THE FOX'S TEETH
EXPLOITS OF McKINNON'S RAIDERS

1606

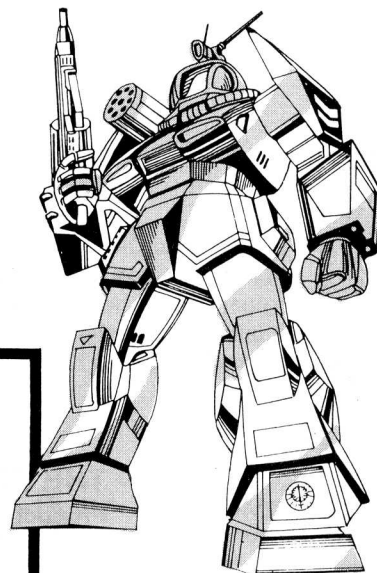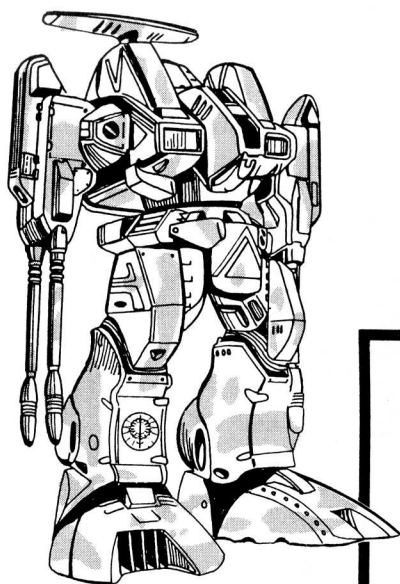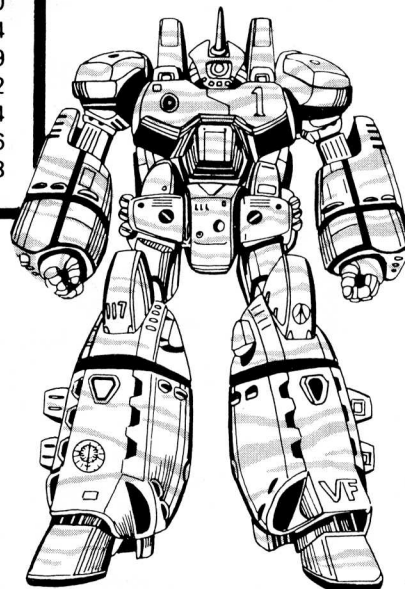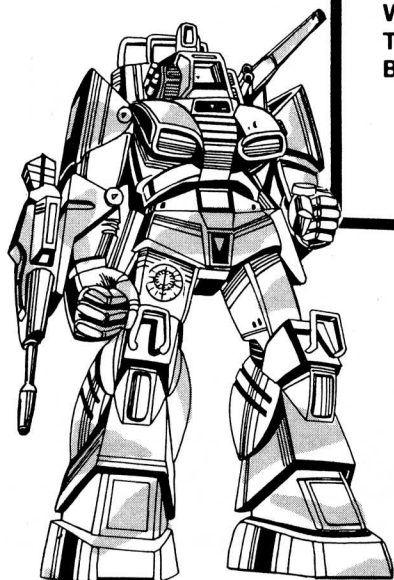BATTLETECH™

fasa

TABLE OF CONTENTS

CREDITS

THE FOX'S TEETH

Product Concept and Coordination
>Jordan K. Weisman

Writing

Introduction
>L. Ross Babcock III

House of Davion and Fox's Teeth History and Background
>Patrick L. Larkin

The Swarm's Sting, A Stab In The Back, An Affair Of Honor and Fear No Evil
>William H. Keith. Jr.

Trial By Combat, Fox At Bay, Cry Vengeancel, and Restitution
>Richard Meyer
>Walter Hunt
>Lisa Hunt
>Evan Jamison

Water, Water Everywhere, The Fight For Depot 217, and Battle For Udibi
>Samuel Brown Baker II
>Dorothy Elizabeth Baker

Playtesting
>James Kellar
>Donald Sweeney

Editorial Staff

Editor-In Chief
>L. Ross Babcock III

Editing
>Donna Ippolito

Production Staff

Interior Design
>Joprdan K. Weisman

Layout and Pasteup
>Dana Knutson
>Todd F. Marsh
>Jane Bigos
>Tara Gallagher

Cover Art
>Jim Halloway

Illustration
>Jim Halloway
>Dana Knutson
>Todd F. Marsh
>Jane Bigos

Typesetting
>Tara Gallagher
>Karen Vander Mey

INTRODUCTION

The Fox's Teeth, McKinnon's Raiders, and McKinnon's Company of Vanur's Battalion, 7th Crucis Lancers are the names given and earned by one of House Davion's elite BattleMech units. This book details Ian McKinnon and his company of 'Mechs. It also gives some of the history behind the formation of McKinnon's Raiders, his employer, House Davion, and some of the battles and campaigns the company has fought during its long history. The rest of the book gives the historical and game details for 14 engagements in which McKinnon's Raiders have been involved.

How To Use These Scenarios

The following battle scenarios are unrelated except for the final four. Those four are part of a campaign fought on the planet Udibi, and they follow each other in time by a matter of weeks, days, or even hours. Those who wish to play the whole series may wish to keep track of battle damage from engagement to the next, with their 'Mechs receiving either no repairs or only the limited repairs that might be possible under field conditions.

The scenarios include all the information needed to understand the game situation and play it out. Each one opens with a first-hand account by one of the warriors who actually took part in the engagement. This personal anecdote is followed by an account of the historical facts of the battle.

Next comes the Game Set-up section, which provides the special game information needed to play out the scenario.

There are directions for laying out the mapsheet, directions for any special terrain features the scenario requires, and suggestions for the appropriate set of BattleTech rules to use.

Both the Attacker and Defender for each scenario are then presented in detail. McKinnon's Raiders start each scenario in the condition described in the historical section on the Fox's Teeth, but the Game Set-Up section will often note any special extra damage taken by the McKinnon's 'Mechs. The Raider's Opponents are similarly described. In some cases, an extra dice roll must be made to determine whether a weapon is capable of fire. (This roll is made before any To-Hit roll is made.) If the first roll succeeds, then weapon fire proceeds normally. If the roll fails, the weapon does NOT fire and generates either the normal amount of heat or an extra amount of heat if that is how the weapon is damaged. The information on the Attacker and the Defender also includes how to deploy each of the opposing forces on the game map.

Next come the Victory Conditions that determine the outcome for each scenario. These usually vary for each side in the conflict and may include some special objectives. Finally, if there are rules for the scenario not covered by the general BattleTech rules, they are described under Special Rules.

BRIEF FAMILY HISTORY

The Davion family first rose to prominence on New Avalon, shortly after the collapse of the Terran Alliance. As the owners of Avalon Ventures, the largest trading conglomerate on the planet, the Davions were able to acquire both enormous wealth and political power. In 2309, Lucien Davion was elected as New Avalon's Prime Minister, and immediately began expanding its economic, political, and military influence. In 2317, Lucien negotiated the Crucis Pact with 20 nearby star systems. The Crucis Pact created the Federated Suns, a mutural defense and assistance league. Naturally, Lucien was chosen as its president, and New Avalon became its capital.

When Lucien Davion retired in 2332, his son Reynard was elected as both Prime Minister of New Avalon and President of the Federated Suns. Under Reynard's leadership, the Federated Suns continued its rapid expansion. When he died in 2371, the Council of Ministers immediately named his granddaughter Marie Davion as successor, effectively establishing a right of hereditary succession. In 2417, Simon Davion declared himself the first Prince of the Federated Suns.

During the Age of War, the Federated Suns emerged as one of the most powerful states in the Human Sphere. The limited wars fought during this period scarcely affected the prosperity of most of its thousand planets, and they helped the House of Davion consolidate its position. By 2550, the Davions had established themselves as the only significant political force in all the Federated Suns.

In 2572, the House of Davion joined the Star League, allying itself with the six other states in the Inner Sphere. As Council Lords of the League, succeeding princes played major political roles throughout the League's 200-year history. Though occasionally opposed to some of the decisions made by the Cameron dynasty, the House of Davion remained loyal to the constitutional government established by the Articles of Unification. During this period, the population and industrial might of the Federated Suns grew at a rapid pace.

Under Kerensky's Protectorate (2751-2761), Lord John Davion emerged as one of the most powerful members of the Council. After Richard Cameron assumed full power as the First Lord, Davion led the opposition against Cameron's attempts to strip the council families of their power. When the Star League collapsed in the chaos following Stefan's Usurpation, John Davion began preparing the Federated Suns for a protracted war. He recruited Regular Army BattleMech regiments into his service, fortified key frontier worlds, and greatly expanded the production of war materials. These same precautions were also being taken by the other four surviving Council Lords.

When Minoru Kurita declared himself First Lord of the Star League and began occupying old League industrial worlds, Davion and the others followed suit. By 2787, the First Succession War had begun. John Davion died in 2797, just a few months after repelling a Kurita offensive that nearly took New Avalon. His son Paul succeeded him as Prince of the Federated Suns. Paul took the title "Duke of New Avalon", and was the first Successor Warlord to offer titles of nobility in exchange for troops. His descendants were also among the first to realize the dangers of this policy.

The House of Davion continues to rule the Federated Suns. More than 200 years of continuous warfare have weakened the family's hold on many of its planets, shattered its industries, and destroyed much of the prosperity that it enjoyed under the Star League. Nevertheless, the Davions have managed to retain the loyalty and trust of most of their subjects. The House remains a formidable force amid the wreckage of the Inner Sphere.

PERSONALITIES

HANSE DAVION

Hanse Davion, also known as "The Fox", is Prince of the Federated Suns, Duke of New Avalon.

He is the youngest of the five Successor Warlords. As the second son of Prince Andrew Davion, Hanse was expected to command a regiment of the Davion Household Guard - and nothing more. Fate, however, had other plans. Shortly after his 30th birthday, his older brother Ian was killed in the Third Battle of Mallory's World. Hanse was immediately elected as Prince and Duke, though it has since been reported that his brother-in-law, the Duke of Syrtis, was less than prompt in accepting Hanse's authority.

In the twelve years since his accession to the throne, Hanse Davion has earned the nickname "The Fox", which is accorded him by both friend and foe. Under his leadership, the House of Davion has reached a level of power unmatched since the Succession Wars began. A competent tactician and a brilliant strategist, Davion's military victories have often been almost bloodless, a rarity in this Age. At the same time, shrewd diplomacy has helped him consolidate his conquests during the brief outbreaks of peace among the Successor States.

Davion has continued his father's efforts to gradually reduce the power of the nobility. Ironically, the Davions have achieved this end by expanding the authority of the ducal families. In the Federated Suns, each newly-captured world is awarded to one of the dukes as an administrative fief. As a result, the resources of the nobility have been stretched to the limit along the border, while the House of Davion expands its influence on their homeworlds in the interior. Hanse has also been able to maintain a large number of mercenary regiments, including several that have served the House for decades. In fact, these troops are now more a regular, standing army than they are mercenaries under contract.

In recent years, Hanse has concentrated the military power of the Federated Suns against the House of Kurita. His campaigns against Kurita have been supported by the Lyran Commonwealth and its Archon, Katrina Steiner. The Commonwealth and the Federated Suns are now allied under a secret treaty signed at Sol and witnessed by the First Circuit of ComStar. The most closely-guarded clause of that treaty contains the promise of a marriage between Milissa, Archon-designate of the Commonwealth, and Hanse Davion, Prince of the Federated Suns. This marriage, and the resulting consolidation of the two realms, would turn the existing balance-of-power on its head.

MICHAEL HASEK-DAVION

Michael Hasek-Davion, the Duke of New Syrtis as well as Hanse Davion's brother-in-law, is an extremely ambitious and embittered man. He married Prince Andrew's first child, Marie, in the belief that it would allow him to sit one day on Andrew's throne. The unexpected births of Ian and then Hanse Davion dashed those hopes. Although he is the effective ruler of the Capellan March, Michael will not be satisfied until he is the undisputed master of the Federated Suns.

Michael believes that Davion's new emphasis on war against Kurita is an attempt to weaken his power and prestige. Recently, he has begun resisting any attempt to reinforce the armies facing Kurita with troops from his section of the border. There are dis-quieting rumors that the Duke's opposition to Hanse has blossomed into active treason. According to these rumors, Michael has met with agents serving Maximilian Liao, Chancellor of the Capellan Confederation. He is reported to have offered to help Liao conquer loyalist Davion worlds along the Capellan March in return for diplomatic recognition as the legitimate Prince. Marie, Michael's wife and Hanse's sister, is believed to support her husband's ambitions.

Their actions are, however, likely to be tempered by the fact that Morgan, their only son, is currently serving as a captain in the Heavy Regiment of the Davion Household Guard. Morgan is stationed at the royal court on New Avalon.

THE DAVION BANNER

The banner of the House of Davion depicts a golden sunburst emblazoned on a scarlet field. The standards of all the nobles in the Federated Suns use similar colors and symbols. Mercenary regiments in the service of the House are not obligated to follow this pattern, but are free to carry their own regimental banners. However, many of the mer-cenaries under long-term contract have replaced their traditional standards with flags whose colors are gold and scarlet.
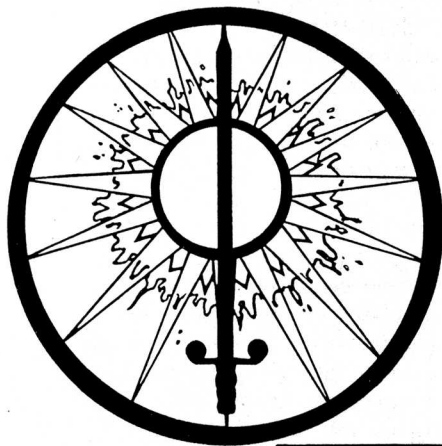
A TRAVELER'S GUIDE TO THE FEDERATED SUNS

NEW AVALON

New Avalon has been the capital of the Federated Suns and the ancestral home of the House of Davion for nearly 700 years. It has never been an industrial center, and, as a result, has escaped the devastation met by so many other worlds. (It was bombarded only briefly by a raiding force during the First Succession War.)

New Avalon is the fourth of seven planets circling a G-class star 85 light-years from Sol. It possesses a temperate, Earth-like climate, with forests, rolling hills, and vast plains. The planet's large oceans provide an ample supply of pure water, and the produce from its farms feeds more than ten nearby star systems.

Points of interest include the Royal Court and the newly-founded University of Avalon. In less than ten years, the University has become the largest center of learning in all the Inner Sphere. Its scholars and technicians are busy trying to recover the technologies lost during the Succession Wars.

Three regiments of the Davion Household Guard and two or three long-service mercenary units are permanently-garrisoned on New Avalon.

NEW SYRTIS

New Syrtis has been ruled by the Hasek family for nearly two centuries, ever since Paul Davion named Colonel Damien Hasek as its Duke.

Although the planet's arctic climate and thin atmosphere render it only marginally-habitable, its huge, workable ore deposits make it vital to the surviving industries of the Federated Suns. In addition, the severe climatic conditions on the planet greatly aided its defense. Under the first Duke, New Syrtis withstood a year-long siege by the Capellan Confederation.

Two of Hasek-Davion's personal BattleMech regiments, the 33rd Hussars and the Syrtis Fusiliers, are head-quartered on New Syrtis.

KASAI

Kasai is a desert world close to the Periphery. It is inhabited only by a mercenary regiment garrisoned to the old Star League supply depot on the planet's single continent. Although Kasai's stockpiles of BattleMech spare parts and munitions have been greatly depleted over the last 200 years, it is still one of the main supply sources for the 'Mech regiments of the Federated Suns. Many of House Davion's early military campaigns were devoted to securing the border near Kasai.

KENTARES IV

Kentares was the site of the Kentares Massacre, one of the worst atrocities of the First Succession War. After the assassination of his father, Jinjiro Kurita ordered the extermination of the planet's civilian population, a feat that his BattleMechs nearly accom-plished. More than nine out of ten of Kentares' citizens perished over a period of three months. After the war, the House of Davion decided to repopulate the planet, largely as a gesture of defiance toward Kurita and his successors. With its industrial base smashed by the war, however, Kentares has never recovered its prosperity. Over the last 100 years, its population has again dwindled to just over a tenth of its prewar total. Much of the planet is covered by ruined and rusting cities and factories, memorials to the carnage of the First War.

MALLORY'S WORLD

Once a flourishing agricultural planet, Mallory's World has been con-verted into a heavily-fortified base. Endless fighting has wrecked much of its farmland and scattered the civilian population. The House of Davion recaptured Mallory's World twelve years ago, but the victory cost House Davion the life of Prince Ian Davion as well as several thousand other soldiers. Since that time, the garrison has fought off two sustained assaults by crack regiments in Kurita's service.

Mallory's World commands a strategic position for both the Draconis Combine and the Federated Suns. BattleMech regiments stationed there can protect a state's lines of commun-ications to Sol while threatening those of its enemy. As a result, neither side can afford to let the other maintain uncontested control of the planet.

Unit Name: McKinnon's Raiders, Vanur's Battalion, 7th Crucis Lancers

BRIEF HISTORY

In October 2784, Kieran McKinnon, a captain in the Star League's Regular Army, signed a secret document pledging his allegiance to Council Lord John Davion of the Federated Suns Member-States. At the time, McKinnon and his BattleMech company were stationed on Kasai to guard the League supply depot there. When General Kerensky summoned all Regular Army forces to a secret rendezvous at New Samarkand, McKinnon and his troops refused, openly declaring themselves for the House of Davion. In December 2786, McKinnon's Company fought a desperate action against overwhelming odds, and succeeded in defeating a Kurita BattleMech force trying to cap-ture the Kasai Supply Depot. The First Battle of Kasai marked the outbreak of all-out warfare along the Kurita-Davion border.

In return for their victory, McKinnon and his men were granted estates on Kestrel, a small, agricultural world near New Avalon. For the first ten years of the First Succession War, the company found itself posted on a variety of quiet, dull and utterly safe outposts along the Periphery. Then, in 2796, McKinnon and his men were ordered to Kentares IV.

Shortly after arriving, they were in-corporated into a newly–raised BattleMech regiment, the 7th Crucis Lancers. When Minoru Kurita's armies overran Kentares, the 7th Lancers were scattered, and Captain McKinnon led his company's survivors into the hills. While Kurita's BattleMechs occupied Kentares' cities, McKinnon's 'Mechs fought on as guerrillas. A McKinnon's Company tradition maintains that one of its soldiers assassinated the first Successor Warlord, Minoru Kurita.

After Kentares was liberated, McKinnon's Company served on battle-fields across the Federated Suns. In 2808, Kieran McKinnon was killed in the Second Battle of Barlow's Folly. Prince Paul Davion immediately assigned Kieran's oldest son as the new company commander, and awarded additional estates on Kestrel to the McKinnon family.

During the Second Succession War, McKinnon's Company fought mainly on the Capellan front, spear-heading several offensives deep into Confederation territory. In one of the most famous operations of the Second War, the company launched a sneak raid onto Sian itself, the homeworld of the Capellan Confederation. Although it did not inflict serious damage and the

casualties were heavy, McKinnon's Raid dealt a crucial blow to the Confed-eration's already sagging morale. As a result, the House of Liao sued for peace just three months after the Raid, and McKinnon's Company acquired a new name: McKinnon's Raiders.

After the Second Succession War, the Raiders were assigned to the Periphery. Over the next 100 years, the company's BattleMechs were involved in countless raids, punitive expeditions, and skirmishes against the Bandit Kings harassing the Federated Suns. Even-tually, the unit was ordered back from the frontier and stationed on New Avalon as part of the Davion Household Guard.

In 3013, Hanse Davion's intelligence agents warned him of an assassination plot being hatched on New Avalon itself. Their reports indicated that Kurita's spies had managed to suborn a New Avalon landowner named Jonathan Bright. Bright, a company commander in the Household Guard, was convinced that murdering the newly–crowned prince would throw the Federated Suns into chaos, and make it possible for him to seize New Avalon for himself. Bright had assembled his BattleMech force at his country estate located just 50 kilo-meters away from the Royal Court.
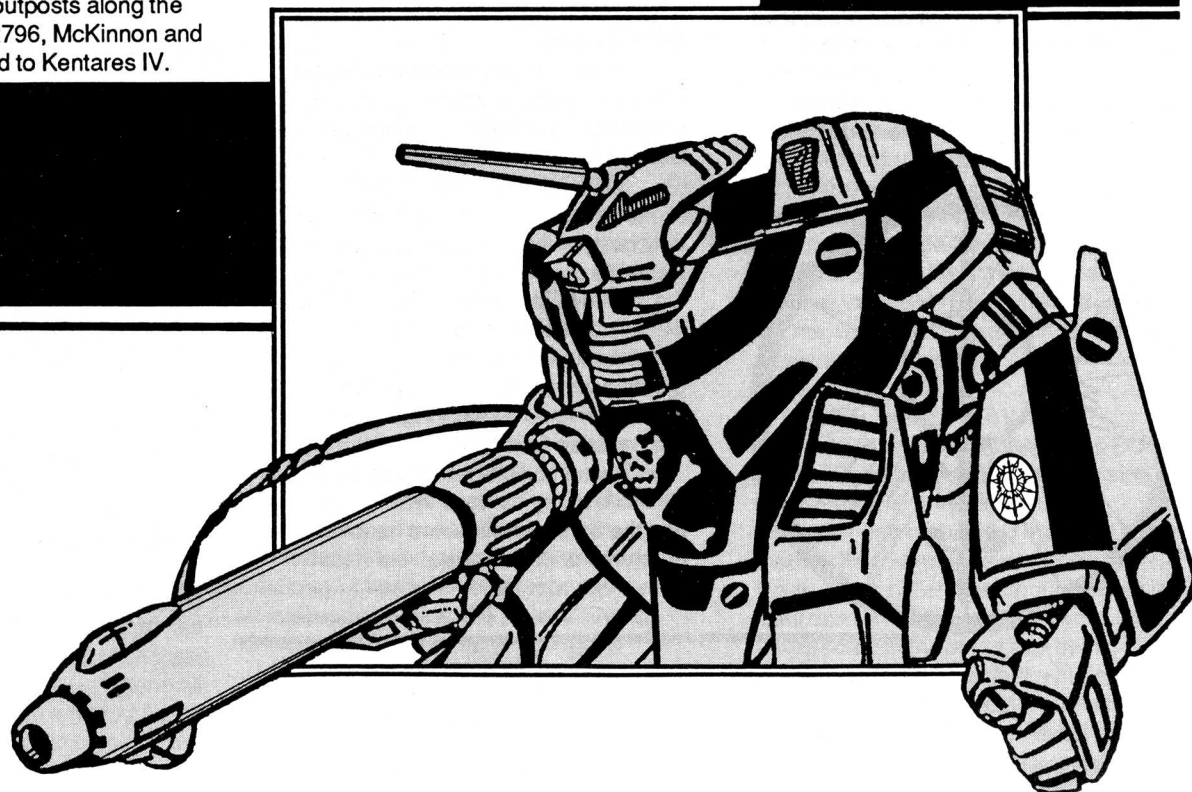
With half the Household Guard away on maneuvers, and the loyalty of the remaining battalions in question, Hanse turned to Ross McKinnon and his Raiders. He issued false orders for the company to join the Guard maneuvers on Imbrial III, ten light years away. Once in orbit, however, McKinnon ordered his ships to lie "doggo", and briefed his lance commanders on their real mission.

The next morning, McKinnon's Raiders made a precise, predawn assault landing all around Bright's country estate, catching the traitor and his MechWarriors almost completely by surprise. The Raiders managed to annihilate Bright's BattleMechs, kill Bright himself, and capture Kurita's agents in a short, sharp, brutal combat lasting just ten minutes. This raid earned the Raiders medals, new lands, and a new honorific: "The Fox's Teeth".

In 3015, the Raiders were re-assigned to the newly-reformed 7th Crucis Lancers and stationed along the Draconis March. Over the next five years, the company fought more than a dozen pitched battles and skirmishes with Kurita's forces, without a single defeat.

Disaster struck the Raiders in 3020, however. Davion agents stationed in the Draconis Combine planted rumors that the BattleMech garrison on Harrow's Sun was drastically understrength. Meanwhile, the 7th Crucis Lancers and the 9th Ceti Hussars secretly reinforced the Harrow's Sun garrison, hoping to crush any Kurita raiding party. Unfortunately, Davion's field commanders had badly underestimated Kurita's interest in the planet. Four crack BattleMech regiments assault-landed on Harrow's Sun and nearly overwhelmed their would-be ambushers.

Under constant attack, Davion's `Mechs were forced to retreat back into the planet's rugged mountain ranges, where they hoped to hold out until the arrival of reinforcements. Ross McKinnon's Raiders were assigned to cover the retreat. The company fought without rest for more than two days, holding off over six times their number of attacking enemy 'Mechs. Just as the main body of the regiment reached the relative safety of a high mountain valley, the Raiders were cut off and surrounded by two of Kurita's companies that infiltrated past the ridge they were holding.

Threatened with annihilation, Ross McKinnon ordered his son Ian to take most of the company's 'Mechs and punch through the encircling force. Ian's hard-driving attack broke through, but Ross McKinnon and his bodyguard Kurt Lytton were caught by enemy 'Mechs while crossing a shallow stream. They were cut down by concentrated missile, laser, and particle cannon fire, yet succeeded in wrecking three enemy 'Mechs before dying.

