OPERATION: STILETTO

BATTLETECH

CHRISTOFFER TROSSEN

CONTENTS

CREDITS

FIRST BLOOD

"Atmospheric interface in ten seconds. All decks prepare for hot drop."

Strapped securely into the command couch of his *Ryoken* OmniMech, Brigadier Anton Corrigan could feel the deck bucking under him. "Ten seconds, my ass ... " he muttered under his breath. The shudder told him that the *Fortress*-class DropShip was already burning through the outermost reaches of Acamar's atmosphere. But the worst was still to come.

True to her captain's word, ten seconds later the *Detroit Steel* began to tremble violently as the planet's atmosphere engulfed the 6,000-ton vessel. Corrigan could visualize what it must look like from the outside: a 150-meter-wide fireball. A second later, the external feeds dropped out. This was a spacecraft's most vulnerable two minutes, when hull ionization blanked out all but the most powerful communication signals. The only signal that could cut through that conflagration would be one originating from another ship within a kilometer of the *Steel*. Corrigan keyed his mike. "Kim, tell me again why we do this?"

"Sure as hell not for the ride, boss. I've had a better time with a rope and a tire." Corrigan just nodded to the comm panel, knowing his exec wouldn't see the gesture. "Though I guess I never got paid for *that*."

Pay. That's why. "Mr. Lonix, remind me to renegotiate my contract when we get back home."

"Rog-O, *White Buffalo*. Just so long as you let me renegotiate mine."

"We'll see." There were some perks, too, Corrigan recalled. *A nice spread on Kathil, a vacation home on Novaya Zemlya, and of course I get to pilot this beauty.* Corrigan was not a veteran of the Clan War—he'd retired from the AFFC without seeing combat in that conflict—but his employer was. *Technically.* General Motors of Kathil, one of the FedCom's top BattleMech producers, had received several captured Clan OmniMechs to tear apart and study. Of course, they'd managed to wrangle a few extra samples out of the AFFC. As GM's Corporate Security Director, Corrigan had naturally been assigned one for personal use.

He glanced at the time on his heads-up display—14:32 TST. *The* Madman *and the* Nugent *should be dropping Shrike and Flare Lances right now.* "Commo, *White Buffalo*. How much longer for the comm blackout?"

The reply came a second later. "*White Buffalo*, Commo. SHF is already opening back up, but the low band will take another minute or so. You've got the telemetry feed. You'll know when we've got Gonzo Flight back on."

"Roger that." Corrigan hated the wait. *Then again, who likes it?* He didn't have to be here. It *was* his plan, though, and he wanted to see a mission through at least one last time before he got too old to do it himself. He loathed the factors over which he had no control, but they came with the job. *Ahh ... telemetry's coming back. Here we ... aw, hell!* "Bridge, *White Buffalo*. Put me through to the rest of the group! Now!"

"Stand by one," came the reply. He glanced nervously at the telemetry feed as the quiet in his headset switched over to the crackle of the external comm system. *Damn. Not close enough for tight-band laser! I do not* like *th—*

"*White Buffalo*, you're on."

The words came quickly, ingrained after a year of intense planning. "Stiletto Group, this is *White Buffalo*. Gonzo Flight is declaring a FUBAR. Shrike and Flare are taking heavy fire from a mixed battalion. Buffalo and Cutlass Companies will make a hot drop on the primary LZ. Archer Company, drop on grid square 51-50 and give us fire support. Stallion Company, Gonzo reports LZ Two is clear; drop there and secure. Stiletto Group, once you're on the ground, move to support us ASAP. Foxhall, you have Stiletto Lead till I get back."

Foxhall—aka Colonel Lonix—rogered the order and begin to issue supplementary instructions to the group. Meanwhile, Corrigan finalized his own drop checklist and armed his jump jets. A glance at a secondary screen told him that the rest of his company had completed their final checks. "Bridge, *White Buffalo*. Buffalo Company ready for deployment. Alpha Lance up first."

"Roger, *White Buffalo*," the voice came back. "Stand by."

Corrigan waited, fighting down the butterflies. *You've been in worse situations. Why is it different this time?* All his years as a professional soldier couldn't keep his stomach from tightening into a ball. *Because this time it's my plan. My men. My responsibility. I'll have to account for the loss of almost two lances in the first five minutes of this campaign. On the bright side, those won't be the only losses I'll have to account for on Acamar. I get the credit and the blame, because I've got the responsibility. Another perk of command.*

"*White Buffalo*, stand by for drop in ... 5 ... 4 ... 3 ... 2 ... 1 ... Drop!"

As his 'Mech's drop pod arrowed downward toward the planet, the question burned again across Corrigan's mind: *Why do I do this?*
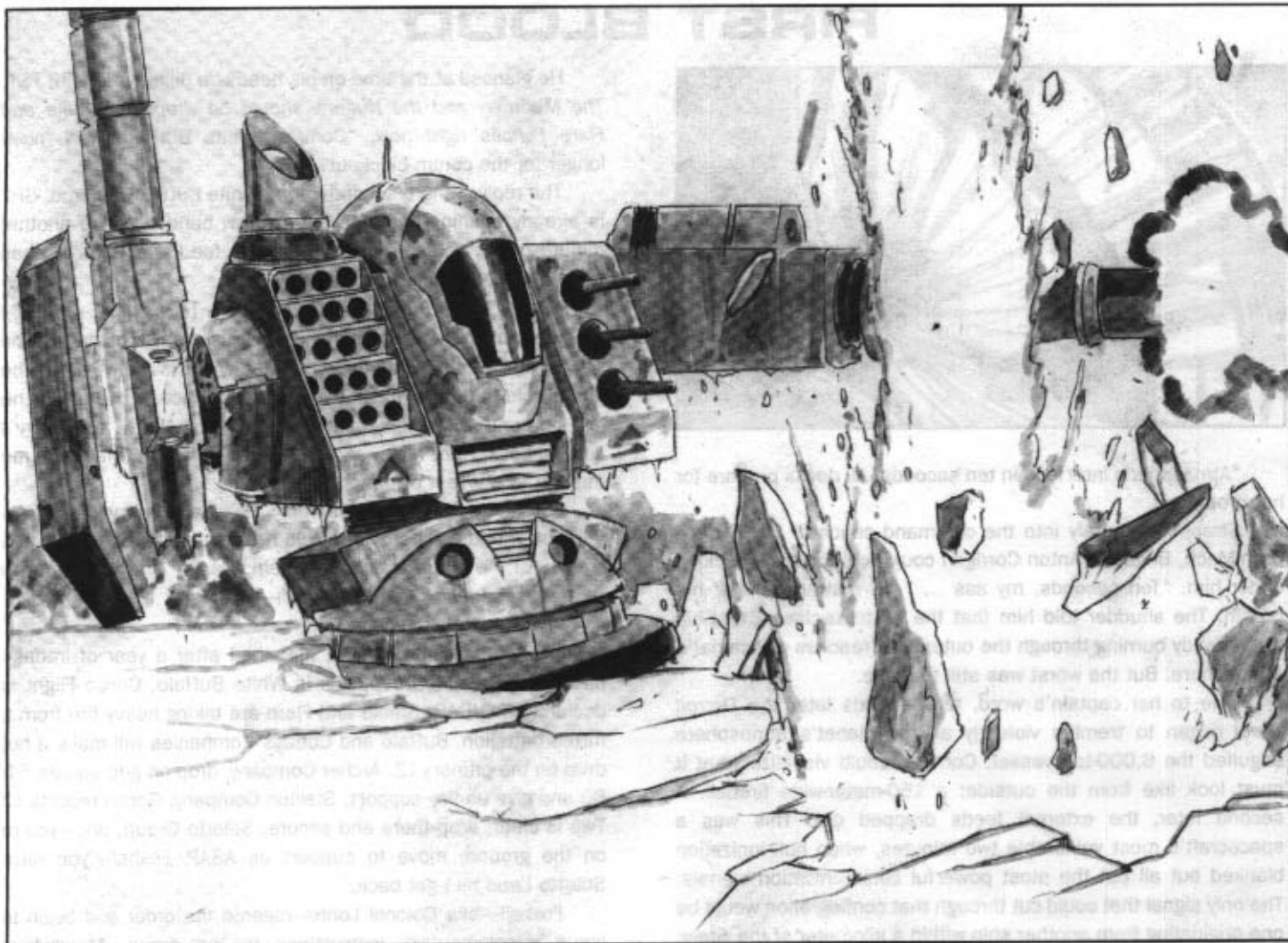
INTRODUCTION

Operation: Stiletto is different from previously published *BattleTech* scenario and adventure packs. A standard scenario pack presents a series of set-piece battles based on a pivotal campaign or centered around a famous unit in the *BattleTech* universe. Those types of scenarios present players with given opposing forces, any deviation from which can result in a conclusion radically different from the historical outcome.

Many *BattleTech* fans enjoy fighting such battles and mini-campaigns, but might find it even more fun to play out such scenarios with their own units. *Operation: Stiletto* gives them the chance to do just that. For many years, we have recognized that a majority of *BattleTech* players use home-grown units in an ongoing campaign. *Operation: Stiletto* provides *BattleTech* players with a campaign framework into which they may easily drop such home units. Regular army or mercenaries, Clan or Inner Sphere, can all become the central focus of this scenario pack.

HOW TO USE THIS BOOK

Operation: Stiletto provides an open campaign framework that easily allows gamemasters and players to play out its scenarios using *BattleTech* units of their own creation. Instead of the usual detailed lists of opposing forces, the design of those forces is left up to the gamemaster. Rules and suggestions for how to build opposing forces begin on p. 22.

Operation: Stiletto breaks down a single campaign into four separate mini-campaigns, called tracks. Though the campaign as written recounts events that took place on the planet Acamar in 3061, gamemasters can adjust the situations given 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 of this book together with their campaigns. To aid in this task, this book offers several variations for each track, along with suggestions on how to incorporate them into *Operation: Stiletto*.

This book contains five main sections, beginning with this *Introduction*. The *Plot Summary* in this section provides a complete overview and historical perspective that explains why Operation Stiletto was launched against Acamar and Genoa in early 3061.

Several fictional news articles make up the next section, titled *3061 in Review*. The articles give gamemasters and players a complete picture of current events in the *BattleTech* universe. Gamemasters may choose to base a campaign of their own design on the events described in this section.

How to Run Operation: Stiletto offers gamemasters all the tools needed to successfully run the tracks and scenarios. Tips and tricks on how to incorporate tracks into an existing campaign are included, along with suggestions for gamemasters running campaigns based on non-BattleMech units, or who want to run *MechWarrior, 2nd Edition (MW2)* campaigns.

Gamemasters planning to run tracks or scenarios presented in this book should warn their players not to read beyond *How to Run Operation: Stiletto*. The events that unfold in each scenario should come as a surprise to the players.

The fourth main section, *Generating Opposing Forces*, provides all the rules and tables needed to create *BattleTech* forces suitable for each scenario.

The four tracks make up the final main section of the book. Each track contains several subsections: an overview, *Track Special Rules* that apply throughout the track, *Track Variations* and *Lead-Ins* that contain various ideas for adapting or introducing the events of each track, four or more *Scenarios* (battles), and *Wrap-Up*. Each overview outlines the players' involvement in the campaign and the rules of engagement.

The scenarios also contain several subsections, which provide additional rules and information needed to play out each battle. Each scenario begins with an operational briefing: the how and why of each mission. Additional sections are titled *Game Set-Up*, *Special Rules*, *Aftermath* and *Additional Hooks*. *Game Set-Up* provides specific information needed to play each scenario, starting with instructions on setting up the mapsheets and positioning special terrain features. Following these are guidelines for building an opposing force and deploying forces on the map. *Special Rules* lists any rules for the scenario not covered in the *BattleTech Master Rules (BMR)*. The outcome of a scenario may differ radically from the expected conclusion; *Aftermath* provides suggestions for dealing with unexpected outcomes. Finally, *Additional Hooks* offers ideas for follow-up scenarios or *MW2* roleplaying sessions.

Each track ends with *Wrap-Up*, similar to the *Aftermath* and *Additional Hooks* sections. An epilogue sums up the events of the track and provides a segue into the next track, as well as ideas for follow-up adventures.

Gamemasters who plan to run *Operation: Stiletto* as written should first read through the *Plot Summary* and *3061 in Review*. These sections describe the politics behind the implementation of Operation Stiletto. Next, the gamemaster should read through the tracks and scenarios he wishes to run. At that point, he should consult *How to Run Operation: Stiletto* and *Generating Opposing Forces* to develop appropriate opposing forces for each scenario. He can also create additional scenarios for *BattleTech*, *MechWarrior* or any other system for inclusion in the campaign.

Operation: Stiletto is an advanced campaign guide for use with the *BattleTech* game system, though it can also be played using *BattleSpace*, *BattleForce 2nd Edition (BF2)*, and *MW2*. 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: Stiletto* 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 *Field Manual: Crusader Clans* and *Field Manual: Warden Clans*. 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 *AeroBattle* rules in *BattleSpace*, or may use *AeroTech* rules (now out of print). Game statistics for fighters and DropShips appear in *Technical Readouts 3025, 3055* and *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.

Mapsheet

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

Margin of Success (or Failure)

The margin of success or failure (depending on the result) is the difference between the target number of a 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

In early 3057, Archon Prince Victor Steiner-Davion, leader of the powerful Federated Commonwealth, learned that Joshua Marik, son of Captain-General Thomas Marik and heir to the throne of the Free Worlds League, was dying. Fearing that the boy's death would cost him the League's industrial strength, and with it the means to fight the Clans, he ordered a double put in the child's place. Joshua had been living on New Avalon, capital of the Federated Commonwealth, for the past six years while undergoing treatment for leukemia, and so the switch was easily accomplished. Not long afterward, however, Thomas Marik learned of the replacement. Enraged, he launched a punitive assault against the Federated Commonwealth's Sarna March, aimed at taking back the planets his realm had lost more than a quarter of a century ago in the Fourth Succession War. Upon discovering Marik's plan, Sun-Tzu Liao—leader of the neighboring Capellan Confederation, as well as Marik's ally and would-be son-in-law—ordered his own forces into the same region of space. Like Thomas, Sun-Tzu was after territory; almost half his nation had fallen to the FedCom during the Fourth Succession War, and he was determined to win it back. Neither leader could have imagined the results of their invasion.

With the threat of the Clans still looming on the FedCom's coreward border, Archon Prince Victor had stripped nearly bare his other borders' defenses. He never imagined that another Successor State would launch an assault against him while the Clans remained a threat, and so the Sarna March was almost completely denuded of its garrison forces. The combined League/Confederation assault in mid-3057 caught the region's defenders off guard, and in many cases wiped them out. The situation swiftly degenerated, aided by the Capellan-backed Zhanzeng de guang terrorist cells operating on many Sarna March worlds. The war and terrorist attacks threw the entire area into chaos. Between September and December of 3057, the League took back all of the worlds it had previously claimed, and the Capellan Confederation claimed a few planets as well. The FedCom successfully defended or retook several others. A majority, however, declared independence from *any* Inner Sphere power and took their destiny into their own hands.

All across the region, newly dubbed the Chaos March, petty warlords and honest citizens fought for control of their worlds. The Successor States ignored most of the worlds in turmoil, concentrating their limited military resources on the few planets with valuable industries. The rest were left to fend for themselves, subject to piracy and the whims of fate.

On Acamar and Genoa, the fighting quickly degenerated into low-level warfare between several different factions. Though events on these worlds appeared little different than those occurring across the Chaos March, Acamar and Genoa possessed abundant natural resources, on which several military industries in the Federated Commonwealth had come to rely.

The dissolution of the Sarna March did not immediately affect those industries, as trade with planets in the region continued at near-normal levels. However, the balance of power shifted on Acamar and Genoa in late 3060, threatening to cut off trade with those planets. Fearing the worst, the affected industries, led by General Motors of Kathil and Johnston Industries of New Syrtis, devised a plan to keep the trade lines open. The brainchild of GM Security Director Anton Corrigan, the plan was code-named Operation Stiletto.

The operation's goal was simple: to put down the revolutionary factions, oversee the installation of friendly governments and provide garrison forces strong enough to protect the planets from raiders or other invaders. GM and Johnston had placed several mercenary units on retainer in 3059, so that the mission could get underway at a moment's notice. All they needed was a suitable event to draw attention away from their military action.

They got it in late 3061. Under the cover of Sun-Tzu Liao's occupation and subsequent invasion of the St. Ives Compact, Anton Corrigan launched Operation Stiletto. Genoa was the first planet liberated, after two months of intensive operations. The liberation of Acamar took more than six months, and cost the *Stiletto* assault force heavy casualties. Though sporadic fighting continues on Acamar, stable governments are now in place on both planets. The worlds remain independent, but trade with the Federated Commonwealth is once more up and running. Several of the mercenary units that took part in Operation Stiletto remain on Genoa and Acamar, serving as garrison troops until the planetary governments can take on that responsibility.

ENTER THE PLAYERS

The player units participate in the events outlined above by taking part in the Operation Stiletto invasion of Acamar and subsequent garrison duty operations. In *The Assault* (Track 1), the player units invade the planet as part of the Acamar Task Force. In *That's No Space Station* (Track 2), the player units are sent on a reconnaissance mission that brings them into conflict with pirates. The pirates strike back in *Bloody Redoubt* (Track 3), and the player units must stop their rampage. The campaign wraps up in *Liberty* (Track 4), when the player units are embroiled in a coup attempt while serving garrison duty.

3061 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.

TRAGEDY AT DETROIT
26 July 3061

Detroit—Following a months-long standoff, Naomi Centrella of the Magistracy of Canopus led a joint Capellan-Canopian task force against Detroit's capital, freeing the Magestrix of Canopus and dozens of other hostages.

Stalemated by Colonial Marshals since April of last year, Centrella covertly seized control of the Detroit MechWorks and equipped a small elite force with the *Marshal* 'Mechs produced there. She led this force into the heart of the city, where they surprised and overpowered the Colonial Marshals protecting Sherman Maltin, President of the New Colony Region (NCR). Centrella's troops then entered the Presidential Villa and subdued the rest of Maltin's supporters. Several hostages were unfortunately killed in the fighting, including Protector Jeffrey Calderon of the Taurian Concordat. President Maltin also died in the assault.

The ordeal began eight months ago, when delegations from the Magistracy and the Concordat met on Detroit to discuss improving relations between the two realms. Located in the heart of the New Colony Region, an area jointly colonized by the two Periphery powers, Detroit seemed a perfect location for the summit. However, on Christmas Eve, 3060, President Maltin took the delegations prisoner and announced to both governments that their leaders would be freed when the New Colony Region was recognized as an independent state.

Word of Blake Precentor Cameron St. Jamais later reported, "[President Maltin] was perfectly lucid ... but distracted. Both [Magestrix Emma Centrella and Protector Jeffrey Calderon] were taken by surprise but were perfectly willing to discuss the NCR's

eventual independence. They had legitimate concerns about immediately granting independence, however, as it naturally would have meant cessation of support to the region. That loss would likely have ended in disaster for the fledgling NCR, which was not yet capable of sustaining itself. It is unfortunate that [Maltin] wouldn't listen." The Precentor was the only attendee at the conference's Christmas party whom Maltin allowed to remain free, to act as a neutral observer.

As the months wore on, Maltin grew depressed. When Naomi Centrella first tried to end the de facto coup, he became violent and threatened to kill the hostages one by one. The next two months saw Maltin lapse deeper into delusion. During this time, he even requested military assistance from the Federated Commonwealth. Confidential sources state that Maltin was taking several powerful anti-depressants at the time of his death.

In the wake of the sabotaged Detroit Conference, Magestrix Emma Centrella made the following proclamation: "Despite this tragedy, we are still committed to making the New Colony Region work. I personally have great faith in the people of the NCR. I know they are worthy of it."

INVADERS DRIVEN FROM LYRAN SPACE

29 October 3061

Tharkad—"The Steel Vipers are gone for good," said Lyran Alliance General Sharon Bryan, Theater Commander of the Melissia Theater, at a recent press conference. "They turned tail and ran for the mountains." Citing successful military campaigns of the past few years, from the defense of Coventry to the eradication of the Smoke Jaguars, General Bryan concluded that "Increased pressure from the fine men and women of the Lyran Armed Forces finally broke the status quo."

Clan Steel Viper shared a common invasion corridor and Occupation Zone with Clan Jade Falcon. The two factions were frequently at odds with each other, often battling for control of planets in their shared territory. This virtual state of war did not degenerate into the no-holds-barred fighting of the recent so-called Refusal War, however, until earlier this year.

The Vipers, in an apparent attempt to elevate their status among the invading Clans, assaulted Falcon holdings across a vast front. The resulting combat was brutal by all accounts. Raids against the OZ by Lyran Armed Forces units and ongoing guerrilla activities added their own pressures to the two Clans' conflict. "Our observers and agents in the OZ reported the fighting as some of the worst they'd ever seen," said General Bryan.

The campaign quickly turned against the Vipers, as the Jade Falcons regrouped and brought the fight to the Vipers' own holdings. By the beginning of August, the Vipers were in retreat. Despite the victories, the Falcon gains remain unstable. More than a dozen former Viper planets taken by the Falcons are still suffering clashes between local governments and their new administrators, the unrest presumably fanned by Lyran operatives.

General Bryan concluded the conference with the following remarks. "We are still devoted to freeing our people from the scourge of the Clans. Though we cannot currently accomplish that militarily, we can use other methods. I hope every Lyran citizen under Clan subjugation will speak and act against their oppressors."

MERCENARIES WANTED

23 November 3061

Outreach—Apparently looking to boost its numbers after moving all of its divisions to Terra, the Word of Blake has been snatching up mercenary contracts and assigning merc units to defend Blakist interests across the Free Worlds League—indeed, across the Inner Sphere. According to Word of Blake Precentor Helen Schlegel, "The growing demands on the Word of Blake require our militia to take on countless new missions. While our numbers are always growing, we do not possess sufficient strength to complete all such missions at this time, and so we have turned to the hiring halls here on Outreach."

Many mercenary units recall the Blakists' treatment of the Twenty-first Centauri Lancers a few years ago, however, and have refused to deal with the ComStar splinter group. "They [blackmailed] the Lancers and gave them a bad name," said Lt. Col. Jerome Volk, a mercenary recruiter. "I wouldn't touch them with a ten-meter actuator rod. We've had problems with ComStar before, because of people like them. At least now all the troublemakers are in one place."

The Word of Blake is not the only agency actively recruiting at this time. Dozens of corporations from around the Inner Sphere have also been pursuing contracts with small mercenary units for garrison duty and other operations. Worried about increased piracy and other dangers, they are looking to protect their interests abroad. As Volk put it, "It seems like the whole galaxy flips back and forth every few years between war and peace. Looks like war is on deck."

LEAGUE CORPORATIONS REPORT RECORD EARNINGS

26 December 3061

Atreus—Surpassing almost all expectations, Hollings-Dupre Ltd. is projecting an 11 percent profit increase for the past year. Stanford Beldar, Vice President and Financial Chief, attributes the increased profits to the recent military campaigns. "The coalition efforts against the Clan monolith have been costly for us all, but we have done our part to ensure victory for the Inner Sphere by providing a continuous pipeline of equipment from the [Free Worlds] League to the front lines. That, in addition to the new technologies that we've been developing, have kept [the coalition's] losses to a minimum."

"For a newcomer, Hollings-Dupre has built an impressive supply and distribution network," commented MercNet analyst Kitra Primat. "They can potentially more than double their profits, though they also have sizable debts to pay off."

According to Primat, other League corporations are also experiencing record years, all of them in one way or another related to the defense industry. Free Worlds Defense Industries, Irian BattleMechs Unlimited, Imstar AeroSpace and Brooks Incorporated are also reporting projections approaching double digits. "That kind of growth is amazing, considering the high production levels of the past decade." Hollings-Dupre is doing better than many smaller defense corporations because of its strategic alliance with each of the aforementioned giants. "Their profits are tied right in with the big boys," says Primat. "When big corps like Irian have a banner year, Hollings does too."

Chartered in 3054, Hollings-Dupre brought three League electronics manufacturers and suppliers together under the aegis of one company. During its first year, Hollings executives reorganized the company's subdivisions, eliminating redundant manufacturing lines and streamlining the distribution networks. In its second year, Hollings won contracts with Irian BattleMechs Unlimited and Garret SatCom to produce communications sub-systems. The growing profits went right back into expanding the company, but instead of adding to their factories, Hollings executives chose to build up their languishing distribution network.

The gamble paid off three years later, when the League General Accounting Office extended Hollings an exclusive contract to supply BattleMechs and equipment produced by several League corporations to other nations and outside interests. The LGAO may have taken a risk in trusting this upstart company with such a lucrative contract (especially as investigations have proved that no LGAO officer has any known connection to any Hollings officer), but both the League and Hollings-Dupre have certainly reaped the benefits.

Headquartered on Remulac, Hollings-Dupre's main offices and warehouses are just a few short jumps away from Terra. Other offices are located on El Giza, Sheridan and Trellisane.

THARKAD MAY HOLD 3064 MARTIAL OLYMPIAD
9 January 3062

Tukayyid—In a statement issued from ComStar's headquarters on Tukayyid, Victor Steiner-Davion acknowledged that ComStar and the Star League were planning to reintroduce the Martial Olympiad "within the next few years." The former Archon Prince of the FedCom, now Precentor Martial and Commanding General of the newly reconstituted Star League Defense Force, also commented on several potential sites for the Olympiad. "We have looked at a number of host worlds. Though Tukayyid may be the easiest solution, we would rather embrace the multi-national makeup of the new Star League and have a member state host the Olympics." Tharkad, capital of the Lyran Alliance, is rumored to top the list of potential sites. Other potential host worlds include Halstead Station, Graham IV and Spica.

When asked how soon the Martial Olympiad might become a reality, Steiner-Davion replied, "We think early August of 3064

is a realistic date, which will coincide nicely with the next Star League Council meeting. All we need is the cooperation of the member states—after all, that's what this is all about."

The first Martial Olympiad was held in 2640, during the heyday of the original Star League. Initially open only to SLDF units, the Olympiad was expanded to include units from every member state in 2676. The best units from the SLDF armies and each member state's military converged on Mars (the games were moved to Outreach in 2704) and competed in more than a hundred different events. At the end of the games, the best units in each class received decorations from the First Lord.

The last Martial Olympiad was held on Outreach in 2736, before General Aleksandr Kerensky halted the games so that the SLDF could focus on the impending conflict in the Periphery.

BOUTS HEAT; ATTENDANCE UP
12 January 3062

Solaris VII—With the end of the Star League's recent military action against the Clans, it was only natural that people across the Inner Sphere would turn their attention back toward the game world of Solaris. Rather than the gradual increase in attendance that Solaris officials expected, however, thousands upon thousands of spectators have flocked to the planet, while countless millions more have tuned in to the holocasts of 'Mech battles in Solaris arenas. The reason? Blame it on Victor.

Almost a dozen veterans of the Huntress invasion have made their way to Solaris in the past few weeks, while many more veterans of the Coventry and Operation Bulldog campaigns are already fighting their way to the top of the Solaris food chain. In open defiance of the cooperative spirit exemplified in those multi-national operations, these fighters are making things political—and personal. Already, several fighters have dedicated their fights to "Prince Victor Davion" or "Archon Katrina Steiner." And the fans are eating it up.

"That bitch shouldn't have taken over [the Federated Commonwealth] like that," said Paris Zenir, a self-professed Solaris junkie. "It takes courage to stand up to that kind of evil, but [White Hand Stables fighter] Talia [Stetsmann] did it. She dedicated her win to Prince Victor—and boy, did she walk all over 'Little Eddie' [Von Hellan of Overlord Stables]."

"We haven't seen this kind of attendance jump since the bouts between Cenotaph and Oonthrax in 3056," commented Andreas Turturro, spokesman for the Solaris Stable Owners Association. "Cenotaph Stables is at the heart of it, along with White Hand, Overlord and newcomer Firedrake Stables." When asked the reason for the surge, Turturro replied, "With everything going on in the Inner Sphere right now, people are looking to back their 'home team.' They want to see their hero beat their rival's."

It isn't just the rivalry between former Steiner and Davion allies that's driving interest up. Each stable is fighting with renewed fire. "It's almost like a reaction to the Star League,"

Turturro added. "We're all supposed to be at peace with each other now, so Solaris is becoming the proxy battleground for our old hatreds."

COM GUARDS IN TRAINING
19 January 3062

Graceland—Following the massive military campaigns of the past two years, the average person might be forgiven for thinking that the Com Guards might take some time off. ComStar's Precentor Martial Victor Steiner-Davion, however, is not an average person. Almost immediately after assuming command of ComStar's military arm, Steiner-Davion set up an intensive training schedule. He designed especially grueling exercises for the Com Guards' Third, Fourth, Eleventh and Twelfth Armies, each currently based in potential "hot spots"—regions that could explode into a war that would make the Succession Wars look like schoolyard squabbles.

Reports indicate that much of this training is not the standard war games practiced against other friendly units. Instead, this training cycle appears to be aimed at planetary-scale assaults. Precentor George Wagoner, commander of the Eleventh Army, gave us this reply to our questions: "We have no way of knowing what the days ahead will bring. ComStar holds a unique position in the Inner Sphere, and so we must prepare for any eventuality. [Operations] Bulldog and Serpent showed us where some of our weak points were, and we are attempting to correct those deficiencies."

Other people see things differently. "I think Victor is sending a message, but nobody wants to see it 'cuz he's the hero of the Clan War," said Jedrek Ro, a local citizen. "You don't see him trying to strong-arm his good friends [Theodore Kurita] or Kai, do you? He sure is trying to intimidate everyone else, though. Just look at where his so-called peace-keepers are located." The deployment of the four armies undergoing the most intensive training may indeed cause consternation for some of Steiner-Davion's peers. They lie within easy striking distance of the Lyran, FedCom and Capellan capitals, as well as Terra. Only Atreus, capital of the Free Worlds League, seems to be out of striking distance.

"Unfortunately, centuries of war have closed people's minds to the possibility that a powerful leader like the Precentor Martial might genuinely have peacekeeping on his mind," Precentor Wagoner commented. As always, only time will tell the ultimate truth.

TENSIONS FLARE IN OZ
22 January 3062

Outreach—After the Draconis Combine recaptured most of the worlds taken from it during the bloody Clan invasion, Coordinator Theodore Kurita granted Clan Nova Cat a fiefdom in Combine space. The Combine is still suffering the fallout from that action, in ways that have surprised almost everyone.

The uproar in response to the formation of the Irece Prefecture and the assignment of the "traitor" Clan to its defense was no more than many, including the Coordinator, had expected. Even before the Coordinator's unprecedented move, trouble was brewing as DCMS regiments endured derision and even attacks by the Nova Cat warriors with whom they shared garrison duties. Inexplicably, the Coordinator dealt with the situation by grouping the Cats together on thirteen adjacent worlds, rather than leaving them strung out across Combine space where they could be more easily controlled. Even more confounding to Combine citizens, he granted the Cats six planets heretofore unsoiled by Clan occupation.

"He just gave those worlds away," said one local planetary administrator, Masago Rawlings-Ornegi. "The Clans have learned more than our leaders care to admit. They couldn't take those worlds by force, so they do it through diplomacy." Many citizens of those worlds apparently agree with Rawlings-Ornegi; demonstrations against the occupation have continued on each of the affected planets since the Coordinator decreed them part of the Irece Prefecture.

Against this backdrop, the actions of the people on Sawyer—formerly a Nova Cat-occupied world—were positively startling. Sawyer's citizens demonstrated *against* the Coordinator's decision to relocate the Nova Cats from their planet to others. "The Nova Cats governed us fairly and justly," said Omar Svassen, a Sawyer factory manager. "The people trust them."

Many of Sawyer's people have apparently done more than place their trust in the Clan—they have taken up the Cats' questionable religion as well. The so-called Rosse-Dai sect has sprung from a cult that traces its origins back to Brocchi's Cluster and shows no signs of weakening. In fact, the leaders of the Nova Cats have transported leaders of the cult to other Cat-occupied worlds, where they assist in the subjugation of the people. "More than a few otherwise intelligent Combine citizens are working side by side with those damn Clanners, and seem to think they aren't so bad," said Rawlings-Ornegi. "The damned Cats came in here with their war machines and took over, and now some of our own people are just willing to let bygones be bygones. We should've kicked the Cats' asses back to Huntress, along with the Jaguars."

DUKE HASEK MOBILIZES CAPELLAN MARCH
21 February 3062

New Avalon—With the war in St. Ives threatening to spill over into the Federated Commonwealth, Duke George Hasek has put the entire Capellan March on high alert. Said the Duke, "Chancellor Liao may be calling this war an 'internal matter,' but we will not be caught unawares if he turns our way. My father gave his life fighting an unjust conqueror. My men and I are ready to do the same."

The Duke may have more on his mind than preparation, however, despite the FedCom's official status as a non-aggressor in this war. In addition to the heavy build-up of forces

along the Confederation border, there is some evidence of lightning raids launched from the March into Confederation space, aimed at crippling the Confederation war effort. Large forces have been sighted at staging areas on New Syrtis and Novaya Zemlya, in addition to the forces already in place on Spica (a world held jointly by St. Ives and the FedCom).

When asked about the troop movements, Duke Hasek claimed that his forces "have not been and are not currently engaged in any organized military action against the Capellan Confederation. Reports of minor border skirmishes are unfortunately routine this close to the Confederation."

Capellan and Word of Blake sources paint a different picture. According to these sources, units stationed in the Capellan March have staged four major raids into Confederation space this year, and more are expected. Sources also claim that the effectiveness of these alleged raids has been tempered somewhat by the entrance of Canopian troops into the war.

CAPELLAN WAR

27 March 3062

Warlock—After a year of hostilities, the Capellan Confederation is quickly gobbling up its smaller cousin, the St. Ives Compact. Born in the wake of the Fourth Succession War, the Compact had survived for roughly thirty years, with only a few flare-ups between it and the nation from which it seceded. In late September of 3060, however, the Compact's Second Blackwind Lancers attacked the entourage of Sun-Tzu Liao, Capellan Chancellor and First Lord of the Star League, on the border world of Hustaing. Duchess Candace Liao of the Compact swiftly denounced the unprovoked assault and ordered the Lancers to surrender, but Chancellor Liao was not satisfied. As First Lord, Chancellor Liao stationed peacekeeping forces on several Compact worlds, while at the same time fortifying his own nation's borders in an attempt to prevent any more such incidents.

The First Lord's orders unfortunately had the opposite effect. They antagonized the Compact's defenders, who saw them as the first step toward forcibly reintegrating their nation with the Confederation. Through sheer force of will, Duchess Liao kept the situation from exploding into outright warfare for almost two months. In November, however, armed conflict broke out between Compact troops and a joint Confederation/Star League peacekeeping force on Indicass, plunging a third of the Compact into war.

"Those Cappies came in looking for a fight. They weren't even wearing Star League colors," said Ernest Tang, a technician formerly with the St. Ives Cheveau Legers. "They ordered us to give up Ceres Metals—but they knew that if we weren't gonna give it to the Crazy Eights [the Free Worlds League's Second Oriente Hussars] just because they had a Cameron star painted

on their 'Mechs, we sure as spit weren't gonna give it to a limp sword unit. So they started brawling with our guys. That Liao commander had a bad case of terminal stupidity."

"The Cheveau Legers and Rubinsky's Light Horse were ordered to stand down under the authority of the First Lord," said Lt. Colonel Saz Topol, spokesman for the Second Oriente, when asked about the incident. "They refused. Troops under the orders of the First Lord then moved to end the standoff peacefully, but apparently the Compact didn't want it that way."

Since that incident in late January of 3061, the war has turned against the Compact. Chancellor Liao has unleashed the Capellan Confederation Armed Forces against his aunt's realm, intent on reabsorbing it. So far, four planets have fallen to the Capellan onslaught, and several more are heatedly contested. Even worse for the beleaguered defenders, Chancellor Liao's campaign has cut the Compact in half, making resupply extremely difficult.

The Compact is receiving aid from several Star League member-states, however. First Lord Theodore Kurita has ordered Star League troops into the Compact to aid in peacekeeping duties, and Archon Princess Katrina Steiner-Davion of the FedCom has upheld her father's pledge of AFFC troops for the defense of the Compact.

The war so far has proved expensive for the Confederation. Troop losses on every planet are staggering; Duke Kai Allard-Liao's First St. Ives Lancers (as well as Duke George Hasek's alleged strikes into Confederation space) are playing havoc with Capellan supply lines. In the worst Capellan loss to date, McCarron's Armored Cavalry lost an entire battalion on the Chaos March world of Wei to a purported nerve gas attack.

Chancellor Liao, however, is likewise receiving assistance from his neighbors. Magistracy of Canopus troops are already operating inside the St. Ives Compact under the banner of the Confederation; confidential sources indicate that the Taurian Concordat may soon give similar aid. There are even indications that the ComStar splinter group known as the Word of Blake may be involved in some way with the Chancellor's machinations, though no solid facts can yet be ascertained.

The worst is still ahead for both warring nations. The Capellan Confederation is about to experience firsthand the difficulties of fighting an enemy using the same tactic that the Confederation used against FedCom troops in the Fourth Succession War: the relative conservation of force. A nation may possess only a small army, but as that nation's territory is gobbled up by an aggressor, the ratio of defenders to land increases and makes continued action far more costly for all involved. The situation in St. Ives is rapidly reaching that point. Only time will tell if the Capellan Confederation has the stomach to continue with the conquest.

HOW TO RUN OPERATION: STILETTO

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

This section also offers suggestions on how to incorporate the *Operation: Stiletto* tracks into your campaign, and how to run the scenarios in general. After reading each of the four tracks, you can decide which ones to run as part of your campaign. (Though this book assumes that a gamemaster will run the campaign, the work of setting up the scenarios can be divided among the players.)

Players may wish to run one or more scenarios as set-piece battles or as a mini-campaign, rather than as part of a larger campaign. In this case, the players should decide how large each battle will be (how many combat elements each side should deploy) and should generate appropriately sized opposing forces. Any disagreements that cannot be quickly resolved should be settled with a die roll or coin flip.

USING THE TRACKS

Each track in *Operation: Stiletto* is a self-contained mini-campaign with a fully developed plot line. Together, the tracks make up one overall story line: the invasion of Acamar.

Operation: Stiletto takes place over the course of almost a year. Feel free to play only those tracks you wish to run, in whatever order you wish. For example, if you don't want to run the *Liberty* track and would rather come back to *Bloody Redoubt* later in your campaign, by all means do so. For the sake of the story line, assume that another unit taking part in Operation Stiletto completes the tracks that your unit does not. You may also decide to make significant adjustments to the tracks—even skipping one or more scenarios—in order to better fit them into your campaign. This method works best if you are playing stand-alone games, however, as you will need to develop an appropriate story line to link the scenarios together. Additional ideas for making changes are provided later in this section.

Though the events depicted in *Operation: Stiletto* are part of the *BattleTech* timeline, you need not follow the plot as written. Every *BattleTech* player group has its own focus and setting, and so the basic plot of this scenario pack is extremely flexible. Gamemasters need not strictly follow the plot outline, as they must in other *BattleTech* scenario or adventure packs.

THE LEAD-IN

Once you have determined which tracks to run, you must create the bridge that connects your own ongoing campaign to the events of *Operation: Stiletto*. Several suggestions for making this connection appear below.

MERCENARIES

Operation: Stiletto takes place in the Chaos March, prime territory for merc units looking for high-paying contracts. The players' mercenary unit takes on assault, mop-up and garrison duty on the planet Acamar.

General Motors Corporation and Johnston Industries will pick up the unit's contract and bring them to Kathil, where the unit will be on retainer awaiting the launch of Operation Stiletto. During this time, they will train with other units hired for the operation and can ingratiate themselves with one of the largest BattleMech manufacturers in the Federated Commonwealth.

Alternatively, someone else may pick up the player unit's contract. In addition to GM and Johnston Industries, a number of smaller corporations, as well as several planets, rely on the raw materials provided by Acamar and Genoa. Each of these stands to lose if trade from those planets ceases.

Though most of the trade from the two planets flows into the Federated Commonwealth's Capellan March, some metals and gems find their way across the Inner Sphere. For example, Irian BattleMechs Unlimited of the Free Worlds League currently receives the best deal on titanium from Acamar and wants to keep its source safe. Major corporations are notorious for their ability to circumvent political boundaries when it comes to safeguarding the bottom line, and so just about any large corporation might hire the player unit for this job.

HOUSE REGULARS

The corporations are not the only ones interested in Acamar and Genoa; each of the Inner Sphere's major ruling houses maintains trade with the two planets. The events of the past few years have prevented any one Successor State from invading the Chaos March, and so they must resort to other means of influencing events there.

Each Successor State contains smaller subdivisions, called Marches in the Federated Commonwealth, Military Districts in the Draconis Combine, and so on. The overlords of those regions have considerable discretionary power, and their districts would suffer from loss of trade with Acamar or Genoa. Though they lack the resources to take either planet outright, they will certainly do everything in their power to assure the continuance of vital trade. A March Lord or District Warlord could easily justify giving a corporation some under-the-table military assistance for a "company" operation. They might even justify such assistance to a corporation headquartered in another Successor State; because almost every major corporation has divisions in each realm, a successful operation would reap local benefits.

A House regular unit up to battalion-size might be temporarily reassigned for this mission, accompanied by a high-ranking officer as direct commander and corporate liaison (this officer may or may not have ties to GM or any of the other corporations involved). Players should be wary, as an enemy high up in the chain of command might use this operation to get rid of a particularly troublesome unit.

COMSTAR

ComStar operates more than three-quarters of the Inner Sphere's Hyper-Pulse Generators (HPGs) and has deployed its massive Com Guards force to protect those valuable assets. Those on border worlds and in unstable regions like the Chaos March are particularly vulnerable, and therefore in the greatest need of reinforcements. An entire Level III unit of the Com Guards' 366th Division is currently stationed on Acamar, to provide that planet and nearby systems with security. Additional elements of the 366th are deployed all across the Chaos March. Such units can easily become embroiled in the Acamar invasion, working with the corporate assault force to return stability to the planet and ensure the safety of ComStar's equipment.

ALTERNATE ALIGNMENTS

Suggestions for incorporating Star League troops, pirate bands and Clan units into Operation Stiletto appear below.

