expedite sending its faction's transmission for aid. At the beginning of the scenario, both attackers must secretly nominate one element to carry this technician as a passenger. The comm-tech can be dropped off and picked up as per the standard *BattleTech* rules for *Mounting and Dismounting* infantry (p. 59, BMR). If carried by a BattleMech element, the tech rides in the cockpit with the MechWarrior and must make appropriate consciousness rolls if the pilot suffers damage.

The comm-tech must be delivered to the relay conscious, where he will then enter the facility and place the vital call. The HPG relay station qualifies as a ComStar facility and is considered neutral territory. The tech may place the call with no hindrance, requiring only one turn to make the transmission.

In addition to sending the vital call for aid, this comm-tech may also use the relay's secondary systems to break into Kaumberg's satellite network and get its faction's word out to the general public. This may be done either before or after the call for aid, but is not automatically successful. Instead, at the beginning of each turn the comm-tech elects to "get the word out" to Kaumberg, he must roll 2D6 against a target number of 8. Each successful roll represents a successful break-through of normal transmissions, during which time the comm-tech can send appeals of his faction commander, giving the common folk a chance to hear their side of the conflict. For every turn after the first successful break-through that the comm-tech makes an additional successful break-through, his faction earns an additional +1 PO modifier, to a maximum PO modifier of +5.

Should both of the attacking factions get their comm-techs in the HPG relay at the same time, the players controlling each tech should roll 2D6. Whichever player rolls higher gains control of the relay (reroll ties), as his comm-tech has killed (or otherwise incapacitated) the comm-tech of the opposing side. Note that in the round the comm-techs battle, they may perform no other actions.

### Public Opinion

The standard public opinion rules are in effect for this session, with the following added definitions.

Any force that attacks the Traussen HPG relay will be committing an act of scorched earth tactics. Furthermore, since the facility is a neutral target—and an HPG at that—any element that hits the relay will incur an additional -15 PO modifier, in addition to the normal scorched earth penalty.

Leaving the comm-tech behind will earn the attacking player a penalty for abandoning his post.

Finally, at the end of this scenario, whichever player has earned more victory points gains the benefit of controlling the media for this scenario and all scenarios afterward in this campaign. This control will last until taken away in a later scenario. Consult the *Controlling the Media* rules (p. 22) for more information on how media control affects public opinion scores.

### AFTERMATH

If either attacking force gains use of the HPG relay and manages to get the word out to Kaumberg about its purpose here, it will be a terrible blow to the fragile control Kaumberg's planetary government currently holds on the population. People sympathetic to the faction that gains communications control in this scenario will begin to pressure the provisional government and the Lord of Lords to surrender control to that faction.



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Furthermore, reinforcements will arrive on Kaumberg for the faction that sends the message. Though these reinforcements will not likely arrive until after the battles in this track are long over, such a development will mean that yet another wave of war may come to Kaumberg in the months ahead (which would essentially mean repeating this entire track).

If neither faction manages to get its comm-tech to the relay, media control remains in the hands of the Kaumberg government and the fighting remains essentially confined to the battlefield, rather than the airwaves.