Ian took command of the Raiders the instant his father died, and led them back through Kurita's troops away from the 7th Crucis' main defensive position. Over the next four weeks, he and the Raiders operated as a guerrilla force, striking enemy command posts, supply depots, and isolated 'Mech positions. Ian's raids kept the besiegers off balance and prevented any all-out assault on the regiments sheltering in the mountains. Eventually, the imminent arrival of sizeable Davion reinforcements forced Kurita's troops to withdraw, and so ended the Fourth Battle of Harrow's Sun.

Hanse Davion awarded the Raiders a year's rest and extra spare parts for their valor at Harrow's Sun. Ian McKinnon used that year to drill his Raiders in a whole series of new, high-mobility tactics. He had learned the lessons of the last campaign well, and argued that a well-trained, mobile striking force could serve the 7th Crucis better than just another line BattleMech company. His superiors agreed, and assigned McKinnon's 'Mechs a new role as a deep-penetration raiding group.

In 3021, the Raiders returned to the Draconis March. At that time, the 7th Crucis Lancers were operating as a general reserve for the entire front, rushing from planet to planet in response to a whole series of Combine offensives. McKinnon's tactics worked well under actual combat conditions, and his Raiders were able to inflict heavy losses on Kurita's 'Mechs.

Davion's alliance with the Lyran Commonwealth enabled him to regain the initiative in mid-3022. Since that time, his BattleMech regiments have been on the offensive, launching a variety of raids, probes, and full-scale offensives into Kurita's territory. McKinnon's Raiders, "The Fox's Teeth", have been in the thick of almost every battle.
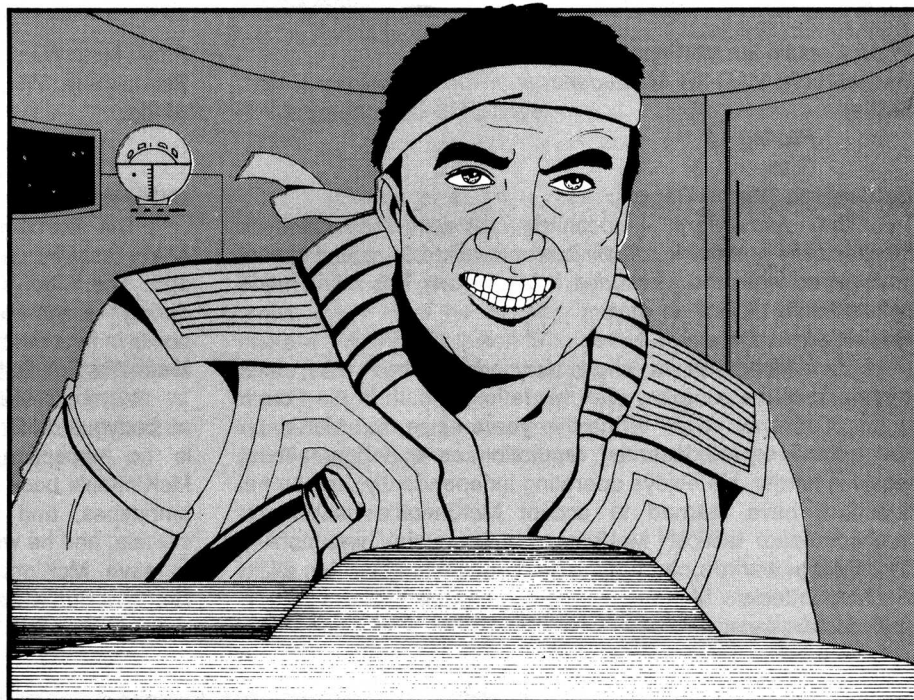
COMMAND LANCE

Pilot: Captain Ian McKinnon
BattleMech: MAD-3R *Marauder*
Skills:

Piloting: 4
Gunnery: 3

BattleMech Status Report:

The *Marauder's* autocannon reload mechanism is mechanically unreliable. It will jam on a roll of 9+, and it cannot be repaired while the *Marauder* is in combat. This roll is made before the To-Hit Roll.

MechWarrior Data:

Ian McKinnon, a short, wiry, dark-haired man, took command of the company after his father's death in the Fourth Battle of Harrow's Sun. In the five years since, Ian McKinnon has gained a well-deserved reputation as a daring, almost reckless leader. He enjoys operating independently, and so his superiors have learned to accept McKinnon's unorthodox methods and tactics. McKinnon believes in high-mobility BattleMech warfare, and his company is famous for swift, slashing attacks. McKinnon will never wait passively in a static, defensive position.

Pilot: MechWarrior George Lytton
**BattleMech:** WHM-64 *Warhammer*
Skills:

Piloting: 4
Gunnery: 3

BattleMech Status Report:

The *Warhammer's* Right Arm PPC was knocked out by a heavy laser hit during the Battle of Tancredi II more than a year ago. The 'Mech's fusion power plant shielding was damaged during the same engagement, and it now produces an extra 5 points of heat per turn.

MechWarrior Data

Members of the Lytton family have served the McKinnons as bodyguards for more than two centuries, and George Lytton is no exception. For 20 years, he has protected Ian McKinnon's back in more than a dozen fiercely-fought battles, ambushes, and border skirmishes. Lytton's duty is to his captain, and he will risk his own life and his family's BattleMech to save McKinnon. His father fell at the Fourth Battle of Harrow's Sun while guarding Ross McKinnon, Ian's father.
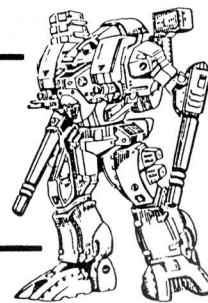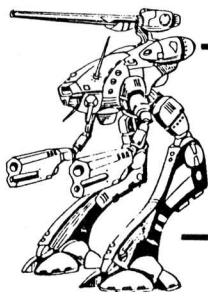
Pilot: MechWarrior Paul Danton
BattleMech: PXH-1K *Phoenix Hawk*
Skills:

> *Piloting:* 5
> *Gunnery:* 3

BattleMech Status Report:

Danton's *Phoenix Hawk* is in perfect working order.

MechWarrior Data:

Paul Danton is one of the richest MechWarriors in McKinnon's Company. The Danton family estates on Kestrel are carefully managed by his uncle, and Paul's BattleMech is always kept in top-notch condition, with an ample supply of spare parts. Danton is ambitious and hopes to win command of a lance by impressing McKinnon with his courage and skill.

**Pilot:** MechWarrior Austin Vorster
BattleMech: STG-3R *Stinger*
Skills:

> *Piloting:* 6
> *Gunnery:* 4

BattleMech Status Report:

Vorster's *Stinger* was badly-damaged during the Battle of Tancredi II. Its gyro was hit by a long-range missile; as a result, every time the *Stinger* moves or jumps, Vorster must make a *Piloting* Skill Roll to keep his 'Mech from falling down. Since the gyro has been partially repaired, there is no extra modifier to the Skill Roll. In addition, the same laser hit that killed Vorster's father wrecked the 'Mech's cockpit. As a result, the *Stinger* cannot carry more than 4 points of armor on its head.

MechWarrior Data:

Austin Vorster is a greenhorn. He has recently joined McKinnon's Company as a replacement for his father Alex, who was killed on Tancredi II. He is extremely worried about the poor condition of his *Stinger*, and is more interested in finding a replacement gyro than in risking his neck for the company. Captain McKinnon is sympathetic, having promised Vorster first crack at stripping the next captured enemy *Stinger*.
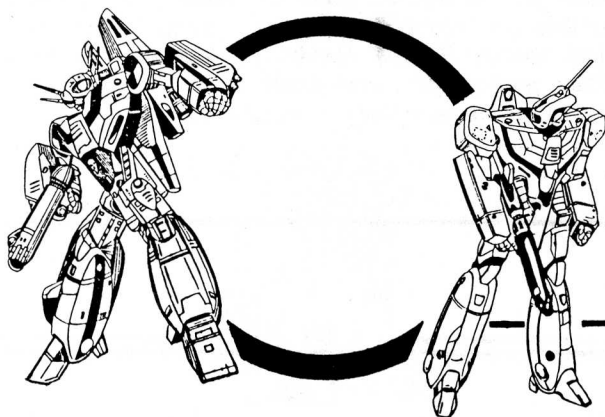
RYDER'S MEDIUM LANCE

Pilot: Lieutenant Karl Ryder
BattleMech: CRD-3R *Crusader*
Skills:

> *Piloting:* 5
> *Gunnery:* 3

BattleMech Status Report:

Ryder's *Crusader* is maintained in mint-condition.

MechWarrior Data:

Karl Ryder is a man governed by his loyalty to the company, the regiment, and the House of Davion. He is a competent tactician and serves as McKinnon's second-in-command. Ryder is an unusual man in this age of constant war. He has adopted the codes of chivalry and mercy practiced long ago on Earth. Karl Ryder fights to win, not to kill. His convictions have already proven useful. In the Battle of the Istria Ford, Ryder's Lance surrounded the battered remnants of one of Kurita's regular 'Mech companies and forced it to surrender. Ryder's chivalrous behavior during the surrender negotiations persuaded the enemy commander to swear fealty to the House of Davion.

Pilot: MechWarrior Iskoru Chipende
BattleMech: PXH-1K *Phoenix Hawk*
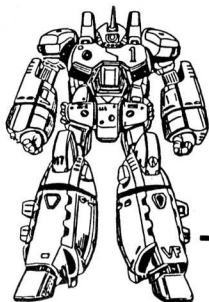**Skills:**

> *Piloting:* 5
> *Gunnery:* 4

BattleMech Status Report:

Chipende's *Phoenix Hawk* took a crippling kick from an enemy *Warhammer* during a skirmish on New Ivaarsen. It suffered severe structural damage and cannot carry more than 10 points of armor on its left leg.

MechWarrior Data:

Iskoru Chipende is cocky, often insubordinate, and unusually lucky. Iskoru is also a competent and courageous MechWarrior who is determined to regain his family's lost status by capturing a new heavy 'Mech. The Chipende family's social standing fell dramatically when his older brother Takeo was killed in the Second Battle of Gandy's Luck. Takeo's *Archer* was captured by the enemy, leaving the Chipendes with just Iskoru's *Phoenix Hawk*. This loss cost them their hereditary position as commanders of McKinnon's Medium Lance, and led directly to Karl Ryder's promotion.

Pilot: MechWarrior Ernst Lang
**BattleMech:** RFL-3N *Rifleman*
Skills:

> *Piloting:* 4
> *Gunnery:* 3

BattleMech Status Report:

Lang's *Rifleman* took concentrated missile fire at Marlowe's Rift, and so now can carry only 5 points of armor on its right arm. The same battle took out one of the heat sinks on Lang's 'Mech.

MechWarrior Data:

Ernst Lang, a tall, powerful man, is always hungry for a fight, a willing woman, and all the loot his *Rifleman* can carry—in that order. His hot temper has caused him trouble in the past. Six months ago, he fought a wearing, inconclusive 'Mech duel with Captain Stafford of Stafford's Light Cavalry, a mercenary unit. Though McKinnon stopped the duel, Stafford is still looking for revenge. The mercenary captain suspects that Lang seduced his wife, and he is right.
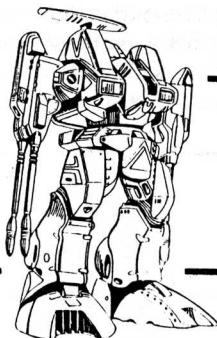
Pilot: Henrik Dekker
BattleMech: WSP-1A *Wasp*
Skills:

> *Piloting:* 5
> *Gunnery:* 4

BattleMech Status Report:

Dekker's *Wasp* is in perfect condition.

MechWarrior Data:

As a devoutly religious man, Henrik Dekker is an oddity among Successor State MechWarriors. He is a New Calvinist and fond of quoting entire passages from the Old Testament while in battle, a habit that his commanders have found disconcerting. At Marlowe's Rift, however, McKinnon put Dekker's eccentricity to good use. He learned the frequency of the enemy command channel and had Dekker tie into it, completely confusing enemy communications during the battle.
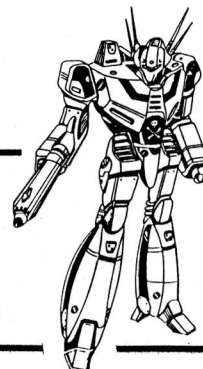
NOMURA'S RECON LANCE

Pilot: Lieutenant Kate Nomura
BattleMech: GRF-1N *Griffin*
Skills:

> *Piloting:* 4
> *Gunnery:* 4

BattleMech Status Report:

The *Griffin's* LRM fire control system functions erratically. On any Roll of 9+, the missiles will fire 60 degrees off-target. (Roll one die: On a 1-3, the *Griffin's* missiles will fire straight down a hexrow to the right; on a 4-6, they will fire to the left.) This malfunction roll is made before any To-Hit roll. If there is any target in the misfired missiles' line of travel, normal To-Hit procedures are followed. In addition, Nomura's 'Mech took a PPC hit in the Drango's Farm Ambush. The PPC strike destroyed two of the 'Mech's heat sinks and knocked out a jump jet, and so Nomura's *Griffin* now jumps up to five hexes, not six.

MechWarrior Data:

Kate Nomura has just returned to duty with McKinnon's Raiders. She was seriously wounded at Drango's Farm, and lost her right arm. The amputated arm was replaced with a bionic substitute, and it took her over a year to recuperate. In the months since she regained command of her lance, Nomura's subordinates have noticed a distinct personality change. She remains an aggressive, talented commander, but has become strict, severe, and almost inhumanly unapproachable. Her MechWarriors have also noticed that she is much more interested in 'Mech maintenance work than she was before Drango's Farm.

Pilot: MechWarrior Mark McKinnon
BattleMech: SHD-2H *Shadow Hawk*
Skills:

> *Piloting:* 5
> *Gunnery:* 4

BattleMech Status Report:

McKinnon's *Shadow Hawk* took several heavy laser hits in the Battle of Silverspar Mountain. The Mech's right torso took structural damage and can carry just 9 armor points.

MechWarrior Data:

Mark McKinnon is Ian McKinnon's younger brother. Though the two brothers strongly resemble one another, their personalities are completely different. Mark is self-important, brave, and not overly bright. He is an inveterate gambler, and Ian McKinnon has been forced to sell off some of the family's smaller estates to pay his younger brother's gambling debts. While Lieutenant Nomura was recovering from her wounds, Mark assumed temporary command of the recon lance. When Nomura resumed her post, she found that he had let routine maintenance slide, endangering the operational readiness of her lance. Her reports have ended Mark McKinnon's immediate prospects for promotion, and convinced Ian to secretly ensure that his younger brother will not inherit command of the Raiders.

Pilot: MechWarrior Mateo Alvarez
BattleMech: WSP-1A *Wasp*
Skills:

>   *Piloting:* 4
>   *Gunnery:* 4

BattleMech Status Report:

Alvarez's *Wasp* has a malfunctioning heat control system and, on a roll of 8+ made during the Heat Phase, two of the *Wasp's* heat sinks are out of commission.

MechWarrior Data:

Once a calm, cautious man, Mateo Alvarez preferred recon work and intelligence-gathering to close combat. Recently, however, he has begun taking increasingly risky assignments such as trying to draw fire from concealed enemy 'Mechs, taking the lead while advancing into suspected minefields, etc. He has been forced to take these risks in an effort to regain his lost honor. After the Battle of Butte Haven, Nomura tried to have Alvarez court-martialled for cowardice. She accused him of deliberately overheating his 'Mech in an attempt to avoid combat. McKinnon's intervention quashed the court-martial proceedings, but left Alvarez with a tarnished reputation.

**Pilot:** MechWarrior Robert Grey
BattleMech: STG-3R *Stinger*
Skills:

>   *Piloting:* 5
>   *Gunnery:* 3

BattleMech Status Report:

The *Stinger's* Medium Laser power circuitry is erratic. On Roll of 9+ made before the To-Hit roll, the laser will inflict just 3 points of damage if it hits the target, and will generate 5 points of heat.

MechWarrior Data:

Robert Grey is a hunter. Solitary and moody away from his 'Mech, Grey comes alive in battle. He enjoys the long, wearying hours involved in stalking other light 'Mechs, and he revels in outwitting and outmaneuvering heavier, 'thunder-footed' 'Mechs. He is an expert gunner, and justifiably irritated with the power circuit failures suffered by his *Stinger's* medium laser. Using captured weapons, he has already replaced the laser three times, but to no avail.
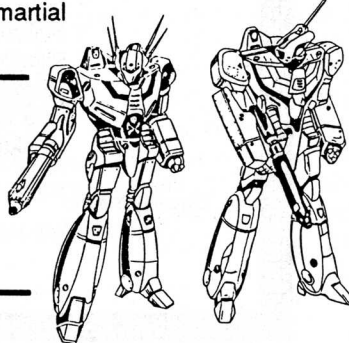
THE SWARM'S STING

FINAL PROOF

Ravannion is crazy. I guess everyone knows that by now, but the tattered remnants of my lance were teamed with Ravannion at the Battle of Markerson, and I saw his ideas put into practice.

You see, Mercer Ravannion has the idea that some of our factories can be converted to the production of nothing but quick-and-dirty *Wasps* and *Stingers*, one right after another. They're light— only 20 tons as compared, say, to 70 for an *Archer* or a *Warhammer*– and they're uniform, clean, and simple. Why, you ask? He thinks we should abandon the concept of four-Mech lances in favor of what he calls "hordes".

That's right. Hordes. As in 'hordes of barbarians sweeping across the steppe'. Kill ten and a hundred more are there to take their place. Nothing could hold out against them for long.

But, my God, the cost!

Ravannion was trying to sell his idea to Kurita himself. My unit, the 12th Star Guards – or rather what was left of them– was under contract to the Combine at the time. The Guards had been smashed to bloody bits at Vlendenthen, and the survivors were putting things back together at a small industrial outpost on a metal-rich and air-poor rear end of world called Fallon II.

Ravannion was there, talking to the local high command. Several units had been bloodied by the Davionists offensive at Vlendenthen, and his idea was to cobble together a special attack force out of the *Stingers* and *Wasps* from the ragtags of three regiments that had been through the grinder. He had official per-permission to organize the group, drill it, and put on a show for the brass.

The brass got their show, all right. Fallon II turned out to be the official target for McKinnon's Raiders, a quick in-and-out to smash the factories and mines, and all at once we found ourselves up to our armpits in Davions.

They made their raid, then reformed to pull out. That was when the madman got his brainstorm. Ravannion approached the brass and suggested that his experimental strike force could overwhelm McKinnon's rear guard and hit the pick-up ships before they knew what was happening. There wasn't much else still in one piece in the area, and so the high command gave him permission.
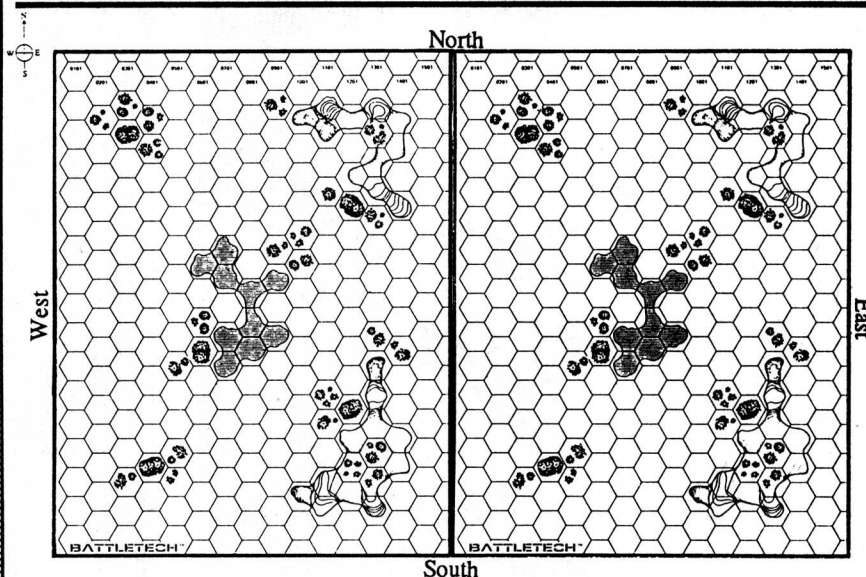
GAME SET-UP

Lay out the two BattleTech game maps in the configuration shown.
Prepare BattleTech Record Sheets for all 'Mechs involved in this action.
The Swarm's Sting should be played using Expert BattleTech rules. The Defender deploys first.

Defender

Lieutenant Kate Nomura's Recon Lance, consists of:
    Nomura's *Griffin*
    McKinnon's *Shadow Hawk*
    Alvarez' *Wasp*
    Grey's *Stinger*

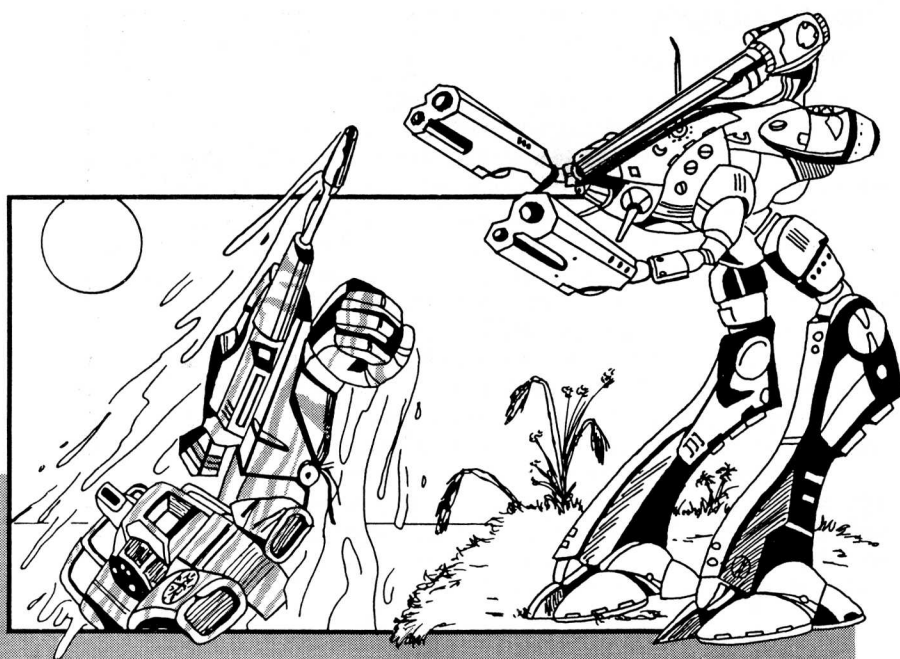#### Deployment:
Anywhere on the West map.

Attacker

Ravannion's strike force consists of:
    1 *Wasp* (Ravannion's, down to 7 Heat Sinks)
    1 *Wasp* (Center Torso down to 4 armor points)
    1 *Stinger* (Right Arm down to 2 armor points)
    1 *Stinger* (*Piloting* Skill Roll necessary for running or jumping; Right Leg Armor down to 3 armor points)
    1 *Stinger* (Left Arm Machine Gun out, Left Arm armor down to 2)
    1 *Stinger* (in perfect condition)
    1 *Shadow Hawk* (Left Torso armor down to 12, Center Torso armor down to 20, Autocannon jams on Roll of 9+ made before the To-Hit Roll, Medium Laser generates 4 points of heat, Heat Sinks down to 10)

Deployment:
The attacker enters the map from the west edge.

McKinnon's Raiders have executed a classic hit-and-run strike deep into enemy territory, severely damaging repair and maintenance facilities on the barren planet called Fallon II. Their Recon Lance has dropped back to cover the approaches to the unit's Landing Zone.

The lance is under the command of Lieutenant Kate Nomura. Only recently recovered from injuries sustained at Drango's Farm, she is determined to prove she still has what it takes, even in the face of overwhelming odds.

An experimental unit consisting mostly of *Stingers* and *Wasps* is closing on the rear guard, hoping to overrun the position, then move on to strike at the Raider's LZ. They are led by Captain Mercer Ravannion, who is field-testing his own theories of BattleMech combat tactics.

His theory is that light (20-ton) 'Mechs can be supplied to combat units in greater numbers, that they are easier to repair and to keep in fighting condition. A 'horde' (a unit of six to ten or more light 'Mechs), has a better chance of bringing down even a 70-ton monster 'Mech. His studies have suggested that, though battle damage will be heavy, the defenders will be so busy fighting off large numbers of fast, maneuverable 'Mechs that most casualties will be damaged 'Mechs only, and easily repaired.

His critics think he is crazy, pointing out that light 'Mechs do not stand up to heavy punishment as well as big ones do.

One way or the other, Ravannion's charge at the Battle of Markerson will be the final proof of those theories.

Victory Conditions

The Attacker must exit as many BattleMechs off the east edge of the game map as possible, and as quickly as possible. He also wins a substantial victory by destroying Raider 'Mechs.

The Defender's goal is to hold back the tide as long as possible, then withdraw to the LZ with as many 'Mechs as possible, while inflicting as much damage as possible on the enemy.

The Attacker gets 10 points for each 'Mech exited off the east edge of the map before Game Turn 8, and 5 points for each 'Mech exited off the east edge of the map on game turn 9 or after. He also gets 5 points each for destroying the Defender's *Wasp* and *Stinger,* and 10 points each for destroying the Defender's *Shadow Hawk* and *Griffin.*

The Defender gets 5 points for each attacking 'Mech destroyed (of whatever size), plus 10 points for each 'Mech withdrawn off the east edge of the map AFTER game turn 10.