The Star League

Upon discovering the existence of Operation Stiletto, the First Lord of the Star League (or a leader of a member state) may insist that observers or peacekeepers be stationed on Genoa and Acamar. The unit assigned to this mission can come from any member state's military but would wear SLDF colors and have the authority of the Star League behind it. The overall commander of this mission may not necessarily be the unit commander. Instead, that responsibility might go to a diplomat or political appointee, chosen by the First Lord to further his own agenda.

A unit of any size might be assigned this task, though it is unlikely that more than a battalion would be needed. Deployed after the invasion of Acamar had begun, the unit would be ordered to ensure that the fighting does not harm civilian populations. The gamemaster can even assign the player unit peacekeeping duties over a small-scale locale such as a major city (larger units could be assigned to cover more area—perhaps even the entire planet). Units given such duties must prevent conflict, even to the point of firing on aggressors. Obviously, these peacekeeping forces will be badly outnumbered. However, with the weight of the Star League behind them, any faction foolish enough to fire on them would suffer severe consequences: anything from diplomatic or economic sanctions to punitive raids against the unit's government or employer (of course, such after-the-fact measures will be little comfort to the Star League unit in the field).

Because the mission's overall goal is to place stable governments on each world (rather than to take either under any power's control), the Star League is unlikely to oppose a private venture such as Operation Stiletto. An SLDF unit might even take part. Such a unit would be effectively independent, answerable only to the Commanding General of the SLDF, but available to the commander of Operation Stiletto for combat assignment.

Pirates and Brigands

Some players enjoy rabble-rousing, and the Chaos March is rife with such conduct. Without the Successor State militaries to protect them, Chaos March worlds are easy prey. Petty warlords fight for control of continents and worlds while pirates and rogue units jump from system to system, stealing what they can and leaving destruction in their wake.

A unit engaged in this activity would probably be stranded on the planet, with their JumpShip either gone or hovering at a pirate point. Caught in the middle of the invasion of Acamar, the unit must fight for survival until it can escape offworld. They may be lured to temporarily join forces with one side of the conflict, only to switch allegiances or go solo again soon after. Alternatively, a player unit might be hired by a rival faction to destroy their enemy's infrastructure or make a technology raid.

Warriors of Kerensky

Running the tracks in a Clan-based campaign presents a bit of a challenge. Operation: Stiletto is designed as an Inner Sphere campaign but can be adapted for use in a Clan setting with appropriate adjustments to the plot line.

The Clan style of warfare is radically different from that practiced in the Inner Sphere. Where a Successor State might dispatch multiple regiments to take a planet, a Clan will instead send a Cluster or less to take possession of a few key locations on a world. Unless some larger issue of honor is involved, the victor will be safe from reprisals or an extended siege; the defeated opponent will recognize the victor's skill and accept his claim to the object of the combat. The warriors of the Clans genuinely believe in the axiom, "Might makes right."

Only rarely in Clan history have whole worlds been the object of conflict, though exceptions to that trend have begun to appear (the Refusal War between Clans Jade Falcon and Wolf and the Absorption of Clan Burrock, among others). Unless you are running a campaign against the backdrop of one of these events, we recommend running each of Operation: Stiletto's four component tracks separately. The lead-ins for each track can remain the same, but you will need to modify the Inner Sphere-based plot to fit your own story. Each track includes suggestions for running it as part of a Clan-based campaign.

UNCONVENTIONAL PLAYER UNITS

Though BattleMechs rule the field in BattleTech, they are not the only type of combat unit in use. In fact, a Successor State's armed forces typically include ten conventional regiments for every BattleMech regiment. That ratio drops even further on a planetary level—almost 95 percent of all militia regiments are composed of infantry and armor. Even these are not the only options available: players are limited only by their imaginations (and the gamemaster's patience). The following are a few suggestions for running Operation: Stiletto with unconventional forces.

Groundpounders

The BattleMech may be the king of the battlefield, but unsupported it can swiftly be overwhelmed and outmaneuvered by superior numbers of infantry and tanks. Likewise, on relatively open ground the BattleMech reigns supreme—but in close quarters, such as city streets, it cannot hope to root out all opposition. More numerous conventional forces, such as infantry, tanks and VTOLs, are frequently assigned to support BattleMechs.

Conventional forces can be deployed in conjunction with or instead of a BattleMech force in almost any scenario in this book, except for those in Track 2. If the player unit incorporates only conventional elements, the gamemaster must pay close attention to the generation and deployment of opposing forces. A small BattleMech force can usually run roughshod over a much larger conventional force. See Generating Opposing Forces, p. 22, for guidelines.

Aerojocks

The aerospace fighter has played an integral role in most successful military operations for more than eleven centuries, and the battlefields of the thirty-first century are no exception. In addition to regiments of BattleMechs and other forces, several wings of aerospace fighters are assigned to each task force participating in Operation Stiletto. These fighters will escort the assault force's DropShips to the planet and provide a constant screen while on-planet. Their mission is to destroy opposing air forces and provide close air support to ground forces, bombing and strafing key fortifications and enemy formations.

Players may take part in any of those missions, though you will need to develop most of the backstory on your own. Gamemasters looking for a challenge may combine an AeroBattle or AeroTech game with a regular scenario; guidelines for integrating BattleTech with either game can be found in the BattleSpace or AeroTech rulebooks. The scenarios will play out as written under standard BattleTech rules, but the players controlling the aerospace forces will join the ground battle by executing attacks on ground-based targets while fending off opposing air forces.

Special Forces

Players looking for an interesting change in their campaigns often take on the role of a special operations force. These units infiltrate enemy lines to wreak havoc—they bomb bridges and depots, cut lines of communication, sabotage equipment, rescue hostages and prisoners, observe enemy movements, spy on or kidnap enemy officers and perform a variety of other small-scale operations that BattleMechs or tanks cannot easily accomplish.

Unless the players are running a unit that also includes BattleMechs or tanks, you will need to significantly adjust each track in order to run this type of campaign. (After all, no infantry unit can realistically stand up against a lance of BattleMechs or tanks.) Player units may be assigned to supporting roles in the battles (artillery and indirect-fire spotters, rescue teams, headhunters and so on); they may even act as a component unit
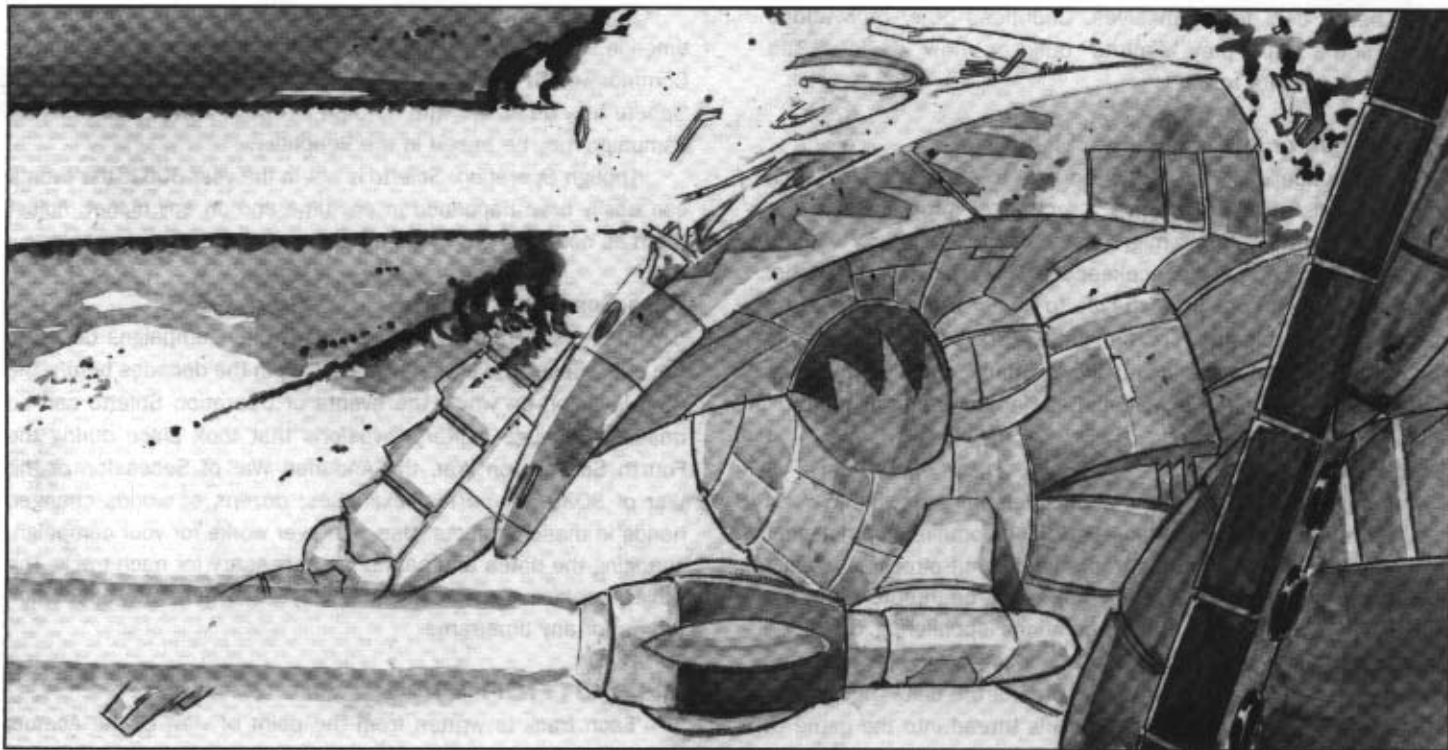
in the order of battle (for example, see *The Classic Extraction*, Scenario 4, Track 1). Alternatively, you may devise other missions for the unit based on your own ideas or those presented elsewhere.

Gamemasters running a *MW2* campaign should consult *Integrating MechWarrior Campaigns*, p. 17, for ideas on using this book in their game.

Techies and Other Ordinary Joes

Instead of acting as MechWarriors or other front-line combatants, players may take up a supporting role: a technician or mechanic, policeman or bodyguard, gang member or any number of other characters. The gamemaster must determine why the players are part of the operation. They may be employees of General Motors or of a mercenary unit involved in Operation Stiletto; alternatively, they may be natives of Acamar. As with a campaign involving a special operations unit, you will need to make significant changes to the tracks. Also, as an ongoing campaign of this nature is most likely part of a *MW2* game, see *Integrating MechWarrior Campaigns* for ideas on using *Operation: Stiletto* as a campaign backdrop.

DIVIDED LOYALTIES

Because Operation Stiletto is funded and run by GM and Johnston Industries, quite a bit is going on behind the scenes. Gamemasters may wish to play up the intrigue in their game; depending on its origin, the player unit taking part in the operation may be caught between a number of conflicting loyalties.

The operation's publicly stated goal is to set up stable governments on Acamar and Genoa; however, that is not the only desired outcome. Each corporation, along with Duke George Hasek-Davion of the neighboring Capellan March, hopes that both planets can be assimilated back into the Federated Commonwealth without the FedCom assigning a heavy garrison force or otherwise intervening. This goal will not be revealed to any but the most reliable mercenary or House units. Those entrusted with the truth will be assigned to ferret out pockets of anti-FedCom resistance, under the guise of eliminating rebel and terrorist cells.

Great House

Any other Successor State learning of Stiletto will instantly suspect the operation's true goal, no matter what public statement anyone gives. Realms aligned against the Federated Commonwealth, such as the Capellan Confederation, will try to sabotage that goal. Likewise, FedCom allies such as the St. Ives Compact may assist that goal overtly or covertly. Additionally, though Katherine Steiner-Davion rules both the Federated Commonwealth and the Lyran Alliance, her own machinations are keeping those two realms from integrating (for reasons she keeps to herself). Therefore, Katherine might support Stiletto through the FedCom while attempting to subvert it through the Lyran Alliance. (Where the Archon Princess is concerned, almost anything is possible.)

Other possibilities abound. A Free Worlds League unit might try to establish stronger trade ties with Acamar, or a Combine-aligned unit might be on the lookout for a most-wanted pirate band. Supposed allies could undermine the operation, looking to

get a better deal for themselves. Countless other motivations might come into play, limited only by how devious the gamemaster wants to be.

Star League or Other Alliance

A unit under SLDF colors, or on loan to another realm (such as the Magistracy of Canopus' "exchange" program with the Capellan Confederation), might get caught in a sticky web of intrigue. Star League "peacekeepers" may actually be under orders from First Lord Sun-Tzu Liao to hinder the operation, or a particularly troublesome unit might be included for the sole purpose of decimating it in the fighting. Once again, the possibilities are limited only by the gamemaster's imagination.

Conflicting Principles

A large-scale military operation often brings out the worst qualities in human beings. A particularly bloodthirsty commander on either side might order his troops to commit atrocities against the civilian population, or civilians may simply be threatened by the intensity of the fighting. The corporations sponsoring Operation Stiletto won't stand for that kind of conduct, but their opponents may not be so principled—nor may some of the units they hired.

Gamemasters can incorporate this thread into the game by having the player unit receive illegal (and/or immoral) orders or witness another unit committing atrocities. The outcome of this sub-plot is left entirely up to the gamemaster. Possible consequences might range from court-martial proceedings to military action against the (alleged) perpetrators. After-effects might even include a long-term political vendetta if the perpetrators are sponsored by a high-ranking official or are part of another realm's military.

MAKING CHANGES

Depending on the nature of your ongoing campaign, or your own inclination, you may decide to make changes to the overall plot of Operation: Stiletto. While no single game product will satisfy every gamemaster and player, this book covers enough ground as seemed appropriate. Gamemasters are encouraged to revise this material as they see fit.

Gamemasters who want to alter the plot should consult 3061 in Review (p. 7) or the recent sourcebook Shattered Sphere for ideas on alternate settings for the events described in this book. The following are suggestions for the most likely modifications you may wish to make.

ALTERNATE TIMELINE

The events described in the four tracks take place in the Inner Sphere of 3061. The premise of Operation: Stiletto is based on events that have already happened in the BattleTech universe (the dissolution of the Chaos March), as well as events that are happening concurrently (the Capellan invasion of the St. Ives Compact). Therefore, this product will work the best with campaigns set in that timeframe.

However, not all groups will want to play in that setting and timeline. In your game, the Marik-Liao invasion of the Federated Commonwealth might not have happened, or the entire Inner Sphere may be at war with no Clan threat to worry about, or your campaign may be based in the Periphery.

Though Operation: Stiletto is set in the year 3061, the events can easily have happened in any time and on any planet. Adjust them as necessary to make the tracks work for your campaign.

Days Gone By

Many BattleTech players regularly play campaigns based in the past. Several events have occurred in the decades before the Clan invasion on which the events of Operation Stiletto can be based. The huge military invasions that took place during the Fourth Succession War, the Andurien War of Secession or the War of 3039 are perfect examples; dozens of worlds changed hands in these conflicts. Use whatever works for your campaign, changing the dates and names as necessary for each track. The tables beginning on p. 26 allow players to generate opposition forces for any timeframe.

THE OTHER SIDE

Each track is written from the point of view of the Acamar assault and garrison force, but gamemasters may choose to assign their player units the opposing role (as defined in the scenarios). Additional changes will be necessary to better balance the sides in each scenario, or the scenarios may quickly turn fatal for your players.

You may also wish to reverse roles in some rather than all of the scenarios, especially if you think some of your players may have already read through them. By "flipping" a scenario this way, the player unit will still be surprised and you can still run an enjoyable game.

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 a company (12 elements) at a time.

Larger battles are possible, but they take far more time to complete. If you end up running a scenario with more than one or two companies (12 to 24 elements) per side, you will need to add maps to the board. Use the random map tables beginning on p. 101 of BMR to determine maps appropriate to the terrain. If you do not have the maps listed in each scenario's Game Set-Up, you may likewise use those tables to substitute other maps of similar terrain.

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 or the appropriate Technical Readout. You and your 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

This product is designed to provide a framework for a *BattleTech* campaign. Because many player groups also integrate some degree of roleplaying into their ongoing campaigns, *Operation: Stiletto* includes support material for the *MechWarrior* roleplaying system.

All the tracks and scenarios in this book contain several "hooks," suggestions for both *BattleTech* and *MechWarrior* adventures. Each hook is a premise with suitable background, from which you can easily develop a full-fledged adventure that logically links each of the scenarios and tracks together. A few hooks are also provided in each track that can take a player group off on a tangent, if you want to lead them in an entirely different direction.

If you already run your campaign using *MW2* rules, then you need no additional information. Simply continue to run your game as you have in the past. Gamemasters unfamiliar with integrating *MechWarrior* and *BattleTech* should refer to p. 5 of the *MW2* rulebook and pp. 42–49 of *MechWarrior Companion*.

CAMPAIGN SPECIAL RULES

The following rules reflect common conventions followed by most factions in the *BattleTech* universe of 3061. Few break them, and most can expect severe consequences in the future if they do. Pirates and rogue units are already considered targets for immediate destruction by every major power, and so are not obligated to follow these rules. Similarly, a unit on the verge of destruction has little left to lose and will take advantage of these conventions of warfare, if possible.

The *Special Rules* section in each track and scenario identifies which of the following rules may be disregarded, and also contains rules for the scenario that do not appear in this section or in *BMR*.

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 on paper). The Successor States chose to ignore the conventions during the First and Second Succession Wars, which almost brought about the collapse of society. The Ares Conventions came back into use during the Third Succession War and 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 Ares Conventions prohibit the use of nuclear and biological weapons, as well as deliberate attacks on civilians. 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 be destroyed. In a parallel to the Clan rules of engagement (see *Clan Honor*, p. 18), 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, this 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. Deliberately using a nuclear or biological weapon usually brings down universal wrath on a unit, ensuring its destruction 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 range from professional blacklisting to fines and sanctions from the Mercenary Review and Bonding Commission (MRBC) for a mercenary unit, or reprimands, demotions, reassignments 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 BattleMechs 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 'Mechs 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 have sustained severe or crippling damage from the field.

MechWarriors who retire will 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 'Mech. The gamemaster decides which method the withdrawing element in question employs.

FORCED WITHDRAWAL

Under the *Forced Withdrawal* rule, non-player elements must retreat off the battlefield once crippled (when damage has rendered them useless or in imminent danger of being destroyed; see *Crippling Damage*, p. 18). 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 will not move to directly engage an enemy element, though they will add their firepower to help cut it down. Any enemy element that closes within range of a weapon or physical attack by a withdrawing element may be targeted. The following guidelines cover the many circumstances that may occur; within these guidelines, the gamemaster's decisions are final.

Crippling Damage

Any non-player 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 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 do 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, internal structure damage in three or more limbs and/or two or more torsos, or four or more pilot hits; or when all of its weapons are destroyed (an ammunition-fed weapon is considered destroyed if its ammunition is depleted). 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 of its weapons are destroyed or if it takes four or more pilot 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 takes a critical hit to its engine or fuel tank, if all of its weapons are destroyed, or if it takes four or more pilot hits.

• An infantry platoon is considered crippled if it loses 21 or more troops (16 for jump platoons). If deploying infantry in 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 (through motive, leg or gyro damage) are shut down and usually abandoned (though abandonment places the crew at the mercy of the battlefield). Only the most fanatical crews, or those in dire circumstances, will continue the fight. Likewise, only orders from the highest possible source will prompt an immobilized element not to withdraw from combat.

CLAN HONOR

Implementing Clan honor (specifically, zellbrigen) tends to be difficult because the concept is so subjective. What one player considers a dishonorable attack, another may see as the judicious use of available firepower, and so on. The *BattleTech* sourcebook *The Clans: Warriors of Kerensky* covers Clan honor in detail (p. 121).

The table on p. 19 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 for 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 Clan honor your players should adhere to before beginning play.

The table gives three different levels of interpretation. A Strict interpretation means that a Clan's warriors generally follow Level One honor 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.

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

SPECIAL TERRAIN AND WEATHER

Acamar's wide orbit around its sun gives it an extremely cold climate, and so combat on the planet almost always takes place in wintry weather. Ice, deep snow and other inclement conditions are common; rules for these conditions appear below.

Deep Snow

Deep snow rules apply to areas covered with loose snow that is more than a meter deep. Lesser accumulations have no measurable effect on battlefield units. Deep snow imposes a +1 MP cost per hex and a +1 modifier to all Piloting Skill Rolls made while moving through the hex. In addition, elements entering deep snow may bog down.

Bogging Down: An element entering a deep snow hex must make a successful Piloting Skill Roll at a −1 modifier or else become stuck for the rest of the turn. All required Piloting Skill Rolls made while stuck in deep snow receive the same −1 modifier. A bogged-down element may jump out of the hex in the next turn, or else must make a successful Piloting Skill Roll at the beginning of its Movement Phase in the next turn to move out of the Deep Snow hex.

CLAN HONOR INTERPRETATION

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 specific Kindraa, or simply use the general classification given in parentheses.

Ice

In addition to the Ice rules in *BMR* (p. 78, *BMR*), add a +4 modifier to any Piloting Skill Rolls made on ice. Elements must also spend 1 extra MP when moving across ice, or risk falling. If a player does not wish to pay this cost, he must make a Piloting Skill Roll after the element moves 1 hex. If the roll succeeds, the element may continue moving normally. If it fails, the element falls (if a BattleMech) or skids for 1 hex (if a vehicle). The element may then continue moving per standard rules (in this case, a skid does not end a vehicle's movement).

COMBAT DROPS

Several scenarios call for units to enter the map board via a combat drop. Players may use the *Dropping Troops* rules (pp. 72–73, *BMR*) or those on pp. 37–38 of *BattleSpace*. The player unit may reach Acamar in any number of different DropShips; see pp. 42–51 of *BattleSpace* or *Technical Readout 3057* for information on different vessels. Each DropShip may only drop as many BattleMechs or battle-armor squads at a time as it has doors. Additionally, combat drops can only be performed once every six *BattleTech* turns. This means that an *Overlord*-class DropShip (with six doors) can deploy six 'Mechs and/or battle-armor squads during the Movement Phase of every sixth turn.

The following modifications apply to the *Dropping Troops* rules. If an element fails its landing roll, it misses the target hex. For every point by which the landing roll fails, the element will "scatter" 1D6 hexes. If the margin of failure is 5 or more, the element scatters 1D6 mapsheets. Use the Scatter Diagram (p. 70, *BMR*) to determine the direction of scatter. A margin of failure of 7 or more results in the element's destruction.

For ease of play, assume that any element scattered off the map board is unavailable for the remainder of the scenario. Alternatively, you may wish to continue the scenario until the scattered element comes back into play. In this case, multiply the number of mapsheets that the element scatters by 17 and divide the product by the element's current Walking MP. The result is the number of turns before the element may enter the map board. It enters via the edge closest to the direction in which it scattered; however, at the gamemaster's discretion, the enemy force may have the chance to intercept it before the players do.

GAMEMASTERING THE CAMPAIGN

Once you have incorporated *Operation: Stiletto* into your campaign, the true fun begins as you take your players through the events and battles you have chosen. Experienced gamemasters likely have all the tools they need to successfully run this product. First-time gamemasters should read *Running the Game*, starting on p. 60 of the *MW2* rulebook. Whether or not you are running a *MechWarrior* game, you may find the information and tools for gamemasters useful.

A few aspects of running a long-term *BattleTech* campaign may be somewhat difficult to understand and apply. The following paragraphs explain those concepts and offer suggestions for dealing with unexpected situations.

THE CONTRACT

In a mercenary campaign, players should have a contract before they participate in Operation Stiletto. This means the player unit will need to negotiate terms.

Typical Contract Negotiations

This section assumes you are using the rules that appear on pp. 151–56 of *Field Manual: Mercenaries*.

The GM/Johnston Alliance is ultimately responsible for contract negotiations and will hire an expert negotiator to bargain on their behalf. The player unit will initially be on retainer, to train on Kathil until the operation begins. At that point, two separate negotiations will take place: one for the mission's assault phase and one for the garrison phase. The assault phase is expected to last three months (though the emergency powers clause allows for double that time); the garrison phase is expected to last a year (however, GM/Johnston will try to get two years out of the unit).

During negotiations for the assault phase, the corporate rep will insist on House Command rights, though he will accept if the players offer Integrated Command. Anything less and the negotiator will break off discussions. Likewise, he will not budge on salvage rights: either No Salvage or Shared Salvage. (Because of the nature of the assault, Shared Rights means that all salvage will go into a single pool; see *Salvage Pool*, p. 21.) Beyond command and salvage rights, the negotiator will simply try to get the best deal for his employer.

Garrison-phase negotiations will commence on the orders of the task force commander. The negotiator wants the best deal for his employer, but beyond that will not insist on any particular position.

The GM/Johnston Alliance will grudgingly accept terms for battlefield loss compensation per each contract. They will attach a rider to the contracts, stipulating that lost combat elements will be replaced with BattleMechs of similar value from their own production lines, up to the agreed percentage. (This approach is far more cost-effective for the companies than buying BattleMechs on the open market.) For details on rating the value of combat elements, see *Generating Opposing Forces*, p. 22.

Alternate Negotiating Methods

If you do not have *Field Manual: Mercenaries* or do not wish to use its negotiation rules, use the following guidelines to create your own mercenary contract.

The typical contract covers five main points: command, salvage, support, transportation and contract length. Command rights determine who will have direct authority over the mercenary unit. For the assault phase, the GM/Johnston Alliance will accept only House or Integrated command. House command means that the player unit takes orders from an Alliance officer (but retains tactical control); in other words, the unit is not free to do whatever it wants on the planet without facing severe repercussions. Integrated command means that the players must divide their unit into smaller sub-units, which will then be integrated with the rest of the Stiletto task force. The player unit effectively loses its identity and becomes part of other units for the duration of the operation.

Salvage rights covers repairable equipment left on the battlefield. Usually, a mercenary unit requests all the salvage it can carry. In Operation Stiletto, however, the Alliance will demand at least shared salvage rights. Shared rights usually allow for arrangements like a fifty-fifty split between the mercenary unit and its employers; however, for this operation, all salvage claimed by any Stiletto unit will be gathered into one pool and distributed as needed (see *Salvage Pool*, below).

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 between 20 and 35 percent).

Transportation covers the way the unit gets to its objective. If the unit has its own DropShip(s) and/or JumpShip(s), the Alliance will reimburse the unit for the cost of using these valuable assets. If the unit does not have its own transportation, the Alliance will provide the necessary ships. If the player unit can transport itself but does not wish to, the Alliance provides transportation, but grants fewer concessions in other areas.

Contract length covers the time period that the contract runs. The players can negotiate with their employer over the length of time for which they will be paid. Though the operation is expected to last only three months, the unit will spend significant time in transit to Acamar (or significant time making repairs after the operation), for which they may not necessarily get paid unless they bring up the issue.

RUNNING THE OPERATION

Operation Stiletto is a military operation run by two major corporations. Feel free to use the following suggestions for playing Brigadier Anton Corrigan, GM Security Director and overall commander, as well as his staff.

Command Style

Professionalism exemplifies the command style of Operation Stiletto. Any wrongdoing by any participant will be dealt with severely. Corporations are not supposed to conduct planetary assaults, and both GM and Johnston Industries want to keep Stiletto as clean as possible. If a unit under contract to the GM/Johnston Alliance commits crimes or engages in atrocities, that unit will face immediate and harsh punishment. If unit members manage to escape, a large bounty will be placed on their heads.

However, the corporations are perfectly willing to use subterfuge if they think they can get away with it. They will likely go along with underhanded methods of attaining their goal, provided they can maintain plausible deniability.

Logistics

Every player group that runs a unit in a long-term campaign must deal with logistics. They need enough technicians to keep their BattleMechs and other combat elements functioning properly and a sufficient pool of replacement parts, weapons and ammunition to repair and rearm equipment damaged in battle.

The easiest method is to simply assume that replacement parts are readily available. Total the C-bill cost for equipment whenever the unit suffers losses, and add it to the unit's total support costs (see pp. 149–159, *Field Manual: Mercenaries* for further information on *Running a Mercenary Unit*). Now the player unit only needs sufficient time for repairs and maintenance before going back into action.

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

drastically increase the paperwork required to run the unit but is far more realistic and so may be more rewarding.

Whatever method you choose, the success of Operation Stiletto relies 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.

WHEN THINGS GO WRONG

Operation: Stiletto's open framework allows for an infinite number of possible outcomes in each scenario. Against all odds and your best efforts, the players may conclude a scenario in a way opposite to the intended or expected ending, or may go off on a totally unexpected tangent that threatens to derail your carefully laid plans. If this happens, don't worry! You have tools at your disposal to put your campaign back on track. You control the plot, and so you can do whatever is necessary to keep the story going. If the player unit suffers a crippling loss, give them support from another unit involved (they are all part of the same operation, with the same objective). If the players want to leave the planet, deny them transport; there are no JumpShips available, or their DropShip develops a problem with its main drive that will keep it grounded for awhile.

Alternatively, you can go along with whatever your players choose to do. Feel free to let them dictate the campaign's direction; you might find this the most rewarding type of campaign to play in and to gamemaster. Running a "free-for-all" campaign requires a lot of work on your part, however, as well as the ability to stay on your toes. Often, you must respond rapidly to the actions the players take. Of course, the players take ultimate responsibility for their actions in this type of campaign, and may find a past decision coming back to haunt them.

Each track and scenario contains a troubleshooting section, designed to help you deal with specific problems that may arise. Refer to these sections before beginning your gaming sessions so that you are prepared to deal with problems as they appear.

Salvage Pool

With all the die rolls, *BattleTech* is based heavily on luck. Lucky head shots and critical rolls, or lousy dice rolling in general, can win or lose a game as easily as skill can. Your players may do everything right (in their minds and in yours), but still end up on the losing end of a scenario or an entire track. If this happens, and you feel the player unit cannot easily rebound from such a disaster, fix the problem by using the salvage pool.

The salvage pool contains all the salvage claimed by every participant in Operation Stiletto. Participating units can draw equipment from it to replace items destroyed in battle, though preference is given to units that capture the most salvage. At the operation's conclusion, the equipment remaining in the salvage pool will be divided among the participants based on the "contributions" each one made. In game terms, the gamemaster decides how much salvage the players get to keep.

The salvage pool is a deus ex machina device, the genie that appears from nowhere to solve all the players' problems. Use it to make sure that your players are not unjustly penalized by poor dice rolling. The players may draw on this pool of 'Mechs and other salvaged equipment to replace similar items as needed. However, the salvage pool will not give the players one-for-one replacements for every one of their own elements lost, nor will it necessarily give the same class of equipment. The equipment they can draw from the pool may not even be in prime working condition. Make these determinations on your own, based on the circumstances surrounding the losses. For example, if the players have lost six heavy and assault 'Mechs, they may find that only three mediums are available from the pool—and that of those three, two still require major repairs.

Feel free to help the players out of a bad-luck situation, but resist the temptation to reward stupidity. If the players lose everything in the face of overwhelming odds or make serious tactical or strategic blunders (not cooperating with each other, destroying their entire force by walking into a known minefield, and so on), let them deal with the consequences. You need not hand them anything on a silver platter just because you were gamemastering when their unit was destroyed. Such a catastrophic event is not your fault; let your players learn from their mistakes.

In campaign terms, the commander of a military endeavor like Operation Stiletto is not obliged to rebuild a unit that destroys itself foolishly. Additionally, if it can be proved that a unit was destroyed through its own incompetence, the unit's employer may not even be required to reimburse losses.

The Know-It-All

A particularly troubling problem may arise if a player has already read *Operation: Stiletto* and may know all the surprises you might throw at the player group. You can deal with this by revising the published scenarios or creating your own, but doing so defeats the purpose of this product. Unfortunately, asking your players not to read the tracks you intend to run will not necessarily stop them. If you suspect a player knows what's in store, talk with him. Ask him not to spoil the surprise for his fellow players.

If a chat still doesn't solve the problem, have a talk with the rest of your player group. Most players will want to preserve the element of surprise and will take care of the problem member themselves.

A final option is to punish the offending player or players by increasing the level of opposition against the individual(s) in question. Let him know the hard way that you object to his actions. This may be cheating, but so is letting the proverbial cat out of the bag and spoiling other people's fun. Sooner or later, he will get the message.

GENERATING OPPOSING FORCES

Operation: Stiletto gives the gamemaster the unique capability to generate tailor-made opposition for your players' unit in any scenario in this book. The tables in this section contain pre-generated lances based on the faction your player unit represents and the era in which your campaign takes place. Simply determine the overall strength of the player unit and then select the forces you wish to pit against it. The following paragraphs take you through this process step-by-step.

DETERMINING PLAYER UNIT STRENGTH

The first step in creating opposing forces is to determine the overall strength of your player unit. You may use two different methods to figure this out, depending on the needs of your campaign and how much time you have available.

BATTLE VALUE SYSTEM

By far the most accurate measure of a *BattleTech* unit'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 (though 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*. Two commercial software packages available from FASA can calculate the BVs of your home-grown 'Mech designs and print out record sheets; *Mech Generator* is available for the Macintosh platform, *HeavyMetal* for the PC.

After calculating the BVs for the players' force, separately list each element's base BV, the skill of its pilot/crew and the final BV (modified by the Piloting and Gunnery skills). Doing this will make the next step easier. If your players have a sizable force (more than twelve elements), you may wish to make these calculations on a computer. Most computers come with a spreadsheet package that will help you automate this process (and make recalculations much easier when the player unit's composition changes).

FORCE POINTS SYSTEM

The Battle Value system gives the most accurate measure of strength, but is also the most time-consuming method. If you do not have the time or desire to calculate BVs, use the Force Points system described here instead. Consult the tables on p. 23 to find an element's value and pilot/crew experience level. The opposing force's overall value is the sum of each individual element's value.

Element Value

The Element Force Points Table provides a number (called Force Points) for each element, based on its type ('Mech, vehicle or infantry), class (determined by the element's mass) and technology base. 'Mechs have several possible technology bases, vehicles have only three and infantry have two. Level One represents technology available in 3025 and all 'Mechs in the *BattleTech Record Sheets 3025* and *3026*. Level Two-No XL represents the advanced technology available to the Inner Sphere after 3050, but only for elements without an XL engine. Level Two-XL represents elements with advanced technology and 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, you must determine its overall experience level. Use this number to determine the experience level of the opposing force (based on the requirements of the scenario to be played). To determine the player unit's overall experience level, first find the experience level of each individual pilot or crew in the unit, and then average them.

To determine the expertise of a pilot or crew, consult the Experience Level Table. For *BattleTech* characters, use the pilot's or crew's Piloting and Gunnery Skill levels; for *MW2* characters, use their Piloting and Gunnery Skill target numbers. Once you have determined each individual skill level, add together the Piloting/Gunnery Skills (or target numbers) for each pilot or crew in the player unit and divide that sum by the total number of pilots/crews. Round that result to the nearest whole number and consult the table to determine the unit's overall experience level.

DETERMINING OPPOSING FORCE STRENGTH

Once you know the strength of the player unit, you can begin generating an opposing force. Each scenario recommends a force strength and experience level for the opposing side, based on the player unit's strength and experience. If your players are running a large unit, you cannot generate an appropriate opposing force until they decide which portions of their unit they will commit to the scenario.

SELECTING ELEMENTS

The force strengths recommended in each scenario offer a base Battle Value or Force Points total to reach when generating an opposing force. For example, the *Game Set-Up* section of the scenario titled *The Drop That Lasts a Lifetime* (Track 2, Scenario 1) states that the defender should field 125 percent of the attacker's strength. This means that if the players field a force valued at 4,000 BV (40 Force Points), you should generate an opposing force of approximately 5,000 BV (50 Force Points).

You can generate these forces by simply choosing (or customizing) the elements you wish to pit against your players from any *Technical Readout* or other *BattleTech* product. Alternatively, you can use the tables provided in this section (see *Using Opposition Forces Tables*, p. 25), or you can randomly generate opposition by rolling on the tables provided in the appropriate *Field Manual*. You may also combine any or all of these methods.

When generating an opposing force, keep a running total of the BV or Force Points you have spent creating it. Do not worry about the total number of elements you choose; you can adjust the strength of the opposing force in the next step if necessary. Try to get as close to the recommended force strength as possible, though you are unlikely to generate a force whose strength exactly equals that number (especially if you are using the Battle Value system). A small variance will not upset game balance, but try to stay within 5–10 percent of the recommended force strength.

Bryan wants to generate an opposing force of four BattleMechs totaling 5,000 BV. He chooses a TR-1 Wraith (1,089 BV), a STY-3D Starslayer (1,408 BV), a HGN-732 Highlander (1,838 BV) and a LGB-7Q Longbow (1,376 BV). The BV total adds up to 5,711 BV—711 more than Bryan wanted. He can either modify the force's total BV based on its Experience Level (see below) or adjust the force composition. After some calculating, he finds that replacing the Longbow with a HER-2S Hermes II (665 BV) gives him a force whose strength equals 5,000 BV.

Calculating the same force's strength using Force Points, Bryan's initial force selection would equal 49 Force Points: the Wraith is worth 12, the Starslayer 9, the Highlander 15 and the Longbow 13. This total is one less than the 50 Force Points Bryan wants. Assuming he wants to change this, he can either modify the force based on its Experience Level (see below) or adjust the force composition. (Because the Force Point system is more abstract than the Battle Value system when determining relative force strengths, the above

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

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

example works in terms of Force Points even though it does not in terms of BV.)

FORCE SIZES

Once you have designed the opposing force, compare the total number of elements in the player unit to the total number of opposing elements and then modify the opposing force as needed. Though the Battle Value system—and to a lesser extent, the Force Points system—allow for accurate force matching in terms of strength, they do not take into account differences in force size. The following system, while somewhat complex, can be used to accurately evaluate forces by their size *and* strength.

First, add up the number of elements in each force. Count BattleMechs and vehicles as one element each, battle-armor Points/squads as half an element each, and infantry platoons as a quarter of an element each. Then subtract the total number of elements in the smaller force from the total number in the larger force. This number is the Raw Force Difference. Divide that number by the total elements in the smaller force and multiply

the result by 100. The resulting number 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.

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. The result is 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 force has six elements where the defender has only four. Four subtracted from 6 gives a Raw Force Difference of 2. Dividing that by 4 and multiplying the result by 100 equals a Base Force Percentage Multiplier of 50 (2 ÷ 4 = .5; .5 x 100 = 50). This means that the attackers have 50 percent more forces than the defender. The Raw Force Difference is only 2, however (the attacker has only two more elements than the defender). This gives a Raw Force Percentage Modifier of 20 percent (2 x 10). As 20 percent is the smaller of the two multipliers, add 100 to it; this gives a Final Percentage Modifier of 120 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 7,200 BV (72 Force Points).

In another example, the defending force contains thirty elements worth a total of 60,000 BV (600 Force Points), while the attacking force has thirty-six elements for a total of 54,000 BV (540 Force Points). A Raw Force Difference of six elements gives the attackers a Base Force Percentage Multiplier of 20 percent ([6 ÷ 30] x 10) and a Raw Force Percentage Multiplier of 60 percent (6 x 10). The Base Force Percentage Multiplier is the smaller of the two figures, so add 100 to it. This gives a Final Percentage Modifier of 120, meaning that the attacker fields 120 percent of the defender's strength, or a total of 64,800 BV (648 Force Points).

Using the first example, if the player unit is the defending force, the opposing force (the attacker) currently fields 120 percent of the player unit's strength ([7,200 ÷ 6,000] x 100). If the scenario recommends an opposing force at 125 percent of the player unit's strength (7,500 BV/75 Force Points), you can increase the opposing force's total strength by up to 300 BV (3 Force Points).

If the players are the attacker and the opposing force the defender, the opposing force fields roughly 83 percent of the players' strength ([6,000 ÷ 7,200] x 100). If the scenario recommends an opposing force at 100 percent of the player unit's strength, you may adjust the opposing force's composition by up to 1,200 BV (120 Force Points). If the opposing force's recommended strength is 75 percent of the player unit's, you would need to decrease the opposing force strength by 1,000 BV (10 Force Points).

You can adjust the opposing force's strength in various ways, but you should retain the same number of elements if possible (otherwise you must recalculate the Raw Force Difference and Base Force Percentage Modifier). You can instead change the force composition (substitute an element with a new element that has a more appropriate Battle Value or Force Points) or adjust the force's strength by altering the experience levels of its elements (see *Experience Level*, below). The latter option works best if the opposing force strength needs a relatively minor change.

EXPERIENCE LEVEL

If substituting appropriate units still does not give you an opposing force approximately equal to the recommended strength, you can change the experience levels of individual elements. Use the BV Skill Multipliers Table on p. 144, *BMR*, based on the skill levels of the pilot or crew. To increase the force strength, give some elements more experienced pilots or crews. Then adjust each altered element's BV or Force Point total by the appropriate listed multiplier. To decrease force strength, give some elements less experienced pilots or crews before assigning an overall experience level to the opposing force based on the scenario's recommendation.

After determining the opposing force's final make-up, assign skill ratings to individual pilots and crews. *Game Set-Up* generally suggests an experience level; for example, Scenario 1 of Track 2 states that the defender should field 125 percent of the attacker's strength, at one experience level lower than the attacking force.

You can assign experience levels by consulting the Experience Level Table (p. 23) and giving each element the listed average Piloting/Gunnery Skill. For example, each pilot and crew in a Veteran unit might have Piloting/Gunnery Skills 4/3. You can also assign different skill levels to each element, as long as the entire unit's experience level averages out appropriately. Finally, you can randomly roll skill levels for each pilot and/or crew using the Random Skills Tables (p. 108, *BMR*).

If you have already assigned experience levels to one or more elements in the opposing force, simply increase or decrease that element's experience based on the levels being assigned to the rest of the force. For example, if you are generating a Veteran force, but already have one Veteran element as a way of adjusting the overall force strength, make the Veteran element Elite; if you are generating a Green force with a Veteran element, make that element Regular.

FORCE COMPOSITION

In general, the scenarios do not say what forces to choose, only how strong and experienced to make them (though several scenarios suggest including one or more specific types of forces, such as 'Mechs or vehicles). The gamemaster chooses exactly what to field against the players and may find the following suggestions helpful.

Operation Stiletto takes place in the heart of the Chaos March. That setting creates the potential for innumerable adventures, but also limits the types of forces that can be deployed. No Clan-based units should take part (though veterans of the Clan invasion might have Clan equipment), and the pirates and mercenaries currently holding Acamar are unlikely to have the latest 'Mechs and technologies. The St. Ives Compact/Chaos March opposing forces table (p. 33) contains several ready-made lances suitable for use by units based in the Chaos March. The central location of the March in the Inner Sphere means that units and equipment from every major power might turn up there.

