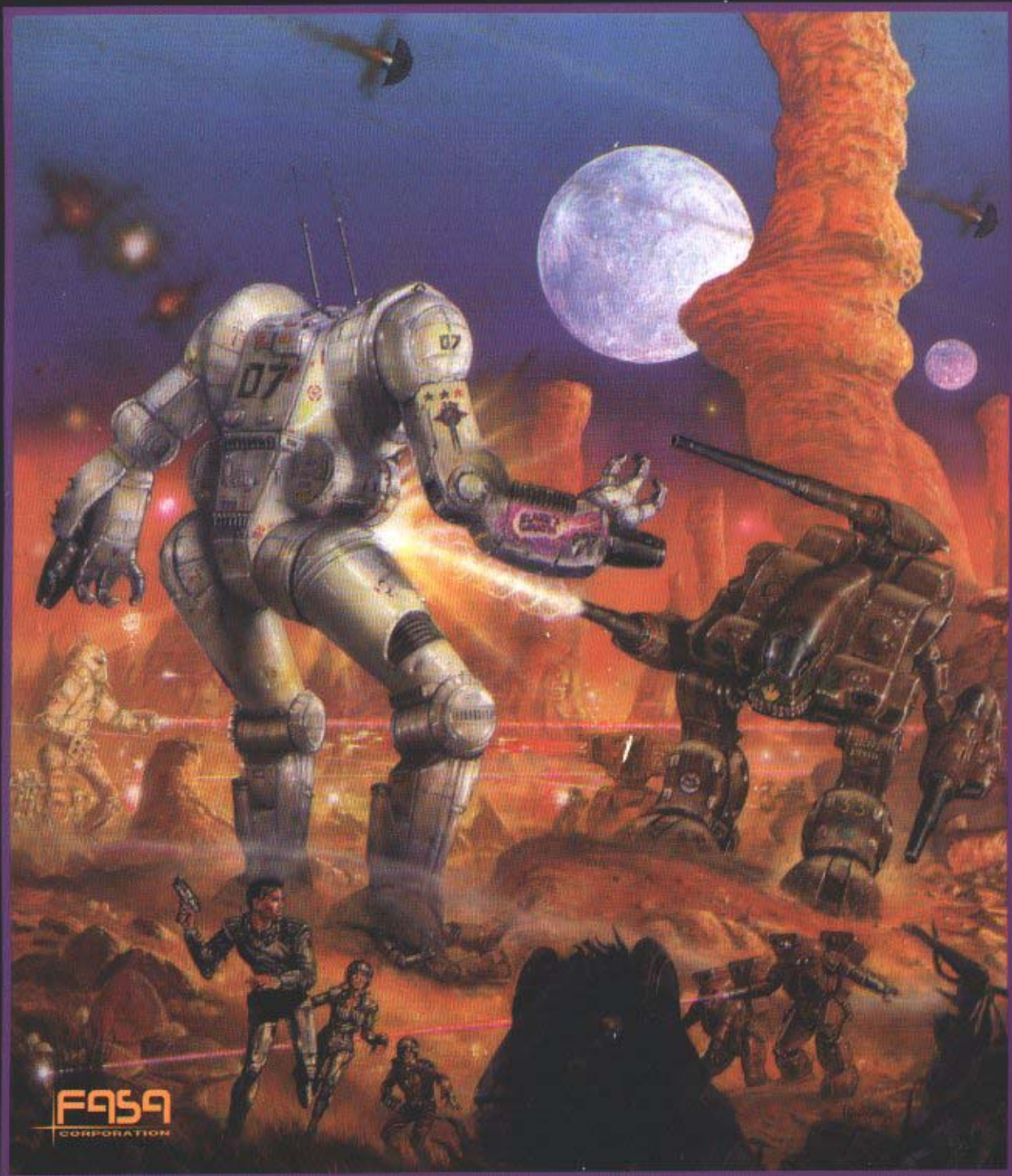


# TUKAYID™



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CORPORATION

JEFFREY LAYTON

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BATTLETECH® 1685





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Printed in the United States of America.

Published by FASA Corporation, 1100 W. Cermak Rd., Ste. B305  
Chicago, IL 60608





## INTRODUCTION

Tukayyid. The name resounds in history, in the company of such famed battles as Crécy, Agincourt, Midway, and others.

The backwater world of Tukayyid, proxy planet for Terra, played unfortunate host to the Com Guards' stand against the Clans who invaded the Inner Sphere, pitting fifty regiments of BattleMechs, armor, and infantry against twenty-five Galaxies of Clan OmniMechs and Elementals. Never before in the history of the Inner Sphere or the Clans has there been a single battle of such gigantic proportions.

And the Com Guards won. The Truce of Tukayyid stopped the Clans' advance toward Terra for fifteen years. The Successor States of the Inner Sphere know they must spend those years finding a way to upgrade their armaments enough to prevent the invaders from advancing any nearer to the cradle of humanity. . . or from conquering any more Inner Sphere planets in the process.

In the four brief years since it was fought, the battle of Tukayyid has taken on tremendous historical importance. This one event allowed the Inner Sphere continued survival, handed the Clans their greatest defeat, and serves as a textbook study of Inner Sphere 'Mech versus Clan OmniMech battles in a variety of terrain.

Clearly, the key factors in deciding victory on Tukayyid were the availability of supplies and the number and type of troops allowed to engage the enemy. The majority of the Clans, accustomed to fighting fierce battles that quickly led to decisive victories, did not prepare for the lengthy fighting on Tukayyid. Only Clan Wolf took care to ensure adequate supplies, first by fitting most of their OmniMechs with energy weapons, and also by creating adequate supply caches with sufficient defenses to keep them out of enemy hands. On advice from ilKhan Ulric Kerensky, Clan Ghost Bear also configured many 'Mechs with energy weapons and, during the fighting, when the Ghost Bears' supplies began to run dangerously low, gave priority to capturing Com Guard supply caches. Further, those Clans that practiced *batchall* weakened their forces to dangerously low levels through the bidding process.

How did these factors affect the outcome on Tukayyid? Only Clan Wolf both provided for adequate supplies and forbade *batchall*; because of their foresight, they alone took both of their target cities and won a decisive victory for the Clans. Clan Ghost Bear, by capturing Com Guard materiel, took the city of Spanac and thereby won a marginal victory. Clan Jade Falcon's choice to disallow bidding aided them in fighting the Com Guards to a draw (based on relative troop losses). The other four Clans practiced *batchall* and ignored the need for adequate supply lines, and they suf-

fered because of those choices. The Com Guards decisively defeated the Steel Vipers, Smoke Jaguars, Nova Cats, and Diamond Sharks, and even the excellent performance of Clans Wolf and Ghost Bear could not save the Clans from a resounding overall defeat.

## HOW TO USE THIS BOOK

**Tukayyid** is a scenario pack for use with the **BattleTech** game system. Each scenario in this book recreates one of the major conflicts fought during the battle of Tukayyid. These scenarios can be played as separate, self-contained battles or as a larger campaign. The campaign allows players to simulate either the efforts of a particular Clan or the entire battle of Tukayyid. Because each Clan fought its battles alone, never asking aid from any other, each Clan's campaign appears in a separate section. When fighting a single Clan's battles, simply turn to the appropriate section in this book and play that Clan's scenarios in the order given (which is the actual order in which they occurred). If playing the entire Tukayyid campaign, run the scenarios in the order in which they are numbered. This places each battle roughly within the actual chronological order of the historical action. Before beginning the game, players should decide which scenarios to play and determine who will take the parts of the Com Guards and the Clans.

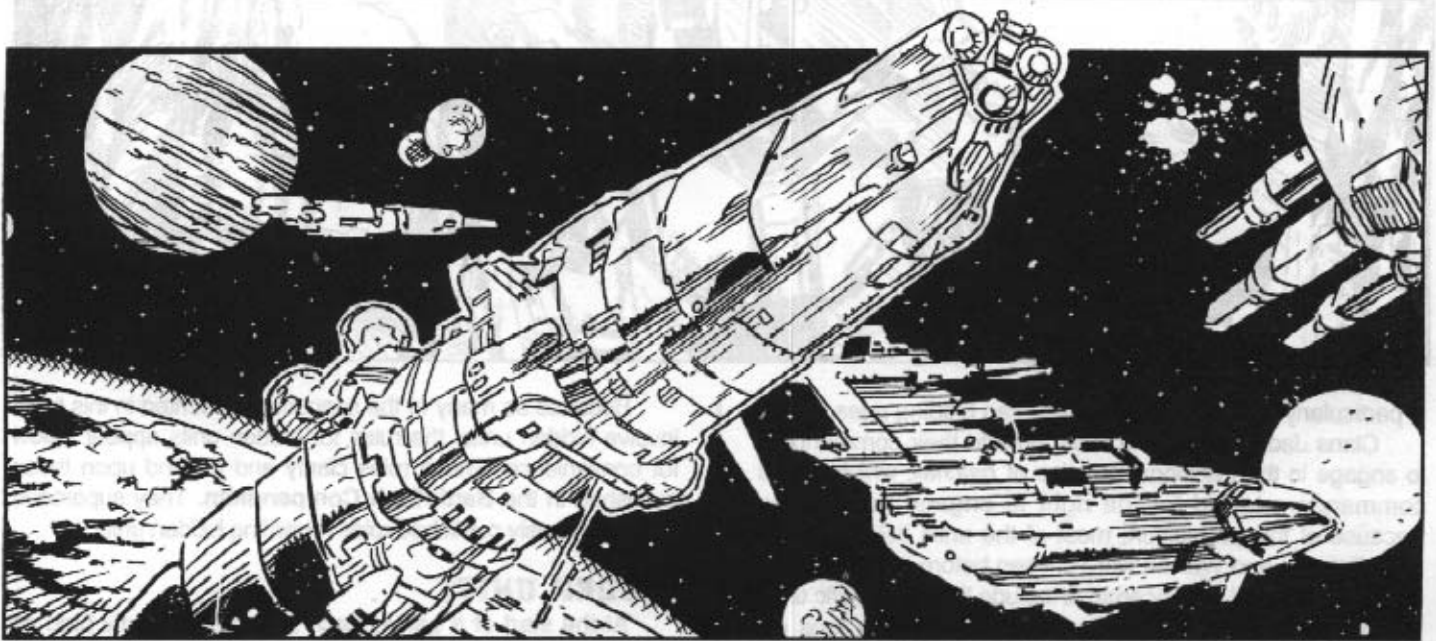
The **Tukayyid** scenario pack offers a unique system for choosing forces that gives both players more control over the number and configuration of troops they will commit to each scenario. The unit acquisition system (see p. 18) allows players to experiment with forces as well as strategy to create a unique version of a historical battle. The published outcome of a battle need not be the most likely outcome, and by choosing different troops each time, players can reuse these scenarios, each battle offering an uncertain outcome.

As with all **BattleTech** games, multiple players may play each side. However, if the Clan players choose to use the rules for *batchall*, the bidding rules provide a system for determining which Clan player serves as the overall commander for the battle. See **Choosing Forces**, p. 20 in **Unit Acquisition**.

Historically, both the Clans and the Com Guards used aerospace support in the battle of Tukayyid. However, the scenarios in this pack provide a simplified version of the events on Tukayyid, focusing on the ground actions rather than exploring the full scope of the battle. For purposes of this campaign, assume most aerospace actions took place between ground battles with the intention of disrupting supply lines and other, similar missions. However, because aerospace played such an important role in the Wolf Clan assault against the Com Guards in the Pozoristu Mountains, the Clan player may deploy air assets in two Wolf scenarios.



## INTRODUCTION



All of the scenarios use the **BattleTech** rules presented in the **BattleTech Compendium**. Game statistics for all the BattleMechs and vehicles used in the scenarios appear in **BattleTech Technical Readouts 3025, 3026, 2750, and 3050**. To run the scenarios, players will need **BattleTech Map Sets 2, 3, and 4**. A selection of **Ral Partha BattleTech** miniatures or other markers to represent the units on the mapsheets may also prove useful.

The rules included in each scenario provide the information needed to play out and determine the winner of the encounter. Each scenario begins with a first-person account of the engagement and a brief historical framework for the battle. Each scenario also includes sections entitled **Game Set-Up**, **Attacker**, **Defender**, **Victory Conditions**, and **Special Rules**.

**Game Set-Up** provides specific information needed to play the scenarios, including instructions on laying out mapsheets, directions for placing special terrain features, and suggestions of appropriate **BattleTech** rules to use. Some scenarios also include game set-up information to be used only when playing a campaign that continues from one scenario to another.

The **Attacker** and **Defender** sections provide details on the scenario's combatants and directions for deploying forces, and indicate the status of each side's units. A unit's status represents the relative quality of its troops, reflecting their experience and training, and determines each soldier's Gunnery and Piloting Skill unless otherwise noted. Troops are rated as green, regular, veteran, or elite. To find the appropriate skill levels for each rating, consult the Status Table.

## STATUS TABLE

Unit Status	Inner Sphere (Gunnery/Piloting)	Clan (Gunnery/Piloting)
Green	5/6	—
Regular	4/5	3/4
Veteran	3/4	2/3
Elite	2/3	1/2

Players use the **Victory Conditions** to determine the outcome of the encounter. These vary from scenario to scenario. In combat, an action rarely continues until one side is obliterated. Both sides often claim victory if they achieve their tactical objectives. **Victory Conditions** simulates this fact of warfare by creating specific objectives one or both opponents may seek to achieve by their actions in a scenario.

**Special Rules** lists any rules needed to play the scenario that are not part of the standard **BattleTech** rules. A subsection entitled **Honor Levels** describes restrictions to Clan actions based on Clan honor that apply to Clan units in each scenario (see **Playing the Clans**, p. 7 of this book, for more information).

Three sections, entitled **Playing the Clans**, **Playing the Com Guards**, and **Unit Acquisition**, precede the scenarios. **Playing the Clans** and **Playing the Com Guards** provide special rules and notes and any unique 'Mechs needed for playing each of the two sides involved in the Tukayyid conflict. **Unit Acquisition** presents guidelines and tables for determining the exact forces each side will use. This section



## INTRODUCTION



is particularly important when using Clan bidding rules.

Clans Jade Falcon and Wolf forbade their commanders to engage in the traditional practice of *batchall*, which allows commanders to bid for the right to engage the enemy. Because of this prohibition, most of the units fielded by the Jade Falcons and Wolves were chosen before the battle, and so the Falcon and Wolf scenarios include lists of specific units that fought in each engagement. The remaining Clans did use *batchall*, and so for the scenarios involving the Steel Vipers, Ghost Bears, Smoke Jaguars, Nova Cats, and Diamond Sharks, both Clan and Com Guards players must choose units from the Unit Acquisition Tables, which list those units available to each Clan and to the Com Guards.

## HIDDEN UNIT SET-UP AND GAMEMASTER

Because much of the action on Tukayyid involved ambushes and attacks that succeeded only through the element of surprise, the scenarios in this book work best if they are set up by a non-player gamemaster. Players may take turns acting as gamemaster, provided that the gamemaster chosen for each scenario to be played reads only the information in that scenario. The gamemaster tells the player representing the Com Guards and those representing the Clans what information is available at the start of each scenario.

If the players choose not to use a gamemaster, then the player(s) taking the role of the Com Guards should read the chosen scenarios. He then sets up the battle and tells the Clan players what they would know about the scenario before it begins.

Before beginning play, the Com Guard players must write down the location of all of ComStar's hidden units and give this list to the gamemaster or seal a copy of the list in an envelope and give the envelope to the Clan players. As the Com Guard units are revealed, the Clan players may note each unit's starting location and compare it with the list after the game ends. This system will reduce the temptation for the Com Guard player to, in mid-game, place hidden units wherever such units might gain him the greatest advantage.

Because so many of the scenarios presented in this book involve hidden units, the rules for hidden units appear below for convenience. These rules clarify and expand upon those published in the **BattleTech Compendium**. They supersede other previously published rules regarding hidden units.

## HIDDEN UNITS

At the start of a game, each side may secretly hide on the map a number of units determined by the scenario being played, or agreed to by all players. Players should write down the number of each hex in which a unit is hidden and designate the unit's facing.

BattleMechs cannot be hidden in Clear or Paved hexes.

Hidden units will remain hidden until they attack or move, or until an enemy unit moves into their hex, attempts to move into their hex, or ends its movement adjacent to their hex.

If a unit attempts to enter a hex containing a hidden unit, and if doing so would violate the stacking rules (see **Stacking**, p. 17 of the **BattleTech Compendium**), the unit immediately ends its movement, and the hidden unit is revealed.

Hidden units cannot make physical attacks.

## Pointblank Shots

When an enemy unit moves into or ends its movement adjacent to a hex occupied by a hidden unit, the hidden unit may immediately fire a pointblank shot, but only if the unit was placed on the map as part of the game set-up and has not yet moved or fired. The unit may only fire weapons with a valid firing arc to the target, using a Range of 1. However, the hidden unit may immediately torso twist or rotate its turret in order to bring its weapons to bear against the target. Do not modify the base to-hit number for movement or terrain. Any damage takes effect immediately during the Movement Phase, and the results may affect the actions of the target unit for the rest of the phase. A unit attacking with a pointblank shot may not move, fire again, or perform any other action during that turn.



## PLAYING THE CLANS

Following his *batchall* with ComStar's Precentor Martial, Anastasius Focht, ilKhan Ulric Kerensky sent the following message to the warriors of Clan Wolf and to the Khans of the other invading Clans.

"Trothkin, today I have bid for the future of Terra. The Precentor Martial of ComStar has offered challenge from his Com Guards to all the Clans whose forces invaded the Inner Sphere. If we defeat them, they will cede the Court of the Star League to our control and give all of ComStar's considerable resources to our cause. Terra can be ours within the year.

"In return, the Precentor Martial demands that if his Com Guards defeat us, we must halt our advance at the current front line for the next fifteen years.

"I have accepted these terms.

"The Com Guards can field perhaps fifty regiments. In all likelihood, a force of twenty-five Galaxies is an appropriate response.

"I offer the following advice.

"Some will say that because the Com Guards have seen little combat, and because most warriors of the Inner Sphere have thus far proven weak and ill-equipped, that therefore the Com Guards are no worthy foe. Beware this dangerous assumption. ComStar pilots BattleMechs from the days of the Star League—though these units do not compare to our OmniMechs, they are far superior to the BattleMechs of the Successor States.

"This battle will be neither short nor easy, and I advise that we prepare for a long campaign. If you intend to win

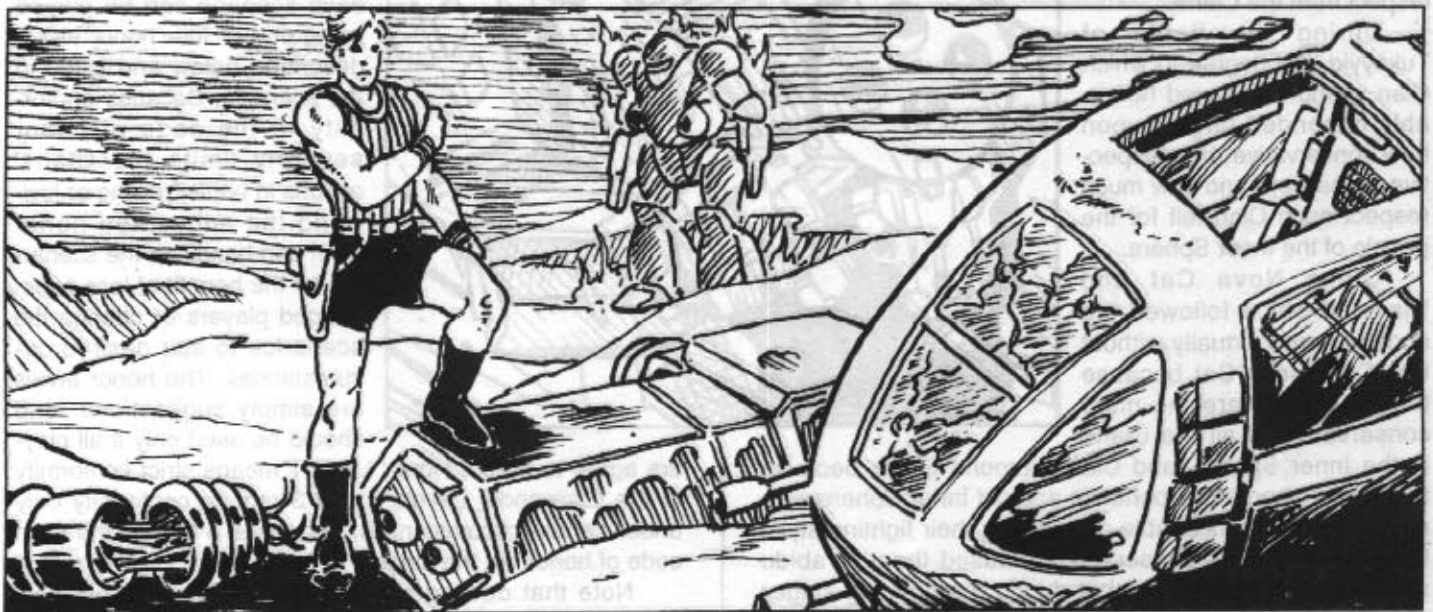
victory, configure your units with energy weapons and create and protect adequate supply lines.

"Our superior weapons are our greatest advantage. Wherever possible, confront the enemy at long range; make the most of that advantage. When facing Inner Sphere units equipped primarily with long-range missiles or other systems capable of striking at a distance, close and attack at pointblank range. Our enemies cannot respond effectively with ballistic weapons at such short ranges, and you will attack without fear of reprisal."

### CLAN HONOR

More than any other factor, the Clans' rigid code of honor allowed the armies of the Inner Sphere to effectively resist them. On the battlefield, most Clan warriors follow three conventions that weaken their fighting ability: the practice of dueling, refusal to engage in physical attacks during 'Mech combat, and reluctance to flee from a losing battle.

Unfortunately, as their advance on Terra stalled in the face of "treacherous" tactics used against them by Inner Sphere commanders, the Clans learned how to abandon their code of conduct when necessary. Beginning with their first contact with Inner Sphere MechWarriors in the Periphery, the Clans faced tactics that convinced them that the people of the Inner Sphere behaved with no sense of honor. Their reaction to this disappointing discovery varied. Most Clan MechWarriors continued to abide by Clan conventions of battle, refusing to lower themselves to their enemy's level by breaking their own code of honor. Others gave the enemy the benefit of the doubt, fighting in the Clan man-





## PLAYING THE CLANS

ner until the enemy behaved dishonorably. At that point, the Clan MechWarriors no longer considered themselves bound by their rules of battle and fought without regard for Clan honor. A few, believing that Inner Sphere MechWarriors did not deserve honorable treatment under any circumstances, threw the Clan rules of warfare to the winds.

When the ilKhan announced that he had accepted a challenge to battle the Com Guards on Tukayyid, many Clan MechWarriors hoped that the Com Guards would prove different from the "dishonorable" soldiers of the Successor States. Because the Com Guards used vintage Star League-era equipment and the Clans venerated the memory of the Star League, the Clans believed it possible that the Com Guards' sense of honor would be as spotless as their shiny, white BattleMechs.

The first skirmishes dashed that vain hope. The warriors of ComStar proved even more dishonorable by Clan standards than their Successor State allies; every battle seemed to turn on an ambush. Despite their "dishonorable" tactics, the Com Guards otherwise proved their fighting skill well enough to earn a certain measure of respect from the Clans.

During the battle of Tukayyid, the degree to which Clan warriors behaved honorably depended largely upon how conservative their respective Clans were and how much respect each Clan felt for the people of the Inner Sphere.

Clans Nova Cat and Diamond Shark followed the code of honor virtually without fail, Clan Nova Cat because their leaders were the most conservative of all the Clans in the Inner Sphere, and Clan Diamond Shark because their limited combat experience against Inner Sphere warriors made them incapable of adapting their fighting style. Clan Ghost Bear's conservatism caused them to abide strictly by the rules of combat during the opening stages of the battle, but a pragmatic streak coupled with a desire

to win the field at any cost soon overcame their reservations. By the end of the campaign, Clan Ghost Bear had learned to use all sorts of "slimy Inner Sphere tricks."

Clan Smoke Jaguar, still smarting from their defeat at Luthien, chose to bend the rules in the opening stages of the conflict. By the time the Com Guards forced them off the planet, they had abandoned all pretense of fighting honorably. Disgust at the Com Guards tactics, along with a fierce desire to make a better showing than Clan Wolf, caused the Khans of Clan Jade Falcon to declare the Com Guards *deztgra*, and so not entitled to honorable treatment

in battle. The Jade Falcon MechWarriors fought without restraint throughout the Tukayyid campaign. Clan Steel Viper took a moderate approach, heeding the code at the outset but disregarding the rules once their offensive began to bog down.