The player with the highest number of victory points is the winner. A player with a victory point total of 25 or more above his opponent's point total has won a decisive victory.

Final Proof

Partly for security and partly so's there'd be an impartial observer nearby, they picked what was left of my recon lance to go with them.

I wasn't all that willing, but I was ready. It seemed strange taking orders from a clattering little *Wasp,* but the brass had made it clear: Ravannion was in command. The rear guard of McKinnon's Raiders was their recon lance, just four 'mechs. Ravannion was going in with two *Wasps* and three *Stingers* of his own, plus the *Stinger* from my lance, and I was there with my *Shadow Hawk.* The idea, I seem to recall, was to overwhelm.

Well, we tried.

A STAB IN THE BACK

HIRED ASSASSIN

The maintenance area was silent, dark except for the splashes of light from overhead floods across the silent, hulking armored forms of the Command Lance BattleMechs. There was a rattle from a far gate, and the Intruder drew further back into the shadows, watching as a tall and rangy figure stepped into view. The newcomer was alone.

The Intruder gave a low whisper. "Lytton! Over here!"

George Lytton faced the Intruder, arms akimbo, his dark face creased with suspicion and annoyance. "Well? What was so all-fired important that you had to see me now?"

The Intruder, wearing the coveralls and insignia of a McKinnon's Raiders maintenance tech, feigned urgency mixed with gratitude. "Thank you for coming, Mr. Lytton! Yessir!" He gestured toward the mountain of metal suspended in its gantry rack – George Lytton's *Warhammer* ."I wanted you to look at something I found in your 'Mech!"

Lytton moved closer, bending over the circuitry access panel, which the Intruder had already pried open. "What! I don't see any...unh!"

The Intruder stepped back, hefting the wrench in his hand, glancing swiftly about the area to be certain no one else had seen. Then he checked Lytton's throat. The man was still alive, although only barely, but he would be out for hours. Good.

Working swiftly now, the Intruder dragged Lyttton across to the wall behind the 'Mech. The coded access key to Lytton's BattleMech was secured by a chain around his neck. The Intruder jerked it free before locking him in a storage room nearby. Then he was in the elevator, riding the gantry to the *Warhammer's* cockpit.

The Intruder settled into the harness and checked his watch. His timing had been close, almost too close. In five more minutes, the alert would be sounded. This room would be filled with maintenance techs and MechWarriors swarming to their machines to meet the sneak attack by Kurita's forces. That *Marauder* across the way, that was McKinnon's machine.

The Intruder's lips curled in a cruel smile. Attempts had been made on McKinnon's life before. Bomb snoopers made it impossible to smuggle explosives

(continued in next column)

## Hired Assassin

(continued from column 1)

or pocket nukes into the maintenance area, much less attach them to someone's machine. But McKinnon would not be wary of George Lytton, his long-trusted bodyguard who had protected his back over a dozen savage battles on as many scattered worlds. But today, George Lytton's familiar black *Warhammer* would be Ian McKinnon's executioner.

The lights came on, startlingly red, and the alarm klaxon began its harsh braying. Moments later, MechTechs and MechWarriors burst into the area. The cavernous room came alive as 'Mechs shifted in their harnesses,sending vast shadows rippling across the surrounding walls.

The Intruder's ship-to-ship comm sounded. "George!" said McKinnon. "You already aboard? Good! Looks like a sneak raid after our parts stores!"

"Yes sir!" The Intruder kept his voice to a practiced growl, trusting the static and general excitement to help mask his voice. "I'm rolling!"

The far wall was opening up, admitting the pearly dimness of pre-dawn light. McKinnon's *Marauder* lurched away from its gantry and moved toward the door, its steps at once ungainly and almost magically fluid. "It won't be long now," the Intruder thought. "Just as soon as McKinnon is in the clear,with no one near to protect him..."
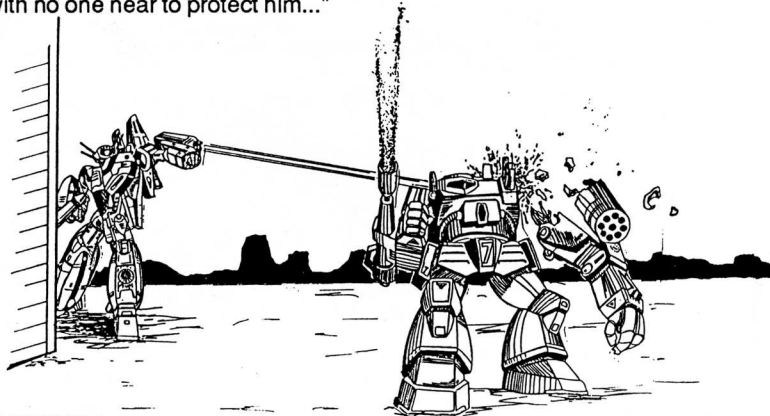
GAME SET-UP

Lay out the two BattleTech game maps in the configuration shown. Prepare BattleTech Record Sheets for all the 'Mechs involved in the action. **A Stab In The Back** should be played using Expert Battle Tech rules. The Defender deploys first.

Defender

Captain Ian McKinnon's Command Lance consists of:
McKinnon's *Marauder*
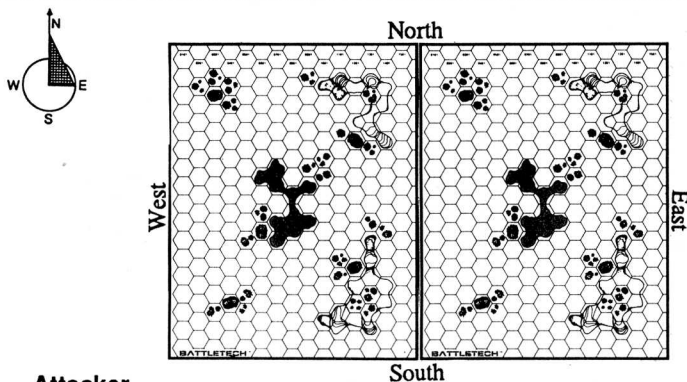Danton's *Phoenix Hawk*
Vorster's *Stinger*
    (NOTE: George Lytton's *Warhammer* is piloted by the hired assassin.)

Deployment:

McKinnon's *Maurauder* enters from the west edge of the map. The rest of the 'Mechs in his Command Lance do not enter until Turn 5.

Attacker

Dobrik Velon's *Warhammer* (George Lytton's 'Mech)

Deployment:

Enter from the west edge of the map, between 5 and 15 hexes to the rear of McKinnon's *Marauder*. Entering on Turn 8 from the east edge of the map is the Amphigean Light Assault Group's Recon Lance, which consists of:

1 *Rifleman* (Left Arm Laser out; 10 points of armor on Left Torso)
1 *Griffin* (10 Heat Sinks left; 15 points of armor on Right Torso)
1 *Stinger* (Left Arm missing; 8 Heat Sinks left)

Victory Conditions

The Attacker (Velon) wins if McKinnon is killed. A secondary victory may be won if one or more of the Amphigean 'Mechs exit off the west edge of the map. If both missions are accomplished, the Attacker wins a Decisive Victory.

The Defender wins if McKinnon escapes the assassination attempt. A Decisive Victory is won if McKinnon lives, AND the *Warhammer* is crippled and recaptured, AND if the attacking 'Mechs cannot exit off the west edge of the map.

The Defender may claim a Tactical Victory if Velon can be captured alive before he reaches the south edge of the map. His capture will expose Michael Hasik-Davion's treachery, and warn Hanse Davion of the planned coup. This will be a victory even in the face of McKinnon's death.

Special Rules

Lytton's *Warhammer* is controlled by the assassin, Dobrik Velon, and is maneuvered during the battle by the Attacker. Ian McKinnon is unaware that his trusted friend George Lytton has been replaced.

Play begins with McKinnon entering the game map from the west, with the *Warhammer* to his rear. Lytton's usual place in formation is no closer than five hexes, and no further than 15 hexes from McKinnon's rear, where he can cover his Captain from behind. The Defender may not maneuver the *Marauder* in any way to anticipate or foil an attack from the *Warhammer*. McKinnon does not, after all, know the attack is going to take place.

The *Warhammer* may fire at any time of his choosing, but the Attacker knows that the rest of the Command Lance will arrive on the game map during game turn 5. Velon must destroy the *Marauder* and kill McKinnon before then. He will then abandon his machine and make his way on foot to where a *Wasp* from another mercenary group will be waiting to pick him up.

His escape may be played out using a cardboard counter, following the rules for moving infantry units, and by having Velon escape off the south edge of the map.

A complex plan was falling into place. Michael Hasek-Davion, Duke of New Syrtis, is moving against his brother-in-law, Hanse Davion, prince of the Federated Suns. A coup against the Prince and his forces has already been planned, but to ensure the chances of its success, the Duke wants Ian McKinnon, "The Fox's Teeth", dead. McKinnon is Hanse Davion's ablest commander, and there are reports that he is suspicious of several officers close to the Prince, officers who are loyal to the Duke.

Through subordinates, the Duke of New Syrtis has hired Dobrik Velon, once a mercenary MechWarrior, now a highly-paid assassin. McKinnon will die so that the plot will not be prematurely uncovered. And, although Velon does not realize it, evidence has been planted that will show him to be working for Kurita and the Combine. Velon's carefully orchestrated exposure and death will convince the Prince that Kurita is behind the rumored plot, and expose him to attack from trusted lieutenants.

The plan is for Velon to steal the *Warhammer* of McKinnon's loyal body-guard George Lytton, and thus catch McKinnon unawares while moving against a Liao raiding party. With McKinnon dead, Velon will abandon the *Warhammer* and await rescue by another member of the plot, who will be in a BattleMech nearby. Unknown to Velon, this second conspirator will kill Velon and return his body to the Raiders' headquarters, where it will be determined that he is working for Kurita.

This move will, it is hoped, shake the Davionist leaders' confidence in the various mercenary units that have served them for decades. If it is learned that the Fox's Teeth, most loyal and renowned of House Davion's military units, has been infiltrated, then Davion's trust will be shaken. They will believe that a plot by Kurita has been exposed, diverting their attention so that a sudden coup can be staged by supposedly-loyal House Davion staff officers. These officers will support Michael Hasek-Davion when he steps in to restore order and take command.

It is expected that his part in the coup will never be suspected.

So far, all has gone according to plan. McKinnon's Lance, including Lytton's *Warhammer* piloted by Velon, is moving out to attack a small raiding party from the Amphigean Light Assault Group, a Merc company in the pay of the House of Liao. This unit landed on Thestria only a few days before, to contest the Federated Suns' military build-up along this frontier, but actually to support the assassination plot.

AN AFFAIR OF HONOR

FINAL SHOWDOWN

Captain Rollin Stafford swung his *Griffin* down from the ridge as the rising sun tipped with gold the buttes in the distance ahead. Dawn streaked the ocher flats with orange light and shadows, but the Merc's attention was focused on his scanner displays, not the view. Lang was here. He HAD to be here...and close by!

If he was, only one of them was going to leave this sandflat alive.

Stafford had been looking forward to this day for a long time because of his suspicion that Sylva, his Sylva, and Ernst Lang had been having an affair. Six months before, Stafford and the tall, black-haired Raider had fought a savage, grueling, and strictly contra-regs 'Mech duel. The one-on-one battle had gone on for an eternity of minutes before Captain McKinnon stepped in with his *Marauder* and stopped it.

But McKinnon was not around today. There was no one to intervene in this final showdown. Stafford's honor would be cleansed at last.

It had taken all those months for this opportunity to come, but Stafford's patience was now being rewarded. His Light Cavalry was on picket on the Vashner Flats below Groveld III's Seven Cities, where McKinnon's Raiders had arrived to back them up two weeks before. Morning, afternoon, and evening during Groveld's short days, the two units sent their patrols fanning wide-spaced across the flats, searching for signs of Commonwealth activity in the badlands beyond.

A friend of Stafford's had tapped the Raiders' admin computer-feed and learned the unit's posted patrol schedule. One of his subordinates had gladly exchanged duties with Stafford, and now Stafford was here, patrolling the plain. The only other machine within 50 kilometers was the *Rifleman* of the man he intended to kill.

There! Something moving, three klicks off. Sunlight gleamed from the battle-scarred but polished surface of aligned-crystal steel, and flashed once as the towering machine turned to face Stafford's 'Mech. That was him!

He cut in on the ship-to-ship band. "Lang!"

"That you, Stafford?" The man's chuckled burned a hot spot in Stafford's gut. "Thought it might be you."

(continued in column 2)

Final Showdown

(continued from column 1)

Stafford's eyes narrowed, his shoulder muscles bunched under the pressure of his harness. The gall of this peasant...this animal! The thought of his Sylva with this creature was enough to-

"I've been expecting this, Stafford. Time we finished our unfinished business, you and I."

"There's no one around to help you this time, Lang."

"Hey, I'm not the one who needs help."

The two 'Mechs closed the distance between them, maneuvering for position.

Lang's *Rifleman* stopped, angled slightly to present its left side to Stafford. The *Griffin's* pilot smiled to himself. His research had told him that Lang's *Rifleman* was shy some armor on its right arm. Even from here, he could see the scars of the hit Lang had taken at Marlowe's Rift. Stafford's *Griffin* was lighter than the *Rifleman,* but it was faster and could jump. That right-arm damage might balance Lang's superiority in mass, and give Stafford the advantage he needed. All he had to do was keep his head, and not let that sneering, cocky little peasant get him mad. He touched the controls, and began his approach. No, he would stay calm, maneuver with the icy precision for which he was known in battle. Blind anger could ruin everything he had waited for so long.

"Hey. Stafford!" Lang's voice had a peculiar grating quality to it, and his laugh was unpleasant. "Just wanted to tell ya...Sylva sends her love!"
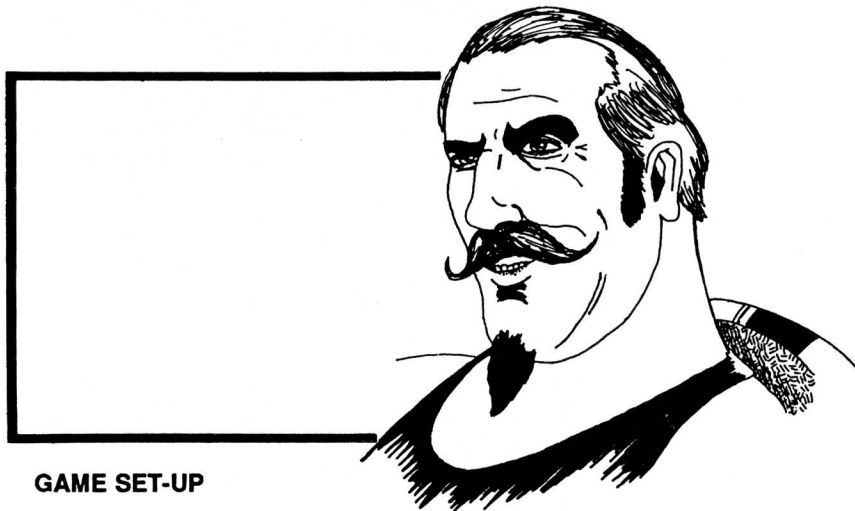
GAME SET-UP

Lay out the two BattleTech game maps with long sides adjoining. The battle takes place on an open sand flat, and all terrain features (woods, hills, and water) are ignored.

Prepare BattleTech Record Sheets for all the 'Mechs involved in the action. **An Affair Of Honor** should be played using Advanced or Expert BattleTech rules. Lang deploys first.

Optional Scenario

An Affair Of Honor may be played as a three-player scenario. One player takes Lang's *Rifleman,* one takes Stafford's *Griffin,* and the third player controls a force of Combine 'Mechs with orders to raid the cities east of the battle area.
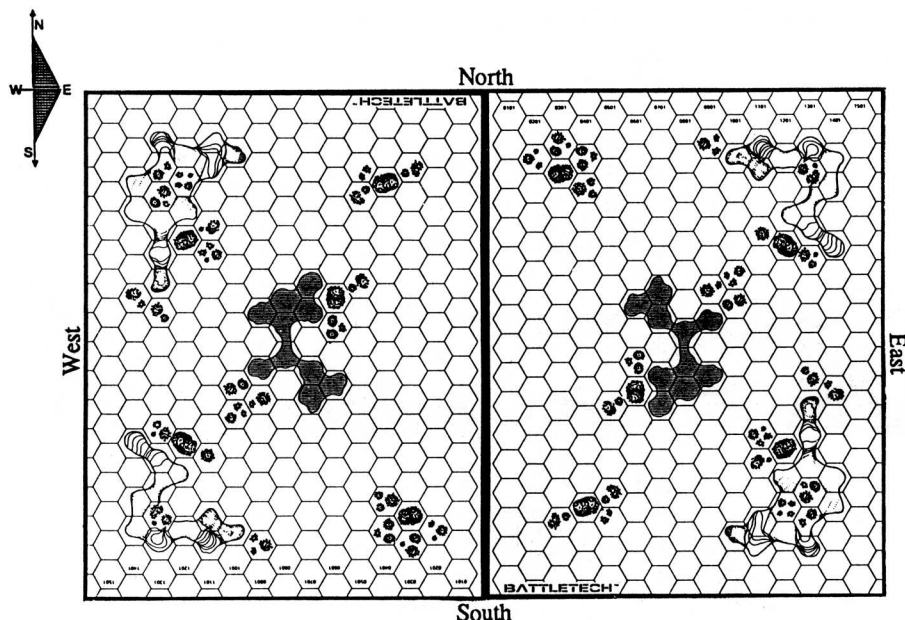
The Combine player may enter the game any time after the third turn. He must enter by the tenth turn. While it is clearly to his advantage to wait until one 'Mech destroys the other (or until both are reduced to scrap metal), he cannot wait too long or other Davionist forces may enter the area.

Lang's 'Mech is a *Rifleman* and deploys anywhere on the west map.

Stafford pilots a *Griffin* that recently has undergone a refit and is in perfect condition. Deploy anywhere on the east map.

The Combine Forces consist of Captain Munir Gundarasa's raiding force:

Gundarasa's *Stinger*

2 *Wasps* (one with the Medium Laser producing 2 extra heat points per shot, the other with 3 points of armor on its Left Torso).

Gundarasa's force enters the map from the west.

Victory Conditions

Lang wins with Stafford's death, and Stafford wins with Lang's death. Even with the appearance of the Combine forces, this remains the primary victory condition for these two opponents, though they may establish a temporary truce to deal with the newcomers.

A secondary victory condition (with the optional Combine sneak attack) is either to destroy the Combine forces or exit off the east side of the map before they do in order to warn friendly forces encamped near Groveld's main cities.

The Combine forces win by amassing victory points. They receive 10 points for each BattleMech exited off the east side of the map before either Davionist BattleMech can exit the field. They lose 5 points for every game turn after Turn 6 that they delay coming onto the field. The Combine player wins with a victory point total of 10, and wins decisively with a point total of 20 or more

McKinnon's Raiders have recently arrived on Groveld III, an arid world on the frontier, to back up a light occupation force of mercenaries that includes Stafford's Light Cavalry. Combine forces had landed on Groveld several weeks before, but at-trition and two pitched battles have isolated a remnant of the invaders in a badlands area west of Groveld's main population center.

Captain Rollin Stafford is a proud, sometimes arrogant man. His grandfather was made Baron of Swale on Cherid for his part in the Cheridian Uprising, and he is fiercely proud of his title and lands.

Six months ago, his wife was seduced by Ernst Lang, one of the 'Mechwarriors in Ryder's Medium Lance of McKinnon's Raiders. Stafford has no proof of this, but he strongly suspects Lang had been seeing her as much as a year ago, and she left him not long after Stafford's first, inconclusive duel with the man. The thought of Sylva consorting with this low-born, ill-mannered ruffian has been more than Stafford can stand. He is determined to destroy Lang one way or another...preferably in close combat.

Stafford has finally been able to arrange an encounter in the desert west of Groveld's populated area. He has also learned of a weakness in Lang's machine that he will exploit if he can. This may be an affair of honor, but there will be no holds barred on either side, and no attempt to make this a gentlemanly meet. This is to be a fight to the death.

Fate has a way of twisting the means and ends of vengeance, however, and there is one final, optional twist to the situation. Unknown to either of the duelists, they are not alone on the desert. A raiding party of Combine 'Mechs is watching from cover nearby, and their commander has just realized that this may be the opening for which he has been waiting.
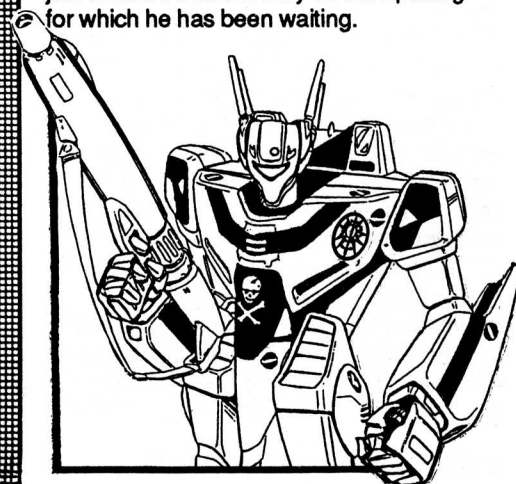
FEAR NO EVIL

PSYCHOLOGICAL WARFARE

McKinnon's Raiders...you've heard of em? Yeah, who hasn't? I faced them once. Ran into them at Dronnen's Pass.

How did I know? Listen, friend, there's no mistaking THAT bunch! Sure, they wear the House of Davion sunburst now, but up close you can make out their unit badges. And, besides, there was Dekker.

Dekker...Henrik Dekker. He pilots a *Wasp* in Ryder's Medium Lance. The man is a terror, a berserker. They say that religion of his hops him up for combat better'n battledrug.

Didn't you know? Dekker is a neo-Calvinist, knows the Bible like the inside of his 'Mech, and sees himself as the strong right arm of the Lord.

Never, I'll never forget that run-in. Dronnen's Pass - that's a narrow twist of a path through the Tanengiset Mountains on Beta Mensae V. We held it, Weymouth's Warriors. The 15th Dracon had taken that planet from the Federated Suns two months before, and this was the Davionist's third attempt to get the place back. They'd landed the 7th Crucis Lancers on the plains below the Tanengisets, and hoped to sneak through the Pass and into our rear before we knew they were there.

They almost pulled it off, too. Weymouth's Warriors were there by sheer luck. Good luck or bad...well, that's for you to decide. We were just moving up to investigate reports of movement off to the south, and they hit us. The first thing I knew, my command frequencies were blocked out. Here was this great, battle-scarred *Wasp* smashing up the Pass in fire and fury, and my radio was blocked out with Bible verse.

Yes, Bible verse. *"The lion is come up from his thicket,"* the voice said, *"and the destroyer of gentiles is on his way; he is gone forth from his place to make thy land desolate, and thy cities shall be laid waste without an inhabitant."* I'll never forget those lines! It went on and on, and we couldn't get our orders through...or hear instructions or warnings. All we could hear were these grim, bloodcurdling pro—nouncements of doom and destruction.

"I also will laugh at your calamity; I will mock when your fear cometh as dfesolation, and your destruction cometh as a whirlwind; when distress and anguish come upon you." You try coordinating
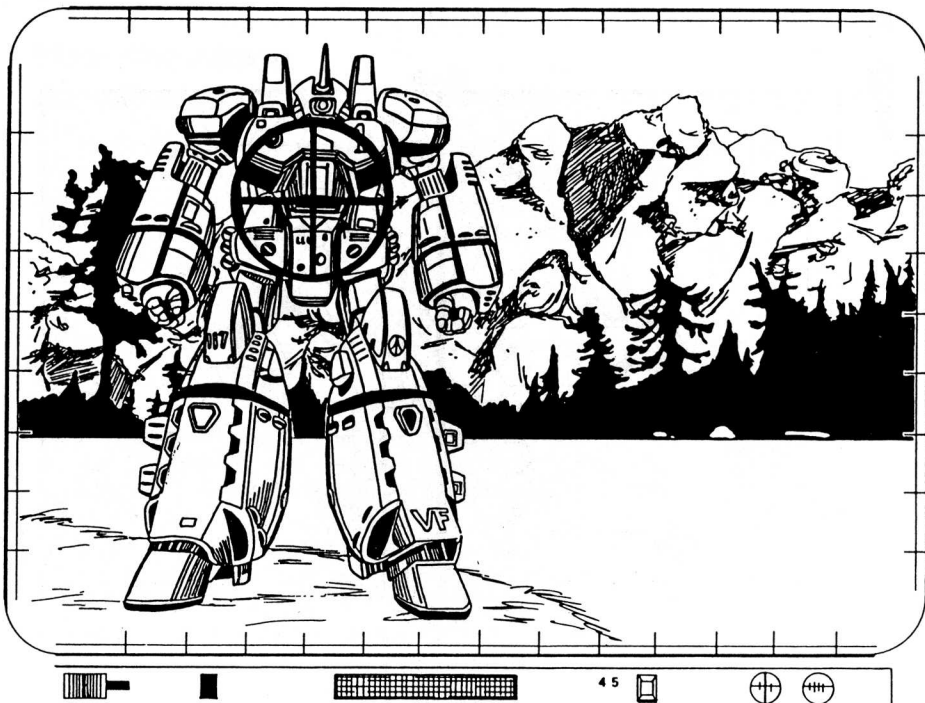
GAME SET-UP

Lay out the two BattleMech game maps with their smaller ends adjoining. One end is designated as the north end of the pass, the other is the south. The long sides of the game map are considered to be sheer-sided canyonwalls, and are impassable. The Water hexes are disregarded, and treated as Clear Terrain

Prepare BattleMech Record Sheets for all the 'Mechs involved in the action. **Fear No Evil** should be played using Expert BattleTech rules. The Defender deploys first.