If you want to alter the written plot for your campaign, then feel free to change restrictions that do not work for you. Be sure to keep to the recommended force strengths, however, or the scenarios may become unbalanced.

USING OPPOSITION FORCES TABLES

This section includes several tables for quickly generating *BattleTech* forces. Each table presents several pre-generated lances (or Stars) for each major faction in the *BattleTech* universe.

The Inner Sphere tables contain several columns, each representing the era and rating of the listed equipment. Era refers to the time frame in which the listed equipment is available (3060, 3058, 3055, 3050 and 3025, as given in the appropriate *Technical Readout*). Equipment Rating is tied to each unit's Dragoon or military rating (as listed in the appropriate *Field Manual*). In general, a high-profile unit (or one with a powerful patron) fields the newest and best equipment; militias and blacklisted units field older and less capable equipment. The higher the unit's Dragoon or military rating, the newer its equipment. In addition, some Draconis Combine lances are marked C³ or CM; these notations indicate that the listed element is equipped with a C³ slave or has C³ command capability, respectively.

The tables do not contain all the different combat elements a faction might field, but instead provide a cross-section of each faction's most common 'Mechs and vehicles. Feel free to modify the selections. If you want to add an element of uncertainty, randomly roll for one or more different elements using the Random 'Mech or Vehicle Assignment Tables from *BMR*, or from any of the *Field Manuals* or *BattleTech Record Sheets 3060*.

RANDOM EQUIPMENT RATING TABLE

2D6 Roll	Era/Equipment Rating			
	3060/A	3058/B	3055/C	3050/D
2 or less	3025/F	3025/F	3025/F	3025/F
3	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 greater	3060/A	3058/B	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.

Several factions—the St. Ives Compact, for example—do not possess every Era/Equipment Rating combination listed. For Compact forces, the table combines the 3058/B and 3055/C ratings to reflect the small size of the St. Ives military and the few new combat elements available to it in those two eras. The Compact has no 3025/F Rating because in 3025, it was still part of the Capellan Confederation.

Not all minor factions are listed, and the Periphery realms have been consolidated into a single table. Mercenary units should use the appropriate tables for their "parent" faction (for example, a unit employed by the Free Worlds League should use the FWL table) or for the Chaos March if they have been operating there for some time.

Each table includes vehicles as well as BattleMechs. On average, far more vehicle units than BattleMech units exist, especially in planetary militias. However, the gamemaster may choose whatever type of units work best for his game.

If you are generating a large force composed of combat elements from only one faction, be careful not to use the same lances or Stars too often, especially those from later eras. Many of the later designs are not yet in widespread use, even by top-rated House militaries. Use the Random Equipment Rating Table below to help you field an appropriate assortment of forces.

If you end up duplicating lances or Stars, you can substitute the latest designs with randomly rolled elements using the Random 'Mech/Vehicle Assignment tables in *BMR* or the *Field Manuals*. For ComStar and other militaries that faced the Clans, you can substitute a Clan 'Mech for a newer 'Mech design; the appropriate *Field Manual* specifies which House units have access to Clan technology.

OPPOSITION FORCES TABLES

CAPELLAN CONFEDERATION

	Era/Equipment Rating			
3060/A	**3058/B**	**3055/C**	**3050/D**	**3025/F**
Light 'Mechs				
Table A				
D9-G9 Duan Gung	JA-KL-1532 Jackal	JA-KL-1532 Jackal	UM-63 UrbanMech	STG-3R Stinger
JA-KL-1532 Jackal	JA-KL-1532 Jackal	JR7-K Jenner	UM-63 UrbanMech	STG-3R Stinger
RVN-3L Raven	JR7-K Jenner	LCT-1L Locust	UM-60L UrbanMech	WSP-1A Wasp
JA-KL-1532 Jackal	ZPH-1A Tarantula	LCT-3M Locust	BJ-2 Blackjack	LCT-1V Locust
Table B				
UM-63 UrbanMech	JA-KL-1532 Jackal	RVN-3L Raven	STG-5M Stinger	RVN-3L Raven
BJ-2 Blackjack	LCT-3M Locust	WSP-3M Wasp	STG-3R Stinger	LCT-1V Locust
UM-63 UrbanMech	RVN-3L Raven	WSP-3M Wasp	WSP-1L Wasp	LCT-1V Locust
EGL-2M Eagle	RVN-3L Raven	LCT-3M Locust	RVN-3L Raven	STG-3R Stinger
Medium 'Mechs				
Table A				
MS1-OC Men Shen	TR1 Wraith	SNK-1V Snake	VND-3L Vindicator	VND-1R Vindicator
TR1 Wraith	PXH-3M Phoenix Hawk	BJ-2 Blackjack	VND-3L Vindicator	VND-1AA Vindicator
PXH-3M Phoenix Hawk	PXH-3M Phoenix Hawk	CLNT-2-3U Clint	VND-1R Vindicator	CLNT-2-3T Clint
TSG-9H Ti Ts'ang	RVN-3L Raven	PXH-3M Phoenix Hawk	CLNT-2-3T Clint	CLNT-1-2R Clint
Table B				
HUR-WO-R4L Huron Warrior	SNK-1V Snake	SNK-1V Snake	PXH-3M Phoenix Hawk	WVR-6R Wolverine
SNK-1V Snake	SNK-1V Snake	HUR-WO-R4L Huron Warrior	DV-7D Dervish	VND-1R Vindicator
BJ2-OB Blackjack	HUR-WO-R4L Huron Warrior	VND-3L Vindicator	WTH-2 Whitworth	PXH-1 Phoenix Hawk
BJ2-OD Blackjack	HUR-WO-R4L Huron Warrior	VND-3L Vindicator	VND-1R Vindicator	VND-1R Vindicator
Heavy 'Mechs				
Table A				
APL-1M Apollo	THR-1L Thunder	CTF-3L Cataphract	CTF-3L Cataphract	CTF-1X Cataphract
MS1-O Men Shen	THR-1L Thunder	QKD-5M Quickdraw	CPLT-C3 Catapult	WHM-6R Warhammer
THR-1L Thunder	GHR-5J Grasshopper	WHM-7M Warhammer	CPLT-C1 Catapult	WHM-6L Warhammer
ANV-3M Anvil	CRD-5M Crusader	WHM-7M Warhammer	GHR-5J Grasshopper	CPLT-C1 Catapult
Table B				
JN-G8A Jinggau	CPLT-A1 Catapult	THR-1L Thunder	CTF-3L Cataphract	MAD-3R Marauder
THR-1L Thunder	CPLT-C1 Catapult	HUR-WO-R4L Huron Warrior	WHM-7M Warhammer	CPLT-C1 Catapult
THR-1L Thunder	CPLT-K2 Catapult	WHM-7M Warhammer	WHM-6L Warhammer	CPLT-C4 Catapult
HRC-LS-9000 Hercules	CTF-3L Cataphract	CPLT-C1 Catapult	CRD-5M Crusader	ARC-2R Archer
Assault 'Mechs				
Table A				
Y-H9G Yu Huang	EMP-6A Emperor	CGR-3K Charger	CGR-3K Charger	CGR-1A5 Charger
EMP-6A Emperor	AS7-K Atlas	THR-1L Thunder	BLR-3M BattleMaster	CGR-1L Charger
AWS-9M Awesome	STK-5M Stalker	BLR-3M BattleMaster	BLR-1G BattleMaster	STK-3F Stalker
BLR-3M BattleMaster	CP-11-A Cyclops	AS7-K Atlas	STK-5M Stalker	STK-4N Stalker
Table B				
EMP-6A Emperor	LGB-7V Longbow	LGB-7V Longbow	CP-11-A Cyclops	GOL-1H Goliath
Y-H10G Yu Huang	GOL-3M Goliath	STK-5M Stalker	BLR-3M BattleMaster	BLR-1G BattleMaster
GOL-3M Goliath	BLR-3M BattleMaster	STK-5M Stalker	GOL-1H Goliath	BLR-1G BattleMaster
LGB-7V Longbow	BLR-3M BattleMaster	AWS-9M Awesome	AS7-D Atlas	AS7-D Atlas

Vehicles

	VTOL	Scout	Garrison	Fast Attack	Attack 1	Attack 2	Fire Support 1	Fire Support 2
3025								
	Guardian	Swift Wind	Hetzer	Galleon	Vedette	Zhukov	LRM Carrier	SRM Carrier
	Guardian	Swift Wind	Hetzer	Galleon	Ontos	Behemoth	LRM Carrier	SRM Carrier
	Peregrine	Swift Wind	Scorpion	Pegasus	Brutus	Manticore	LRM Carrier	Behemoth
	Warrior H-7	Galleon	Scorpion	Pegasus	Manticore	Po	Schrek	Demolisher
3058/60								
	Warrior H-7	GAL-200 Galleon	Hetzer	Regulator	Po	Po	LRM Carrier (3058)	Behemoth
	Warrior H-7	GAL-200 Galleon	Vedette (3058)	Regulator	Po	Po	Ontos (3058)	Behemoth
	Ferret	Plainsman	Vedette (3058)	Pegasus	Brutus	Brutus	Behemoth	LRM Carrier
	Guardian	Skulker	Vedette (3058)	Galleon (3058)	Zhukov	Ontos (3058)	SRM Carrier	LRM Carrier

COMSTAR/WORD OF BLAKE

			Era/Equipment Rating		
	ComStar 3060/A	ComStar 3055-58/B-C	WoB 3060/A	WoB 3055-58/B-C	Both 3025-50/D-F
Light 'Mechs					
Table A					
	NXS1-A Nexus	NXS1-A Nexus	NXS1-A Nexus	JA-KL-1532 Jackal	MCY-99 Mercury
	NXS1-A Nexus	OW-1B Owens	JA-KL-1532 Jackal	MCY-99 Mercury	TLN-5W Talon
	HER-1S Hermes	MCY-99 Mercury	JA-KL-1532 Jackal	SDR-7M Spider	MCY-99 Mercury
	MCY-99 Mercury	MON-66 Mongoose	MCY-99 Mercury	ASN-21 Assassin	MON-66 Mongoose
	ZPH-1A Tarantula	HER-1S Hermes	MCY-99 Mercury	THE-N Thorn	MON-66 Mongoose
	SDR-9K Venom	ZPH-1A Tarantula	ZPH-1A Tarantula	THE-N Thorn	LCT-1E Locust
Table B					
	C-SK1 Cossack	NTK-2Q Night Hawk	HMR-3M Hammer	FNHK-9K Falcon Hawk	MCY-99 Mercury
	NTK-2Q Night Hawk	STH-1D Stealth	HMR-3M Hammer	MCY-99 Mercury	HER-1S Hermes
	BEO-12 Beowulf	MON-66 Mongoose	FNHK-9K Falcon Hawk	MON-66 Mongoose	HSR-200-D Hussar
	THE-N Thorn	MON-66 Mongoose	THE-N Thorn	TLN-5W Talon	HSR-200-D Hussar
	HSR-400-D Hussar	TLN-5W Talon	RJN101-A Raijin	HMR-3M Hammer	THE-N Thorn
	THE-N Thorn	HSR-200-D Hussar	FS9-O Firestarter	CRB-27 Crab	ASN-21 Assassin
Medium 'Mechs					
Table A					
	BEO-12 Beowulf	RJN101-A Raijin	INI-02 Initiate	BCN-3R Buccaneer	CRB-27 Crab
	RJN101-A Raijin	FS9-OD Firestarter	WVE-9N Wyvern	TBT-7M Trebuchet	CRB-27 Crab
	NTK-2Q Night Hawk	RJN101-A Raijin	ANV-3M Anvil	TR1 Wraith	KTO-19 Kintaro
	FS9-OB Firestarter	TR1 Wraith	ST-8A Shootist	HUR-WO-R4L Huron Warrior	CHP-1N Champion
	EXT-4D Exterminator	SPR-5F Specter	KTO-19 Kintaro	BMB-12D Bombardier	STN-3L Sentinel
	CRB-27 Crab	EXT-4D Exterminator	GRM-R-PR29 Grim Reaper	APL-1M Apollo	LNC25-01 Lancelot
Table B					
	BJ2-OD Blackjack	GRM-R-PR29 Grim Reaper	GRM-R-PR29 Grim Reaper	TMP-3M Tempest	KTO-19 Kintaro
	BJ2-OC Blackjack	GRM-R-PR29 Grim Reaper	EXT-4D Exterminator	WVE-9N Wyvern	WVE-5N Wyvern
	WVE-9N Wyvern	STN-3L Sentinel	BCN-3R Buccaneer	WVE-5N Wyvern	WVE-5N Wyvern
	GRM-R-PR29 Grim Reaper	SR1-O Strider	LNC25-01 Lancelot	BCN-3R Buccaneer	HBK-4G Hunchback
	BL-9-KNT Black Knight	FS9-O Firestarter	CHP-3N Champion	CRB-27 Crab	HBK-4G Hunchback
	HEL-3D Helios	LNC25-01 Lancelot	TR1 Wraith	HUR-WO-R4L Huron Warrior	GLT-3N Guillotine
Heavy 'Mechs					
Table A					
	HEL-3D Helios	AV1-OB Avatar	P1C Perseus	ANV-3M Anvil	LNC25-01 Lancelot
	GRM-R-PR29 Grim Reaper	ST-8A Shootist	GLT-3N Guillotine	FLS-8K Flashman	LNC25-01 Lancelot
	ST-8A Shootist	BL-6-KNT Black Knight	TYM-1A Toyama	EXC-B2 Excalibur	LNC25-01 Lancelot
	BL-9-KNT Black Knight	BMB-12D Bombardier	TMP-3M Tempest	LNC25-01 Lancelot	EXT-4D Exterminator
	THG-11E Thug	ARC-4M Archer	BCN-3R Buccaneer	LNC25-01 Lancelot	EXT-4D Exterminator
	THG-11E Thug	GRM-R-PR29 Grim Reaper	ST-8A Shootist	CHP-3N Champion	PXH-1 Phoenix Hawk

Table B	ComStar 3060/A	ComStar 3055-58/B-C	WoB 3060/A	WoB 3055-58/B-C	Both 3025-50/D-F
	BL-6-KNT Black Knight	CHP-1N Champion	LNC25-01 Lancelot	TYM-1A Toyama	BL-6-KNT Black Knight
	BL-9-KNT Black Knight	CHP-3N Champion	LNC25-01 Lancelot	TMP-3M Tempest	BL-6-KNT Black Knight
	AV1-OA Avatar	FLS-8K Flashman	EXT-4D Exterminator	TMP-3M Tempest	GLT-3N Guillotine
	ST-8A Shootist	FLS-8K Flashman	BCN-3R Buccaneer	GLT-3N Guillotine	ST-8A Shootist
	WHM-7M Warhammer	MGD-1A Rakshasa	CHP-3N Champion	WHM-7M Warhammer	WHM-6R Warhammer
	HEL-3D Helios	EXC-B2 Excalibur	BMB-12D Bombardier	ST-8A Shootist	EXC-B2 Excalibur

Assault 'Mechs

Table A					
	VKG-2F Viking	ST-8A Shootist	GRN-D-01 Grand Crusader	GRN-D-01 Grand Crusader	HGN-732 Highlander
	HGN-732 Highlander	KGC-000 King Crab	GRN-D-01 Grand Crusader	LGB-7V Longbow	HGN-732 Highlander
	KGC-001 King Crab	KGC-001 King Crab	ARC-4M Archer	LGB-7V Longbow	AS7-D Atlas
	NSR-9J Nightstar	AS7-K Atlas	HGN-732 Highlander	THG-11E Thug	THG-11E Thug
	CRK-5003-1 Crockett	LGB-7V Longbow	HGN-732 Highlander	AS7-K Atlas	THG-11E Thug
	CRK-5003-1 Crockett	LGB-7V Longbow	KGC-001 King Crab	HGN-732 Highlander	CRK-5003-1 Crockett

Table B					
	PLG-3Z Pillager	HGN-732 Highlander	P1A Perseus	T-IT-N10M Grand Titan	KGC-000 King Crab
	KGC-001 King Crab	VTR-9K Victor	MR-5M Cerberus	MR-V2 Cerberus	HGN-732 Highlander
	HGN-732 Highlander	THG-11E Thug	HGN-732 Highlander	VTR-9K Victor	AS7-D Atlas
	PLG-3Z Pillager	THG-11E Thug	HGN-732 Highlander	THG-11E Thug	THG-11E Thug
	OBK-M10 O-Bakemono	HGN-732 Highlander	KGC-000 King Crab	THG-11E Thug	AWS-8Q Awesome
	VKG-2F Viking	NSR-9J Nightstar	THG-11E Thug	CRK-5003-1 Crockett	BL-6-KNT Black Knight

Vehicles

	VTOL	Scout	Garrison	Fast Attack	Attack 1	Attack 2	Fire Support 1	Fire Support 2
3025								
	Ripper	J. Edgar	Chevalier	Lightning	Magi	Alacorn	Alacorn	Chaparral
	Ripper	Gabriel	Chevalier	Lightning	Demon	Puma	Burke	Chaparral
	Ripper	Beagle	Demon	Zephyr	Demon	Rhino	Burke	Chaparral
	Nightshade	Beagle	Hetzer	Zephyr	Fury	Rhino	Burke	Padilla
	Cyrano	Rotunda	Hetzer	Zephyr	Fury	Fury	LRM Carrier	Puma
	Cyrano	Lightning	SRM Carrier	Pegasus	Alacorn	Demolisher	LRM Carrier	Zephyr
3058/60								
	Pinto	Centipede	Chevalier	Lightning	Alacorn	Ontos (3058)	LRM Carrier (3058)	Chaparral
	Pinto	Pegasus (3058)	Chevalier	Lightning	Alacorn	Ontos (3058)	LRM Carrier (3058)	Chaparral
	Ripper	Beagle	Chevalier	Lightning	Demon	Rhino	Burke	Chaparral
	Yellow Jacket	Beagle	Hetzer	Zephyr	Demon	Rhino	Burke	Puma
	Sprint	Rotunda	SRM Carrier (3058)	Pegasus (3058)	Challenger X	Demolisher	Schrek	Puma
	Cyrano	Rotunda	SRM Carrier (3058)	Plainsman	Demolisher	Demolisher	Ontos (3058)	Zephyr

DRACONIS COMBINE

			Era/Equipment Rating		
	3060/A	3058/B	3055/C	3050/D	3025/F

Light 'Mechs

Table A					
	RTX1-OD Raptor (C3)	RTX1-OC Raptor	JR7-K Jenner	SDR-7M Spider	PNT-9R Panther
	BSN-4K Bishamon (CM)	SDR-9K Venom	SDR-9K Venom	JR7-K Jenner	WSP-1A Wasp
	OW-1C Owens (C3)	RTX1-OA Raptor	JR7-K Jenner	JVN-10P Javelin	JR7-D Jenner
	JR7-C Jenner (C3)	HM-1 Hitman	SDR-7M Spider	JR7-K Jenner	PNT-9R Panther

Table B					
	RTX1-OF Raptor	RTX1-OA Raptor	HM-1 Hitman	PNT-C Panther (C3)	JR7-D Jenner
	KBO-7A Kabuto	OW-1C Owens	SDR-9K Venom	PNT-C Panther (C3)	JR7-D Jenner
	OW-1C Owens	RTX1-O Raptor	HM-1 Hitman	SDR-C Spider (C3)	STG-3R Stinger
	RTX1-OB Raptor	OW-1 Owens	SDR-7M Spider	JR7-C Jenner (C3)	SDR-5D Spider

	3060/A	3058/B	3055/C	3050/D	3025/F
Medium 'Mechs					
Table A					
	BSN-4K Bishamon (CM)	FS9-OC Firestarter (C³)	KIM-2 Komodo	KTO-20 Kintaro	VL-2T Vulcan
	WFT-C Wolf Trap (C³)	BJ2-OB Blackjack (C³)	KIM-2 Komodo	WVR-7K Wolverine	PXH-1 Phoenix Hawk
	FS9-OD Firestarter (C³)	SR1-OA Strider (C³)	GRF-3M Griffin	WFT-1 Wolf Trap	WVR-6K Wolverine
	CRB-C Crab (C³)	BJ2-OB Blackjack (C³)	DMO-1K Daimyo	PXH-3M Phoenix Hawk	PXH-1 Phoenix Hawk
Table B					
	BSN-3K Bishamon	LNX-9Q Lynx	PNT-10K Panther	KTO-C Kintaro (C³)	SHD-2K Shadow Hawk
	PXH-3M Phoenix Hawk	DRG-5K Grand Dragon	DMO-1K Daimyo	CRB-C Crab (C³)	WVR-6R Wolverine
	FS9-OE Firestarter	FS9-OD Firestarter	WVR-7K Wolverine	WFT-C Wolf Trap (C³)	GRF-1N Griffin
	LNX-9Q Lynx	GRM-R-PR29 Grim Reaper	DAI-01 Daikyu	WFT-C Wolf Trap (C³)	WVR-6K Wolverine
Heavy 'Mechs					
Table A					
	HEL-C Helios (C³)	MTR-5K Maelstrom	ARC-4M Archer	DRG-C Grand Dragon (C³)	WHM-6K Warhammer
	SJA-7D Shugenja (CM)	AV1-OB Avatar	GRM-R-PR29 Grim Reaper	GHR-C Grasshopper (C³)	ARC-2K Archer
	VTR-C Victor (C³)	DAI-01 Daikyu	CGR-3K Charger	QKD-C Quickdraw (C³)	WTH-1 Whitworth
	AV1-OD Avatar (C³)	AV1-OB Avatar	DAI-01 Daikyu	QKD-C Quickdraw (C³)	CRD-3K Crusader
Table B					
	BJ2-OF Blackjack	AV1-OC Avatar (C³)	DAI-01 Daikyu	DRG-5K Grand Dragon	QKD-4G Quickdraw
	BHKU-OD Black Hawk-KU	DRG-C Grand Dragon (C³)	QKD-5K Quickdraw	DRG-5N Dragon	CGR-1A1 Charger
	AV1-OB Avatar	GHR-C Grasshopper (C³)	DRG-5K Grand Dragon	QKD-5K Quickdraw	QKD-4H Quickdraw
	DGR-3F Dragon Fire	DRG-C Grand Dragon (C³)	KIM-2A Komodo	ARC-4M Archer	GHR-5H Grasshopper
Assault 'Mechs					
Table A					
	TSH-7S Tai-Sho (CM)	NG-C3A Naginata (CM)	AS7-K Atlas	AS7-CM Atlas (CM)	BLR-1G BattleMaster
	SD1-OC Sunder (C³)	SD1-OC Sunder (C³)	CGR-3K Charger	CRK-5003-CM Katana (CM)	AWS-8Q Awesome
	SD1-OC Sunder (C³)	CRK-5003-CM Katana (CM)	HTM-27T Hatamoto-Chi	AS7-CM Atlas (CM)	BLR-1G BattleMaster
	VTR-C Victor (C³)	AS7-C Atlas (C³)	GUN-1ERD Gunslinger	HTM-CM Hatamoto-Hi (CM)	CGR-SB Charger
Table B					
	SD1-OD Sunder	GUN-1ERD Gunslinger	MAL-1R Mauler	AS7-K Atlas	CGR-1A9 Charger
	SD1-OA Sunder	MR-V2 Cerberus	AS7-K Atlas	MAL-1R Mauler	AS7-D Atlas
	AKU-1X Akuma	OBK-M10 O-Bakemono	CRK-5003-2 Katana	HTM-27T Hatamoto-Chi	VTR-9B Victor
	GUN-1ERD Gunslinger	SD1-O Sunder	NG-C3A Naginata (CM)	AS7-K Atlas	STK-3F Stalker

Vehicles

VTOL	Scout	Garrison	Fast Attack	Attack 1	Attack 2	Fire Support 1	Fire Support 2
3025							
Peregrine	Skulker	Scorpion	Saladin	Demolisher	Vedette	LRM Carrier	SRM Carrier
Peregrine	Skulker	Scorpion	Saladin	Demolisher	Manticore	LRM Carrier	SRM Carrier
Warrior H-7	Pegasus	Scorpion	Scimitar	Behemoth	Bulldog	LRM Carrier	Behemoth
Warrior H-7	Pegasus	Hetzer	Saracen	Schrek	Schrek	Behemoth	Demolisher
3058/60							
Sprint (C³)	GAL-200 Galleon	Behemoth	Pegasus (3058)	Tokugawa	Partisan (C³)	Schiltron B (CM)	LRM Carrier (3058)
Sprint (C³)	GAL-200 Galleon	Hetzer	Plainsman	Tokugawa	Partisan (C³)	Schiltron B (CM)	LRM Carrier (3058)
Sprint (Laser)	Pegasus (3058)	Vedette	Striker (3058)	Schiltron A	Partisan (C³)	Schiltron B (CM)	SRM Carrier (3058)
Warrior H-7	Skulker	Schrek	Saracen	Behemoth	Partisan (C³)	Demolisher	Schiltron C (CM)

FEDERATED COMMONWEALTH

	Era/Equipment Rating			
3060/A	3058/B	3055/C	3050/D	3025/F

Light 'Mechs

Table A

GRM-01B Garm	BH-K305 Battle Hawk	ALM-7D Fireball	HNT-171 Hornet	JVN-10F Javelin
FNHK-9K Falcon Hawk	BZK-F3 Hollander	LCT-3M Locust	STG-5M Stinger	STG-3R Stinger
BZK-F3 Hollander	ALM-7D Fireball	STH-1D Stealth	STG-5M Stinger	VLK-QA Valkyrie
BH-K305 Battle Hawk	WLF-2 Wolfhound	ASN-23 Assassin	LCT-3M Locust	JVN-10N Javelin

Table B

SNT-04 Sentry	ALM-7D Fireball	BH-K305 Battle Hawk	VLK-QD Valkyrie	WSR-1A Wasp
PXH-3M Phoenix Hawk	DRT-3S Dart	HCT-5S Hatchetman	VLK-QD Valkyrie	WSP-1A Wasp
FNHK-9K Falcon Hawk	SCB-9A Scarabus	VLK-QD Valkyrie	COM-2D Commando	LCT-1V Locust
BZK-F3 Hollander	SPR-5F Specter	HNT-171 Hornet	WSP-3M Wasp	ASN-21 Assassin

Medium 'Mechs

Table A

ENF-6M Enforcer III	BJ2-OD Blackjack	WTC-4M Watchman	ENF-5D Enforcer	ENF-4R Enforcer
BJ2-OC Blackjack	LNX-9Q Lynx	HCT-5S Hatchetman	ENF-5D Enforcer	ENF-4R Enforcer
SR1-OB Strider	BSW-X1 Bushwacker	ENF-5D Enforcer	HCT-5S Hatchetman	PXH-1D Phoenix Hawk
WTC-4M Watchman	PXH-3M Phoenix Hawk	BZK-F3 Hollander	CN9-D Centurion	CN9-A Centurion

Table B

FS9-O Firestarter	FS9-OB Firestarter	STH-1D Stealth	DV-7D Dervish	DV-6M Dervish
STH-1D Stealth	STH-1D Stealth	PXH-3M Phoenix Hawk	WVR-7D Wolverine	PXH-1D Phoenix Hawk
LNX-9Q Lynx	NGS-4S Nightsky	ASN-23 Assassin	CN9-D3 Centurion	SHD-2D2 Shadow Hawk
FS9-OD Firestarter	PXH-3S Phoenix Hawk	PXH-3S Phoenix Hawk	PXH-1D Phoenix Hawk	PXH-1 Phoenix Hawk

Heavy 'Mechs

Table A

JM6-D3 JagerMech III	CTS-6Y Cestus	MDG-1A Rakshasa	CES-3R Caesar	MAD-3R Marauder
CTS-6Y Cestus	PTR-4D Penetrator	CES-3R Caesar	CTF-3D Cataphract	MAD-3D Marauder
PTR-4D Penetrator	MAD-5D Marauder	MAD-5D Marauder	CRD-4D Crusader	RFL-3N Rifleman
CN10-B Centurion	AXM-1N Axman	JM6-DD JagerMech	WHM-7S Warhammer	WHM-6D Warhammer

Table B

MTR-5K Maelstrom	FLC-8R Falconer	PTR-4D Penetrator	JM6-DD JagerMech	CRD-3D Crusader
FLC-8R Falconer	CES-3R Caesar	CRD-4D Crusader	MAD-5S Marauder	JM6-S JagerMech
MDG-1A Rakshasa	MDG-1A Rakshasa	CTF-3D Cataphract	MAD-5D Marauder	MAD-3D Marauder
MTR-5K Maelstrom	MAD-5S Marauder	AXM-1N Axman	CTF-3D Cataphract	ARC-2R Archer

Assault 'Mechs

Table A

NSR-9FC Nightstar	NSR-9J Nightstar	BRZ-A3 Berserker	ZEU-9S Zeus	VTR-9B Victor
DVS-2 Devastator	PPR-5S Salamander	AS7-K Atlas	VTR-9K Victor	VTR-9B Victor
PLG-3Z Pillager	VTR-9K Victor	VTR-9K Victor	AWS-9M Awesome	AS7-D Atlas
NSR-9J Nightstar	GUN-1ERD Gunslinger	DVS-2 Devastator	AS7-S Atlas	AWS-8Q Awesome

Table B

LGB-7V Longbow	DVS-2 Devastator	GUN-1ERD Gunslinger	AS7-K Atlas	AS7-D Atlas
PPR-5S Salamander	BNC-5S Banshee	VTR-9K Victor	AWS-9Q Awesome	AS7-D Atlas
GUN-1ERD Gunslinger	AS7-K Atlas	BNC-5S Banshee	VTR-9K Victor	BNC-3S Banshee
NSR-9FC Nightstar	NSR-9J Nightstar	ZEU-9S Zeus	BNC-5S Banshee	BLR-1D BattleMaster

Vehicles

VTOL	Scout	Garrison	Fast Attack	Attack 1	Attack 2	Fire Support 1	Fire Support 2
3025							
Ferret	Packrat	Vedette	Hunter	Rommel	Bulldog	LRM Carrier	LRM Carrier
Ferret	Packrat	Vedette	Hunter	Partisan	Manticore	LRM Carrier	SturmFeur
Ferret	Packrat	Scorpion	Pegasus	Manticore	Manticore	Ontos	SRM Carrier
Warrior H-7	Pegasus	Scorpion	Drillson	Behemoth	Ontos	Partisan	Ontos
3058/60							
Sprint	Centipede	Striker (3058)	Pegasus (3058)	Typhoon	Manticore	LRM Carrier (3058)	SRM Carrier (3058)
Cavalry	GAL-200 Galleon	Brutus	Striker (3058)	Challenger X	Challenger X	LRM Carrier (3058)	LRM Carrier (3058)
Cavalry	GAL-200 Galleon	Brutus	Striker (3058)	Brutus	Alacorn	Pilum	Partisan (3058)
Yellow Jacket	Pegasus (3058)	Rommel	Drillson	Partisan (3058)	Ontos (3058)	SturmFeur	Demolisher

FREE WORLDS LEAGUE

	Era/Equipment Rating				
	3060/A	3058/B	3055/C	3050/D	3025/F
Light 'Mechs					
Table A					
	EGL-2M Eagle	HMR-3M Hammer	ZPH-1A Tarantula	PHX-3M Phoenix Hawk	SDR-5V Spider
	FNHK-9K Falcon Hawk	HER-3S Hermes	SDR-7M Spider	WSP-3M Wasp	LCT-1V Locust
	HMR-3M Hammer	HMR-3M Hammer	WSP-3M Wasp	STG-5M Stinger	JVN-10N Javelin
	FS9-OF Firestarter	FNHK-9K Falcon Hawk	HER-3S Hermes	STG-5M Stinger	JVN-10F Javelin
Table B					
	ZPH-1A Tarantula	ZPH-1A Tarantula	HMR-3M Hammer	LCT-3M Locust	STG-3R Stinger
	SDR-7M Spider	JA-KL-1532 Jackal	LCT-3M Locust	LCT-1E Locust	WSP-1A Wasp
	JA-KL-1532 Jackal	WSP-1A Wasp	LCT-3M Locust	WSP-3M Wasp	JVN-10N Javelin
	JA-KL-1532 Jackal	OW-1B Owens	HER-3S Hermes	JVN-10P Javelin	SDR-5V Spider
Medium 'Mechs					
Table A					
	TR1 Wraith	TR1 Wraith	TR1 Wraith	HER-3S Hermes	ARC-2R Archer
	FS9-OF Firestarter	FS9-OB Firestarter	PXH-3M Phoenix Hawk	PXH-3M Phoenix Hawk	CN9-A Centurion
	TR1 Wraith	VT-5M Vulcan	VT-5M Vulcan	CDA-3M Cicada	TBT-5N Trebuchet
	WVR-7M Wolverine	PXH-3M Phoenix Hawk	WVR-7M Wolverine	PXH-3M Phoenix Hawk	TBT-5N Trebuchet
Table B					
	FS9-OC Firestarter	APL-1M Apollo	HBK-5M Hunchback	WVR-7M Wolverine	PXH-1 Phoenix Hawk
	TBT-7M Trebuchet	GRF-3M Griffin	HBK-4P Hunchback	GRF-3M Griffin	SHD-2H Shadow Hawk
	FS9-OD Firestarter	APL-1M Apollo	TBT-7M Trebuchet	DV-7D Dervish	QKD-4G Quickdraw
	APL-3T Apollo	TBT-7M Trebuchet	GRF-3M Griffin	SHD-5M Shadow Hawk	GRF-1N Griffin
Heavy 'Mechs					
Table A					
	ANV-5M Anvil	P1 Perseus	TMP-3M Tempest	ARC-4M Archer	ARC-2R Archer
	TMP-3M Tempest	TMP-3M Tempest	TDR-7M Thunderbolt	ARC-4M Archer	CRD-3R Crusader
	TMP-3M Tempest	ON1-M Orion	WHM-7M Warhammer	TBT-7M Trebuchet	CRD-3R Crusader
	HRC-LS-9000 Hercules	ANV-3M Anvil	HBK-5N Hunchback	ON1-M Orion	HBK-4G Hunchback
Table B					
	YMN-6Y Yeoman	HRC-LS-9000 Hercules	APL-1M Apollo	QKD-5M Quickdraw	TDR-5S Thunderbolt
	P1 Perseus	GLT-5M Guillotine	ARC-4M Archer	OTL-5M Ostsol	WHM-6R Warhammer
	P1A Perseus	ANV-3M Anvil	CRD-5M Crusader	WHM-7M Warhammer	WHM-6L Warhammer
	ON1-M Orion	WHM-7M Warhammer	ON1-M Orion	MAD-5M Marauder	RFL-3N Rifleman

Assault 'Mechs

	3060/A	3058/B	3055/C	3050/D	3025/F
Table A	SRC-3C Sirocco	AWS-9Q Awesome	MR-5M Cerberus	BLR-3M BattleMaster	AWS-8Q Awesome
	AWS-9Q Awesome	T-IT-N10M Grand Titan	BLR-3M BattleMaster	STK-5M Stalker	BLR-1G BattleMaster
	LGB-7V Longbow	BLR-3M BattleMaster	AWS-9M Awesome	BLR-3M BattleMaster	BLR-1G BattleMaster
	MR-5M Cerberus	STK-5M Stalker	GOL-3M Goliath	AWS-9M Awesome	STF-3F Stalker
Table B	LGB-7V Longbow	MR-V2 Cerberus	T-IT-N10M Grand Titan	BLR-3M BattleMaster	GOL-1H Goliath
	LGB-7V Longbow	GOL-3M Goliath	CP-11-A Cyclops	LGB-7Q Longbow	AWS-8Q Awesome
	STK-3M Stalker	AWS-9M Awesome	AS7-K Atlas	CP-11-A Cyclops	AWS-8T Awesome
	T-IT-N10M Grand Titan	LGB-7V Longbow	STK-5M Stalker	AWS-9M Awesome	LGB-7Q Longbow

Vehicles

	VTOL	Scout	Garrison	Fast Attack	Attack 1	Attack 2	Fire Support 1	Fire Support 2
3025	Ferret	Galleon	Hetzer	Scimitar	Zhukov	Ontos	Ontos	Ontos
	Ferret	Galleon	Hetzer	Saracen	Partisan	Ontos	LRM Carrier	Harasser
	Warrior H-7	Harasser	Scorpion	Saladin	Partisan	Ontos	LRM Carrier	Harasser
	Peregrine	Harasser	Scorpion	Saladin	Manticore	Schrek	Harasser	SRM Carrier
3058/60	Hawk Moth	GAL-200 Galleon	Brutus	Plainsman	Zhukov	Partisan (3058)	Ontos (3058)	SRM Carrier (3058)
	Hawk Moth	GAL-200 Galleon	Po	Plainsman	Ontos (3058)	Partisan (3058)	LRM Carrier (3058)	SRM Carrier (3058)
	Ferret	Harasser	Vedette	Saracen	Ontos (3058)	Po	LRM Carrier (3058)	Zhukov
	Warrior H-7	Plainsman	Hetzer	Saladin	Schrek	Zhukov	Harasser	Ontos

LYRAN ALLIANCE

			Era/Equipment Rating		
	3060/A	3058/B	3055/C	3050/D	3025/F

Light 'Mechs

	3060/A	3058/B	3055/C	3050/D	3025/F
Table A	NTK-2Q Night Hawk	TLN-5W Talon	WLF-2 Wolfhound	WLF-1 Wolfhound	COM-2D Commando
	TLN-5W Talon	WLF-2 Wolfhound	ASN-23 Assassin	COM-2D Commando	COM-2D Commando
	TLN-5W Talon	NTK-2Q Night Hawk	BZK-F3 Hollander	COM-5S Commando	STG-3R Stinger
	BZK-F3 Hollander	BZK-F3 Hollander	PXH-3M Phoenix Hawk	STG-3G Stinger	STG-3R Stinger
Table B	SPR-5F Spector	SCB-9A Scarabus	SCB-9A Scarabus	STG-5M Stinger	LCT-1V Locust
	STH-1D Stealth	DRT-3S Dart	DRT-3S Dart	FS9-S Firestarter	LCT-1V Locust
	DRT-6S Dart	ALM-7D Fireball	STG-5M Stinger	WSP-3M Wasp	ASN-21 Assassin
	SCB-9T Scarabus	SPR-5F Specter	FS9-S Firestarter	VT-5S Vulcan	SDR-5V Spider

Medium 'Mechs

	3060/A	3058/B	3055/C	3050/D	3025/F
Table A	CBR-02 Cobra	END-6Q Enfield	NGS-4S Nightsky	HCT-5S Hatchetman	PXH-1 Phoenix Hawk
	SR1-OB Strider	STY-3C Starslayer	PXH-3M Phoenix Hawk	PXH-1D Phoenix Hawk	PXH-1 Phoenix Hawk
	STY-3C Starslayer	BSW-X1 Bushwacker	CN9-D Centurion	WVR-7D Wolverine	WVR-6R Wolverine
	STY-3D Starslayer	LNX-9Q Lynx	STH-1D Stealth	SHD-2D2 Shadow Hawk	CN9-A Centurion
Table B	BTZ-3F Blitzkrieg	BSW-X1 Bushwacker	BSW-X1 Bushwacker	GRF-3M Griffin	TBT-5S Trebuchet
	FS9-O Firestarter	NGS-4S Nightsky	HCT-5S Hatchetman	GRF-1S Griffin	GRF-1S Griffin
	BZK-F5 Hollander II	NGS-4S Nightsky	CN9-D Centurion	ENF-5D Enforcer	HCT-3F Hatchetman
	NGS-5T Nightsky	STH-1D Stealth	WVR-7M Wolverine	CN9-D Centurion	SHD-2H Shadow Hawk

	3060/A	3058/B	3055/C	3050/D	3025/F
Heavy 'Mechs					
Table A					
	BGS-1T Barghest	MTR-5K Maelstrom	WR-DG-02FC War Dog	TDR-9S Thunderbolt	ARC-2S Archer
	CTS-6Y Cestus	FLC-8R Falconer	FLC-8R Falconer	RFL-5D Rifleman	CRD-3R Crusader
	PTR-6M Penetrator	MDG-1A Rakshasa	MAD-5S Marauder	ARC-5S Archer	ZEU-6S Zeus
	BHKU-O Black Hawk-KU	WR-DG-02FC War Dog	CES-3R Caesar	WHM-6D Warhammer	WHM-6R Warhammer
Table B					
	FLC-8R Falconer	CTS-6Y Cestus	MDG-1A Rakshasa	AXM-1N Axman	GHR-5H Grasshopper
	AV1-OA Avatar	PTR-4D Penetrator	WHM-7S Warhammer	CRD-5S Crusader	TDR-5S Thunderbolt
	CTS-6Y Cestus	AXM-2N Axman	ARC-5S Archer	GHR-5J Grasshopper	WHM-6D Warhammer
	MTR-6K Maelstrom	END-6Q Enfield	AXM-1N Axman	ARC-5S Archer	RFL-3N Rifleman
Assault 'Mechs					
Table A					
	HA1-O Hauptmann	TDK-7X Thunder Hawk	MR-V2 Cerberus	ZEU-9S Zeus	AS7-D Atlas
	TDK-7X Thunder Hawk	NSR-9J Nightstar	ZEU-9S Zeus	ZEU-9S Zeus	VTR-9B Victor
	HGN-732 Highlander	DVS-2 Devastator	DVS-2 Devastator	BNC-3S Banshee	VTR-9S Victor
	EMP-6A Emperor	GUN-1ERD Gunslinger	BNC-5S Banshee	AS7-S Atlas	ZEU-6S Zeus
Table B					
	TDK-7X Thunder Hawk	EMP-6A Emperor	LGB-7V Longbow	BNC-5S Banshee	ZEU-6S Zeus
	HA1-OB Hauptmann	DVS-2 Devastator	ZEU-9S Zeus	BNC-5S Banshee	ZEU-6T Zeus
	NSR-9FC Nightstar	LGB-7V Longbow	AS7-S Atlas	VTR-9K Victor	AWS-8Q Awesome
	PPR-5S Salamander	PPR-5S Salamander	BRZ-A3 Berserker	DVS-2 Devastator	BNC-3S Banshee