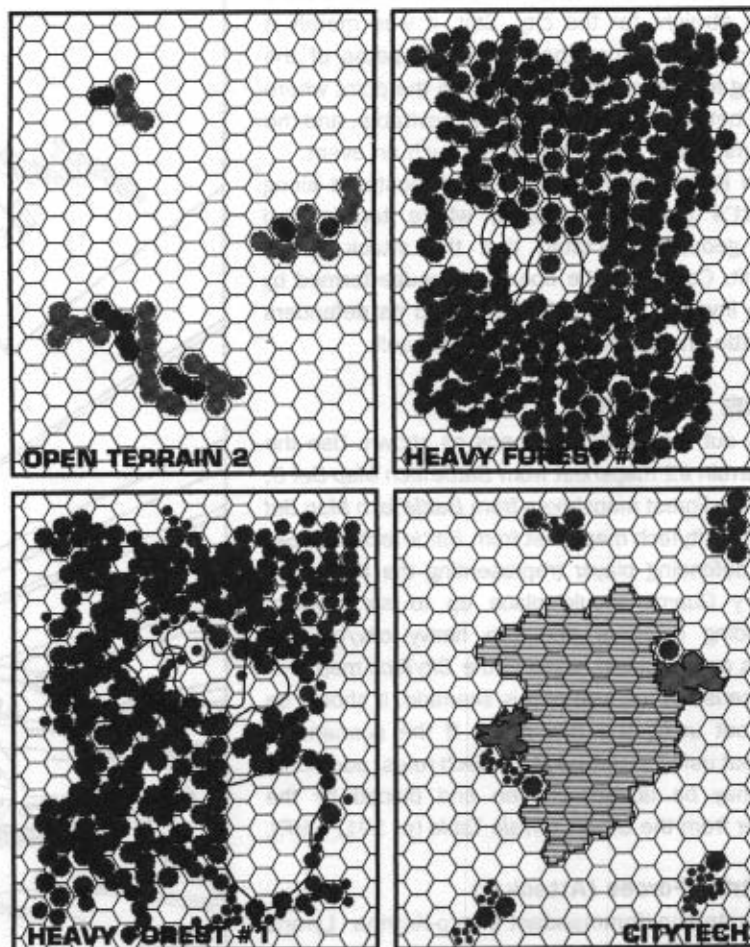
Whichever faction remains standing at the end of the scenario also faces an interesting decision as to whether or not to hold onto Traussen and its vital communications array or to rejoin its main forces to take part in future scenarios. As for both of the Great House troops, holding Traussen may not be viable as their forces are already too balanced to risk diverting elements away on garrison duty. The KPG, by a similar token, may also elect not to hold onto Traussen as its own forces are not strong enough to take on either faction in a straight fight.

## ADDITIONAL HOOKS

Stalemated between their enemies and the interference of the Kaumberg Planetary Guard, the invading forces will fall back to their respective camps and prepare for a decisive assault against Stuttgart in an effort to eliminate the unpredictable variable of Kaumberg's government and military leadership. The potential for mayhem runs high at this point, and depending on the players' faction, plenty of opportunities exist to inject even more chaos into the situation that could benefit their side.

Assuming the players are on the same side as the Kaumberg government and the Planetary Guard, they could once again attempt to play the diplomatic envoys and try to convince the invading factions to give up on seizing Kaumberg. Using the same ploy, they may also try to manipulate the opposing factions into launching a preemptive strike against each other in the hopes of decimating their ranks.

Players who are working with any of the factions can also find themselves asked to perform some recon into one of the opposing camps in the hopes of finding out what the enemy is planning. A light 'Mech or vehicle element may perform this task simply by getting close enough to identify the size and type of forces in the subject faction's employ, while a dismounted element could be used for a more thorough—and much more dangerous—spy job. If the task is successful, however, the players' faction could learn when the next strike is coming from the invading forces.



Even more deviously, the players could conceivably team with one of the factions, hoping to form a temporary or permanent alliance that could allow them to destroy the third faction together. The nature of the deal should be up to the players, but a gamemaster might do well to remember that both of the invading factions are here to conquer the planet in the name of their parent nation, and the KPG is viewed as an obstacle to both sides.

## SCENARIO 3: A CLASH OF TITANS

### SITUATION

Stuttgart Landhold, Kaumberg  
30 October 3063

Baron Trent Hasseldorf wasted little time scrambling every warrior in his command the moment his picket forces radioed the approach of not one, but two armies in the wilderness north and west of Stuttgart. All hope that the forces loyal to Victor and Katrina would turn their furies against one another vanished

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when the reports confirmed that both factions were heading straight for the city. Still, it was merely a matter of time before the converging paths of the attacking forces would bring them to the point where combat between the two would be inevitable, and the KPG commander dearly hoped for such an event.

The Kaumberg Planetary Guard mustered along Stuttgart's northwest fringes, where terrain and simple geometry dictated that the attack forces would hit. Caught at the apex of a wedge formed by the two invading forces, Stuttgart and its defenders stood little chance of surviving the assault.