Defender
Captain Weymouth's force consists of:
    1 *Archer* (Left Arm has 12 points of armor, Right Arm Medium
        Laser is out, one Center Torso Medium Laser is out)
    1 *Shadow Hawk* (Medium Laser produces 5 extra points of
        heat per turn, Head has 8 points of armor)
    2 *Stingers* in mint condition

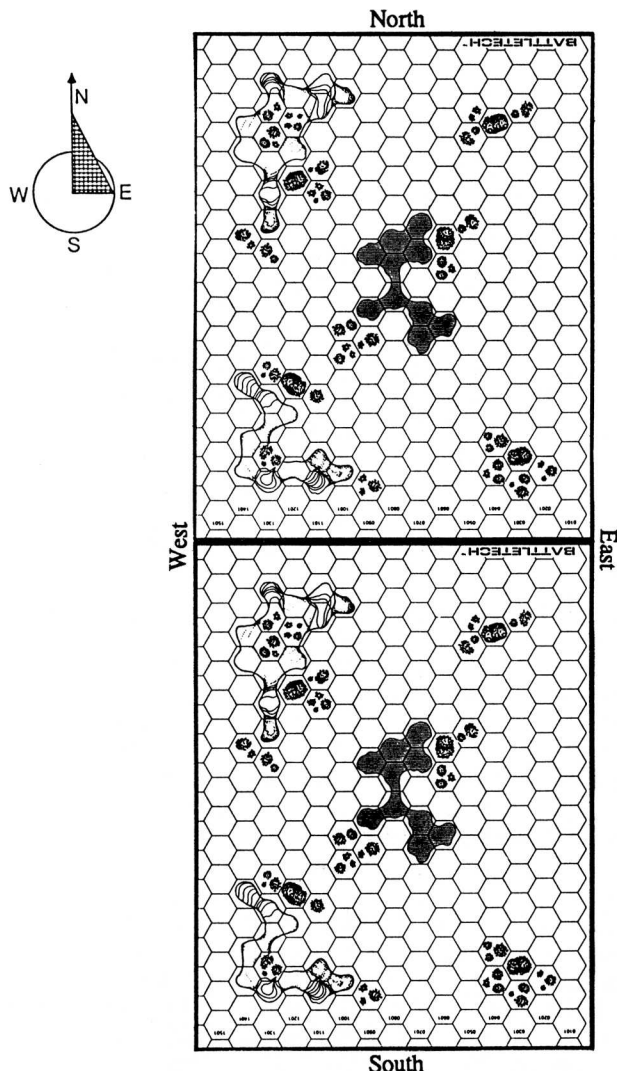**Deployment:**
Anywhere on the Southern map.

Attacker
Ryder's Medium Lance consists of:
      Ryder's *Crusader*
      Chipende's *Phoenix Hawk*
      Lang's *Rifleman*
      Dekker's *Wasp*

Deployment:
Enter from the south edge of the map.

SITUATION: 1335 HOURS (TST), BETA MENSAE V

North

N

W · E

S

BATTLETECH

BATTLETECH

West

East

South

Troops of the 15th Dracon, under contract to the House of Kurita, are holding the pass known as Dronnen's Pass on Beta Mensae V. The 5th Crucis Lancers have landed on the plain nearby, and are attempting to force the Pass before Kuritist reinforcements can arrive.

Captain McKinnon, of McKinnon's Raiders, has been ordered to secure the Pass before the arrival of the rest of the 5th. He has sent Ryder's Medium Lance ahead, probing for Kuritist forces. Lead elements of the 15th Dracon, the Recon Lance of Weymouth's Warriors, have been detected, and it has been decided that a sudden rush may be enough to dislodge them.

McKinnon must take the pass swiftly, and it would be to his advantage to overwhelm the defenders before they can warn the rest of their unit.

Captain Jared Weymouth, commanding Weymouth's Warriors, must try to fall back through the Pass to a point where he can warn the 15th of this attack. If he can turn back the attack, he will win a spectacular victory, but McKinnon's sudden attack and his use of electronic and psychological warfare (Dekker) has the Warriors disorganized for several crucial moments, and it may be all Weymouth can do to get some of his machines off the north edge of the map.

Pschological Warfare

a defense when that's all you hear on the command line!

It was Dekker talking. Somehow, McKinnon's Raiders had learned our battle command frequency, and Dekker was reciting Old Testament passages on the line.

"But whoso hearkeneth unto me shall dwell safely, and shall be quiet from fear of evil..."

That was the last I heard before we cut our radios and fought independently.

Oh yes, I survived, barely. They pulled me out later, patched me up, congratulated me on how lucky I was to be alive. Lucky? I knew then it wasn't luck.

I'd never believed in God before then, but facing death can change a man. I'm alive today because of God's grace. I met God at Dronnen's Pass, and it was Henrik Dekker who introduced me.

Victory Conditions

Weymouth wins if he can exit one or more of his 'Mechs off the north end of the game map. Ryder wins if he can destroy all the defending 'Mechs before a warning is given.

Special Rules

McKinnon has learned the Defender's battle command frequency, and has ordered Henrik Dekker to indulge his love of quoting long passages from the New Testament as his 'Mech goes into battle. For the Defenders, this is both unnerving and confusing. Precious seconds are lost at the beginning of the attack before the defenders can coordinate their movements.

To simulate this confusion, the Defender's 'Mechs may not move at the beginning of the scenario. Instead, the Defender must roll 2D6 for each of his 'Mechs at the beginning of every game turn, beginning with Turn 1. He must roll 9+ for each 'Mech before that 'Mech can move. Once a 'Mech is released with a roll of 9+, it may move normally for the rest of the game, and no further die rolls are needed. 'Mechs that have not been released may fire, and they may rotate within their hex.

TRIAL BY COMBAT

RYDER'S CHALLENGE

Captain Lewis Gilbert watched the horizon anxiously as the green sun of New Ivaarsen slowly began to rise in the east. For seven weeks now, the planet had been a bloody battlefield, invaded by two full regiments of crack House Kurita forces. Through it all, the on-world battalions of Gilbert's mercenary regiment, Narhal's Riders, had borne the brunt of the enemy's assault, while the House Davion regulars remained near the planet's three heavily-fortified cities in comparative safety. The Davion commander had been incredibly slow and stingy in responding to Narhal's requests for replacement parts and ammo. Four days ago, he had refused Gilbert's direct appeal for reinforcements after two of Gilbert's Lances had taken significant damage in a skirmish near Kelihar River.

Finally, Gilbert had had enough. Late yesterday afternoon, he had disregarded orders from Davion command to advance against the wing of the Kurita assault force, and instead pulled back to a defensive position along the crest of a rock-strewn mountain ridge . Later today, he would dispatch agents to find Kurita headquarters and try to arrange a truce.

Suddenly, his suit radio buzzed. "Sir, this is Marois. There are House Davion 'Mechs approaching our position from the northeast, issuing an all-points distress signal, but they're using the call codes of McKinnon's Raiders."

"So, the reinforcements have finally arrived," Gilbert thought bleakly. "How ironic that they're still too late." Aloud, he shot back over the commlink, "Looks like they're not gonna let us go without a fight, Mario. Set up your company under cover along the base of the ridge, and blast 'em if they come too close."

Minutes passed, but there was no sound of fire. Lewis wondered what was going on, and was considering mobilizing the rest of the battalion to red alert when Lieutenant Marois' voice came on again. "Captain, the McKinnon force is a single lance travelling under a white flag. Its commander, Lieutenant Ryder, just made a proposal to me that I think you'd better hear for yourself."

A new voice came over the commline, calm but forceful. "Captain Gilbert, this is Karl Ryder. I realize you have some legitimate grievances about your
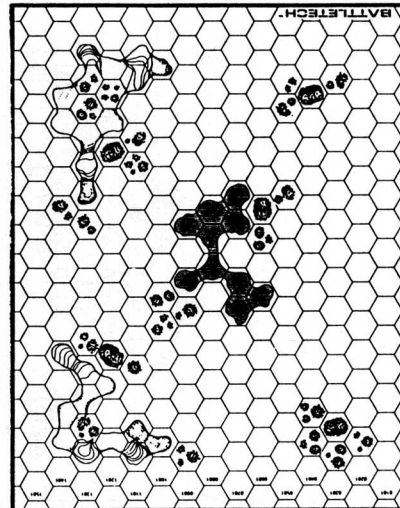
GAME SET-UP

This scenario employs a single BattleTech map. Treat all Water hexes as Clear Terrain. The two 'Mechs enter from opposite sides of the board, with the Defender (Gilbert) selecting his point of entry first.

Prepare BattleTech record sheets for both 'Mechs. Captain Gilbert's *Warhammer* shows the strains of several weeks of hard use; it has only 11 packs of SRM ammo available, only 12 points of armor on its Left Leg, and its Right Arm Medium Laser is currently out of commission. Karl Ryder's *Crusader* is in perfect condition.

Victory Conditions

As previously noted, the two 'Mechs will fight until one side surrenders or is incapacitated. The winning side earns a Decisive Victory if its own 'Mech has sustained less than one-fourth of its total damage capacity (TDC) at the point of victory, and a Marginal Victory if it has sustained more damage. (TDC is calculated based on the following rating scheme: Armor Hits - 1 point, Internal Hits - 2 points, Critical Hits - 5 points, and Engine/Gyro Hits - 10 points. The *Crusader* has a TDC of 733, and the *Warhammer* a TDC of 749.) The Attacker (Ryder) loses a level of victory (Decisive becomes Marginal, and Marginal a Draw) if Captain Gilbert is killed during the combat.
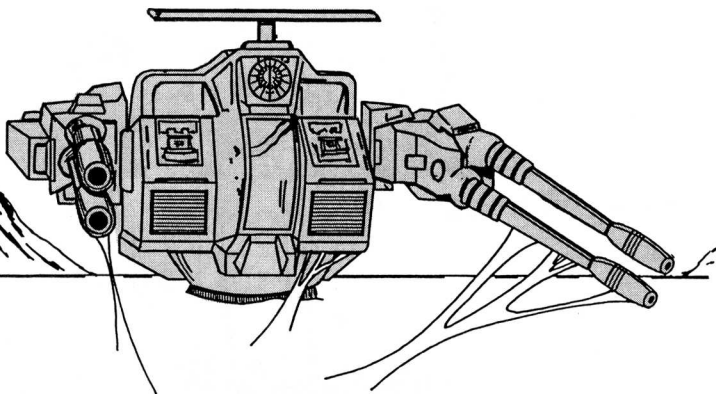
Special Rules

1. Initiative Rolls: The Attacker receives a +2 to all initiative rolls made during this combat.

2. Attacker Combat Limitations: The Attacker may not make Aimed Shot head attacks. He also may not fire any weapon that has the damage potential to completely destroy his opponent's Center Torso or Head with a successful hit. For this purpose, treat the Damage Value of an LRM as 9, and an SRM as 4. If a weapon's damage value at any time exceeds the total number of Armor + Internal Structure boxes remaining on the target's Head or Center Torso, it may no longer be used for the remainder of the combat.

3. Surrender: The Attacker will surrender if he has taken more than two-thirds of his TDC, and the Defender has taken less than one-third of his own TDC. The Defender will surrender if his MechWarrior takes 4 hits of damage, or if his 'Mech has lost more than two-thirds of its TDC.

SITUATION:
0630 (TST), NOVEMBER 3021, NEW IVAARSEN

New Ivaarsen, a House Davion agricultural world located along the Draconis March, has been attacked by House Kurita as part of a large-scale Combine offensive. The timing of this assault took House Davion by surprise, coming as it did almost one full month after the year's primary harvest had been brought in (raids on ag-worlds are normally made earlier in the year, while the crops are still in the fields). As a result, command of New Ivaarsen's garrison had been left in the hands of one of Davion's most junior commanders, Lieutenant Commander Arlin Stuart.

Stuart's inexperience led him to take a very conservative (some would say cowardly approach) to the campaign, and he committed a very large fraction of his House regulars to the defense of the planet's main storehouses, leaving his mercenary contingent almost solely responsible for keeping strategic positions around the surrounding countryside out of enemy hands. This unbalanced and ultimately inadequate strategy steadily increased mercenary discontent to the present breaking-point.

Upon arriving on New Ivaarsen as reinforcements, the 7th Crucis Lancers have landed squarely in the middle of this potentially disastrous situation. Quickly recognizing that the loss of Captain Gilbert's battalion (and the information about the status of House defenses they possess) to the enemy would be costly, if not fatal, Ian McKinnon obtained authorization to negotaite with the 'rebel' unit, and sent his company out from Gilbert's last known position to track him down. It is safe to say, however, that no one envisioned Karl Ryder's unique (and risky) approach to resolving this conflict when this arrangement was made.

The challenge combat between Ryder's *Crusader* and Captain Gilbert's *Warhammer* is a battle between evenly-matched `Mechs. However, the player portraying Karl Ryder will be at a tactical disadvantage, for his personal convictions will not allow him to undertake any attack that seems likely to kill rather than incapacitate his foe. This disadvantage will be partially counterbalanced by Ryder's greater familiarity with one-on-one combat, giving him an advantage in initiative.

Ryder's Challenge

treatment here, grievances I can't solve immediately. But you're doing your men a great dishonor by leading them to desert. Regardless of the outcome of this campaign, the valor of your company and the value of your own word will be tainted forever. Return to the front now, and I swear the entire incident will be forgotten."
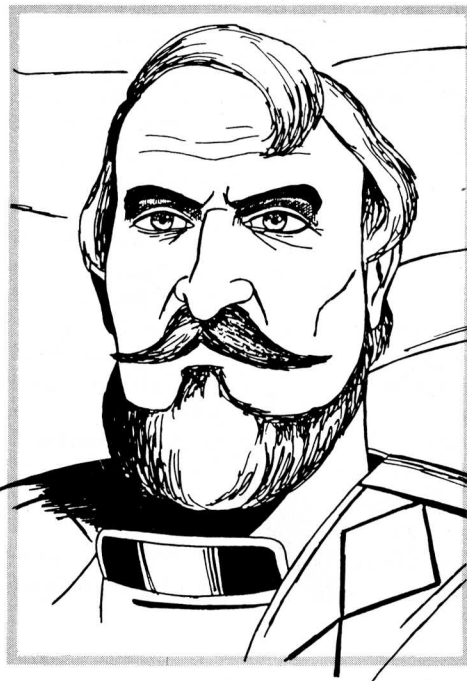
Gilbert snorted. "Pretty words, Ryder, but pure nonsense. Nobody will think less of us for escaping a situation that was pure hell – least of all House Kurita."

"If that's what you believe, Captain Gilbert, there is only one way to settle our dispute without a wretched waste of lives and 'Mechs. Captain, I challenge you to defend your position in a man-to-man trial by combat, just as traveling knights errrant fought in medieval days. I will fight you until one of us is either incapacitated or surrenders. If you win, House Davion will concede your defection and vouchsafe your safe passage off-world. But, if you lose, your unit must reswear its fealty and return with us."

"Are you daft, Ryder? What will our fighting solve?"

"I am a man of my word, Captain Gilbert, as is Hanse Davion. Is it not preferable that we meet rather than have our forces face off in a full-scale battle that neither may win? What do you say?"

"I say, crazy man, that you've got yourself a deal if you can prove you speak for House Davion."

FOX AT BAY

DARING ESCAPE

Didja ever stand on a beach and pick up a handful of sand? When you open your fist again, most of the sand is gone. It slips right through your fingers. Well, strange as it seem, a 12–meter tall 'Mech is sometimes like that, too. You can get 'em trapped in a corner, tight as your fist, and still have 'em slip away somehow, especially when the enemy commander's as nervy as that son-of-a-bull mastiff Ian McKinnon.

We were on Tancredi IV about 16 months ago when McKinnon and half the 7th Crucis came calling, lookin' to raise as much hell as possible. McKinnon's Company soon broke off from the main raiding party and started freelancing behind our lines. But a bunch of our boys had already seen the Raiders' tricks firsthand on New Istria, and that put us wise to their game. We fanned out around the area's major targets till we picked up their trail, then closed in on what turned out to be McKinnon's own command lance. When he saw that we outnumbered him three-to-two, he turned tail west, little realizing that we were pushing him in that very direction. We followed him for hours, finally driving him through a wooded valley that descended into a narrow ravine, where a second, even larger force was waitin' at the other end.

Well, that young pup must either be lucky or have a helluva sixth sense. Just as we prepared to close the trap, McKinnon's boys charged out of the ravine toward us like bats out of hell, trying to punch an escape route through our line. It was his only chance, though it wasn't all that good...
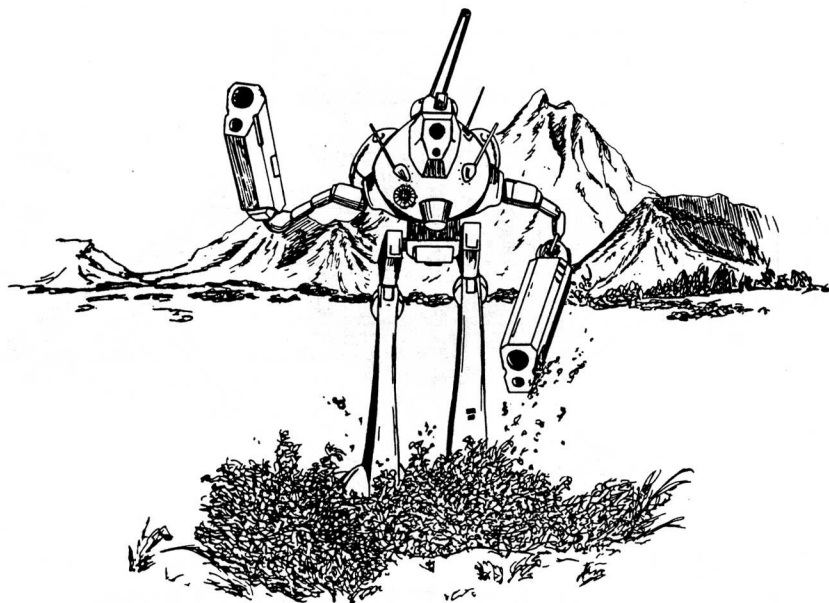
GAME SET-UP

Lay out the two BattleTech maps in the configuration shown. Treat the water hexes on the lower map (Map 1) as Clear Terrain. Treat the following hexes on Map 1 as Elevation hexes: Level 1 - 1016, 1017, 0616, 0617, 0516, 0515, 0316, 0312; Level 2 - 0415, 0413 , 0314, 0313, 0214, and 0213; Level 3 - 0414, 0314, and 1315.

This scenario should be played using Expert BattleTech rules. The Defender deploys first, and may place his 'Mechs anywhere in the shaded portion of Map 1. The attackers enter from the south edge of Map 1, anywhere between 0717 and 0917.

Prepare BattleTech Record Sheets for all 'Mechs involved in this action.

Defender

The Defending force consists of elements of two House Kurita Medium Lances. All are in undamaged condition.

 2 *Archers*
 1 *Rifleman*
 1 *Shadow Hawk*
 1 *Wasp*
 1 *Griffin*

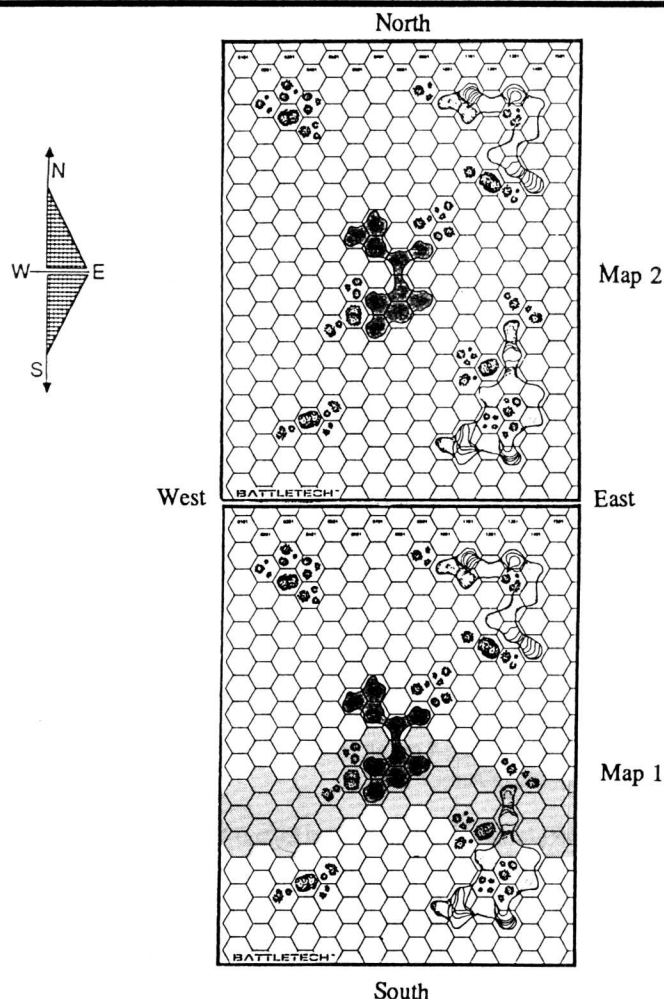### Attacker

Ian McKinnon's Command Lance consists of:
 McKinnon's *Marauder*
 Lytton's *Warhammer*
 Danton's *Phoenix Hawk*
 Vorster's *Stinger*
(NOTE: Lytton's *Warhammer* and Vorsters' *Stinger* have not yet suffered the damage indicated in their BattleMech Status Reports.

North

N

W—E

S

Map 2

West   East

Map 1

South

Victory Conditions

The Attacker wins a Decisive Victory if he can successfully retreat three or more 'Mechs off–board (*See* **Special Rules** below), and a Marginal Victory if he successfully retreats two units off–board while destroying at least three enemy 'Mechs. The Defender wins a Major Victory if he can prevent any enemy unit from successfully retreating off-board, and a Marginal Victory if he allows only one unit to successfully retreat while having no more than two of their own 'Mechs destroyed or incapacitated. All other results are considered a Draw.

Special Rules

1. Initiative Rolls: The Attacker automatically wins the initiative in the first combat round, and receives a +2 to his initiative rolls in the next two combat rounds, to reflect the effects of surprise.

2. Offboard Retreats: Victory conditions for this scenario hinge upon the number of attacking 'Mechs that 'successfully' retreat offboard. A 'Mech is considered to have successfully retreated offboard if it exits from either the north, east, or west mapedge of Map 2, AND does not have an enemy 'Mech within six hexes of its departure point. If there is a 'Mech within 6 hexes, any retreat off-board will not count when figuring victory conditions.

Tancredi IV is a high-resource, heavily-industrialized world located near the Periphery, on the border of Davion-Kurita space. Because of its location and re-source base, the world has been a frequent target of conquest attempts and raids by both Successor States and Bandit Kings; nonetheless, a substantial portion of its mines and basic industrial facilities remain operational. In 3023, House Davion dispatched half a regiment of 'Mechs to Tancredi, with orders to raid or destroy as many of the world's metals stockpiles as possible. As detailed in the preceding narrative, McKinnon's Raiders were a key part of this raiding team. Soon after planetfall, the Raiders split off into three lance-sized units, and began employing their by-now standard hit-and-run tactics against a variety of facilities in the Hereford mining district. McKinnon soon found his own lance being pursued by a larger enemy force that appeared to be both aware of his tactics and able to match him maneuver for maneuver. Unable to evade or outflank his foes, McKinnon was forced to continue moving forward until he was driven to the entrance of the ravine where the enemy had laid his ambush.

It took only one look at the ravine's sheer walls to convince Ian that he was moving straight into a trap. It took him only seconds longer to decide that his only hope of survival lay in turning back and striking his enemy head-on before they could snap the jaws of the trap completely shut. His unexpected attack has given the Raiders the advantage of surprise.

Unfortunately, it is just about the only advantage they do possess, as the Raiders are both outnumbered and outgunned. To carry the day, the Raiders must press their momentary edge quickly, and successfully concentrate their attacks to drive a wedge through the enemy line. Conversely, the Kurita 'Mechs must try to bend with McKinnon's assault, and keep the maximum part of their firepower effectively trained on their foes.

(PLAYER'S NOTE: In the historical battle upon which this engagement is based, the Raiders succeeded in making their escape, losing but one 'MechWarrior and taking heavy damage to two 'Mechs in the process. Even the most skillful Raider will find himself hard-pressed to duplicate this result. (*See* **Victory Conditions** for a much more realistic estimate of what each side can hope to achieve.)

CRY VENGEANCE !

NO TIME FOR TEARS

Ian McKinnon sat crosslegged at the edge of the small campfire his men had built in the sparse thicket where they had come to ground for the night. The tiny blaze was small comfort against the harsh night winds of Harrow's Sun, but anything larger would surely draw the attention of Kurita spotters, and bring on a horde of enemy 'Mechs for an easy kill. Ian peered through the fire's smoky light at the stark, dirt-caked faces of his MechWarriors and smiled briefly with pride at what he saw. "They're cornered, but they're still full of fight," he thought to himself. "They've been through hell and back the last 72 hours, but they're still ready to follow me...wherever our hope may lead."