Vehicles

	VTOL	Scout	Garrison	Fast Attack	Attack 1	Attack 2	Fire Support 1	Fire Support 2
3025								
	Warrior H-7	Pack Rat	Scorpion	Hunter	Rommel	Patton	SturmFeur	LRM Carrier
	Warrior H-7	Savannah Master	Scorpion	Hunter	Demolisher	Schrek	Partisan	SRM Carrier
	Warrior H-7	J. Edgar	Vedette	Condor	Demolisher	Manticore	LRM Carrier	SRM Carrier
	Ferret	Pegasus	Vedette	Drillson	Ontos	Manticore	LRM Carrier	Condor
3058/60								
	Mantis	Centipede	Brutus	Plainsman	Typhoon	Manticore (3058)	SturmFeur	Hunter (3058)
	Yellow Jacket	Centipede	Brutus	Striker (3058)	Brutus	Manticore (3058)	SturmFeur	Hunter (3058)
	Warrior H-8	Centipede	Rommel	Fulcrum	Alacorn	Demolisher II	LRM Carrier (3058)	Pilum
	Sprint	GAL-200 Galleon	Rommel	Drillson	Rommel	Patton	Rommel	LRM Carrier (3058)

ST. IVES COMPACT/CHAOS MARCH

	Era/Equipment Rating				
	St. Ives Compact	St. Ives Compact	St. Ives Compact	Chaos March	Chaos March
	3060/A	3055-58/B-C	3050/D-F	3058-60/A-B	3050-55/C-F
Light 'Mechs					
Table A					
	C-SK1 Cossack	WLF-2 Wolfhound	JVN-10P Javelin	LCT-3M Locust	STG-3R Stinger
	WLF-2 Wolfhound	LCT-1E Locust	FS9-S Firestarter	LCT-3M Locust	STG-3R Stinger
	C-SK1 Cossack	COM-3A Commando	FS9-S1 Firestarter	JR7-K Jenner	WSP-1A Wasp
	ALM-8D Fireball	STG-5M Stinger	STG-5M Stinger	ZPH-1A Tarantula	WSP-3M Wasp
Table B					
	WLF-2 Wolfhound	ALM-7D Fireball	WSP-3W Wasp	STG-5M Stinger	VLK-QD Valkyrie
	BZK-F3 Hollander	ALM-7D Fireball	STG-3R Stinger	WSP-3M Wasp	HNT-171 Hornet
	WLF-2 Wolfhound	LCT-3M Locust	JVN-10P Javelin	WSP-3W Wasp	JR7-K Jenner
	RVN-3L Raven	LCT-3S Locust	COM-5S Commando	COM-5S Commando	JR7-K Jenner

	St. Ives Compact 3060/A	St. Ives Compact 3055-58/B-C	St. Ives Compact 3050/D-F	Chaos March 3058-60/A-B	Chaos March 3050-55/C-F
Medium 'Mechs					
Table A	BJ2-0C Blackjack	BJ2-0C Blackjack	BJ-2 Blackjack	KW1-LH2 Lineholder	SHD-2D2 Shadow Hawk
	BJ2-0D Blackjack	BJ2-0D Blackjack	BJ-3 Blackjack	TBT-7M Trebuchet	WVR-7K Wolverine
	BJ-3 Blackjack	HCT-5S Hatchetman	ENF-5D Enforcer	CN9-A Centurion	WVR-7M Wolverine
	WTC-4M Watchman	BJ-2 Blackjack	HBK-5N Hunchback	CN9-D Centurion	VND-3L Vindicator
Table B	BJ2-0A Blackjack	BJ2-0A Blackjack	WVR-7M Wolverine	CLN-7V Chameleon	PXH-3M Phoenix Hawk
	BJ2-0F Blackjack	BJ-2 Blackjack	PXH-3M Phoenix Hawk	GRF-3M Griffin	PXH-1 Phoenix Hawk
	BJ-3 Blackjack	BJ-3 Blackjack	VT-5M Vulcan	PXH-3S Phoenix Hawk	HBK-4P Hunchback
	STH-1D Stealth	WVR-7M Wolverine	WVR-7M Wolverine	PXH-1 Phoenix Hawk	VT-5M Vulcan
Heavy 'Mechs					
Table A	HEL-3D Helios	GAL-1GLS Gallowglas	CTF-3D Cataphract	MLN-1A Merlin	ARC-2R Archer
	CTF-3D Cataphract	MTR-5K Maelstrom	CPLT-C4 Catapult	WHM-7M Warhammer	ARC-4M Archer
	MTR-5K Maelstrom	CTF-3D Cataphract	MAD-5D Marauder	MLN-1A Merlin	CRD-5S Crusader
	AXM-1N Axman	CTF-3D Cataphract	MAD-5D Marauder	CRD-5M Crusader	MAD-3D Marauder
Table B	CTS-6Y Cestus	CTS-6Y Cestus	CTF-3D Cataphract	BNDR-01A Bandersnatch	RFL-5M Rifleman
	MAD-5D Marauder	MAD-5D Marauder	JM6-DD JagerMech	WR-DG-02FC War Dog	CTF-3D Cataphract
	VTR-9K Victor	MAD-5S Marauder	MAD-5S Marauder	EXC-B2 Excalibur	WHM-7D Warhammer
	GAL-1GLS Gallowglas	WR-DG-02FC War Dog	CES-3R Caesar	GAL-1GLS Gallowglas	TDR-9S Thunderbolt
Assault 'Mechs					
Table A	HEL-3D Helios	PLG-3Z Pillager	GOL-3M Goliath	ZEU-9S Zeus	BNC-3S Banshee
	EMP-6A Emperor	VTR-9K Victor	VTR-9K Victor	BLR-3M BattleMaster	BLR-1D BattleMaster
	PLG-3Z Pillager	VTR-9K Victor	BNC-5S Banshee	AS7-S Atlas	BLR-3M BattleMaster
	PLG-3Z Pillager	STK-5S Stalker	VTR-9K Victor	STK-3H Stalker	AS7-S Atlas
Table B	PLG-3Z Pillager	EMP-6A Emperor	VTR-9K Victor	AWS-9Q Awesome	WHM-7S Warhammer
	EMP-6A Emperor	BNC-5S Banshee	AS7-S Atlas	AS7-K Atlas	AWS-8Q Awesome
	EMP-6A Emperor	VTR-9K Victor	BLR-3M BattleMaster	LGB-7Q Longbow	CGR-1A5 Charger
	VTR-9K Victor	GOL-3M Goliath	LGB-7Q Longbow	LGB-7Q Longbow	AS7-D Atlas

Vehicles

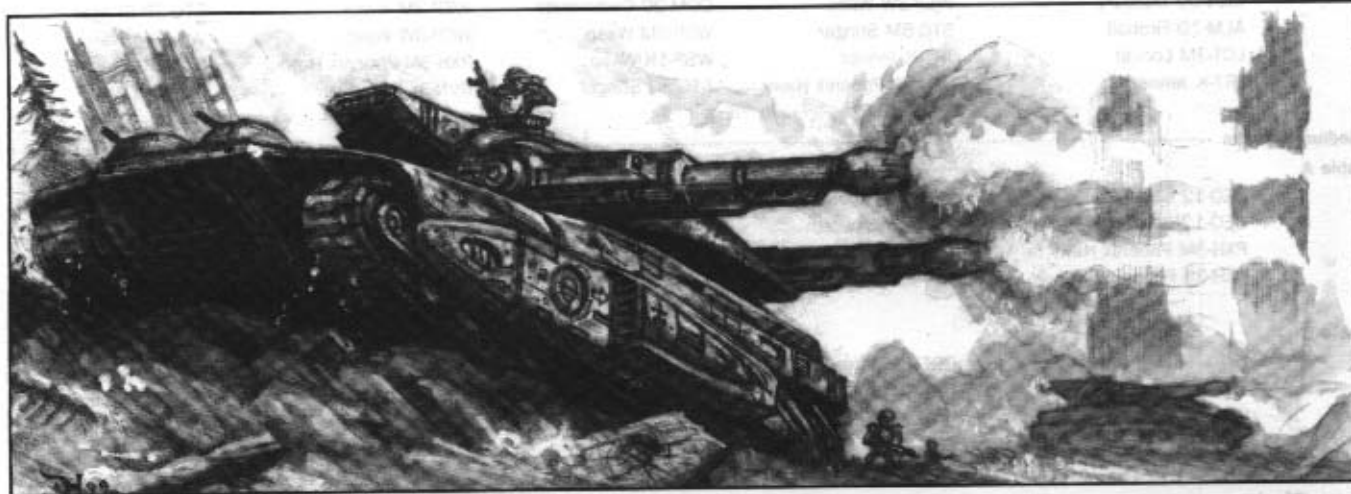|	VTOL	Scout	Garrison	Fast Attack	Attack 1	Attack 2	Fire Support 1	Fire Support 2
St. Ives	Sprint	Centipede	Po	Pegasus (3058)	Partisan (3058)	Alacorn	LRM Carrier (3058)	SturmFeur
	Cavalry	Packrat	Po	Striker (3058)	Partisan (3058)	Challenger X	LRM Carrier (3058)	Behemoth
	Cavalry	Pegasus (3058)	Po	Drillson	Pilum	Po	Ontos (3058)	SRM Carrier (3058)
	Yellow Jacket	GAL-200 Galleon	Brutus	Drillson	Po	Schrek	Schrek	Manticore
Chaos March	Warrior H-7	Centipede	Vedette	Plainsman	Myrmidon	Brutus	Ontos	LRM Carrier
	Cavalry	Packrat	Vedette (3058)	Plainsman	Brutus	Po	LRM Carrier (3058)	Pike
	Ferret	Packrat	Po	Pegasus	Vedette (3058)	Goblin	LRM Carrier (3058)	Partisan (3058)
	Yellow Jacket	GAL-200 Galleon	Scorpion	Saracen	Patton	Myrmidon	Behemoth	Schrek

FREE RASALHAGUE REPUBLIC/PERIPHERY

Era/Equipment Rating

	FRR 3060/A	FRR 3055-58/B-C	FRR 3050/D-F	Periphery 3058-60/A-B	Periphery 3050-55/C-F
Light 'Mechs					
Table A					
	NXS1-A Nexus	JVN-10P Javelin	LCT-3M Locust	LCT-3M Locust	LCT-1V Locust
	WSP-3M Wasp	WSP-3M Wasp	LCT-1V Locust	LCT-1V Locust	LCT-1V Locust
	JR7-K Jenner	COM-5S Commando	ASN-23 Assassin	STG-5M Stinger	LCT-1V Locust
	PXH-3M Phoenix Hawk	LCT-3M Locust	SDR-7M Spider	STG-3R Stinger	ASN-21 Assassin
Table B					
	MCY-99 Mercury	WSP-3W Wasp	COM-2D Commando	WSP-3M Wasp	STG-3R Stinger
	ALM-7D Fireball	STG-5M Stinger	WSP-3M Wasp	WSP-3W Wasp	WSP-3M Wasp
	LCT-3M Locust	JR7-K Jenner	WSP-1K Wasp	PXH-3M Phoenix Hawk	STG-3R Stinger
	JR7-K Jenner	PXH-3S Phoenix Hawk	STG-3G Stinger	RVN-3L Raven	WSP-3M Wasp
Medium 'Mechs					
Table A					
	BEO-12 Beowulf	PXH-3M Phoenix Hawk	PXH-1 Phoenix Hawk	MHL-X1 Marshall	SHD-2H Shadow Hawk
	BEO-12 Beowulf	WTH-2 Whitworth	PXH-1 Phoenix Hawk	HCT-5S Hatchetman	GRF-1N Griffin
	PXH-3M Phoenix Hawk	WVR-7M Wolverine	ASN-23 Assassin	VLK-QA Valkyrie	GRF-3M Griffin
	PXH-3S Phoenix Hawk	WFT-1 Wolf Trap	STG-5M Stinger	HBK-5N Hunchback	PXH-1 Phoenix Hawk
Table B					
	GRM-R-PR29 Grim Reaper	GRF-1N Griffin	HCT-3F Hatchetman	TBT-5N Trebuchet	HCT-3F Hatchetman
	TBT-7M Trebuchet	GRF-3M Griffin	HBK-5M Hunchback	GRF-1N Griffin	HCT-3F Hatchetman
	CRB-27 Crab	WVR-7K Wolverine	WVR-6K Wolverine	GRF-1DS Griffin	TDR-5SS Thunderbolt
	GRF-1DS Griffin	CRB-27 Crab	PNT-10K Panther	SHD-5M Shadow Hawk	HBK-5M Hunchback
Heavy 'Mechs					
Table A					
	GAL1 GLS Gallowglas	GAL1-GLS Gallowglas	ARC-2R Archer	HRC-LS-9000 Hercules	ARC-2R Archer
	DRG-5N Dragon	QKD-5M Quickdraw	ARC-2R Archer	TDR-9S Thunderbolt	ARC-2R Archer
	GLT-3N Guillotine	DRG-5N Dragon	CRD-5M Crusader	WHM-6K Warhammer	ARC-4M Archer
	TDR-9S Thunderbolt	DRG-5K Grand Dragon	GHR-5J Grasshopper	GHR-5J Grasshopper	TDR-5S Thunderbolt
Table B					
	WR-DG-02FC War Dog	ARC-4M Archer	ARC-2R Archer	ARC-2R Archer	MAD-3R Marauder
	CHP-1N Champion	GLT 3N Guillotine	DRG-5N Dragon	ARC-4M Archer	MAD-3R Marauder
	WHM-7S Warhammer	RFL 5M Rifleman	QKD-4G Quickdraw	MAD-5D Marauder	WHM-6R Warhammer
	ARC-4M Archer	WHM-7S Warhammer	WHM-6K Warhammer	WHM-6R Warhammer	WHM-6D Warhammer
Assault 'Mechs					
Table A					
	VKG-2F Viking	ZEU-9S Zeus	ZEU-6S Zeus	LGB-7Q Longbow	AS7-D Atlas
	AS7-K Atlas	LGB-7Q Longbow	ARC-4M Archer	AS7-S Atlas	VTR-9B Victor
	HGN-732 Highlander	AS7-K Atlas	BLR-3S BattleMaster	VTR-9S Victor	STK-3F Stalker
	LGB-7V Longbow	AWS-8Q Awesome	BLR-1S BattleMaster	WHM-7M Warhammer	ARC-2R Archer
Table B					
	BLR-3M BattleMaster	CGR-3K Charger	VTR-9K Victor	ZEU-6S Zeus	AWS-8Q Awesome
	T-IT-N10M Grand Titan	AWS-9M Awesome	CGR-SB Charger	ARC-4M Archer	AWS-8Q Awesome
	THG-11E Thug	BLR-3M BattleMaster	BNC-3M Banshee	AWS-9M Awesome	BNC-3M Banshee
	AWS-9M Awesome	T-IT-N10M Grand Titan	BLR-3M BattleMaster	BNC-5S Banshee	WHM-6K Warhammer

Vehicles

	VTOL	Scout	Garrison	Fast Attack	Attack 1	Attack 2	Fire Support 1	Fire Support 2
FRR								
	Sprint	Skulker	Hetzer	Plainsman	Schrek	Behemoth	Behemoth	LRM Carrier
	Sprint	Skulker	Hetzer	Saracen	Schrek	Partisan (3058)	Ontos	LRM Carrier
	Warrior H-7	Pegasus (3058)	Scorpion	Saladin	Demolisher	Manticore	SturmFeur	LRM Carrier
	Peregrine	GAL-200 Galleon	Bulldog	Scimitar	Demolisher	Manticore	Rommel	LRM Carrier
Periphery								
	Warrior H-7	Centipede	Vedette	Plainsman	Vedette	Light SRM Carrier	Pike	Heavy LRM Carrier
	Warrior H-7	Centipede	Scorpion	Plainsman	Vedette	Gladius	Pike	Heavy LRM Carrier
	Karnov UR	Centipede	Scorpion	Saracen	Manticore	Manticore	Hunter	Heavy LRM Carrier
	Peregrine	J. Edgar	Scorpion	Gladius	Rommel	Rommel	LRM Carrier	Pike

THE CLANS

	Clan Ghost Bear	Clan Jade Falcon	Clan Wolf	Clan Wolf (In Exile)	Clan Nova Cat
Light 'Mechs					
Front-Line					
	Dasher Prime	Puma Prime	Puma Prime	Puma Prime	Hankyu C
	Dasher D	Dasher Prime	Puma Prime	Pack Hunter	Black Hawk Prime
	Puma B	Dasher Prime	Koshi Prime	AF1 Arctic Fox	Dasher D
	Puma Prime	Uller D	Uller Prime	Fenris Prime	Uller Prime
	Dragonfly B	Dragonfly C	Pouncer Prime	Koshi A	Puma Prime
Second-Line					
	Peregrine	Locust IIC	Locust IIC	Arctic Wolf	Locust IIC
	Jenner IIC	Locust IIC	Locust IIC	Pack Hunter	Shadow Hawk IIC
	MCY-97 Mercury	Locust IIC	MON-66 Mongoose	Locust IIC	Jenner IIC
	Peregrine	Jenner IIC	Vixen	Griffin IIC	Peregrine
	Peregrine	MON-66 Mongoose	Shadow Hawk IIC	MON-66 Mongoose	Jenner IIC 2
Medium 'Mechs					
Front-Line					
	Loki Prime	Cougar Prime	Ryoken Prime	Pouncer Prime	Shadow Cat Prime
	Black Hawk Prime	Dragonfly C	Fenris Prime	LokiPrime	Shadow Cat B
	Dragonfly A	Black Hawk Prime	Fenris H	Ryoken Prime	Ryoken Prime
	Dragonfly Prime	Black Lanner C	Pouncer D	Fenris Prime	Black Hawk A
	Dragonfly B	Ryoken Prime	Loki Prime	Phantom C	Fenris D

	Clan Ghost Bear	Clan Jade Falcon	Clan Wolf	Clan Wolf (in Exile)	Clan Nova Cat
Second-Line	Ursus	Vixen	Griffin IIC	Arctic Wolf	Hellhound
	Ursus	Shadow Hawk IIC	Griffin IIC	Arctic Wolf	Clint IIC
	Hunchback IIC	Hellhound	Shadow Hawk IIC	Griffin IIC	Shadow Hawk IIC
	Hunchback IIC	Hellhound	Viper	Shadow Hawk IIC	Goshawk
	Wyvern IIC	Great Wyrm	STN-3L Sentinel	KTO-19 Kintaro	Viper

Heavy 'Mechs

	Clan Ghost Bear	Clan Jade Falcon	Clan Wolf	Clan Wolf (in Exile)	Clan Nova Cat
Front-Line	Mad Cat Prime	Black Lanner Prime	Mad Cat Prime	Mad Cat A	Nova Cat A
	Vulture Prime	Thor D	Mad Cat A	Mad Cat Prime	Nova Cat B
	Vulture Prime	Thor D	Vulture A	Linebacker Prime	Mad Cat A
	Vulture C	Loki Prime	Man O' War C	Man O' War C	Vulture B
	Ryoken C	Vulture Prime	Ryoken C	Nova Cat Prime	Thor D
Second-Line	Thresher	Galahad	Galahad 2	Galahad 2	Guillotine IIC
	Grizzly	Galahad	Wyvern IIC	Galahad 2	Rifleman IIC
	Clint IIC	Rifleman IIC	Rifleman IIC	Guillotine IIC	Rifleman IIC
	Grizzly	Wyvern IIC	Galahad	Warhammer IIC	Wyvern IIC
	Galahad	FLS-8K Flashman	Warhammer IIC	Orion IIC	Supernova

Assault 'Mechs

	Clan Ghost Bear	Clan Jade Falcon	Clan Wolf	Clan Wolf (in Exile)	Clan Nova Cat
Front-Line	Gladiator B	Night Gyr Prime	Daishi Prime	Daishi A	Nova Cat Prime
	Kingfisher B	Masakari Prime	Daishi A	Man O' War A	Masakari Prime
	Masakari Prime	Masakari B	Man O' War A	Daishi Prime	Masakari A
	Gladiator Prime	Turkina Prime	Gladiator A	Gladiator A	Kingfisher C
	Gladiator Prime	Turkina Prime	Mad Cat A	Mad Cat A	Man O' War A
Second-Line	Kodiak	Phoenix Hawk IIC	Warhammer IIC	Highlander IIC	Supernova
	Kodiak	Phoenix Hawk IIC	Warhammer IIC	Warhammer IIC	Supernova
	Supernova	Warhammer IIC	Marauder IIC	CRK-5003-1 Crockett	Highlander IIC
	Behemoth	Warhammer IIC	Guillotine IIC	Naga Prime	Warhammer IIC
	Grizzly	Kraken 2	CRK-5003-1 Crockett	Warhammer IIC	Marauder IIC

Vehicle Points

	Clan Ghost Bear	Clan Jade Falcon	Clan Wolf	Clan Wolf (in Exile)	Clan Nova Cat
Scout	Asshur	Odin	Donar	Svantovit	Odin
	Asshur	Donar	Odin	Beagle	Pegasus (3058)
Fast Attack	Svantovit	Asshur	Rotunda	Donar	Zephyr
	Lightning	Rotunda	Odin	Lightning	Svantovit
Attack 1	Indra	Huitzilopochtli	Ishtar	Zorya	Ares
	Hachiman	Huitzilopochtli	Ishtar	Ares	Mithras
Attack 2	Demon	Mithras	Zorya	Epona Prime	Mars
	Ares	Mithras	Demon	Svantovit	Burke
Attack 3	Ku	Hachiman	Huitzilopochtli	Rhino	Huitzilopochtli
	Puma	Hachiman	Mars	Mars	Huitzilopochtli
Attack 4	Ishtar	Oro	Puma	Oro	Alacorn
	Alacorn	Rhino	Hachiman	Ishtar	Mars

THE ASSAULT

The corporate officers in charge of overseeing trade with Acamar and Genoa for GM and Johnston Industries were horrified in 3057 by the destabilization of the area of space that came to be known as the Chaos March. They soon afterward convened a meeting with leaders from half a dozen smaller allied companies to discuss the problem. This alliance ultimately adopted a solution proposed by GM Security Director Anton Corrigan: Operation Stiletto, a military strike to be launched whenever the situation on both planets became a threat to continued trade.

The status quo crumbled on Acamar first. In August of 3060, rebel strongman Calvin Noru broke the fragile balance of power by uniting several warring factions and launching coordinated assaults to take control of the rest of the planet. While finalizing preparations for the Task Force, Corrigan discovered that the opposing forces on Genoa were far larger than expected. To avoid tipping his hand, he put off the start of the entire operation until he could hire enough units to complete the mission on both planets. Operation Stiletto swung into full gear in February 3061, with simultaneous landings on both worlds.

The player unit is part of the Acamar Task Force. Though the events of this track place the players primarily in a support role, numerous chances exist for front-line combat. Each scenario's Additional Hooks section offers several possibilities.

TRACK 1 SPECIAL RULES

At the gamemaster's discretion, the following special rules may apply to Track 1 scenarios.

LIMITED REPLACEMENTS

GM has supplied Corrigan's Acamar Task Force with several GM BattleMechs. These 'Mechs can be assigned for the duration of a special mission or permanently assigned to make up for combat losses (in lieu of other loss or salvage compensation) at Corrigan's discretion.

Two companies of these 'Mechs are available. The gamemaster determines whether any are available at a particular time, based on his or her judgment and the progress of the campaign. To randomly determine the composition of these companies, roll 2D6 for each 'Mech and consult the table below.

REPLACEMENT BATTLEMECHS TABLE

2D6 Roll	'Mech
2–6	MAD-5D Marauder
7	CTS-6Y Cestus
8	MTR-5K Maelstrom
9–10	NSR-9J Nightstar
11–12	NSR-9FC Nightstar

TRACK VARIATIONS

The framework provided for this track may not fit into the setting or time frame of the gamemaster's campaign. The following paragraphs provide a few alternate frameworks.

ALTERNATE TIMELINE OR SETTING

The states of the Inner Sphere have been at war with each other for well over a millennium and a half, punctuated by brief interludes of "peace" in which only a few military operations occurred. Given this history, the events in this track can easily take place in any era. Major border worlds, such as the Federated Suns' world of Galtor III, have been the target of innumerable military operations. During the first three Succession Wars, battalions and sometimes regiments of 'Mechs fought for possession of a world; the Fourth Succession War, the War of 3039 and the Andurien War of Secession saw the rise of multi-regiment task forces assigned to liberate planets. Additional information on these wars appears in the various Field Manuals, as well as in First Strike!

Gamemasters who wish to run this track in another time frame must adjust their force compositions to account for participation by the proper factions.

CLAN CAMPAIGNS

Though Clan rules of engagement generally prevent planetary assaults, such operations have become more acceptable over the past several years. Beginning with the bitter Refusal War between Clans Wolf and Jade Falcon in 3057, large forces have fought a number of small wars on a planetary scale. In February of 3059, Clans Star Adder, Burrock and Blood Spirit fought the Absorption War, which raged across half a dozen planets. That conflict ended with the Star Adders' Absorption of the Burrocks and left the Blood Spirit Touman ravaged. Later that year, the Star League invaded Clan Smoke Jaguar's Occupation Zone and later its homeworld of Huntress. Throughout 3060 and 3061, the Clans vied to take worlds that had belonged not only to the Smoke Jaguars but also to the Ghost Bears and Nova Cats (both of whom had relocated to the Inner Sphere). In early 3061, the Steel Vipers launched their own campaign against Clan Jade Falcon-held worlds in their shared Occupation Zone.

Gamemasters can easily adapt this track to fit into a campaign set during any one of these major operations. Additional information appears in Field Manual: Crusader Clans and Field Manual: Warden Clans, as well as in The Clans: Warriors of Kerensky sourcebook.

LEAD-INS

The players can participate in several adventures before the task force actually launches. This section provides a few ideas that can become full-fledged BattleTech scenarios or MW2 encounters.

WARGAMES

As soon as the player unit is placed on retainer (in early 3060), the players will travel to Kathil. From there, most of the unit will head to the planet Novaya Zemlya, while the rest of its members stay on Kathil (see *Showing Off,* below).

On Novaya Zemlya, the player unit will meet the rest of the units participating in Operation Stiletto. Overall commander Anton Corrigan will assign the player unit to the Acamar Task Force. Both task forces (Acamar and Genoa) will then engage in several months of intensive combat exercises in Novaya Zemlya's large Combat Training Center (CTC). The Acamar Task Force will begin training in normal climates but will quickly move into the south polar region to better simulate Acamar's wintry conditions.

Despite its reputation as a backwater world, Novaya Zemlya boasts a fully equipped AFFC training center, a military spaceport and a few large cities. The resident OpFor (Opposition Force) training unit, Cunningham's Commandos, is a notoriously cocky combined-arms mercenary unit and long-time FedCom employee. Training against them provides an abundance of role-playing opportunities.

SHOWING OFF

While most of the player unit is training on Novaya Zemlya, a select few remain on Kathil, ostensibly as a GM "showpiece" unit. In fact, GM stripped veteran lance and company-sized formations from several of the higher-profile mercenary units hired for Stiletto. Each of these units, temporarily equipped with GM-produced 'Mechs (the MAD-5D *Marauder,* the MTR-5K *Maelstrom,* the CTS-6Y *Cestus* and the NSR-9J and -9FC *Nightstar*), will travel to several worlds with a GM spokesman and his sales team. As a part of this sales and publicity tour, each unit will perform demonstrations with these 'Mechs, including mock combat "hot drops."

The ulterior purpose of the tour is to train these units. Under cover of the publicity tour, each unit will go to half a dozen worlds, getting the training they need for Stiletto while giving the impression that they were hired solely to drum up sales.

This mostly roleplaying premise offers players a number of opportunities to travel and show off their skills to the public as well as to military and mercenary officers. On each planet, they will be expected to engage in several mock battles with the local militia or regular army units, as well as checking out officers from those units on the GM 'Mechs. They must also become practiced liars, keeping their real mission secret from the thousands of people they will encounter.

GOING UNDER COVER

Two weeks prior to the planned invasion date, Corrigan will covertly insert a few small teams onto Acamar and Genoa, in order to determine the final disposition of the troops each task force will face.

Once on Acamar, that planet's scout teams will reconnoiter each of the major targets (cities, factories, mines and so on) and determine the forces available to each of the major powers on the planet. They will also scout out the pre-assigned landing zones and place radio beacons in each.

After completing those tasks, they will make a report to their JumpShip, which will take the report back to Corrigan. The scouts will gather additional intelligence and link up with the task force when it lands.

SCENARIO 1: HOT DROP

SITUATION

Osz Forest, Acamar, Chaos March
9 February 3061

Conventional military wisdom states that no plan survives contact with the enemy—an axiom that proved true during the initial drop onto Acamar. Shrike and Flare lances, ordered to secure a landing zone for the Acamar Task Force, dropped into what should have been a deserted clearing in the Osz Forest but turned out to be the middle of an ambush. Later discovery that the ambush had been set for an opposing armor column advancing up the nearby highway was little comfort to the eight task force MechWarriors.

Corrigan (codenamed White Buffalo) immediately dropped Buffalo and Cutlass companies into the LZ to save Shrike and Flare, but both lances had been wiped out before the relief landed. Both sides sustained heavy damage in the ensuing battle, which saw two *Leopard*-class DropShips providing close air support. With an assault BattleMech company on each flank and an invasion force landing nearby, the ambushing unit ultimately withdrew into the Otal Foothills, leaving White Buffalo with his first, if costly, victory.

GAME SET-UP

Lay out the *BattleTech* maps as shown. Use both Rolling Hills maps from *BattleTech Map Set 3* and both Open Terrain maps from *BattleTech Map Set 5*.

Attacker

The attacker consists of the player unit (up to one BattleMech company), assigned the callsign Cutlass. Players previously participating in the GM publicity tour have been temporarily assigned new 'Mechs. See *Track 1 Special Rules*, p. 38 to determine what 'Mechs those players will use for the duration of this scenario.

The unit enters via combat drop during the Movement Phase of Turn 1 (see *Special Rules*, below, for combat drop rules and additional guidelines). The unit will attempt to destroy the defenders or force them to retreat.

Defender

The defender consists of elements of the Legion of Truth's Second and Third Battalions. The defender should field 150 percent of the strength of both attacking companies, though no more than twice their number of elements, at one experience level lower than the player unit. The defending force should contain two lances of medium BattleMechs circa 3050; the rest should be vehicle lances (see *Generating Opposing Forces*, p. 22).

The defending force may set up anywhere on the map board north of Hexrow xx12 (on the Rolling Hills #1 map). Some elements may have pre-existing damage; the defender may deploy some elements hidden (see *Hidden Units*, p. 77, *BMR*). For more information, see *Special Rules*.
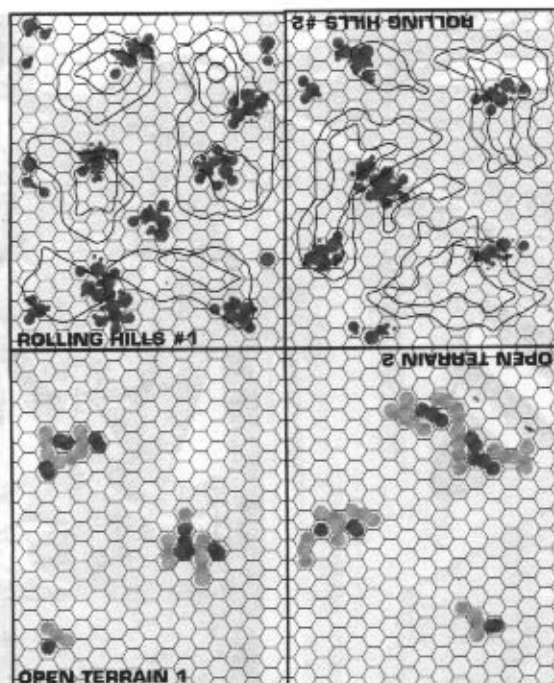
SPECIAL RULES

The following special rules apply during this scenario.

Aerospace Support

Two *Leopard*-class DropShips, the *Madman* and the *Nugent*, have been orbiting over the LZ and can be called upon to make strafing runs. (They have already made several against the defending force.) The two ships can each make a strafing run (see p. 84, *BattleSpace*) on succeeding turns, beginning with Turns 3 and 4. Each vessel can make another pass every third turn thereafter (Turns 6 and 7, 9 and 10, and so on). They are monitoring several firefights, any one of which they may be called to aid. The attacker should roll 2D6 immediately prior to the turn in which a DropShip can make a strafing run; on a result of 9 or better, the player unit will receive the benefit of the DropShip attack. The DropShips will not make strafing runs in any turn that a friendly unit makes a combat drop onto the map board, nor in the turns immediately before and after the drop.

Combat Drops

The player unit performs a combat drop to enter the map board (see *Combat Drops*, p. 19). The gamemaster should establish what type of DropShip the unit is using; the type of DropShip will determine how many 'Mechs can be dropped at a time. For ease of play, the gamemaster may assume that the unit has been assigned an *Overlord*-class DropShip, which can drop up to six BattleMechs every sixth turn.

Pre-Existing Damage

Some defending elements may have pre-existing damage. After deploying the defending force, roll 1D6/2 for every defending lance, rounding down. The result is the number of elements in each lance that have already taken damage. Roll 1D6 for each damaged element and apply that many 5-point damage clusters to each, using the Front/Back column of the BattleMech Hit Location Table (p. 33, *BMR*). Apply any critical hits that result from this damage. If an element is destroyed, remove it from play.

Withdrawal

The *Forced Withdrawal* rule is in effect for both sides (see p. 17). At the beginning of any turn in which more than half of the defending force has been destroyed or taken crippling damage, the entire defending force must begin withdrawing from the north map edge.

The attacker must withdraw via the south edge of the map. At the beginning of any turn in which more than three-quarters of the attacking force has been destroyed or taken crippling damage, the entire attacking force must begin withdrawing.

AFTERMATH

Unless they are extremely unlucky, the players should be the last ones left standing on the field. If luck turns against them, they can retreat and regroup. They should not fight too cautiously, however, as a quick victory on the part of the defenders could spell disaster for Buffalo Company.

If the gamemaster wants to allow the players to use reinforcements, Buffalo Company can detach a partial lance to assist the player unit after Turn 15; alternatively, Archer Company (a dedicated fire-support unit) can provide long-range artillery bombardment or a lance of LRM-carrying 'Mechs (though the latter would not reach the player unit until after Turn 12).

ADDITIONAL HOOKS

The withdrawing defenders retreat northwest, into the foothills of the Otal Mountains. The players may choose (or be ordered) to pursue them, either to harry their flank or to keep them under observation. The route the players take is likely monitored, however, and contains numerous locations suitable for ambushes.

Once on the ground, the task force sets up a staging area in the nearby city of Huss. Brigadier Corrigan will then turn the task force toward a small mining town just northwest of the intended landing zone, along the route taken by the retreating Legion of Truth. The fight to take the town will be over fairly quickly, but enemy forces will remain hidden in the immediate area and must be dislodged. Doing so will likely take considerable time and effort; the enemy is familiar with the land, and many enemy pilots and crews have become experienced guerrilla fighters during their time on Acamar.

SCENARIO 2: FORAY TO THE REAR

SITUATION

Huss, Acamar, Chaos March
18 March 3061

Immediately following landfall, Task Force Acamar seized Huss, a city strategically located on an intersection of three major thoroughfares and the Mahn River. Within a week, the city doubled in size as the task force's DropShips disgorged thousands of personnel and countless tons of supplies into an area that became known as the Communications Zone, or Com-Z. Huss became the invasion's focal point, as Com-Z housed the task force's support and command personnel as well as its primary repair and logistics depot.

Three weeks into the invasion, Calvin Noru spotted a weakness in Brigadier Corrigan's plan. By shifting his reserve BattleMech company and almost a regiment of other troops into the Trans-Mahn valley, Noru caught Corrigan off guard and prompted him to reinforce that area with troops drawn from across the expansive invasion front. The redeployments stymied Noru's advance into the Trans-Mahn, but left several small gaps along the front that Noru was quick to exploit. Several fast hovercraft detachments broke through, intent on wreaking havoc in Corrigan's rear areas.

Corrigan had assigned a 'Mech battalion to guard the rear areas, including Huss, the nearby landing field and Com-Z. With so much area to cover, however, the battalion discovered Noru's hovercraft detachment only when it reached the outskirts of Com-Z. The skirmish in Com-Z lasted for mere minutes, ending when approaching reinforcements threatened the escape of the hovercraft crews. Task Force Acamar suffered the fallout for weeks, however—an enemy shot set off hundreds of tons of needed munitions, which went up in a blaze visible thirty kilometers away.

GAME SET-UP

Lay out the *BattleTech* maps as shown. Use the *CityTech* and City Ruins maps from *BattleTech Map Set 2*; the City Street Grid/Park #2 map from *BattleTech Map Set 4*; both Open Terrain maps from *BattleTech Map Set 5* and the *BattleTech* map from *BattleTech Map Set 2* or the *BattleTech* boxed set.

The defending player should place a total of four Light, sixteen Medium, and six Heavy Level 2 buildings on the *CityTech* and City Ruins maps. The City Street Grid/Park #2 map is filled with shipping canisters and crates (see *Special Rules*, p. 42).

Attacker

The attacker consists of light and medium vehicle lances from Connor's Ransackers and the Second Provisional Acamar Cavalry. The attacker should field 100 percent of the defender's strength, at the same experience level.

The attacking force enters via the east map edge during the Movement Phase of Turn 1. Their goal is to destroy as many supplies as possible.

Defender

The defender consists of up to one 'Mech or heavy vehicle company from the player unit (piloting their own equipment), along with the Third Provisional Police motorized rifle infantry company.

The players should divide their unit into lances. One lance may deploy anywhere on the map board, except in the supply dump (see *Special Rules*). The other two lances are on patrol. The three rifle infantry platoons can be deployed in independent seven-man squads (for a total of 12 squads) anywhere on the map board, including in the supply dump (for more information on infantry squads, see p. 36, *Maximum Tech*). The infantry squads are veteran quality and so have a −1 to-hit modifier.

The remaining defender lances come into play depending on their mobility. Divide 50 by each element's maximum Running/Flanking MP, rounding up. The result is the turn number on which that element can enter via the west map edge, during the Movement Phase.

SPECIAL RULES

The following special rules apply during this scenario.

Supply Dump

The task force keeps most of its consumable supplies in a central location, represented by the City Street Grid/Park #2 map. A fence surrounding the dump runs through the xx01 and xx17 hexrows as well as the outermost unlabeled hexrows (those that would be the 00xx and 16xx hexrows). The fence is one level tall; it poses no obstacle to BattleMechs and little hindrance to most vehicles, but is potentially devastating to a hovercraft. Vehicles and infantry elements that wish to pass through a fence hex must pay an additional MP (though jump infantry may jump over the obstacle). Every time a hovercraft passes through an undamaged fence hex, roll 2D6. On a result of 3 or 4, the hovercraft is damaged and loses an MP; apply 1 point of damage, using the Front/Rear column of the Ground Vehicle Hit Location Table (p. 56, *BMR*). On a result of 2, the hovercraft loses 1D6 ÷ 2 MPs; apply 2 points of damage using the Front/Rear column of the Ground Vehicle Hit Location Table. After any 'Mech or vehicle passes through a fenced hex, the fence is considered destroyed and the hex clear. The fence in a particular hex may also be destroyed by successfully directing 5 or more points of damage to the hex.

All non-fence hexes, including road hexes, are paved and filled with storage containers one level tall. Elements may still move through the supply dump, as walkways have been set up between the rows of containers. Any elements moving through the dump must go carefully; a wrong turn or misstep could cause a stack of containers to come crashing down. Vehicles moving carefully must spend an additional MP per hex moved in the dump; BattleMechs must spend an additional 2 MP per hex. Any facing changes made under careful movement cost an additional 1 MP.

Elements can move normally, but at a risk. Any 'Mech that spends standard Running MPs must make a Piloting Skill Roll for
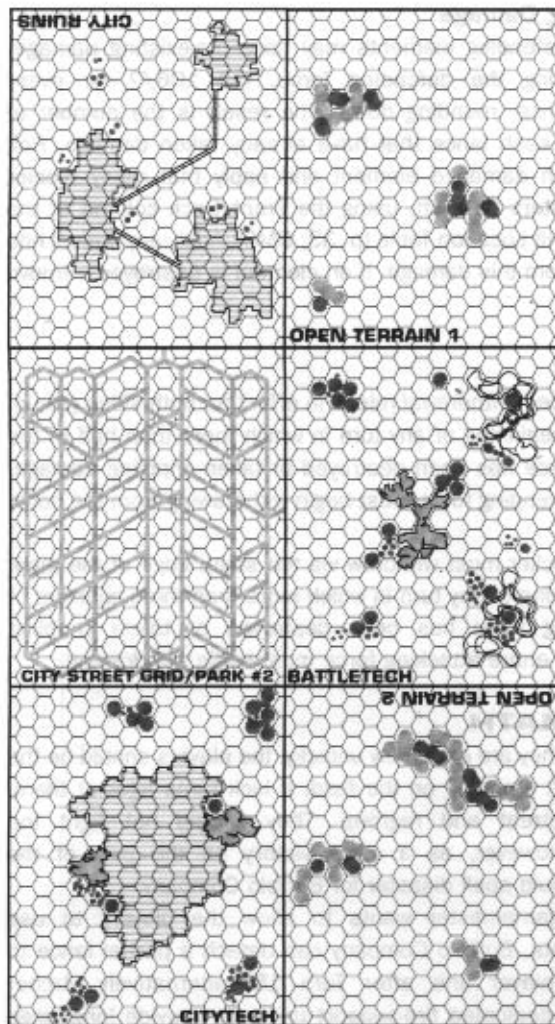
every hex it travels through. Any 'Mech or vehicle that spends Walking/Cruising MPs *and* makes a facing change must make a Piloting Skill Roll with a +2 modifier; double that modifier if the unit uses Running/Flanking MPs. Elements that make successful Piloting Skill Rolls may continue their movement. Any 'Mech jumping into a supply dump hex must make a Piloting Skill Roll with a +3 modifier at the end of its move. Elements that fail a Piloting Skill Roll in the supply dump take falling damage. Infantry need not spend additional MPs to move through the dump and do not take falling damage.