## GAME SET-UP

Lay out the *BattleTech* maps as shown. Use the Open Terrain #2 mapsheet from *BattleTech Map Set 5*, both Heavy Forest mapsheets from *BattleTech Map Set 4*, and the CityTech mapsheet from *BattleTech Map Set 2*. The defending player (representing the Kaumberg Planetary Guard) should place up to six medium city/building counters and two heavy city/building counters on the paved hexes in the *CityTech* map.

Because of the size of this scenario, it should be played out using the *BF2* rules. If the scenario is played out using standard *BattleTech* rules, additional maps may be added, chosen and placed by the defender from the *Urban Terrain Table* (p. 101, *BMR*).

## Pro-Katrina Forces (Attacker)

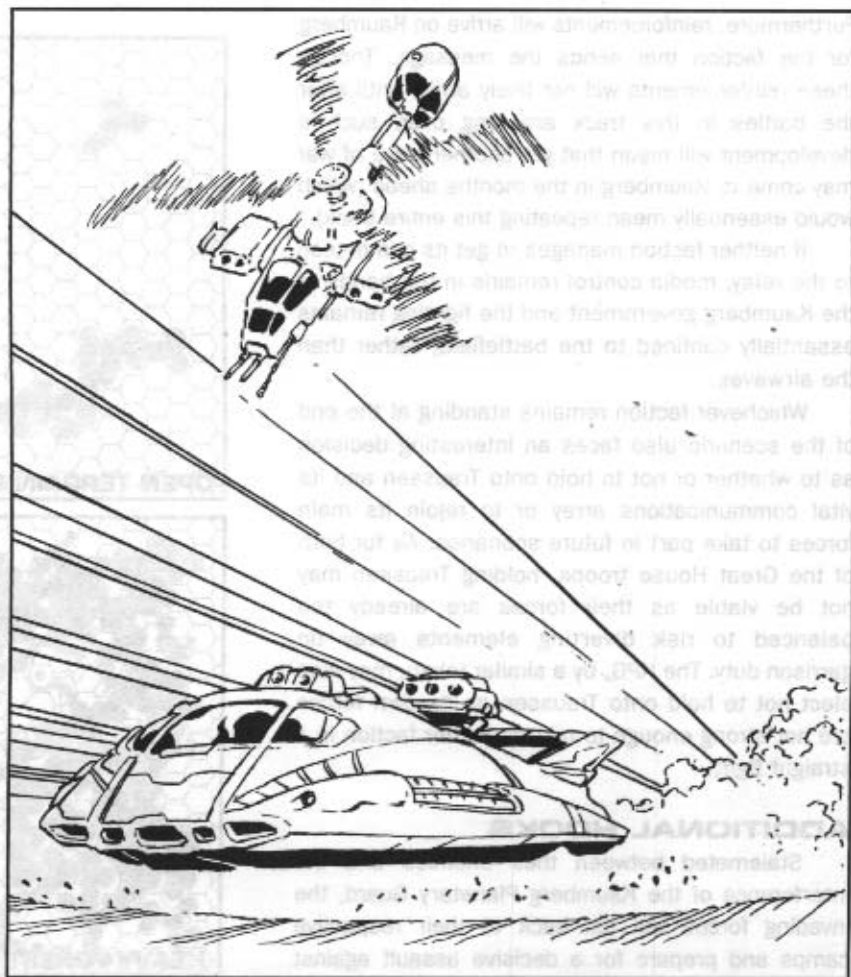
Hauptmann-Kommandant's pro-Katrina Lyrans may field all or some of their total force in this attack, numbering up to a battalion in size.

The Pro-Katrina elements enter via the north map board edge during the Movement Phase of turn 1.

## Pro-Victor Forces (Attacker)

Major Austin's pro-Victor forces may field up to their full battalion in size.

The Pro-Victor elements enter via the west map board edge during the Movement Phase of turn 1.