Ian grimaced, as the memories of those past three days began to rise up unbidden. The Raiders had been HIS men for barely a day. Ever since the enemy's crossfire had cut down Captain Ross McKinnon and Kurt Lytton. It had happened while Lytton was keeping the main body of the Kurita force tied down, which allowed the remainder of the Raiders to break through the enemy's encircling grip to freedom. In that awful moment, Ian had inherited command of the Company, and the responsibility for ensuring that his father's sacrifice had not been in vain. "Forgive me, father," he whispered softly to the gathering night, "For I cannot mourn you as a son should. But Kurita will remember your death these next few days...and come to regret it. So I swear."

Ian rose and addressed the company in a voice tinged with anger. "Gentlemen, the Raiders have a tradition of paying our debts, dating all the way back to Kentares IV. I think it's time we start making a down payment on what we owe Kurita. House Kurita thinks they've got us on the run, and has its recon teams out to intercept us whenever we try to make a break toward our allies back up in the hills. The last thing they'll expect is for us to go on the offensive, outnumbered 20-to-1 behind enemy lines. But we know a great deal about where their key supply depots and command centers are located because a lot of those facilities were held by our own 'Mechs less than a week ago. I think it's time to show these hounds that the Fox is now the hunter in this game. Is anybody with me?"

When Ian look around and saw the unanimous show of hands, he knew that his grief was shared and would take its revenge.

GAME SET-UP

Set up the two BattleTech game maps in the configuration shown. Treat all Elevation hexes on both maps as Level 1 hexes, and all Woods hexes as Light Woods. Treat the Water hexes on the west map as Clear Terrain. Ranch facilities are located on the following hexes:

East map 0305, 0306, 0405, 0406 - Stables (contains small spare parts depot)

West map 0107, 0206 - Barn and storage silos (barn used as 'MechWarrior barracks, silo equipped with transmission tower)

West map 0410, 0411, 0512 - Ranch house (main control center)

(NOTE: 'Mechs may also occupy the above-mentioned hexes because the buildings take up only a portion of the area's space.)

This scenario should be played using Expert BattleTech rules. The Defender deploys first.

Defender

Togo Haguchi's Fire Lance consists of:
- 1 *Archer* (Left Torso LRM +1 on all To-Hit Rolls)
- 1 *Rifleman* (Right Arm Armor 12)
- 1 *Stinger*
- 1 *Phoenix Hawk* (Jump capability limited to four hexes per turn unless a *Piloting* Skill Roll is made)
- 1 *Crusader* from the 12th's Command Lance is also present, having just completed partially-successful repairs on its engines (though they still generate 2 extra points of heat per turn, and may shut down on any turn where the 'Mech generates 15 or more points of heat; shut-down on 9+).

Deployment:

The *Archer* and *Phoenix Hawk* are considered to be on guard duty, and may deploy anywhere between 0105, 0505, 0513, and 0113 on either map. The other three units must deploy within two hexes of west map hex 0206, and may not move during the first turn of play.

Attacker

Ian McKinnon's raiding party consists of:
Command Lance
- McKinnon's *Maurauder*
- Lytton's *Warhammer*
- Danton's *Phoenix Hawk*
- Vorster's *Stinger*

Recon Lance
- Nomura's *Griffin*
- McKinnon's *Shadow Hawk*
- Alvarez' *Wasp*
- Grey's *Stinger*

All these units have been hard-hit over the past few days. The Attacker should make two rolls on the Hit Location table for each 'Mech. The damage done by each roll is equal to the 'Mech's tonnage divided by 10. The attackers enter from the West map edge.

North

West

East

Buildings

South
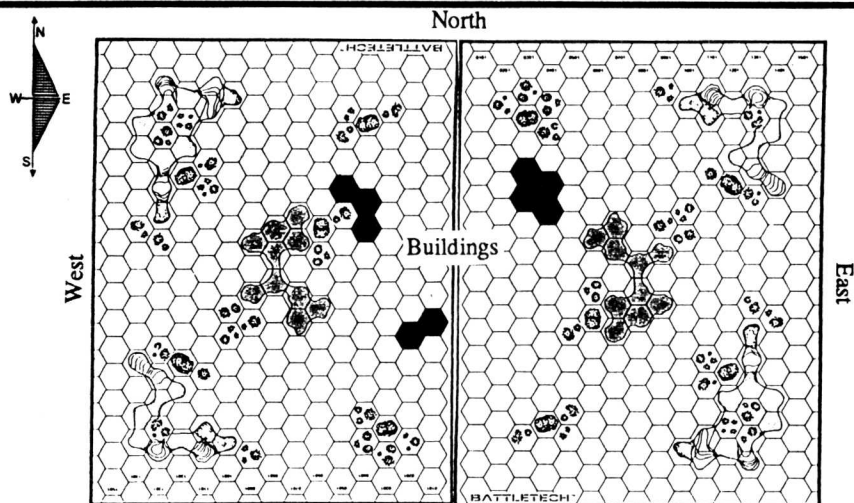
Victory Conditions

In this scenario, victory is calculated through a points system. The Attacker receives 3 points for each enemy 'Mech destroyed or disabled, and also receives points for damaging the Ranch facilities (*See* **Special Rules** for procedures for attacking these facilities):

Parts Depot (Damaged 2 points, Destroyed 5 points)
Transmission Tower (Damaged 3 points, Destroyed 10 points)
Control Center (Damaged 4 points, Destroyed 15 points)

The Defender receives 5 points for each enemy 'Mech disabled or destroyed, 3 points for each friendly unit it successfully retreats off-map, and 2 points for each turn after Turn 15 that both sides remain on the field. The Defender receives 25 points if reinforcements arrive (*see* **Special Rules**) before the attackers have left the field.

After the scenario is completed, compare the point totals for the two sides to determine the outcome of the battle:

Attacker score +16 up = Decisive Victory
Attacker score +6 to +15 = Marginal Victory
Attacker score +5 to 0 = Draw
Attacker score -1 to -5 = Defender Marginal Victory
Attacker score -6 or less = Defender Decisive Victory

Special Rules

1. Destroying Ranch Facilities: The Raiders may elect to concentrate some of their attacks against the ranch buildings that house communications equipment or spare parts. To make such attacks, 'Mechs make their normal To-Hit Rolls against stationary targets. If successful, the attacks are then resolved as follows:

Stables: A successful hit does one-half its normal damage to the parts depot present. The depot has a total damage value of 20.

Silo: The Attacker rolls two dice after every successful hit; on a 6+, he does damage to the transmission tower. The tower has a total damage value of 40 points.

Ranch House: The Attacker rolls two dice after every successful hit; on an 8+, he does damage to the communications control center within. The control center has a total damage value of 60 points.

2. Reinforcements: On every turn after Turn 20 that combat continues in this scenario, the defender may roll for the arrival of reinforcements on the scene; on an 11 or 12, a recon lance containing 2 *Shadow Hawks*, a *Griffin*, and a *Wasp* will enter from the East map edge. The scenario automatically ends at the conclusion of this turn.

A background summary of the Fourth Battle of Harrow's Sun is presented earlier in this book, in the introductory chapter on McKinnon's Raiders. This campaign marked a great turning point in the history of the "Fox's Teeth," as it brought about both a change in commanders and a major change in company tactics. This scenario allows players to relive the birth of these changes, as they undertake the first of the guerrilla actions that ultimately enabled the Raiders to keep the forces of House Kurita off-balance until House Davion reinforcements could arrive on-planet to turn the tide.

During the first two weeks of this campaign, the Kurita advance across Harrow's Sun was steady and seemingly unstoppable. In their haste to follow up their advantage, Kurita's commanders devoted little time or energy to consolidating their control over the territories they had already overrun. As a result, most of the supply caches, repair facilities, and command posts captured by House Kurita were left untouched and thinly-garrisoned. This situation has provided the Raiders with a golden opportunity to wreak havoc.

As his first target, Ian McKinnon selected an isolated, long-abandoned ranch that had been employed by the Ceti Hussars as a communications relay station for its field units, and was now being used for the same purpose by the 12th Vegan Rangers. The Raiders approached this facility under cover of darkness with two lances, outnumbering the on-site garrison almost two-to-one. However, McKinnon's forces must be aware that time is as much their enemy as the 'Mechs they confront, for if House Kurita succeeds in pinpointing the Raiders' location, it can bring about an abrupt end to Ian's reign of terror.

The Raiders' objective in this scenario is to strike quickly and inflict as much damage as possible to the facility and garrison, then withdraw before other Kurita forces can converge on the area. Conversely, the Vegan Ranger garrison should try to fight a holding action, attempting to tie down the Raiders until reinforcements can arrive. The Vegans will not, however, willingly sacrifice their entire garrison in defence of this facility.

RESTITUTION

A QUESTION OF HONOR

MechWarrior Mark McKinnon walked into Lieutenant Kate Nomura's tent and quickly saluted his superior, while his other hand struggled to unobtrusively tuck in the shirt tail protruding from his uniform. "This is sure to be trouble," he thought, as he sat down. "The Ice Queen hardly speaks to anyone in this unit anymore, except to ream them out about some penny-ante infraction." Mark felt certain he had not done anything wrong lately. In fact, he was still feeling quite proud about the two kills he had chalked up in the Raiders' first engagement here on Galedon V. But when Nomura lifted her head from the pile of mapbooks strewn on her table, eyeing him with a wolfish smile, Mark figured things were much worse than he'd imagined.

Nomura's voice had a husky rasp to it that many men (including Mark) had once found seductive. Nowadays, however, she spoke in a sing-song cadence that sounded peculiarly cold and emotionless.

"McKinnon," she said, "We both know that the only reason you ride a 'Mech is so you can play hero. You run your 'Mech into the ground with daredevil stunts, and then play four-card Gemm with your techs instead of putting in the hours to keep it properly maintained. That may be all right for you, though I doubt even your luck can hold up forever. But while you were acting lance commander, you allowed everyone's 'Mech to reach the same state of disrepair. I hold you responsible for the damage the company suffered due to your carelessness."

Mark started to protest that there was no proof that any damage had been done, but Nomura cut him off sharply. "Never mind the excuses, McKinnon. You owe a debt to the company for your irresponsibility, and I've just found a way for you to pay it off. The pictures of this sector taken by our aerospace fighters show a large, domed structure about 80 kilometers south of here, which doesn't appear on any of the old survey maps. My guess is it's some kind of parts depot for those enemy mercenaries that have been making our lives miserable. I want you to take Danton, Lang, and Grey, and head out to that site pronto. Secure it, and I'll consider us even. Screw up again, and you might not want to bother coming back."

(continued in column 2)

A Question of Honor

(continued from column 1)

Mateo Alvarez caught up with Mark just as the latter ducked into the mess tent for a last quick snack. "Grey tells me Nomura's sendin' you all off on a treasure hunt tonight. I want in."

Mark gave Alvarez his very best pained, why-do-you-have-to-complicate-my-life looks. "I don't know, Matty. Lieutenant named the team, and you weren't on the list."

"That's no surprise, is it? You of all people should know that when that witch gets an idea into her head, she gnaws on it like a dog with a bone. You and I both know I didn't chicken out at Butte Haven, but Nomura won't listen to reason. The only way I can change her mind is to keep puttin' myself on the line till I can pull off something heroic enough to get her attention."

Mark threw up his hands in mock surrender. "O.K. O.K. There's always room for one more. Maybe, if we get lucky, we can pay off both our debts in one fell swoop. Now, let's get moving, so she doesn't have something else to complain about."

GAME SET-UP

Lay out the two BattleTech game maps in the configuration shown. Treat hexes 1412, 1505, and 1513 on each map as Level 1 elevation hexes. The defender deploys first, and may place his units anywhere between columns 08xx and 15xx on either map. The attackers may enter from either the Western or Eastern map edge (one or the other, not both). The Defender may locate the building containing its supply cache in any two-hex area between columns 10xx and 15xx on either map.

Prepare BattleTech Record Sheets for all 'Mechs involved in this action.

Defender
Lieutenant Oley Gustaffson's Panzer garrison consists of:
1 *Warhammer* (16 Heat Sinks functional, Right Torso armor 13/6)
1 *Marauder* (Left Arm PPC damaged, +1 to all To-Hit Rolls)
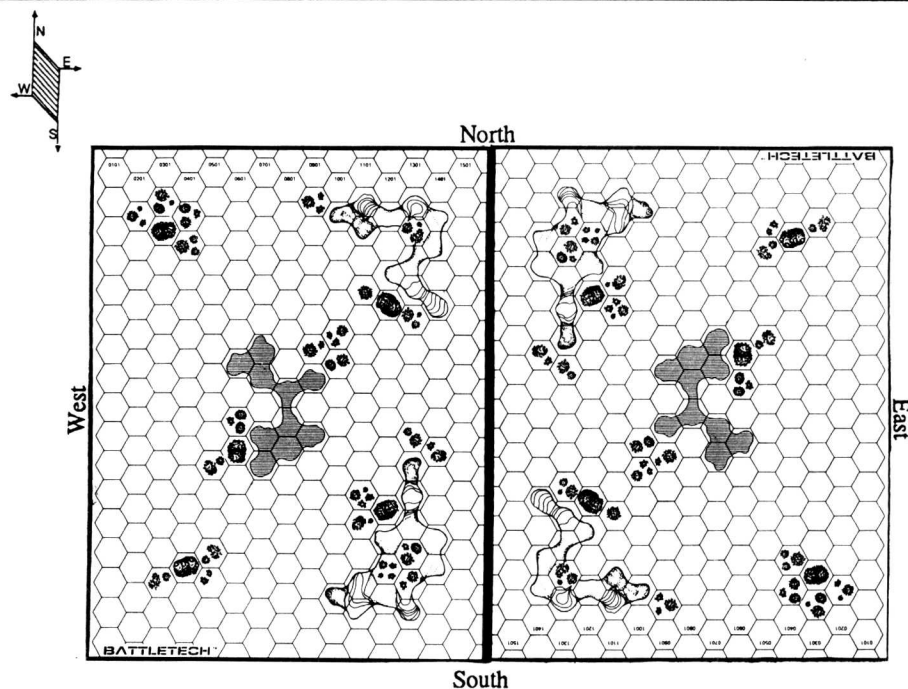1 *Rifleman* (Engine damaged, -1 to all movement rates, +2 to heat generation per turn)

Attacker
Mark McKinnon's assault force consists of the following:
McKinnon's *Shadow Hawk*
Alvarez' *Wasp*
Grey's *Stinger*
Lang's *Rifleman*
Danton's *Phoenix Hawk*
All Attacker 'Mechs are in the condition indicated in their BattleMech Status Reports.

Victory Conditions

The Attacker wins a Decisive Victory if he controls the area at the end of the combat. If he is able to destroy the enemy supply cache (*See* **Special Rules** below), while losing no more than two of his own 'Mechs, the Attacker wins a Marginal Victory. The Defender wins a Decisive Victory if he can hold the field, keep the supply cache intact, AND destroy/disable at least three enemy 'Mechs; he wins a Marginal Victory if he prevents the Attacker from meeting either of his Victory Conditions.

Special Rules

1. Withdrawal: The Defenders will defend the cache to the last man. (Retreat would probably be impossible anyway due to their lack of speed.) The Attackers may elect to withdraw their remaining forces at any time after two of their 'Mechs have been destroyed or disabled.

2. Destroying the Supply Cache: The Attacker may elect to attempt to destroy the enemy supply cache if he believes that a Decisive Victory is impossible to obtain. To do this, he must first destroy a portion of the building's exterior walls. (Assume that each building hex has an armor value of 30, and make normal To-Hit Rolls for each weapon used against a stationery target.) Once an opening has been created, a 'Mech can attempt to use either PPC, laser, or missile fire to set fire to the building's contents. Only Short Range shots have a guaranteed chance of firing the cache on a successful hit; on Medium and Long Range shots, the Attacker rolls two dice after a successful shot to see if a fire has occurred (2 or 12 on Long Range fire; 2, 3, 10, 11, or 12 on Medium Range fire).

NOTE: Any defending 'Mech standing within one hex of an attacking 'Mech's line of fire toward the cache may voluntarily elect to step into that fire and absorb its damage, taking an automatic hit (this decision must be made before the Attacker makes the To-Hit Roll for his attack).

Galedon V is a lightly-settled, moderately-industrialized world located about 15 light years into Kurita space, and it possesses one critical commodity in abundance – high-grade industrial diamonds suitable for use in laser applications (including weapons systems). In 3025, Galedon was targetted as part of a major Davion offensive along the Draconis March. Anticipating such an attack, House Kurita beefed up its normal planetary garrison with two battalions of mercenary heavy 'Mechs from Richards' Panzer Brigade.

When the Davion assault team landed and found the planet held in force, they quickly reduced the scope of their mission from one of conquest to a punitive raid. Their objective is to disrupt as much of the planet's diamond production as possible, and then withdraw before further Kurita reinforcements can arrive. No House Davion unit is better suited to such a task than McKinnon's Raiders; yet even the Raiders have been hard-pressed to stay out of the clutches of the bulky but powerful units of the Panzer Brigade. Colonel Richards has marshalled his forces extremely well during the first two weeks of the campaign, and has seemed to be always "in the right place at the right time" to thwart House Davion's largest initiatives.

The Davion command team has determined that it must find a means of reducing the effectiveness of Richards' Panzers, if its efforts on Galedon are to have any significant impact. Ian McKinnon has concentrated his own unit's efforts on finding and exploiting the Panzers' most vulnerable point– the fact that their limited mobility requires them to maintain an extensive network of local supply/ammo caches to support their activities. Lieutenant Nomura's researches have indeed identified one of the largest of these caches; destruction or capture of this depot would seriously restrict the Panzer Brigade's ability to respond quickly to future attacks in this regional sector.

The cache is being defended by a small but potent three-'Mech garrison. The confrontation between these 'Mechs and the Raider force sent to this site should be a variation on the classic 'slugger vs. boxer' encounter. The Raiders possess the advantages of numerical superiority, greater maneuverability, and jump capability. Richards' Panzers enjoy a moderate edge in total firepower and a substantial weight advantage in close quarters push-and-shove combat. The side that can make best use of its strengths should prevail.

WATER, WATER EVERYWHERE

SIMULATOR TRAINING

"I'm talking to all you trainees in the simulator ready to begin the battle of Hun-Ho. Some day your life may depend on whether or not you were listening today. So, pay attention, you maggots!

"The Battle of Hun-Ho took place under water – and that's combat of quite a different sort. McKinnon's DropShip had just finished dropping a stick of 'Mechs when it spun out of control and into the ocean. McKinnon's lance rushed to the shoreline to try to rescue the crashed ship and crew.

"As I was on Hun-Ho to scrounge any parts we could steal, by pure accident, I was on hand for the chance to take McKinnon down a peg or two—something I'd wanted to do for a long time. All the things people have been saying about him are a bunch of hogwash. He isn't the great magician that everybody thinks.

"By the time we arrived at the scene, McKinnon's lance was under water trying to raise the ship. And they didn't see us coming until we were on top of them.

"By now, only two of McKinnon's lance were still in action, the *Hammer* and the *Marauder*. Danton had to punch out of his *Phoenix Hawk,* and no one knew where Vorster's *Stinger* was. Man, I could almost smell the kill. McKinnon had been fighting with one hand tied behind his back because his *Marauder* was only firing one PPC at a time. Just as I closed to finish him off, all of McKinnon's 'Mechs suddenly went prone. Before I had time to react, we were all reeling from the blast of one of the ship's main guns. Rot him! Much as I hate to admit it, he had really pulled a fast one on me.

"I realized the jig was up. We had McKinnon's 'Mechs beat, but there was no way to deal with the power of the ship's main gun. One shot from that would instantly fry anyone it hit. I thought nothing could ever make me crawl, but I did that time. We all got out of there on our hands and knees, and in a big hurry.

"So, look alive. Keep your guard up and, remember, it ain't over till it's over."
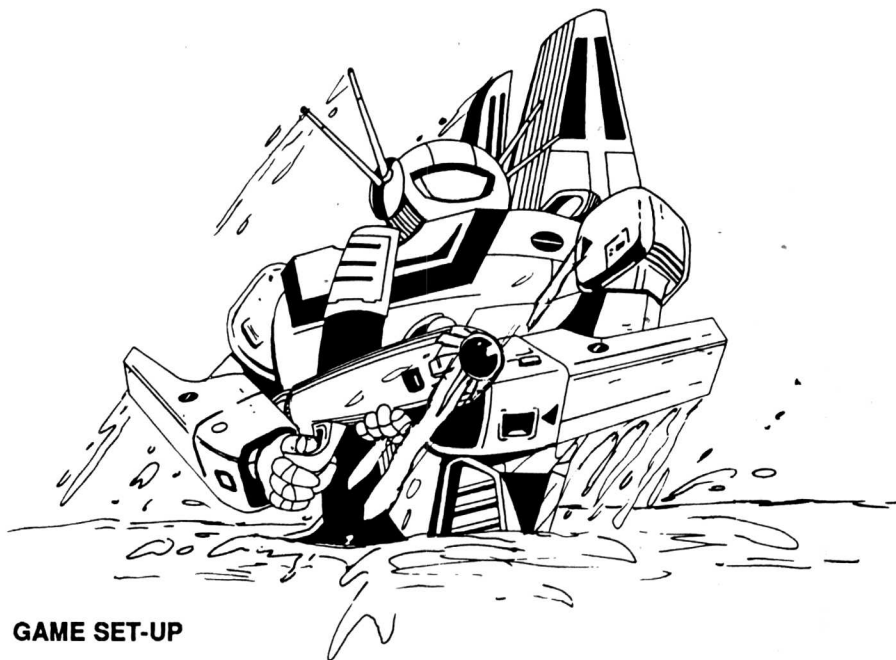
GAME SET-UP

Lay out the two BattleTech game maps in the configuration shown and prepare BattleMech Record Sheets for all 'Mechs involved in this action. This scenario should be played using Expert BattleTech rules. The Defender deploys first.

Boards 1 and 2 abut on their long sides, with hexes 0109 and 0109 adjacent. McKinnon sets up first anywhere on either board. Solbart may enter anywhere along the north edge of Board 1.

Defender

McKinnon's Command Lane: Sets up anywhere on either board.

Medium Lance: For each 'Mech, make a separate two dice roll for damage, entry turn and entry location.

Recon Lance: For each 'Mech, make a separate two dice roll for entry turn and entry location.

Roll	Damage	Entry Turn	Entry Location
2	OK	1	South
3	OK	2	North
4	OK	3	West
5	Out	4	East
6	Out	Out	West
7	OK	2	South
8	Out	Out	East
9	Out	4	West
10	OK	3	East
11	OK	2	North
12	OK	1	South

Out = 'Mech will not appear in time or is too badly damaged to fight.

OK = 'Mech has not suffered extra damage and will appear during the turn rolled.

Number = Indicates the game turn when the 'Mech can enter the game board.

Direction = Indicates from which map edge the 'Mech can enter.

North

West

East

Board 1   South   Board 2
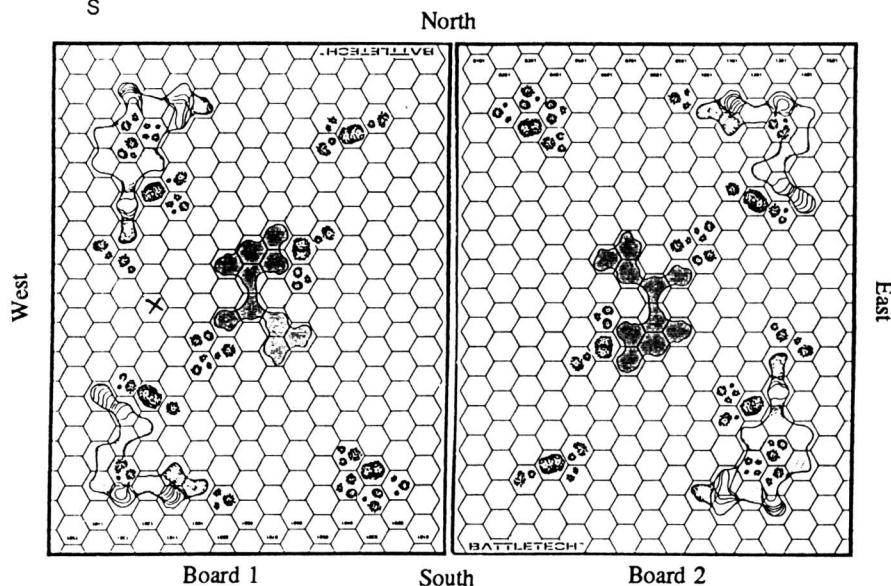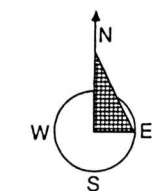
Attacker

Elements from Kuriakin's Company of Jenny "Mad" McGee's Cutthroats, a unit of House Kurita

Command Lance

MAD-3R *Marauder,* Captain Lance Kuriakin,
Piloting Skill 4, *Gunnery* Skill 3.
BattleMech Status: *Marauder* is in perfect condition.

PXH-1 *Phoenix Hawk,* Mw. Clyde Sanchez,
Piloting Skill 5, *Gunnery* Skill 4.
BattleMech Status: Damage to Jump Jets limits Jump movement to 4 hexes.