Any element in the dump that fails a Piloting Skill Roll immediately falls (if possible). If the fall occurs during the Movement Phase, the fall ends the element's movement (as with a skid). If the element's player fails the Piloting Skill Roll by a margin of 1 or 2, the element sustains no additional damage. If the margin of failure is more than 2, several canisters have fallen on the element; apply falling damage as if the element had fallen a number of levels equal to its margin of failure minus 2. The element must spend a total of 4 MPs in a subsequent Movement Phase to dislodge itself from the "avalanche."

Elements may fire at each other while in the dump but risk damaging the contents of the containers. Any missed attacks against an element in the dump automatically hit a canister in the same hex. Roll 2D6 for every miss; on a result of 2 or 3, the attack hits an ammunition container. Roll 2D6 again and apply damage equal to the result, using the Front/Back (rear) column of the BattleMech or Vehicle Hit Location Table (whichever is appropriate), to every element in that hex. Apply 1 point of damage using the appropriate Hit Location Table to each element in the six surrounding hexes. Then roll for additional ammunition explosions in each of those hexes. Ammunition explosions turn the hexes in which they occur to rubble.

Attacking units may also target the supply dump canisters intentionally, by firing at supply dump hex. Roll 2D6 as above, with a –1 modifier, to determine if an ammunition explosion occurs.

The canisters provide excellent cover to any element moving in the dump. Any 'Mech moving through the dump is considered to have Partial Cover; vehicles and infantry are fully covered, except to elements in their own or an adjacent hex.

Withdrawal

The *Forced Withdrawal* rule is in effect for the attackers (see p. 17). The attacker must withdraw from the south edge of the map. At the beginning of any turn in which more than three-quarters of the attacking force has been destroyed or taken crippling damage, the entire attacking force must begin withdrawing. The attacker may voluntarily retreat after causing twenty ammunition explosions in the dump and/or after Turn 18 (when defender reinforcements start getting too close).

AFTERMATH

The invasion of Acamar continues no matter how much damage the enemy does in Com-Z, though ammunition and other critical components may be in short supply until the task force receives replacements from offworld. Depending on how many supply canisters the attackers managed to destroy, the players may face anywhere from a slight ammunition shortage (subtract 1D6 shots from each reloaded ammo bin in subsequent scenarios) to critical supply deficiencies (roll 2D6 every time the players want to replace a component; on a result of 10 or more, that component is unavailable). These shortages last for the rest of the track.

ADDITIONAL HOOKS

The battle in the Trans-Mahn region is rapidly stagnating, as the two sides are relatively evenly matched. However, Noru's forces hold the better ground. Corrigan must pacify the region in order to continue with the operation and is committing as many companies as he can spare to the battle, along with heavy aerospace fighter support. He might even consider a combat drop behind Noru's lines.

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The map images are labeled: CITY STREET GRID/PARK #1, CITYTECH, CITY (Hills/Residential) #2, CITY STREET GRID/PARK #2, CITY RUINS, CITY (Hills/Residential) #1

also exist on the *CityTech* and City Ruins maps. On the *CityTech* map, the following hexes are paved: 0901–0905, 0910–0917, 1310, 1409, 1509 and 1608. On the City Ruins map, the following hexes are paved: 0108, 0207, 0307, 0901–0904 and 0914–0917.

The defending player places a total of ten Medium, six Heavy and four Hardened buildings on the *CityTech* and City Ruins maps. At least two buildings must be placed on each map. On the *CityTech* map, secretly designate one building as the palace and one as Noru's command center; on the City Ruins map, secretly designate four buildings as repair bays. The defender may then place at least ten buildings of any style on the remaining four maps; he may place more at the gamemaster's discretion.

SCENARIO 3: STRIKING AT THE HEAD

SITUATION

Kalskag, Acamar, Chaos March
21 March 3061

Calvin Noru's attack on Com-Z threw Task Force Acamar into temporary chaos that nearly cost them the Trans-Mahn. Brigadier Corrigan quickly turned the tables by bringing his aerospace fighters to bear against Noru's forces. Noru wisely chose to withdraw his units from the Trans-Mahn rather than see them destroyed piecemeal by aerial bombardment.

As Corrigan consolidated his battle lines, he undertook a daring plan that he hoped would break up Noru's coalition. As Noru's lines slowly pulled back to the north, toward the town of Flat, Corrigan moved his westernmost flank to intercept them and threaten their stronghold in the city. He then spread his eastern flank as far as possible, apparently to envelop the city and the retreating enemy.

In reality, Corrigan detailed a full battalion of BattleMechs to probe the eastern flank, and if possible make an end run around Noru's lines. The heaviest elements of that battalion were ordered to probe Flat and its defenders, while the fastest swung around farther and made a swift, stealthy move toward Noru's capital city of Kalskag. Upon entering Kalskag, they laid waste to Noru's palace and command center, as well as destroying several of his garages and repair bays.

GAME SET-UP

Lay out the *BattleTech* maps as shown. Use the *CityTech* and City Ruins maps from *BattleTech Map Set 2*, both City (Hills/Residential) maps from *BattleTech Map Set 3* and both City Street Grid/Park maps from *BattleTech Map Set 4*. Treat the water hexes on the *CityTech* map as paved hexes. Several roads

Attacker

The attacker consists of elements of the player unit. The attacking force enters via the west map edge during the Movement Phase of Turn 1 and must destroy the command center and its antenna array before withdrawing. In addition, the players may destroy targets of opportunity, including Noru's palace and repair bays. The attacker should not damage or destroy any other buildings, however.

Defender

The defender consists of elements of the Legion of Truth, Kasparov's Knights and the First Provisional Acamar Cavalry. The defender should field a force equal to the attacker's strength. One-third of the defending force (chosen randomly) are Green; the rest have the same experience level as the attacker. BattleMechs compose up to one-third of the defender's force; the rest are vehicle lances (see *Generating Opposing Forces*, p. 22).

The defending force may set up anywhere on the map board but must evenly split its elements between the six maps. If the forces cannot be evenly split, place extra elements on either of the two center maps.

SPECIAL RULES

The following special rules apply during this scenario.

Command Center and Other Buildings

Attacking elements can identify a building as soon as they move within three hexes of it. The command center sports a large antenna array, and so can be identified as soon as an

element moves onto the map where it stands (provided that element has a valid LOS to the building). The attacker can destroy the array with direct fire (the array has a CF of 50) or by turning the command center building to rubble.

Night Combat

This fight takes place at night (see p. 81, *BMR*). Players should determine which elements in their unit have searchlights before beginning play.

All paved hexes on the *CityTech* and City Ruins maps are considered illuminated, and so the standard +2 to-hit modifier does not apply to attacks against targets in those hexes.

Reinforcements

As reinforcements, the defenders may call on four lances undergoing repairs in the repair bays. The gamemaster randomly determines whether these are 'Mech or vehicle lances before beginning play.

Reinforcements may enter the map board in the Movement Phase of Turn 15. One lance may move out of each repair bay, unless the bay has been reduced to rubble. If a repair bay is turned to rubble before the lance in it has entered the map, that lance is destroyed. Each element in these lances is operated by a Green pilot (6/5).

Pre-Existing Damage

Each of the reinforcement elements has pre-existing damage. After determining the units' composition, 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 as normal, 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 reinforcement element is also short of ammo. Roll 1D6 for every element that carries ammunition. On a result of 1, each of that element's ammo bins is half full (rounding down). Any other result means the ammo bins are empty.

Withdrawal

The *Forced Withdrawal* rule (see p. 17) is in effect for the defender's Green pilots. These pilots may withdraw from any

map edge. They must withdraw at the beginning of any turn in which more than half of their 'Mechs or vehicles have been destroyed or taken crippling damage.

The attacking force may withdraw after destroying the command center's antenna array. Individual elements may also withdraw on their own initiative, depending on how much damage they have taken. Any crippled elements left on the map board at the end of the game are considered captured by Noru's forces.

AFTERMATH

The raid on his command compound severely hampered Noru's ability to control the disparate pirate bands and mercenary units under his command. Though his DropShip can act as a replacement command center, the assault causes various of his allies to lose faith in his abilities— especially since Jesús Kasparov, commander of Kasparov's Knights, perished in the attack. In order to retain any control over Acamar, Noru must now give much greater authority to his local commanders.

ADDITIONAL HOOKS

Even if the players get out of Kalskag in one piece, they are far from safe. They must return to their own lines while avoiding the strengthened patrols that Noru has assigned to hunt them down. The players will have an even more difficult time if one or more of their 'Mechs or vehicles suffered motive or gyro damage. The affected element must either make it through with the damage or attempt field repairs (see pp. 84–87, *BMR*), or else must be abandoned. The player unit's chances will improve slightly if one or more of its elements is equipped with Guardian ECM. Finally, whether or not all the players make it out, the surviving members of Kasparov's Knights—a semi-legitimate merc unit—will likely hold a lasting grudge against the player unit for the death of the Knights' commander.

Though the player unit achieved its primary mission, Noru was not killed as Corrigan had hoped. To quickly end the campaign for Acamar, Corrigan must take Noru out of the picture. He may send a small but well-trained group of commandos to infiltrate Kalskag and attempt to kidnap or kill Noru and his deputies.

Meanwhile, Flat remains at the center of fierce fighting. The city is almost completely surrounded, but a large contingent of Noru's forces are holed up in it and more are holding open an escape route that might easily be used to reinforce the city's defenses.

SCENARIO 4: CLASSIC EXTRACTION

SITUATION

Tomahn Moraine, Acamar, Chaos March
19 April 3061

After two months of siege, Corrigan captured Flat and accepted the subsequent surrender of more than half of the Second Provisional Acamar Cavalry. This setback ripped Noru's fragile coalition apart. Its four major powers—the Legion of Truth, the Scarlet Guard, Connor's Ransackers and Robert's Dreaded—each briefly vied for control over Kalskag before Kasparov's Knights and the First Provisional Acamar Cavalry tipped the scales in favor of the Legion of Truth. The rest withdrew to different parts of the main continent, while General Sline, commander of the Legion, consolidated his forces to defend Kalskag.

Sline made an error, however, in trying Noru and sentencing him to death. Unlike the rest of the coalition units, all of whom are pirate bands, the First Provisional and Kasparov's Knights are legitimate units. The First (and Second) Provisional are both staffed by Acamar natives and led by Noru supporters, while Noru hired the Knights to help defend "his" landhold. Under the leadership of the Knights' Brevet-Colonel Rombus, the two units banded together to rescue Noru and crush Sline and his Legion.

A few remnants of the Legion escaped Kalskag to link up with Robert's Dreaded; meanwhile, Noru and his supporters apparently cut their losses and retreated off-planet with the Knights. That left the First Provisional in command of Kalskag, which they quickly declared a free and neutral city. Corrigan, with the assistance of the few surviving members of the Acamar Merchants' Freedom Guild, began to set up a stable government on Acamar.

Operation Stiletto was not yet over, however. Three large and several smaller pirate bands were still at large, now fighting viciously for their lives. One particularly savage battle in the Tomahn Moraine cost the Acamar Task Force and the Scarlet Guard heavily; worse, post-battle intelligence placed two downed task force aerospace pilots in the moraine area. Corrigan dispatched Rescue Team Five to the area, which remained under the Scarlet Guard's control.

GAME SET-UP

Lay out the *BattleTech* maps as shown. Use the River Valley and Scattered Woods maps from *BattleTech Map Set 2* and both Rolling Hills maps from *BattleTech Map Set 3*. Two objectives will be placed on the map board (see *Special Rules*).

Attacker

The attacker consists of elements of the player unit and the Third Task Force Rescue Team, codenamed Rescue Five. The rescue team provides one fast-attack vehicle lance, one VTOL lance and three elite laser jump infantry platoons with anti-BattleMech training.
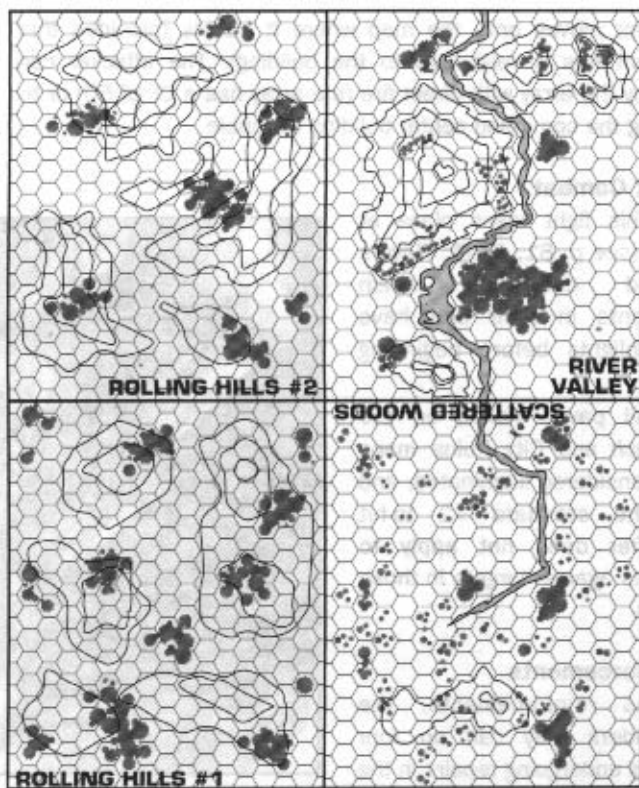
The attacking force enters via the south map edge during the Movement Phase of Turn 1. Their objective is to retrieve the two downed pilots and withdraw from the board.

Defender

The defender consists of elements of the Scarlet Guard. The defender should field 200 percent of the attacker's strength, at one experience level lower. The defending force contains one 3050+ BattleMech lance; the rest are vehicle lances (see *Generating Opposing Forces*).

The defending force may set up anywhere on the map board north of Hexrow xx05 on the Rolling Hills #1 map. The defender may deploy up to a quarter of its elements hidden (see *Hidden Units*, p. 77, *BMR*).

SPECIAL RULES

The following special rules apply during this scenario.

The Downed Pilots

During the previous battle for this stretch of land, two task force aerospace pilots were forced to bail out. They evaded capture, but now the Scarlet Guard has unknowingly overrun their hiding places. After the defender deploys, the attacker secretly designates a non-clear hex in which each of the two pilots is hiding, north of Hexrow xx08 on either the River Valley or Rolling Hills #2 maps.

Each of the downed pilots may move one hex per turn. They can enter any hex type, except for Water hexes. One or more

defending elements may occupy the same hex as a downed pilot without detecting the pilot, as long as that hex is not a clear hex. The attacker may not fire at a defending element in the same hex as one of the downed pilots. If the defenders locate a pilot (by occupying the same clear hex), they may fire on him. For purposes of such attacks, treat the pilot as a standard infantry platoon with only one surviving trooper.

An attacking element must pick up each pilot. Any vehicle may pick up a single pilot, but only a dedicated infantry carrier may pick up both (see *Mounting*, p. 59, *BMR*). A vehicle that has picked up either or both pilots suffers no movement or other restrictions beyond the required MP cost to pick up passengers.

A 'Mech that picks up a pilot must spend two full turns immobilized while doing so. Infantry may also pick up a pilot, in which case the pilot becomes the twenty-second platoon member (though the platoon loses its jump capability). The pilot is the last member of the platoon to be killed by weapons fire or other damage. If an un-mounted pilot is in the same hex as another element that takes fire, the attacking player rolls 2D6. On a result of 9 or greater, the pilot is killed.

Any attacking pilot or crew that bails out but is not killed must also be picked up.

Artillery Support

The attackers may use up to five artillery attacks from a battery of five Long Toms and two Arrow IV missile platforms during the scenario; the shells have a six-turn flight time. The attacker may pre-plot a total of five hexes on the map board for artillery fire before the defender deploys. These shots are not exact, however, as the downed pilots did not have the instruments to accurately plot artillery fire. The player controlling the artillery units must make an unmodified roll of 5 or greater to hit a pre-plotted hex; any other result means the attack has scattered (p. 70, *BMR*). The downed pilots can adjust artillery fire; each has Gunnery Skill 3.

The task force has a limited number of Arrow IVs. If an attacking element is equipped with TAG, up to two of the five artillery attacks may be made with Arrow IV Homing Missiles (see *Arrow IV Homing Missiles*, pp. 71–72, *BMR*).

Ice

Treat all Water hexes on the map board as ice (see p. 19).

Withdrawal

The *Forced Withdrawal* rule is in effect for the attackers (see p. 17). The defenders will not withdraw from the battle.

The attacker must withdraw via the north or west edge of the map. At the beginning of any turn in which more than half of the attacking force has been destroyed or taken crippling damage, the entire attacking force must begin withdrawing. The attacker may automatically withdraw when both pilots and all attacking crews or MechWarriors who have bailed out of their vehicles or 'Mechs are either safely picked up or killed.

AFTERMATH

The Scarlet Guards will pursue any portion of Rescue Five that makes it off the board, driving them into the middle of a major battle (see *Scenario 5*, below).

ADDITIONAL HOOKS

The rescue operation can easily turn for the worse if the attackers take heavy damage. MechWarriors and crews who bail out of their machines and are not immediately rescued will be taken prisoner by the Scarlet Guards. Though they will be roughed up and their personal belongings confiscated, they will not be executed. The Guards' leader, Captain-Colonel Miegs, recognizes his precarious position. He will interrogate the prisoners with drugs to learn as much as he can about the task force's plans and will use his prisoners' lives to bargain for safe passage off Acamar.

If several MechWarriors or crews are taken prisoner, the players will likely want to mount another rescue operation. As the prisoners will have been taken to Miegs' well-secured compound, Corrigan will not authorize such an operation. The players may, of course, choose to ignore Corrigan's orders. If they survive their "rogue" rescue operation, they must then deal with Corrigan's ire.

Before proceeding to the next scenario, the players may have to dodge the pursuing Guards through the rough terrain of the Tomahn Moraine.

SCENARIO 5: SURVIVING THE RESCUE

SITUATION

Tomahn, Acamar, Chaos March
19 April 3061

In an attempt to cover the rescue operation in the Tomahn Moraine, Brigadier Corrigan launched a probing attack against the Scarlet Guards' right flank. With the Scarlet Guards based in an easily defended mine complex, Captain-Colonel Miegs ordered the bulk of his unit to counterattack Corrigan's advance. Through this risky move, Miegs had the chance to strike a blow at the task force that could keep his Guards alive long enough to get off-planet.

Both leaders' plans were foiled, however, by the remainder of the Second Provisional Acamar Cavalry, which remained under the command of one of Noru's supporters. The last vestiges of the Second Provisional, thought lost in the fight for Flat, had fallen back into the Tokal Mountains but could not link up with Noru before he escaped offworld. They waited in the mountains for weeks until their leader, Captain Ruby Keyes, saw an opportunity to pay back those who had turned against Noru.

The Second Provisional traveled through the Tokal foothills until it reached a position from which it could attack the Scarlet Guards' flank. Keyes gave the attack order upon discovering that the Guards were already under attack by Corrigan's task force. All three forces poured reinforcements into the battle, which raged right across the route that the rescuers in the Tomahn Moraine had to take in order to reach their own lines.

GAME SET-UP

Lay out the *BattleTech* maps as shown. Use the Mountain Lake maps from *BattleTech Map Set 2*, both Open Terrain maps from *BattleTech Map Set 5*, the Woodland map from *BattlePack: Fourth Succession War*, the *BattleForce* map from *BattleForce, 2nd Edition* and the *BattleTech* map from *BattleTech Map Set 2* or the *BattleTech* boxed set.

Rescue Five

Rescue Five consists of all the 'Mechs, vehicles and infantry that survived the previous scenario (and any subsequent battles). They enter via the north map edge during the Movement Phase of Turn 6. Their first priority is to escort the rescued personnel safely off of the south edge of the map board. Upon completing this task by exiting the south map edge, they may supplement the rest of Task Force Acamar involved in the fight, reentering via the south map edge during the Movement Phase of the following turn.

Corrigan's Troops

The task force troops involved in this battle include several different elements (and may include any parts of the players' unit not involved in the previous scenario, if the players desire). They should field 200 percent of Rescue Five's strength and have the same experience level.

The task force troops enter via the south map edge of either or both Open Terrain maps during the Movement Phase of Turn 1. Their goal is to damage or destroy as many Scarlet Guards as they can while taking as few losses as possible.

Scarlet Guards

The Scarlet Guards should field 400 percent of Rescue Five's strength; half of them, chosen randomly, should be one experience level lower than the player unit.

Three-quarters of the Scarlet Guards enter via the north map edge of either or both Woodland and Mountain Lake maps during the Movement Phase of Turn 1. The rest of the Guards enter via the same map edge(s) as Rescue Five during the Movement Phase of Turn 10. The players running the Scarlet Guards should split their force into these two groups. The Guards' mission is to hold the field while inflicting as much damage as possible on the small task force detachment.

Second Provisional Acamar Cavalry

The Second Provisional Acamar Cavalry should field 200 percent of Rescue Five's strength, at one experience level lower than the player unit. The Second Provisional enters via the north and/or west edge of the *BattleTech* map during the Movement Phase of Turn 3. The Second's goal is to seriously hurt or destroy the Scarlet Guards, but they will fire on any element that gets in their way.
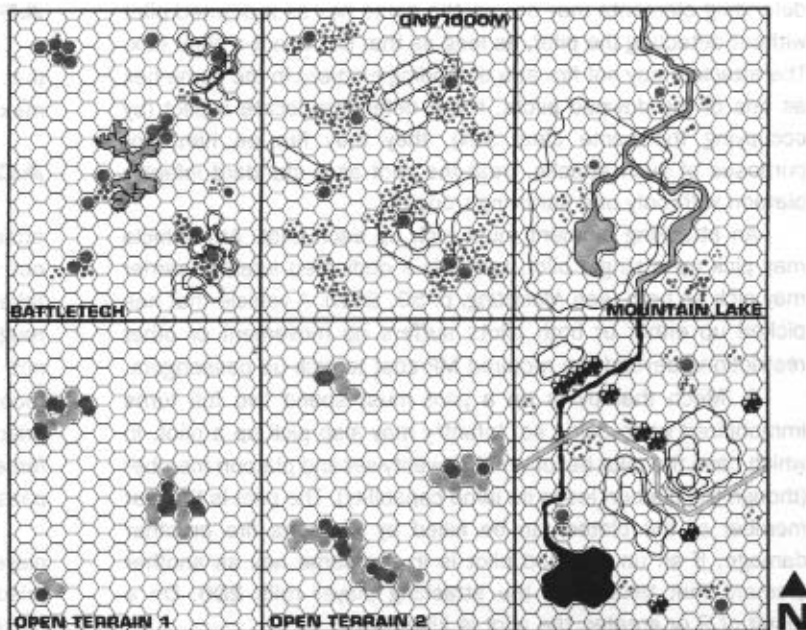
SPECIAL RULES

The following special rules apply during this scenario.

Initiative

Each of the four forces involved will make separate initiative rolls throughout the scenario. The Rescue Five team is acting independently from the rest of Task Force Acamar during this scenario.

Combat Targets

Each of the four factions has differing goals and different targets on which they can legitimately fire. Players must therefore keep careful track of the targets on which each element has declared fire.

Neither of the two Task Force Acamar factions will fire on each other, and both have the same target limitations. Any Scarlet Guard element is a fair target for any task force element throughout the game, along with any Second Provisional element that has fired on a task force element.

The Second Provisional will begin the scenario by firing only at Scarlet Guard elements. Each Provisional element may also fire on any other faction that fires at a target on which an element of the Second Provisional has already fired on or on which it has declared fire. Additionally, when Rescue Five appears on the map, elements of the Second will mistake them for Scarlet Guard reinforcements and engage them normally.

At the beginning of the scenario, the Scarlet Guards units will fire only on task force elements. Once the Second Provisional enters the board, the Guards may declare any of those elements targets of fire as soon as a Second Provisional element declares fire on one of their own elements.

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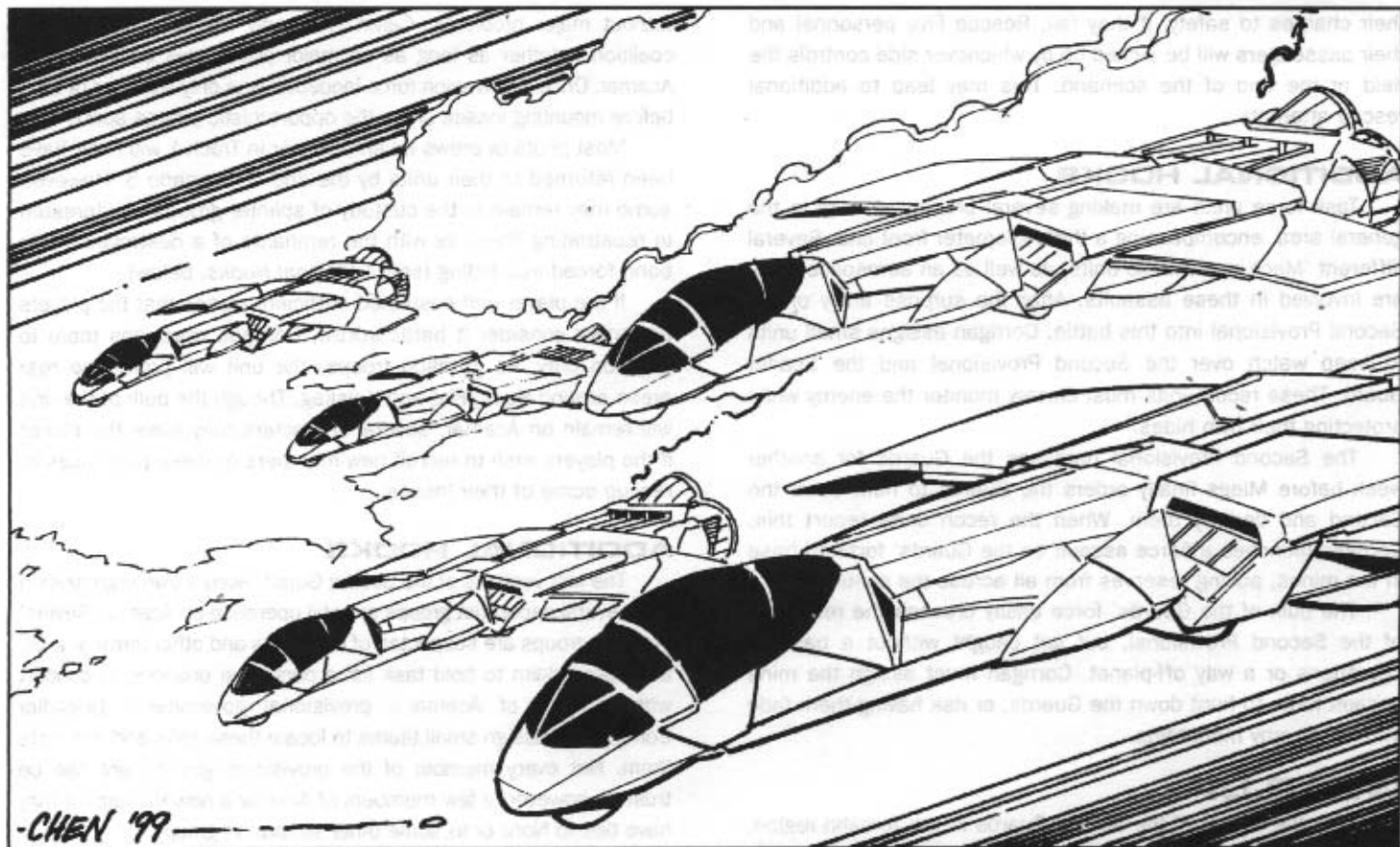
Aerospace Support

Several flights of task force fighters are in the area, involved in several different combat operations. The task force players may call in up to six separate strafing runs (p. 84, *BattleSpace*). Gamemasters should randomly determine what types of fighters will be used; alternatively, the players may use their own unit's fighters.

The strafing runs begin in Turn 2; one occurs every second turn thereafter (Turn 4, Turn 6, Turn 8 and so on). Once both task force factions are on the map board, the Rescue Five players can determine the target(s) of the strafing run. If the Rescue Five players do not wish to declare the target(s), control of the run reverts to the rest of the task force players.

Ice

Treat all Water hexes on the map board as ice (see p. 19).

Pre-Existing Damage

Elements of the player unit that survived the previous scenario (and any subsequent battles) begin this battle with the damage and ammunition loads they had at the end of the last battle.

Withdrawal

The *Forced Withdrawal* rule (see p. 17) is in effect for all units except the Second Provisional Acamar Cavalry. All task force elements, including Rescue Five, must withdraw via the south map edge. The task force may withdraw as a whole if the Rescue Five elements carrying the rescued pilots/crews have safely made it off the map board. At the beginning of any turn in which more than half of the task force elements have been destroyed or taken crippling damage, the entire force must start withdrawing.

The Scarlet Guards must withdraw from the north map edge. At the beginning of any turn in which more than three-quarters of the Scarlet Guards have been destroyed or taken crippling damage, the entire force must start withdrawing.

The Second Provisional may withdraw from the north and/or west edges of the *BattleTech* map only if more than three-quarters of them have been destroyed or taken crippling damage, or if they inflict staggering losses against their enemies. To determine whether this happens, total the value of the Scarlet Guards elements in the battle and add to that a quarter of the total value of the task force elements involved (see *Generating Opposing Forces*, p. 22). Divide that number by 2, rounding up any fractions. The final result is the total value of the elements that the Second Provisional must destroy or cripple before they can retreat.

AFTERMATH

With so many different combatants, confusion reigns on the battlefield, which should help the warriors of Rescue Five get

their charges to safety. If they fail, Rescue Five personnel and their passengers will be picked up by whichever side controls the field at the end of the scenario. This may lead to additional rescue attempts.

ADDITIONAL HOOKS

Task force units are making several probing attacks in the general area, encompassing a thirty-kilometer front line. Several different 'Mech and vehicle units, as well as an aerospace wing, are involved in these assaults. After the surprise entry of the Second Provisional into this battle, Corrigan assigns small units to keep watch over the Second Provisional and the Scarlet Guard. These recon units must closely monitor the enemy while protecting their own hides.

The Second Provisional harasses the Guards for another week before Miegs finally orders the Guards to hunt down the Second and destroy them. When the recon units report this, Corrigan launches a fierce assault on the Guards' fortified base in the mines, pulling reserves from all across the continent.

The bulk of the Guards' force easily crushes the remnants of the Second Provisional, but get caught without a base of operations or a way off-planet. Corrigan must assign the mine assault force to hunt down the Guards, or risk having them fade into the nearby mountains.

WRAP-UP

With the defeat of the Scarlet Guards in the Tomahn region, Task Force Acamar finally claimed control over most of Katenga, Acamar's major continent. Brigadier Anton Corrigan declared a temporary cease-fire, giving his task force a brief respite from their months-long campaign.

During the invasion campaign, the surviving members of the Acamar Merchant's Freedom Guild, along with elected representatives from each of Acamar's major regions, met with Corrigan's political advisors in an attempt to form a new government. On 20 April 3061, twelve hours before Corrigan's cease-fire took effect, Emmet Fletcher was elected President of the Acamar Parliament and de facto head of the provisional government. Though a member of Corrigan's political staff, Fletcher is an Acamar native, a member of the Freedom Guild and, following the fighting on Acamar in 3057 and 3058, legal owner of the planet's largest mine complex.

Corrigan and his task force faced more fighting ahead, however. Three large pirate bands and a handful of smaller ones remained in action on the planet and elsewhere in the Acamar system. After a week under the cease-fire, Corrigan sent the task force to eliminate the rest of the pirates.

TROUBLESHOOTING

No matter the outcomes of individual battles in which the player unit participated, this phase of Operation Stiletto concludes

without major problems. Calvin Noru only managed to hold his coalition together as long as no major power took an interest in Acamar. Once an invasion force landed, it was only a matter of time before mounting losses drove the opportunistic pirates apart.

Most pilots or crews taken prisoner in Track 1 will likely have been returned to their units by the end of Scenario 5. However, some may remain in the custody of splinter groups uninterested in repatriating them, or with the remnants of a destroyed pirate band forced into hiding (see *Additional Hooks*, below).

If the player unit sustained sufficient losses that the players no longer consider it battle-worthy, Corrigan reassigns them to garrison duty. As garrison troops, the unit will patrol the rear areas around Huss, Flat and Kalskag. Though the bulk of the unit will remain on Acamar, several characters may leave the planet if the players wish to recruit new members or make purchases to recoup some of their losses.

ADDITIONAL HOOKS

The last vestiges of the Scarlet Guard, Noru's own organization and several separatist groups are still operating on Acamar. Several of these groups are suspected of bombings and other terrorist acts, and some claim to hold task force personnel prisoner. In concert with officials of Acamar's provisional government, Brigadier Corrigan will assign small teams to locate these cells and eliminate them. Not every member of the provisional government can be trusted, however; a few members of Acamar's new Parliament may have ties to Noru or to some other separatist group.

The provisional government has officially charged Calvin Noru with 107 separate crimes. The government wants him back on Acamar to stand trial badly enough to have placed a bounty on his head. A few scattered reports place Kasparov's Knights on Pleione, just two jumps away from Acamar, even though the unit's final destination is Outreach (in virtually the opposite direction). Noru talked the Knights into transporting him to the Capellan-influenced region of the Chaos March and is slowly making his way back into the Capellan Confederation. Corrigan will authorize a small unit to detach from the task force and go after Noru.

During his months of power on Acamar, Noru stockpiled tens of thousands of tons of metals and other valuable raw materials in Kalskag's warehouses. Though he managed to abscond with a few thousand tons, the rest—most of it already processed by Acamar's refineries and forges—is waiting to be shipped to several buyers. The GM/Johnston Alliance has made a generous offer to the provisional government to take care of the problem, and transport DropShips are already burning in from the system's jump point. However, pirates are still operating in-system and across a radius of 100 to 200 light-years in the vicinity, and so the ships' route might easily have fallen into the wrong hands (for the right price). GM/Johnston Alliance vessels therefore require suitable protection for their convoy's journey to Kathil.

THAT'S NO SPACE STATION

During the cease-fire in the assault's tenth week, Acamar's provisional government informed Corrigan that they had lost contact with several mining sites in the system's outlying regions. Fearing the worst, government officials asked the task force to check out the sites. Corrigan immediately dispatched several armed DropShips, complete with 'Mech and fighter support, to reconnoiter the rest of the Acamar system.

Reconnaissance went slowly, but the five teams assigned to the task eventually turned up evidence of pirate activities at each of the main mining sites. They also captured a few of the perpetrators. Several prisoners, each of them a member of one of the larger bands that had been operating on Acamar, spoke of a pirate band under the command of a man known as Imhaus—a band *not* previously thought to have been operating on Acamar. Unable to find corroborating evidence of the pirate band's whereabouts, all but two of the recon flights were ordered to return to Acamar.

The DropShip carrying the player unit followed a path that passed close to the Illeudian Asteroid Belt. After picking up and reporting a few stray transmissions originating from the belt, the unit received orders to track the transmissions' origin. Unit members traced them to a mining outpost on one of the belt's larger planetoids, which was occupied by an unidentified force. After reporting this discovery, the players were ordered to secure the facility.

As the task force unit prepared to land, a group of aerospace fighters emerged from the asteroid belt and headed straight for their DropShip. After fighting their way past this threat, the player unit must fight a brief but intense battle for the planetoid.

TRACK 2 SPECIAL RULES

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

COMBAT AND OTHER OPERATIONS IN SPACE

Most of this track takes place on the surface of a small planetoid in the Acamar system, with no atmosphere and low gravity (.3G). Players and gamemasters should use the rules for Low Gravity and Vacuum in *BMR* (*Hostile Environments*, pp. 78–80) for all scenarios in this track unless otherwise noted.

Track 2 takes place hundreds of millions of kilometers from Acamar, requiring DropShips to carry the player unit to the battle locale. Gamemasters and players interested in additional realism and complexity may use the *Campaign Operations* rules (pp. 42–63, *BattleSpace*) to integrate some of the concepts in the following scenarios into their campaign. Detailed information on life in space also appears on pp. 30–47 of the *Explorer Corps* sourcebook.

REPAIRS AND REARMING

The events of this track happen over a single day, and so the players may have little or no time between scenarios to complete repairs or rearm their units. If they had the foresight to bring along some astechs and supplies, the gamemaster should pay close attention to the amount of cargo space available in the player unit's DropShip. *Technical Readout 3057* lists all DropShips currently available in the *BattleTech* universe; rules for dealing with maintenance and repairs appear on pp. 82–88, *BMR*.

PROTECTIVE GEAR

MechWarriors generally need not worry about the environment in which they fight, as most 'Mech combat takes place on inhabited planets with breathable atmospheres. Even in less friendly environments, a 'Mech's life-support system provides a suitable atmosphere for MechWarriors to breathe.

Some MechWarriors nonetheless wear protective gear in the cockpit, for added insurance. Affluent 'Mech jocks may wear a MechWarrior Combat Suit (p. 83, *MechWarrior Companion*), an expensive but useful piece of gear that combines the most protection with the greatest freedom of movement. Those less fortunate may don an Environment Suit (p. 84, *MW2*), but at a cost in dexterity; they receive a +1 penalty to their Gunnery and Piloting skills (or, in a *MW2* game, a +1 modifier to all Athletic and Physical Skills). Both of these suits fully protect a pilot in the vacuum of space.

Players may also choose to not worry about it. Each 'Mech carries a limited back-up supply of oxygen for emergency use, and has room for a Personal Environ Bag (p. 84, *MW2*). These emergency measures may not work under all circumstances, however. A pilot who bails out or suffers a Head decompression must first make a successful Piloting Skill Roll with a +1 modifier, and then make a 2D6 roll of 8 or better. Success in both rolls enables the pilot to activate the emergency equipment, which is undamaged. If either roll fails, the MechWarrior dies.

TRACK VARIATIONS

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

ALTERNATE TIMELINE OR SETTING

The gamemaster can adapt Track 2 to a campaign set just about anywhere or at any time in the *BattleTech* universe. Rich supplies of rare and useful ores (such as titanium and germanium) are usually treasure troves for whoever finds them, provided the lucky finder can keep them. Throughout history, the Great Houses of the Inner Sphere have fought entire military campaigns to wrest control of valuable mines from their enemies. A big enough lode can supply BattleMech or JumpShip factories for years.

CLAN CAMPAIGNS

Track 2 involves two relatively small forces battling for control of a planetoid, and so just a few alterations make it suitable for a Clan-based campaign. The Clans have fought small-scale operations like the one in this track for more than two hundred years, battling each other for possession of a limited objective (a factory, a moon with valuable natural resources, a genetic legacy and so on). The planetoid in this track can be any one of the thousands of moons or asteroids scattered throughout the inhabited systems of the Kerensky Cluster.

SKIPPING TRACKS

The campaign for Acamar is lasting far longer than Corrigan anticipated, due mostly to the unpredictable actions of the pirate forces on the planet. Meanwhile, Task Force Genoa is concluding the battle for that planet in considerably less time than expected.

With GM convoys already en route to transport Acamar's resources to Kathil and elsewhere, Corrigan orders a few of the units on Genoa released to assist with the continuing Acamar assault. Instead of participating in the Acamar campaign, the player unit may have been assigned to the Genoa operation, or may be a reserve unit awaiting assignment to either operation as reinforcements. To play this track, assume they have been reassigned to Acamar.

LEAD-INS

The following section provides ideas that the gamemaster can flesh out into full-fledged *BattleTech* scenarios or *MW2* encounters.

CROSSING THE STRAITS

One of the smaller pirate bands operating on Acamar departed for a chain of islands after Noru's coalition broke up and has holed up there ever since. A strait ten kilometers wide separates this band from Acamar's main continent, and so the pirates pose no major, immediate threat to the task force. In the interests of Acamar's stability, however, they must be eliminated. The rough terrain of the islands affords no good landing zones, and so Corrigan devised a more radical approach. Under cover of night, the task force will insert a unit onto the main island. Hovercraft may cross the water normally, but 'Mechs must walk across the ocean floor, a potentially dangerous proposition. The few naval vessels attached to the task force provide additional support.

Once this pirate band is defeated, the players may discover evidence in the pirate's base camp of communications with Illeudian-236, prompting Corrigan to send a mission there.

DESPERATE HOPES

Despite orders to maintain radio silence, the pirates in the asteroid belt made a few transmissions that the player unit's DropShip picked up. As soon as the pirates realized that they'd been spotted, they dispatched aerospace fighters to ward off the attack. This presents a combat scenario for players with aerospace elements, using the *AeroBattle* rules in the *Battlespace* rulebook or *AeroTech* rules. The player unit will be somewhat outnumbered, but the presence of the DropShip should eventually swing the fight in their favor.

SCENARIO 1: THE DROP THAT LASTS A LIFETIME

SITUATION

Illeudian-236, Acamar System, Chaos March
3 May 3061

Following a brief but bloody battle with the pirate Imhaus' fighter contingent, the player unit's DropShip closed in on Illeudian-236, a planetoid slightly more than a thousand kilometers in diameter. A quick survey confirmed the existence of several manmade structures, ranging from a small shack to a pair of large warehouses or hangars, close to a large cavern opening and a DropShip landing zone. The survey also spotted almost a company of BattleMechs in the immediate vicinity of this makeshift base. Though the unit saw no DropShips, the two largest buildings lay relatively close to the landing zone, from which shuttles as well as fighters could take off.

The planetoid's rough and craggy terrain, punctuated by small impact craters and vaulting rock formations, offered precious few landing zones. The DropShip captain nevertheless managed to find one just ten kilometers from the pirates' base camp.
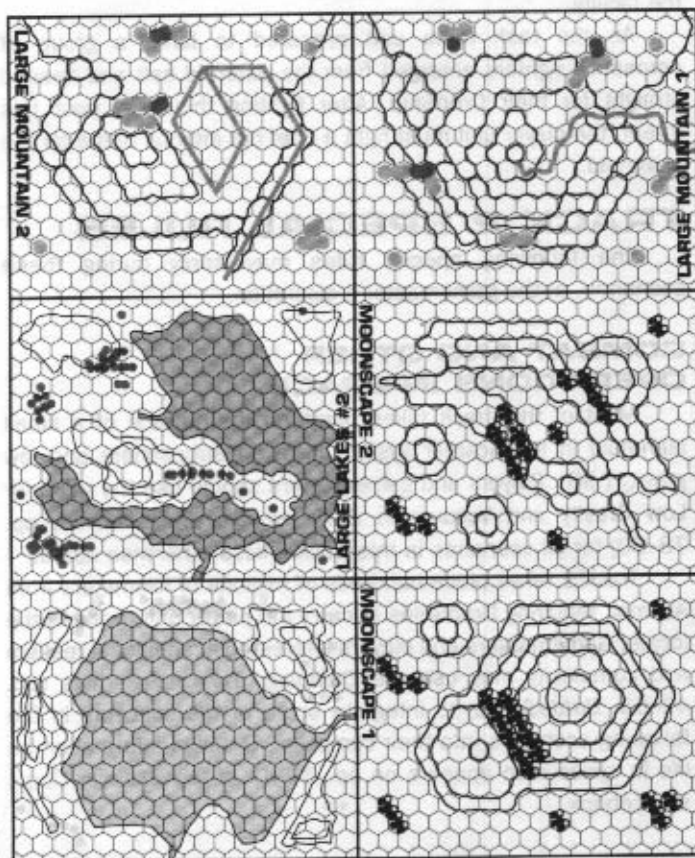
The surviving task force aerospace fighters reported pirates on their way as the DropShip prepared to drop its troops. The fighters could not assist their comrades, having exhausted almost all their fuel in the battle with the pirate aerojocks.