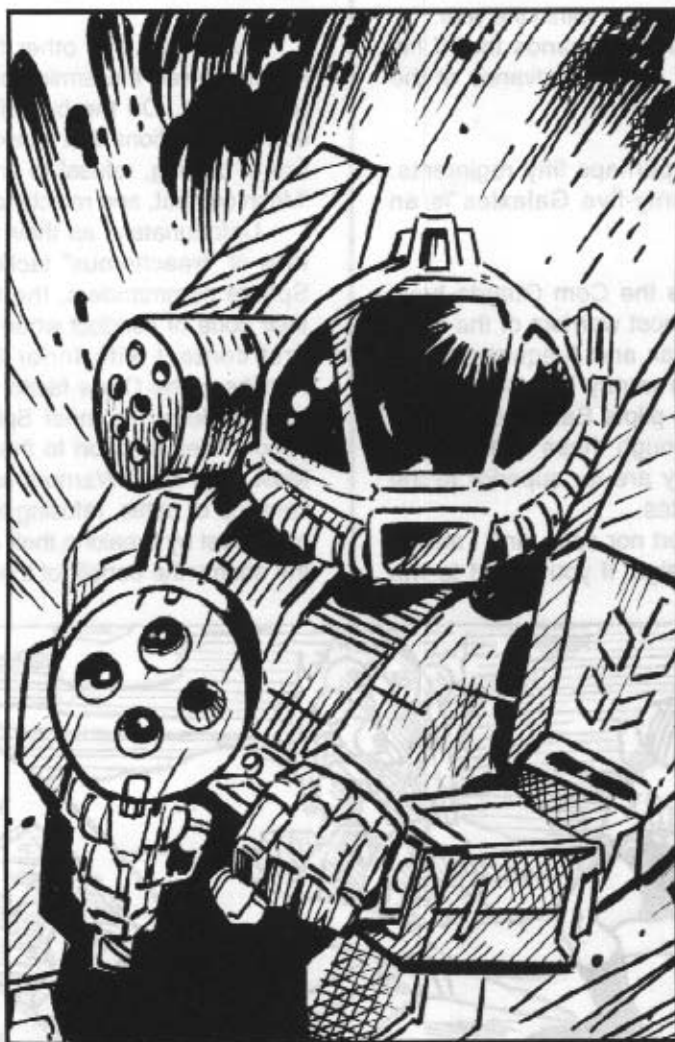
As for Clan Wolf, the lone victors of Tukayyid had done away with the foolishness of imposing impractical rules on how a warrior may fight long before they set foot on the world of the Clans' defeat.

### GAME USE

To help represent each battle's actual historical context, each scenario can be played using one of four honor levels described below and listed in the scenario. Because conformity to the code of honor severely limits the Clans' actions in battle, raising or lowering the suggested honor level can handicap the scenarios for the benefit of less-experienced players or change the scenarios to suit desired circumstances. The honor levels are simply suggestions and should be used only if all play-

ers agree to do so. Honor Level 1 means strict conformity to the Clan code; Levels 2 and 3 require conformity only under certain circumstances; and Level 4 throws the Clan code of honor out the airlock.

Note that dueling rules and restrictions on physical attacks apply only to enemy 'Mechs. Clan MechWarriors







## PLAYING THE CLANS

may attack armored and other infantry targets with no honor restrictions. Because Clan Wolf ignored Clan conventions of honor in all of its battles, the Wolf Clan scenarios have no honor levels listed; players may assume that Honor Level 4 applies to all Wolf Clan units.

### Dueling Rules

Under the rules for ritual dueling, or *zellbrigen*, Clan players must declare a target for each of their dueling 'Mechs. A typical declaration might sound something like, "I am MechWarrior Seth of Clan Steel Viper. I pilot the sole *Summoner* in Alpha Star. I hereby invoke the ritual of *zellbrigen* and challenge the pilot of the *Marauder* adorned with the unit designation eleven to a duel of warriors. In this solemn matter, let no one interfere!"

During a duel, no other Clan warrior may attack either of the dueling 'Mechs. If a third Com Guard unit interferes with a duel, the dueling Clan warrior may attack that unit, provided that another Clan 'Mech has not already challenged the interloper to a duel. A duel ends when one combatant is destroyed, disabled, or retreats from the battlefield.

The *zellbrigen* honor levels are as follows. At Level 1, the Clan warrior upholds all the rules of dueling regardless of his opponent's actions. At Level 2, the Clan warrior follows the rules of dueling unless and until the Com Guard unit takes action that violates the Clan honor code (a third party interfering, a unit involved in one duel firing on a 'Mech involved in another duel, and so on). The duel immediately degenerates into a free-for-all. During the Weapon Attack Phase, if a player declares that his unit will fire on a target already involved in a duel, any Clan player whose declaration of *zellbrigen* follows the Com Guards declaration of a "dishonorable attack" may attack the 'Mech that declared the dishonorable attack without regard for honor rules. At Level 3, any infringement of Clan honor in the dueling rules renders the entire ritual of *zellbrigen* null and void, leaving the Clan 'Mechs free to attack any enemy unit without restraint for the remainder of the game. At Level 4, dueling rules do not apply.

### Physical Attacks

Unlike the formal ritual used to govern dueling, the Clans' dislike of physical attacks in 'Mech combat is simply an informal, if widespread, custom. No explanation has ever been given for this. It may be that Nicholas Kerensky made a deliberate choice to encourage a long-range fighting style.

The four levels of restriction against physical attacks are as follows. At Level 1, a Clan warrior never makes physical attacks in 'Mech combat. At Level 2, a Clan warrior may only make a physical attack if an enemy unit makes one first. During the Physical Attack Phase, if a ComStar player

declares a physical attack, any Clan player whose declaration follows that violation may freely engage that 'Mech in physical combat. At Level 3, a single physical attack by a ComStar 'Mech allows all Clan warriors to retaliate in kind against all enemy units for the remainder of the game. At Level 4, the Clans ignore the taboo against physical attacks.

### Retreating from Battle

Clan MechWarriors despise their Inner Sphere counterparts because they consider Inner Sphere nothing but a bunch of dirty freebirths fighting in inferior 'Mechs. Unless ordered to do so by a superior officer, retreating from a battle with such an inferior opponent disgraces a Clan warrior almost beyond redemption. When allowed to choose whether or not to flee a losing battle, many prefer to fight to the death.

The four levels of refusal to flee are as follows. At Level 1, a Clan warrior never retreats. At Level 2, Clan warriors may retreat from enemy 'Mechs of Star League quality or better but never from 'Mechs, armor, or infantry units of 3025 technology. At Level 3, Clan warriors may retreat from any vintage of enemy 'Mech but not from armor or infantry units. At Level 4, Clan warriors may retreat at will.

### BATCHALL RULES

The Clan practice of *batchall*, or bidding for the right to engage the enemy, is a fine art. Bid too much, and you earn your enemies' scorn when they easily outbid you and gain glory in a battle that you can only sit and watch. Bid too little, and your forces risk defeat or even death at enemy hands. Ideally, every Clan commander wants to bid just enough to assure himself both victory and honor, while pushing his opponent to take foolish risks for honor's sake.

Though the winning bidder enters the field with the forces named in his final bid, after the battle begins he may call in reinforcements to build up a force equal to the last bid before the winning bid. Such use of reinforcements causes little or no loss of face among fellow Clansmen. A commander may also bring in reinforcements up to the strength of his opening bid, thereby losing considerable honor, but some Clansmen consider a loss of face preferable to suffering an especially devastating loss.

Every battle has a cutdown, the point at which the attacking and defending forces are theoretically equal. Bidders who can push their opponents into making a bid below the cutdown are considered clever. Commanders who win with a force less than the cutdown earn great honor.

Because the invading Clans either practiced *batchall* consistently on Tukayyid or forbade it entirely, the *batchall* rules have no honor levels. For additional information about using *batchall* in this scenario pack, see **Unit Acquisition**, p. 18.



## PLAYING THE CLANS

### CLAN 'MECHS

All Clan MechWarriors pilot one of the OmniMechs listed in the Unit Acquisition Tables, p. 22, with the exception of Star Commander Phelan Wolf (later Ward) of Clan Wolf. Phelan pilots a Clan-modified version of the *Wolfhound*, designated the *Wolfhound IIC*. When playing Clan Wolf scenarios involving Phelan Ward, use the game statistics given below for his 'Mech.

#### WOLFHOUND IIC

**Mass:** 35 tons

**Chassis:** Endo Steel

**Power Plant:** 210 XL

**Cruising Speed:** 64 kph

**Maximum Speed:** 95 kph

**Jump Jets:** None

**Jump Capacity:** None

**Armor:** Ferro-Fibrous

**Armament**

1 ER Large Laser

3 Medium Pulse Lasers

1 ER Medium Laser

**Manufacturer:** Unknown

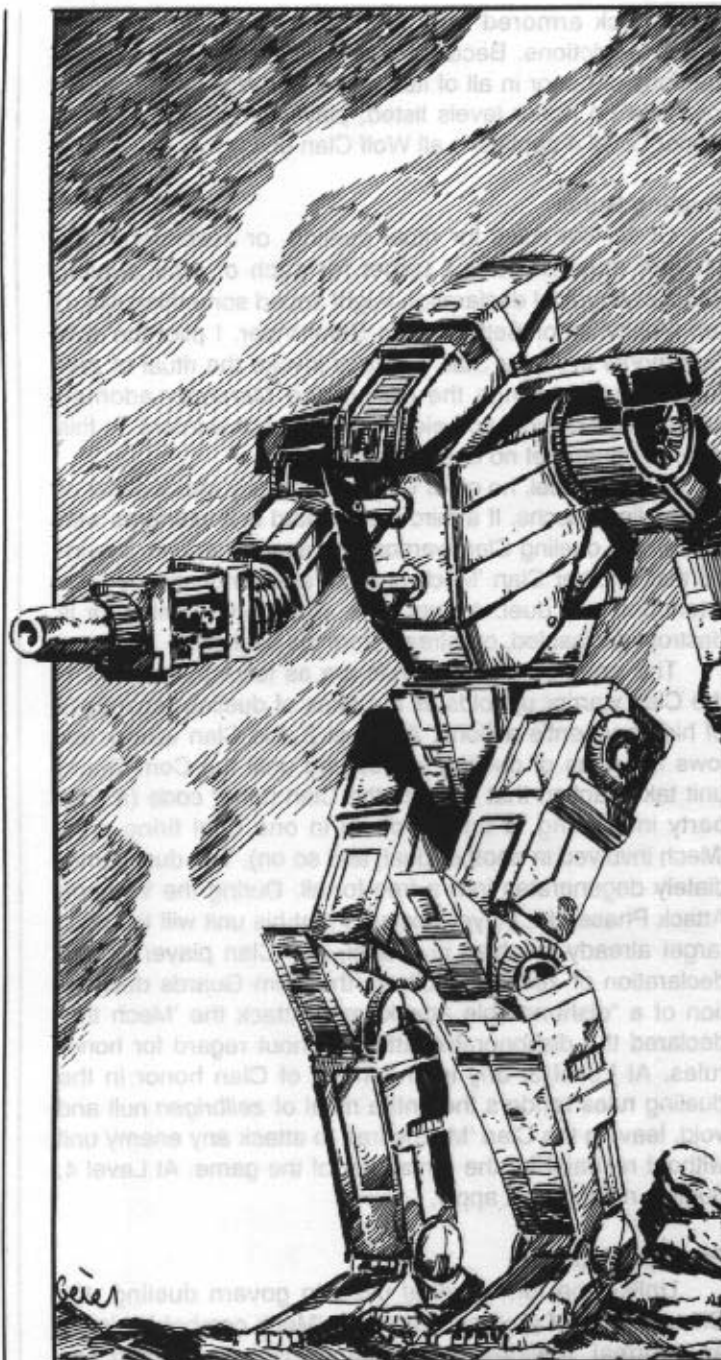
**Communications System:** Unknown

**Targeting and Tracking System:** Unknown, with enhanced ECM suite

**Type:** *Wolfhound IIC*

	Equipment	Mass
Internal Structure:	Endo Steel	1.75
Engine:	210 XL	4.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	14 (28)	4
Gyro:		3
Cockpit:		3
Armor Factor:	119	6.5

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



Weapons and Ammo	Location	Critical	Tonnage
ER Large Laser	RA	1	4
Medium Pulse Laser	CT	1	2
Medium Pulse Laser	RT	1	2
Medium Pulse Laser	LT	1	2
ER Medium Laser	CT (R)	1	1
ECM Suite	H	1	1





PLAYING THE COM GUARDS

## PLAYING THE COM GUARDS

Before landing his Com Guards on Tukayyid, Precentor Martial Anastasius Focht gave them the following address.

"We are approaching Tukayyid, and our hour of truth draws near.

"During these past months, you have all received innumerable briefings. Now that battle is about to be joined, I urge you to remember the following vital tactics.

"The Clans have an enormous technological advantage, which we must negate whenever and wherever we can. When triggering an ambush, wait until the last second before springing the trap. For the 'Mechs and vehicles assigned to ambush the Clans, we have placed a premium on firepower at the expense of range and movement. Therefore, your opening salvo will be your best and perhaps only chance to devastate the enemy. Strike with everything you have—after your first volley, the Clans will use their superior mobility to fight at a range advantageous to them. You will only get one good shot—do not waste it.

"When engaging the enemy in a running battle, choose swift vehicles with long-range weapons. Avoid bogging down in a stationary engagement. Force the Clans to use up as much power and ammunition fighting you off as you possibly can. If we can keep the Clans in the field long enough, they will run out of ammunition and vital supplies. Accustomed as they are to quick victories, a longer campaign will also eat away at their morale.

"Your skill and bravery are beyond question, but the enemy also fights with skill and courage. In this battle, discipline will determine the victor. Remember that, and we can win the day."

## USING THE TAMO BUNKER

Precentor Martial Anastasius Focht directed his forces from a hidden command bunker carved from the heart of Mount Kline in the Tamo mountain range. The Tamo bunker was a fully functional Star League strategic command post, equipped with an interactive, virtual-reality construct that allowed the Precentor Martial to coordinate every move in the battle as it raged across Tukayyid from this single, central location. The holotanks aboard Clan combat JumpShips employed a more advanced version of the same technology to coordinate planetary



attacks, but because each Clan on Tukayyid fought as a distinct unit, while the Com Guards fought as a unified army, this particular aspect of the Clan's superior technology did not work to their advantage.

For game purposes, as long as Focht commands his troops from the bunker, the Com Guards player or players



## PLAYING THE COM GUARDS

gain a +2 modifier to their Initiative rolls. If playing the **Battle for Tamo Bunker** scenario (p. 37) as part of a campaign, players may be forced to reduce this modifier. For specific reductions, see p. 38.

### COM GUARD 'MECHS

Knowing that his MechWarriors would face an enemy with vastly superior technology, Precentor Martial Anastasius Focht issued specifications for the field modification of several Com Guard 'Mechs. Even the Com Guards' Star League-era 'Mechs could not match the power of the Clan OmniMechs without design alterations. Precentor Martial Focht ordered ComStar techs to draft design upgrades based on existing plans for weapons developed during the final years of the Star League that would allow his warriors to use the full potential of those devices.

In addition, ComStar "appropriated" blueprints for a number of new 'Mechs produced in 3051 and early 3052 by the Successor States that took into account Inner Sphere developments based on their understanding of Clan OmniMech technology. ComStar techs incorporated only those design alterations involving the limited swap of easily replaced components in the months prior to the battle, but the Com Guard force benefited overall from a huge cache of Vlar 300XL engines discovered on Terra.

The Com Guards fielded the following post-Star League-era 'Mechs: the UM-R63 *UrbanMech*, OTT-7K *Ostscout*, ASN-23 *Assassin*, CLNT-2-3U *Clint*, WTH-2 *Whitworth*, BJ-2 *Blackjack*, HBK-5M *Hunchback*, SCP-10 *Scorpion*, OSR-2D *Ostroc*, OTL-5M *Ostsol*, CPLT-C3 *Catapult*, TDR-7M *Thunderbolt*, WHM-7M *Warhammer*, MAD-5M *Marauder*, ON1-M *Orion*, BLR-3M *BattleMaster*, STK-5M *Stalker*, CP 11-A *Cyclops*, and AS7-K *Atlas*. They also fielded upgraded versions of the Star League-era 'Mechs listed on the following pages.

The MechWarriors chosen to pilot the refitted 'Mechs informally christened the new machines the "Clanbusters."

### BLB-KNT BLACK KNIGHT

**Mass:** 75 tons

**Chassis:** Technicon 1L

**Power Plant:** Vlar 300 XL

**Cruising Speed:** 43 kph

**Maximum Speed:** 65 kph

**Jump Jets:** None

**Jump Capacity:** None

**Armor:** Numall Durabond

**Armament**

1 Magna Sunspot Extended Range Particle Projector Cannon

1 Aberdovey Large Pulse Laser

2 McCorkel Large Lasers

4 Aberdovey Medium Pulse Lasers

**Manufacturer:** Kong Interstellar Corporation

**Communications System:** TransCom Alpha

**Targeting and Tracking System:** Dalban HiRez





## PLAYING THE COM GUARDS

Type: **BL9-KNT Black Knight**

	Equipment	Mass
Internal Structure:	Endo Steel II	3.75
Engine:	Vlar 300 XL	9.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	15 (30)	5
Gyro:		3
Cockpit:		3
Armor Factor:	216	13.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	35
Center Torso (rear)		10
R/L Torso	16	24
R/L Torso (rear)		8
R/L Arm	12	24
R/L Leg	16	25

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	RA	3	7
Large Pulse Laser	CT	2	7
Large Laser	RT	2	5
Large Laser	LT	2	5
Medium Pulse Laser	RT	1	2
Medium Pulse Laser	LT	1	2
Medium Pulse Laser	RA	1	2
Medium Pulse Laser	LA	1	2
Hatchet	LA	5	5

**Overview**

Despite a persistent problem with heat buildup, the *Black Knight* had served the Com Guards well for hundreds of years. Modern-day weapons technology, however, eventually outstripped the *Black Knight's* capabilities. For the upgrade, ComStar techs replaced the Magna Hellstar PPC with an extended-range Magna Sunspot PPC that could target enemy units at extreme ranges, retained the twin McCorkel large lasers for medium-range fighting, and upgraded the medium lasers with pulse technology for close-quarters fighting. To give the new *Black Knight* additional short-to-medium-range firepower, the techs sacrificed the original machine's Beagle probe and small laser.

In addition, recognizing the success of Federated Commonwealth 'Mechs in using ax- and hatchet-wielding 'Mechs against the Clans, the techs designed a long-bladed, sword-like hatchet for the *Knight's* left hand.

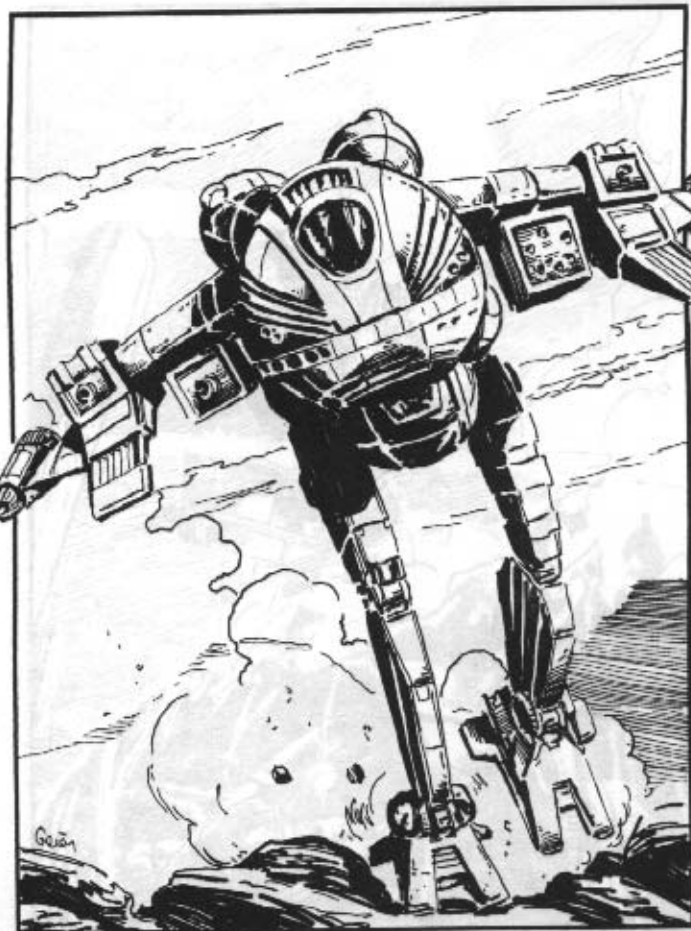
**Capabilities**

Despite its use of double heat sinks, the revamped *Black Knight* remains prone to overheating. To avoid this hazard, MechWarriors are advised to use the *Black Knight's* weapons only at the ranges for which they are designed.

The *Black Knight* proved tremendously successful on the battlegrounds of Tukayyid, able to wear down the enemy at long range with its ER PPC and large lasers until it could close to administer the *coup de grace* with its pulse lasers and hatchet. After the ComStar Reformation, Word of Blake dissenters took several of these 'Mechs into the Free Worlds League.



## PLAYING THE COM GUARDS



### CHP-3N CHAMPION

**Mass:** 60 tons

**Chassis:** Bergan XI

**Power Plant:** Vlar 300 XL

**Cruising Speed:** 54 kph

**Maximum Speed:** 86 kph

**Jump Jets:** None

**Jump Capacity:** None

**Armor:** 2/Star Slab Ferro-Fibrous

**Armament**

- 1 Lubalin LB 10-X Autocannon
- 1 Harpoon-6 SRM Launcher
- 2 Nightwind Large Lasers
- 2 Magna Mk II Medium Lasers
- 2 Martell Small Lasers

**Manufacturer:** Bergan Industries

**Communications System:** Garret T-11C

**Targeting and Tracking System:** Mercury-IV plus Artemis IV FCS

#### Type: CHP-3N Champion

	Equipment	Mass
Internal Structure:		6
Engine:	Vlar 300 XL	9.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 (20)	0
Gyro:		3
Cockpit:		3
Armor Factor:	134	7.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	20	21
Center Torso (rear)		6
R/L Torso	14	15
R/L Torso (rear)		7
R/L Arm	10	12
R/L Leg	14	15

Weapons and Ammo	Location	Critical	Tonnage
1 Large Laser	RA	2	5
1 LB 10-X	RT	6	11
Ammo (LB 10-X) 20	RT	2	2
Small Laser	CT	1	.5
Small Laser	CT	1	.5
SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
Artemis IV FCS	LT	1	1
Medium Laser	LT	1	1
Medium Laser	LT	1	1
Large Laser	LA	2	5

#### Overview

Responding to complaints that the *Champion* was undergunned, ComStar techs added two Nightwind large lasers to the 'Mech's arsenal, neatly making use of the surplus Nightwinds dropped from the refitted WVE-9N *Wyvern*. The massive lasers fit easily into the *Champion*'s unoccupied arms. To handle the extra heat created by the lasers, the 'Mech's heat sinks were replaced with double-efficiency models.

#### Capabilities

The new *Champion*'s speed and upgraded medium- to long-range weapons made it one of the most effective 'Mechs used in the battle of Tukayyid.



## PLAYING THE COM GUARDS

### HSR 400-D HUSSAR

**Mass:** 30 tons  
**Chassis:** Benztrov 40  
**Power Plant:** GM 240-XL  
**Cruising Speed:** 86 kph  
**Maximum Speed:** 130 kph  
**Jump Jets:** None  
**Jump Capacity:** None  
**Armor:** Victory Anchor 2 Ferro-Fibrous  
**Armament:** 1 Lubalin LB 10-X Autocannon  
**Manufacturer:** Newhart Industries  
**Communications System:** Field Ranger Sightseer  
**Targeting and Tracking System:** Ranger LAF Model 2

Type: HSR 400-D Hussar

	Equipment	Mass
Internal Structure:		3
Engine:	GM 240XL	5.75
Walking MP:	8	
Running MP:	12	
Jumping MP:	0	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	54	3

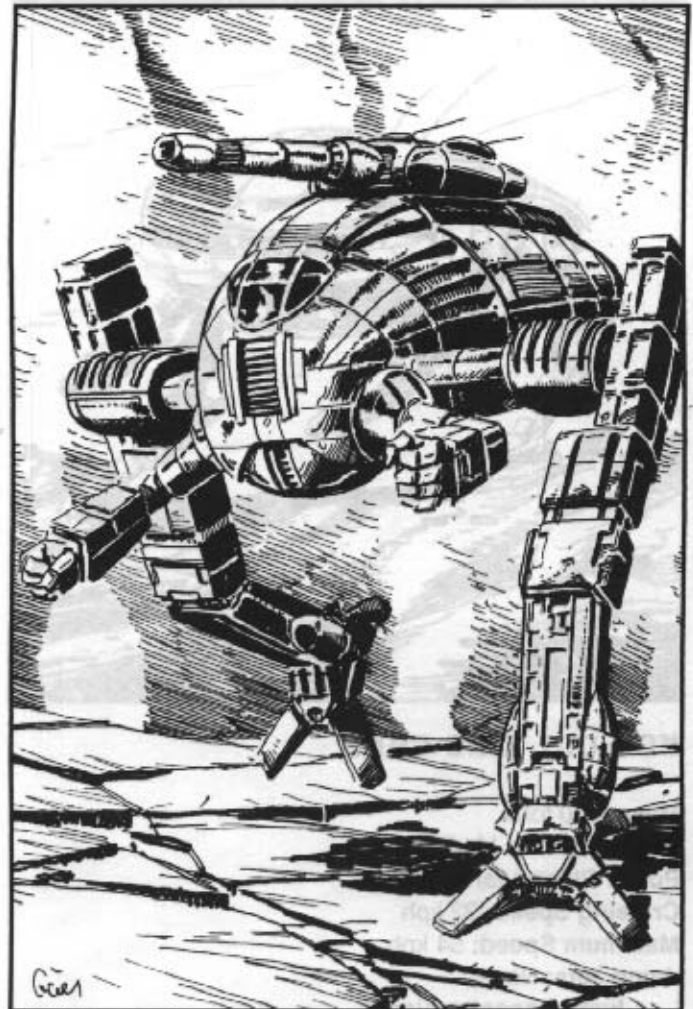
  

	Internal Structure	Armor Value
Head	3	9
Center Torso	10	11
Center Torso (rear)		2
R/L Torso	7	8
R/L Torso (rear)		1
R/L Arm	5	2
R/L Leg	7	5

Weapons and Ammo	Location	Critical	Tonnage
LB 10-X AC	LT	6	11
Ammo (LB 10-X) 10	CT	1	1

#### Overview

Of all the ComStar 'Mechs that received refits, the *Hussar* proved the most difficult to modify. With a mere 1.5 tons of armor spread paper-thin across the 'Mech, additional protection seemed vital, but the required tonnage for additional armor could only be gained by replacing the massive GM 270-A engine with the extremely rare XL version. ComStar had several GM 240XL engines, but those models included outdated heat sinks and allowed no room



for a retrofit of the bulkier double-efficiency sinks.