GRF-1N *Griffin,* Mw. Rico Chen,
Piloting Skill 2, *Gunnery* Skill 5.
BattleMech Status: PPC has +10 To-Hit.

LCT-1V *Locust,* Mw. Naomi Gardner,
Piloting Skill 5, *Gunnery* Skill 4.
BattleMech Status: *Locust* is in perfect condition.

Excerpts from Small Unit Actions During the Troubles, Part 17, "The Maverick", by Col. Karl Robert Ryder, Ret.

Another example of Ian's quick thinking was the battle of Hun-Ho. As battles go, it was an extremely small action involving only a few lances on each side. It was a significant battle, however, because we were defending the *Galloping Ghost,* a Union class DropShip. DropShips are, of course, irreplaceable.

We were sent to do a ground reconnaissance because the initial spatial survey indicated there might be a parts depot on the planet's surface. Standard procedure was to drop one or, at most, two companies in order to minimize losses and reduce the chance of our being detected. Nomura's lance had been on the ground for several hours, and had already scoped out the site and given the all-clear. Ian took his lance down next, to be followed after a while by my lance. He wanted my lance to look over another site that he thought looked promising.

Life on board a Dropship is usually pure, unrelieved boredom. There's not much to do except play games, shoot the breeze, and read. Things don't get interesting until it's time to jump into combat. Then your blood starts racing and your pulse pounding. You try to keep your mind focused on the next step, because thinking too much about the whole picture can make you jittery and careless. You've just got to hope that your fighters beat their fighters so that you won't get shot at on the way down.

So far, this reconnaissance mission had been so uneventful that even at jumptime it didn't seem to promise any excitement. When the klaxon went off with the abandon-ship signal, we were taken completely by surprise. It wasn't until we heard the Captain telling us to abandon ship that we took it seriously, and rushed from the ready room to our 'Mechs as fast as we could. We hopped into our 'Mechs and ejected from the ship immediately, not bothering with any of the usual checklists, just praying no one had forgotten to tighten any bolts.

Because the ship was spinning and gyrating crazily as we ejected, we got scattered all over the place. I thought it was odd that I saw only two or three of the ship's escape pods eject as I was coming down. That meant most of the crew were still aboard. After doing a body check on my

WATER, WATER (continued)

The Maverick
(continued from page 31, column 2)

'Mech to see if everything was still attached, I called out to the rest of my lance to find out how they were doing. Everything was jake except for Ernst. He said that when his *Rifleman* popped out of the ship, she was spinning so bad that she bashed into his 'Mech's left side. He wasn't getting any response from either of the weapons on that side. I had Ernst give me a visual feed so that I could see exactly what was wrong. The barrels were bent at odd angles, and the *Rifleman's* left torso appeared to have taken considerable damage.

As I was coming down on my jets, I noticed how erratic the ship's trajectory was as it came in. What really worried me was that I still didn't see any escape pods coming out, and I knew there were at least a dozen pods that hadn't left the ship yet. Shortly before the ship hit the water, it looked like Captain Richardson and his crew had gotten control of her again. I saw the ship swap ends and turn on her main drive in an attempt to slow down. When she entered the water, I lost sight of her in the great cloud of steam that rose up like the eruption of some undersea volcano.

At the highest magnification, I could barely make out Ian's lance as they ran to the site. After I had filled Ian in on what had happened, he told me to collect my lance as soon as possible and assist him in raising the ship and rescuing the crew.

I turned my attention to collecting my lance so that we would at least land within hailing distance of one another. I didn't realize then that Solbart had taken his men into the water after Ian. In fact, I didn't become aware of the battle until I heard Ian giving orders over the commline. All I could see were blurry shapes in the water, with occasional dim flashes from weapon fire. I couldn't even distinguish our men from theirs. From the bits and pieces of chatter I heard on the comline, I could tell that it was not going very well for our side. Ian was cursing that he couldn't use all of his firepower because of the heat, and then I heard twin yells from Paul and Austin as their 'Mechs went down.

Among the intermittent words and phrases that Ian and Captain Richardson exchanged, I was puzzled to hear the word `repair' several times. A moment

Solbart's Medium Lance
RFL-3N *Rifleman,* 1st Lt. Geoffrey Solbart.
    Piloting Skill 3, *Gunnery* Skill 3.
    BattleMech Status: Partially repaired engine hit;
             additional 1D6 heat points per turn.
SHD-2H *Shadow Hawk,* Mw. Flodie Eastwood.
    Piloting Skill 5, *Gunnery* Skill 3.
    BattleMech Status: One-third of the SRM rounds are
             duds. Roll 1D6 for each missile fired
             that hits. On a roll of 1 or 2, the
             round does no damage.
WLV-4E *Wolverine,* Mw. Tung Chih.
    Piloting Skill 6, *Gunnery* Skill 4.
    BattleMech Status: Head armor 2 points left.
PXH-1K *Phoenix Hawk,* Mw. Yu Lu.
    Piloting Skill 5, *Gunnery* Skill 4.
    BattleMech Status: Due to minor fluctuations in the
             magnetic bottle, the 'Mech has one
             extra MP in all movement modes.
             This generates 3 additional points of
             heat per turn whether or not the MP is
   used.

Deployment:
Kuriakin's Company can enter from anywhere on the north side of the board on turn 1.

Special Rules
1. Terrain: All Clear hexes become Level 1 water; all Water hexes become Level 2 water; all non-elevated Light and Heavy Woods hexes become Rough; and all elevated hexes become Level 0 water.

'Mechs in Level 2 water are considered partially covered except to 'Mechs in adjacent hexes. A prone 'Mech in Level 2 water would be hidden from all other 'Mechs except for ones in adjacent hexes.

2. Underwater Effects on Weapons: Missiles and PPC's of 'Mechs fired from Level 2 water are NOT affected. Machineguns and flamers do not work at all. Auto Cannons and lasers have shorter range than usual, but produce the normal amount of heat. Consult the table on page 33.
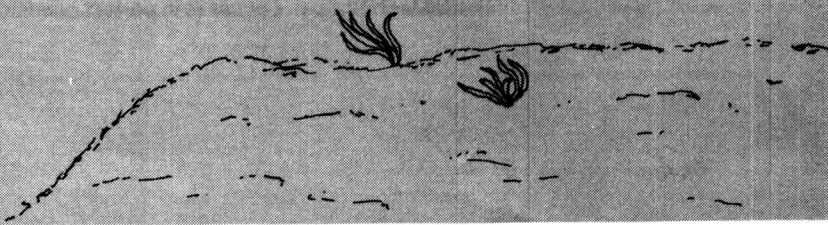
Weapon Type	Minimum	Range Short	Medium	Long
Auto Cannon	0	1-4	5-8	9-12
Small Laser	—	1	2	
Medium Laser	—	1-2	3-4	5-6
Large Laser	—	1-3	4-6	7-9

3. The *Galloping Ghost:* McKinnon should roll two dice at the end of each turn to see if one of the ship's main guns has been repaired. On a roll of 2 or 3, a main gun can fire once next turn. On a To-Hit Roll of 9+, a random enemy 'Mech will be hit and destroyed. The ship's gun fires from hex 1208 on board 1, but cannot hit prone 'Mechs.

Victory Conditions

The side which controlls the map at the end of combat wins and is assumed to have taken the ship. To control the map, it must be cleared of active enemy 'Mechs.

Hun-Ho is a small planet with more water than land mass. Its climate is tropical, which has spawned huge, lush jungles. Strange amphibians crawl out of its numerous bogs, and the oceans abound with a wide variety of fish.

McKinnon's Raiders is currently using the DropShip, The *Galloping Ghost,* to make a routine reconnaissance of an equipment depot thought to be on the swamp planet. During that mission, the ship lost control during 'Mech drop operations, and was forced to make an emergency crash landing. Only McKinnon's Command Lance was able to land as a unit. The Recon Lance was scattered, and the Medium Lance was both scattered and damaged.

While the Command Lance attempted to rescue crew members still trapped in the ship, the unit's other lances regrouped and headed back toward the crash site.

Unfortunately for McKinnon, his company was not the only one scouting Hun-Ho. Some of Kuriakin's Company of Mad McGee's Cutthroats, a house unit of Kurita, saw the crash and moved in to mop up the crash victims. While initially outnumbered, McKinnon hoped to make use of the *Galloping Ghost's* main guns to even the odds.

The Maverick
(continued from page 32)

later, I saw a huge burst of light, and realized it must have come from one of the ship's main guns. What I took to be Solbart's men immediately scrambled out of the fray on their hands and knees. Paul and Austin were shouting in relief, and Ian was congratulating Captain Richardson on a job well done. I found out later that the *Galloping Ghost* had only been able to fire one shot because of hasty repairs.

THE FIGHT FOR DEPOT 217

Report to Gen. Chester Bell on the Action on An Ting, October 31, 3022, submitted by Col. Walter F. Dinsdale

Following your orders, we landed on An Ting in an attempt to secure the parts depot that our scouts found. We have succeeded in securing said base. The mission was virtually a complete success. We sustained only minor damage that should be easily repaired.

The landing and reconnaissance were conducted without incident. We soon had a guard posted around the depot, and were engaged in removing as much of the materials as could be conveniently transported. At 0914 hours, our reconnaissance unit found two lances from McKinnon's Raiders. The recon lance immediately engaged McKinnon and signalled for assistance. I quickly brought the rest of the battalion up to their aid.

The recon lance had given an excellent account of itself. An enemy *Wasp* and *Stinger* were disabled while our recon lance had only lost Mw. Knox's *Phoenix*. Mw. Williams' *Stinger* was slightly damaged. The situation was well in hand when we arrived. There had been minimal damage to the depot.

After a fiercely-fought battle, we finally drove McKinnon off. Captains Norman and Richelieu distinguished themselves during the action. Through the brave conduct of my men, the parts depot came through largely intact. Hereinafter follows an exhaustive list of the contents of the depot that we have recovered and are transporting home as expeditiously as possible:

Patches, Armor, 1 ton each, 273
Uniforms, large, 78
Uniforms, medium, 29
Uniforms, small, 546
Myomers, bundles, 42
Gyros, Greek, stale, 9
Helmets, Sensor, 6
Simulators, Training, 1 gross
PPC's, 7
Bows, Hunting, 18
Arrows, Hunting, 3 gross
Shelters, Portable, two-person, 13
Parkas, Arctic, large, 164
Parkas, Arctic, medium, 37
Parkas, Arctic, small, 2600

GAME SET-UP

Lay out the two BattleTech mapsheets in the illustrated configuration. Prepare BattleMech Record Sheets for all 'Mechs involved in this action. **Fight For The Depot** should be played using Expert BattleTech Rules.

The Defender sets up first.

Defender

Dinsdale's Desperadoes, a battalion of the 4th Tau Ceti Rangers, House of Liao

Dinsdale's Command Lance

BTM-6R *Battlemaster*, Col. Walter Dinsdale.
Piloting Skill 3, *Gunnery* Skill 3.
BattleMech Status: No damage.

SHD-2H *Shadow Hawk*, 2nd Lt. Al Kline.
Piloting Skill 4, *Gunnery* Skill 3.
BattleMech Status: Head armor 5 points.

GRF-1N *Griffin*, Mw. Cherie Boyer.
Piloting Skill 3, *Gunnery* Skill 3.
BattleMech Status: When Boyer jumps, roll 1D6 for the number of hexes she must move. To land, make an unmodified *Piloting* Skill Roll. The *Griffin* has one gyro hit. The LRM rack may involuntarily discharge straight ahead if she moves. At the beginning of the combat phase, roll 1D6. On a roll of 1 through 3, the LRM rack discharges. Roll to hit the nearest target. Roll again for any missiles that miss the target, and repeat that process until there are no missiles or targets left.

PXH-1K *Phoenix Hawk*, Mw. Sun Yat-Sen.
Piloting Skill 3, *Gunnery* Skill 4.
BattleMech Status: Center and Left Right Armor -1 point each. 5 heat sinks left.

Personalities

Walter Dinsdale had his work as commander cut out for him because his outfit had so few resources from which to draw. However, he was a dreamer and ever optimistic about the outcome of any conflict.

Al Kline, *Shadow Hawk* pilot, was a good addition to this unit because he is a good scavenger who has often been able to find parts to repair damage.

When Al cannot come up with a part, Cherie Boyer generally manages to fix whatever is wrong. She has a natural gift for anything mechanical, and is a whiz *Griffin* pilot.

The *Phoenix Hawk* pilot, Sun Yat-Sen, is a good pilot, as well as a genius for finding a way around difficult situations.

North

Board 2

West

East

Board 1

South
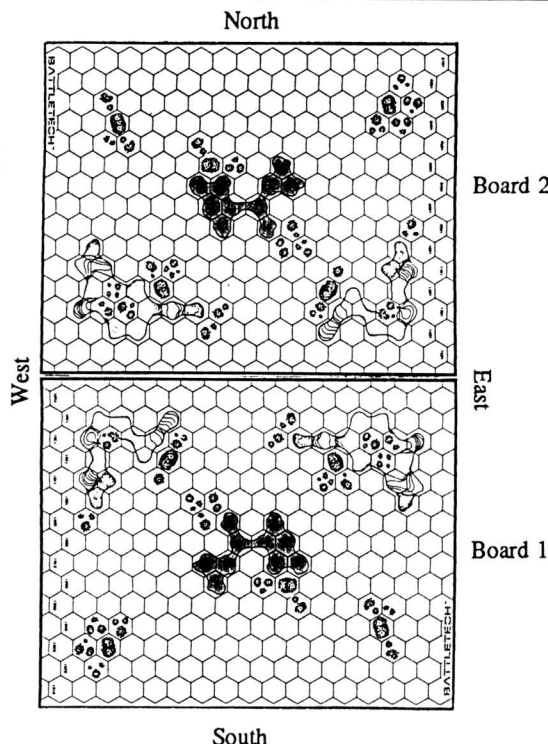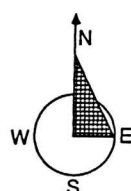
<u>Norman's Recon Lance</u>
GRF-1N *Griffin,* Capt. Chip Norman.
   Piloting Skill 4, *Gunnery* Skill 3.
    BattleMech Status: Right Leg Armor 9 points.
PXH-1K *Phoenix Hawk,* 1st Lt. Woodie Knox.
   Piloting Skill 5, *Gunnery* Skill 3.
    BattleMech Status: On multiples of 4, Right Arm Medium Laser
           provides heat, but no damage.
WLV-4E *Wolverine,* Mw. Lib Argust.
   Piloting Skill 5, *Gunnery* Skill 3.
    BattleMech Status: No damage.
STG-3R *Stinger,* Mw. Bill Williams.
   Piloting Skill 5, *Gunnery* Skill 3.
    BattleMech Status: No damage.

Personalities
   Chip Norman is the youngest commander in the Liao forces, but he has earned his post through wisdom beyond his years and an innate ability to bring out the best in his troops. Now, as commander of the Recon Lance, he unerringly gives the correct assignment to the right person.
   The *Phoenix Hawk* pilot, Woodie Knox, is a tall, lanky man with a great moustache that curls at the ends. Chip often seeks out Woodie when he has a tactical problem. The quiet man rarely gives advice, but acts as a sounding board.
   Lib Argust, the *Wolverine* pilot, is an affable woman who likes to spend her off-duty time playing sports. She especially likes to win.
   Bill Williams, the *Stinger* pilot, is stubborn and determined. He is working for money, of course; even more than that, he has set his sights on a command post. In battle, he will dig in his heels, refusing to acknowledge the possibility of defeat.
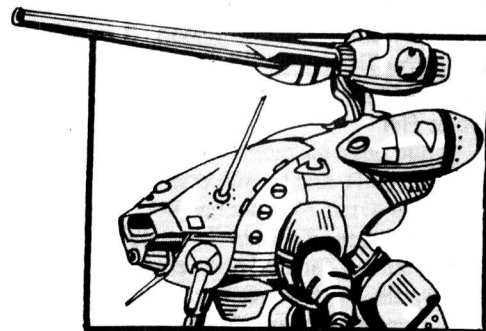
Excerpts from the <u>Journal of Captain Aleksandr Richelieu</u>
   Nov. 2, 3022. I have just read the report Colonel Dinsdale is forwarding to headquarters. As usual, he has used his vivid imagination to transform an unmitigated catastrophe into a rose-colored triumph.
   1. "Parts depot secure." What's left of it.
   2. "Virtually complete success." Bah! Humbug!
   3. "Minor damage." If you call having the recon lance badly mauled 'minor'.
   4. "Landing & reconnaissance without incident." Of course. We failed to find anything.
   5. "Found two lances." Got *jumped* by two lances is more like it.
   6. "*Only* lost! *Slightly* damaged!" We have no replacements for either of these 'Mechs. The "slightly damaged" *Stinger* now has no weapons.
   7. "Situation well in hand." Balderdash!
   8. "Drove McKinnon off? Depot intact?" He left when his lances had as much as they could carry.
   9. "Exhaustive list?" Yes, a list in excruciating detail of everything McKinnon *didn't* take.
   Colonel Dinsdale's pipedreaming is really irritating. But, when I'm in the midst of a battle, I'm proud to be serving with the man because he is a good officer under fire. Look at what happened when we were surprised by McKinnon's lances.
   After getting caught on the wrong foot, the Colonel recovered nicely, swiftly bringing my company and his lance up to Captain Norman's assistance. He was fortunate that Captain Norman provided an excellent delaying action, but unfortunate in not getting to the depot soon enough to prevent the looting.
   It was kind of the Colonel to mention me in his dispatch. My part in the action reminds me of the battle my great-grandfather Mikhail Richelieu fought on Belukha. I feel he would be proud that I am contributing to the family honor.

DEPOT 217 (continued)

It had been six months since we had had any R & R, and fatigue was starting to show on the unit. Nomura had become an automaton, spending more time inside her 'Mech than out. Ian had uncharacteristically allowed his beard to grow, and I found myself snapping at people for no good reason. We knew we would be out for at least another three months. Ian decided that enough was enough, and persuaded Captain Richardson to land the *Galloping Ghost* on An Ting so that we could get some fresh food and be able to spend a few days without worrying about shooting or being shot at.

While we made a survey from orbit to discover the most likely spots for food-gathering, we noticed a clearing that looked suspiciously manmade, with what looked like a supply depot at its center.

We got into our 'Mechs and dropped. Ian had Nomura do a recon of the suspected base, and she found Norman's lance in the midst of readying the depot's contents for transfer off-planet. Believing she had not been spotted, Nomura then withdrew. McKinnon led the rest of us to the depot, ordering Nomura to keep watch for any more uninvited guests.

Catching Norman's lance entirely off-guard, we proceeded to drive them off the depot. We then gathered up all the parts we could lay our hands on. A short while later, Dinsdale's battalion showed up to evict us from the premises. Having obtained a significant number of badly-needed spares, we departed without protest. Later, we found among the spares one crate of small Arctic parkas. We never did figure that out.

We set up shop on another continent, and had a grand old time in the sun for a week. It was wonderful. Ian even invited Dinsdale and company over for a swim, figuring that would allow all of us to relax without having to keep an eye out for one other. Nomura and Richelieu surprised us all by spending a lot of time together.

Richelieu's Command Lance from Richelieu's Scorpions, the second company if Dinsdale's Desperadoes
BTM-6R *Battlemaster,* Capt. Aleksandr Richelieu.
Piloting Skill 3, *Gunnery* Skill 2.
BattleMech Status: 14 heat sinks left. Center Armor 36 points.
PXH-1K *Phoenix Hawk,* Mw. Zeke Foster.
Piloting Skill 4, *Gunnery* Skill3.
BattleMech Status: Right leg Armor 3 points. Right Arm Armor -3 points. Right Arm machinegun jams on doubles. If a double is rolled, the MG is out of action entirely.

Personalities

As far back as anyone can remember, the Richelieu family has made military careers the family "business." Each new generation was proud to be continuing in the footsteps of the last. Theirs is an outstanding record of bravery and service. Aleksandr Richelieu followed the family tradition, but his record has not been exceptional to date. Nevertheless, he is determined to be the equal of his illustrious ancestors. Aristocratic in manner and bearing, Richelieu stands out physically among his peers. His word is his bond, a trait that has brought him grudging admiration from fellow officers whose standards are not as high.

Zeke Foster is the polar opposite of Richelieu. Rather countrified, Zeke always looks as if he is wearing his big brother's uniform. His language is also coarse and salty. Despite surface differences, the two men work well together on the battlefield.

Hobart's Heavy Lance
ARC-2R *Archer,* 1st Lt. Lauren Hobart.
Piloting Skill 3, *Gunnery* Skill 3.
BattleMech Status: Partially repaired engine hit. Roll 2D6 at the beginning of each turn to see if the weapons are getting power. If doubles are rolled, no weapons may be fired that turn. Left Arm Medium Laser is +1to hit.
TND-4T *Thunderbolt,* Mw. Anatole Zotski.
Piloting Skill 4, *Gunnery* Skill 4.
BattleMech Status: 11 heat sinks left. LRM has 10 shots left.

Personalities

Tall and willowy, Lauren Hobart looks as if she belongs more on the stage than in an *Archer.* Looks are deceiving, as she gives a good account of herself in combat. No one remembers anything but her proven ability when she gives commands on the commline, and all hasten to obey.

The *Thunderbolt* pilot is like a caricature come to life. Anatole Zotski speaks with a thick, almost exaggerated accent. He looks like a typical gypsy violinist from an old 20th-century movie. With sweeping gestures of his hands and Old World mannerisms, Anatole tells tales with a dramatic flair that relieves the monotony of barracks life. This talent has made him a favorite among his comrades wherever he has served.

These two make an unlikely team, but once observed in action, it is easy to understand why their superiors never thought of separating them.

Deployment:

Norman's Lance may set up anywhere on either board. The rest of Dinsdale's force enters along the east side of either board on game turn 7.

12 depot hexes may be placed anywhere on either board except that they may not be placed in water or more than 2 hexes away from another depot hex.
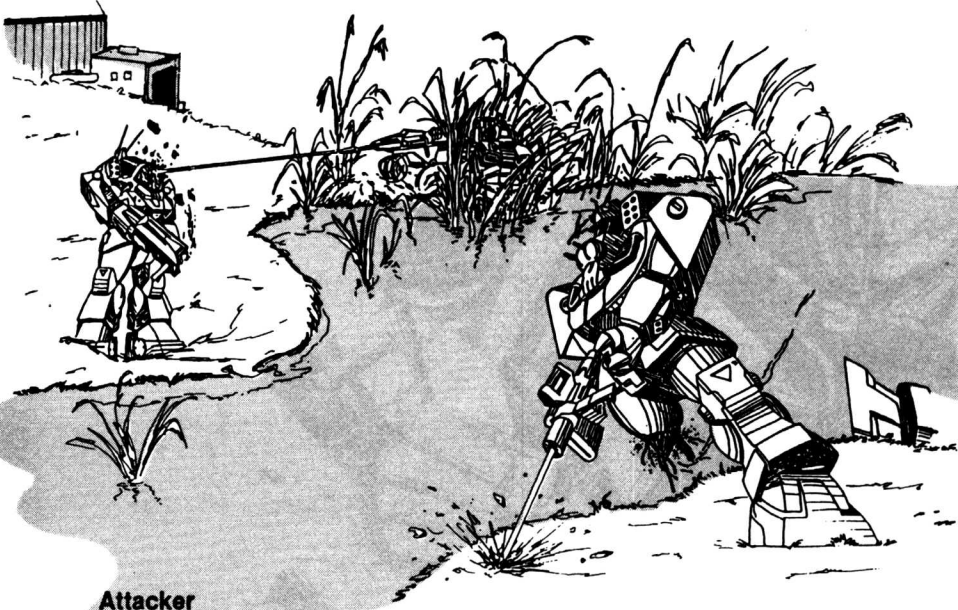
Attacker
> Two Lances from McKinnon's Raiders
>> Command Lance
>> Medium Lance

Deployment:
McKinnon's Raiders enter anywhere along the edge of board 2.

Special Rules
Depot Hexes: Treat the depot hexes as Rough terrain for movement and combat. A 'Mech wishing to loot a depot hex must remain in the depot hex for one complete turn and may not conduct combat. He can, however, turn in place. If the 'Mech decides to attack, his looting is ended; any further looting must wait until a subsequent turn. At the end of the turn in which he successfully completes his looting, the 'Mech's arms are full. He may not fire any weapons located on his arms as long as he is carrying these parts. He may pick up or drop these parts at any time. It takes one turn to do so, during which time he may neither move nor fire.

A Depot hex may be destroyed by setting it on fire or accidentally turning it into rubble. A Depot hex may be set on fire in the same fashion that a Woods hex is set on fire. A Depot hex burns and will spread fire just as a Woods hex will. A depot hex may be accidentally turned into rubble or set on fire just as a Woods hex is.

Victory Conditions
McKinnon gets 6 points for each friendly 'Mech that has looted one hex and leaves the south edge of Board 2 or the west edges of either board while still in possession of the ill-gotten booty. He gets 6 points for each enemy 'Mech destroyed or immobilzed. McKinnon gets 3 points for each enemy 'Mech that withdraws off the east edge of either board.

The Desperadoes get 6 points for each enemy 'Mech destroyed, and 3 points for each enemy 'Mech that withdraws off the south edge of Board 2 or the west edges of either board without looting.