## VICTORY TABLE

Condition	Points (Pro-Katrina/Pro-Victor/KPG)
Each 25% of Pro-Katrina Units Defeated	-10/+10/+5
Each 25% of Pro-Victor Units Defeated	+10/-10/+5
Each 25% of KPG Units Defeated	+10/+10/-10
Half of Pro-Katrina Force On Paved Hexes	+15/-5/-10
Half of Pro-Victor Force On Paved Hexes	-5/+15/-10
A Single Pro-Katrina Element Reaches Paved Hex First	+10/-10/+0
A Single Pro-Victor Element Reaches Paved Hex First	-10/+10/+0
Pro-Katrina Force Withdrawn	-10/+5/+10
Pro-Victor Force Withdrawn	+5/-10/+10

### Final Score

60 or better
30 to 59
20 to 29
0 to 19
-25 to -1
-26 or less

### Victory Level

Complete Victory
Partial Victory
Pyrrhic Victory
Marginal Defeat
Partial Defeat
Utter Defeat



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## Kaumberg Planetary Guard (Defender)

Baron Hasseldorf's KPG may field its entire force in this scenario. The player unit should be part of this force.

The KPG forces may deploy anywhere on the CityTech map or within 9 hexes of hex 1517 on the Open Terrain #2 map. Additionally, up to half of these elements may be in hidden positions (see *Hidden Units*, p. 77, BMR).

## VICTORY CONDITIONS

The scenario ends when the attacker or defender is destroyed, has withdrawn, or half of the initial elements fielded by either attacking force occupy a paved hex on the CityTech map during the End Phase of any turn.

Each of the attacking forces' objectives are simply to destroy the defending forces and enter Stuttgart before their competing faction can.

The defenders' goal is to prevent the attacking forces from entering the city.

Consult the Victory Table to determine the extent of each side's victory after the scenario is completed. Use the resulting victory level when calculating the faction's PO Score for this scenario. A defeated element is any element destroyed, crippled or driven off at the end of the scenario.

## SPECIAL RULES

The following special rules apply during this scenario.

### Combat Targets

This scenario is something of a free-for-all, with each of the factions capable of legitimately firing upon each other. Unless the players have managed to somehow forge an alliance or truce that dictates otherwise (see the *Additional Hooks* section of the previous scenario), the following describes what each of the three factions will regard as a preferred target and what they will regard as a target of opportunity.

The pro-Victor forces will only declare the KPG as primary targets, with the pro-Katrina elements selected only as secondary targets. However, once a pro-Katrina element has declared an attack against a pro-Victor element, they are no longer bound by that rule.

The pro-Katrina forces will only declare the KPG as primary targets, with the pro-Victor elements selected only as secondary targets. However, once a pro-Victor element has declared an attack against a pro-Katrina element, they are no longer bound by that rule.

The KPG has no restrictions for targets.

### Withdrawal

The *Forced Withdrawal* rule (see p. 24) is in effect for the Pro-Victor, Pro-Katherine and KPG Guard forces.

The Pro-Katrina force must withdraw from the north map board edge. At the beginning of any turn in

which more than a third of the attacking force has been destroyed or taken crippling damage, the entire attacking force must start withdrawing.

The Pro-Victor force must withdraw from the west map board edge. At the beginning of any turn in which more than a third of the attacking force has been destroyed or taken crippling damage, the entire attacking force must start withdrawing.

The KPG force must withdraw from either the east or south map board edges.

## Public Opinion

The standard public opinion rules are in effect for this session, with the following added definitions.

Any force that deliberately attacks a building hex will be committing an act of scorched earth tactics.