Ultimately, the ComStar techs chose to use the 240XL and replace the Newhart ER laser with the more heat-efficient Lubalin LB 10-X Autocannon. These changes freed up enough tonnage to add an additional 1.5 tons of armor to the revamped *Hussar*.

#### Capabilities

The HSR 400-D has firepower equivalent to that of the 200-D and twice as much armor as its parent design. Though the smaller engine cuts the 'Mech's top speed by 21 kph, the *Hussar* is still a fast machine by any standard. In the battle of Tukayyid, the HSR 400-D performed well. Though the Clans' surprise at encountering the new design undoubtedly contributed to the 'Mech's success, the *Hussar*'s speed and the accuracy of its long-range fire have made it popular among Com Guards MechWarriors.



## PLAYING THE COM GUARDS



### KGC-001 KING CRAB

**Mass:** 100 tons

**Chassis:** Hollis Mark II

**Power Plant:** Vlar 300 XL

**Cruising Speed:** 32 kph

**Maximum Speed:** 54 kph

**Jump Jets:** None

**Jump Capacity:** None

**Armor:** Aldis X Ferro-Fibrous, with CASE

#### Armament

2 M-7 Gauss Rifles

1 Simpson-15 LRM Launcher

1 Tronel XIII Large Pulse Laser

3 Hovertec Streak-2 SRM Launchers

**Manufacturer:** Cosara Weaponries

**Communications System:** Dalban Commline

**Targeting and Tracking System:** Dalban Hirez-B

**Type:** KGC-001 King Crab

	Equipment	Mass
Internal Structure:		10
Engine:	Vlar 300 XL	9.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	13	3

#### Equipment

Gyro:		3
Cockpit:		3
Armor Factor:	296	16.5

#### Internal Structure

		Armor Value
Head	3	9
Center Torso	31	44
Center Torso (rear)		15
R/L Torso	21	30
R/L Torso (rear)		10
R/L Arm	17	34
R/L Leg	21	40

Weapons and Ammo	Location	Critical	Tonnage
Gauss Rifle	LA	7	15
Ammo (Gauss) 16	LA	2	2
Gauss Rifle	RA	7	15
Ammo (Gauss) 16	RA	2	2
LRM 15	LT	3	7
Ammo (LRM) 8	CT	1	1
Large Pulse Laser	RT	2	7
SRM 2 Streak	LT	1	1.5
Ammo (Streak) 50	LT	1	1
CASE	LT	1	.5
SRM 2 Streak	RT	1	1.5
Ammo (Streak) 50	RT	1	1
CASE	RT	1	.5

#### Overview

After consulting with MechWarriors who piloted the *King Crab*, ComStar techs learned that the faster Clan OmniMechs never gave the lumbering *King Crab* a chance to close to the short range it needed to effectively use its massive autocannon. To solve this problem, the techs replaced the Deathgiver autocannon with M-7 Gauss rifles, the only Inner Sphere weapon able to match the range and damage inflicted by Clan weapons. The new design also includes two Hovertec SRM-2 Streak launchers for close-quarters fighting. Because the upgraded *King Crab*'s weapons are heat-efficient, the new 'Mech retains the old design's single heat sinks.

#### Capabilities

The *King Crab*'s upgraded weapons have made this 'Mech a terrifying foe, capable of slugging it out with any 'Mech in the armies of the Successor States or the Clans. It served as the backbone of the Com Guards assault units on Tukayyid, and it will continue to serve that function in Com Guards forces throughout the Inner Sphere.



## PLAYING THE COM GUARDS

## WVE-9N WYVERN

**Mass:** 45 tons

**Chassis:** Ost Endo Steel

**Power Plant:** GM 180

**Cruising Speed:** 43 kph

**Maximum Speed:** 65 kph

**Jump Jets:** Northrup 750

**Jump Capacity:** 120 meters

**Armor:** Kilosh Ferro-Fibrous 1000, with CASE

**Armament**

1 Jackson Dart-10 LRM Launcher

1 Tronel XIII Large Pulse Laser

2 Tronel XII Medium Pulse Lasers

1 Hovertec Streak-2 SRM Launcher

**Manufacturer:** Maltex Corporation

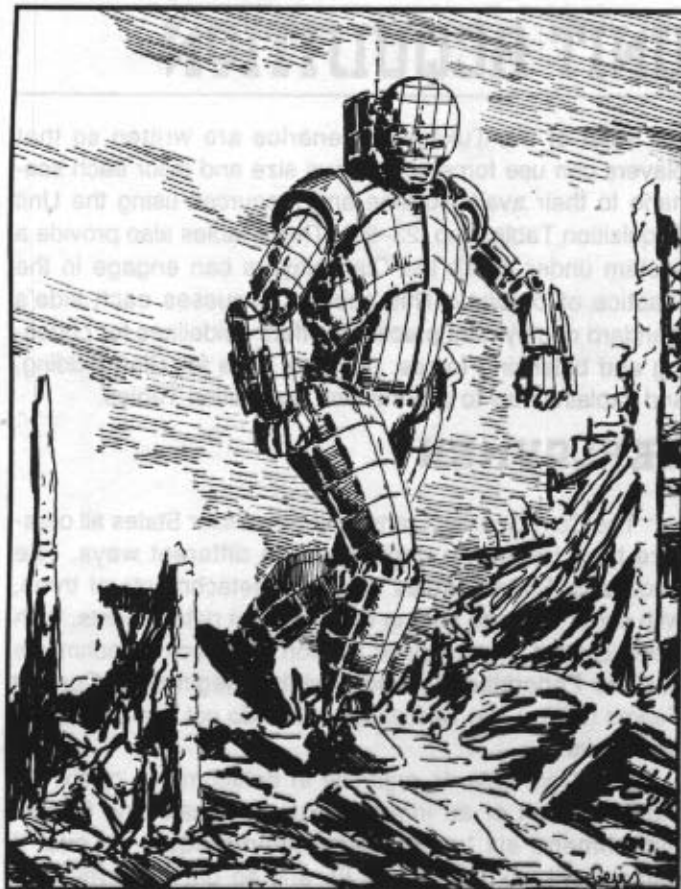
**Communications System:** Ostmann AMB

**Targeting and Tracking System:** Scrambler-7 Series

Type: WVE-9N Wyvern

	Equipment	Mass
Internal Structure:	Endo Steel II	2.25
Engine:	GM 180	7
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	10 (20)	0
Gyro:		2
Cockpit:		3
Armor Factor:	112	8
	Internal Structure	Armor Value
Head	3	9
Center Torso	14	20
Center Torso (rear)		5
R/L Torso	11	15
R/L Torso (rear)		5
R/L Arm	7	10
R/L Leg	11	17

Weapons and Ammo	Location	Critical	Tonnage
LRM 10	CT	2	5
Ammo (LRM) 12	LT	1	1
CASE	LT	1	.5
Large Pulse Laser	RA	2	7
Medium Pulse Laser	RA	1	2
Medium Pulse Laser	RA	1	2
SRM 2 Streak	RT	1	1.5
Ammo (Streak) 50	RT	1	1
CASE	RT	1	.5



Weapons and Ammo	Location	Critical	Tonnage
Jump Jet	LT	1	.5
Jump Jet	RT	1	.5
Jump Jet	LL	1	.5
Jump Jet	RL	1	.5

**Overview**

For the upgraded Wyvern, double heat sinks replaced the single heat sinks, and pulse lasers replaced standard lasers. To obtain the tonnage required for the double heat sinks, ComStar techs eliminated two single heat sinks, reduced the Wyvern's armor protection by 1.5 tons, and replaced its SRM-6 with an SRM-2 Streak rack.

**Capabilities**

Though the use of pulse technology severely limits the effective range of the WVE-9N's lasers, the new Wyvern's intended function as a close-quarters fighting machine makes this loss of no concern. If caught in a long-range battle, the pilot can defend himself with the Mech's LRM-10.



## UNIT ACQUISITION

Most of the Tukayyid scenarios are written so that players can use forces of various size and tailor each scenario to their available time and resources using the Unit Acquisition Tables (pp. 23–27). These tables also provide a system under which the Clan players can engage in the practice of *batchall*. This section discusses each side's standard deployment practices, offers guidelines for choosing and balancing forces, provides rules for Clan bidding, and explains how to use the Unit Acquisition Tables.

## DEPLOYMENT

The Com Guards, Clans, and Successor States all organize their troops for deployment in different ways. The Successor States armies deploy in detachments of three, with some variance among their smallest detachments. With the exception of aerospace support for 'Mech detachments and the Federated Commonwealth's Regimental Combat Teams (RCTs), the Successor States do not use combined-arms units.

The Com Guards organize in detachments of six. An individual unit or an infantry platoon equals one Level I detachment, six Level I detachments equal a Level II detachment, six IIs a Level III, and so on. At Level III or higher, all Com Guards forces are combined-arms detachments, consisting of 'Mechs, fighters, armored vehicles, and infantry. A Level IV detachment (equivalent to a division) is made up of a combination of different units that adds up to 216, unlike a Successor States division, which contains 216 'Mechs. Such a division might include two IIIs of 'Mechs (72 units), one III of aerospace fighters (36 units), two IIIs of tanks (72 units), and one III of infantry (4 battalions, or 252 men).

The Clans deploy in detachments of five, said to represent the five points of a stylized star. The Clans attach great importance to the star symbol.

## DETERMINING POINT VALUES

To make selecting forces and Clan bidding easier, players may use the following point system. If both sides in a battle are worth an equal number of points under this system, they should have equal chances of winning. Keep in mind, however, that such factors as pilot skill, terrain, and so on can alter this balance. The **Victory Conditions** in the scenarios account for these variables.

### SUCCESSOR STATES DEPLOYMENT

Unit Type	Composition
Squad	7 infantrymen
Lance	4 'Mechs or armored vehicles
Platoon	4 standard infantry squads or 3 jump infantry squads
Air Lance	2 aerospace fighters
Company	3 lances or platoons (12 units)
Battalion	3 companies (36 units), usually w/attached command lance
Regiment	3 to 5 battalions
RCT	1 regiment 'Mechs, 3 armored vehicle regiments, 5 infantry regiments (1 jump, 2 mechanized, 2 standard), 1 artillery battalion, and 2 aerospace fighter wings (20 fighters total)

### COM GUARDS DEPLOYMENT

Unit Type	Composition
I	1 'Mech, armored vehicle, fighter, or infantry platoon
II	6 individual units
III	Battalion (36 individual units)
IV	Division (216 individual units)
V	Army (1,296 individual units)

If players want to use the point system offered in this scenario pack to play out other battles, they should account for terrain, skill, and other factors when determining the forces for each side.

To find the total point value of a given detachment, the player must choose the detachment's weight class, type, size, and level of technology. For example, he may choose a Medium Lance (4 units) made up of 2750-technology 'Mechs. The player then consults the Point Value Tables on the following pages. The medium lance of 2750-technology 'Mechs is listed as worth 140 points.

The following Point Value Tables give the total point values for ComStar, Successor States, and Clan 'Mech, vehicle, and infantry detachments of varying weight





## UNIT ACQUISITION

## CLAN DEPLOYMENT

Unit	Composition
Point	1 OmniMech or BattleMech, or 5 Elementals
Star	5 Points of either 'Mechs or Elementals
Nova	1 Star of 'Mechs, 1 Star of Elementals
Binary	2 Stars (10 units of the same type)
Trinary	3 Stars (15 units of the same type)
Supernova	2 or 3 Novas
Cluster	3 to 5 Binaries, Trinaries, or Supernovas
Galaxy	3 to 5 Clusters

classes, sizes, and levels of technological sophistication. The final table provides point values for artillery pieces.

## CHOOSING FORCES

When choosing forces for a scenario, players must first determine the total point value of the Com Guards force. Because the Com Guards use combined-arms deployment in all detachments larger than Level II (6 units), the Com Guards player must determine the number of 'Mechs, armored vehicles, and infantry in each Com Guards detachment and find the point values for each unit or detachment type in order to determine his forces' total point value.

*Before beginning play, the players agree that the Com Guards will begin the scenario with a Level III force, and so the Com Guards player must choose a combined-arms force. He decides that the following six Level II detachments will compose his Level III force: two Heavy 'Mech IIs, a Light 'Mech II, two Medium Vehicle IIs and a II of infantry. The Com Guards player also decides that all of his units make use of 3050 technology. These choices give his Level III force a total point value of 1,068 points (300 + 300 + 120 + 150 + 150 + 48 = 1,068).*

Choosing the Clan force depends on two factors: the size of the Com Guards force and the number of players playing the Clans. In most of the scenarios, the size of the Clan force is given as a percentage of the Com Guards18 force (see individual scenarios). If only one player is portraying the Clans, that player chooses a force of an appropriate size without bidding. Note that a Clan player may choose to use less than the total force to which he is entitled, but may not choose to use more. If two or more play-

INNER SPHERE 'MECH  
DETACHMENTS  
[2750/3050 'MECHS]

Size	Total Point Value			
	Light	Medium	Heavy	Assault
Level I / Unit	20	35	50	70
Lance	80	140	200	280
Level II	120	210	300	420
Company	240	420	600	840
Level III / Battalion*	720	1,260	1,800	2,520

\*Even though a Com Guards Level III detachment is equivalent to a Successor States battalion, Level IIIs are combined-arms units and so have a total point value based on the Level I and II detachments within the Level III.

INNER SPHERE 'MECH/VEHICLE  
DETACHMENTS  
[3025 'MECHS, 2750/3050  
VEHICLES]

Size	Total Point Value			
	Light	Medium	Heavy	Assault
Level I / Unit	15	25	35	45
Lance	10	100	140	180
Level II	90	150	210	270
Company	180	300	420	540
Level III / Battalion	540	900	1,260	1,620

INNER SPHERE VEHICLE  
DETACHMENTS  
[3025 VEHICLES]

Size	Total Point Value			
	Light	Medium	Heavy	Assault
Level I / Unit	10	15	20	25
Lance	40	60	80	100
Level II	60	90	100	150
Company	120	180	200	300
Level III / Battalion	360	540	600	900



## UNIT ACQUISITION

### CLAN 'MECH DETACHMENTS

Size	Total Point Value			
	Light	Medium	Heavy	Assault
Point	25	50	70	90
Star	125	250	350	450
Nova	175	300	400	500
Binary	250	500	700	900
Trinary	375	750	1,050	1,350
Supernova Binary	350	600	800	1,000
Supernova Trinary	525	900	1,200	1,500

### INNER SPHERE INFANTRY DETACHMENTS

Size	Point Value
Level I / Platoon	8
Company	24
Level II / 2 companies	48
Battalion	72
Level III / 4 battalions	288

### CLAN ELEMENTAL TABLE

Size	Point Value
Point	10
Star	50
Binary	100
Trinary	150

### ARTILLERY PIECES

Size	Point Value
Thumper	20
Sniper	35
Long Tom	50

ers are playing the Clans, they may engage in bidding (see **Bidding Rules**, following).

*In the chosen scenario, the Clan player may field a force whose total point value is no greater than 75 percent of that fielded by his opponent. The Com Guard player has fielded a force worth 1,068 points, and so the Clan player may use forces worth up to 801 points ( $1068 \times .75 = 801$ ). The Clan player chooses a Heavy Supernova Binary, worth 800 points.*

### BIDDING RULES

If two or more players are commanding Clan units in a given scenario, they may engage in *batchall* to determine which of them will lead the Clan forces for the duration of the scenario. Note that Clan Wolf and Clan Jade Falcon players may not bid, as both these Clans forbade the practice. The cutdown for bidding is determined by the size of the Com Guards forces, noted in each scenario. If he is feeling particularly lucky, a Clan player may bid below the cutdown point, though such a move may cripple his side's fighting ability. Should he achieve victory, of course, that particular Clan commander will earn great honor among his peers.

As soon as the Clan players agree on the configuration of their side's initial forces, those players may then bid between themselves to determine who will have overall command of the forces for the scenario. Based on the initial force, each player states how many of those forces he would use to fight the scenario (makes his bid). The bidding continues until no player is willing to reduce the available forces beyond the last bid declared. The player who made that bid becomes the leader of the Clan forces for that scenario. He delegates command of portions of the Clan force to the other players, but throughout the scenario they must yield to orders given by the Clan commander.

Clan commanders usually begin *batchall* with Supernova Trinaries at their disposal. For the sake of convenience, the following list includes the individual detachments that normally make up each Supernova Trinary weight class, as well as their point values.

#### Light Supernova Trinary

2 Stars of light 'Mechs (125 points/Star)

1 Star of medium 'Mechs (250 points)

3 Stars of Elementals (50 points/Star)





## UNIT ACQUISITION

**Medium Supernova Trinary**

- 1 Star of light 'Mechs (125 points)
- 1 Star of medium 'Mechs (250 points)
- 1 Star of heavy 'Mechs (350 points)
- 3 Stars of Elementals (50 points/Star)

**Heavy Supernova Trinary**

- 1 Star of medium 'Mechs (250 points)
- 1 Star of heavy 'Mechs (350 points)
- 1 Star of assault 'Mechs (450 points)
- 3 Stars of Elementals (50 points/Star)

**Assault Supernova Trinary**

- 1 Star of heavy 'Mechs (350 points)
- 2 Stars of assault 'Mechs (450 points/Star)
- 3 Stars of Elementals (50 points/Star)

Once the players have determined the size of both forces, they should consult the **Unit Acquisition Tables**, following, to determine the specific, individual units within each fighting detachment.

**USING UNIT ACQUISITION TABLES**

Having determined the total point values of their respective forces, the players must now use the Unit Acquisition Tables to choose the specific units that make up those forces. The tables list the units available to each Clan and the Com Guards during the battle of Tukayyid, and they reflect the fact that most of the Clan OmniMechs used ammunition-dependent weapons configurations. Players should use the Unit Acquisition Tables for every scenario in which detachments are listed for each combatant but specific individual units are not. The freedom to choose individual 'Mechs and/or vehicles for their forces in each scenario allows the players to not follow the "historical" battle fight for fight.

To choose specific units, players must first determine the total tonnage of their detachments. To find the total tonnage of a given detachment, find the weight class of the detachment on the Average Tonnage Table, then multiply the number of units in the detachment by the average tonnage per unit shown in the table. The result is that detachment's total tonnage. For example, a Star of medium 'Mechs consists of 5 units averaging 50 tons each, for a total weight of 250 tons.

Note that every unit in a detachment need not have the same weight. Because the weight class reflects average tonnage, a Star of medium 'Mechs might consist of five 50-ton units, or it might consist of a 20-ton unit, two 35-ton

**AVERAGE TONNAGE TABLE**

Weight Class	Average Tonnage per Unit
Light	25
Medium	50
Heavy	70
Assault	90

units a 70-ton unit, and a 90-ton unit ( $20 + 35 + 35 + 70 + 90 = 250$  tons).

Each player now chooses a number of units whose combined tonnage equals the total tonnage of the detachment. For example, a player with a Level II detachment of heavy 'Mechs (total tonnage  $70 \times 6 = 420$ ) must now choose six 'Mechs (the number of 'Mechs in a Level II detachment) from the available 'Mechs and vehicles listed on the Unit Acquisition Tables whose weight adds up to no more than 420 tons.

The Unit Acquisition Tables show two types of units. For those common to the appropriate force, players may simply choose the units desired up to the tonnage limit for each detachment. For units that are more difficult to acquire, the unit name is followed by a number in parentheses. To acquire one of these units, a player must roll 2D6 with a result equal to or greater than the number given. If the result is less than the number given, the player must choose another unit and roll 2D6. If that result is less than the number given, the player chooses another unit and rolls 2D6, continuing until the die roll result equals or exceeds the number given for the unit chosen. Repeat this procedure for each unit desired (in the example above, until the player has chosen six 'Mechs).

Vehicles are always available, and do not require a 2D6 roll.

Depending on the dice roll results, using the Unit Acquisition Tables may give the players less than the maximum tonnage available to them for any given scenario.

*The Ghost Bear players are choosing 'Mechs for the scenario **Holth: A Forest Inferno**. They have decided to field one Nova of medium OmniMechs (250 total tons, 250 points).*

*They first attempt to acquire a Thor-A, which requires a 2D6 roll of 12 or better. The players roll a 6, which means they fail to acquire the Thor-A. Still attempting to acquire the first 'Mech for their Nova, they try for the primary, C, and D Thor models, all of which require a die roll result of 12 or*



## UNIT ACQUISITION

better. All of these rolls are unsuccessful. The players decide to try for a Vulture-C, requiring a result of 8 or better. They roll an 11, acquiring the 60-ton 'Mech.

Determined to add a Thor-A to their Nova, the players make another set of dice rolls for the Thor-A, C, D, and primary models. Again, all the rolls are unsuccessful. They choose to try for the Ryoken primary and are unsuccessful, then choose a Ryoken-C, which they acquire on a successful result of 8. This 55-ton 'Mech allows them to choose 3 more units weighing no more than 135 tons altogether.

The players make a third attempt to acquire the Thor-A, succeeding this time with a result of 12. They must still choose two 'Mechs, whose total tonnage cannot exceed 65 tons.

The players now choose to roll for a 25-ton Koshi-B, deciding to fill out their maximum tonnage with a 40-ton Dragonfly-B or C (which requires no roll) if necessary. The roll for the Koshi is successful. Emboldened by their luck, the players try for a Dragonfly primary, which requires a result of 8 or better. This roll also succeeds, giving the players their five 'Mechs.

Because the Com Guards have access to a huge cache of Star League-era 'Mechs, the Com Guard players may simply choose any of the standard Star League 'Mech designs listed without making a dice roll. To acquire certain modified and upgraded units, however, they must make a successful 2D6 roll for the number listed after the 'Mech name.

The Clan Unit Acquisition Tables list units by their Clan designations. The Inner Sphere name for each Clan designation appears below.

Inner Sphere Name	Clan Name
Baboon	Howler
Black Hawk	Nova
Behemoth	Stone Rhino
Daishi	Dire Wolf
Dasher	Fire Moth
Dragonfly	Viper
Fenris	Ice Ferret
Galahad	Glass Spider
Gladiator	Executioner
Goshawk	Vapor Eagle
Hellhound	Conjurer

### Inner Sphere Name

Koshi  
Kraken  
Loki  
Mad Cat  
Man O'War  
Masakari  
Peregrine  
Puma  
Ryoken  
Thor  
Uller  
Viper  
Vixen  
Vulture

### Clan Name

Mist Lynx  
Bane  
Hellbringer  
Timber Wolf  
Gargoyle  
Warhawk  
Horned Owl  
Adder  
Stormcrow  
Summoner  
Kit Fox  
Black Python  
Incubus  
Mad Dog

## UNIT ACQUISITION TABLES

Because some Clans use unique 'Mechs, and because some of the Clans favored configurations that used more energy or ballistic weapons, each Clan has a separate 'Mech Acquisition Table showing the OmniMechs and second-line 'Mechs available for that Clan by weight. The acquisition numbers reflect how common a given 'Mech is to a Clan, and the main configurations fielded at Tukayyid. A single Second-Line 'Mechs table shows the second-line 'Mechs available to all Clans. The Com Guards 'Mech Acquisition Table shows Star League-era, 3025, 3050, and Star League-refit 'Mechs available to the ComStar players. A separate table shows the vehicles available to the ComStar players.