The side with the most points wins the game.
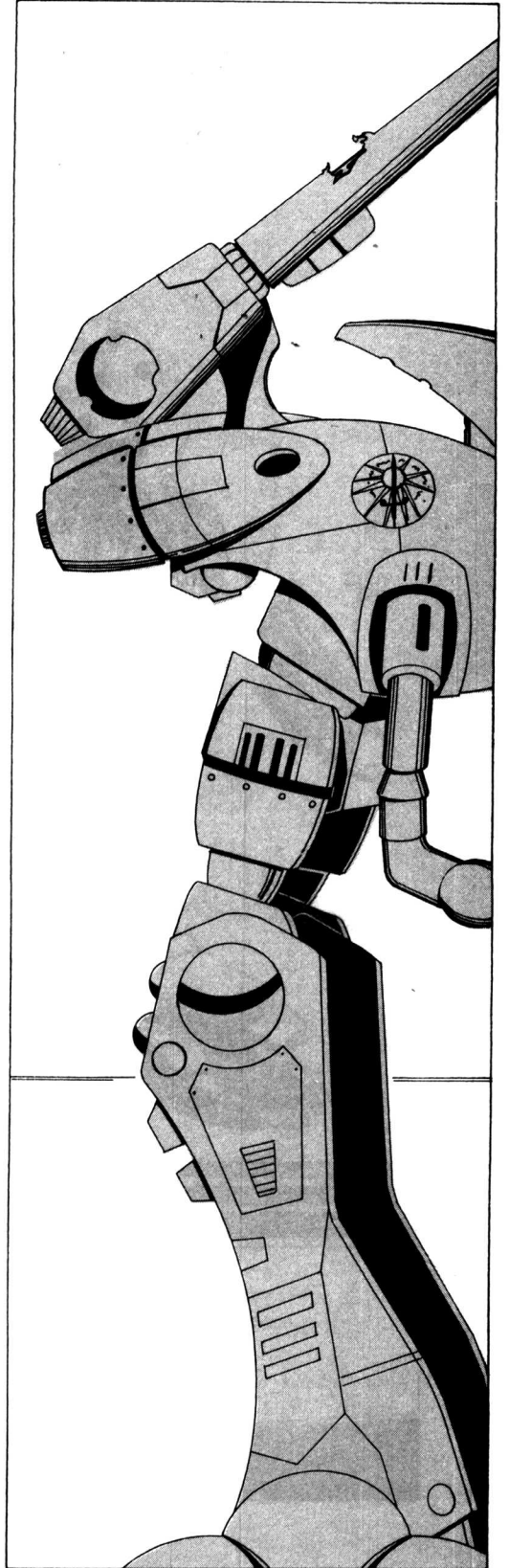
DANA KNUTSON 85

BATTLE FOR UDIBI

THE CAMPAIGN ON UDIBI

Excerpts from McKinnon: The Man, The Myth, The MechWarrior, by Ian McKinnon and Casdper Pallance

After the defeat handed us by Wolf's Dragoons and Woomack's Company at Misery, we were itching to get back at them. We had lost two good men, and my unit took that hard because we were not accustomed to defeat. Well, we got our chance for revenge on that miserable sand heap called Udibi.

It was what passed for winter on Udibi, which meant the temperature never dropped below the high 40's (Centigrade) in the daytime. The men spent most of their time in their 'Mechs trying to stay cool. It was hot enough to fry lizards, and we frequently did because the local variety was quite tasty. At night, though, if you wanted a cup of java, the coffee pot had to be thawed out first. I'll tell you, there are times when a man's best friend is his 'Mech.

The only thing of redeeming social value on this planet was a small parts depot that had been overlooked by everybody except the lizards. Davion found it because a survey ship landed to make repairs. We had no idea at the time that it was a secret base for Wolf. Luckily for the survey ship, the 'Dragoons' weren't there at the moment.

Our unit had been sitting on its tail on the perimeter for four days. I got tired of the usual 'hurry up and wait' attitude and sent Ryder's and Nomura's lances scouting east and west while I took my boys north. It was just pure, dumb luck that Nomura found 'Weasel' Woomack and his 'coffin'.

SITUATION: UDIBI MAY 3029

The desert planet Udibi contained nothing of interest except for a small spare parts depot known only to the mercenary regiment, Wolf's Dragoons. It was just one of their seemingly endless sources for spare parts and equipment, and so the Dragoons only visited the planet when the need arose.

In early 3029, a Davion survey ship landed on the planet to make emergency repairs, by chance also discovering the parts depot. Upon learning the news, Davion ordered one of his house 'Mech units, Vanur's Battalion of the 7th Crucis Lancers, to Udibi to cover the collection of these parts.

Vanur's Battalion was pulled off front-line duty after suffering a string of frustrating defeats at the hands of Wolf's Dragoons on the planet Misery. This move was intended to give the unit a chance to recover and to use the newly-recovered parts to repair battle damage.

Unfortunately for the Davion units, Wolf's Dragoons sent a detachment to Udibi to pick up spares needed to repair damage taken on Misery. Arriving before Vanur and seeing that his supply cache had been discovered, Wolf decided to remove all remaining parts.

Vanur's Battalion landed and set up base camps for each of its three companies. Contrary to orders, McKinnon's Company started patrolling their sector aggressively. During one such patrol, McKinnon's Recon Lance spotted units from Woomack's Company from Wolf's Dragoons carrying crates across the sandy wastes of Udibi.

McKinnon's response to this sighting and the skirmishes and battles that followed are detailed in the scenarios that follow.
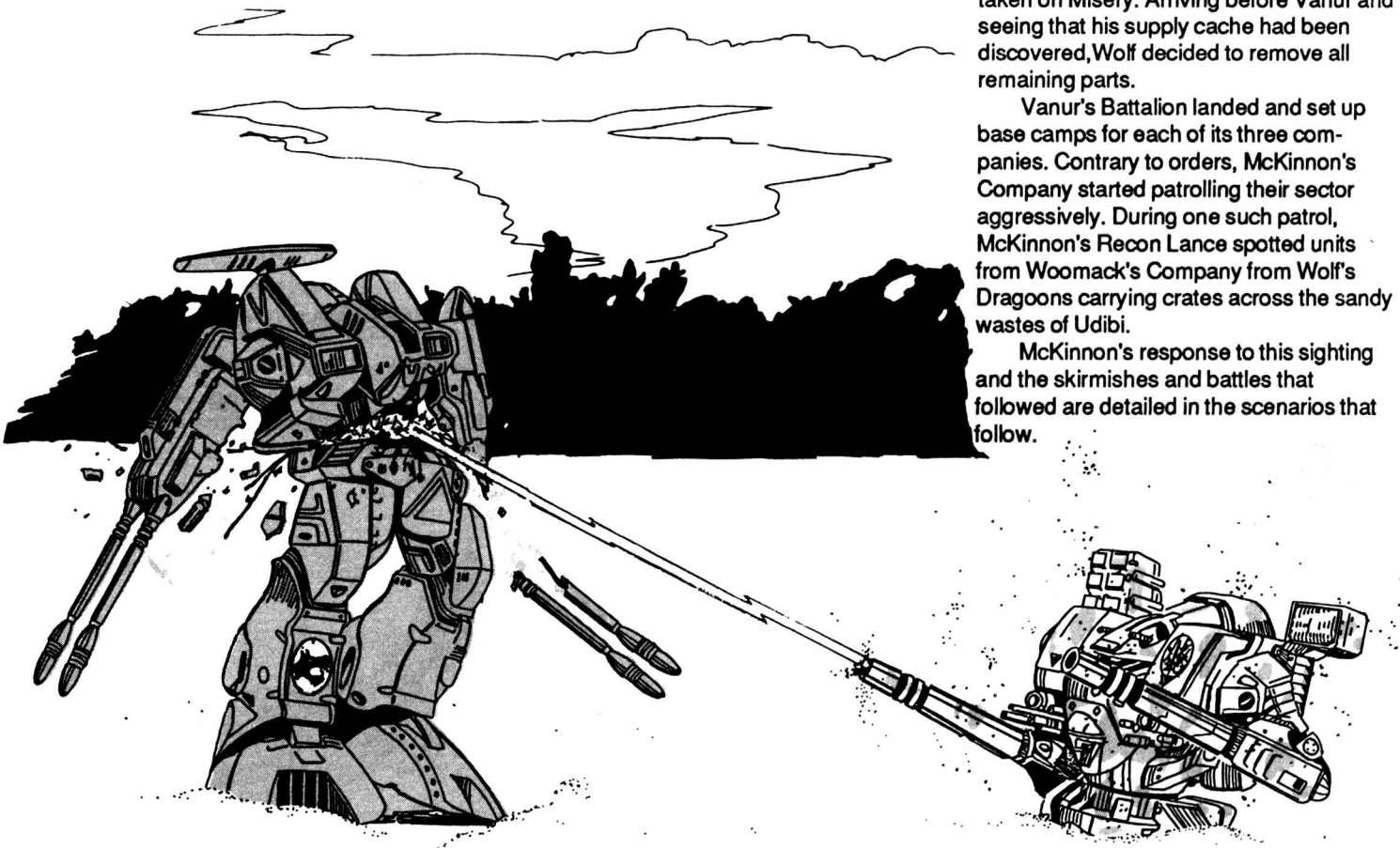
BATTLE FOR UDIBI
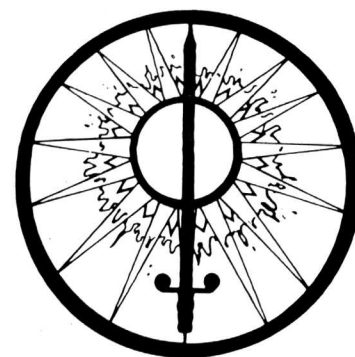
FORCES

DEFENDER
Woomack's Company from Wolf's Dragoons

Woomack's Command Lance
WHM-6R *Warhammer* Captain Frank Woomack
   Piloting Skill 4, *Gunnery* Skill 4
   BattleMech Status: Partially repaired engine hit,
   additional 1D6 Heat Points per turn. Right Torso
   Small Laser malfunctions on a multiple of 2 (i.e., any
   To-Hit Roll evenly divisible by 2 will trigger this
   malfunction) producing heat but no damage and can
   be tried on the next turn. Left Torso Small Laser
   produces 3 points of heat, not 1.
TND-4T *Thunderbolt* Mw. Mike Takata
   Piloting Skill 4, *Gunnery* Skill 3.
   BattleMech Status: No damage.
WLV-4E *Wolverine* Mw. Larry Bastek
   Piloting Skill 5, *Gunnery* Skill 4.
   BattleMech Status: Left Torso Rear Armor is gone.
   Left Torso, 2 internal boxes missing.
PXH-1K *Phoenix Hawk* Mw. Ihor Masnyk
   Piloting Skill 5, *Gunnery* Skill 4.
   BattleMech Status: No damage.

McClean's Medium Lance
ACR-R *Archer* 2nd Lt. Jim McLean
   Piloting Skill 4, *Gunnery* Skill 3.
   BattleMech Status: Roll on every turn to avoid shut-
   down on 5+ because of a partially-repaired engine hit.
   A partially-repaired gyro hit adds 1 to all *Piloting*
   Skill Rolls.
CRD-3R *Crusader* Mw. Tom Van Zyl
   Piloting Skill 5, *Gunnery* Skill 4.
   BattleMech Status: Minus 4 Heat Sinks.
WLV-4E *Wolverine* Mw. Arnold Zoslow
   Piloting Skill 4, *Gunnery* Skill 3.
   BattleMech Status: Right Torso Rear Armor gone.
   Right Torso 2 internal Boxes missing. Minus 1 heat
   sink.
STG-3R *Stinger* Mw. Arthur Kaneko
   Piloting Skill 4, *Gunnery* Skill 4.
   BattleMech Status: Left Arm Armor 2 points.

Personalities

Frank Woomack liked to fight, on or off the battlefield, but a number of years ago he learned to channel all his fighting skill into his career. Although he was good and he knew it, Woomack was no braggart. He let the results of his skill speak for him.

For his unit, he chose men who were good fighters and who would follow him wherever the money led the unit. Mike Takata was in his element as the unit's *Thunderbolt* pilot. He is a bear of a man with a big grin and thick black beard. Once Mike became someone's friend, he could be counted on unconditionally.

The *Wolverine* pilot, Larry Bastek, was a frustrated soprano sax player with not quite enough talent to make it as a musician. When he was off duty, the wail of Bastek's blues-playing could be heard throughout the barracks.

Ihor Masnyk was young, but a thoroughly competent *Phoenix Hawk* pilot. His devil-may-care attitude led him to take risks that won the admiration of many older pilots.

Personalities

McLean's unit was called into battle most often when the odds against their forces were greatest. Jim McLean is 6'7" tall and must telescope his frame to fit his *Archer's* pilot seat. His unit earned the name "Giants" because all his pilots are at least his height.

Tom Van Zyl, the *Crusader* pilot, won every arm wrestling match in every barracks he has inhabited. This huge man does delicate scrimshaw carving as a hobby.

Arnold Zoslow is a bookworm who, when off-duty, rarely looks out from behind the book he is reading. He pilots the *Wolverine* with a quiet ease that makes McLean feel lucky to have Arnold in his unit.

The *Stinger* pilot, Arthur Kaneko, has finally achieved his ambition of becoming part of McLean's lance. He did well in his training and, although he is a rookie, McLean has complete confidence that Arthur can hold up his end in any battle.
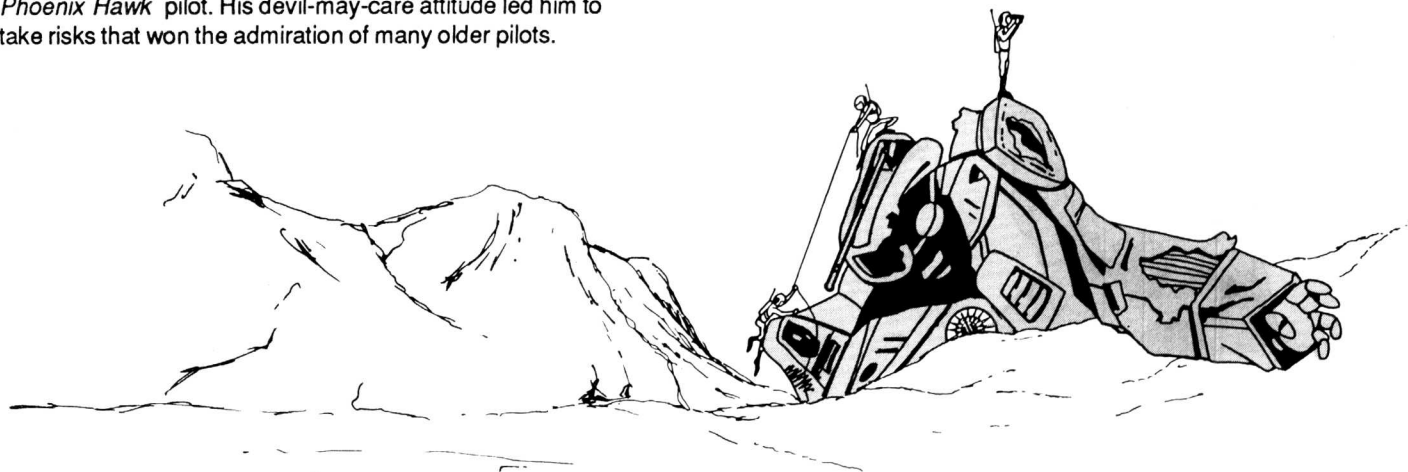
Target's Recon Lance

PXH-1K *Phoenix Hawk* 1st Lt. "Bullseye" Bill Target
Piloting Skill 4, *Gunnery* Skill 3.
BattleMech Status: Head armor 4 points. Partially-repaired Engine hit causes an additional 1D6 heat points per turn.

LCS-2T *Locust* Mw. Ford Anderson
Piloting Skill 4, *Gunnery* Skill 4.
BattleMech Status: No damage.

STG-3R *Stinger* Mw. Steve Gieger
Piloting Skill 4, *Gunnery* Skill 3.
BattleMech Status: Center Torso Front Armor 1 point. Medium Laser produces twice normal heat.

WOV-4E *Wolverine* Mw. Rick Panher
Piloting Skill 5, *Gunnery* Skill 4.
BattleMech Status: Right Torso Front Armor 10 points. Medium Laser +2 To-Hit.

Personalities

Bullseye Bill, a former *Locust* pilot, is a veteran of many battles who was nicknamed for his phenomenal accuracy with the *Phoenix Hawk*. His unit was trained and drilled until it was equally on the money a great percentage of the time.

Ford Anderson, the *Locust* pilot, is very competitive, and he is determined to become the best pilot around. He works constantly to hone his skills and is a valued member of the unit.

The *Stinger* pilot, Steve Gieger, is a freckle-faced youngster, eager to get into his first battle. Bill Target sees his own youthful enthusiasm for action in Steve. He knows this enthusiasm will soon be tempered by the experience of battle, which tests a man far beyond anything he could learn in school.

Wolverine pilot Rick Panher has served with Bill through several campaigns and can be relied upon to do a yeoman's job in any skirmish.

SPECIAL RULES

1. Treat all Water hexes as Clear terrain.

2. Repair: Before the scenario begins, Woomack's Company may repair some of the damage sustained in the previous scenario. The crate contains numerous sensors, helmets, gyros, actuators for arms and legs, five PPC's, six large lasers, and ten medium lasers.

No internal structure damage can be repaired nor can any damage be repaired that already existed before the campaign began.

Each 'Mech carries 2D6 points of armor that may be used to repair those locations damaged in the previous scenario. These points may be used to repair any of the 'Mechs.

McKinnon's Raiders will have an additional 192 points of armor at the Raiders' base camp. That is 16 points per 'Mech. They can replace any number of machine guns, autocannons, missile racks, and ammo for the above. McKinnon's Raiders can also replace any actuators damaged or any small lasers.

In addition, Woomack's base camp contains the following supplies: one PPC, two large lasers, and four medium lasers.

As long as the crate is in either company's possession, any head critical hit other than cockpit may be repaired, any gyro may be replaced, and the weapons in the crate may be doled out as appropriate. Pilots cannot be replaced.

3. Carrying the Crate: It takes one turn to pick up or drop the crate. During this turn, the 'Mechs may neither move nor fire. The crate may be carried by any two 'Mechs with two working arms each. Their hands must be true hands capable of grasping objects. For example, a *Warhammer* could not carry the crate, but an *Archer* could. For this purpose, the 'Mechs' arms must have the hand actuator and one other arm actuator functioning.

While the crate is being carried, the two 'Mechs must remain one behind the other, and move in single file. They share one initiative roll and move at the same time. The lead 'Mech may not fire directly to his rear; the trailing 'Mech may not fire directly to his front.

If at all possible, two 'Mechs must carry the crate, as it contains delicate components. If only one 'Mech can meet the standards for carrying the crate, then the crate may be dragged at half his movement rate.

McKinnon's *Marauder* and/or Litton's *Warhammer* may carry the crate by rigging cables to the crate. It takes these 'Mechs one extra turn to pick up the crate in the first place. As long as they do not leave the hex where they drop the crate, it will take them one turn to pick it up again.

4. Recovering the Wounded: A 'Mech can drag another 'Mech if his arms and hands meet the strictures for carrying the crate. A 'Mech may drag up to his own weight plus half again as much at no penalty to movement. A 'Mech may drag more than this to a maximum of two-and-a-half times his own weight. He will have only half his normal movement. While thus encumbered, a 'Mech cannot jump. It takes one complete turn to get hold of a 'Mech. Neither 'Mech may fire or move that turn. The 'Mech being dragged may not fire at all. The 'Mech being dragged must be friendly.

5. Encumbered Mechs: If a 'Mech is charged while he is carrying anything and the charger makes his To-Hit Roll, then the 'Mech drops what he was carrying. The object being carried or dragged is assumed to have been displaced with the 'Mech that was carrying it.

Any time an encumbered 'Mech is forced to make a *Piloting* Skill Roll, he will drop whatever he is carrying regardless of the roll.

SCENARIO 1

HIDE AND SEEK
MAY 1, 3029

From the Interrogation of Frank Woomack, May 6, 3029

MCKINNON: All right, Weasel, where were you going when you met Nomura?

WOOMACK: None of your business, wart-face.

MCKINNON: Look, the sooner you tell us what went on, the sooner you can go back to your pack. Give us your version of the battle.

WOOMACK: We were trying to make tracks and, uh, we weren't paying much attention to what was going on around us. We thought you guys were five or six days away. Besides, we were in such a hurry, it probably wouldn't have made any difference if we had known. We didn't have the time to spend fooling around trying to avoid you.

Anyway, Ihor happened to glance back and saw Nomura come boiling up, so we dumped the crate behind a low rise and got ready. After seeing who it was, I thought it would be easy. I mean, after all, none of her 'Mechs could go one-on-one with my guys, and I didn't think she had seen what we were carrying. She just came bounding in like some kind of overgrown jackrabbit without paying much attention to us. Hopping from cover to cover, her lance went straight to where we hid the crate. I was pretty disgusted by this time because it's darn hard to hit one of these little goomers when they're at speed.

My spirits picked up when I saw the *Wasp* stop to take pictures. I really let him have it, although I only hit him with my two PPC's because my heat was building up. Right after that, my machine shut down, and by the time I got back into action, Nomura already had her folks getting out. I knew we didn't have enough time to go chasing all over creation after them.
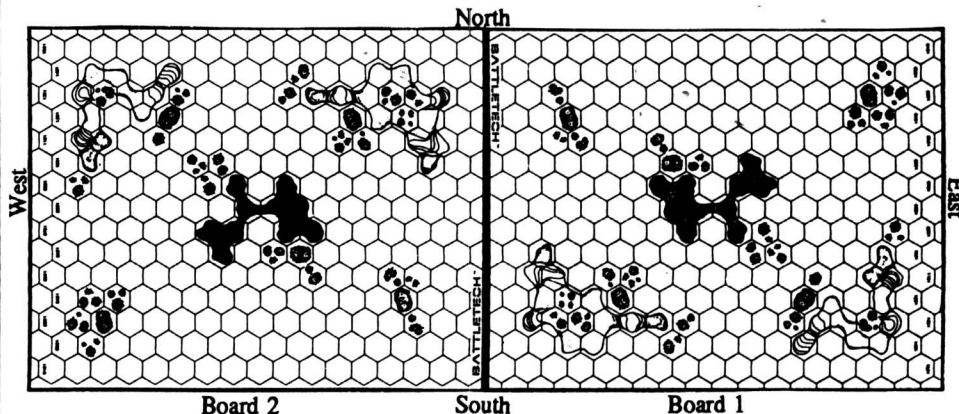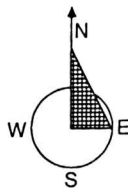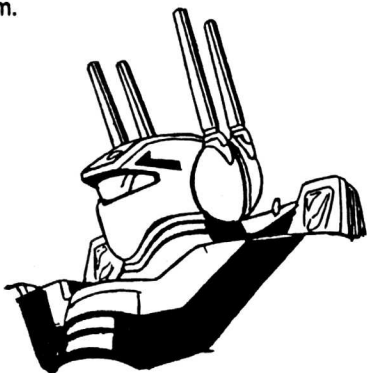
GAME SET-UP

Lay out two BattleTech game maps in the illustrated configuration. Prepare BattleMech Record Sheets for all 'Mechs involved in this action. **Hide And Seek** should be played using Expert BattleTech rules.

The Defender deploys first.

Defender
Woomack's Command Lance
Woomack's *Warhammer*
Takata's *Thunderbolt*
Bastek's *Wolverine*
Masnyk's *Phoenix Hawk*

Deployment:
Woomack's Lance may set up anywhere on board 2 or the western half of board 1. The crate may be placed anywhere on the two boards. A counter or marker should be used to show the crate's location.

Attacker
Nomura's Recon Lance
Nomura's *Griffin*
McKinnon's *Shadow Hawk*
Alvarez' *Wasp*
Grey's *Stinger*

Deployment:
Nomura's lance may enter anywhere along the east edge of map 1.

Each company has set up their base camp on the planet. Woomack and his company have begun the process of recovering parts and equipment from under the watch of McKinnon's Raiders. McKinnon, never one to wait for the action to come to him, orders aggressive recon patrols in a wide radius around his base camp.

McKinnon's Recon Lance, commanded by Nomura, spots and closes with Woomack's Command Lance. Outmatched in fire-power, Nomura's goal is to get close enough to Woomack to see what he is doing and what he is carrying. Woomack must try to avoid this. Failing that, he must inflict damage to the recon lance and leave the field before McKinnon reinforcements can be brought up.

Victory Conditions

In order to win, Nomura's lance must gain a line-of-sight to the crate with at least one 'Mech. That 'Mech must remain in line-of-sight of the crate and be stationary for one turn. After this has been done, at least one 'Mech must escape off the east, north, or south edges of Board 1.

Woomack's command lance must avoid Nomura's recon lance's conditions in order to win.

Nomura may withdraw 'Mechs off her edges of the board without penalty at any time, but these 'Mechs may not reenter the map. Nomura's map edges are the east, north, or south edges of Board 1.

Regardless of who wins, go on to Scenario 2: **Wolf Trap.**

SCENARIO 2

WOLF TRAP:
MAY 2, 3029

Excerpts from McKinnon: The Man, The Myth, The MechWarrior", by Ian McKinnon and Casper Pallance

When I saw the tapes on Nomura's patrol, I got out the spatial survey maps and plotted the Weasel's probable course. It led straight to a large mesa that looked like an ideal landing site. The Weasel doesn't usually settle for half-measures, so it seemed strange that he hadn't done more than just drive her away. What this told me was that he must have been in a hurry. I decided to take the chance that he didn't even have time to try to throw us off the trail. I decided on going to the nearest oasis, figuring that the Weasel would have to stop there for water.