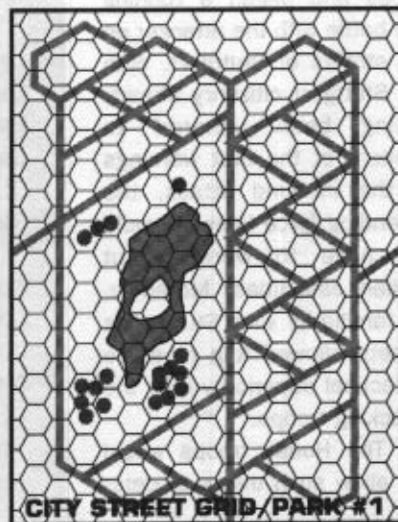
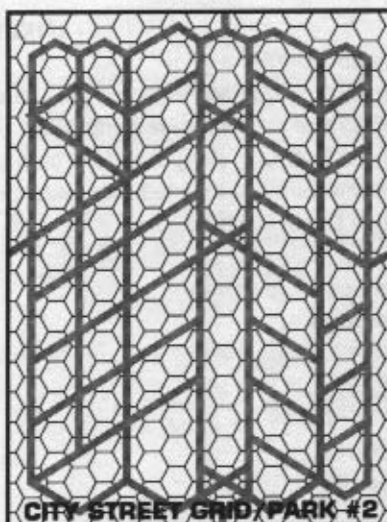
Any combat that occurs between elements, where either element occupies a hex of the CityTech map, will count as fighting in a city, with the KPG elements functioning as the defending force.

Withdrawing from the battlefield will earn the defending force a penalty for abandoning its post.

Attacking the defender's sympathizers—regardless of the fact that they may raise arms against the attackers first—will earn the attacker a -3 PO modifier for cowardly tactics.

## AFTERMATH

If any attacking forces penetrate the defender's line and enter Stuttgart, the surviving defending units should immediately fall back into the city to ferret them out, during which time more attacking elements may also try to slip into the city. Once all surviving defending units return to Stuttgart, a running gun battle will ensue in the city's streets. All forces from either side which occupy the Stuttgart (CityTech) mapsheet when the last of the defending units enter the city will continue on to *Scenario 4: For the Motherland!*



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If the defender succeeds in forcing both attacking forces to withdraw, the battered elements will regroup and weigh the options for a renewed strike on Stuttgart, leaving the salvage to the defender. Any of the attacking factions that are reduced below half of its original force strength, however, will not make another assault, and may even decide to quit Kaumberg altogether. In either case, the defender will have a few days to recover from the damages.

## ADDITIONAL HOOKS

The severity of the dual attack will leave the field strewn with wreckage from all sides. Without a doubt, many pilots will have bailed out in the fighting as their rides were destroyed. As the battle moves into Stuttgart, the plains where the factions battled will become a no-man's land filled with surviving troopers who may try to capture or eliminate any surviving enemy troops. Since the battle still rages elsewhere, and those who failed to enter the city will have likely withdrawn, surviving warriors will have a fighting chance of evading capture and making it back to their lines. Unluckier survivors, captured by warriors who themselves must now try to march back to their own camp, face an uncertain future at the end of what could well be a long hike through Kaumberg's wilderness.

## SCENARIO 4: FOR THE MOTHERLAND!

### SITUATION

Stuttgart, Kaumberg  
30 October 3063

With hostile forces breaching its defensive lines and entering Stuttgart proper, the Kaumberg Planetary Guard was forced to fall back into the city. Dodging the sporadic weapons fire of the House troops, the KPG regrouped its remaining forces and began a running gun battle with the attacker on the streets of Stuttgart. With the Stuttgart citizenry already having been ushered to shelters at the first warnings of the inbound attack, the defending force knew it would not have to worry about civilian casualties. Moreover, its familiarity with Stuttgart's streets allowed it a measure of tactical superiority over the attacking troops.

The House troops would not allow such things to deter

them, however. The fighting in their final assault on Stuttgart would prove to be the most brutal ever seen on Kaumberg.

## GAME SET-UP

Lay out the *BattleTech* maps as shown. Use both City Street Grid/Park maps from *BattleTech Map Set 4*. This area represents Stuttgart's inner city area. The House of Lords, Kaumberg's planetary capitol building, is a heavy, Level 2 building which should be placed in hex 1009 on the City Street Grid/Park #1 map. After that, the defending player should place an additional four hardened, eight heavy, sixteen medium, and twenty light building counters on any clear hex of the City Street Grid/Park #2 map. Half as many building counters (of each type) should be placed in any nonpaved hex (excluding the city park—the large area across the street from the capitol building) on the City Street Grid/Park #1 map. Additional building counters can be placed at the gamemaster's discretion on any clear hex.