## UNIT ACQUISITION

## GHOST BEAR 'MECHS

Tons	OmniMechs	Second-Line 'Mechs
20	Fire Moth B, D (no roll) Fire Moth primary, A, C (8+)	—
25	Ice Ferret B, C, D (8+) Ice Ferret primary, A (12)	Locust IIC (6+)
30	Kit Fox primary, B, C (8+) Kit Fox A, D (12)	—
35	Adder primary, B (8+) Adder A, C, D (12)	Horned Owl (no roll) Jenner IIC (6+)
40	Viper B, C (no roll) Viper primary, A, D (8+)	—
45	Mist Lynx primary, A, B, D (12)	—
50	Nova primary, A, B, D (12)	—
55	Stormcrow primary, C (8+) Stormcrow A, B, D (12)	Vapor Eagle (10+)
60	Mad Dog primary, A, B (no roll) Mad Dog C (8+)	Glass Spider (6+)
65	Hellbringer primary, A (8+) Hellbringer B (12)	—
70	Summoner primary, A, C, D (12)	—
75	Timber Wolf all models (8+)	Black Python (10+)
80	Gargoyle A, C (8+) Gargoyle primary, B (12)	Phoenix Hawk IIC (12)
85	Warhawk C (no roll) Warhawk primary, A, B (8+)	—
95	Executioner primary, A, B, D (no roll) Executioner C (8+)	—
100	Dire Wolf/Daishi, all models (12)	Kraken (10+)

## NOVA CAT 'MECHS

Tons	OmniMechs	Second-Line 'Mechs
20	Fire Moth all models (12)	—
25	Ice Ferret/Koshi primary, A, B (8+) Ice Ferret C, D (12)	Locust IIC (6+)
30	Kit Fox all models (8+)	—
35	Adder A, C, D (no roll) Adder primary, B (8+)	Jenner IIC (no roll) Horned Owl (6+)
40	Viper primary, A, D (8+) Viper B, C (12)	—
45	Mist Lynx primary, C (8+) Mist Lynx A, B, D (12)	—
50	Nova C, D (8+) Nova primary, A, B (12)	—
55	Stormcrow A, B, D (8+) Stormcrow primary, C (12)	Vapor Eagle (10+)
60	Mad Dog all models (8+)	Glass Spider (6+)
65	Hellbringer all models (8+)	—
70	Summoner primary, A, B, C (8+) Summoner D (12)	—
75	Timber Wolf all models (8+)	Black Python (10+)
80	Gargoyle primary, B, C (no roll) Gargoyle A (8+)	Phoenix Hawk IIC (12)
85	Warhawk all models (12)	—
95	Executioner primary, B, C, D (8+) Executioner A (12)	—
100	Dire Wolf all models (8+)	Bane (10+)



## UNIT ACQUISITION

### JADE FALCON 'MECHS

Tons	OmniMechs	Second-Line 'Mechs
20	Fire Moth primary, A, C (12)	Howler (no roll)
25	Ice Ferret primary, A, B, D (8+)	Locust IIC (no roll)
	Ice Ferret C (12)	
30	Kit Fox primary, A, B, D (no roll)	Incubus (4+)
	Kit Fox C (8+)	
35	Adder A, C, D (8+)	Jenner IIC, Peregrine (6+)
	Adder primary, B (12)	
40	Viper primary, A, D (8+)	—
	Viper B, C (12)	
45	Mist Lynx primary, A, B, C (8+)	—
	Mist Lynx D (12)	
50	Nova B, C, D (8+)	Conjurer (no roll)
	Nova primary, A (12)	
55	Stormcrow A, B, C, D (8+)	Vapor Eagle (10+)
	Stormcrow primary (12)	
60	Mad Dog all models (8+)	Glass Spider (6+)
65	Hellbringer all models (no roll)	—
70	Summoner primary, A, B, C (no roll)	—
	Summoner D (8+)	
75	Timber Wolf all models (12)	Black Python (10+)
80	Gargoyle primary, B, C (no roll)	Phoenix Hawk IIC (12)
	Gargoyle A (8+)	
85	Warhawk primary, A, B (8+)	—
	Warhawk C (12)	
95	Executioner primary, B, C (8+)	—
	Executioner A, D (12)	
100	Dire Wolf all models (8+)	Bane (no roll)

### SMOKE JAGUAR 'MECHS

Tons	OmniMechs	Second-Line 'Mechs
20	Fire Moth all models (12)	—
25	Ice Ferret all models (no roll)	Locust IIC (no roll)
30	Kit Fox all models (8+)	—
35	Adder A, C, D (8+)	Horned Owl (no roll)
	Adder primary, B (12)	Jenner IIC (6+)
40	Viper all models (12)	—
45	Mist Lynx all models (12)	—
50	Nova B, C, D (8+)	—
	Nova primary, A (12)	
55	Stormcrow A, B, C, D (no roll)	Vapor Eagle (10+)
	Stormcrow primary (8+)	
60	Mad Dog all models (no roll)	Glass Spider (6+)
65	Hellbringer all models (8+)	—
70	Summoner primary, A, B, C (8+)	—
75	Timber Wolf all models (8+)	Black Python (10+)
80	Gargoyle primary, B, C (8+)	Phoenix Hawk IIC (12)
	Gargoyle A (12)	
85	Warhawk primary, A, B (no roll)	—
	Warhawk C (8+)	
95	Executioner all models (12)	—
100	Dire Wolf all models (no roll)	Bane (10+)







## UNIT ACQUISITION

### DIAMOND SHARK 'MECHS

Tons	OmniMechs	Second-Line 'Mechs
20	Fire Moth primary, A, B, C (8+)	—
	Fire Moth D (12)	—
25	Ice Ferret primary, A, B, D (8+)	Locust IIC (6+)
	Ice Ferret C (12)	—
30	Kit Fox all models (12)	—
35	Adder A, C, D (no roll)	Jenner IIC (no roll)
	Adder primary, B (8+)	Horned Owl (6+)
40	Viper all models (8+)	—
45	Mist Lynx all models (12)	—
50	Nova B, C, D (no roll)	—
	Nova primary, A (8+)	—
55	Stormcrow A, B, C, D (8+)	Vapor Eagle (10+)
	Stormcrow primary (12)	—
60	Mad Dog all models (8+)	Glass Spider (6+)
65	Hellbringer all models (8+)	—
70	Summoner all models (8+)	—
75	Timber Wolf all models (8+)	Black Python (10+)
80	Gargoyle primary, B, C (8+)	Phoenix Hawk IIC (12)
	Gargoyle A (12)	—
85	Warhawk primary, A, B (no roll)	—
	Warhawk C (8+)	—
95	Executioner primary, B, C (8+)	—
	Executioner A, D (12)	—
100	Dire Wolf all models (12)	Bane (10+)

### STEEL VIPER 'MECHS

Tons	OmniMechs	Second-Line 'Mechs
20	Fire Moth primary, A, C (12)	—
25	Ice Ferret primary, A, B, D (8+)	Locust IIC (6+)
	Ice Ferret C (12)	—
30	Kit Fox primary, A, B, D (8+)	—
	Kit Fox C (12)	—
35	Adder A, D (no roll)	Jenner IIC, Horned Owl (6+)
	Adder B, C (8+)	—
	Adder primary (12)	—
40	Viper primary, A, D (8+)	—
	Viper B, C (12)	—
45	Mist Lynx primary, C (8+)	—
	Mist Lynx A, B, D (12)	—
50	Nova B, C, D (8+)	Conjurer 10+
	Nova primary, A (12)	—
55	Stormcrow A, B, C, D (8+)	Vapor Eagle (no roll)
	Stormcrow primary (12)	—
60	Mad Dog C (8+)	Glass Spider (6+)
	Mad Dog primary, A, B (12)	—
65	Hellbringer all models (8+)	—
70	Summoner all models (8+)	—
75	Timber Wolf all models (8+)	Black Python (no roll)
80	Gargoyle primary, B (no roll)	Phoenix Hawk IIC (no roll)
	Gargoyle C (8+)	—
	Gargoyle A (12)	—
85	Warhawk primary, A, B (12)	—
95	Executioner primary, B, C (8+)	—
	Executioner A, D (12)	—
100	Dire Wolf primary, A (8+)	Bane (10+)
	Dire Wolf B (12)	—



## UNIT ACQUISITION

### WOLF 'MECHS

Tons	OmniMechs	Second-Line 'Mechs
20	Fire Moth B, D (12)	—
25	Ice Ferret B, C, D (8+)	Locust IIC (no roll)
	Ice Ferret A (12)	—
30	Kit Fox primary, C (8+)	—
	Kit Fox A, B (12)	—
35	Adder primary, B (no roll)	Jenner IIC,
	Adder C, D (8+)	Horned Owl (6+)
	Adder A (12)	—
40	Viper B, C (12)	—
45	Mist Lynx primary,	—
	A, B, D (no roll)	—
	Mist Lynx C (12)	—
50	Nova primary, A, B (8+)	Conjurer (10+)
55	Stormcrow primary (8+)	Vapor Eagle (10+)
	Stormcrow A, B, C (12)	—
60	Mad Dog primary, A, B (12)	Glass Spider (no roll)
65	Hellbringer primary (8+)	—
	Hellbringer A (12)	—
70	Summoner D (8+)	—
	Summoner primary, A, C (12)	—
75	Timber Wolf primary,	—
	A, C, D (no roll)	Black Python (10+)
	Timber Wolf B (8+)	—
80	Gargoyle A (no roll)	Phoenix Hawk IIC (12)
	Gargoyle C (8+)	—
85	Warhawk primary, C (12)	—
95	Executioner A, D (8+)	—
	Executioner primary, B (12)	—
100	Dire Wolf B (8+)	Bane (10+)
	Dire Wolf primary, A (12)	—

### SECOND-LINE 'MECHS/ALL CLANS'

Tons	'Mech
40	Griffin IIC
45	Shadow Hawk IIC
55	Shadow Hawk-C
60	Rifleman-C
65	Rifleman IIC, Thunderbolt-C
70	Archer-C, Warhammer-C
75	Marauder-C
80	Warhammer IIC, Victor-C
85	Marauder IIC
100	Atlas-C, Behemoth

\*No dice rolls required.

### COM GUARDS VEHICLES

Tons	Vehicle
5	Gabriel
10	Wheeled, Track, Hover APC, Ripper
15	Beagle
20	Rotunda
25	J. Edgar, Nightshade
30	Galleon Cyrano, Karnov
35	Lightning
40	Zephyr
45	Goblin
50	Kanga, Chaparral, Vedette
60	Demon, LRM/SRM Carrier, Pike
70	Magi
75	Burke, VNL-K65N Von Luckner
80	Fury, Rhino
95	Puma, Ontos

\*No dice rolls required.



## UNIT ACQUISITION

### COM GUARDS 'MECHS

Tons	Star League	Refits*	Star League	3025	3050*
20	MCY-97, -99 Mercury THE-N Thorn			LCT-1V Locust WSP-1A Wasp STG-3R Stinger	
25	MON-66 Mongoose				
30	HER-1S Hermes HSR 200-D Hussar	HSR 400-D Hussar		SDR-5V Spider UM-R60 UrbanMech	UM-R63 UrbanMech
35				FS9-H, -M Firestarter OTT-7J Ostscout PNTF-8Z Panther	OTT-7K Ostscout
40	STN-3L Sentinel			ASN-21 Assassin CDA-2A Cicada CLNT0-2-3T Clint WTH-1 Whitworth	ASN-23 Assassin CLNT-2-3U Clint WTH-2 Whitworth
45	WVE-5N Wyvern	WVE-9N Wyvern		BJ-1 Blackjack PXH-1 Phoenix Hawk	BJ-2 Blackjack
50	CRB-27 Crab			HBK-4G Hunchback	HBK-5M Hunchback
55	KTO-19 Kintaro			DV-6M Dervish GRF-1N Griffin SHD-2H Shadow Hawk SCP-1N Scorpion WVR-6R Wolverine	SCP-10 Scorpion
60	CHP-1N Champion LNC 25-01 Lancelot	CHP-3N Champion		OSR-2C Ostroc OTL-4D Ostsol RFL-3N Rifleman	OSR-2D Ostroc
65	EXT-4D Exterminator BMB-12D Bombardier			CPLT-C1 Catapult CRD-3R Crusader TDR-5S Thunderbolt	CPLT-C3 Catapult TDR-7M Thunderbolt
70	GLT-3N Guillotine			ARC-2R Archer WHM-6R Warhammer	WHM-7M Warhammer
75	FLS-8K Flashman BL6-KNT Black Knight	BL9-KNT Black Knight		MAD-3R Marauder ON1-K Orion	MAD-5M Marauder ON1-M Orion
80	THG-11E Thug			AWS-8Q Awesome CGR-1A1 Charger GOL-1H Goliath VTR-9B Victor	
85	BLR-2C BattleMaster CRK 5003-1 Crockett			BLR-1G BattleMaster STK-3F Stalker	BLR-2C, -3M BattleMaster STK-5M Stalker
90	HGN-732 Highlander			CP 10-Z Cyclops	CP 11-A Cyclops
95				BNC-3E Banshee	
100	KGC-000 King Crab	KGC-001 King Crab		AS7-D Atlas	AS7-K Atlas

Star League and 3025 'Mechs require no dice rolls; Star League refits and 3050 'Mechs require a 2D6 roll with a result of 8+.



UNIT ACQUISITION







## CAMPAIGN:

### CLAN SMOKE JAGUAR

The following four scenarios re-create the major battles fought by Clan Smoke Jaguar on Tukayyid. As noted in the **Introduction** (p. 4), these scenarios can be played as a self-contained campaign or as part of the overall struggle on Tukayyid. The numbers following each scenario indicate the order in which they should be played as part of the overall battle on Tukayyid.

Hungry for revenge after their humiliating failure to capture the Combine capital of Luthien, the Smoke Jaguars bid for and won the right to land on Tukayyid first, ahead of the other Clans. In order to gain that coveted honor, the Jaguar commanders bid away an entire Galaxy, and ended up fighting their campaign with only Alpha and Beta Galaxies.

The Smoke Jaguar Khans further weakened their chances for success by splitting their forces, hoping to thereby capture both of their target cities before the other Clans had much chance to act. Confident of their troops' ability to fight circles around "dirty Inner Sphere freebirths," the Khans believed one Galaxy per target to be more than enough. Khan Edmund Hoyt ordered Alpha Galaxy to establish a landing zone in the Dinju Mountains near the city of Dinju Heights, while Junior Khan Sarah Weaver led Beta Galaxy's combat drop into the marshes of the Racice River Delta in preparation for an assault on Port Racice.

The Dinju campaign began well for the Clan, with the Sixth Jaguar Dragoons quickly wiping out the Com Guards' green 50th Division (Uncluttered Speech) and thereby securing Alpha Galaxy's drop site. When the Dragoons and the Jaguar Grenadiers began their march on Dinju Heights, they encountered only modest resistance; remnants of the 50th launched several light raids but did little damage. The Clan warriors advanced toward the seemingly undefended Dinju Pass, confident of swiftly capturing the city that lay beyond.

Unknown to the Jaguars, the heavier elements of the Com Guards' 299th Division lay hidden in the pass. Only the un-Clanlike caution of Star Colonel Brandon Howell saved the Jaguar Grenadiers from annihilation. Under Howell's leadership, elements of the Grenadiers broke through Com Guard forces to the far side of the pass, ending up on the doorstep of Dinju Heights. Khan Hoyt also attempted to break out, leading his Sixth Jaguar Dragoons in a run past the remaining 'Mechs of the 299th and 323rd Divisions (Courtesy Through Thought and Negative Communications). Unfortunately for the Jaguars, Acolyte

Travis Gray of the Negative Communications Division picked off the Khan with a well-placed laser shot to the cockpit of Hoyt's *Summoner*.

In the meantime, Khan Weaver and the OmniMechs of Beta Galaxy had bogged down less than a quarter of the way to their target city. The initial drop went well; the pools and marshes of the Racice Delta gave the Smoke Jaguar 'Mechs and Elementals a soft landing, inflicting fewer casualties than those usual for such a maneuver. As they began their advance on the port, however, the Jaguars found that wading through the swamps forced them to move at a painfully slow pace. Com Guard 'Mechs concealed in the delta's deep pools and sluggish river channels repeatedly ambushed the Jaguars during their slow march toward Port Racice, negating both the Clans' weapon-range advantage and their 'Mechs' superior heat-sink technology. Well-placed artillery herded the Clan 'Mechs ever deeper into the delta, where still more Com Guard 'Mechs waited in ambush. By the end of the third day, the 'Mechs of the Com Guards' 207th Division (the Pounders) had surrounded Beta Galaxy's Command Star. Junior Khan Sarah Weaver died in the fighting when her *Warhawk's* fusion engine went critical.

With the leaderless Clan Smoke Jaguar forces facing the fresh troops of the Com Guards' Second Army, ilKhan Ulric Kerensky chose to terminate the Smoke Jaguar campaign. The dispirited warriors of Beta Galaxy obediently retreated toward their drop zone, but several of Alpha Galaxy's units proved less cooperative. The Sixth Jaguar Dragoons felt particularly angered by ilKhan Kerensky's orders, viewing them as a Wolf Clan snub intended to erase the honor they had gained through the sacrifice of the Jaguar Grenadiers and the loss of Khan Hoyt. Ignoring the ilKhan's order to retreat, the Dragoons continued their advance down the Dinju Pass, accompanied by many like-minded warriors from the other surviving Alpha Galaxy Clusters. The sheer numerical superiority of the Com Guards' forces in the pass, however, eventually overwhelmed them.

Unable to fight their way back through the pass to aid their floundering companions, the few remaining warriors of the Jaguar Grenadiers chose to launch an attack on Dinju Heights. Though the assault never had a chance of succeeding, it forced the Com Guards' 82nd and 322nd Divisions (Justice Through Words and the Trademan's Pal) to pull back into the city, thereby allowing a few of the Grenadiers to escape back to their drop zone. According to some reports, Star Colonel Brandon Howell was one of the Grenadiers to reach safety.



## CLAN SMOKE JAGUAR

## RAIN OF FIRE (1)

## THE BEST LAID PLANS...

Smoke Jaguar Elemental Bolin fired the jump jets of his thruster pack, slowing his descent. He had fallen close enough to the planet's surface to make out the individual 'Mechs of the Com Guards below him. Bolin smiled. His Cluster was about to become the first Clan unit to set foot on Tukayyid, steppingstone to Terra.

The first...

When it came time to activate his jets again, he held back, watching with amused interest as his velocity indicator rose into the red.

The first.

He would be the first warrior to set foot on Tukayyid. His the honor.

Even if it killed him.

Now well ahead of the rest of the Sixth Jaguar Dragoons, Bolin began a long, continuous burn with his jump jets. He was still falling far too fast. Green branches filled his vision, whipping up past him; then the world went black.

Bolin's battle armor woke him with an injection. It killed his pain with a second one. With a third, it restored his lust for battle. It could not, however, mend a severed spinal cord or repair two shattered legs. Determined to strike the first blow for Clan Smoke Jaguar, Bolin levered himself up on his elbows and fired an SRM shot at a passing Guillotine. He missed.

When the rest of his Star found him after the battle, they carried him back to the DropShip. His military career had ended in broken bones and blood, and his commander reprimanded him for breaking formation during landing. Still, Bolin was content. The Clans—all of them—had formally recognized him as the first Clan warrior to touch the surface of Tukayyid the Accursed.

## SITUATION: DINJU MOUNTAINS, TUKAYYID

While the rest of Alpha Galaxy landed in their DropShips, the Sixth Jaguar Dragoons executed a combat drop in order to attack the Com Guards' 50th Division (Uncluttered Speech). Aided by the Jaguar Grenadiers, the Dragoons decimated the green Com Guard troops, securing a safe landing zone for their comrades in Alpha Galaxy.

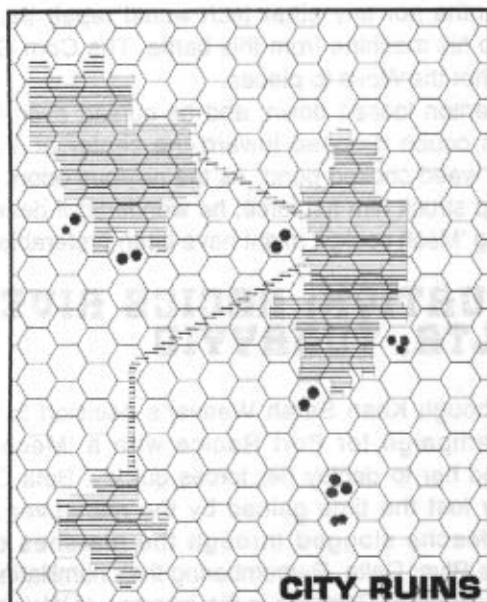




## CLAN SMOKE JAGUAR

## GAME SET-UP

Lay out the **BattleTech** mapsheet as shown. Treat all Road and Paved hexes as Clear terrain.



## ATTACKER

The Smoke Jaguars represent members of the Sixth Jaguar Dragons, a veteran fighting force. The Dragons' total point value should be no greater than 75 percent of the force fielded by the Com Guards.

## Deployment

The Attacker sets up second, playing out the Smoke Jaguars' drop (see pp. 102–103, **BattleTech Compendium**). To land each Star of the Dragons, the Smoke Jaguar player should place the Star on its target hex and then make a Piloting Skill Roll for each unit in the Star, applying the result as normal. All Piloting Skill Rolls for a Star must be made before landing another Star.

## DEFENDER

The Com Guards represent members of the green 50th Division (Uncluttered Speech).



## Deployment

The Com Guards player sets up first, placing all of his forces on the map in any location he desires.

## VICTORY CONDITIONS

The Smoke Jaguars win a decisive victory if they destroy or drive off all of the Com Guards units within 12 turns. They win a marginal victory if they destroy or drive off all of the Com Guards units in 13 or more turns.

The Com Guards win a decisive victory if they destroy all of the Smoke Jaguar units. They win a marginal victory if at least one Com Guards unit survives and stays on the map for 13 or more turns.

## SPECIAL RULES

The Smoke Jaguar's landing is considered the end of the Movement Phase of Turn 1. Com Guards units that fire at the landed forces must add a +1 target movement modifier.

The Com Guards may retreat off any edge of the mapsheet.

## Honor Levels

Dueling: Level 1

Physical Attacks: Level 1

Retreating: Level 1



## CLAN SMOKE JAGUAR

# BATTLE IN THE DELTA (2)

## DOWN AMONG THE DEAD MEN

MechWarrior Karlton wrinkled his nose in disgust. Despite his Nova's excellent filtration system, the air in his cockpit still reeked of stagnant pools and decaying reed beds. Grimly, Karlton sloshed his 'Mech through the swamp. What a miserable place to fight a war!

As he strode along, he consoled himself by imagining the expression on the face of his freebirth tech, Samantha, when she saw—and smelled!—the muck crusted on the Nova's leg assemblies. He could see her now, eyes flashing, fists clenched—no, fist clenched. She would need one hand free to pinch her nostrils shut.

"MechWarrior Karlton! Enemy armor at three hundred meters and closing!"

Jolted back to reality by his Star Commander's shout, Karlton felt his face grow hot. As advance Point for the Star, he should have detected the approaching hovercraft first. Pivoting, he jabbed his 'Mech's left arm toward the enemy, discharging a volley of laserfire at the approaching Gabriel. The tiny hovercraft was moving too fast to hit; all six of his shots went wide. He tracked it for a moment longer, contemplating a volley from the array of lasers in his Nova's right arm, but chose not to risk the tremendous heat buildup such an attack would create. Instead, he turned his attention to the scout craft's larger and slower cousins approaching him in its wake.

Karlton aligned his crosshairs on an incoming *Kanga* fighter and failed to notice the twin Vs of two waves zeroing in on his position from the far side of the river. His finger tightened on the firing stud just as a pair of *Flashman* 'Mechs rose from the channel thirty meters behind him. The *Flashmans* fired their lasers at his Nova's weak back armor.

Startled, Karlton flipped his 'Mech's left arm around and fired his remaining lasers at the enemy machines. Blinking away tears of pain from the sudden unbearable rush of heat into his cockpit, he glanced at his monitors. All three of his laser beams had hit, but both Com Guard

'Mechs remained standing. Before they could fire again, Karlton slapped his couch's eject button.

As his ejection couch rose above Karlton's *Nova*, the enemy's return fire slammed into the doomed 'Mech. Karlton cursed under his breath. Neither Samantha nor any other tech would repair the damage to his machine from this battle. The Com Guards had shot the *Nova* to pieces.

Karlton looked down, and he cursed even louder as his couch dropped toward the center of a huge, black, weed-choked pond. As the noxious odors of the swamp struck him full force, he wondered if death in a flaming 'Mech cockpit might have been preferable.

## SITUATION: RACICE RIVER DELTA, TURAYYID

Though Khan Sarah Weaver's decision to begin the campaign for Port Racice with a 'Mech drop allowed her to deploy her forces quickly, Beta Galaxy swiftly lost the time gained by the maneuver as its OmniMechs slogged through the marshes of the Racice River Delta. Remembering their humiliating loss to the Draconis Combine in the swamps of Wolcott, the Smoke Jaguars viewed their present battlefield warily, and with good reason.

The Com Guards took advantage of the swampy terrain, their 'Mechs rising in ambush from the delta's deep pools and river channels. With their heat sinks submerged in cool water that helped dissipate the heat buildup from weapons fire, the Com Guards wreaked havoc on the enemy and made the Jaguars terrified of all bodies of water more than a 'Mech's ankle deep. The Guards also used hovertanks to skim lightly and swiftly over the marshes and flank the Clan OmniMechs and Elementals as they floundered in the bogs. Caught between shots from passing hovertanks and constant, unexpected 'Mech attacks, Khan Weaver's Beta Galaxy never came close to even threatening the city of Port Racice.

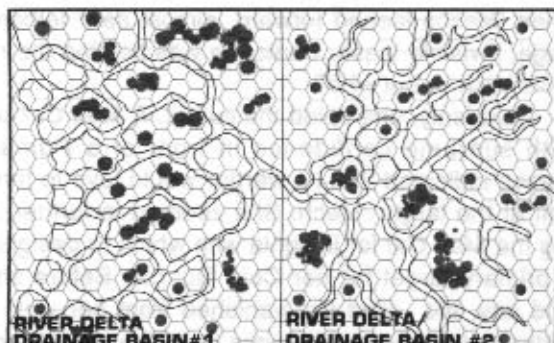




## CLAN SMOKE JAGUAR

## GAME SET-UP

Lay out the **BattleTech** mapsheets as shown. Treat all Woods hexes as Light Woods and all river hexes as Depth 1 water. In addition, all Clear hexes are considered swampy (see **Swamp**, p. 59, **BattleTech Compendium**).



## ATTACKER

The Com Guards represent members of the 367th Division (Spoken Ideas), a regular division. The 367th should include both 'Mechs and hovercraft.

## Deployment

The Com Guards player sets up first, placing his 'Mechs in Water hexes as hidden units. Before beginning play, the Com Guards player must note in writing the location of all of his forces (see **Hidden Unit Set-up and Gamemasters**, p. 6 of the **Introduction**). The Com Guards armor units enter from the south edge of the mapsheet.

## DEFENDER

The Smoke Jaguars represent members of the 267th Battle Cluster, a veteran group. The Smoke Jaguar force should have a point total equal to that fielded by the Com Guards.

## Deployment

The Smoke Jaguar units set up second, anywhere within 3 hexes of the center row joining the two mapsheets.