GAME SET-UP

Lay out the *BattleTech* maps as shown. Use the Large Lakes maps from *BattleTech Map Set 4* and the Moonscape and Large Mountain maps from *BattleTech Map Set 5*. Treat all Water hexes as sinkholes of the same depth and all wooded hexes as rough terrain.

Attacker

The attacker consists of the player unit, code-named Survey-23. The unit makes a combat drop during the Movement Phase of Turn 1 (see *Special Rules*, below, for combat drop rules and additional guidelines). The players must attempt to hold the crater so that their DropShip can land.

Defender

The defender consists of elements of the pirate Imhaus' BattleMech forces. The defender should deploy 125 percent of the attacker's strength, at one experience level lower than the player unit.

The defender enters via the north edge during the Movement Phase of Turn 1 and attempts to destroy the attacking force.

SPECIAL RULES

The following special rules apply during this scenario.

Combat Drops

The player unit performs a combat drop to enter the map board (see *Combat Drops*, p. 19). The gamemaster should establish what type of DropShip the unit is using, as this determines how many 'Mechs can be dropped at a time. For ease of play, the gamemaster may assume that the player unit has been assigned an *Overlord*-class DropShip, which can drop up to six BattleMechs every sixth turn.

A –2 modifier applies to Landing Rolls, reflecting the planetoid's low gravity.

Fatigue

The Survey-23 DropShip has just completed a long high-G (3G) burn. As a result, each unit member is experiencing some level of fatigue from that exhausting experience. The player unit takes a –2 Initiative penalty. In addition, add together the Gunnery and Piloting Skills of each MechWarrior in the player unit and roll 2D6. Then compare the roll result to the combined skill ratings. If the roll result is equal to or higher than a MechWarrior's combined ratings, that MechWarrior experiences no additional effects. If the result is lower, the MechWarrior takes an additional –1 penalty to both skills. *MW2* characters may instead make a Saving Roll against Build to determine if they suffer a blanket –1 penalty to all skills.

These effects last for the entire scenario. For campaign purposes, the effects last for 1D6 hours (for *BattleTech* pilots) or 2D6 hours minus the Build Attribute (for *MW2* characters, with a minimum of one hour). Make separate rolls for each individual.

Vacuum and Low Gravity

Illeudium-236 has no atmosphere and very low gravity (.3G). Use the *Low Gravity* and *Vacuum* rules in BMR (*Hostile Environments*, pp. 78–80).

Withdrawal

The *Forced Withdrawal* rule is in effect for the defenders (see p. 17). The defenders must withdraw from the north edge of the map. At the beginning of any turn in which more than half of the defending force has been destroyed or taken crippling damage, the entire defending force must start withdrawing.

AFTERMATH

The battle can go either way for the players. If they manage to hold off the attacking pirates, then their DropShip can land, giving them a base of operations from which to repair and supply their 'Mechs. Their aerospace fighters can also then refuel; half will dock with the DropShip to refuel and rearm, while the rest monitor the pirates' movements. The two flights then switch, giving the players aerospace support in subsequent scenarios.

Several other craters within twenty kilometers of the chosen LZ are likewise suitable for landing a DropShip. If things are going badly for the players, they may choose to withdraw to one of those secondary points. The gamemaster must determine whether or not the pirates will pursue. If several 'Mechs are left on the field that can be easily salvaged (especially those with decompressed locations), the pirates are likely to pull back to their base with the salvaged machines.

If the players drive the pirates from the field, they must either stay to make repairs and rearm once their DropShip lands, or they may choose to pursue the pirates back to the base. Depending on their choice, the players may skip one or more of the following scenarios. The pirates will take another 1D6 hours to load all their equipment and personnel into shuttles, which are hidden in a cavern several kilometers from the base. If the players take too long making repairs, the pirates' 'Mechs will attack the players' DropShip, pinning it on the ground, while the shuttles boost into the asteroid belt. The pirates will then fall back and attempt to make it off the planetoid.

ADDITIONAL HOOKS

Any MechWarriors left on the map board will be captured by whichever force holds the field. These prisoners will likely be interrogated by their captors in an attempt to ascertain the composition and goals of their force.

Whichever force pushes its opponent off the map board may choose to pursue the remaining opponents. If so, the gamemaster should set up a "roving map board." Begin with three mapsheets placed end to end (more if fast units are being

used and the players are taking advantage of modified movement rates). As soon as both sides move off one map, remove it from play and place another mapsheet "ahead" of the remaining mapsheets. If the players are pursuing the pirates, then the twenty-third mapsheet should be the Moonscape #1 mapsheet from the next scenario (and that scenario will begin as soon as the players reach that mapsheet).

Use the Random Spacescape Terrain Tables to determine which mapsheets to use. On a result of 1–3, consult Table 1; on a result of 4–6, consult Table 2. If the roll calls for a map already in use and you do not have a duplicate, roll again.

RANDOM SPACESCAPE TERRAIN TABLES

Table 1

1D6 Roll	Map
1	BattleTech (BT, MS2)
2	Desert Hills (MS2)
3	Desert Mountain #2 (MS3)
4	Desert Sinkhole #2 (MS3)
5	Large Lakes #2 (MS4)
6	Moonscape #2 (MS5)

Table 2

1D6 Roll	Map
1	Lake Area (MS2)
2	Desert Mountain #1 (MS3)
3	Desert Sinkhole #1 (MS3)
4	Large Lakes #1 (MS4)
5	Moonscape #1 (MS5)
6	Large Mountain #1 (MS5)

SCENARIO 2: CLOSING IN

SITUATION

Illeudian-236, Acamar System, Chaos March
3 May 3061

Survey-23's 'Mechs closely pursued Imhaus' forces as they withdrew to their base. There, they encountered the pirates' full 'Mech force, dug in and prepared for a siege.

GAME SET-UP

Lay out the *BattleTech* maps as shown. Use the River Valley, Lake Area and City Ruins maps from *BattleTech Map Set 2*, the Desert Mountain #2 map from *BattleTech Map Set 3* and the Moonscape maps from *BattleTech Map Set 5*. Treat all Water hexes as sinkholes of the same depth and all wooded hexes as rough terrain.

The defending player should place a total of seven Medium, four Heavy and two Hardened buildings on the City Ruins map.
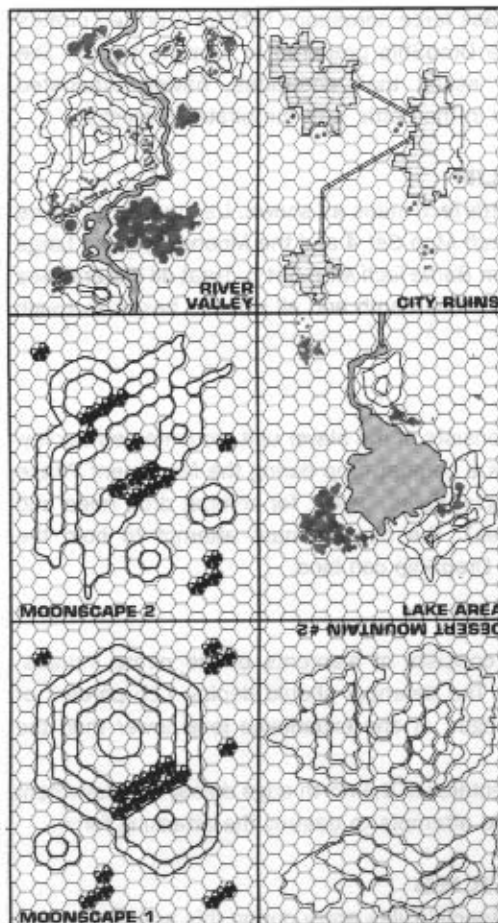
Attacker

The attacker consists of elements of the player unit that survived the previous scenario and that the players wish to commit to the battle. The unit enters via the south map edge during the Movement Phase of Turn 2 and attempts to destroy the defending force.

Defender

The defender consists of Imhaus' BattleMech forces, equal in strength to the player unit, at one experience level lower than the player unit. In addition, the defender includes any pirates that survived the previous scenario. The defender may call upon an additional force with 25 percent of the attackers' strength and with the same experience level.

Defending elements that participated in the previous scenario will enter via the south map edge during the Movement Phase of Turn 1. The rest may deploy anywhere on the Lake Area and City Ruins maps and may be hidden (see p. 77, *BMR*). The defender will attempt to damage the attacker as much as possible before retreating into the mines. If the attacking force commits its DropShip to the battle, the defender will try to destroy it, as the DropShip represents the single biggest threat to the pirates' escape.

SPECIAL RULES

The following special rules apply during this scenario.

Aerospace Support

The attackers may call on aerospace fighters to assist them in this battle. Any or all of the fighters that have managed to refuel may take part in the scenario; see the *Aftermath* section of the previous scenario (p. 53).

The players may also call on their DropShip for assistance but face grave risks in doing so. A DropShip can mount tremendous firepower, but a grounded vessel lacks maneuverability. If the players wish to risk their DropShip (and their only way of returning to Acamar), use the *AeroBattle* rules from *BattleSpace* or *AeroTech* rules (out of print) to run the DropShip.

Dead Zones

The defender may hide 'Mechs, vehicles or infantry normally, per the *Hidden Units* rules. The defender may also choose to hide one or more elements in clear or paved hexes, provided that the hex is not visible from any hex on the south edge of the map board. The hidden element will be revealed as soon as any enemy element has a valid LOS to it at the end of the enemy's movement. All elements hidden in clear hexes will be revealed as soon as an attacking aerospace fighter makes a bombing or strafing run on the map board. Follow all other rules for hidden units normally.

Fatigue

Some or all of Survey-23's MechWarriors and pilots may still be experiencing symptoms of fatigue from high-G deceleration. The gamemaster determines whether or not the attackers are still suffering from fatigue based on the amount of time elapsed between this scenario and Scenario 1. See p. 53 of Scenario 1 for additional information.

Pre-Existing Damage

Some elements may begin the scenario with pre-existing damage. Any damage to any 'Mech or other element that occurred previously in this track and has not been repaired carries over to this scenario.

Vacuum and Low Gravity

As in Scenario 1, *BMR* rules for *Low Gravity* and *Vacuum* apply during this scenario.

Withdrawal

The *Forced Withdrawal* rule (see p. 17) is in effect for the defenders, who must withdraw either into the mines or off the north map edge. Any units that withdraw off the north map edge will enter the mines through another mine shaft but will not be immediately available for the next scenario. At the beginning of any turn in which more than a quarter of the defending force has been destroyed or taken crippling damage, the defenders must begin withdrawing from the north edge of the map.

The Mines

Dozens of shafts have been dug into the planetoid's surface, many big enough for BattleMechs and other large pieces of equipment to easily enter and exit. The primary entrance to the mine tunnels is a stone's throw from the pirate base, in Hexes 0904 and 1008 of the River Valley Map.

One 'Mech, vehicle or infantry element may enter the mine through each hex in each turn. Once it is inside the mine, no element outside the mine may fire on it. An element standing in front of the mine entrance may be fired on by the last two elements that have entered the mine. For purposes of making the to-hit roll, assume the firing elements walked into the mine and are three hexes away from the entrance.

AFTERMATH

Several different outcomes may result from this battle. If the players have pursued the pirates to this point, the pirates are in a terrible position. Their leader, Imhaus, will use his forces in this scenario and the next to stall the players as long as possible so that he and his elite cadre can escape on their shuttles. He will leave the rest of his men to fend for themselves, which means they will either fight to the death or try to escape into the asteroid field. After finishing off the pirates, players who explore the base will find tons of stolen equipment and resources worth several million C-bills.

If Imhaus had enough time to load up all equipment and personnel, he will attempt to escape in a shuttle while his 'Mechs hold off the player unit. The pirate 'Mechs will lead the player unit into the mines, from which the players can rush through the shafts and come out in the place from which the shuttles launched. If the players dash through the maze quickly enough, they arrive in time to see Imhaus' 'Mechs, each fitted with strap-on jump packs, launching from the surface of the planetoid into the asteroid field.

If any of the players' aerospace fighters have refueled and are observing the planetoid (in other words, those not committed to battle in this scenario), the fighters may attempt to intercept the shuttles instead of assisting in the ground battle. Any enemy aerospace fighters that survived the initial engagement (see *Desperate Hopes*, p. 52) have rearmed and refueled to escort the shuttles into the asteroid field.

If the players must retreat from the map board, the pirates will regroup and withdraw, first into the mines and then off the planetoid. Likewise, if the players have not followed the pirates to their base nor kept a watchful eye out via their surviving fighters, they may not encounter the pirates again. The pirates will use one 'Mech to keep an eye on the player unit and will take any chance they get to sneak off the planetoid. If this happens, go to *Wrap-Up* (p. 59).

ADDITIONAL HOOKS

If the players have not destroyed the pirate unit by the end of this scenario, they can either follow the pirates into the mines,

consolidate their position at the pirate base, or return to their own base. If they choose not to follow the pirates, they will only learn that the pirates have departed the planetoid if the player unit left a fighter (or its DropShip) in space keeping a sharp lookout. Otherwise, the player unit must search through the mines or comb the planetoid's surface until they figure out that the pirates are gone.

SCENARIO 3: HIDE AND SEEK AND HIDE

SITUATION

Illeudian-236, Acamar System, Chaos March
3 May 3061

As Imhaus' forces began falling back into the mines, the DropShip's sensors picked up two shuttles boosting from the planetoid into the asteroid field. With no other apparent way off Illeudian-236, the pirates continued their orderly retreat into the mine shafts, which snake around to countless subterranean caverns and additional surface exits.

GAME SET-UP

This scenario has no set map board. Instead, the gamemaster creates his or her own labyrinth of passages and caverns, covering four to six standard maps, using the blank side of any *BattleTech* map; or uses the Ishiyama maps from *Solaris VII*. Alternatively, the City (Hills/Residential), City Street Grid/Park and River Delta/Drainage Basin maps can easily serve as the underground passages.

For additional guidelines in setting up the map board and running the scenario, see *Special Rules*, below.

Attacker

The attacker consists of elements of the player unit that survived the previous scenario and that the players wish to commit to the battle. The attacker enters via the south map edge during the Movement Phase of Turn 1 and attempts to destroy the defending force.

Defender

The defender consists of those elements of Imhaus' BattleMech forces that survived the previous scenarios and retreated into the mines. Pirate 'Mechs that retreated off the map may have gone to another mine entrance. The defending player rolls 2D6 for each element that retreated off the board; on a result of 4 or higher, that element made it into the mine. On a result of 2 or 3, the element got lost and must be taken care of later (see *Wrap-Up*, p. 59).

The defender may set up anywhere on the first mine map, and may deploy some elements in hidden positions (see *Dead Zones*, p. 55). The defender's primary goal is to retreat to a predetermined rallying point but will also attempt to destroy as many attacking 'Mechs as possible in the process.

SPECIAL RULES

The following special rules apply during this scenario.

Blind Movement

This scenario works best when played as a double-blind game (p. 52, *Maximum Tech*). If that is not possible, play it as a "single-blind" game. The attacker (the player unit) moves normally, but the defending side secretly plots the movement of its elements. Playing this way takes longer than a normal *BattleTech* game, but the players will find the scenario much more enjoyable having to guess the defender's actions.

You will need a supply of Double Blind Turn Record Sheets (supplied in the back of *Maximum Tech*), one for each defending 'Mech. Roll Initiative normally for each side. Movement alternates between sides. The attacking elements move normally on the map, while the defender plots the movement of his elements on the record sheets. Defending 'Mechs cannot be placed on the map unless an attacking 'Mech has a valid LOS to the defending element at the start or end of the attacker's movement. Once a defending 'Mech is visible, immediately place it on the map. Defending players must show the movements of any defending 'Mech visible to an attacking element, until the attacking 'Mech loses its LOS. The defenders must clearly note the movements of all defending 'Mechs on the record sheets, whether or not the attackers have LOS to any defending 'Mech.

The defenders may set up any of their 'Mechs in hidden locations (most or all of the defending elements will be hidden from the attackers at the beginning of the scenario). Any defending 'Mech may take a pointblank shot (see pp. 77–78, *BMR*) until the 'Mech makes its first move. Once a defending 'Mech expends MPs, it may no longer take pointblank shots, even though the element may not be visible to an attacking 'Mech. The remaining phases of the turn proceed per normal rules.

Before the scenario begins, the gamemaster should determine the entire layout of the map board and make a hardcopy. To simulate the fact that the players do not know the layout of the mines, the gamemaster should lay out only one map sheet at a time. Enterprising gamemasters may draw out the map as the players progress. If using a pre-existing map (such as a city or river map where the streets and rivers become the mine passages), the gamemaster may determine before beginning play which passages are open to movement, and simply inform the players as they reach them.

Fatigue

As in Scenario 2, some or all of Survey-23's MechWarriors and pilots may still be experiencing fatigue from high-G deceleration. See the *Fatigue* rules in Scenarios 1 and 2 for more information.

Jumping and Ejecting

In general, jump-capable BattleMechs may not use Jumping MP in the mine. At the gamemaster's discretion, some chambers may be large enough to permit jumping. Similarly, the low

clearance in the passages means that a pilot who ejects from his 'Mech is automatically killed.

Pre-Existing Damage

Any unrepaired damage to any 'Mech or other element that occurred previously in this track carries over to this scenario.

Vacuum and Low Gravity

As with the first two scenarios, players and gamemasters should use the *BMR* rules for *Low Gravity* and *Vacuum* (pp. 78–80). A thin atmosphere does exist deep in the mine shafts, however. Combat elements that go deeper than one map board into the mine (seventeen or more hexes in a direct line from any exit to the surface) function normally; at that level, sufficient atmosphere exists to negate the effects of vacuum. The effects of any previous decompression remain, however, and vacuum rules apply to any element that moves back out into the vacuum.

Withdrawal

The *Forced Withdrawal* rule (see p. 17) is in effect for the defender, whose elements must withdraw into the mines.

AFTERMATH

Most of the surviving defenders should make it through the mines to the rally point well ahead of the players. Once at the rally point, they will collapse the closest mine entrance, effectively trapping the players in the mine until the players find another exit. While the players look for another way out, the pirates strap disposable jump packs to each of their 'Mechs and then jump into the asteroid field (the jump packs provide more than enough thrust to counteract the planetoid's insignificant gravity well).

If the players disable or destroy the defenders before they get out of the mines, the gamemaster should skip the next scenario and go directly to *Wrap-Up* (p. 59).

ADDITIONAL HOOKS

At the end of this scenario, most of the pirates have likely reached the rally point. If the player unit also emerges from the mines, or if they have one or more aerospace elements already in space, they may pursue the pirates into the asteroid belt. Go on to the next scenario.

One or more pirate 'Mechs (or individual pirates in environment suits) may have gotten lost in the mines or on the surface of the planetoid. The players will be ordered to round up any of Imhaus' people left on Illeudian-236 for return to Acamar.

SCENARIO 4: ASTEROIDS!

SITUATION

Illeudian Asteroid Belt, Acamar System, Chaos March
3 May 3061

Upon realizing that Survey-23 had discovered his bolt-hole, Imhaus had a single goal—stall the opposition until he could evacuate the rest of his men and equipment from Illeudian-236.

The evacuation was almost finished when Imhaus' JumpShip warned him of the approaching Survey-23 DropShip. All Imhaus needed was a little more time.

The battle for the pirate base and the subsequent retreat into the mines gave Imhaus enough time to safely launch his last two shuttles. That done, he ordered his men to move to the rally point and seal the mines, which would give them enough time to mount jump packs on their 'Mechs and retreat into the asteroid field, where the band's DropShips and JumpShip waited.

GAME SET-UP

Lay out the *BattleSpace* map as shown.

The defender should place at least twenty asteroid markers on the map, though he may place more. The defender should also secretly designate one hex on the board as the pirates' destination hex. This hex should be no more than six hexes away from the top edge of the map and can have no asteroids within three hexes of it.

Attacker

The attacker consists of those elements of Survey-23 that the players wish to commit to the battle. All player 'Mechs must be jump capable. The attacking force enters via the bottom map edge during the Movement Phase of Turn 2 at a velocity of 2 and attempts to destroy the defending force.
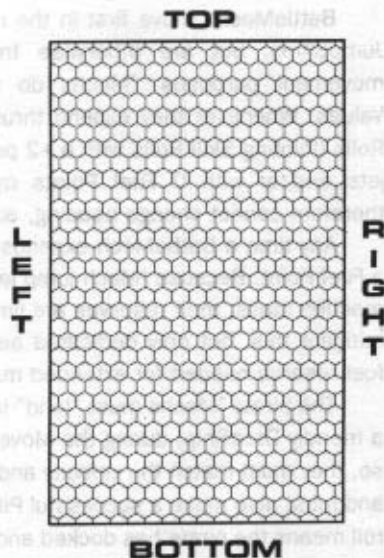
Defender

The defender consists of surviving pirate BattleMechs that successfully escaped from Illeudian-236. The defending force enters via the bottom map edge during the Movement Phase of Turn 1 at a velocity of 2 and attempts to land in the destination hex.

SPECIAL RULES

The following special rules apply during this scenario.

Aerospace Support

The attacker may call on aerospace fighters to assist in the battle. Any of the players' fighters may take part in the scenario, provided they have refueled; see Scenario 1 for more information (*Aftermath*, p. 53). The players may also call on their DropShip. It and any aerospace fighters enter from the bottom edge of the map board during the Movement Phase of Turn 2, with an initial velocity of 0.

Imhaus can call on two DropShips to defend the destination hex and on any of his remaining fighters to protect his 'Mechs. The gamemaster should determine what type of DropShips the pirates have before beginning play. For simplicity's sake, gamemasters may assume that Imhaus has two *Union*-class DropShips.

Converting BattleTech Elements to BattleSpace

Most of this scenario is played out with BattleMechs operating in space, and so players must convert their statistics to *BattleSpace* specifications. Use the *Converting AeroTech Craft* rules (p. 78, *BattleSpace*) with the changes given below, rounding fractions to the nearest whole number.

Consult the 'Mech Conversion Table to determine the 'Mech's base *BattleSpace* statistics. Only 'Mechs with functioning jump jets can move in space. Jump packs have been fitted to each of the pirate 'Mechs, giving them limited, temporary maneuverability (or supplementing a 'Mech's built-in capabilities). The jump packs provide up to 12 Fuel Points and a Safe Thrust of 2. All 'Mechs that launched off Illeudium-236 have expended 3 Fuel Points.

Use a fighter record sheet for a single 'Mech, but fill in only 1 armor row. Consult the Master Weapons Table (pp. 69–70, *BattleSpace*) to convert *BattleTech* weapons. Use the 'Mech Weapon Conversion Table to assign weapons to the appropriate firing arcs. Do not include melee weapons such as hatchets and swords. 'Mechs may only attack targets in the same hex, and so may fire only at short range.

BattleMechs move first in the movement sequence, before JumpShips, but are otherwise treated as fighter units for movement purposes. 'Mechs do not have Maximum Thrust Values. Whenever they expend thrust, they must make Control Rolls (Piloting Skill Rolls with a +2 penalty). 'Mechs without jump jets and/or with 0 Fuel Points may not expend thrust and therefore cannot change heading, accelerate or decelerate.

Any time a BattleMech expends a Thrust Point, it also uses a Fuel Point. Because 'Mech jump jets use plasma-heated air as reaction mass, their reserves are limited. The use of jump packs mitigate this, but only dedicated aerospace elements have the fuel reserve needed for extended maneuvering.

The pirate 'Mechs must "land" in their destination hex (or on a friendly DropShip) during the Movement Phase of a turn. To do so, they must match the velocity and heading of their destination and must also make a successful Piloting Skill Roll. A successful roll means the pirate has docked and been taken aboard; a failed roll means the pirate must continue attempting to dock until he or she succeeds.

BattleMech targeting and tracking systems are designed for ground combat at maximum ranges of a few kilometers. Consequently, they are ill-suited for space combat. Therefore, 'Mechs can only engage units in the same hex and receive an additional +4 to-hit penalty for all weapon attacks. Treat all weapon attacks as if at long range.

'MECH CONVERSION TABLE

BattleSpace	BattleTech
Armor Value	Armor Factor ÷ 40
Safe Thrust Value	Jumping MP ÷ 3
Fuel Points	Jumping MP x 2

Note: BattleMechs have no Maximum Thrust Value.

'MECH WEAPON CONVERSIONS TABLE

BattleTech Location	BattleSpace Arc
Torso, Leg, Head	Nose
Left Arm	Left Wing
Right Arm	Right Wing
Rear	Aft

Fatigue

As in the previous scenarios, some of Survey-23's MechWarriors and pilots may still be experiencing fatigue from high-G deceleration. See the *Fatigue* rules in Scenarios 1 and 2 for further information.

Withdrawal

The *Forced Withdrawal* rule does not apply in this scenario.

AFTERMATH

If the attackers get a chance to wipe out the pirate forces before they reach the destination hex, Imhaus will order his JumpShip captain to jump out of the system, stranding any of his remaining men. Alternatively, if the pirate elements are close to the destination hex, Imhaus will order his DropShips to help hold off the attackers until he can safely recover his men and jump away.

ADDITIONAL HOOKS

Whether or not the players destroyed any of the pirates or forced Imhaus to retreat, they must recover their 'Mechs as well as any remaining enemy 'Mechs from the asteroid field. The first difficulty they face will be making sure their own 'Mechs have enough fuel to maneuver or change velocity. Of course, stranded pirates might well have a suicide complex ... and may decide to take a few of the enemy with them.

WRAP-UP

Imhaus came to the Acamar system anticipating easy pickings and quick wealth. Though far from the only one with those goals in mind, he was the first to take advantage of the Acamar system's outlying mining posts. As they made only a few visits to Acamar proper, few paid attention to Imhaus and his

band, which left the pirate leader free to pursue his own agenda.

When Corrigan's task force first jumped into the system, Imhaus' operation in the asteroid belt remained undetected. However, Imhaus knew his good fortune couldn't last indefinitely, and so he began to pack up his operation. The process went slowly, as he couldn't risk a regular schedule of DropShip and shuttle runs between his bases in the asteroid field and his JumpShip, situated at a nearby pirate point.

He had abandoned all but his base on Illeudian-236 when Corrigan dispatched five survey teams to reconnoiter the system. The presence of observers forced Imhaus to proceed even more slowly. When the Survey-23 DropShip detected his activities, he was almost finished, with only one more load to go. His DropShips were with the JumpShip, however, forcing him to implement his risky plan to delay the opposition in combat.

TROUBLESHOOTING

The situation and environment on Illeudian-236 will leave the players with few options and the gamemaster with few possible outcomes. Because the scenarios take place in space, luck will play a large role in the outcomes of the first three scenarios, as 'Mechs are more likely to be crippled or destroyed by decompression than by weapons fire.

As long as their DropShip remains intact, the players should suffer no setbacks that cannot be easily righted. If the players bring their DropShip into play and it gets shot out from under them, however, they will be in dire straits. Unless his forces outnumber the players by a significant margin, Imhaus will cut his losses and take the opportunity to evacuate his people, leaving the players to fend for themselves on Illeudian-236. Corrigan will send several armed teams to scout out the asteroid field if the players do not check in, but the rescue is several days away. If the players have not destroyed the pirate base, they can take shelter in its buildings, but must rely on their own foresight for rations and other equipment.

ADDITIONAL HOOKS

Though exact figures are impossible to determine, Imhaus made off with significant amounts of ore and mining equipment, resources that Acamar's provisional government would like returned. Most of Imhaus' men know little about their leader or his origins, as all but his closest cadre were recently "recruited." With no real leads to go on, the players must make contacts in the black market, which is thriving in the Chaos March. Imhaus can sell the ores to just about anyone, but the mining equipment has specific uses, and few black-market traders specialize in that type of equipment. The trail eventually leads to a legitimate clearinghouse on Sarmaxa, with convoluted but traceable ties to the Capellan Confederation.

If the players thoroughly search Imhaus' base and the mines, they discover several items left behind by the pirates. Apart from minor personal effects left all over the base, they will find concealed in a barrack room a few small but valuable pieces of men's jewelry. If they have the pieces appraised, they discover that the items are several hundred years old and bear the marks of a distinguished and influential family. More digging reveals that the family's younger son was kidnapped more than a decade ago.

In the offices, the players will find a set of battle ROMs just a few months old, in which Imhaus' band apparently raided another pirate group. If the players did enough digging (and view all of the ROMs), they recognize an older version of the kidnapped youth piloting a *BattleMaster*, apparently the opposing pirates' lead 'Mech. If the players contact the family, the father gladly hires them to find his son and wipe out the marauders who took him (they realize that their son probably leads the pirates now, but will not discuss that with outsiders). The family has offered a sizable reward for the return of their son, and the pirates have numerous bounties on their heads (dead or alive).

BLOODY REDOUBT

After almost three months of near-constant warfare, Brigadier Corrigan's Task Force Acamar had crushed all major pockets of resistance and claimed the bulk of the planet for the new provisional government. With this accomplished, Corrigan released several of the task force's mercenary groups to the garrison portion of their contracts, giving them a rest from intense combat operations and a chance to rebuild their mauled machines.

Using small units to pin the few remaining pirate bands in their makeshift bases and relying on the garrison units to protect his rear areas enabled Corrigan to eliminate one or two pirate bands at a time with his remaining mercenaries. For the most part, Corrigan's plan succeeded. However, two of the targeted pirate groups broke out under cover of a night storm, in a desperate attempt to avoid their fate.

Bad weather, along with the fact that the bulk of Corrigan's forces were not in a position to stop the pirates, allowed the two bands to maneuver unopposed through Corrigan's rear areas for several days. Unable to launch effective reconnaissance flights because of a severe winter storm, Corrigan rushed his forces back to the center of the continent and then broke them into smaller search teams in an effort to find the pirates before they caused further trouble. Unluckily, the pirates were one step ahead of him.

The player unit is the only one able to immediately respond to the pirates' actions. Each scenario's *Additional Hooks* section offers several ideas for possible adventures and scenarios.

TRACK 3 SPECIAL RULES

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

REPAIRS AND REARMING

The events of this track happen very quickly, and so the players may have little time between scenarios to repair or rearm their 'Mechs and vehicles. They may attempt repairs if they have the time, techs and supplies available; see pp. 82–88, *BMR*.

TRACK VARIATIONS

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

ALTERNATE TIMELINE OR SETTING

Pirate attacks have occurred ever since humankind first traveled into space. Even in the 31st-century Inner Sphere, pirates remain a danger, though they pose a far greater threat in the Periphery (where the limited resources of most governments make reprisals unlikely). The gamemaster may turn this track into an objective raid by an enemy force in just about any era, on any world. The recent events at the Detroit Conference (see *3061 In Review*, p. 7) make an especially effective backdrop for this track.

CLAN CAMPAIGNS

The Inner Sphere is not the only area plagued by pirates. The dark caste—the outcasts and malcontents of Clan society—have been a thorn in the Clans' side for hundreds of years. Originally composed only of a few who were disillusioned with Nicholas Kerensky's new civilization, the dark caste grew steadily over the years. Living in otherwise uninhabited systems and on the periphery of Clan space, the dark caste became enough of a nuisance in the mid-30th century that two Clans were assigned to wipe them out. Though only partly successful, that mission crushed the dark caste's backbone and sent them back into obscurity.

In the latter half of the thirty-first century, amid the radical upheavals racking Clan society, the dark caste is again becoming a problem for many Clans. Most dark caste bands simply want to survive on their own, away from the tyrannical leadership of the Clans. Some, however, are genuine pirates, intent on raiding and pillaging the planets of the Kerensky Cluster. With this in mind, the events of this track can easily happen on just about any Clan-occupied planet. Recent events in the Inner Sphere and Clan space make planets in the Jade Falcon OZ and those occupied by the Nova Cats the most likely targets of bandit raids.

SKIPPING TRACKS

If the player unit was involved in the first track, assume it has had a week's respite after ten weeks of near-constant battle. Though Corrigan learned of possible pirate activity elsewhere in the system during the cease-fire and dispatched small units to deal it, the player unit need not have been among the five units assigned that duty.

In the assault's eighth week, Corrigan called for reinforcements to assist in pacifying Acamar. Most of the additional troops were reassigned from the Genoa assault, though several mercenary units were also quickly placed under contract to bolster Task Force Acamar. The player unit may be one of these, and may enter the action in Scenario 3.

LEAD-INS

The following section provides ideas that the gamemaster can flesh out into full-fledged *BattleTech* scenarios or *MW2* encounters.

PREEMPTIVE STRIKE

Through various sources, Corrigan learns of a mercenary unit on a nearby planet that someone apparently hired to disrupt the task force's supply lines on Acamar. Corrigan promptly dispatches a force to the neighboring planet to attack the mercenaries, hoping that a preemptive strike will put them out of commission long enough for his task force to finish its main operations.

The mercenary force is actually made up of volunteers from several veteran House Liao units, with the goal of disrupting Operation Stiletto. These units will be careful to not place

themselves in any position that might reveal their Capellan Confederation origin, however.

Upon returning from this strike, Corrigan's force returns just in time to intercept the rampaging pirates.

GARRISON LIFE

With most of Acamar freed from the control of Calvin Noru's pirate allies, Corrigan assigned several task force units to garrison duties. However, the conflict has had lasting effects. The two regiments of the Second Provisional Cavalry that fought against the task force are still being rebuilt, but divided loyalties are threatening to tear the surviving companies and battalions apart. The same is true of Acamar's population in general. The merchant class largely remains loyal to the Federated Commonwealth, while the few surviving nobles still hold to the Capellan Confederation. The rest of the people generally care little, though many preferred the greater freedoms they possessed under FedCom leadership. With the dissolution of the Sarna March, Acamar's people gained complete independence. With the entry of Noru into the mix, Acamar as a whole experienced great upheaval and is still dealing with the fallout.

Units assigned to garrison any of Acamar's cities may soon become mired in these internal conflicts. Until the provisional government roots out all of Noru's supporters in the militia and police, the garrison units will be called on to quell the increasing disturbances and at times outright warfare between opposing factions on Acamar.

ASSAULT IN A STORM

With the largest enemy units crushed, Corrigan was confident that company-sized forces could pin down the few remaining pirate bands while he used the rest of his task force to destroy each one. Since the dissolution of Noru's coalition a month earlier, Corrigan had seen no indication that any of the remaining bands were coordinating their operations or even communicating with each other, and so they seemed unlikely to pose a threat to task force operations.

The unexpected happened under the cover of a huge storm front, when two pirate bands smashed through the task force units set to guard them. Though the terrain favored the defenders, the pirates had the element of surprise and greater numbers.

SCENARIO 1: VIOLENT SURPRISE

SITUATION

Huss, Acamar, Chaos March
29 July 3061

Brigadier Corrigan learned of the breakouts within an hour of their occurrence. He immediately put his main operation on the defensive while dispatching several combat teams to deal with the pirates, but his forces were well out of position on the other side of the continent. Though reinforcements normally could

have reached their position within two days, the storm front that swept the region dropped twenty-six centimeters of snow, slowing everyone down and obscuring the pirates' tracks.

Every sizable task force unit on the main continent sent out search teams, to no avail. Only when the pirates made themselves known did the task force learn where they were. The two bands had linked up a day after breaking out of their bases and proceeded toward the city of Huss. Once home to the task force Communications Zone, Huss had significantly quieted down after Corrigan moved his operation to Kalskag. However, Huss still connected dozens of outlying settlements and countless mines to Kalskag's spaceports. The pirates knew that Huss contained all the supplies necessary to survive indefinitely on Acamar and gambled that Corrigan had not assigned a large garrison to the city.

The gamble paid off. With most of Corrigan's available forces out searching for the pirates, only one task force unit was operating near Huss at the time of the attack, and only a portion of it stood in their way as they moved toward the city.

GAME SET-UP

Lay out the *BattleTech* maps as shown. Use the City Ruins map from *BattleTech Map Set 2*, both Rolling Hills maps from *BattleTech Map Set 3* and the *BattleTech* map from *BattleTech Map Set 2* or the *BattleTech* boxed set.
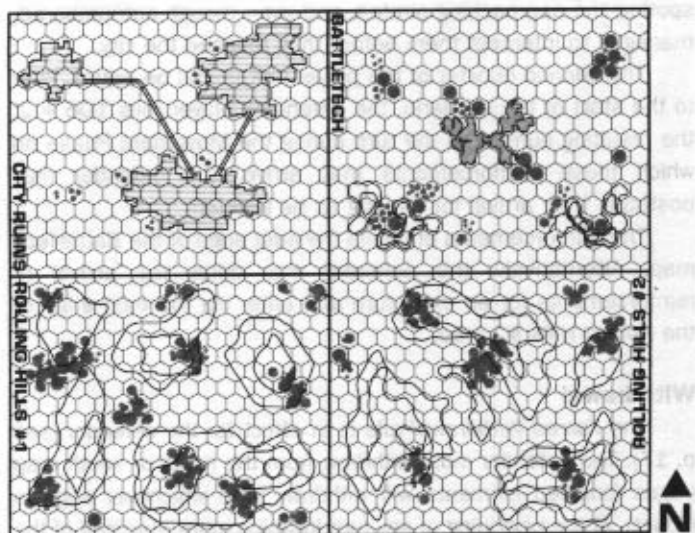
Attacker

The attacker consists of elements of the pirate units. The attacker should field 300 percent of the strength of the portion of the defender's force that begins the scenario, at one experience level lower than the defending force available for the scenario.

The attacking force enters via the south map edge during the Movement Phase of Turn 1. It will attempt to break through the defender's lines and exit off the north edge of the map.

Defender

The defender consists of elements of the player unit. Prior to beginning play, the players should divide their unit into four sub-units and then randomly select two of these (keeping the other two in reserve for the next scenario). The first sub-unit is immediately available; the second becomes available later in the scenario as reinforcements.

The first sub-unit may set up anywhere on the *BattleTech* and City Ruins maps, deploying hidden if desired (see *Hidden Units*, p. 77, *BMR*). The second sub-unit enters via the east map edge later in the scenario (see *Reinforcements*, below). The defender tries to prevent the attacker from entering Huss.

SPECIAL RULES

The following special rules apply during this scenario.

Ice and Snow

Treat all Water hexes as ice. All other hexes are covered in deep snow (see *Special Terrain and Weather*, p. 18).

Reinforcements

After the pirates broke through the task force units assigned to guard them, Corrigan ordered each city's garrison to go on high alert, meaning that at least half the unit must be active and patrolling at any one time. As a result, some of Huss' defenders spotted the approaching pirates, and even though outnumbered, managed to intercept them before they reached the city.

The second quarter of the player unit is still on patrol. Prior to the start of the scenario, the defending player rolls 1D6 + 2; the resulting number is the turn during the Movement Phase on which these reinforcements may arrive (the defender may postpone their arrival for as long as he wishes).

The reinforcements enter via the east edge of the *BattleTech* map. Alternatively, the defender may delay the arrival of reinforcements for an extra turn and enter via the east edge of the Rolling Hills #2 map.

Withdrawal

The *Forced Withdrawal* rule is in effect for the defender (see p. 17). The defender must withdraw from the north or south map edges (crippled elements will withdraw from whichever edge is closer). At the beginning of any turn in which more than half of the defending force has been destroyed or has taken crippling damage, the entire force must begin withdrawing from the south edge.

AFTERMATH

The much larger attacking force will likely sweep straight through the defending unit. If this happens, the players can take any element that retreated from the board and add it to their available forces for the next scenario.

If the players drive the attacker from the field, the pirates will regroup with their own meager reinforcements and attempt the assault again. In this case, all of the players' combat elements become available, as well as all of the attackers' elements. The two sides meet on the outskirts of the city (the same location as this scenario) and vie for control of Huss.

If this second battle occurs, the defeated force will withdraw from Huss. If the player unit retreated, the players may wait until they meet up with task force reinforcements before continuing operations against the pirates. In this case, skip the next scenario, but refer to its *Aftermath* and *Additional Hooks* sections for information on subsequent events.

If the pirates are forced to retreat, they will pull all the way back to their redoubt. Skip the next scenario and go to *Scenario 3: Good News and Bad News*.

ADDITIONAL HOOKS

No matter which side is driven from the battlefield, the players may wish to assign a few combat elements to constant surveillance of the pirate force. If they do this, however, the surveillance detachment may be discovered and attacked. Gamemasters may wish to lay out several city maps and play out the surveillance until the rest of the players' forces become available in the next scenario.

Half of the players' forces are on patrol; the remainder are in Huss for their scheduled rest and relaxation time. Though they are immediately alerted to the pirates' attack, it will take them some time to reach the battlefield, by which time the battle will have moved on no matter what the outcome. While part of the player unit is preparing to move out, the rest will notice that elements of the Second Provisional Cavalry are already moving around the city but not toward the raging battle. The few Noru loyalists in the Second Provisional are moving to secure the city's warehouse district, where they will remain until the pirates reach them (see the next scenario's *Aftermath* section).

SCENARIO 2: RALLYING CRY

SITUATION

Huss, Acamar, Chaos March
29 July 3061

The pirates entered Huss two days after breaking away from their task force guardians, meeting only minor resistance outside the city. Once in Huss, they bypassed several likely targets, including the governmental buildings and the defending unit's base of operations. They headed straight toward the warehouse district, where they met with the few remaining Noru supporters in the Second Provisional Cavalry, who had already secured the area.