The scale of this battle could be quite large depending on the number of surviving troops carrying over from the previous scenario. If enough House troops broke through the lines, and the defender managed to maintain a force large enough, the two forces together could exceed three companies or Trinaries in size. If so, maps may be added, selected by the defender from the *Urban Terrain Table* (p. 101, *BMR*). Twenty building counters (or more) should be placed on each added map by the defender.

As an alternative to cluttering the gaming table with so many mapsheets, however, players may wish to use *BF2* instead.

**Note:** This set-up is the same as the set-up in Scenario 1, Track 1 (*Flashpoint*, p. 41) and Scenario 4, Track 3 (*One Last Duel ...*, p. 79). If the scenarios from *Operation: Flashpoint* are to be played as a complete campaign, the set-up from that scenario should be duplicated.

## VICTORY TABLE

Condition	Scoring (Pro-Katrina/Pro-Victor/KPG)
Each 25% of Pro-Katrina Elements Defeated	-5/+10/+5
Each 25% of Pro-Victor Elements Defeated	+10/-5/+5
Each 25% of Kaumberg Guard Defeated	+5/+5/-10
Collateral Damage Inflicted (Per Instance)	-1/-1/-2
Faction Controls Board	+15/+15/+25
<b>Final Score</b>	<b>Victory Level</b>
50 or more	Complete Victory
20 to 49	Partial Victory
0 to 19	Pyrrhic Victory
-19 to -1	Narrow Defeat
-49 to -20	Partial Defeat
-50 or less	Utter Defeat



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## Attacker

The attacking force will consist of any and all of the attacking forces employed in the previous scenario that occupied a hex on the CityTech map at any point during the previous scenario. These forces should be divided by faction if elements from both Hauptmann-Kommandant Reiche's pro-Katrina troops and the pro-Victor troops commanded by Major Austin have entered the city. Each faction must roll Initiative separately.

All attacking elements are placed first and may be placed in any nonbuilding hex anywhere on the map board. However, pro-Victor and pro-Katrina elements may not be within 15 hexes of each other.

## Defender

The defending forces consist of any and all of the defending units employed in the previous scenario that survived to the scenario's end.

All defending elements are placed after the attacking elements have been placed and may set up anywhere on the map board. However, the defending elements may not be within 10 hexes of an attacking element.

## VICTORY CONDITIONS

The scenario ends when the attacker or defender has been destroyed or has withdrawn.

The goal of the defender is the defeat or withdrawal of all attacking forces from the area and a minimum of collateral damage.

The goal of the House regular forces is the destruction of their opponent factions and the defeat of the Kaumberg Planetary Guard units. Collateral damage is a lower priority.

Consult the Victory Table to determine the extent of each side's victory after the scenario is completed. Use the resulting victory level when calculating the faction's PO Score for this scenario. A defeated element is any element that is destroyed, surrenders or is forced to withdraw. Whichever faction remains on the field at the end controls the board.

## SPECIAL RULES

The following special rules apply during this scenario.

### Withdrawal

The *Forced Withdrawal* rule (see p. 24) is in effect for the Pro-Victor, Pro-Katrina and KPG Guard forces.

The Pro-Katrina force must withdraw from the north edge of the map board.

The Pro-Victor force must withdraw from the west edge of the map board.

The KPG force may withdraw from either the south or east edges of the map board.



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## Preexisting Damage

If played as a continuation of the previous scenario, none of the elements employed from the previous scenario have been repaired or have been supplied with ammunition. Note that if the previous scenario was played using *BattleForce 2* rules, the damage suffered by the units should be converted to *BattleTech* (p. 102, BF2).

If not played as a continuation of the previous scenario, all elements have preexisting damage. The gamemaster rolls 3D6 for each element and applies a number of 5-point damage clusters equal to the result, using the Front/Back (Rear) column of the BattleMech or Vehicle Hit Location Table. Apply critical hits resulting from this damage normally except for the following: third engine hit, second gyro hit, cockpit hit, second hip hit, any result that indicates the destruction of a leg or head, ammunition hit and any result that indicates the destruction of the center torso.