## VICTORY CONDITIONS

The Smoke Jaguars win a decisive victory if they destroy or drive off all of the Com Guards units.

The Com Guards win a decisive victory if they destroy all of the Clan units. They win a marginal victory if they destroy at least 60 percent of the Clan units.

## SPECIAL RULES

1. Clan 'Mechs may enter the water to search for Com Guard 'Mechs. The brackish water's high silt concentration, however, limits line of sight for underwater units to 2 hexes.

2. Any hovercraft over a Depth 1 or 2 Water hex that suffers a critical hit to its airskirt severe enough to immobilize it is considered destroyed.

3. The Com Guards may not retreat off the north edge of the mapsheets.

## Honor Levels

Dueling: Level 2

Physical Attacks: Level 2

Retreating: Level 1

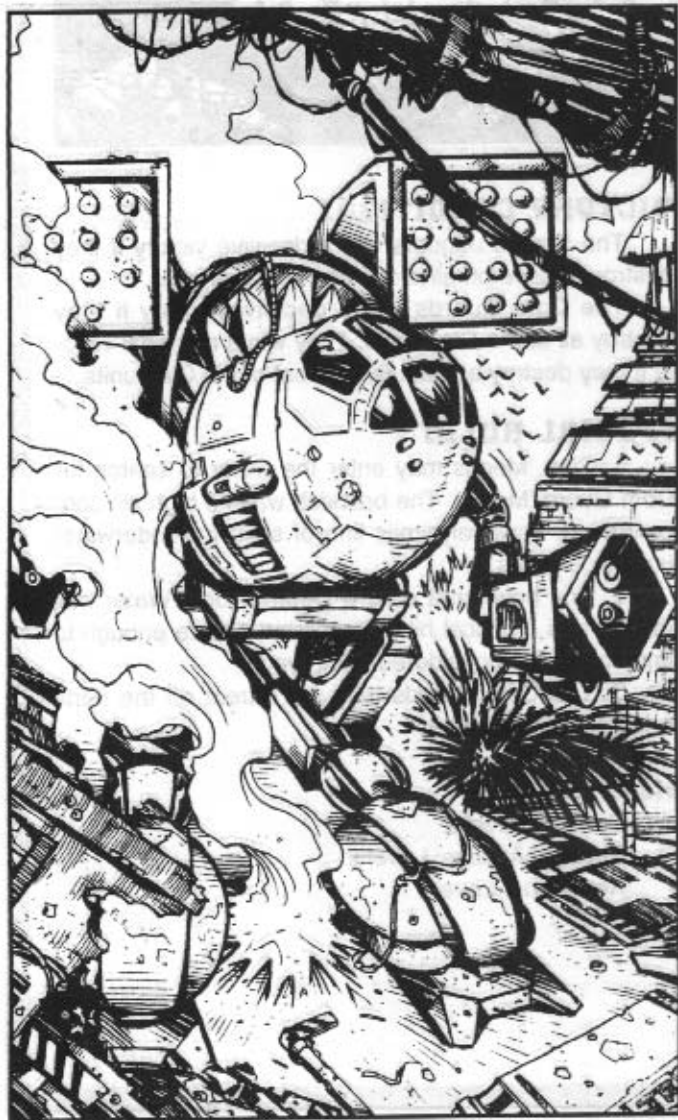


## CLAN SMOKE JAGUAR

## AMBUSH AT THE DINJU PASS (7) SPRINGING THE TRAP

Precentor Mari Rennery increased the magnification on her 'Mech's forward view screen and swore softly.

The Smoke Jaguar vanguard had walked right into her hands and then suddenly stopped. Squelching the temptation to snap the Com Guards' trap shut immediately, the Precentor scanned the Clan formation. She



had noticed that some of the Jaguar OmniMechs were slower to halt than others. The Clansmen were experienced warriors; when a warrior had piloted a 'Mech long enough, he or she learned to move the huge machines almost as smoothly as his own body. Often, however, 'Mechs reflected the unconscious body language of their pilots.

Watching the way the Clan 'Mechs moved, Mari could see the resentment in the warriors who piloted them. Their 'Mechs leaned forward, almost as if tethered by a huge, invisible leash. Someone was holding the reluctant fools back ... but who?

Suddenly, she spied the culprit. A *Mad Cat*, standing with supreme confidence in front of a *Puma* whose stance indicated that its warrior would love to throw himself at the larger 'Mech. She zoomed in further, searching the *Mad Cat* for insignia with which to designate it as a primary target for her Com Guards. Before she could find any, the *Mad Cat* vanished from her view screen. Without warning, the Jaguars had begun to charge down the pass.

Mari ripped the camouflage netting off her *Guillotine* and thumbed on the commlink as she stepped up toward the edge of the cliff overlooking the pass. "Com Guards—get that lead *Mad Cat*!"

Mari ran forward and jumped off the cliff, triggering her 'Mech's jump jets on the way down. She had a perfect view of the battle as she descended, and it didn't look good. The jump-capable 'Mechs of the Negative Communications division were dropping into the pass amid a hail of fire, but they were too slow. The blasted Jaguars were pouring down the pass at full speed; most of the division would be lucky to fire a single salvo before the enemy ran past them.

Of all the Com Guard 'Mechs, only Adept Sing's *Crockett* had managed to intercept the *Mad Cat*. Mari felt her hopes rising, until the *Puma* she'd seen earlier jumped between Sing and his target. She watched Sing dispatch the light OmniMech with a hit to its cockpit before he fell under massed fire from other, nearby Clan machines.

Now only Mari and her *Guillotine* stood in the *Mad Cat*'s way. As the Clan warrior drew nearer, nimbly dancing his 'Mech away from her weapons fire while responding with his own deadly accurate attacks, Mari knew she couldn't stop him. She only hoped she could slow him down.

—JAMES SWAN



## CLAN SMOKE JAGUAR



## SITUATION: DINJU PASS, TUKAYYID

After easily crushing the green troops of the 50th Division, the warriors of Alpha Galaxy advanced on the city of Dinju Heights. The Jaguar Grenadiers had won the *batchall* to determine who would lead the assault on the city, and they marched all the way to the Dinju Pass without any major action.

To Star Colonel Brandon Howell, the apparently undefended Dinju Pass seemed too good to be true. Realizing that ComStar's Precentor Martial would never leave such a vital spot unguarded, he sent two Stars of the Grenadiers forward in a mock end-run designed to draw the hidden Com Guards out into the open. Then he ordered the rest of his OmniMechs to hug the walls of the pass while advancing at flank speed.

Howell's caution saved the Grenadiers from annihilation. Though they took heavy losses, the Star Colonel's tactics allowed a sizable portion of the unit to fight its way through the pass. On the far side, they immediately engaged the Com Guards' 323rd and 299th Divisions that blocked their path to Dinju Heights.

With the Jaguar Grenadiers in possession of the far end of the Dinju Pass, Khan Edmund Hoyt had a perfect opportunity to decimate the Com Guards' Courtesy Through Thought and Negative Communications divisions that crowded the floor of the pass. Instead, Khan Hoyt inexplicably ordered all of his Clusters to hold their positions

while he led his Sixth Jaguar Dragoons in a charge through the pass to relieve the Grenadiers.

Some students of Clan psychology and military tactics believe that Hoyt acted to preserve his own position. Brandon Howell's successes on Tukayyid stood to earn him considerable prestige, and Hoyt may have feared that Howell would replace him as Khan unless he did something drastic. By attempting to duplicate Howell's daring maneuver, Khan Hoyt may have hoped to confirm his own bravery and fighting prowess in the eyes of his Clan.

Whatever the rationale behind the Khan's decision, it ended in disaster. The Grenadiers had sprinted down an almost empty pass, with the Com Guard 'Mechs able to engage the swift-moving Grenadiers only briefly as they pounded past. By the time Khan Hoyt led his troops into the pass, two full divisions of angry Com Guards blocked their way. The Jaguar Dragoons fought valiantly, but the Com Guards' gauntlet of overwhelming firepower devastated the Clan unit. Khan Hoyt was killed at the height of the battle, and ilKhan Kerensky wisely ordered the Smoke Jaguars to withdraw before the Com Guards destroyed them.

Regarding the order to retreat as a Wolf Clan insult, the Dragoons refused to obey. Instead, the trapped Jaguars launched a death-or-glory strike at Dinju Heights. Though the odds against them denied the Jaguars any semblance of victory, the attack forced the Com Guards' Second Army to pull back in order to defend the city, allowing a few of the Grenadiers to escape back to their landing zone.

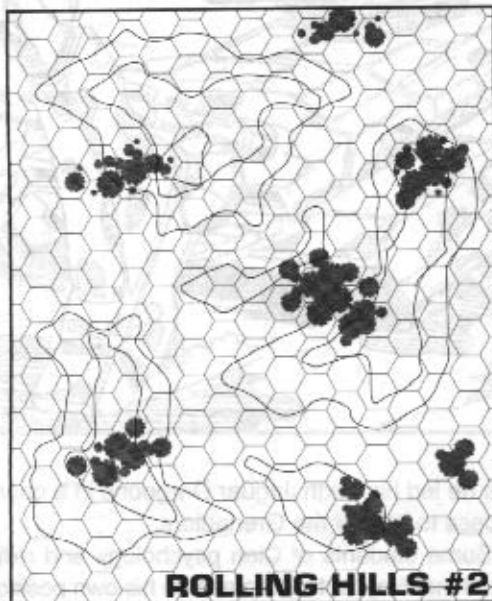




## CLAN SMOKE JAGUAR

## GAME SET-UP

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



## ATTACKER

The Attacker represents the elements of the Com Guards veteran 299th and 323rd Divisions. Precentor Mari Rennery leads the 323rd in her *Guillotine*. All of the Com Guard 'Mechs must be jump capable, and none of them may have movement rates faster than Walking MP 4, Running MP 6, and Jumping MP 4. The Com Guards may not use vehicles in this scenario.

## Deployment

The Com Guards set up first, beginning the scenario with their forces hidden (see **Hidden Unit Set-up and Gamemasters**, p. 6 of the **Introduction**). Precentor Rennery's *Guillotine* must be deployed closer to the north edge of the mapsheet than any other Com Guards unit, and at least half of the Com Guards force must be deployed on the southern half of the mapsheet.

## DEFENDER

The Defender comprises elements of the veteran Jaguar Grenadiers and Sixth Jaguar Dragoons. The Grenadiers include Star Captain Brau Showers, piloting

an *Adder* with Piloting Skill 2, and Star Colonel Brandon Howell, piloting a *Timber Wolf* with Gunnery Skill 1 and Piloting Skill 2. If players have not played the **Rain of Fire** scenario (p. 30) or if the Clan player of that scenario won a marginal victory, the Smoke Jaguar force should have a total point value approximately equal to 50 percent of that fielded by the Com Guards. If the Jaguars won a decisive victory in **Rain of Fire**, they may field a force equal to 60 percent of the Com Guards force. If they lost, they may field a force equal to only 40 percent of the Com Guards.

## Deployment

The Smoke Jaguars enter the mapsheet from the south edge.

## VICTORY CONDITIONS

The Smoke Jaguars win a decisive victory if 80 percent or more of their units successfully exit the north edge of the mapsheet. They win a marginal victory if at least 40 percent of their units exit the north edge of the mapsheet.

The Com Guards win a decisive victory if they destroy more than 80 percent of the Clan force. They win a marginal victory if they destroy more than 40 percent of the Clan force.

## SPECIAL RULES

In Turn 1, the Com Guard 'Mechs may not move but may make attacks as usual. The Com Guards may exit off any edge of the mapsheet except the south edge.

Because the Clan force's objective is to bypass the Com Guards ambush by exiting off the north edge of the mapsheet, the Clan units may not exit the mapsheet at any other edge. Clan units that exit the mapsheet at the north edge are considered to have successfully advanced toward their objective, rather than retreated.

## Honor Levels

Dueling: Level 3

Physical Attacks: Level 3

Retreating: Level 1



## CLAN SMOKE JAGUAR

### BATTLE FOR TAMO

### BUNKER (9)

#### FORTUNE'S FAVOR

—Excerpted from *Tukayyid: Glory and Sacrifice*, by Shintaro Datsin, ComStar Press, 3054

Though it has become only a minor footnote in the annals of history, one incident took place on Tukayyid that has captured the imagination of all who have studied that titanic battle.

On the third day of the fighting, the Gamma Light Supernova Star of the Smoke Jaguars' 122nd Striker Cluster (the Spotted Cats of Death) passed within 30 kilometers of Precentor Martial Focht's hidden command bunker in the heart of Mount Kline. Though it was nearly certain that the Jaguars would fail to detect the hidden post, Adept Rita Brand chose to guarantee that failure. Charged with providing the bunker's first line of defense, Adept Brand hid her command in hastily dug foxholes. From these concealed positions, Brand waited until the OmniMechs of Gamma Light came within pointblank range, then issued orders for a strafing and bombing run from her aerospace support unit at the same time that her heavy 'Mechs broke from the foxholes and opened fire.

None of the Clan warriors escaped, and none of them managed to pierce our ECM net to warn their Cluster of Adept Brand's location. But what if they had?

Almost certainly, such a fierce defense of an apparently valueless location would have intrigued Khan Edmund Hoyt. He would have ordered the entire 122nd Striker Cluster to search the area, and they would inevitably have discovered the bunker.

Despite the confidence in the defenses of the Tamo bunker expressed in a ComStar report, the bunker was far from invulnerable. The Smoke Jaguars' combat engineers could have quickly come up with any number of strategies to defeat the granite slabs shielding the bunker's entrance tunnels. They might, for example, have used the tremendous firepower of their orbiting warships to destroy the stone and then cleared the remaining rubble with their OmniMechs. Or they could have attached myomer cables to the slabs and used the combined strength of their Cluster's 35 'Mechs to drag the stone out of the tunnels. They could also have

bypassed the protected tunnels and dug their way in through the softer stone of the bunker walls.

Though any of these strategies would have served as a considerable delay to the Clan attack on the bunker, the delay would not have saved the Precentor Martial. If besieged, the Precentor Martial had few choices for his own defense, and none of them good. If he ordered the Com Guards' Fifth and Second Armies to pull out of Dinju Heights and Port Racice, he would have lost both cities, and both armies as well. Had the Com Guards abandoned their prepared positions in order to fight the Smoke Jaguars in the open, the Clans would have slaughtered them. If even a single light OmniMech of the 122nd had survived the ambush in the Tamo Mountains, the entire battle of Tukayyid might have ended very differently than it did. Deprived of the experience and leadership of the Precentor Martial, the Com Guards could have lost, and we might all bear the bondsman's cord on our wrists.

### SITUATION: TAMO MOUNTAINS, TUKAYYID

In order to win the *batchall* for the right to attack the city of Dinju Heights, Khan Hoyt bid away the 122nd Striker Cluster. Unable to use them in the Dinju campaign, he instead deployed them as scouts in the nearby Tamo range, a choice that the Precentor Martial could not have foreseen. During debriefing after the battle, Precentor Martial Focht mentioned the Smoke Jaguars' near-miss to his commanding officers. When they asked how he would have responded had the Smoke Jaguars located the hidden bunker, he replied that he would have issued them a *batchall*, demanding that they face his defenders in one-on-one combat.

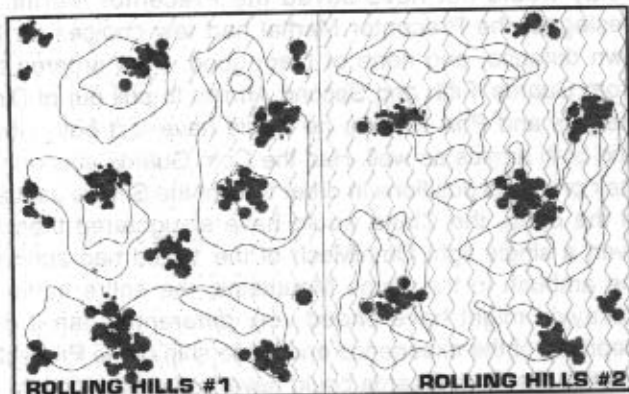
According to ROM reports, the 122nd Striker Cluster was made up entirely of light Stars. With the Gamma Light Supernova Star eliminated by Adept Rita Brand's furious defense, the Precentor Martial would have faced two light Trinaries and a light Command Star. By issuing the *batchall*, Focht would have forced 65 percent of the Smoke Jaguar 'Mechs to sit out the initial battle, watching as a Com Guards company of assault 'Mechs ripped their comrades to shreds in Clan-style duels.



## CLAN SMOKE JAGUAR

### GAME SET-UP

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



### ATTACKER

The Attacker is made up of elements of the Smoke Jaguars' veteran 122nd Striker Cluster. The total Clan force consists of a light Star and two light Trinaries.

#### Deployment

The Smoke Jaguars enter from the north edge of the map sheet.

### DEFENDER

The Defender includes Precentor Martial Anastasius Focht and his elite honor guard. The honor guard comprises Focht's *Atlas*, twelve Star League-era assault 'Mechs, and two platoons of foot infantry. The Precentor Martial has Gunnery Skill 1 and Piloting Skill 2.

#### Deployment

The Com Guards enter from the south edge of the mapsheet.

### VICTORY CONDITIONS

The Smoke Jaguars win a decisive victory if the Precentor Martial is killed. They win a marginal victory if they destroy nine or more Com Guard 'Mechs.

The Com Guards win a decisive victory if they destroy all of the Clan units and the Precentor Martial

survives the battle. They win a marginal victory if they destroy all of the Clan units but the Precentor Martial is killed.

### SPECIAL RULES

During this scenario, the Com Guards must adhere strictly to the conventions of Clan honor. If they violate those conventions, the Smoke Jaguars will immediately attack the Precentor Martial *en masse*. For the purpose of issuing challenges under the ritual of *zellbrigen* (dueling), each of the two platoons is considered a single target.

As long as Focht commands his troops from this bunker, the Com Guards player adds a +2 modifier to all Initiative rolls. If and when the Precentor Martial personally participates in battle during this scenario rather than commanding from the bunker, the Com Guards player may no longer use the +2 Initiative modifier.

If the Smoke Jaguars achieve any level of victory in this scenario, reduce the modifier by 1 to reflect collateral damage to the bunker's delicate virtual-reality equipment. If Focht is killed, reduce the modifier by 2. These reductions are cumulative; if the Jaguars win by killing the Precentor Martial, the loss of Focht (-2) plus the damage to the bunker (-1) results in a -1 modifier to all Com Guards Initiative rolls. This penalty represents the breakdown in command caused by such a devastating blow to the Com Guards.

#### Honor Levels

Dueling: Level 1

Physical Attacks: Level 2

Retreating: Level 1







## CAMPAIGN: CLAN NOVA CAT

In the Nova Cats' attempts to take the cities of Joje and Tost, they faced the Com Guards' veteran Seventh Army, as well as divisions of the Twelfth Army stationed as reserves in the two cities. With Precentor Koselka's elite 278th Division detached from the Twelfth Army to battle Clan Wolf and the White Lions of the 394th Division removed to face the Jade Falcons, none of the remaining Twelfth Army units had any significant combat experience.

Benjamin Garr, the Nova Cats' senior Khan, chose to launch the campaign with the Clans' effective hover-drop maneuver, in which combat DropShips hover in the lower atmosphere so that the OmniMechs and Elementals aboard can make a short drop without the need for confining, heat-dissipating pods. Unfortunately for the Nova Cats, the aerospace fighters of the Com Guards' 417th Division (Major Trouble) had gained air superiority over the Clan drop zone. The 417th's strafing and bombing runs wrought havoc on Alpha Galaxy. In the most damaging attack, a kamikaze run by a Com Guard *Hammerhead* fighter destroyed the Galaxy Command DropShip, along with the thirty OmniMechs and six Stars of Elementals of the Fourth Nova Cat Lancers' Bravo and Delta Supernova Trinaries. In the face of such devastating losses, Junior Khan Istal Devalis questioned Alpha Galaxy's ability to take Tost. Khan Garr brushed aside these doubts and warnings and led his troops against the city as planned.

Alpha and Gamma Galaxies pushed past the 244th Division and rushed toward Joje, only to be halted by the 417th and the Ninth Division (Bountiful Words) at the edge of the city's northernmost suburbs. The Ninth and 417th had, in fact, lured the Cats toward Joje, stalling their offensive with a combination of vibrabomb fields, aerospace fighters, and armor elements. The Cats attempted to relieve the pressure by sending Beta Galaxy's 44th Nova Cat Cavaliers toward Tost, but reserve units from the Thirteenth and 431st Divisions (Comprehension Is All and Quiet Contemplation) crushed the Cavaliers along the road.

By the third day of the fighting, the Cats were perilously low on ammunition, but their fierce attacks had weakened Joje's defenders and forced the Ninth and 417th Divisions to retreat in order to regroup. In the face of Com

Guards harassment by the 467th Division (the Whirlwinds), which was attempting to cut the Clan force off from its landing zone, Khan Devalis ordered Gamma Galaxy to withdraw toward the drop zone accompanied by a handful of damaged OmniMechs from Beta Galaxy. The damaged Beta 'Mechs were ordered to advertise their presence. Meanwhile, the rest of Beta Galaxy's 'Mechs hid themselves under the surface of Lake Losijje, the only easily recognizable landmark in the area.

As Devalis had hoped, the unsuspecting 244th and 467th Divisions met at the lake in order to combine their weakened units and pursue the fleeing Clan force. As Precentors Slagle and Shykes tried to organize their troops on the shore, Beta Galaxy emerged from the depths and attacked. The Cats shattered both divisions and captured several ComStar supply depots.

Fresh from a successful rout of the Nova Cats' Alpha Galaxy, Precentors Colombini and Landaker of the Ninth and 417th ordered an all-out attack against the Clan forces in the Losijje Lake District. Before Beta and Gamma Galaxy could make use of their captured supplies, the Ninth, 417th, and 116th Divisions threw themselves at the Clan in a fierce counterattack, forcing the Nova Cats back and recapturing the supply depots. Faced with this setback, Khan Devalis ordered his battered MechWarriors to withdraw to their DropShips. The Com Guards harassed the Nova Cats all the way back to their drop zone, but no major actions took place.

Having failed to capture either of their target cities, the Nova Cats were judged to have lost to the Com Guards despite the fact that they inflicted greater losses than they sustained. After the battle, the Nova Cats elected Istal Devalis as Senior Khan. When Khan Garr challenged him to a Trial of Refusal, Devalis destroyed the old warrior's *Gargoyle* in less than four minutes.



## CLAN NOVA CAT

## BATTLE IN THE SUBURBS (3)

### PRIDE BEFORE THE FALL

"I bid one Cluster only—the Second Nova Cat Guards."

"One Cluster, Star Colonel? The Com Guards hold the city with two full divisions. They will outnumber us three to one!"

"You forget, my Khan—the forces of ComStar are not 'Mechs alone. Many of the units in the Joje garrison will be armored vehicles or infantry. We shall still match them 'Mech for 'Mech."

The arrogance in Star Colonel Edward Ryder's tone and stance annoyed Khan Devalis, but he could do little about it. The bid, however foolish, had been made properly under the laws of *batchall*. Even knowing that the Star Colonel would discount his advice, Khan Devalis felt bound to warn him.

"Do not discount the lesser Com Guard units, Star Colonel! In city fighting, they are in their element and will prove far more formidable than the troops we met in the barren hills."

"So I hope. I have seen little sport thus far in the battle."

"Sport, Star Colonel? Sport? We are fighting for the honor of the Clan, of all the Clans. We are fighting for Terra and to reclaim the Star League, not for sport. If your recklessness costs us victory, you had best see to it that you die in the fighting. You do not want your punishment for returning here in failure!"

### SITUATION: OUTSKIRTS OF JOJE, TUKAYYID

After brushing aside the 244th Division, Alpha and Gamma Galaxies skirted the northern edge of Lake Losiije and moved on their objective, the city of Joje. Through *batchall*, Alpha Galaxy won the right to lead the assault on the city, but their bid was very near the cut-down. The Com Guards' Ninth and 417th Divisions easily repulsed the attack.

This scenario re-creates the skirmish that halted Alpha Galaxy's Second Nova Cat Guards at the outskirts of the city's northernmost suburb.



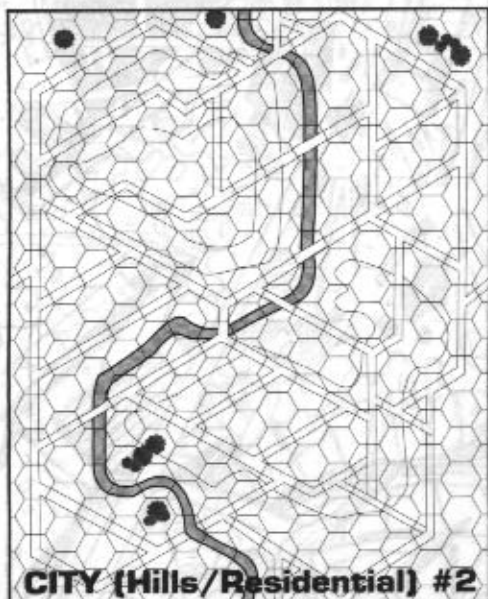




## CLAN NOVA CAT

## GAME SET-UP

Lay out the **BattleTech** mapsheet as shown. Place Medium Buildings in hexes 1015, 1103, 1106, and 1209. Place Light Buildings in hexes 0215, 0309, 0505, 0812, 0910, 1303, 1313, and 1406.



CITY (Hills/Residential) #2

## ATTACKER

The Nova Cats represent members of the elite Second Nova Cat Guards.