With their forces firmly in control of Huss' main warehouses, the pirates called in their second column, which had been skirting the southwest reaches of the city. Composed mostly of trucks and other cargo carriers, with only a few 'Mechs and armor units attached to provide security, this second column entered the city unopposed and reached the warehouse district

in minutes. The pirates then began loading crates of supplies and weapons, assembled for them by the members of the Second Provisional.

Meanwhile, the unit garrisoning Huss rallied its surviving and off-duty members. They learned that only a small portion of the Second Provisional was in league with the pirates, but the mutineers had sabotaged the rest of the Second's vehicles to prevent their former comrades from interfering in their plans. Task force reinforcement troops were on the way, but the closest were well over an hour from Huss. With few options open to them, Huss' garrison had little choice but to take on the pirates once again.

GAME SET-UP

Lay out the BattleTech maps as shown. Use the Mountain Lake, River Valley and City Ruins maps from BattleTech Map Set 2, the City (Hills/Residential) maps from BattleTech Map Set 3 and the City Street Grid/Park #2 map from BattleTech Map Set 4.

The defending player should place twelve Light, sixteen Medium and four Heavy buildings on each of the four City maps. The River hexes on the Mountain Lake, River Valley and City (Hills/Residential) #2 maps are Depth 2 water. All hexes to the west of these hexes are also water; for every three hexes to the west of the river, increase the depth by 1.

Attacker

The attacker consists of elements of the player unit that survived the previous scenario and that the players wish to commit to the battle, as well as the portion of their unit unavailable for the previous scenario. In addition, the players can call on up to four platoons of the Second Provisional's infantry (Green foot troops armed with lasers).

The defending force enters via the north map edge during the Movement Phase of Turn 1. Their primary goal is to drive the pirates from the city; as a secondary goal, they attempt to destroy as many pirates as possible.

Defender

The defender consists of pirate elements that survived the previous scenario, plus one lance of BattleMechs and three lances of Light or Medium vehicles. Each of these lances is one experience level lower than the attacker. The pirates also have twenty flatbed trucks.

The defender may set up anywhere on the four City maps, and may deploy up to a quarter of his forces hidden (see Hidden Units, p. 77, BMR). The pirates will protect their flatbed trucks as best they can—they need the supplies in the trucks if they hope to survive for the next several months. However, they will be more concerned with the survival of their 'Mechs and tanks. The pirates will try to withdraw with all of their equipment, while inflicting as much damage as possible on the attacking force.

SPECIAL RULES

The following special rules apply during this scenario.

MOUNTAIN LAKE — CITY RUINS — CITY (Hills/Residential) #2 — RIVER VALLEY — CITY STREET GRID/PARK #2 — N
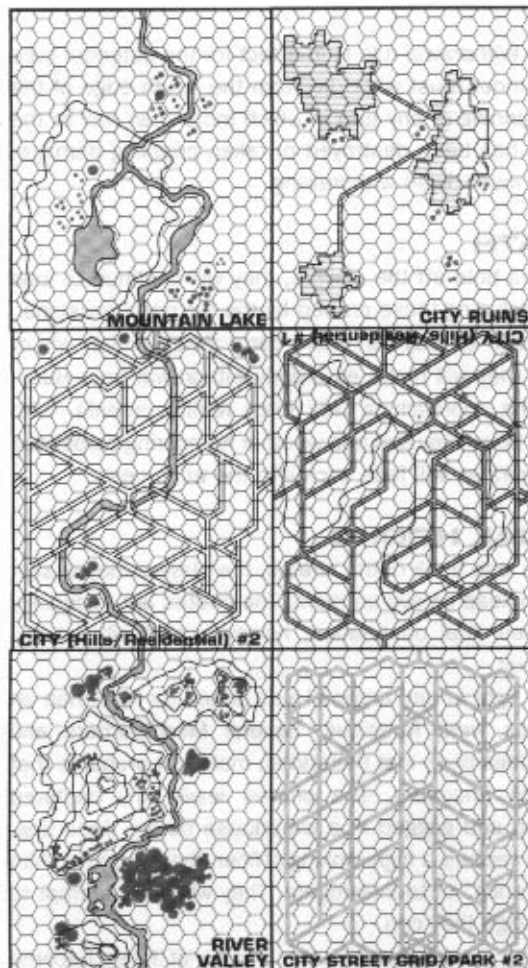
Attacking the Cargo Trucks

The trucks are loaded with supplies from the surrounding warehouses. Rather than let the pirates carry these off, the players may decide to cripple or destroy the vehicles. Every time the cargo on a truck takes damage, roll 2D6. On a result of 11 or 12, the cargo explodes, inflicting 2D6 – 2 damage (to a minimum of 1 point) on everything in the truck's hex. Any other result means that the cargo is something other than ammunition and so does not explode. See Cargo Carriers, p. 72 of BMR, for more information on vehicles and unprotected cargo.

Ice

Cargo is normally transported to Kalskag via river barge, but the river must first be cleared of ice, which has not happened since before the task force landed on Acamar. To reflect this, treat all Water hexes on the map board as ice (see p. 19).

Pre-Existing Damage

Some elements may begin the scenario with pre-existing damage. Any unrepaired damage to any 'Mech or other unit that occurred previously in this track carries over to this scenario.

Withdrawal

The *Forced Withdrawal* rule is in effect for the defender (see p. 17). The defender must withdraw from the south edge of the map. At the beginning of any turn in which more than half of the defending force has been destroyed or taken crippling damage, the entire force must begin withdrawing.

AFTERMATH

If the pirates hold off the players, they will continue to load their vehicles, including those crewed by the Second Provisional, with as much cargo as they can easily carry. Whether they win or lose the battle, they will make an orderly withdrawal from Huss, well ahead of the approaching task force reinforcements. With nightfall a scant hour away and bad weather hampering aerospace operations, the pirates will fade back into the wilderness.

ADDITIONAL HOOKS

Rather than lose track of the pirates, the players may assign a detachment to keep an eye on them. The pirates are especially protective of their final destination, however, and will actively discourage pursuit.

Though the fight in and around Huss lasted for less than an hour, the battles were ferocious. Several MechWarriors and crews on both sides likely lost their rides, making it probable that both sides took prisoners. The pirates leave any captured personnel bound and gagged in a warehouse before departing. However, if they capture a high-ranking officer, they may keep him or her as "insurance" or to interrogate. They will also attempt to recover any salvage they can.

Following the pirates' attack, the people of Huss become noticeably more agitated. Order quickly breaks down in the city, and the provisional government calls on the garrison to help restore the peace. Though the last of Noru's supporters left with the pirates, the city remains divided between Capellan and FedCom supporters. The Capellan proponents are a vocal and powerful minority in the city, bent on ridding it and Acamar of the task force as well as the provisional government (which they see as a puppet regime). The pro-Capellan movement will go to almost any lengths, including fabricating incidents to implicate task force units in crimes against the people of Acamar. The provisional government may ultimately declare martial law and order Huss' garrison to arrest suspected Capellan collaborators (precisely the type of heavy-handed action the pro-Capellan movement is trying to precipitate).

SCENARIO 3: GOOD NEWS AND BAD NEWS

SITUATION

Sorrow Mountain Range, Acamar, Chaos March
16 August 3061

Following their raid on Huss, the pirates again disappeared for several days. Corrigan ordered more than a regiment of BattleMechs to comb the interior of the continent for them, while beefing up the units assigned to pin down the remaining pirates on the planet. One last heavy storm blew through the region, hampering the search and keeping the aerospace assets grounded. After four days, the weather finally cleared enough for air operations to resume (aerospace fighters are technically all-weather craft, but extended operations in winter storms might easily have resulted in fighters icing up and crashing). Despite having to devote the bulk of his aerospace forces to an assault on a final pocket of resistance elsewhere, Corrigan assigned a full wing to the search for the missing pirates.

The fighters searched for two more days before uncovering evidence of the pirates' new base. Situated high in the Sorrow Mountains, the base stood guard over a prominent pass. The terrain shielded it from aerial bombardment, and it appeared that only a few routes through the mountains would lead to the base (each undoubtedly closely guarded). Even more disheartening, the base looked heavily fortified, probably constructed sometime during Noru's control of Acamar.

Intent on keeping to his operation's schedule, Corrigan blocked off the few exits from the mountains with battalion-size guard units, consisting of elements of Huss' garrison and several other units in the region. Though the guard units occasionally probed the pirates' defenses, they made no serious attempt to dislodge the entrenched brigands. This situation lasted for almost two weeks, until a merchant DropShip inbound for Kalskag radically altered course and landed close to the pirates' base. With the bulk of his forces committed to a battle at least a day's march away, Corrigan ordered the guard units into action to prevent the pirates from leaving the planet.

Scenario 3 consists of three independent battles, each representing the ongoing conflict along a single route to the pirates' base. Each battle leads directly into the following battle. Gamemasters may run the players through all three battles or through just one or two, depending on the size of the player unit.

For a more complex scenario, the gamemaster can divide the player unit into three groups and run all three battles as if they were occuring simultaneously, in three different passes each leading to the same location. In this case, each battle leads directly into the next scenario.

Defender Composition

Because the defending forces in these battles are the same pirates that the players have been fighting in the previous scenarios, gamemasters should keep the same overall force composition from those scenarios, but may add elements as needed to keep both sides balanced.

GAME SET-UP: BATTLE 1

Lay out the *BattleTech* maps as shown. Use the Mountain Lake map from *BattleTech Map Set 2*, the Rolling Hills #2 map from *BattleTech Map Set 3* and the *BattleTech* map from *BattleTech Map Set 2* or the *BattleTech* boxed set.
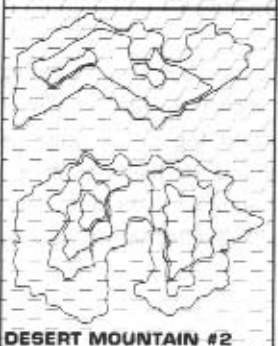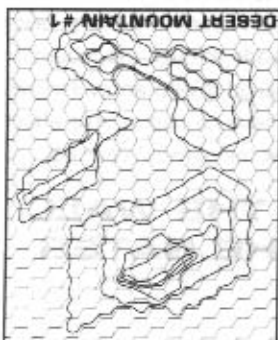
BATTLE 1

The defending player should indicate a succession of adjacent hexes, over which is laid the single road that snakes through the valley. The road may travel through any type of terrain, but must remain Level 0. Any bridges along the road can hold a maximum of 60 tons (CF 60).

The pirates have laid a large minefield on these mapsheets, which an attacker will find extremely difficult to cross. The defending player should place twice as many command-detonated minefields as the attacker has 'Mechs and vehicles (position these in any non-Water and non-Road hex). In addition, the defending player may lay the same number of conventional minefields, in any non-Water hex. The defender should secretly note on a piece of paper each of these mined hexes and the type of mines placed in them.

BATTLE 2

Attacker

The attacker consists of the player unit (the gamemaster may add to the unit as needed for game balance). The attacking force enters via the west map edge during the Movement Phase of Turn 1. Their goal is to cross the map and exit from the east edge.

Defender

The defender consists of elements of the pirate units. The defender should field 25 percent of the attacker's strength and should have the same experience level.

The defender may set up anywhere on the Mountain Lake and Rolling Hills #2 maps, and may deploy any or all of his forces hidden (p. 77, BMR). Defending elements will hinder the attackers as much as possible, but automatically begin to retreat eastward starting on Turn 11.

GAME SET-UP: BATTLE 2

Lay out the *BattleTech* maps as shown. Use the Desert Mountain maps from *BattleTech Map Set 3*.

The defending player should secretly designate six hidden positions anywhere on the two maps (see *Hidden Positions* under *Special Rules*, below) and note those hexes on a piece of paper. The defender should also designate twenty additional rough terrain hexes on the map board.
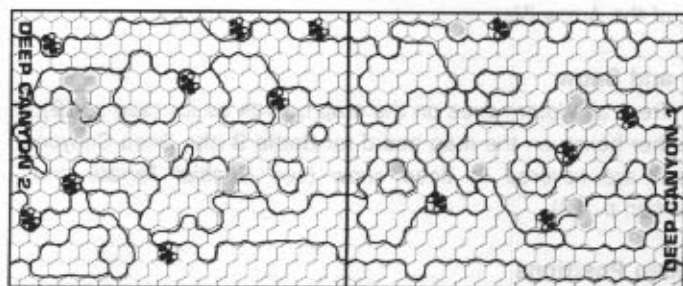
Attacker

The attacker consists of the player unit (the gamemaster may add to it as needed for game balance). The attacking force enters via the south map edge during the Movement Phase of Turn 1. Their goal is to cross the map and exit from the north edge.

Defender

The defender consists of elements of the pirate units. The defender should field 50 percent of the attacker's strength and should have the same experience level. Also include any pirate units that withdrew from and survived the previous battle.

The defender may set up anywhere on the two maps, and may deploy as many elements as possible hidden. Defending units will hinder the attackers as much as possible, but automatically begin to retreat northward starting on Turn 11.

BATTLE 3

GAME SET-UP: BATTLE 3

Lay out the *BattleTech* maps as shown. Use both Deep Canyon maps from *BattleTech Map Set 5*.

The defending player should secretly designate eight hidden positions anywhere on the two maps (see *Hidden Positions* under *Special Rules*, below) and note those hexes on a piece of paper. The defender should also secretly designate and note the position of twenty standard minefields on the map board.

Attacker

The attacker consists of the player unit (the gamemaster may add to it as needed for game balance). The attacking force enters via the east map edge during the Movement Phase of Turn 1. Their goal is to cross the map and exit from the west edge.

Defender

The defender consists of elements of the pirate units. The defender should field one-third of the attacker's strength and should have the same experience level. Also include any pirate units that withdrew from and survived the previous battle.

The defender may set up anywhere on the two maps, and may deploy as many elements as possible hidden. Defending units will hinder the attackers as much as possible, but automatically begin to retreat eastward starting on Turn 11.

SPECIAL RULES

The following special rules apply during this scenario.

Artillery Support

The attacker may use artillery strikes from a battery of two Long Toms, two Snipers and a limited number of Arrow IV missile platforms during the battles; the shells and missiles have a three-turn flight time. The attacker may not pre-plot any hexes on the map board. If the attacking force includes an element equipped with TAG, up to five artillery attacks can come from the Arrow IVs.

The artillery battery is monitoring each main battle, and the attacker can call for artillery support in any of them. The players should roll 2D6 every time they wish to call in an artillery strike. On a result of 9 or better, they receive strikes from all four guns; on a result of 7 or 8, they receive a strike from one Long Tom and one Sniper. Regardless of the die roll, a player may always use one of the Arrow IVs.

Ice and Snow

Treat all Water hexes on the map boards as ice (see p. 19). All other hexes on the map board for Battle 3 (the Deep Canyon maps) are covered in deep snow (see *Special Terrain and Weather*, p. 18).

Hidden Positions

The builders of the mountain base chose to locate it in terrain that made the only routes to it easily defensible. They seeded the primary route with dozens of minefields, but the craggy terrain along the other routes was not suited to standard mines. The base builders therefore carved several niches into the cliff faces, each big enough to conceal a 'Mech or an armored vehicle. Each of these hidden positions opens to only one hex facing (the unit can only enter or exit the niche through that hexside) and must be placed in a hex that rises two or more levels above the terrain adjacent to it. Elements in such a hidden position may have LOS to units outside the niche (and vice versa) only if the LOS can be traced through the entry hexface. Elements that start the game occupying a niche are considered hidden and may make pointblank shots (pp. 77–78, BMR), so long as they have a valid LOS.

Withdrawal

The *Forced Withdrawal* rule is in effect for both sides (see p. 17). The attacking force must withdraw from the edge of the map through which it entered the scenario. The defender must withdraw from the opposite edge. At the beginning of any turn in which more than three-quarters of the attacking force has been destroyed or taken crippling damage, the entire attacking force must begin withdrawing from its entry edge. Defending elements begin to withdraw if more than a quarter of the attacking force advances within eight hexes of the opposite edge, or starting in Turn 11.

AFTERMATH

The players will find it difficult to plow through the pirates' defenses and may suffer greater damage than they would normally expect. Though the player unit can still win the next scenario even after losing a battle in this one, victory in the final assault will be much more difficult to achieve if the entire player unit does not survive these battles.

If the pirates halt all three of the player unit's advances, they can escape the planet and leave the system.

ADDITIONAL HOOKS

Whether or not they destroyed the pirates, the players should continue to the pirate base. The pirates concentrated their defenses at the three bottlenecks where the battles took place, but also laid several small minefields and strung defensive emplacements all along the main routes to the base; they will make a fighting withdrawal every step of the way if necessary. Player units that advance up the main road (which leads through the mountain pass) will find that the pirates have blocked it with an avalanche. Though the pirates know this tactic will have no appreciable effect on BattleMechs, they are content to slow the players' vehicles.

SCENARIO 4: TO THE WALL AND THROUGH THE GATES
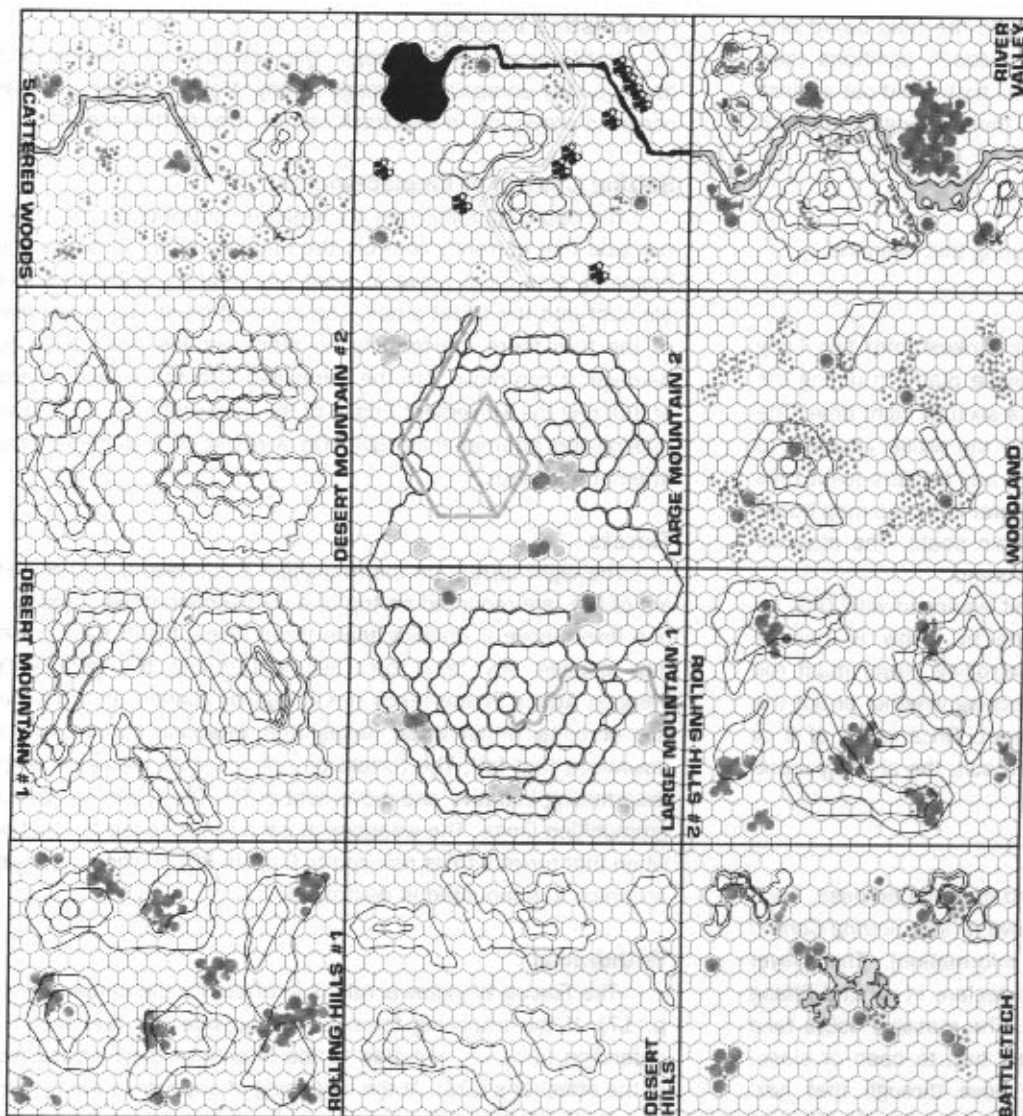
SITUATION

Sorrow Mountain Range, Acamar, Chaos March
2 August, 3061

The task force readily gained ground, but the retreating pirates exacted a heavy toll for every inch they gave up. Soon enough, however, the task force reached the pirate base—a veritable fortress overlooking the pass and the highway. With a heavy wall and several armed turrets in addition to its defenders, this firebase is a formidable objective. The attackers have only skill and luck in their favor.

GAME SET-UP

Lay out the *BattleTech* maps as shown. Use the Scattered Woods, River Valley, and Desert Hills maps from *BattleTech Map Set 2*, both Desert Mountain and Rolling Hills maps from *BattleTech Map Set 3*, both Large Mountain maps from *BattleTech Map Set 5*, the Woodland map from *BattlePack: Fourth*

0907, 0807–0810, 0911, 1011, 1112, 1212, 1313, 1413, and 1514–1516 on the Large Mountain #1 map; hexes 0103, 0104, 0204, 0305, 0405, 0505, 0604, 0704, 0804, 0905, 1005, 1106–1111, 1011, 0912, 0812, 0713, 0612, 0512, 0411, 0312, 0212 and 0113–0115 on the Large Mountain #2 map.

The Level 1 inner tier runs through the following hexes: 1603, 1604, 1505, 1405, 1306, 1206, 1107, 1007, 0908–0910, 1010, 1211, 1312, 1412, 1513 and 1612–1614 on the Large Mountain #1 map; hexes 0105, 0205, 0406, 0506, 0605, 0705, 0805, 0906, 1006, 1007–1010, 0911, 0811, 0712, 0611, 0511, 0410, 0310, 0211 and 0112 on the Large Mountain #2 map.

The gates are located in hex 1011 of the Large Mountain #1 map and 0305 of the Large Mountain #2 map. Turrets are located in hexes 0807, 0810, 1011, 1602 and 1615 on the Large Mountain #1 map, and hexes 0305, 1106 and 1111 on the Large Mountain #2 map. Each turret mounts an LRM 20 with unlimited ammunition and two large lasers.

The defending player should secretly designate eight hidden positions anywhere on the two maps (see Special Rules in Scenario 3, p. 66), writing those hexes on a piece of paper. The defender should also secretly designate and note twenty standard minefields on the map board.

Attacker

The attacker consists of elements of the player unit that survived the previous scenarios and that the players wish to commit to the battle. The attacking force enters via the north map edge during the Movement Phase of Turn 1. Its goal is to destroy the pirates.

Defender

The defender consists of elements of the pirate units that survived the previous scenario, plus three additional lances of BattleMechs. Each lance is one experience level lower than the attacker.

Succession War, the BattleForce map from BattleForce, 2nd Edition and the BattleTech map from BattleTech Map Set 2 or the BattleTech boxed set. (This large map board gives the players enough room to maneuver and probe the base's defenses; however, gamemasters are free to use only some of maps listed.)

The top of the Large Mountain has been leveled and cleared off; ignore any Woods and Water hexes on the Large Mountain maps, along with terrain higher than Level 6. The defending player should place four Light, seven Medium, five Heavy and two Hardened buildings on top of the mountain. A two-tiered wall surrounds the base (treat each individual hex as a Hardened building with a CF of 100). The outer tier is two levels tall, the inner tier one level. 'Mechs can climb up on the wall's first or second level; those on the first level may benefit from partial cover. Two gates, each beneath a turret, allow entry into the base; each gate has a CF of 100.

The Level 2 outer tier of the wall runs through the following hexes: 1602, 1503, 1504, 1404, 1305, 1205, 1106, 1006,

The defender may set up anywhere on the map board and may deploy any or all of his forces in hidden positions (see *Hidden Units*, p. 77, *BMR*). The pirates will try to hold out against the task force assault but will retreat to their waiting DropShip if they cannot hold the firebase.

SPECIAL RULES

The following special rules apply during this scenario.

Artillery Support

The attackers may call in artillery strikes from two Long Toms, two Snipers and an Arrow IV missile platform during the scenario; the shells and missiles have a six-turn flight time. The mountainous terrain makes it difficult for the artillery battery to place its shots, however. To reflect this, any artillery to-hit rolls that have a margin of failure of six or greater miss the map board entirely (the shot bounces off a mountain peak). The attacker may not pre-plot any hexes on the map board.

If the attacking force includes a unit equipped with TAG, up to five artillery attacks may be made by Arrow IV homing missiles. If using the Arrow IV, the controlling player must roll 2D6 for every arriving round prior to checking whether or not the round successfully homes in on its target. On a result of 6 or better, continue normally; on any other result, the artillery round misses the map board.

Gates

Two gates allow easy access to and from the firebase. Each is controlled from the turret directly above it (see *Seizing Control of Emplacements*, below, for more information). The player controlling the appropriate turret must declare in an End Phase that he is opening or closing the gate. The massive doors take the entire Movement Phase of the next turn to open or close, during which time no element may move through that hex. Elements may fire through the hex during that turn's Weapon Attack Phase, and may move freely through an open gate in the next turn.

Any element caught in the gate hex while the gate is closing prevents the gate from shutting completely. Elements may still fire through that hex but may not move through it. In addition, any element caught in the gate is pinned and can take no action until the gate opens. Treat the trapped element as a prone and immobile target.

Hidden Positions

As in the previous scenario, the defender may place some of his elements in hidden positions. For details, see p. 66 of Scenario 3.

Ice

Treat all Water hexes on the map board as ice (see p. 19).

Pre-Existing Damage

Some elements may begin the scenario with pre-existing damage. Any unrepaired damage to any 'Mech or other unit that occurred previously in this track carries over to this scenario.

Seizing Control of Emplacements

The opposing force may try to seize control of a turret from the side that currently controls the emplacement. To do so, the opposing side must move at least one infantry or battle armor element into the turret's hex. The element must spend the rest of the turn there, performing no other actions and taking no damage. It can move into the turret and attempt to take control of it during the Movement Phase of the following turn. The player making the attempt rolls 2D6. On a result of 6 or better, the attempt succeeds.

Turrets

The eight turrets on the mapsheet each have a 360-degree arc of fire, are mounted on top of a wall section (tower) and rise one level above it (making them three levels high). Each turret may engage any task force element during the defender's Weapon Attack Phase (each has a regular gunner), but may not fire at units within three hexes (the weapons cannot incline downward that far). The turrets do not count as elements when determining Initiative and movement order. They have no heat or ammunition limits. The weapons in each turret cease to function when that turret's CF is reduced to 0 (from 80) or when the tower on which it is mounted is destroyed.

Withdrawal

The *Forced Withdrawal* rule is in effect for the defender (see p. 17). If the attacking force is still outside the firebase, the defending force will withdraw to the interior of the firebase (out of the attacker's LOS). At the beginning of any turn in which more than half of the defending force is destroyed or has taken crippling damage, and if the defenders have not inflicted similar losses on the attackers, the entire defending force must begin withdrawing from the south edge of the map. If the defenders inflict more than 50 percent losses on the attackers, they withdraw off the south map edge only if more than three-quarters of their number are destroyed or have taken crippling damage.

AFTERMATH

The pirates' DropShip has landed in a valley a few kilometers to the south of the mountain base. If forced to retreat ahead of the attacking force, the pirates will blow the pass behind them, giving them enough cover to safely reach their DropShip. The DropShip lifts off as soon as the pirates board, and with most of the task force's aerospace fighters still committed to other battles, will escape. Unless the players have their own aerospace forces that they can call on to harry the DropShip, the pirates will get away from Acamar. A few days later, they will rendezvous with their JumpShip and leave the system.

If the players' attack falters, they will likely take serious damage. If the pirates have sustained few losses and relatively light damage, they will launch a counterstrike to destroy the attacking players (and hopefully take some usable salvage). If they have taken as good as they have given, however, the pirates will take the first opportunity to retreat to their DropShip. Their primary goal is to leave Acamar with their heads.

ADDITIONAL HOOKS

No matter the outcome of the previous battles, the bulk of the pirates' forces will have been destroyed or driven from the planet. The task force units in the area will be ordered to comb it for any remaining pirates and to clean up the mines and other defenses the pirates set.

The pirates left the firebase relatively intact, and Corrigan will order some units in the area to garrison it. These units will repair its defenses and patrol that region of the mountains, especially the vital pass overlooked by the firebase. Acamar's pro-Liao faction wants to place a Liao loyalist unit in control of the base, and by extension the pass. They will use subtle tactics to achieve this goal, intercepting or detouring much-needed supply trains destined for the firebase. They will also dispatch a Liaoist unit to "assist" the players in their duties, ostensibly by order of the provisional government. Whether or not the players accept the offer, the pro-Liao unit will attempt to force a fight, either by blockading the firebase or attempting to take it in the name of the Acamar Provisional Government.

WRAP-UP

Though the pirate breakout could have proved potentially devastating to Task Force Acamar, the incident turned out to be a temporary distraction from the mission's overall objective. Slowly but surely, Corrigan cleaned out the last vestiges of resistance on Acamar. For a time, the weather turned against him; another heavy storm ravaged the main continent, grinding operations to a halt for almost a month. As suddenly as the storms rolled in, however, they departed, allowing Corrigan to finish the job. At the end of the invasion's twenty-ninth week, Brigadier Anton Corrigan finally declared Acamar free of its captors.

Corrigan left the planet two weeks later, his mission completed. Though GM and FedCom representatives remained on-planet to help rebuild its infrastructure, an endeavor greatly aided by the trade monies rapidly flowing in, Acamar's fate was left to the provisional government with Corrigan's departure.

Corrigan did not leave Acamar or Genoa in the lurch, however. More than a quarter of the mercenary units that participated in the invasion remained as garrison troops, giving each planet almost a regiment of veteran MechWarriors to defend them from any more interlopers. Many of those units had sustained the heaviest casualties in the fighting, though their garrison contracts virtually assured them of the time needed to rebuild.

The GM/Johnston Industries Alliance was quite pleased with the outcome. The pirate regimes were driven out, and Acamar's provisional government appeared stable enough to ensure the safety of the threatened trade despite the divisions still present on the planet.

TROUBLESHOOTING

The battles in this track can potentially devastate a player unit, but should pose no problems that a gamemaster cannot sidestep or turn into another adventure or campaign. If the player unit is wiped out, the terms of their contract should at least provide for some reconstruction. If the players were assigned to garrison Huss at the beginning of this track and later ordered to pursue the pirates, they will likely have favorable salvage rights. If not, they can use the salvage pool (see How to Run Operation: Stiletto, p. 12) to rebuild.

ADDITIONAL HOOKS

The more conservative members of the provisional government realize that their pro-Liao peers, though few, are a powder keg waiting to explode, and so are watching them closely. With most of Acamar's parliament currently against them (and complete control of the planet's defenders therefore impossible), the Liaoists have shelved some of their more radical plans. Though supported by Confederation sponsors, in order to truly succeed in taking over, they must regain the resources lost to them when the pirate bands took de facto control of the planet almost two years earlier. In an effort to legitimately recoup their losses, they will convince Acamar's president to authorize a mission to recover what the pirates stole. The president will dispatch some of his garrison forces to several nearby planets to wrest control of these assets (ore, commodities, foods and grains in storage and so on) from those who seized them. Though most of the assigned "targets" will be legitimate, the Liaoists will undoubtedly manage to slip in a few that any court would consider outright piracy if the details ever became known. Any unit assigned to one of these missions must be doubly cautious if they wish to keep their heads.

With Chancellor Sun-Tzu Liao threatening to gobble up the St. Ives Compact, GM wants to protect its Compact subcontractors any way it can. Despite its location on Spica, on the FedCom/Compact border, MilDouglas Interspace, Inc. is a likely objective for the Confederation because it manufactures weapons and electronic components for most of the Compact's military industries. Ceres Metals and Wentland Fusion Technologies on Warlock make equally tempting targets. GM will option several of the mercenary units it hired for Operation Stiletto and send them to any one of those corporations as added security. Units that take these assignments will have plenty of time to rebuild and recruit new members if necessary, a process made easier by their alignment with yet another major corporation. Spica and Warlock are not yet on the front lines, but any unit optioned may be assigned to deliver replacement equipment to Compact units involved in the fighting.

LIBERTY

Following the departure of Brigadier Corrigan and the bulk of the task force from Acamar, the provisional government had one last blemish to erase from the face of their world: the political divide that was rapidly returning to the forefront. The events of 3058 and early 3059 had left Acamar without centralized authority, forcing those who had survived the upheavals and battles together to free their planet from the pirate bands that had taken over. All too soon, the disparate political leanings of those freedom fighters—many of whom became members of the provisional government—began to tear the planet apart.

Continuing Liaoist gains in the still weak but growing militia exacerbated the problem. Though much of Acamar's people disliked the thought of returning to more repressive Capellan control, they and much of the provisional government remained divided as to whether they should retain their independence or petition for incorporation in the Federated Commonwealth. That divide prevented the anti-Liao factions from keeping as close watch on the Liaoists as they should have, though the presence of several mercenary units on the planet served to keep the Liaoists in check.

A month after Corrigan and his task force left Acamar, reports of pirate activity inundated the provisional government's offices in Kalskag. The government sent militia and mercenary units to deal with these raids, but the pirates faded away as suddenly as they had appeared, only to reappear days or weeks later. Though the militia and mercs collected evidence pointing to the pirates' identities after some of the raids, they did not find enough to establish the brigands' location or motives. The raids continued for months before the government finally caught a break. Soon after the latest narrow escape by the pirates, Sab Takegi—a prominent businessman with close ties to the government—suddenly disappeared. Evidence collected from his home and offices indicated that he was feeding the pirates information in exchange for a cut of the profits, hoping that the raids would destabilize his enemies.

Acamar's parliament immediately and unanimously authorized action against the pirates and Takegi. Several mercenary units were dispatched off-planet in pursuit of fleeing brigands, while militia forces moved to quash the pirates still in hiding on Acamar. Things did not go as Parliament had envisioned, however. As soon as the bulk of the mercenary forces were otherwise occupied, Barbara Katz—a Liaoist member of the provisional government—and Colonel Soloch Ben-Zhayne, a ranking officer of the Acamar Militia, executed a coup. They imprisoned most of Parliament's members, giving the Liaoists control of the planet. Before they could completely shut away their opposition, however, word of the coup was transmitted via HPG to Acamar's off-planet defenders.

The player unit is the only one able to immediately respond to the coup. Each scenario's *Additional Hooks* offers several ideas for additional adventures and scenarios.

TRACK 4 SPECIAL RULES

At the gamemaster's discretion, the following special rules may apply during this track.

DIVIDED LOYALTIES

At the heart of Track 4's events is the desire of Acamar's disparate leaders to do what they believe is best for their fellow citizens (though their actions may seem to contradict that goal). In this track, Acamar natives will be forced into what amounts to a civil war, a situation that will tug at the loyalties of all. To reflect this, after choosing the opposition forces for the scenario to be played, roll 2D6 for each Acamar-native pilot or crew. These individuals will refuse to fight another Acamar-native combat unit on a result of 9 or better (for characters loyal to the provisional government) or 10 or better (for Liao loyalists). Whenever one of these elements is subsequently fired on by an Acamar-native pilot or crew, roll 2D6 again; on a result of 12, the fired-on element may engage in combat normally starting in the next phase.

TRACK VARIATIONS

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

ALTERNATE TIMELINE OR SETTING

Almost every nation has had to deal with revolution at one time or another. The nature of the Inner Sphere makes revolution easy in that communications are slow and somewhat unreliable, but difficult in that a successful coup may result in several regiments of House regulars dropping onto the planet to restore order. Of course, the upheavals of the past several years have dramatically raised the chances of a successful coup going unnoticed (or unpunished), especially in the Chaos March.

CLAN CAMPAIGNS

Though the restrictive nature of Clan society tends to prevent outright revolutions, they can occur, and may have taken place far more often than official Clan histories admit. In 2912, the Smoke Jaguars experienced one revolution in which they wiped out thousands of their own people, and another in which Clan Coyote took advantage of the Jaguars' weakness. Not long afterward, thousands of Clan Burrock's people left to join the dark caste. Even the recent actions of Clan Nova Cat, siding with and then fleeing to the Inner Sphere, might be called a revolution of sorts. With hundreds of millions of people scattered across dozens of planets, the seeds of revolution can undoubtedly still grow in the Kerensky Cluster. With each Clan's leadership focused on the major conflicts still raging on planets like Huntress, there is no better time than the present for the Clan masses to rise up against their warrior-caste oppressors.

SKIPPING TRACKS

Whether or not the player unit was involved in Operation Stiletto, they can easily join the events of this track. Several members of Acamar's parliament, off-planet when the coup occurred, received copies of the HPG message that their comrades managed to transmit before being captured. If the player unit participated in Operation Stiletto, the parliament members will petition Corrigan (or the player unit directly) to help them depose the Liaoists. If the players did not take part in the campaign for Acamar, the free members of parliament will hire them in the name of Acamar's provisional government to put down the Liaoists.

LEAD-INS

This section provides a few ideas that you can flesh out into full-fledged BattleTech scenarios or MW2 encounters.

THE SET-UP

After the raid on Takegi's offices, the provisional government found lists of previous and apparently future raid targets. While one mercenary force departed to deal with the pirates on their home planet, those remaining on Acamar, along with elements of the planetary militia, were ordered to covertly protect several of these potential targets. When Katz and Ben-Zhayne launch their coup, they ordered their loyalists in the militia to wipe out all potentially troublesome mercenary units.

BETWEEN A ROCK AND A BIGGER ROCK

In response to the evidence against Takegi, the provisional government dispatches the player unit to track down Takegi and the pirates. The trail leads them to a planet just two jumps away from Acamar. Once they get there, however, they receive word of the Liaoist coup. They also receive a second message, this one from Chairman Barbara Katz in the name of the Acamar Democratic Freehold, in which she releases the unit from its contract and orders the players not to return to the planet.

If the players continue to pursue the pirates, they eventually discover a small band holed up in a mountain villa. If they manage to get inside, they find that Takegi was being held hostage, and will eventually uncover evidence of his innocence (the Liaoists planted the incriminating evidence on Acamar). The players must then decide if they want to return to Acamar. The off-planet parliament members will contact the unit and do everything in their power to convince the players to return and depose the Liaoists.

SCENARIO 1: BROTHER VS. BROTHER

SITUATION

Huss, Acamar, Chaos March
24 January 3062

Acamar was thrown into chaos immediately following the coup, as Ben-Zhayne ordered his most loyal troops to arrest the bulk of Parliament and dozens of free citizens known or suspected as "Davion sympathizers." His list included several ranking officers in the still-forming Acamar Militia—among them Colonel Sarah Fletcher, daughter of Parliamentary President Emmet Fletcher. Ben-Zhayne trusted his own loyalist officers in Fletcher's regiment to arrest her, but misjudged her popularity. The First Acamar Cavalry rallied to her defense and imprisoned Zhayne's people instead.

In the hours afterward, Colonel Fletcher contacted other militia members whom she knew would oppose the coup. Though many had already been detained, leaving their units under Liaoist control, some had avoided capture. Hoping to rally as much support for the government as possible, Fletcher ordered her allies and their units to assemble at Huss. She also told them to find as many members and supporters of the provisional government as they could and bring them to city as well.

With more than a third of the Acamar militia assembled in and around Huss, Ben-Zhayne was loathe to break the stalemate with force, even though Chairman Katz was encouraging just that. The conspirators found their position rapidly becoming untenable, however. Many militia officers and members had blanched at the coup, and support for Fletcher continued growing quietly even after numerous members of parliament publicly denounced the provisional government. Then word came that one of the mercenary units hired to garrison the planet after Operation

Stiletto had begun burning toward Acamar. At this news, a large portion of the militia broke ranks to join Fletcher in Huss.

Infuriated, Ben-Zhayne ordered the Second Acamar Cavalry to wipe out the rebels before they reached the city. However, his forces were surprised by Fletcher's ambush, which allowed the rebel force (mostly infantry) to reach Huss. Ben-Zhayne also underestimated the speed of the mercenaries, who arrived just in time to possibly turn the tide of the battle.

GAME SET-UP

Lay out the *BattleTech* maps as shown. Use the *BattleTech* map from *BattleTech Map Set 2* or the *BattleTech* boxed set, both Open Terrain maps from *BattleTech Map Set 5* and the *BattleForce* map from *BF2*.
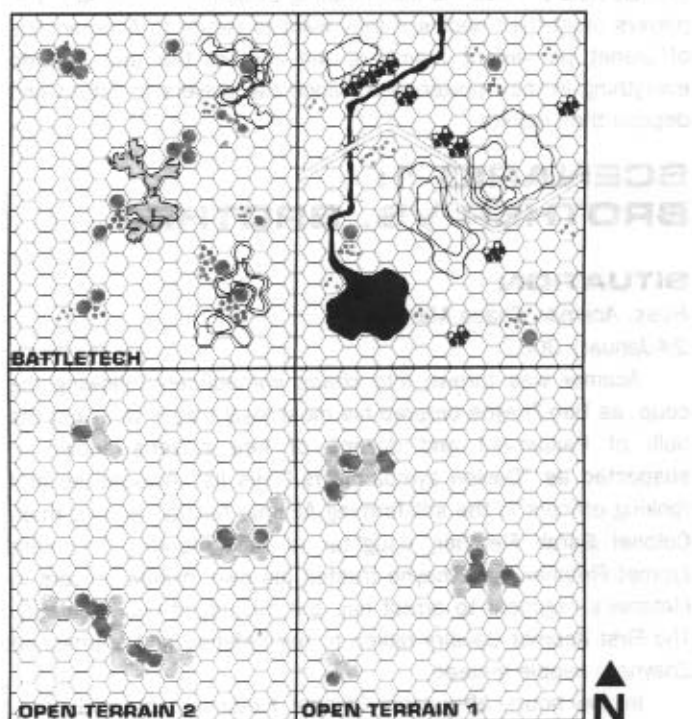
Attacker

The attacker consists of elements of the Second Acamar Cavalry. The attacking force should field 150 percent of the entire defending force's strength, though no more than twice its numbers, at one experience level lower than the player unit. The attacking force consists solely of armor elements.