When we got to the oasis, I called a skull session to map out our plans. Paul said it sure would be nice if we could surprise the Weasel, to which everyone nodded agreement. Austin was working on a piece of armorplate, preparing to attach it as a patch to his 'Mech. He sprayed it with a sealant. Trying not to get any of the sealant on his fingers, he accidentally dropped the armor plate on the sand. It spooked us a little bit. I idly watched him pick it up, and noticed there was no sand on it. Suddenly, I saw how we could hide by burying our 'Mechs! After some experimentation, I found that the sealant definitely kept sand from getting in our actuators. With that, I realized we just might get away with it...
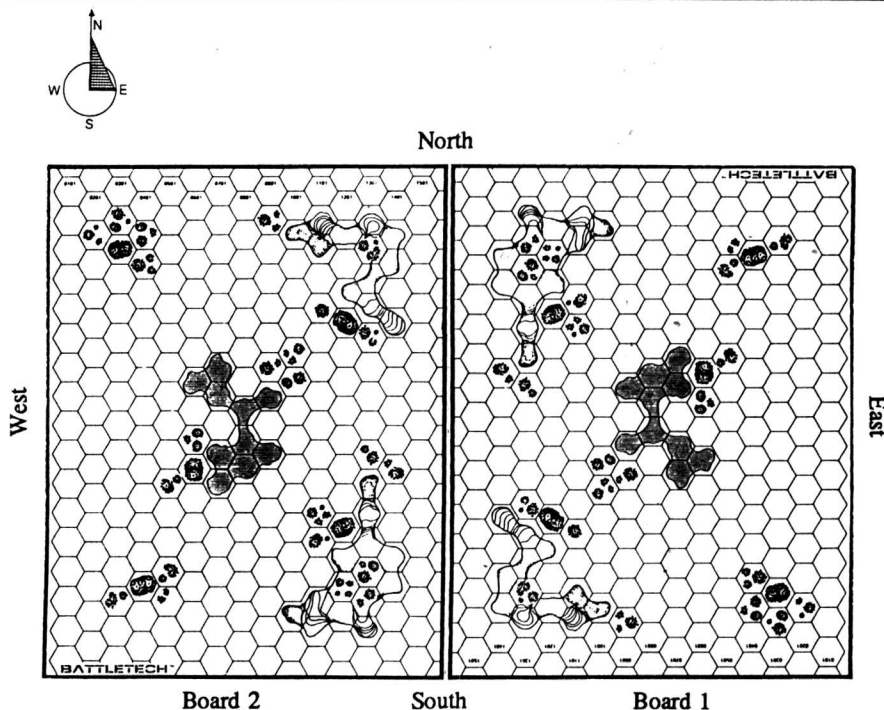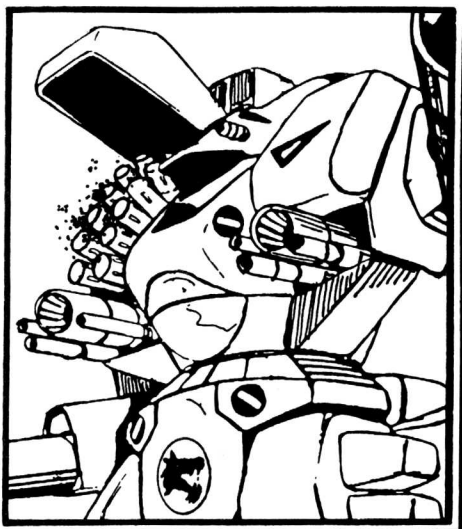
North

West

East

Board 2   South   Board 1

GAME SET-UP

Lay out the two BattleTech mapsheets as in the illustrated configuration. Prepare BattleMech Record Sheets for all 'Mechs involved in this action. **Wolf Trap** should be played using Expert BattleTech rules.
The Attacker deploys first.

Defender
Woomack's Command Lance from Wolf's Dragoons
Woomack's *Warhammer*
Takata's *Thunderbolt*
Basteks' *Wolverine*
Masnyk's *Phoenix Hawk*

Deployment:
Woomack's Lance enters anywhere on the east edge of the map. They are carrying the crate at the beginning of the scenario.
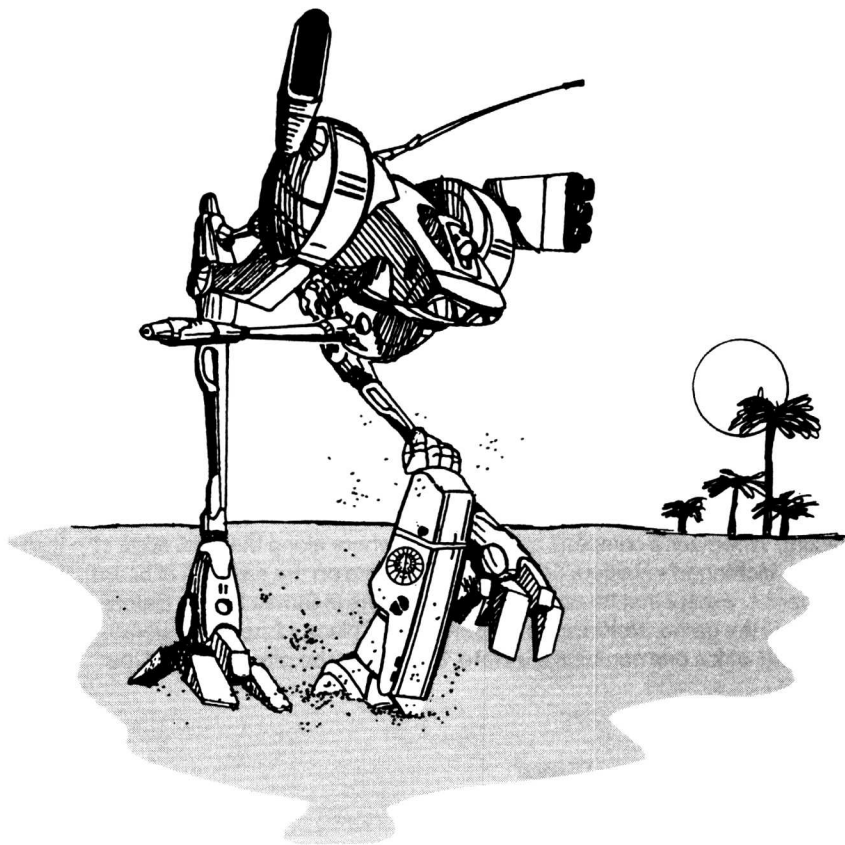
Attacker
McKinnon's Command Lance
McKinnon's *Marauder*
Lytton's *Warhammer*
Danton's *Phoenix Hawk*
Vorster's *Stinger*

Deployment:
McKinnon's Command Lance may bury themselves in any Level 0 hex on on either board, except in Woods hexes.

When Nomura's Recon Lance returned to McKinnon's base camp, she reported that Woomack was carrying crates and would not stop to engage. McKinnon assumed that the crates were full of spare parts, and he prepared to set-up an ambush. By studying the surrounding terrain, an oasis site was selected, both because it was in Woomack's path of travel and close enough that McKinnon could get there before Woomack.

The fluke discovery that standard armor sealant also repulsed sand prompted McKinnon to attempt a novel tactic of concealment. By selective application of the sealant at the joints of McKinnon's 'Mechs, they were made sand-proof— at least temporarily. This allowed McKinnon's 'Mechs to hide in the sand, which gave him total tactical surprise when Woomack walked into the ambush site.

Victory Conditions

To win, McKinnon's Command Lance must capture the crate and escape via the east edge of Board 1.

Woomack's Command Lance must take the crate off the west edge of Board 2.

Either side may withdraw 'Mechs off their edges of the board without penalty at any time. These 'Mechs may not reenter the map. The Raiders' edge is the east edge of Board 1. Woomack's is the west edge of Board 2.

If McKinnon's Command Lance wins, go on to Scenario 3: **The Fox's Lair**; otherwise go to Scenario 4: **If At First You Don't Succeed.**

Special Rules

Buried 'Mechs: A 'Mech may not fire while buried. On the turn that a buried 'Mech moves, he is no longer considered hidden and can be treated normally for movement and combat. It costs 2 MP to unearth a 'Mech, and that includes the cost of standing. No *Piloting* Skill Roll need be made. The 'Mech may face any hexside when he stands. All of the 'Mechs must come out of the sand at once. McKinnon may choose to have them pop up at ANY time during the movement phase of each turn. On the turn that they appear, Woomack's lance may not fire.

SCENARIO 3

THE FOX'S LAIR
MAY 5, 3029

From the Interrogation of Frank Woomack, May 8, 3029

NOMURA: You still haven't told us why you were here and why you were in such a hurry.

WOOMACK: Well, it doesn't much matter now. I'm sure the Dragoons have made it out. We were taking one of the last crates from the parts depot to our landing site. Wolf realized we had to evacuate when he saw traces of a survey ship having landed. We started cleaning things out immediately.

Wolf figured you guys would be here almost on top of that survey ship, and so we decided to use the mesa as a base because it didn't stick out and would let us leave the planet unnoticed when you guys got here. Boy, I'll bet your fellow officers will be red-faced when they find out that your fool company was the only one to find any of the crates or get one.

NOMURA: What do you mean, crates? How many were there?

WOOMACK: Well, there must have been, oh heck, maybe three or four dozen of them.

MCKINNON: Did all the crates contain the same thing?

WOOMACK: Heck, no. Some of them had whole Mechs in them. Others had some equipment we haven't seen since the Imperium.

∞∞∞∞∞∞∞∞∞∞∞∞∞∞

NOMURA: Let's get back to business. If you had so many crates already, why did you risk coming back to get the one we had?

WOOMACK: Because it was the only one that had neural helmets and cockpit computers.

NOMURA: If that's true, why didn't you take this crate sooner?

WOOMACK: It wasn't the only crate going out at the time. You guys just happened to bump into me. There were at least eleven or twelve crates in the same area. My boys had two more you never saw. That's why we took so long getting back for this one. We dumped those two off at the mesa first. Besides, there were more important things to be taken.

∞∞∞∞∞∞∞∞∞∞∞∞∞∞

Board 2   South   Board 1
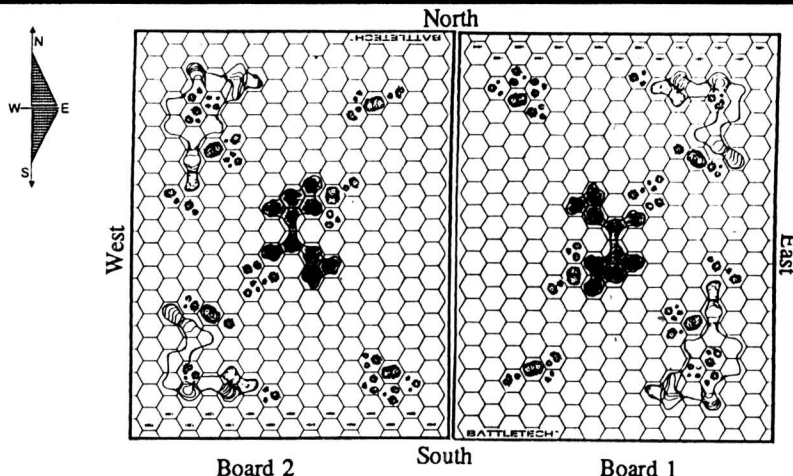
GAME SET-UP

Board Layout and Deployment

Boards 1 and 2 abut on their long sides, with hexes 0109 and 0108 adjacent. Woomack's company may enter anywhere along the west edge of Board 2. McKinnon's Raiders deploy first anywhere on the east half of board 2 or board 1, except that he cannot start his 'Mechs in Stores hexes. Before the start of the game, McKinnon's Raiders should place 12 hexes of stores, and record which one contains the crate. Stores may be placed in any type of terrain.

Defender

Woomack's Command Lance
McLean's Medium Lance
Target's Recon Lance

Attacker

McKinnon's Command Lance
Ryder's Medium Lance
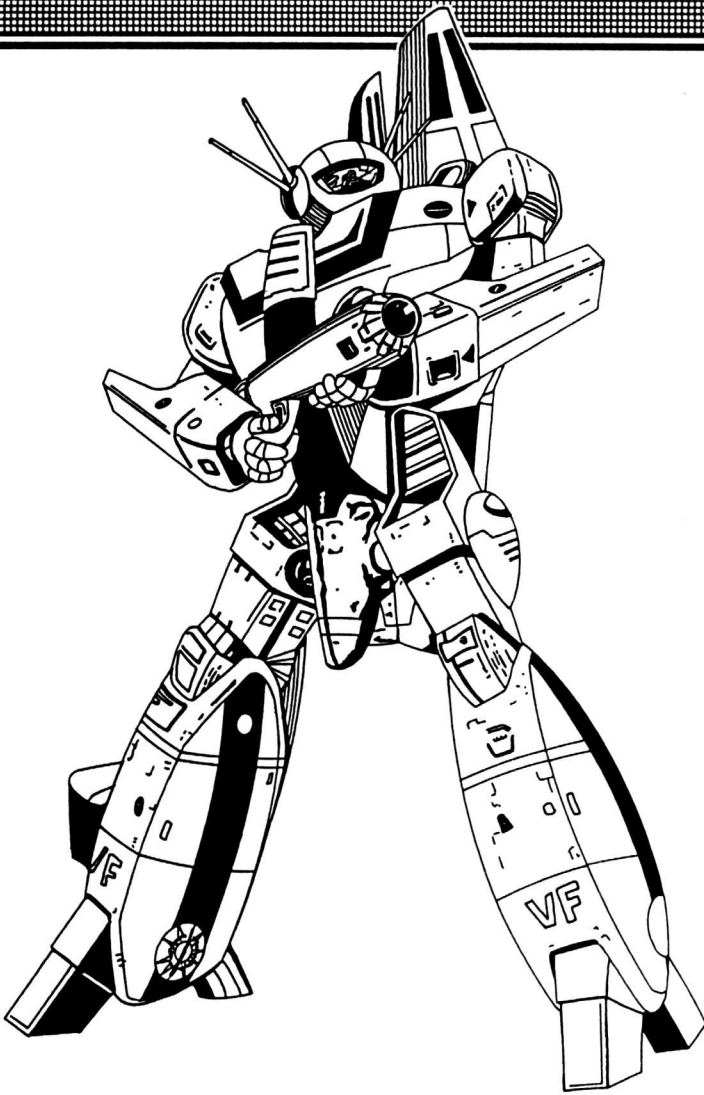Nomura's Recon Lance

Victory Conditions

Either company may withdraw off their sides of the board wholly or in part without penalty at any time. The Raiders' side is the east edge; Woomack's side is the west edge. Withdrawn 'Mechs may not reenter the board. The scenario ends when Woomack's company has withdrawn their last 'Mech capable of movement.

McKinnon's Raiders get 2 points for each hex of stores remaining at the end of the game. If McKinnon's Raiders fire a shot that leads to the destruction of the crate, McKinnon's Raiders lose 6 points. McKinnon's troops may not fire a shot deliberately aimed at destroying the crate.

Woomack's company gets 2 points for each hex of stores that are destroyed. If Woomack's company fires a shot that leads to the destruction of the crate, Woomack's company loses 12 points.

The side that possesses the crate at the end of the scenario receives 6 points. Total the points for both sides separately. The side that has the most points wins this scenario.
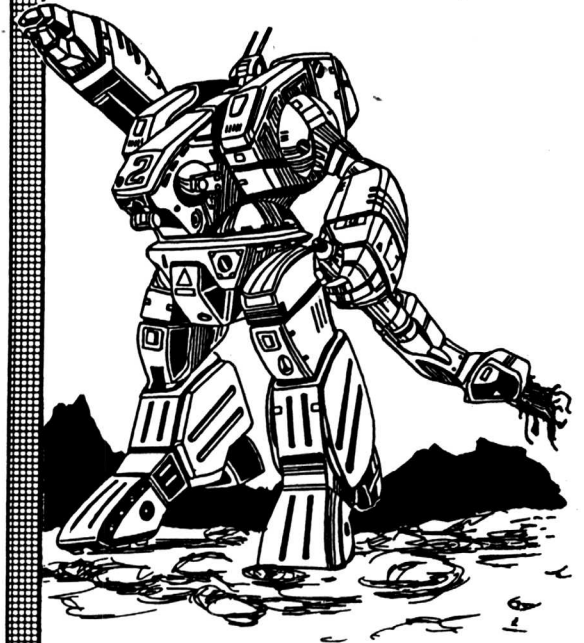
After losing the crate with the cache's only supply of neuro-helmets, Woomack planned a quick, full-company strike against McKinnon's base camp. The objectives of Woomack's lances are the recovery of the crate, the destruction of the camp, and the destruction of as many of McKinnon's 'Mechs as possible.

The Fox's Lair

Hey, Bunny, no call to get nasty just because your lance took a beating. I thought it was real cool how I buffaloed you into fooling around with my medium and light lances while I went in and did a number on your camp. I especially enjoyed wasting that *Shadow Hawk*. I thought it was particularly kind of your techs to place all your spares in nice neat little rows so I could step on them and shoot them up.

And, McKinnon, you had no call to pop the top on Larry's *Wolverine*. He's going to be out of action for months. After all, your guys got to punch out, didn't they?

Your turn will come, McKinnon; there'll be another battle. You can't go on being lucky forever. At least Ryder was nice enough to offer me parole. If it had been up to you, I'll bet you would have had me shot.

Special Rules

1. Foxholes: Each of the Raiders' 'Mechs start the game in a foxhole. The foxholes may not be destroyed. A foxhole acts like a Level 1 elevation surrounding the 'Mech within. This benefit can only be applied to the 'Mech within the foxhole. A foxhole may not be dug in a stores hex.

2. Stores Hexes: Treat the stores hexes as rough terrain for movement and combat. A 'Mech wishing to search a stores hex must remain in the stores hex for one complete turn, and may not conduct combat. He can, however, turn in place. If the 'Mech decides to attack, his search is aborted, and he must search again on a subsequent turn. At the end of the turn during which he successfully completes his search, McKinnon's Raiders must tell Woomack's company if the crate is in that hex.

A Stores hex may be destroyed by setting it on fire or accidentally turning it into rubble. A Stores hex may be set on fire in the same manner as a Woods hex is. A Stores hex burns and will spread fire just as a Woods hex will. A Stores hex may be accidentally turned into rubble or set on fire in the same way a Woods hex is.

SCENARIO 4

IF AT FIRST YOU DON'T SUCCEED

MAY 7, 3029

Excerpts from McKinnon: The Man, The Myth, The MechWarrior", by Ian McKinnon and Casper Pallance

I have been asked what I might have done had my ambush failed, but the answer is simple. I would have tried again, only this time I would have used my whole company. Because I already knew where Woomack was headed, I don't think it would have been too hard to arrange another rendezvous. We probably wouldn't have had time to try a second ambush. It would have been enough just to get there ahead of him without any fancy footwork.

Even without knowing what was in the crate, I knew it had to be important. 'Mechs aren't normally used as pack mules. After my unit's second contact, I knew that my guess about his destination was right, and I also knew that, in fact, he was in a hurry to get off the planet and therefore couldn't deviate from his course.

Weasel was right about my fellow officers. Things were real quiet in the officers' mess around my table for a while. Not many people like a maverick who's right. Much as he wanted to, Vanur couldn't penalize me for stretching his orders after the results I got.

Because I got the crate the first time out, this second plan wasn't necessary. I'm glad it wasn't, considering how much we suffered when Weasel came to take his play-pretty back. It would have been real ugly, because he would have been expecting us and we wouldn't have been able to pull any shenanigans. It would have been hammer and tongs until one of us said "uncle."
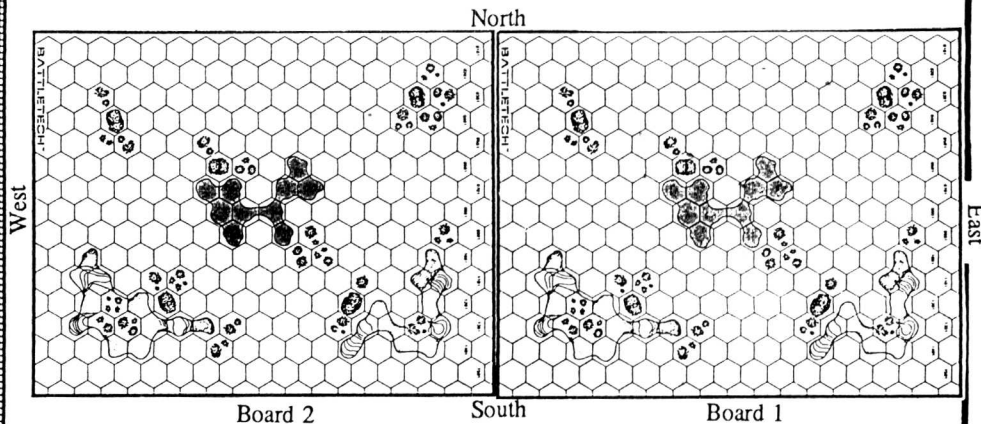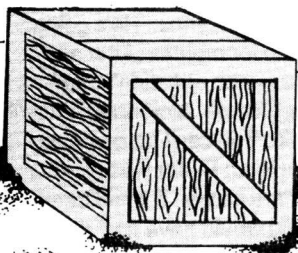
GAME SET-UP

Lay out the two BattleTech mapsheets as in the illustrated configuration. Prepare BattleMech Record Sheet for all 'Mechs involved in this action. This scenario should be played using Expert Battle Tech rule
The Defender deploys first.

Defender
Woomack's Command Lance
McLean's Medium Lance
Target's Recon Lance

Deployment:
Woomack's Lance enters anywhere on the east edge of the map. They are carrying the crate at the beginning of the scenario.

Attacker
McKinnon's Command Lance
Ryder's Medium Lance
Nomura's Recon Lance

Deployment:
McKinnon's Company enters from the west edge of the map.

Victory Conditions
To win, McKinnon's Raiders must capture the crate and escape via the east edge of Board 1.

Woomack's company must take the crate off the west edge of Board 2.

If McKinnon's Command Lance won, go to Scenario 3: **The Fox's Lair.** Otherwise, Woomack will escape to the mesa with the last crate of spare parts, and McKinnon will have been bested by Wolf's Dragoons once again.

THE FOX'S TEETH
EXPLOITS OF McKINNON'S RAIDERS

BATTLETECH™

BATTLETECH © 1985 FASA Corporation

The mercenary company McKinnon's Raiders was nicknamed **The Fox's Teeth** for their long and successful history in carrying out the policies of Hanse "The Fox" Davion. Now considered a house unit of the House of Davion, the most powerful of the Successor States, McKinnon's Raiders has a remarkable history of loyalty under the most trying of circumstances.

This scenario set details the history of McKinnon's Raiders, profiles the statistics and condition of the members of the company and includes 14 scenarios pitting the Raiders against the wide variety of opponents they have fought throughout their colorful past.

Some of the scenarios included are:

A Stab in the Back   *Cry Vengeance!*
Fear No Evil   *Fox At Bay*
The Swarms Sting   *Battle For Udibi*
Trial By Combat   (A 4 scenario campaign)

Command Lance
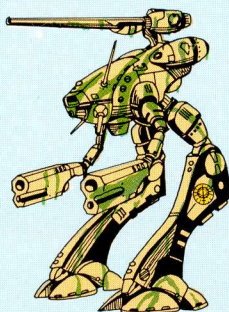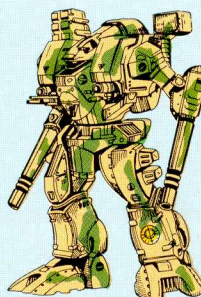
Marauder McKinnon   **Warhammer** Lytton   **Phoenix Hawk** Danton   **Stinger** Vorster

Medium Lance
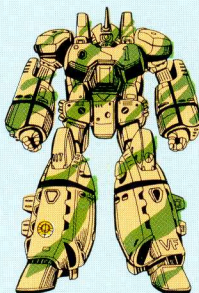
Crusader Ryder   **Phoenix Hawk** Chipende   **Rifleman** Lang   **Wasp** Dekker
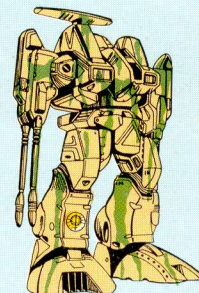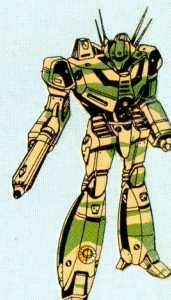
Recon Lance
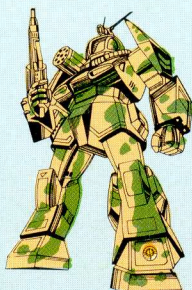
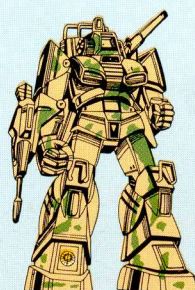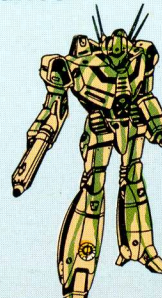**Griffin** Nomura   **Shadow Hawk** McKinnon   **Wasp** Alvarez   **Stinger** Grey