The Clan's intelligence reports indicate that only 'Mechs hold the city. If there is more than one Clan player, the players should engage in *batchall* for the right to command the attacking force. The bidding begins with a medium Supernova Trinary. If one player is controlling the Clan forces, he may only choose a force with a total point value equal to the Com Guard 'Mechs (not the rest of the force).

## Deployment

The Clan 'Mechs enter the mapsheet from the north edge.

## DEFENDER

The Com Guards represent members of the veteran Ninth Division (Bountiful Words). The Com Guards

have a Level II detachment of 'Mechs, a Level II of armor, and a Level I of infantry.

## Deployment

The Com Guards forces begin the game as hidden units in prepared positions (see **Hidden Unit Set-up and Gamemasters**, p. 6 of the **Introduction**).

## VICTORY CONDITIONS

The Nova Cats win a decisive victory if they destroy or drive off all of the Com Guards units.

The Com Guards win a decisive victory if they destroy all of the Clan units.

## Honor Levels

Dueling: Level 1

Physical Attacks: Level 1

Retreating: Level 1



**CLAN NOVA CAT**

# AMBUSH FROM THE DEPTHS (10)

## FIVE-CARD DRAW

"Read 'em and weep. Four ladies."

Groans sounded from the group of infantrymen gathered around the overturned crate. Acolyte Suzy Drake smiled at the sizable pile of C-bills and ration tubes in the middle of the improvised table, then lazily raked her spoils over to join the larger mound in front of her.

Kael King shook his head. "That wipes me out, Suzy. You'll have to find another pigeon."

"Oh, I don't know, King. Those look like 'Heavenly Ham' ration tubes in your rucksack."

"And that's where they're staying. Anyway, old Kayton's probably got at least half the 'Mechs rounded up by now. Another few minutes, and he'll head this way. Whoops—sooner than that! Mind your 'Blessings' and 'Praisings,' people!"

The infantrymen drifted away from the crate, revealing a short middle-aged man in the white robe of a ComStar adept, huffing and puffing his way toward the group. Every few steps, he paused to wave his arms and shout up at passing 'Mechs. Suzy grabbed her winnings and stuffed them down the front of her uniform.

Adept Kayton puffed up to the lounging infantry unit, barely pausing to draw the breath he needed. "Acolyte King! Thanks be to Blake that *your* squad is all in one place! I don't suppose you know where the rest of the platoon is?"

"Well, sir, I think I saw most of Monty—uh, Acolyte Dray's people over toward shore."

"Oh, splendid. You think you saw your comrades off thataway. You people are supposed to be a unit, Acolyte. Why can't you ..."

Kayton trailed off, eyeing Suzy's bulging front with a slack-jawed gaze. "Well, soldier, you seem to have ... ah ... gained a little weight since the last line-up."

Suzy shrugged. "It's all that delicious Heavenly Ham, Adept Kayton. I never could resist a second helping." Unfortunately, the shrug dislodged several C-bills from their cozy nest. As the incriminating parchment floated to Kayton's feet, his face turned the beet red that always preceded an explosion.

"GAMBLING! How many times must I warn you against this vile, degrading—"

The crash of huge breakers on the shore, followed by screams and weapons fire, cut the adept off in mid-tirade. Behind him, King swore.

"Omnis in the lake. The scouts said it was clear—" He looked at the troops running aimlessly in sudden panic. "This is gonna get ugly."

"Tell us something we don't know." Suzy, her SRM launcher shouldered, was sighting on the enemy, the others a scant second behind.

Despite the seriousness of their situation, King couldn't suppress a proud grin. "Let's do it, people!"

## SITUATION: LOSIJE LAKE, TUKAYYID

With the 44th Cavaliers stopped cold in their attempt to reach Tost and his forces at Joje running dangerously low on ammunition, Khan Devalis knew that he had to turn the tide of battle quickly. As the rest of Beta Galaxy returned to Joje from their defense of the Clan's supply lines, the Khan realized that the Com Guards' scouts would be hard pressed to accurately monitor the movement of so many troops. Taking advantage of the confusion, he ordered the warriors of Gamma Galaxy to pull out of Joje and meet Beta Galaxy at nearby Losiije Lake.

Using the heavy woods on the lake's northwestern shore to cover their movements, Devalis ordered most of Beta Galaxy's MechWarriors to follow the gentle currents of the Losiije River into the lake. Once hidden in the depths, the OmniMechs began a slow march to the eastern shore. The few remaining Beta Galaxy forces joined Gamma Galaxy in a staged retreat toward the drop zone, making enough commotion for a force twice their size.

As Devalis intended, the Com Guards' 244th and 467th Divisions headed for Lake Losiije's bare eastern shore to combine their battered forces into a single pursuit group. While the Com Guards milled about on the shore, the submerged 'Mechs of Beta Galaxy slowly crept up on them. Because their initial survey showed the lakeshore to be clear of enemy troops, the Com Guards redeployed most of their scouts to the forests near the western shore to nab any Clan 'Mechs that might be lingering there as a rear guard. The Nova Cat 'Mechs emerging from the lake took the 244th and 467th completely by surprise, and both divisions were defeated.



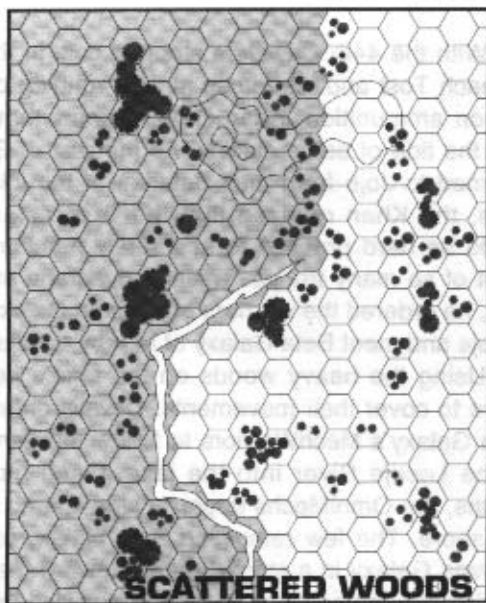
## CLAN NOVA CAT

### GAME SET-UP

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

The river on the map, as well as the row of hexes from 1006 North to 1001, constitute the shore of the lake. Treat these as Depth 1 Water hexes. The entire area to the west of the shore is also under water; treat Clear hexes as Depth 1, Light Woods hexes as Depth 2, and all Heavy Woods and Hill hexes as Depth 3.

On the area of the mapsheet east of the shore, consider all Light Woods hexes as Rough terrain and treat all Heavy Woods hexes as Light Woods.



### ATTACKER

The Nova Cats represent members of the veteran First Nova Cat Lancers. The Attacker's force should have a point total no greater than that fielded by the Com Guards. The Clans may not use Elementals in this scenario.

### Deployment

The Clan units begin the game hidden in any Depth 2 or deeper Water hexes. The Clan player sets up only after the Com Guards player has placed all of his units.

### DEFENDER

The Com Guards represent members of the regular 244th Division (Peace Through Words) and the green 467th Division (the Whirlwinds). The green soldiers have Gunnery Skill 4 and Piloting Skill 5, while the regular troops have Gunnery Skill 5 and Piloting Skill 6. At least half the pilots of both 'Mechs and armored vehicles must be green.

### Deployment

The Com Guards player sets up first, placing all of his units on Clear hexes and determining their facings randomly. To determine each unit's facing, roll 1D6 and consult the Facing after a Fall Table on p. 19 of the **BattleTech Compendium**.

### VICTORY CONDITIONS

The Nova Cats win a decisive victory if they destroy or drive off more than half of the Com Guards units within 15 turns. They win a marginal victory if they destroy or drive off all of the Com Guards units after 15 turns.

The Com Guards win a decisive victory if they destroy all of the Clan units. They win a marginal victory if they destroy more than half of the Clan units.

### SPECIAL RULES

At this point in their campaign, the Nova Cats have almost completely run out of supplies. To reflect this fact, all Clan 'Mechs used in the scenario begin play without ammunition. Before the Clan players choose their 'Mechs for the scenario, the gamemaster (or Com Guards player) should read aloud the scenario summary for **Ambush from the Depths**. The summary notes that the Clans' supplies are running low; the gamemaster need not give the Clan players any additional warning about this complication.

Because the Clan force has the advantage of surprise (for once), the Clan player may attack the Com Guards without fear of counterattack for one turn. During Turn 1, the Com Guards units may neither move nor fire weapons.

### Honor Levels

Dueling: Level 1

Physical Attacks: Level 1

Retreating: Level 1





## CLAN NOVA CAT

## COMSTAR COUNTERATTACK (11) TURNING THE TABLES

The lanky young man pushed his long sandy hair out of his eyes and peered into the crate he'd just forced open. "A full load of LB-10X ammo!"

Senior Tech Harris smiled at his assistant's enthusiasm. With the ComStar supplies they had captured, the 'Mechs of Beta and Gamma Galaxy would regain close to their full strength within a few hours. He and his fellow techs could repair and reload the depleted OmniMechs in a fraction of the time needed for Inner Sphere machinery.

Their new stock of ammunition would allow them to easily take Joje, which would net them even more ComStar supplies. Tost would fall to the Clans next, despite that moron Garr's having bogged down Alpha Galaxy only halfway there from the drop zone. The Cats would surely elect junior Khan Istal Devalis to the post of senior Khan; under his leadership, the Clan would prosper. Things were definitely looking up.

A boom shook the air. "INCOMING!" someone shouted, the voice accompanied by the scream of falling shells.

Harris and his assistant could only watch as the first of the white 'Mechs arrived in the wake of the Com Guards artillery barrage. The light scout 'Mechs came first, barreling into the Nova Cats' camp as fast as they could run. Harris watched as the *Mercury* burst from a nearby grove of trees and slammed into the camp's main supply cache at a speed that looked faster than 150 kilometers per hour. The fireball consumed the *Mercury*—and the supply cache.

Medium 'Mechs appeared next, in frightening profusion. A *Summoner* shot the legs off a Com Guards *Wyvern*; the crippled 'Mech slammed to the ground, then dragged itself toward the ammo storage shed with chill-

ing, single-minded determination. Half a dozen more Com Guards 'Mechs converged on the *Summoner* pilot. Harris watched the *Wyvern* crawl, knowing that the machine would reach its goal.

Harris turned to his wide-eyed assistant. "Richard, be a good lad and flag down a hover transport."

"But the enemy has no strategy. Our warriors will surely push them back, *quiaff?*"

Harris sighed. Poor Richard ... he wanted to be a truebirth so much, he could taste it. More than likely, he'd get himself killed trying.

Giving a wide berth to a nearby *Mongoose* flailing on the ground, Harris set out in search of a ride.

### SITUATION: LOSIJE LAKE DISTRICT, TUKAYYID



Though the Com Guards had managed to force Alpha Galaxy to retreat in the battle for Joje, Precentor Colombini realized that Beta and Gamma Galaxies still posed a threat. Once the Clans had resupplied with the materiel captured from the supply caches of the 244th and 467th Divisions, the Com Guards could no longer hope to prevent the Nova Cats from taking the city. The Thirteenth and 431st Divisions were busy battling the remaining OmniMechs of Alpha Galaxy, and the 167th and 312th Divisions could not possibly reach the battlefield in time to be of use. The Precentor chose the only option left to him; he ordered his reserves from the Joje garrison to assault the Nova Cat

forces in the Losije Lake district. This tremendous gamble left the city undefended, but Colombini saw it as the Com Guards' only chance.

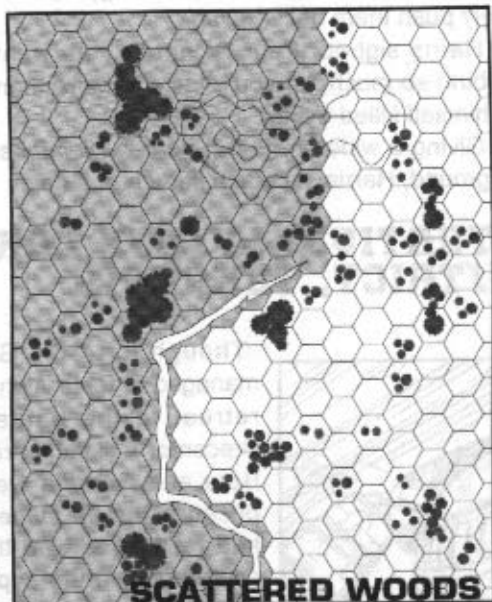
The techs of Beta and Gamma Galaxies were still uncrating the captured supplies when the Ninth, 116th, and 417th Divisions suddenly appeared on the shores of Losije Lake, charging the Clan force with near-suicidal abandon. The sheer ferocity of the attack pushed the Clan out of the lake district and ended the Nova Cats' dreams of a glorious victory.



## CLAN NOVA CAT

### GAME SET-UP

Lay out the **BattleTech** mapsheet as described in **Ambush from the Depths**, p. 44.



### ATTACKER

The Com Guards represent members of the veteran 417th Division (Major Trouble).

The Com Guards force consists only of 'Mechs with movement of at least Walking MP 5 and Running MP 8.

### Deployment

The Com Guards enter the mapsheet from the eastern edge. During Turn 1, all 'Mechs run.

### DEFENDER

The Nova Cats represent members of the veteran Twelfth Nova Cat Cavaliers. The size of the Nova Cat force depends on the outcome of the two previous Nova Cat scenarios. If the Com Guards failed to win a victory in either of the previous scenarios, the Nova Cats may start with a total point value equaling up to 60 percent of the Com Guards' total point value. If the Com Guards earned victory in one of the preceding

scenarios, the Nova Cat force's point total should be no greater than 50 percent of the Com Guards' total. If the Com Guards won both of the previous scenarios, the Cats may field a force equal to up to 40 percent of the Com Guards force, but none of their 'Mechs have ammunition.

### Deployment

The Clan player sets up first, placing his 'Mechs anywhere on the mapsheet.

### VICTORY CONDITIONS

The Nova Cats win a decisive victory if they destroy or drive off all of the Com Guards units. They win a marginal victory if they successfully retreat more than half their forces off the mapsheet.

The Com Guards win a decisive victory if they destroy all of the Clan units. They win a marginal victory if they destroy more than half of the Clan units.

### SPECIAL RULES

The Nova Cats did not have time to rearm all of their 'Mechs before the Com Guards attacked, and so only a fifth of the Clan 'Mechs have full ammo loads. The remaining OmniMechs have none. The Clan player must determine which 'Mechs have ammo and which do not randomly.

The Nova Cats may not retreat until the end of Turn 6. At the beginning of Turn 7, Khan Garr orders them to retreat. They may only retreat off the north or west edges of the mapsheet.

Nova Cats units may not move during Turn 1.

### Honor Levels

Dueling: Level 1

Physical Attacks: Level 1

Retreating: Level 2









## CAMPAIGN: CLAN GHOST BEAR

The Ghost Bears drove straight for their target cities of Spanac and Luk, opposed by the Com Guards' First Army and the reserve Fourth Army. As the senior commander, Precentor Katherine Luarca deployed her First Army to engage the Bears upon their landing, leaving only her veteran 103rd Division (Truth in Communication) to defend Spanac. Fearing that the green troops of the Fourth Army would break facing Clan OmniMechs in the field, she assigned the Fourth to garrison Luk. The Fourth Army's commander, Precentor Tolliver, disagreed with this arrangement but respected Luarca's superior experience and so did not lodge a formal complaint with the Precentor Martial.

The Ghost Bears split their forces, landing Alpha Galaxy in the hills above Spanac while Beta and Delta Galaxies landed near Luk. Both forces landed unopposed but suffered hit-and-run attacks as they advanced. The First Army's 308th Division (Clarity of Thought) did little to slow the veteran forces of Alpha Galaxy, and Beta Galaxy decimated the 121st Division (Gray Backs). The 91st and Twelfth Divisions of the First Army fared better, trapping Delta Galaxy's 20th Polar Bear Attack Cluster in the outskirts of the Holth forest and inflicting heavy losses on the Clan troops. This skirmish turned the tide in the Bears' push for Luk and forced Beta and Gamma Galaxies to withdraw. The 91st Division then fell back to assist in the defense of Spanac, but it had hardly managed to enter the city before Alpha Galaxy took up positions in the suburbs. The Bears settled in to hold Spanac under siege until reinforcements from the failed attack at Luk arrived. Unfortunately for the Clans, the Com Guards Twelfth waylaid those reinforcements in a brilliant ambush, setting fire to the Holth forest and attacking Beta Galaxy's Seventh Bear Guards as they fled from the burning woods. When the exhausted Seventh finally broke free of the inferno, they ran down wide paths cut through the woods to the hills beyond. By entering these corridors, the Bears fell to devastating short-range fire from the dug-in forces of the Twelfth. To a man, the overheated Ghost Bear 'Mechs died in the forest.

Meanwhile, the Com Guards had trouble on other fronts. The troops of the 91st Division failed to achieve a proper defensive position in Spanac, and the arrival of Beta

and Delta Galaxy troops at the siege enabled the Ghost Bears to overrun the 91st and capture most of its supply caches intact. Predicting the imminent fall of the city, the Precentor Martial ordered Precentor Luarca to pull her 103rd Division out of Spanac.

The Ghost Bears took the city, but soon faced a counterattack from two divisions of the Fourth Army. Garrisoned at Luk, the Fourth Army divisions had seen little combat in the battle on Tukayyid and so arrived at Spanac fresh and ready for action. With the Fourth Army raining artillery fire on the city and the remnants of the 91st and Twelfth Divisions raiding in the suburbs, the Bear Khans chose to leave Beta and Delta Galaxies to hold Spanac while Alpha Galaxy mustered for an assault on Luk.

At Luk, Alpha Galaxy tore into the remaining divisions of the Fourth Army with all the ferocity of Clan Ghost Bear's namesake. Despite the Com Guards' superior numbers, the Fourth came close to breaking, until Precentor Luarca redeemed herself by leading her 103rd Division and the remaining elements of the 308th in an attack against Alpha Galaxy's main supply depot. The assault forced the Bears to pull back to defend their supplies; though the 50th Strike Cluster managed to enter Luk's suburbs, the Clan troops lacked the force needed to take the city. Alpha Galaxy fought off a raid by reinforcements from the Com Guard's First Army, but they suffered such high losses in doing so that the Bear Khans reluctantly ordered a withdrawal back to Spanac.

At this point, the ilKhan declared an end to the Ghost Bear campaign. Knowing that they lacked the strength to take Luk from the fresh Com Guards troops stationed there, the Bear Khans raised no objection. The battle of Tukayyid had already ended in defeat for several of the other Clans, and so if the Bears continued to fight, the Com Guards could easily shift enough forces from other combat theaters to drive the Clan from Spanac. Rather than lose all that they had gained, the Ghost Bears withdrew while they could still claim victory.

The Precentor Martial also welcomed the end of the Bear campaign. Though the Com Guards had lost to these particular Clan opponents, their forces' departure from Tukayyid left the First and Fourth Armies free to turn against the hard-fighting Jade Falcons. Because the Ghost Bears captured Spanac, breached defenses at Luk, and inflicted somewhat greater losses than they sustained, ilKhan Kerensky and Precentor Martial Focht agreed that they had won a marginal victory over the Com Guards.



## CLAN GHOST BEAR

PUMMELING THE  
POLAR BEARS (4)

## SUDDEN DEATH

MechWarrior Araura stomped along the muddy path in her *Timber Wolf*, griping over her commline to MechWarrior Lewis, her comrade-in-arms and constant companion since their years in the sibko. "This is boring, Lewis. We are supposed to be fighting the most dangerous warriors in the Inner Sphere to decide the fate of Terra, and all that I have seen so far are squirrels and rabbits. Small, timid woodland creatures are not my idea of worthy opponents."

Lewis laughed. "Patience, Ara, patience! I am sure that you will get to fight Com Guards BattleMechs before too long. They surely would not surrender the field simply to deprive you of combat!"

"Laugh all you want to, Lewis, but I wish to see our enemy. This battle is unnatural. If our foes had any honor, they would show themselves rather than playing this game of hide-and-search."

"Yes, I—" Lewis broke off with a muttered curse.

"What is it, Lewis?"

"I seem to have stepped into a small hole. It threw me a little off balance."

"Now we must add gophers to our list of opponents, *quiaff?*"

He laughed again. "Aff."

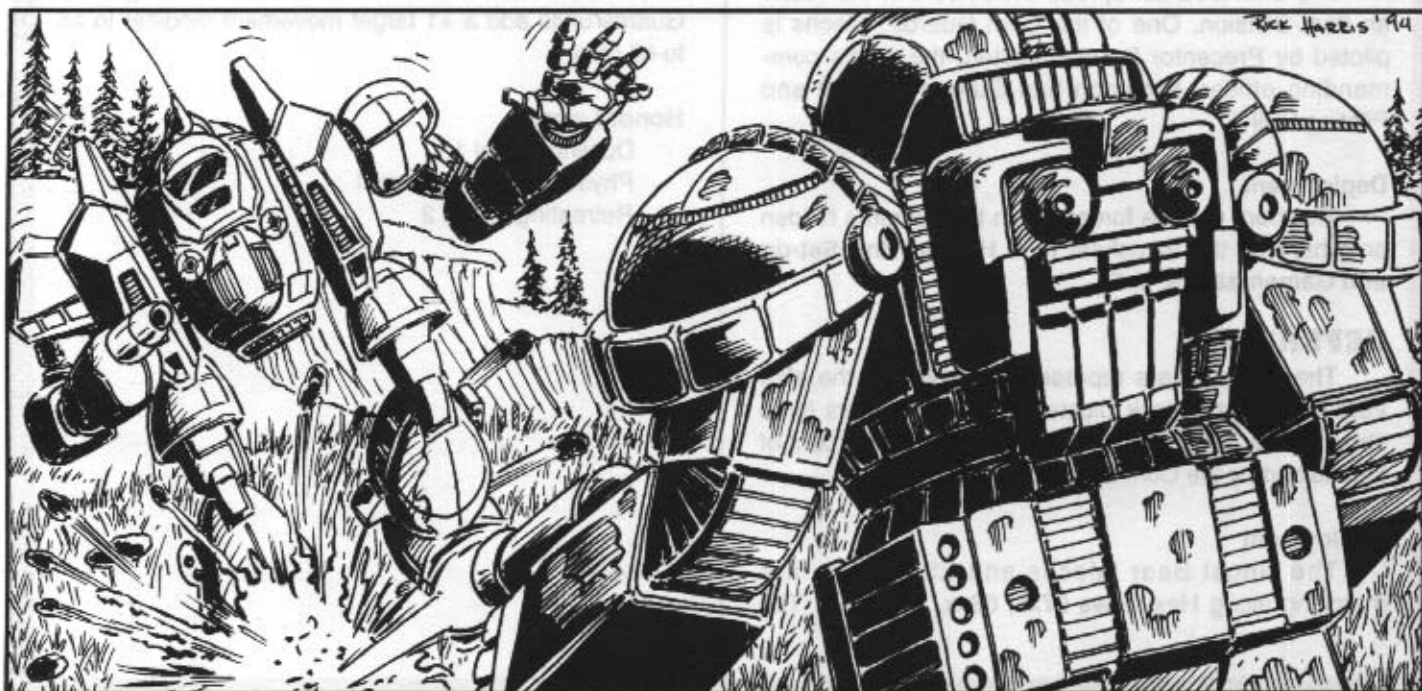
An *Atlas* burst from the earth beneath Lewis's *Mad Dog* in a shower of dirt clods, throwing his OmniMech to the ground. The huge enemy machine towered over him as it bent to train its massive cannon and laser array on the *Mad Dog*'s cockpit.

As Araura twisted her *Timber Wolf* madly and reached blindly for her firing studs, all that she could think was, "Be careful what you wish for ..."

SITUATION: FOOTHILLS NEAR  
LUK, TUKAYYID

Through *batchall*, the Ghost Bears' elite 20th Polar Bear Attack Cluster won the right to serve as Delta Galaxy's vanguard in the advance on Luk. After advancing through the Holth forest virtually unopposed, Beta and Delta Galaxies marched into the foothills around Luk, with Delta Galaxy in the lead.

Suddenly, Com Guard 'Mechs exploded from the earth in the center of the 20th's formation. They had dug out fox-holes and re-covered them with a thin layer of fresh sod, preventing both Clan sensors and visual observers from seeing any sign of enemy forces.



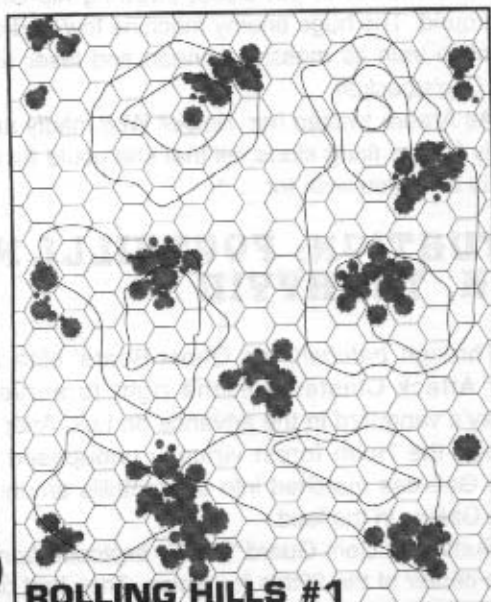




## CLAN GHOST BEAR

### GAME SET-UP

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



### ATTACKER

The Com Guards represent members of the veteran 91st Division. One of the Com Guards' 'Mechs is piloted by Precentor Dann Brockton, the 91st's commanding officer. Brockton has Gunnery Skill 2 and Piloting Skill 3.

#### Deployment

The Com Guards forces begin the scenario hidden anywhere on the mapsheet (see **Hidden Unit Set-up and Gamemasters**, p. 6).