Each element is also low on ammo. Roll 1D6 for every element that carries ammunition. On a result of 1-2, each of that element's ammo bins is half full (rounding down). Any other result means the ammo bins are one-quarter full (round down).

## Area Knowledge

The Kaumberg Planetary Guard is far more familiar with the layout of Stuttgart than the attacker, giving them an edge in combat once the battle is joined in Stuttgart's streets.

To reflect this, the attacking force players suffer a -1 Initiative penalty. The defending player also gains the off-map movement ability (p. 25).

## Collateral Damage

In the chaos of this urban battle, with hostile units scattered all over the place, the crossfire gets intense, and even without civilians in the line of fire, missed shots have the potential to complicate matters. To reflect this aspect in this scenario, the following rules apply.

For every Weapons Attack that misses its intended target, check to see if the attack struck any elements or terrain in the target hex, or in any hex along the LOS between the attacker and target, beginning with the hex adjacent to the target and moving toward the attacker. If an element or terrain is found in any of those hexes, calculate a modified to-hit number for the new target based on the same modifiers as the original attack except for target movement and the terrain in the hex the original target occupies, which are replaced by the modifiers for the new target. An additional +3 modifier applies, representing the unintentional nature of the shot. The firing element must have a valid line of sight to the secondary target. If two or more possible secondary targets are in the same hex, choose a target randomly. If a secondary target is found and the shot misses again, use the same rules above to find the next target until no secondary targets are found.

## Public Opinion

The standard public opinion rules are in effect for this scenario, with the following definitions.

Both the Great House forces suffer the penalty for fighting in a city as an attacking force. The KPG defender suffers the penalty for defending in a city.

Deliberate attacks against any city building count as scorched earth tactics. The House regulars, once again, are treated as the attacker in such a case, while the KPG serve as the defender.

If the defender refuses to fire on any of the combatant factions and opt to withdraw instead, this counts as "abandoning his post."

## AFTERMATH

With a successful defense of Stuttgart, the defender will win more than just the day. Battered and humiliated by defeat at the hands of a backwoods defense force, the invading Great House units will fall back to their respective camps for repairs. Lacking sufficient equipment and replacements to make a stand against the Kaumberg defender—especially after the KPG has managed to capture any salvage from the defeats—both of the beaten House troops will decide further conflict for Kaumberg is not worth the cost. After negotiating for the release of any captured warriors taken by the Kaumbergians in the last battles, both Reiche and Austin will pull their troops from Kaumberg.

A defeat at Stuttgart by any of the attacking forces will break the KPG and leave whichever faction came out on top strongest with effective control over the planetary capital city. Stripped of its defender, the planetary government will surrender to the victorious attack force, and even if public sympathies do not run toward the conquerors, the banner of the victors will fly over the House of Lords. Strengthened by the captured equipment from the KPG and its rivals, the victorious faction will be able to push its opponent off Kaumberg and solidify its position. Any KPG warriors captured in the aftermath of the fighting will eventually be cleared and offered a chance to remain as part of a new Kaumberg Planetary Guard—albeit one that now functions subservient to the whims of the great House backing Kaumberg's new military governor. Captured warriors from the opposing faction, however, may look forward to spending the rest of the civil war as prisoners of war.

## ADDITIONAL HOOKS

The retreat of the invading forces will leave Kaumberg in peace once more, but effectively reverses all the progress made since the victory over LeSat's nationalist coalition two months earlier. The fierce fighting in Stuttgart's streets has left Kaumberg's capital city all but demolished, and the shell-shocked population is now paranoid that another attack will come any day. Faith in the planetary government will fall to an all-time low in the month following the withdrawal of the Lyrans and



# BROTHER AGAINST BROTHER AGAINST BROTHER

Davionist troops, and players affiliated with the Kaumberg government or the Kaumberg Planetary Guard may find themselves performing as much riot control as assistance in heavy reconstruction work.