The attacker enters via the north map edge during the Movement Phase of Turn 1 and tries to destroy as many of the defenders as possible.

Defender

The defender consists of the player unit and elements of the Acamar Militia. The Acamar Militia force should field the same strength as the player unit, at one skill level lower than the players and should consist solely of armor elements. The rest of the defending force is as large or small a detachment of their own unit as the players wish to commit.

Acamar Militia elements may set up on the map board anywhere north of Hexrow xx09 on the *BattleTech* and *BattleForce* maps. The players may enter the battle during the Movement Phase of Turn 1 via combat drop or may set up anywhere on the Open Terrain maps. Any defending player element that starts on the map board may begin the game hidden (see *Hidden Units*, p. 77, *BMR*). The defending force will attempt to exit via the south edge of the map with as few casualties as possible. They also strive to cause as few crew kills as possible among the attacking force while crippling as many enemy elements as they can.

SPECIAL RULES

The following special rules apply during this scenario.

Divided Loyalties

The *Divided Loyalties* rule (see p. 70) is in effect for native Acamar units.

Ice

The battle takes place at the height of Acamar's summer. Therefore, the ice (see p. 19) that covers all Water hexes on the map board is a thin layer, rather than frozen solid. Follow all applicable rules in *BMR*, except that an element breaks through the ice on a roll of 4–6 rather than 6.

Withdrawal

The *Forced Withdrawal* rule is in effect for both sides (see p. 17). The defenders must withdraw from the south edge of the map board. At the beginning of any turn in which more than half of the defending force has been destroyed or taken crippling damage, the entire defending force must start withdrawing.

The attacker must withdraw from the north edge of the map. At the beginning of any turn in which more than half of the attacking force has been destroyed or taken crippling damage, the entire attacking force must start withdrawing.

AFTERMATH

The battle can go either way for the defending players. No matter the outcome, the players should eventually find their way back to Huss. Ben-Zhayne still refuses to press an attack into Huss, though he immediately begins moving his forces in (his loyalists and more divided units alike) to lay siege to the city.

ADDITIONAL HOOKS

With the return of the player unit, the balance of power begins to shift back toward Fletcher and the provisional government. Chairman Katz still holds sway over Acamar, however, keeping the population under a tight leash. Fletcher's only chance to put down the coup and rebuild Parliament is to gain the support of the people. Before she embarks on any military campaign, she wants to gather as many parliament members and prominent citizens as

she can to her side. Many potential supporters were rounded up and imprisoned in the first hours of the coup, but some remain free or are under house arrest. Fletcher will order the player unit to track down and recover these people. To assist the players in this task, she also assigns several loyal troops who know the lay of the land. The players will run into Ben-Zhayne's patrols, Katz's small but growing cadre of secret police and any number of other obstacles. Of course, the people the players are looking for may not want to cooperate. Katz has threatened some of them, while others may simply want to fade into obscurity. This mission can easily become a MW2 adventure as well as a BattleTech scenario.

Meanwhile, Colonel Fletcher learns of a militia unit that wants to join her. Unfortunately, that unit is paired with one whose commander is staunchly loyal to Katz and Ben-Zhayne. Hoping to distract the Liaoist unit long enough to allow the other to escape, Fletcher plans a quick raid, using elements of the player unit as bait. Of course, the whole situation may be a ruse staged by Ben-Zhayne to weaken Fletcher and make her look like an aggressor. The gamemaster decides the true story; either way, the players will be bait to lure the Liaoist unit, as well as Fletcher's only support as she tries to link up with the rebels and then return to Huss.

SCENARIO 2: DÉJÀ VU?

SITUATION

Huss, Acamar, Chaos March
17 February 3062

Tired of watching his military force slowly seep away, and with Chairman Katz and her Democratic Freehold Committee pressing him to eliminate Colonel Fletcher's "rebels," General Ben-Zhayne ordered his men into action. Relying on a simple plan, he hoped to put some fight into his people and destroy or cripple the mercenary unit that so vital to Fletcher's hopes of victory.

Before attacking, Ben-Zhayne first altered the forces arrayed against Huss, reorganizing many units of questionable loyalty into a mobile cavalry. Then, using units loyal to him, he moved against Fletcher's lines on the northern and eastern outskirts of Huss, tying up most of her line units and reserves.

That done, he launched the second phase of his plan. The cavalry force, interspersed with staunch Liaoist officers, moved against the mercenaries' base on the western bank of the Mahn river. Attacking in waves, the cavalry quickly overwhelmed the mercenaries and invaded the makeshift camp.

GAME SET-UP

Lay out the BattleTech maps as shown. Use the City Ruins, City Tech and Lake Area maps from BattleTech Map Set 2 and the BattleTech map from BattleTech Map Set 2 or the BattleTech boxed set. The defender should place a total of eight Light and three Medium buildings on the City Ruins and CityTech maps. If the players wish to commit their entire unit to the battle, play out the scenario using BF2 rules.
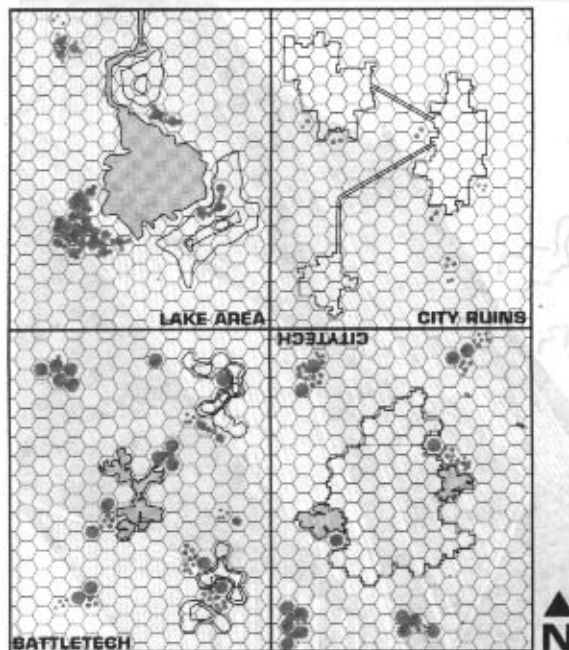
Attacker

The attacker consists of elements of the Acamar Militia. The attacking force should field 200 percent of the defender's strength, at one experience level lower, and should consist solely of armor elements.

The attacking force enters via the west map edge during the Movement Phase of Turn 1. Its objectives are to destroy first the defender's camp and then the defender's force.
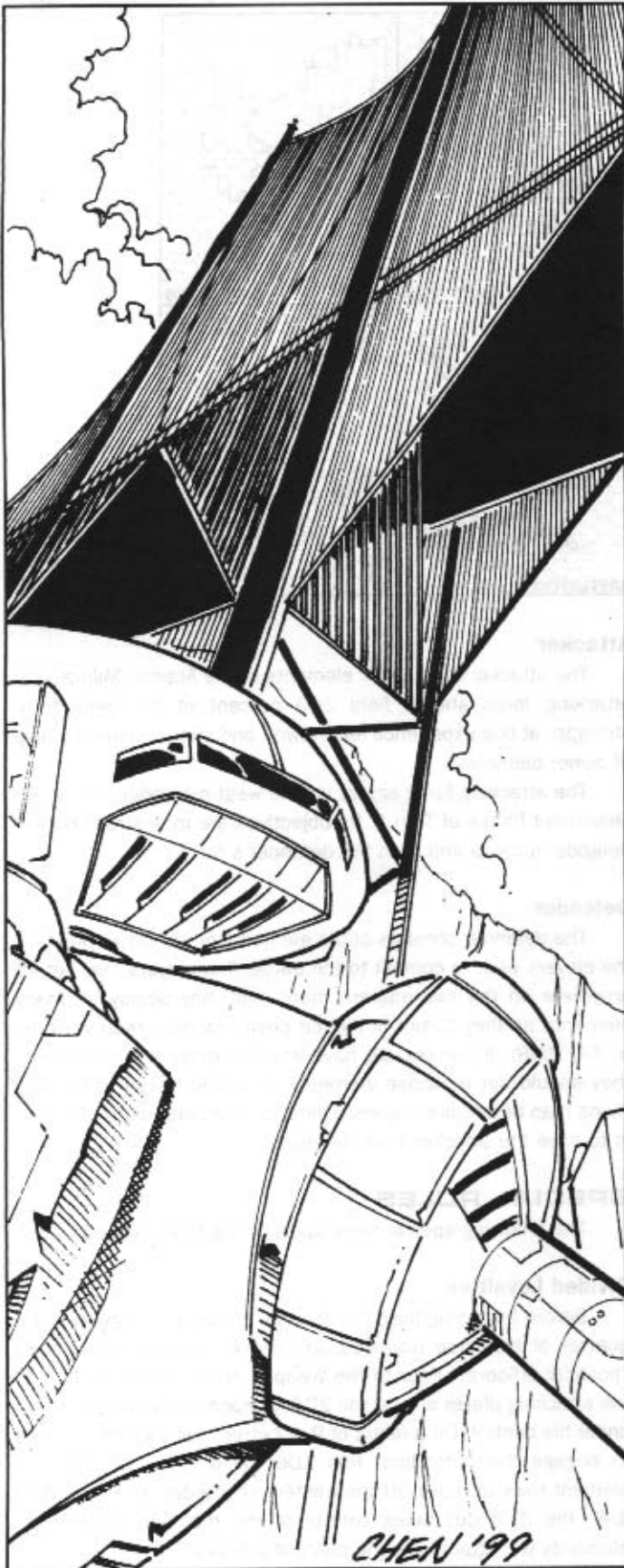
Defender

The defender consists of the elements of the player unit that the players wish to commit to the battle. The players may set up anywhere on the two eastern maps and may deploy as many elements as they desire in hidden positions (see *Hidden Units*, p. 77, *BMR*). If the players have any DropShips on the planet, they should set up those elements on paved hexes of the City Ruins map before placing any buildings. The defender's objective is to drive the attacker from the map.

SPECIAL RULES

The following special rules apply during this scenario.

Divided Loyalties

Before beginning play, the attacker should randomly select a quarter of his force (rounded up); these elements are Liaoist "political officers." Prior to the Weapon Attack Phase of Turn 1, the attacking player should roll 2D6 for each non-Liaoist element under his control. On a result of 9 or better, that element refuses to engage the defenders. Roll 1D6: on a result of 1–3, the element tries to move off the eastern map edge; on a result of 4–6, the defender takes control of the element. "Defecting" elements will attack only the political officers.

Roll another 2D6 for each attacking element that does not defect. On a result of 2–9, that element will attack only elements of the player unit; on a result of 10 or better, the element will also attack any defectors.

Ice

The battle takes place at the height of Acamar's summer. Therefore, the ice (see p. 19) that covers all Water hexes on the map board is a thin layer, rather than frozen solid. Follow all applicable rules in *BMR*, except that an element breaks through the ice on a roll of 4–6 rather than 6.

Withdrawal

The *Forced Withdrawal* rule is in effect for the attacker, including any defectors (see p. 17). The attacker must withdraw from the west edge of the map board; defectors must withdraw from the east edge. At the beginning of any turn in which more than half of the attacking force has been destroyed or taken crippling damage, the entire attacking force must begin withdrawing from the west map edge.

The players' DropShip(s) may launch at their discretion (though doing so will leave the player unit without transportation off-planet).

AFTERMATH

The combined assault leaves both sides bloodied and ends in a stalemate. With far fewer resources to call on, however, Fletcher's side takes the higher toll.

The players' situation depends on the battle's outcome. If overrun and forced from their base, they should manage to regroup with the rest of their force and cross the Mahn to reenter Huss. The gamemaster determines what supplies and/or personnel they lost when they abandoned their camp. If the player unit repulses the attack, they (and Fletcher) are in a much better position. Ben-Zhayne will not be able to claim as much credit, and will likely lose the support of more of his militia units.

ADDITIONAL HOOKS

The players' DropShips and base were not the only targets attacked on the west bank of the Mahn. Ben-Zhayne split his cavalry unit into three detachments. The first moved toward the base, while a second tried to knock out the bridge two kilometers to the north. The players should safeguard this valuable bridgehead, as it is the only way across the Mahn and into Huss within ten kilometers of their base.

Ben-Zhayne held the third cavalry detachment, smaller than the first two, in reserve. Unless both of the other cavalry units were thoroughly trounced, the third detachment will reinforce the unit that needs it the most. By the time these reinforcements arrive, however, the players will be able to call on reinforcements of their own; Fletcher will dispatch a small force of hovercraft to assist them, and also will place an artillery battery at their disposal.

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SCENARIO 3: SILENCE SHATTERED

SITUATION

Huss, Acamar, Chaos March
21 February 3062

Ben-Zhayne's assault on Huss revealed one important fact to Fletcher: if she reined in the forces loyal to the provisional government, Chairman Katz would eventually win the war for Acamar. The longer Acamar's people lived under Katz's regime, the harder Fletcher would find it to oust the Liaoist Democratic Freehold. Fletcher's only chance lay in bringing the war to the Liaoists.

She readied most of her mobile forces for this attack, leaving the defense of Huss to her infantry. As part of her preparations, she contacted prominent citizens all over the planet, requesting them to take to the streets as soon as they learned she had begun the campaign to retake Acamar. With most of Ben-Zhayne's loyalists already arrayed against her, Fletcher guessed that the resident military police forces across Acamar were severely understaffed. Though certain her message would quickly reach Katz, she hoped that the people of Acamar would rise up against the Liaoist regime and make her task far easier.

The attack itself posed a serious dilemma for Fletcher and her staff. She knew that a few of the units arrayed against her were devoutly loyal to Ben-Zhayne and Katz, but the loyalties of many more remained uncertain. The mercenary forces under her control were the backbone of her strength, but if she deployed them against a militia unit that might otherwise defect to her side, that unit would be just as likely to move against the mercenaries. Her only option was to break the mercenary unit into smaller detachments, scatter them among her own militia forces and send them against known Liaoist units.

GAME SET-UP

Lay out the *BattleTech* maps as shown. Use the Scattered Woods map from *BattleTech Map Set 2*, the Rolling Hills maps from *BattleTech Map Set 3* and the Open Terrain #2 map from *BattleTech Map Set 5*.

Attacker

The attacker consists of elements of the player unit and the Acamar Militia under Colonel Fletcher's command. The players may field as large or small a detachment as they wish. Colonel Fletcher's command should field 200 percent of the player unit's strength, at one experience level lower than the player unit. Fletcher's forces should consist solely of armor elements.

The attacking force enters via the south map edge during the Movement Phase of Turn 1. Its objective is to break through the defending force and exit off the north edge of the map.

Defender

The defender consists of elements of the Acamar Militia. The defending force should field 100 percent of the attacker's total strength, at one experience level lower than the player unit. The defender should consist almost entirely of armor elements, though the gamemaster may also include some 'Mechs. These 'Mechs, representing elements of a mercenary unit loyal to Katz, should make up no more than a quarter of the defending force and should have the same experience level as the player unit.

The defender may set up anywhere on the two northern maps and may deploy up to half of his force hidden (see *Hidden Units*, p. 77, *BMR*). The defender's objective is to hold position against Fletcher's assault.
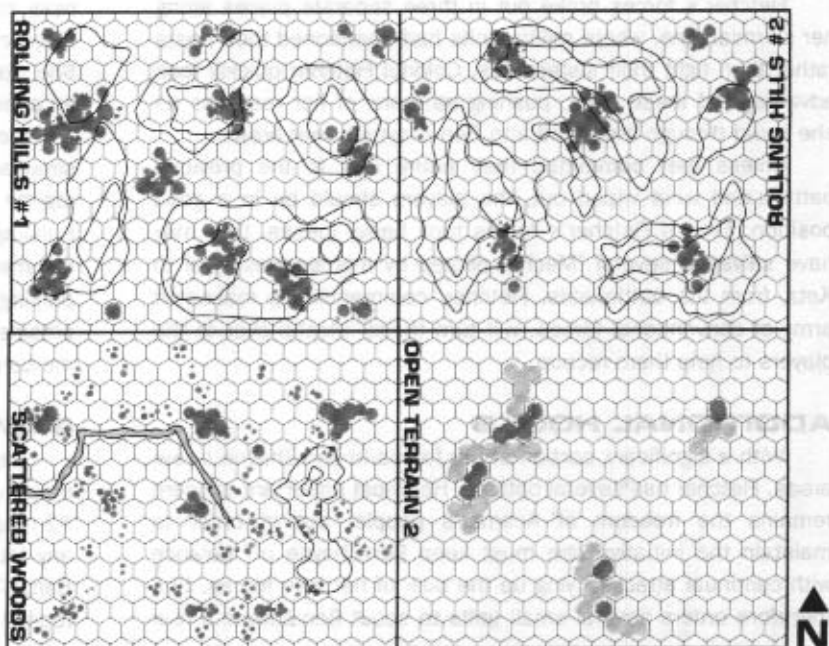
SPECIAL RULES

The following special rules apply during this scenario.

Divided Loyalties

Before beginning play, the attacker should randomly select a quarter of his force (rounded up); these elements are Liaoist "political officers." Prior to the Weapon Attack Phase of Turn 1, the attacking player should roll 2D6 for each non-Liaoist element under his control. On a result of 9 or better, that element refuses to engage the defenders. Roll 1D6. on a result of 1–3, the element tries to move off the eastern map edge; on a result of 4–6, the defender takes control of the element. "Defecting" elements will attack only the political officers.

Roll another 2D6 for each attacking element that does not defect. On a result of 2–9, that element will attack only elements of the player unit; on a result of 10 or better, the element will also attack any defectors.

Ice

The battle takes place at the height of Acamar's summer. Therefore, the ice (see p. 19) that covers all Water hexes on the map board is a thin layer, rather than frozen solid. Follow all applicable rules in *BMR*, except that an element breaks through the ice on a roll of 4–6 rather than 6.

Withdrawal

The *Forced Withdrawal* rule is in effect for the defender, including any defectors (see p. 17). The defender must withdraw from the north edge of the map board; defectors must withdraw from the south edge. At the beginning of any turn in which more than half of the defending force has been destroyed or taken crippling damage, the entire defending force must begin withdrawing from the north map edge.

AFTERMATH

Fletcher's skirmish line stretched over forty kilometers around Huss, pressing the attack to almost every unit arrayed against her. The sheer strength of her assault drove several militia units from the field and outright crushed several more. Though Ben-Zhayne's forces quickly regrouped and blunted Fletcher's advance, the damage was done. Within hours, news of Fletcher's campaign reached every corner of Acamar. With a dozen free members of Parliament speaking out in favor of her attack, people began to take to the streets in Acamar's cities, denouncing Katz and her Democratic Freehold.

Hoping to contain Fletcher in Huss, Ben-Zhayne decided to pull units from six neighboring cities. Though that meant temporarily losing control of those cities, it also freed up much-needed Liaoist troops to assist in holding Fletcher. If Ben-Zhayne could keep Fletcher bottled up, the loss of the cities would be a temporary setback.

Fletcher's forces broke out in three separate places along her skirmish line, where militia units had abandoned their posts rather than fight their sister units. Colonel Fletcher quickly took advantage of these gaps, pushing as many of her reserves as she could through them and into Ben-Zhayne's rear areas.

Unless they committed their entire unit to the previous battles and were wiped out, the players should be in a good position. Even if Fletcher's forces took heavy losses, they may have salvaged several 'Mechs, piloted by mercenaries loyal to Katz, from the battlefields. Fletcher, commanding a makeshift army of conventional forces, will turn these 'Mechs over to the players to help them recoup.

ADDITIONAL HOOKS

With a significant portion of her forces in Ben-Zhayne's rear areas, Fletcher has several options. Her most important concern remains the freedom of Acamar's people, but in order to maintain the initiative she must keep Ben-Zhayne off balance with continual attacks, tying up the bulk of her own forces. She therefore orders several small units to scout Ben-Zhayne's rear areas. These detachments will report on the disposition of enemy units, make contact with potential allies and check out local towns and cities.

SCENARIO 4: TAKE IN A GAME?

SITUATION

Kalskag, Acamar, Chaos March
5 March 3062

Following Colonel Fletcher's break-out from Huss, fate quickly turned against Katz and Ben-Zhayne. Two weeks of intensive battles took their toll on both sides, but Fletcher's persistence moved many of Acamar's citizens to vocally support her. Their support, in turn, prompted Fletcher's troops to push even harder against the Liaoist militia forces. By that time, Ben-Zhayne's militia had shrunk to a quarter of the strength he had fielded just a few weeks earlier.

That fact was a source of relief and consternation to Colonel Fletcher. She had gained a slight advantage in numbers, but still faced several problems. In the first few weeks of open civil war, almost half of Ben-Zhayne's forces had defected, though only a few chose to ally with Fletcher. The rest opted out of the war, though Fletcher convinced some to garrison and keep order in several of Acamar's towns and cities. Therefore, the units still fighting Fletcher's forces were resolutely loyal to Katz and Ben-Zhayne and would not surrender easily. Worse, Fletcher was rapidly approaching Acamar's capital of Kalskag. Every bit of intelligence she had indicated that the militia forces and mercenaries in Katz's employ were prepared for an extended siege in that city.

Hoping to avoid an all-out invasion of Kalskag, which would undoubtedly end with the city's destruction, Fletcher concocted a risky plan that would leave the city mostly intact. First, she redeployed her militia units, opening up large gaps in her lines. She then leaked that redeployment to Ben-Zhayne, inviting an attack.

Meanwhile, she prepared her mercenary forces for a simultaneous attack on two key locations in the city. The Liaoist regime had herded hundreds of political prisoners into the Kalskag Coliseum, turning it into a makeshift prison. A portion of the mercenary unit would make a combat drop into the arena parking lot and free the prisoners. The rest would drop on the presidential palace, where Katz, Ben-Zhayne and the Liaoist mercenary unit were holed up.

GAME SET-UP

Lay out the *BattleTech* maps as shown. Use the Lake Area map from *BattleTech Map Set 2* and the City (Hills/Residential) #2 map from *BattleTech Map Set 3*. Also use the blank sides of any four maps that have numbered hexes (such as those from *BattleTech Map Set 2*). For ease in setting up the map board, the top-left blank map is Map A, the top-right blank map is Map B.
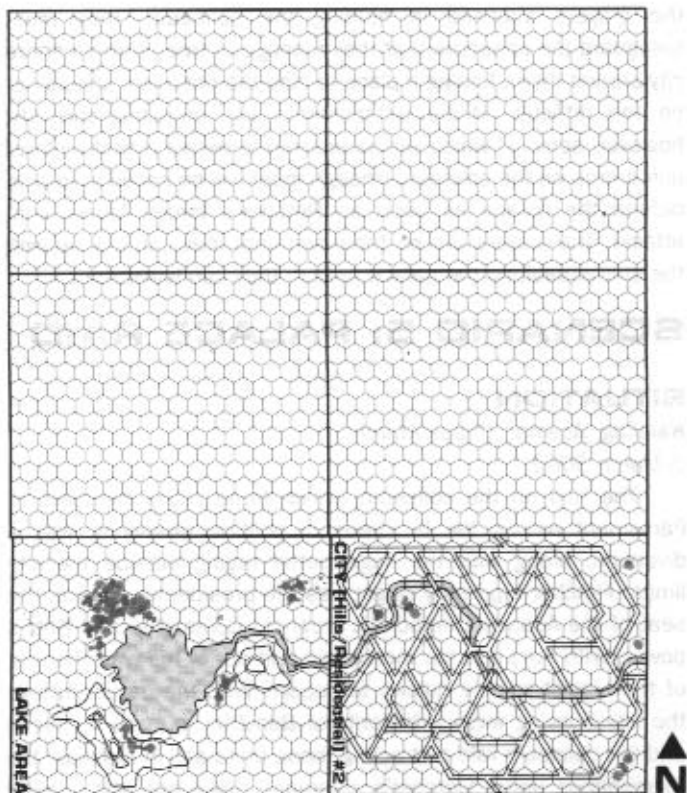
the bottom-left blank map is Map C, and the bottom-right blank map is Map D. See *Special Rules* for more information on how to set up the coliseum.

The defender should place seventeen randomly chosen buildings on the City (Hills/Residential) #2 map.

Attacker

The attacker consists of elements of the player unit. The players may deploy as large or small a detachment as they wish. The attacking force enters the map board via combat-drop during the Movement Phase of Turn 1 (see *Special Rules* for handling the combat drop). The attackers will try to free the prisoners (and safeguard their escape) while destroying the defending forces.

Defender

The defender consists of elements of the Acamar Militia and the mercenary unit Heinrich's Headhunters. The defending force should field 125 percent of the attacker's strength, at one experience level lower. The defender should consist almost entirely of armor and infantry units, though the gamemaster should also include up to one lance of 'Mechs (part of the Headhunters).

The defender may set up anywhere on the map board, but must evenly split his elements between the six maps. If the force cannot be evenly split, place any extra elements on either of the two center maps. The defender's objective is to hold position against the player unit's assault.

SPECIAL RULES

The following special rules apply during this scenario.

Kalskag Coliseum

The Kalskag Coliseum stands in the middle of a large ferrocrete parking lot (represented by the four blank maps). A large structure, it is ten levels tall, with a retractable dome that covers the playing field. The coliseum has three separate tiers: the outer wall, the interior structure and the lower stands. Both the outer wall and the stands are solid (Hardened, with a CF of 150 per hex), while the interior structure is somewhat open (Medium, with a CF of 60 per hex). The inside of the coliseum is completely open (treat as Open Terrain), but is covered by the dome (CF of 10 per hex).

If any hex's CF is reduced to 0, the structure in that hex will collapse (the structure in adjacent hexes is not affected). If the structure of any hex collapses, the resulting rubble pile extends one level high; only 'Mechs and infantry elements may pass through such a rubbled hex, at a cost of 4 MP in addition to any level changes.

The dome is connected to the outer wall. If more than half of the outer wall hexes become rubble, the dome collapses into the coliseum, damaging any elements on the playing field as if a 10 CF building had collapsed in each hex.

Two main gates, at the east and west ends of the coliseum (Medium, CF of 30), secure access tunnels that lead to the playing field. Each of these tunnels is large enough for a 'Mech and allows combat elements to move through the coliseum structure with no movement penalties or damage. For damage purposes, treat each gate as separate from the rest of the Coliseum; if a gate is destroyed, the coliseum does not suffer from that damage.

The following list of hexes indicates those hexes occupied by the outer wall. The next two successive hex "rings" are occupied by the interior structure and lower stands, respectively. The rest of the coliseum's interior is open playing field.

The outer wall runs through the following hexes: 1613, 1513, 1413, 1314, and 1214–1217 on Map A; hexes 1201–1203, 1304, 1404, 1505 and 1604 on Map B; hexes 0113, 0213, 0314 and 0414–0417 on Map C; and hexes 0401–0403, 0304, 0204 and 0105 on Map D.

The interior structure runs through the following hexes: 1514, 1414 and 1315–1317 on Map A; hexes 1301–1303, 1403 and 1504 on Map B; hexes 0114, 0214 and 0315–0317 on Map C; and hexes 0301–0303, 0203 and 0104 on Map D.

The lower stands run through the following hexes: 1614, 1515 and 1415–1417 on Map A; hexes 1401, 1402, 1503 and 1603 on Map B; hexes 0115 and 0215–0217 on Map C; and hexes 0201, 0202 and 0103 on Map D.

Combat Drops

The player unit performs a combat drop to enter the map board (see *Combat Drops*, p. 19). The gamemaster should

establish what type of DropShip the unit is using, as this will determine how many 'Mechs may be dropped at a time. For ease of play, the gamemaster may assume the unit has been assigned an *Overlord*-class DropShip, which can drop up to six BattleMechs on every sixth turn.

Ice

The battle takes place at the height of Acamar's summer. Therefore, the ice (see p. 19) that covers all Water hexes on the map board is a thin layer, rather than frozen solid. Follow all applicable rules in *BMR*, except that an element breaks through the ice on a roll of 4–6 rather than 6.

Political Prisoners

Once the coliseum gates are opened (or an escape route is blown through the walls), the six-hundred or so political prisoners inside will stream out of the coliseum. For game purposes, divide the prisoners into twenty groups of 28 men each, with each group moving at a rate of 1 MP per turn. Once freed, each group heads directly toward the nearest map edge, though they will try to find cover as soon as possible.

The defending militia forces may fire on the prisoners rather than allow them to escape but will do so only if they have no other valid targets. Roll 2D6 for each militia element that can claim one or more prisoner groups as its only valid target. On a result of 9 or better, that militia element may fire upon the prisoners.

For record-keeping purposes, use infantry record sheets to keep track of the status of each prisoner group.

Withdrawal

The *Forced Withdrawal* rule is in effect for the defender (see p. 17). The defender may withdraw from any edge of the map board. At the beginning of any turn in which more than half of the defending force has been destroyed or taken crippling damage, the entire force must start withdrawing.

AFTERMATH

Recognizing the writing on the wall, General Ben-Zhayne knew he had to break Fletcher's momentum or else lose Acamar. Even though he knew that the intelligence on Fletcher's deployments was probably a trap, he moved the bulk of his forces out of Kalskag to take on Fletcher's forces, opening the door for the mercenaries' drop into the city.

The players will have a tough fight on their hands. Though the success of the operation does not hinge on their mission, they hold the fate of hundreds of Acamar's citizens in their hands. They also land in the middle of a hostile city, with few chances for reinforcements or resupply.

ADDITIONAL HOOKS

Virtually trapped in Kalskag, the players will need to be careful if they want to survive. Though Ben-Zhayne has deployed most of his forces outside the city, he left behind some units, including the militia infantry, to defend the city. Whether or not

the players succeed in holding the coliseum, they must safeguard the prisoners that they manage to free. With an entire city around them, finding a place to hide the prisoners should not be too difficult. Militia detachments are patrolling the city, however, some of which will be ordered to respond to the player unit's drop on the coliseum (though most will be called in to help defend the palace as soon as Fletcher's forces launch that attack). The players are on their own until they can link up with the unit assaulting the palace or until they can leave the city.

SCENARIO 5: PALACE RAID

SITUATION

Kalskag, Acamar, Chaos March
5 March 3062

The raid on the coliseum, which freed many members of Parliament among the hundreds of political prisoners, was a diversion, along with the huge battle raging outside the city limits. Fletcher's primary target was the presidential palace, the seat of the Acamar Democratic Freehold Committee and Katz's power. With Katz and her mercenary unit out of the way, the rest of the Liaoist regime quickly fell apart. With the battle outside the city drawing away a majority of Ben-Zhayne's militia forces and the coliseum raid distracting those units still in Kalskag, the mercenaries under Fletcher's command make one last combat drop—right onto the palace grounds.

GAME SET-UP

Lay out the *BattleTech* maps as shown. Use the *CityTech* and City Ruins maps from *BattleTech Map Set 2*, both City (Hills/Residential) from *BattleTech Map Set 3* and both City Street Grid/Park maps from *BattleTech Map Set 4*. Treat the Water hexes on the *CityTech* map as paved hexes. In addition, there are several roads on the *CityTech* and City Ruins maps. On the *CityTech* map, the following hexes are paved: 0901–0905, 0910–0917, 1310, 1409, 1509 and 1608. On the City Ruins map, the following hexes are paved: 0108, 0207, 0307, 0901–0904 and 0914–0917.

The defending player should place ten Medium, six Heavy and four Hardened buildings on the *CityTech* and City Ruins maps, which house the presidential palace complex. At least two buildings must be placed on each map. On the *CityTech* map, secretly designate one building as the palace and one as the command center; on the City Ruins map, secretly designate four buildings as repair bays. The defender should then place at least ten buildings of any style (and may place more) on the remaining four maps.

Note: This scenario uses the same set-up as that for Scenario 3, Track 1 (*Striking at the Head*, p. 44). If possible, duplicate the map board layout from that scenario.

Attacker

The attacker consists of elements of the player unit. The players may deploy as large or small a detachment as they wish.

The attacking force enters the map board via combat drop during the Movement Phase of Turn 1 (see *Special Rules*, below). Its objective is to destroy the defending forces.

Defender

The defender consists of Heinrich's Headhunters and elements of the Acamar Militia. The defender should field 125 percent of the attacker's strength, at one experience level lower. The mercenary unit deploys only BattleMechs (at least a company's worth); the militia uses only vehicles.

The defender may set up anywhere on the map board, but must evenly split his elements between the four maps. If the force cannot be evenly split, place any extra elements in either of the two center maps. The defender's objective is to hold position against the player unit's assault.

SPECIAL RULES

The following special rules apply during this scenario.

Reinforcements

As soon as word gets out that the palace is under attack, the few remaining militia units in the city will race to defend Chairman Katz. Starting in the End Phase of Turn 6, roll 2D6. On a result of 9 or better, a militia force shows up in the Movement Phase of the next turn, entering via any map edge. This force consists of two vehicles randomly selected from the Opposition Forces Tables (p. 26), piloted by Green crews.
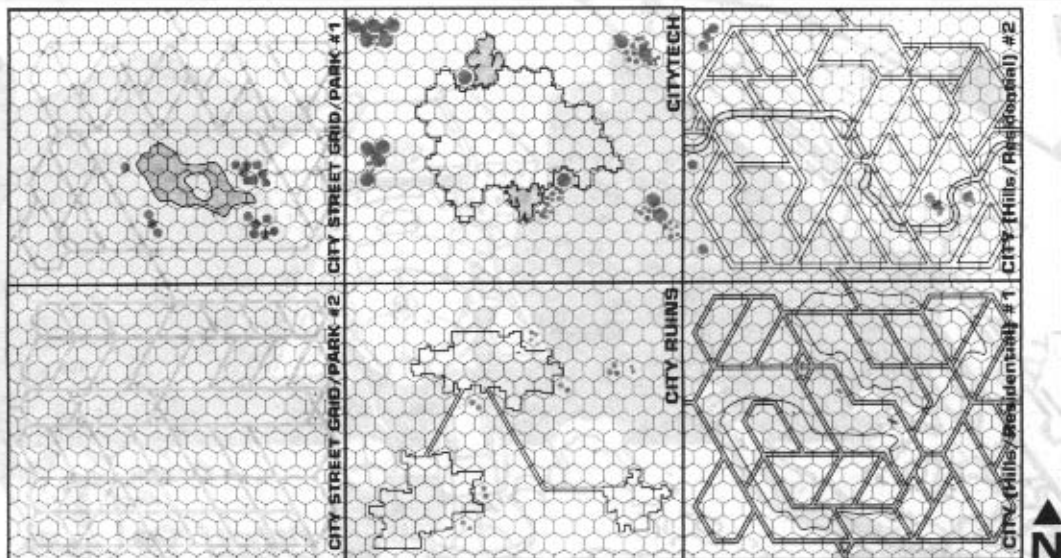
Withdrawal

The *Forced Withdrawal* rule is in effect for the defender (see p. 17). The defender may withdraw from any edge of the map. At the beginning of any turn in which more than half of the defending force has been destroyed or taken crippling damage, the entire force must start withdrawing.

AFTERMATH

At the end of this battle, the players will still be in the middle of an enemy city. The mere fact that the player unit makes a combat drop at the palace and the coliseum convinces Chairman Katz to try to escape to the spaceport. The players can forestall her if they manage to hold the area around the palace. Katz will try to slip out in a small convoy of limousines and trucks; the gamemaster determines which vehicle she is in.

If the players take the palace, they should contact Colonel Fletcher, who will send in the only other unit she has in the city—an elite infantry company, traveling in APCs. This detachment has orders to secure the palace proper. If the players have infantry assets, they may include them with this detachment.

ADDITIONAL HOOKS

The players must remain in Kalskag until any additional elements of their unit can make it into the city or until Fletcher can free up some of her militia forces. An unknown number of Ben-Zhayne's units are still operating in the city, and even though most are guarding other high-profile targets (the spaceport, the militia barracks and so on), others are still out on roving patrol. If the players secure the palace, they can use the repair bays (though they will not have their own techs and replacement parts; instead, the gamemaster determines what is available, based on the 'Mechs fielded by Heinrich's Headhunters).

With the battle outside Kalskag going badly for General Ben-Zhayne, many militia members are looking to either surrender or leave Acamar. Two commercial DropShips chartered by Chairman Katz have spent the past three weeks sitting at the spaceport; many of the militia's ranking officers know about them and will try to reach them. The players will likely find out about them from any officers captured in the fighting. If the players inform Fletcher, she orders them to check it out and if necessary prevent the DropShips from taking off. Once they reach the spaceport, however, they must fight through the last few militia units ordered to protect the facility. If the players manage that, the DropShips will lift off rather than get caught on the ground. Unless the players have aerospace fighters already in the air, they have little chance of catching the DropShips before the vessels reach their jump points.

WRAP-UP

Though the Acamar civil war lasted all of five weeks—a mere footnote in the annals of history—it was as hard-fought and painful as any other war. While less than 5,000 people died in

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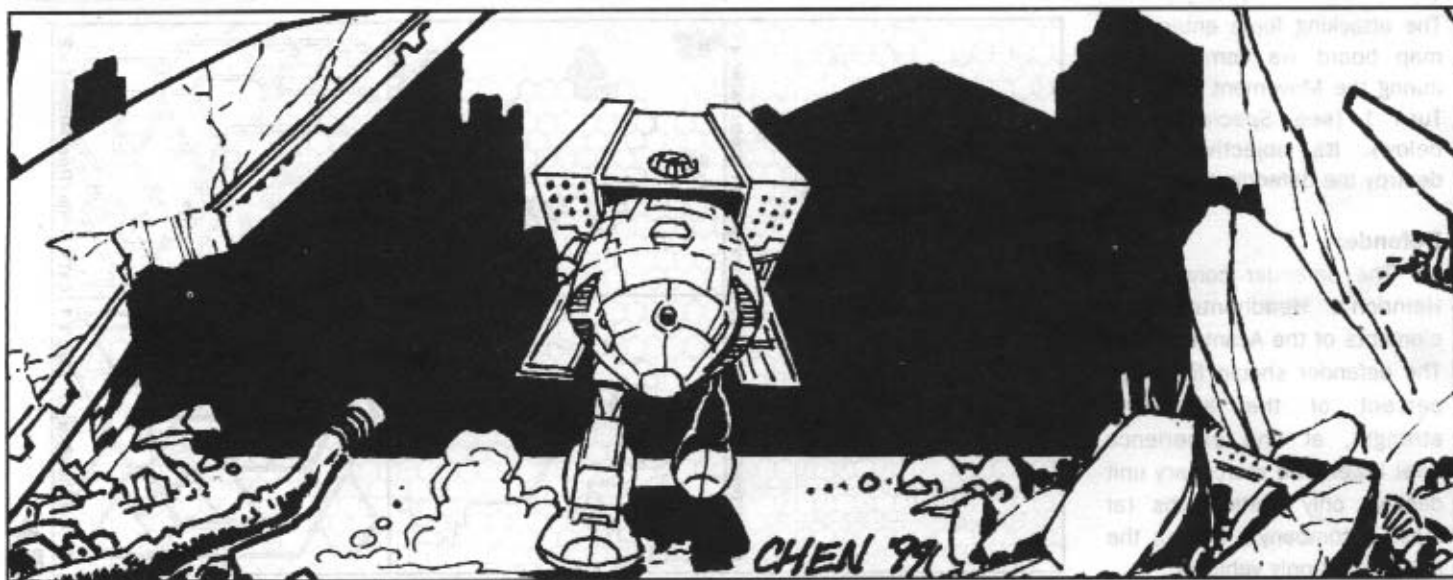
the fighting, the war left the planet a shambles, and it had to form yet another government—this time with no help from outside. At least this time, however, no one doubted that the government Acamar's people chose to form was of their own making.

The civil war almost destroyed Acamar's already battered planetary militia, compelling the new government to hire additional mercenary units to protect the planet from raiders. With almost no free cash for payment, the government instead granted rich landholds to units that accepted their offer. The GM/Johnston Alliance helped out again by stationing some of its own mercenary units on Acamar for "training."

The new government took a while longer to form than the first provisional government had; initially, the job of running the planet fell to representatives of the Acamar Merchant's Freedom Guild and members of the previous Parliament. Representatives from all across the planet and all economic classes deliberated for five months before finally agreeing on a system of government, based heavily on the deposed provisional government. In its first act, the Parliament of the People's Republic of Acamar re-elected Emmet Fletcher as president. Parliament then petitioned Archon Princess Katrina Steiner-Davion for membership in the Federated Commonwealth; Acamar has yet to receive an official response.

TROUBLESHOOTING

The players have likely fought several tough battles in this track, but with the chance for large payoffs. Acamar's Parliament will grant them (and any other mercenary force that fought alongside Colonel Fletcher) all the 'Mechs salvaged from the battlefields and will return to the appropriate unit any lost equipment subsequently salvaged. To make up for losses that cannot be immediately recouped, Parliament will grant the player unit a landhold, giving them a steady source of income.

ADDITIONAL HOOKS

Unless the players somehow managed to intercept Katz's DropShips before they reached their waiting JumpShips, several of Katz's officers have escaped the Acamar system. Understandably, Parliament wants them returned to stand trial. Some only followed orders, but many bear direct responsibility for the coup. Parliament will hire the player unit and other bona fide bounty hunters to track them down. By the time these units are finally dispatched, however, the trail will have grown exceedingly cold. Parliament cannot give the players many resources to aid in the hunt, forcing them to rely on their own ingenuity.

Acamar's militia has a lot of rebuilding to do before it can truly be called a militia. The Acamar government must purchase new equipment and then train recruits to use it. To help accomplish this, Parliament will extend cadre contracts to skilled mercenary units that deploy armor and/or infantry forces, using these units to help train new militia troops.

The pirate occupation and the civil war also razed Acamar's industry, leaving the planetary economy in ruins. In an effort to assist the beleaguered planet, GM and Taijian Petrochemical begin building a new ore refinery and processing plant near Kalskag. This project requires significant defenses for the plant and the convoys that bring in supplies and construction materials.

Any unit that takes up a post on Acamar may run into any number of possible problems. Quite a few of Acamar's people supported the Liaoist movement; though most active coup supporters were arrested, many more who took no overt action and still harbor Liaoist sentiments remain free to act on them. Others simply wanted to remain independent and are mortified to learn that Parliament petitioned for membership in the FedCom. These people see any off-worlder as a potential enemy, and many will do whatever they can to hinder those enemies—from delaying shipments to muggings to protests. Until some semblance of normal life returns to Acamar, any players stationed on the planet should remain on their guard.

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