### DEFENDER

The Ghost Bears represent members of the elite 20th Polar Bear Attack Cluster. The Ghost Bears force should have a point total no greater than 75 percent of that fielded by the Com Guards.

#### Deployment

The Ghost Bear 'Mechs and Elementals are marching along Hex Rows 07xx, 08xx, and 09xx. The

Clan player or players may place units anywhere in these hex rows, as long as they remain in formation (no more than one unoccupied hex between units).

### VICTORY CONDITIONS

The Ghost Bears win a decisive victory if they destroy or drive off all of the Com Guards units and more than half of their own force survives the battle. They win a marginal victory if they destroy or drive off all of the Com Guards units but lose more than half of their own units in the process.

The Com Guards win a decisive victory if they destroy or drive off all of the Clan units. They win a marginal victory if they destroy or drive off 60 percent or more of the Clan units.

### SPECIAL RULES

If a Clan unit starts the game on a hex containing a hidden Com Guards unit, that unit is automatically revealed. If the hidden unit is a 'Mech, it may immediately attempt to punch or kick the Ghost Bear unit placed in its hex, after which the Com Guard player must move his unit to any adjacent hex.

The scenario begins with at least three Com Guards units bursting from their hidden positions and firing upon the Ghost Bears. During Turn 1, the Clan units may neither move nor fire; the attacking Com Guards units add a +1 target movement modifier to all to-hit rolls.

#### Honor Levels

Dueling: Level 1  
Physical Attacks: Level 1  
Retreating: Level 2



## CLAN GHOST BEAR

## A FOREST

## INFERNO! (14)

## OUT OF THE FRYING PAN

Exhausted and more frightened than he cared to admit, Star Commander Mathu keyed open his 'Mech command frequency. "Star Captain, we have found the Twelfth Division. They are dug into prepared positions just beyond the edge of the forest. They appear to have cut lanes through the trees to their bunkers. If we advance down those lanes, their forces can rake our 'Mechs with heavy fire all the way."

Star Captain Mert Foster swore, then issued his orders. "Form ranks and charge."

"Star Captain, we have run ahead of the fire in these woods for more than three hours. My people are tired and our OmniMechs are running hot. If we attack now, we will surely lose."

"Star Commander, you would advise me to order a withdrawal back into the woods, *quiaff?*"

"Aff. With their inferior heat sinks, the Com Guards cannot follow us. We can leave them sitting in their holes and join the rest of our Galaxy for the assault on Spanac."

"No, Star Commander Mathu! Our Khans will not allow a *dezgra* unit to fight for Spanac—and your counsel to with-

draw is nothing but a pretty euphemism for retreat. You would disgrace us, Star Commander! I will not! Better to die fighting than to act like cowardly Inner Sphere scum! You will charge as ordered, or I will kill you myself!"

SITUATION: HOLTH FOREST.  
TUKAYYID

The Com Guards forced the Bears' Beta and Delta Galaxies to retreat from their advance toward Luk, and the Seventh Bear Guards were assigned to cover the withdrawal. The Com Guards prepared an ambush along the Bears' projected line of retreat, using the primary tactic of setting the Holth Forest on fire. Fortunately for Clan Ghost Bear, most of Beta and Delta Galaxies had already retreated into the hills near Spanac, so the Com Guards' trap caught only the hapless Seventh Bear Guards.

The Seventh Guards fled before the blazing wall of fire, wondering what had happened to the enemy's Twelfth Division. Many of the Bear MechWarriors consoled themselves with the thought that, if the Com Guards attacked while the Clan OmniMechs were running hot, the OmniMech's double heat sinks would give them an edge in such a battle. As the minutes passed and no enemy division appeared, the fleeing Clansmen told themselves that the fire was simply another ComStar harassment tactic.

When the Seventh Guards finally broke through the burning forest, they found the Twelfth Division waiting for them.

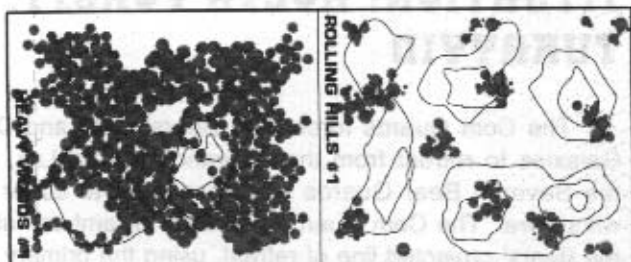




## CLAN GHOST BEAR

### GAME SET-UP

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



### ATTACKER

The Ghost Bears represent members of the veteran Seventh Bear Guards, led by Star Captain Mert Foster in his *Black Hawk*. All of the Seventh's MechWarriors are exhausted from racing through the woods ahead of the forest fire for several hours, and so all Ghost Bear pilots have Gunnery Skill 4 and Piloting Skill 5 except for Star Captain Mert Foster. He has Gunnery Skill 3 and Piloting Skill 4. The Ghost Bear force should have a total point value no greater than that of the force fielded by the Com Guards.

### Deployment

The Clan forces enter at the west edge of the mapsheet.

### DEFENDER

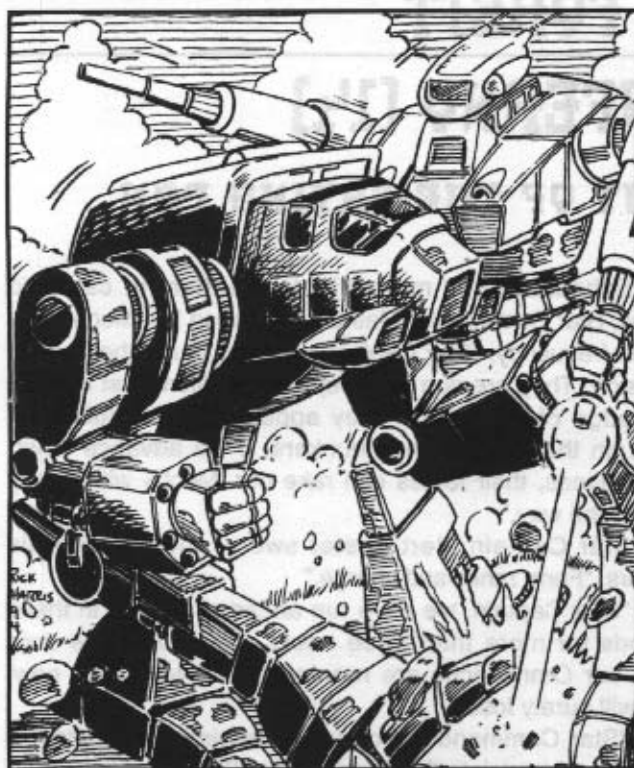
The Com Guards represent members of the veteran Twelfth Division (Pure Waveforms), led by Adept Shintaro Datsin in his *Lancelot*.

### Deployment

The Com Guards player sets up first, placing his units anywhere on the Rolling Hills mapsheet. Up to half of the Com Guards units may begin play as hidden units (see **Hidden Unit Set-up and Gamemasters**, p. 6).

### VICTORY CONDITIONS

The Ghost Bears win a decisive victory if they destroy or drive off all of the Com Guards units, and more than half of their own forces survive the battle. They win a marginal victory if they destroy or drive off all of the Com



Guards units, but lose more than half of their own units in the process.

The Com Guards win a decisive victory if they destroy all of the Clan units. They win a marginal victory if they destroy 60 percent or more of the Clan units.

### SPECIAL RULES

The rules for fire (p. 53, **BattleTech Compendium**) apply in this scenario.

The Clan OmniMechs begin play with a Heat Level of 8. All of the Woods hexes on the west half of the Heavy Woods mapsheet are on fire at the start of the game, and the wind is blowing toward the east. Fire cannot spread to Clear hexes.

Units may not move into the half-hexes on the edges of the mapsheet. Any unit entering such a hex is considered to have retreated.

### Honor Levels

- Dueling: Level 2
- Physical Attacks: Level 1
- Retreating: Level 1



**CLAN GHOST BEAR****SPANAC: CITY****UNDER SEIGE (15)****DARKEST HOUR**

Precentor Katherine Luarca turned from her monitors, startled by the voice that crackled over her commline.

"Precentor Luarca, your command at Spanac is about to be overrun. Alpha Galaxy is poised to seize the 91st's main supply depot, and Beta and Delta Galaxies are within minutes of joining the attack. Why haven't you reported your situation?"

Luarca gulped. "Precentor Martial?"

"Yes, Katherine. Because you are a senior officer, I have left you to your own devices. But your situation is dire—you should have contacted Mr. Hettig with a status report."

"I will divert another battalion from Clarity of Thought to defend the depot, sir. We can hold it."

"No, you can't. I can see far more than you can, and I tell you that you cannot deploy sufficient forces to the depot quickly enough to retain control of it. I am scanning your available units now, and ..." Focht broke off, then continued, his voice suddenly sharpened by confusion and dismay. "What happened to the First Army? These troop figures cannot be accurate!"

Luarca took a deep breath before answering. "I'm afraid they are, sir. I kept the Fourth Army in reserve at Luk and used the First to engage the enemy as they advanced. I knew the Fourth would not hold the line against the power of the Clan OmniMechs, and we would have lost Luk."

"So instead, you have lost Spanac and splintered your seasoned force, leaving only the untried troops of the Fourth to defend Luk! We can only hope that they hold."

"Sir, we have not lost Spanac! My division is untouched. I swear in Blake's own blessed name, we can hold! We shall hold!"

"No, Precentor, I fear not. You lack sufficient strength to withstand all three of the Ghost Bear Galaxies. You must withdraw from the city at once; use what's left of the 91st to cover your retreat."

Luarca's voice caught as she said, "You're certain of this, Anastasius?"

"Completely."

"Then I will do as you say. I am ... sorry."

Focht sighed and gentled his tone. "Don't blame your-

self, Katherine. It's too late for that, and we can't afford to lose your leadership skills now. You may even have been right—the Fourth might well have failed, had you thrown them to the Bears. For now, just get out of Spanac. And Katherine?"

"Yes, Anastasius?"

"If you truly want to stop the Ghost Bears, destroy their supply lines. Use what's left of the First to hit them when they move on Luk."

**SITUATION: SPANAC,  
TUKAYYID**

While Beta and Delta Galaxies attempted to take Luk, Alpha Galaxy easily drove through the Com Guards' 308th Division (Clarity of Thought) and established positions in the suburbs of Spanac. The 91st Division barely managed to fight its way through the Ghost Bear lines to link up with the 103rd (Truth in Communication) in order to defend the city.

As the Com Guards attempted to deploy throughout Spanac, Alpha Galaxy continued to pound the 91st. The Ghost Bear Khans were determined to seize ComStar's supply caches in order to gain enough parts and ammunition to keep their offensives going. When a Clan aerospace recon team reported a lightly guarded supply depot near the edge of the city, the Bears quickly moved to seize it.

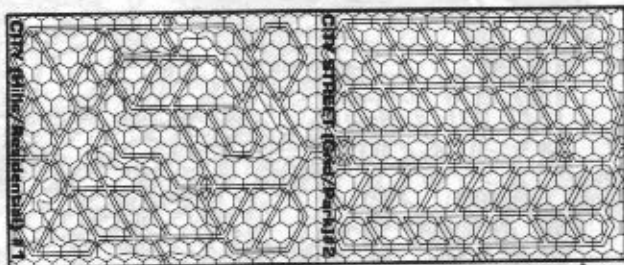




## CLAN GHOST BEAR

## GAME SET-UP

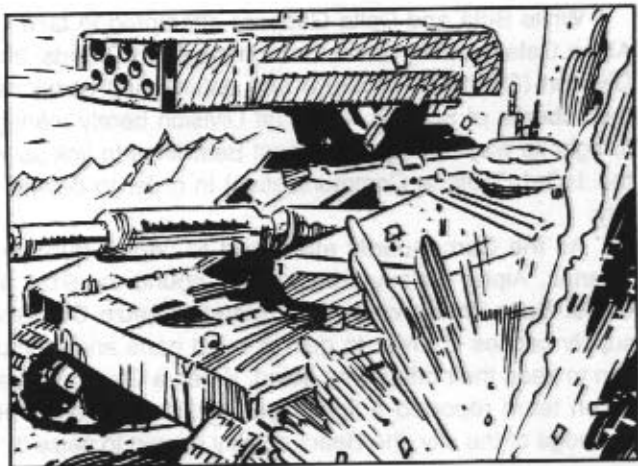
Lay out the **BattleTech** mapsheets as shown. The Com Guards player should place 5 Light Buildings and 5 Medium Buildings on the City Hills mapsheet, and 5 Light, 5 Medium, and 10 Heavy Buildings on the City Street Grid mapsheet. In addition, the Com Guards player should place one Hardened Building, representing the supply depot, in any hex on the east edge of the mapsheet. Keeping in mind these guidelines, any building may be placed in any hex save for a Road hex.



## ATTACKER

The Ghost Bears represent members of the veteran First Bear Guards. The unit commander has Gunnery Skill 1 and Piloting Skill 2.

The Ghost Bears' aerospace recon run has given them an accurate assessment of the defenders' strength, and so the Ghost Bear players (if more than one) should engage in *batchall* for the right to take the supply depot. The bidding begins with a Cluster com-



prised of one medium, one heavy, and one assault Supernova Trinary. If only one player is controlling the Clans, his force should have a total point value no greater than that fielded by the Com Guards.

## Deployment

The Ghost Bear forces enter at the west edge of the map.

## DEFENDER

The Com Guards represent members of the veteran 91st Division.

## Deployment

The Com Guards forces begin the game within 10 hexes of the supply depot.

## VICTORY CONDITIONS

The Ghost Bears win a decisive victory if they destroy or drive off all of the Com Guards units or if they capture the supply depot. The depot is considered captured if one or more Ghost Bear units stays within 8 hexes of the depot's Building counter for at least 4 turns without any Com Guards units spending at least 2 full turns inside that 8-hex radius.

The Com Guards win a decisive victory if they destroy or drive off all of the Clan units. They win a marginal victory if they must destroy the supply depot to keep it from falling to enemy forces.

## SPECIAL RULES

Beginning in Turn 11, the Com Guards player may choose to destroy the depot in order to prevent it from falling into enemy hands. To accomplish this, Com Guards units must attack the Hardened Building until its Construction Factor is reduced to 0.

The game set-up for **Spanac: City under Siege** should also be used in the scenario **Luarca's Revenge** (p. 55). During **Spanac: City under Siege**, the players or the gamemaster should keep track of damaged or rubble buildings.

## Honor Levels

- Dueling: Level 3
- Physical Attacks: Level 2
- Retreating: Level 3



## CLAN GHOST BEAR

## LUARCA'S REVENGE (24)

### UNEXPECTED HEROES

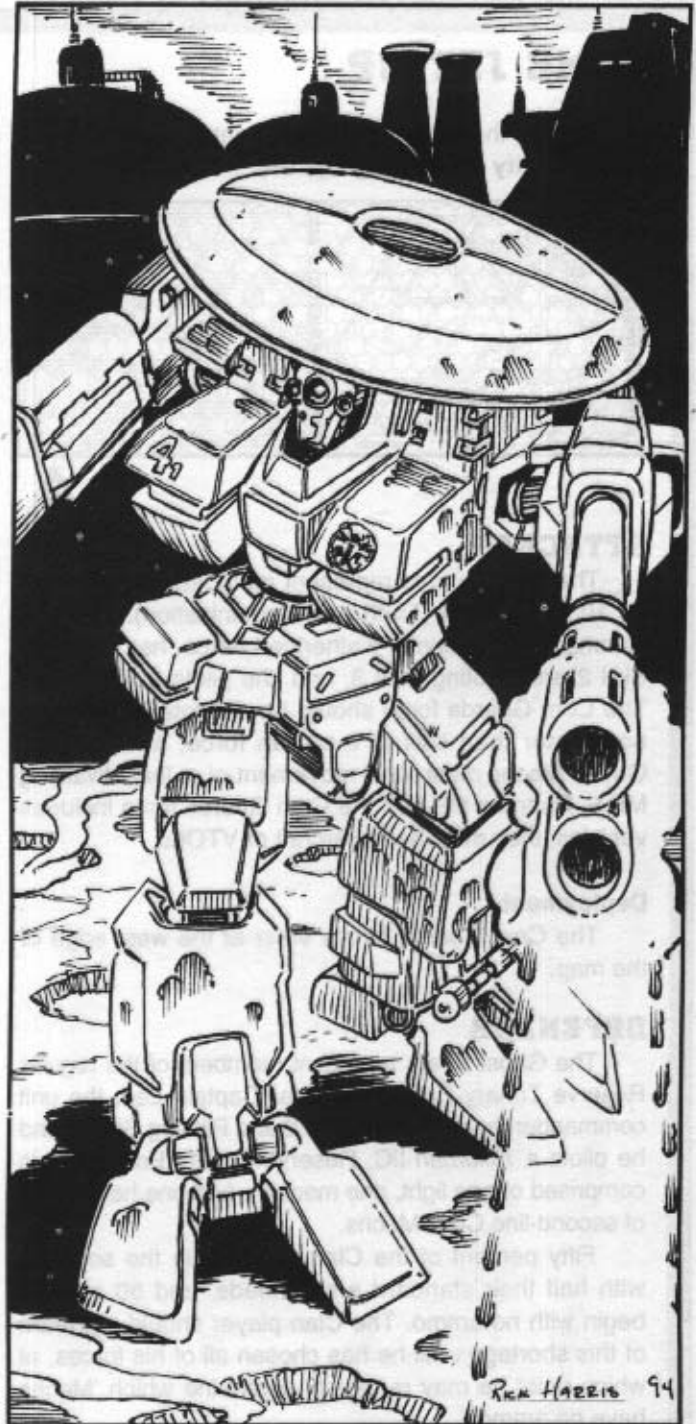
Star Captain Lee made his rounds as briskly as he could in his sluggish *Rifleman* IIC, which he had affectionately dubbed the *Infernal Machine*. Lee knew exactly why the Clan Khans had allowed him to bid his Trinary into the Tukayyid invasion force; they intended his presence as an insult to both ComStar and the other Clans. By including Reserve Trinary Echo Four, the Khans were saying, "See, we fear these Com Guards so little that we send freebirths in standard BattleMechs against them."

Therefore, his unit's assignment to garrison the captured Com Guards supply depot at Spanac had come as no surprise. The rest of Beta Galaxy had joined Delta in patrolling the outer edges of Spanac. Lee envied them—at least they might achieve honor and glory in combat. Lee consoled himself with the thought that protecting a vital supply center probably did more good for the Clan than any feat of frontline battle. He repeatedly told himself that as he continued his attempts to keep the apathetic warriors of his unit alert.

Suddenly, Lee's comm crackled to life. "Reserve Trinary Echo Four, Com Guards forces have breached the outer city defenses and are headed toward your present position. Repeat, Com Guards units are headed your way."

### SITUATION: OUTSKIRTS OF SPANAC, TUKAYYID

Precentor Katherine Luarca swore that she would make up for her failure to defend Spanac. While the remnants of the 91st and Twelfth Divisions tied down Beta and Delta Galaxies with raids on the city's outskirts, Precentor Luarca combined the remaining units of the 308th with her 103rd Division to bring the 103rd back up to full strength. Once Alpha Galaxy left Spanac to invade Luk, the Precentor smashed through Delta Galaxy, leaving her division's slower and heavier 'Mechs behind to delay pursuit while the rest swept toward the



captured supply depot. Intelligence reports indicated that only Clan reserve 'Mechs defended the depot, and Precentor Luarca intended to give the Ghost Bears' second-line garrison a big surprise.

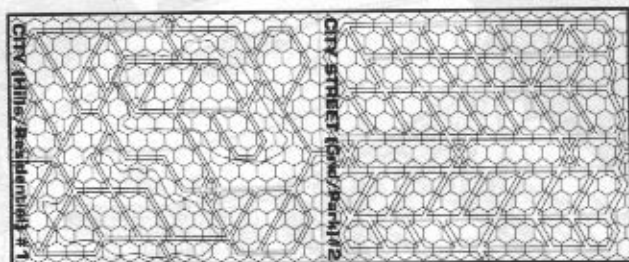




## CLAN GHOST BEAR

## GAME SET-UP

Lay out the **BattleTech** mapsheets as described in **Spanac: City under Siege** (p. 53).



## ATTACKER

The Com Guards represent members of the veteran 103rd Division (Truth in Communication). The unit commander, Precentor Katherine Luarca, has Gunnery Skill 2 and Piloting Skill 3, and she pilots a *Flashman*. The Com Guards force should have a total point value no greater than that of the Clan force, and all Com Guard 'Mechs must have movement of at least Walking MP 5, Running MP 8. If the Com Guards force includes vehicles, they must be hovercraft or VTOLs.

## Deployment

The Com Guards forces enter at the west edge of the map.

## DEFENDER

The Ghost Bears represent members of the regular Reserve Trinary Echo Four. Star Captain Lee, the unit commander, has Gunnery Skill 2 and Piloting Skill 3, and he pilots a *Rifleman* IIC. Reserve Trinary Echo Four is comprised of one light, one medium, and one heavy Star of second-line Clan 'Mechs.

Fifty percent of the Clan units begin the scenario with half their standard ammo loads, and 50 percent begin with no ammo. The Clan player should not learn of this shortage until he has chosen all of his forces, at which point he may randomly determine which 'Mechs have no ammo.

## Deployment

The Clan forces begin the game within 10 hexes of the supply depot.



## VICTORY CONDITIONS

The Ghost Bears win a decisive victory if they destroy or drive off all of the Com Guards units and keep the supply depot intact. They win a marginal victory if they destroy or drive off all of the Com Guards units but destroy the depot.

The Com Guards win a decisive victory if they destroy or drive off all of the Clan units. They win a marginal victory if they destroy the supply depot.

## SPECIAL RULES

All buildings damaged or reduced to rubble by the end of **Spanac: City under Siege** should remain damaged during this scenario, but any fire and smoke from that damage has burned out or drifted away. Therefore, any fire or smoke rules used in the previous scenario no longer apply.

Any unit that exits the mapsheet is out of the game.

If the Com Guards achieved a victory in **Spanac: City under Siege**, the Clan units in this scenario defend their own supply cache rather than one captured from the Com Guards. In this case, use the mapsheet shown below. The Clan player should place a single Level 1 Light Building at the east edge of the map to represent the Ghost Bears' makeshift depot.

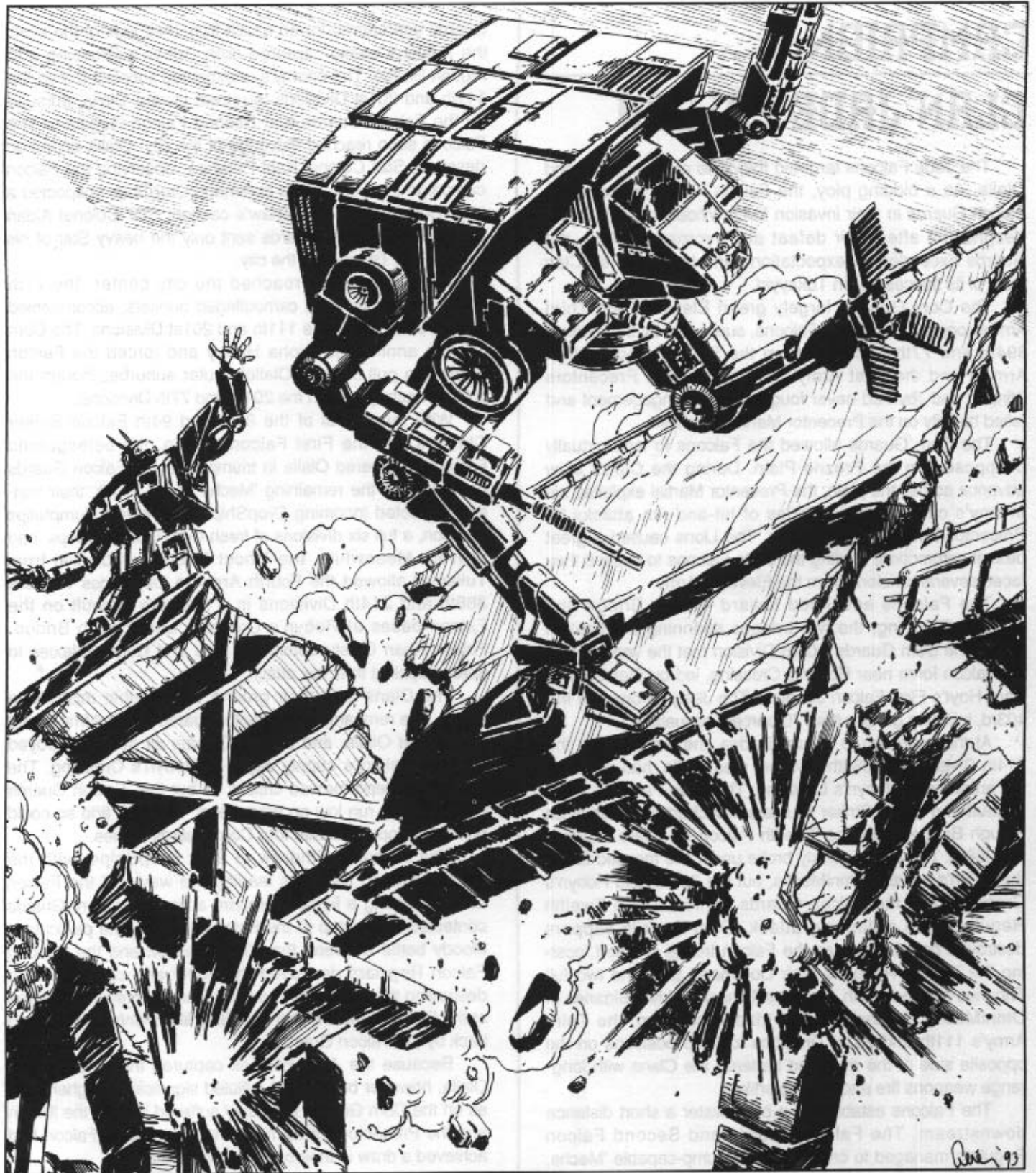
## Honor Levels

Dueling: Level 4

Physical Attacks: Level 4

Retreating: Level 4







## CAMPAIGN:

# CLAN JADE FALCON

The Jade Falcons targeted the cities of Humptulips and Olalla. As a bidding ploy, the Falcon Khans included the Falcon Guards in their invasion force. Widely regarded as a *dezgra* unit after their defeat at Twycross in 3050, the Guards exceeded all expectations and brought their Clan most of its successes on Tukayyid.