If, on the other hand, Kaumberg's government was forced to surrender to a superior invasion force, players affiliated with the planetary government and the KPG may decide to go to ground with the surviving elements of its force and possibly any stragglers from the other invading faction. They may find themselves trying to fight a losing battle, however, as the planetary government, broken by the recent warfare, has decided that compliance and cooperation with the invaders is far easier than resistance.

## WRAP-UP

Centuries of peace and strength, stripped away now in the holocaust of civil war, forever altered the political and social landscape of Kaumberg, to say nothing of the physical scars left after months of fighting. Greater than half of the planet's ruling families were dead, their landholds falling into disarray and divided or ravaged by the local citizenry. The government that reformed in their absence contained, in many cases, the untested kin of their original lords who had never before administered the needs of a world and could not agree on any but the most basic issues. The once-potent (if rarely used) Kaumberg Defense Force, now renamed the Kaumberg Planetary Guard, a battered shadow of its former self, had exhausted nearly all its resources. Unable to maintain the high-tech salvage gained from the withdrawn forces from the Great Houses, the Kaumberg government was forced to sell a good deal of the wreckage for much-needed capital.

As the devastated government once more began the process of rebuilding and the Planetary Guard once more turned its attentions to restructuring and restoring its former strength, the true reality of Kaumberg's situation began to dawn on its people. Through the fires of civil war, they had not emerged until after defiantly throwing off the authority of the Great Houses to which the world once owed its security. An uncertain future awaited this backwater world, and from the most humble citizen to the commander of the Planetary Guard and to the Lord of Lords himself, that reality proved almost as terrifying as the war they had just survived to get there.

## TROUBLESHOOTING

In the brutal three-way fighting of the post-LeSat invasion, the player unit likely sustained severe damage, possibly even rendering the unit no longer battle-worthy. If the players served the Kaumberg government and the KPG in the final track, their service will be rewarded with an offer to join the ranks of the decimated Planetary Guard. Though on the surface such an offer

seems shaky at best, Kaumberg's military defenders have historically been called on to aid in the protection of other Alarion Province worlds against bandit raids and the like. This being Kaumberg's second-most lucrative "export," service with the KPG can ultimately work like a low-risk version of mercenary service, allowing the players time to rebuild their depleted ranks and strength while giving them valuable experience to keep their skills sharp—all with a minimum of real danger.

Players not aligned with Kaumberg's government or the Planetary Guard should receive whatever repairs and support their employers might have promised, or—if the unit is a regular House unit—new blood and equipment could be assigned. If these forces were defeated by the Kaumberg warriors, however, they will be rather low on the requisitioning officer's list for the prime gear, as they will come to suffer a stigma for their defeat to a supposedly inferior defense force.

## ADDITIONAL HOOKS

Depending on the players' actions and the affiliations they chose in the course of this track, any number of loose ends may remain to haunt them. If the attacking forces had the good sense to fall back from their final assault on Stuttgart and still consider their position viable, they may remain on Kaumberg rather than withdraw and direct new attacks on smaller towns such as Traussen. Securing Traussen will give the attacking faction the ability to send for help off-world, while holding other towns simply will give them a foothold they will need to be forced from if the KPG plans to reclaim Kaumberg's independence.

The situation can become even more complicated if any of the invading factions managed to call for reinforcements in Scenario 2, as these reinforcements may (or may not) arrive any time after the battle for Stuttgart is resolved. Even if no such call was made, reinforcements from one of the great factions could still be dispatched, if only to guarantee control of this over-armed wilderness planet, but such a possibility is rather remote.

Players who remain on Kaumberg as part of the planetary defense force will witness an ongoing series of civil protests and demonstrations while the government continues its efforts to rebuild the planet's damaged infrastructure. Despite the interference of anarchistic elements in Kaumberg's population, these efforts will bear fruit as the year draws to a close, and the unrest will taper off soon afterward, but not before the government and the Kaumberg Planetary Guard may find itself forced—on several occasions—to assert its authority.

Bandits may also be drawn to Kaumberg in the wake of the most recent fighting, believing that whatever remains of the planetary defenses are shattered. Their predations will further hinder reconstruction efforts, providing further unrest the planet can ill afford.



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