The Com Guards' largely green Eleventh and Third Armies opposed the Jade Falcons, supported by the veteran 394th and 77th Divisions from the Second and Twelfth Armies and the First Army's 309th Division. Precentors Stinson and Jby had never fought a major engagement and relied heavily on the Precentor Martial's orders.

The Com Guards allowed the Falcons to land virtually unopposed on the Prezno Plain. During the Clan's slow advance across the plain, the Precentor Martial exploited his enemy's caution with a series of hit-and-run attacks by Precentor Gesicki's White Lions. The Lions caused a great deal of commotion, leading the Jade Falcons to believe they faced several divisions from the Eleventh Army.

The Falcons advanced toward Plough Bridge and Robyn's Crossing, the two bridges spanning the Prezno River. The Com Guards' 403rd Division met the vanguard of the Falcon force near Robyn's Crossing, led by Star Colonel Rard Hoyt's First Falcon Jaegers. The Jaegers crushed the 403rd, inflicting greater than 70 percent casualties.

At the approach to Plough Bridge, the Falcons met the 214th Division; the 388th Division, meanwhile, had dug in at the entrance to Robyn's Crossing. The Jade Falcons' 305th Assault and 124th Striker Clusters launched the assault on Plough Bridge, while the Twelfth Falcon Regulars attacked the 388th. The 214th quickly broke under the massed fire of the 305th's assault OmniMechs, but the 388th held Robyn's Crossing until the Falcon Guards reinforced the Twelfth Regulars with a flanking attack. Com Guards sappers destroyed both bridges as the Falcon troops crossed, costing the Twelfth Regulars their Command Star and two full Trinaries and the 305th Assault a Trinary and two Binaries of OmniMechs. As the Falcons tried to regroup, the Third Army's 111th and 201st Divisions took up positions on the opposite side of the river and battered the Clans with long-range weapons fire and artillery strikes.

The Falcons established a breakwater a short distance downstream. The Falcon Guards and Second Falcon Regulars managed to cross with their jump-capable 'Mechs, losing eleven OmniMechs in the process. With the Com

Guards unprepared for an attack from their side of the river, the Falcons easily captured both Robyn's Crossing and Plough Bridge. The enemy's unexpected success forced the 111th and 201st Divisions to retreat toward Olalla, pursued by the Falcon Guards and Second Falcon Regulars. The Falcons soon reached the edge of the city. Olalla appeared deserted; Star Colonel Kael Pershaw, observing the Falcon campaign from the Clan's command DropShip, suspected a trap. Responding to Pershaw's caution, Star Colonel Aidan Pryde of the Falcon Guards sent only the heavy Star of his unit's Alpha Trinary into the city.

As Alpha Heavy reached the city center, the 77th Division emerged from camouflaged bunkers, accompanied by the remainder of the 111th and 201st Divisions. The Com Guards annihilated Alpha Heavy and forced the Falcon Guards to pull back to Olalla's outer suburbs, though the fighting destroyed both the 201st and 77th Divisions.

With the arrival of the 89th and 94th Falcon Striker Clusters and the First Falcon Velites, the beleaguered Falcons re-entered Olalla in triumph. As the Falcon Guards hunted down the remaining 'Mechs of the 111th, their sensors detected incoming DropShips. The entire Humptulips garrison, a full six divisions of fresh Com Guards troops, had arrived. Meanwhile, the Ghost Bears' withdrawal from Tukayyid allowed the Fourth Army to join forces with the 388th and 214th Divisions in a massive assault on the Falcon bases at Robyn's Crossing and Plough Bridge. Falcon Khan Chistu committed Vau and Delta Galaxies to defend against this new attack.

The Clans held their ground until double misfortune struck. The remnants of Precentor Luarca's First Army joined the fight at Olalla, and a Com Guards air strike destroyed Gamma Galaxy's supply depot at Robyn's Crossing. The loss of the depot proved critical; all but the Falcon Guards had begun to run low on ammo and materiel, and so could no longer hope to defeat four Com Guards armies.

The Falcons withdrew to their DropShips, with the Second Falcon Regulars leading the way and the Falcon Guards fighting a fierce rearguard action. The Com Guards contested every step of the Falcons' retreat; the particularly bloody battle between the 309th Division and the Second Falcon Regulars destroyed the 309th and came close to destroying the Clan unit. The Com Guards threw themselves at the Falcons until the last DropShip lifted, only to be beaten back by the Falcon Guards.

Because the Jade Falcons captured the target city of Olalla, however briefly, and inflicted significantly higher losses on the Com Guards than they suffered in turn, the iIKhan and the Precentor Martial ruled that Clan Jade Falcon had achieved a draw in their battle against ComStar.



## CLAN JADE FALCON

# HIT AND RUN ON THE PREZNO PLAIN (5)

## FIRST STRIKE

—Excerpted from *At Ground Zero: Memoirs of a Com Guard* by Tsippora Thurston, ComStar Press, 3055

Precentor Gesicki's voice came over the line, sounding like Focht had lit a fire under her feet. "White Lions, as soon as the Clan infidels are in range, strike and hiss, then spring away! Bare your claws—they're closing in!"

In ComStar, one learns to decipher even the most obscure allegory, and I understood the Precentor's orders at once. Of course, some of the newer troopers had a little trouble with them. Infantryman Delavar, formerly a Liao soldier, voiced a plaintive request: "Strike and hiss, Precentor? Could you be a little more specific?"

Gesicki answered, bubbling over with confidence. "Strike: ambush. We should hit plenty of good targets with our first volley. The more we can destroy, the better. Hiss: fire everything you've got, even if you can't hit anything. Make them think an entire army is attacking them. Spring away: keep moving. Break off and retreat before they can close and force you into a drawn-out slugfest. That way, we can force these Clanners to use up their ammo—and they've got precious little with which to resupply." Precentor Gesicki paused. "Do you understand now, Acolyte Delavar?"

When Delavar answered, I could hear a feral smile in her voice. "Yes, Precentor. I understand."

## SITUATION: PREZNO PLAIN, TUKAYYID

Precentor Gesicki's White Lions were the first to meet the Jade Falcon Forces, launching a guerrilla campaign against their foes. As the Falcons advanced onto the Prezno Plain, the Lions struck and then faded away before the Clan warriors could engage them. The battle-eager Falcons used up their stocks of ammunition firing at these elusive targets, playing straight into the Precentor Martial's hands.



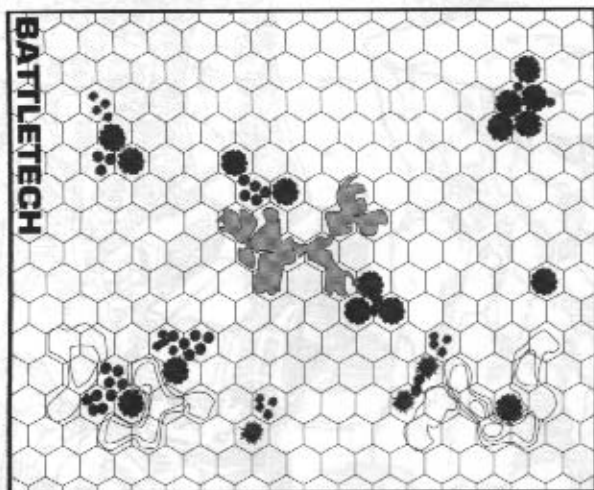




## CLAN JADE FALCON

### GAME SET-UP

Lay out the **BattleTech** mapsheet as shown. Treat all Water hexes as Clear terrain, and all wooded hexes as Light Woods.



### ATTACKER

The Com Guards represent members of the veteran 394th Division (White Lions). Each Com Guards unit consists of a BMB-12D *Bombardier*, CN9-A *Centurion*, THG-11E *Thug*, and a STN-3L *Sentinel*.

### Deployment

The Com Guard 'Mechs begin the scenario as hidden units, anywhere on the mapsheet (see **Hidden Unit Set-up and Gamemasters**, p. 6).

### DEFENDER

The Jade Falcons represent the following Falcon Guards Star, commanded by Star Captain Joanna.

#### Trinary Alpha Star

Star Captain Joanna (*Piloting 3, Gunnery 2*),

*Mad Dog*

MechWarrior Diana (*Piloting 2, Gunnery 3*),

*Warhawk*

MechWarrior Khastis (*Piloting 4, Gunnery 3*),

*Hellbringer*

MechWarrior Faulk (*Piloting 4, Gunnery 3*),

*Gargoyle*

MechWarrior Leema (*Piloting 4, Gunnery 3*),

*Stormcrow*

### Deployment

The Jade Falcon OmniMechs must set up within 3 hexes of Hex 0809, all facing the eastern edge of the mapsheet.

### VICTORY CONDITIONS

The Jade Falcons win a decisive victory if they destroy or disable all of the Com Guards units. They win a marginal victory if they destroy or disable 2 or more Com Guards units.

The Com Guards win a decisive victory if they destroy all of the Clan units or if they destroy 2 or more Clan units and escape with all of their units still functional. They win a marginal victory if they destroy or disable one or more of the Clan units and exit the mapsheet with at least 3 functional units.

### SPECIAL RULES

This scenario begins with one or more Com Guard 'Mechs leaving its hiding place and attacking. During Turn 1, the Com Guards player must reveal at least one of his units, and the Clan units may not move or fire. Beginning with Turn 2, play proceeds normally.

### Honor Levels

Dueling: Level 4

Physical Attacks: Level 4

Retreating: Level 4



## CLAN JADE FALCON

# ASSAULT ON ROBYN'S CROSSING (18)

## FACING FEARFUL ODDS

Acolyte Cray grinned as his shot drilled a Falcon *Ryoken* directly in the cockpit. The semiportable PPC couldn't penetrate the OmniMech's armor, but a drunken lurch by the ungainly thing told him that he'd shook up its pilot. Cray laughed. "Those Clanners might have better 'Mechs, but their CO's got all the imagination of a lump of clay. No matter what, they just keep marching down to slug it out nose-to-nose with our gun emplacements!"

Cray didn't realize he'd spoken his thoughts aloud until Adept Kristin Vee answered grimly from the neighboring infantry bunker. "Don't get too cocky, Brian. Sooner or later, they'll figure it out and then crush us like two turtles on an expressway."

Cray's smile faded. "You're as cheerful as ever."

"Just keep firing, soldier."

After several minutes, the Falcons' jump-capable Omnis and Elementals began raining down the hillside on the Com Guards' right flank. The sheer volume of fire forced the ComStar 'Mechs to retreat across the river, leaving the infantry who were manning the gun emplacements at the mercy of the enemy.

Cray's smile had become a grimace that would have frightened most warriors. His PPC had lost most of its heat dumps two hits back, and he was dimly aware that the skin of his hands had stuck to the red-hot metal grip. He hadn't heard anything from Kristin for some time. He fired again and again at the *Ryoken* in his sights, as fast as his weapon would cycle, but the 'Mech strode toward him as though his attacks were no more than bee stings.

His final shot, fired from an angle of almost 90 degrees, pierced the underside of the OmniMech's foot and destroyed the ankle actuator. Ignoring the burning pain in his hands, Cray grinned wider. At least one Clan pilot would drop out of the Falcons' front line.

## SITUATION: PREZNO RIVER, TUKAYYID

After their long crawl across the Prezno Plain, the Falcons finally reached the two bridges spanning the Prezno River. Too deep and swift to ford, the river could only be crossed at Plough Bridge and Robyn's Crossing.

The Twelfth Falcon Regulars won the right to take the Robyn's Crossing bridge, but the 388th Division (the White Banshees) soon mired them down in a standoff. A frustrated and furious Star Colonel Aidan Pryde led the jump-capable 'Mechs of his Command Star in a flanking attack against the 388th, winning the bridge with his unorthodox tactic.

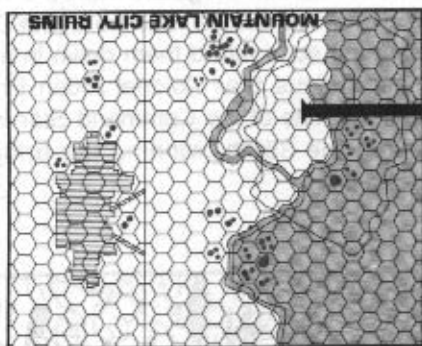




## CLAN JADE FALCON

## GAME SET-UP

Lay out the **BattleTech** mapsheets with the Mountain Stream mapsheet overlapping the City Ruins mapsheet as shown. The City Ruins mapsheet, called Map 1, represents the Prezno Plain. Treat all Paved and Road hexes on Map 1 as Clear terrain. The 08xx row of hexes where the mapsheets join represents the cliff face leading down to the river. Treat every hex west of this line as a Level 4 hex. The Mountain Stream mapsheet, called Map 2, represents the Prezno River and river bank. Treat all hexes on Map 2 as Level 0 terrain except for the stream and all hexes to the east of it; treat these as Depth 3 Water hexes. There is a one-level drop from the surrounding terrain to the water's surface, and all Woods hexes on Map 2 are considered Clear terrain. The Robyn's Crossing bridge begins at Hex 0612 and extends eastward all the way off the map through Hexes 0512, 0412, 0312, 0212 and 0112. Treat the bridge as Hardened, with a CF of 100.



## ATTACKER

The Jade Falcons represent the following elements of the Twelfth Falcon Regulars and the Falcon Guards.

## Falcon Guards Command Star

Star Colonel Aidan Pryde (*Piloting 2, Gunnery 1*),  
*Timber Wolf\**  
 MechWarrior Horse (*Piloting 3, Gunnery 2*), *Viper-A*  
 MechWarrior Margo (*Piloting 3, Gunnery 2*), *Mist Lynx*

## 12th Falcon Regulars Command Star

Star Colonel Senza Oriega (*Piloting 3, Gunnery 2*),  
*Executioner-B*

MechWarrior Karoline Buhallin (*Piloting 3, Gunnery 2*), *Summoner-A*

MechWarrior Jansen (*Piloting 3, Gunnery 2*),  
*Executioner*

MechWarrior Winston (*Piloting 3, Gunnery 2*),  
*Gargoyle*

MechWarrior Stanton (*Piloting 3, Gunnery 2*),  
*Summoner*

\*See Special Rule 4.

## Deployment

The Twelfth Falcon Regulars Command Star sets up on Map 2, in any land hexes south of Hex 1109. The three Falcon Guards 'Mechs begin the game at the western edge of Map 1.

## DEFENDER

The Com Guards represent members of the 388th Division (the White Banshees). Three Level II units of 'Mechs, worth 900 total points, make up the Com Guards force.

## Deployment

One Level II unit of 'Mechs must begin the game on the bridge. The Com Guards player may set up his remaining unit anywhere within 5 hexes of the bridge landing (Hex 0612).

## VICTORY CONDITIONS

The Jade Falcons win a decisive victory if they destroy or drive off all of the Com Guards units. They win a marginal victory if they capture the bridge. The bridge is considered captured if one or more Falcon 'Mechs stays on the bridge and no Com Guards units are on the bridge or within 3 hexes of the landing (Hex 0612) for four or more consecutive turns.

The Com Guards win a decisive victory if they destroy all of the Clan units. They win a marginal victory if they prevent the Falcons from capturing the bridge until after Turn 12.

## SPECIAL RULES

1. The Com Guards may only retreat by crossing the bridge (exiting off the east edge of the map).
2. Because of the Prezno River's fierce currents, any unit that enters the water is swept away and considered destroyed for the purposes of this scenario. If





## CLAN JADE FALCON

the controlling player of any unit on the bridge has made an unsuccessful Piloting Skill Roll, he must immediately make a second Piloting Skill Roll. If the second roll is also unsuccessful, the unit falls into the river and is lost. If Star Colonel Pryde enters the river, determine damage normally for the fall, but do not halve the damage as usual. This move takes him out of this scenario, though Aidan will return in **Pryde's Pride**, p. 66.

3. The Com Guards have rigged the bridge with explosives, but the Clan players should not know this. The Com Guards player may choose to set off the hidden explosives during any turn's End Phase, destroying the bridge instantly. All units on the bridge when it explodes are destroyed. However, if a 'Mech with at least one functioning hand is standing in Hex 0612 when the bridge explodes, that 'Mech may make a desperate grab for the edge of the bridge landing. For this tactic to succeed, the player must make a successful Piloting Skill Roll modified by +4. Shrapnel from the exploding bridge inflicts 20 points of damage to the 'Mech; divide this damage into 5-point clusters and apply it using the Rear column of the Hit Location Table (p. 27, **BattleTech Compendium**). During the following turn, the 'Mech may take no action except to climb into Hex 0712 or Hex 0713 and stand up. If both of these hexes are occupied, the 'Mech must simply hang from the edge until one of the hexes is empty.

4. Star Colonel Pryde's *Timber Wolf* has been fitted with jump jet pods. To make room for the pods, his techs removed the 'Mech's torso-mounted lasers and machine guns. Aidan's 'Mech has a Jumping MP of 4 (see the *Timber Wolf* record sheet at the end of the book).

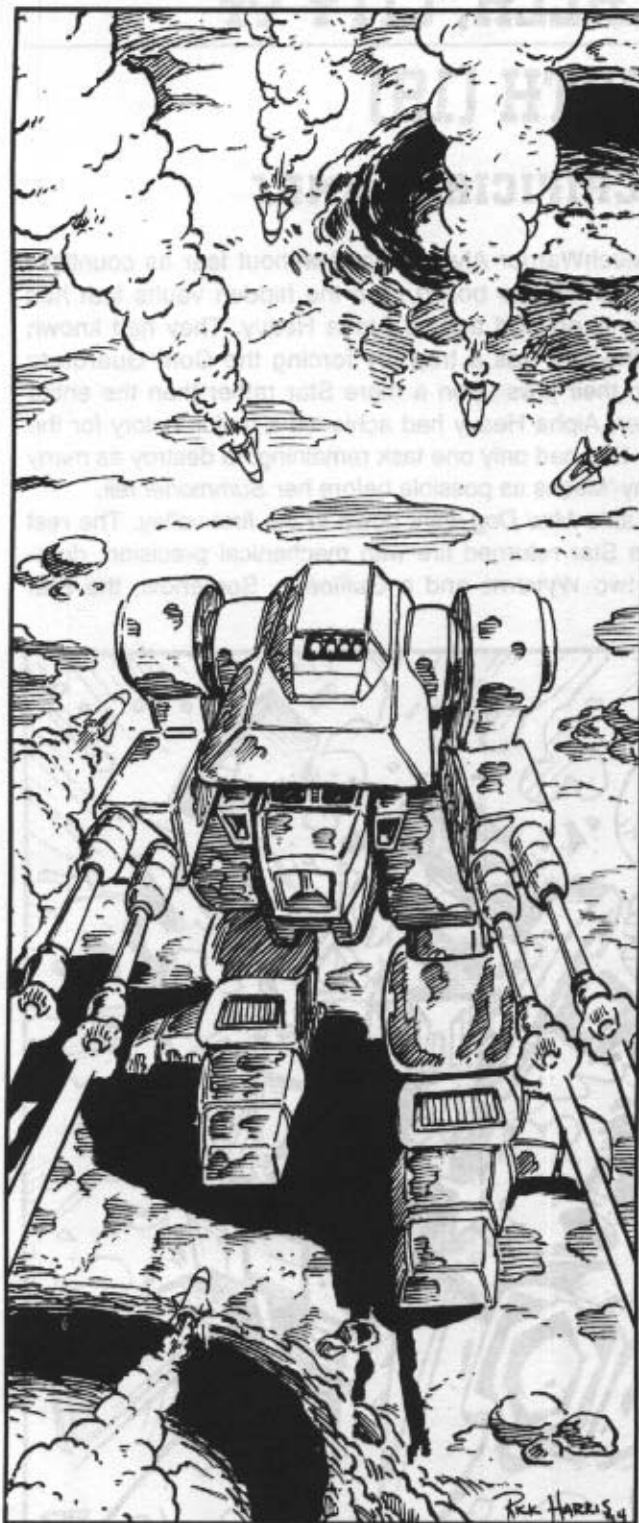
5. If the Com Guards score a decisive victory in this scenario, they halt the Falcon offensive before it has a chance to begin. In that case, the Falcons' Tukayyid campaign ends with this scenario.

**Honor Levels**

Dueling: Level 4

Physical Attacks: Level 4

Retreating: Level 1





## CLAN JADE FALCON

# OLALLA, CITY OF DEATH (19)

## SACRIFICIAL LAMBS

MechWarrior Alyn watched without fear as countless ComStar 'Mechs boiled from the hidden vaults that had suddenly opened around Alpha Heavy. They had known that the city was a trap; by forcing the Com Guards to clamp their jaws upon a mere Star rather than the entire Cluster, Alpha Heavy had achieved a major victory for the Clan. She had only one task remaining: to destroy as many enemy 'Mechs as possible before her *Summoner* fell.

Lan's *Mad Dog* went down in the first volley. The rest of the Star returned fire with mechanical precision, dropping two *Wyverns* and a *Guillotine*. Somehow, the Star



managed to remain standing through a second round of fire from the white wave of Com Guard 'Mechs. Alyn's computer reported armor breaches in seven areas, an engine hit, and the loss of her large pulse laser. Triggering her Gauss rifle, she watched with satisfaction as the silver sphere punched through the midsection of an already damaged *Kintaro*. The explosion from the 'Mech's ruptured fusion reactor threw the two nearest Com Guard 'Mechs into the ranks, knocking several down and destroying the aim of many more.

The reprieve gained by Alyn's disruption of the Com Guards' formation allowed her and MechWarrior Crocco to survive another salvo. Eleny was less lucky. Her *Hellbringer* disintegrated under a barrage of missiles, autocannon rounds, and laser and PPC bolts.

Alyn fired on a *Thug*, missing with the Gauss rifle but peppering the enemy's armor with short-range missiles. A *Sentinel* in the rear rank suddenly vanished, and Alyn wondered if her Gauss round might have found a mark after all. When the aptly named *Thug* sighted its twin particle cannon on her, Alyn knew she could fight no more. Just before the beams lashed out, she flicked a last glance at her secondary monitor. Of the entire Star, only Star Commander Julia Huddock's *Executioner* still stood; even in the center of the Com Guards' maelstrom, something in the stance of the commander's 'Mech suggested the relaxed proficiency that had earned Julia Huddock her fame. Her eyes on the *Executioner*, Alyn smiled as the enemy PPC filled her viewport with blue light.

## SITUATION: OLALLA, TUKAYYID

As the bulk of the Jade Falcon troops crossed the newly constructed pontoon bridge at Robyn's Crossing, the Falcon Guards and Second Falcon Regulars set out for Olalla. Before Star Colonel Aidan Pryde could order his troops into the seemingly deserted city, Jade Falcon military advisor Kael Pershaw noticed incongruities between the city in their path and the layout of Olalla that their briefing had led them to expect. Anticipating a ComStar ambush, Pryde allowed only the heavy Star of his Alpha Trinary to enter the city.

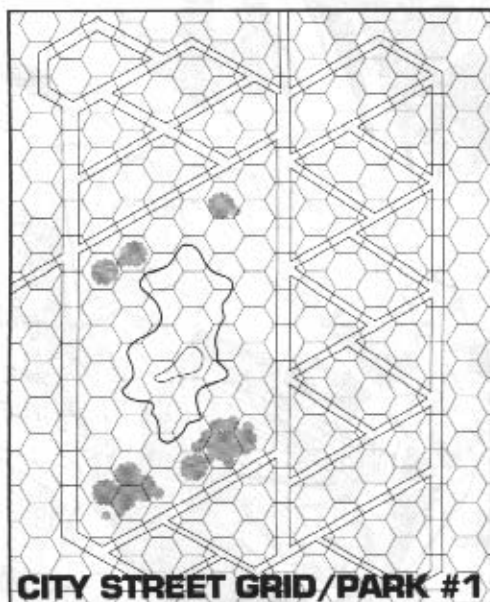
Precentor Minnick and her hidden units lay in wait for the Falcon Cluster, and ended up closing the jaws of their trap around the five 'Mechs of Alpha Heavy. Overwhelmed by the sheer numbers of their Com Guards' assailants, Alpha Heavy died fighting.



## CLAN JADE FALCON

## GAME SET-UP

Lay out the **BattleTech** mapsheet as shown. Before beginning play, the Com Guards player should place 10 Light Buildings on the map in any Clear hexes of his choice.



## ATTACKER

The Com Guards force represents members of the veteran 77th Division (the White Monsters), and should consist of three Level II units of 'Mechs worth 900 total points.

## Deployment

The Com Guard 'Mechs begin the scenario by erupting from their hidden bunkers. The Com Guards may begin anywhere on the mapsheet except within 3 hexes of Hex 0809.

## DEFENDER

The Jade Falcons represent the elite Falcon Guards' Alpha Heavy Star.

## Alpha Heavy Star

Star Commander Julia Huddock (*Piloting 3, Gunnery 1*), *Executioner-A*

MechWarrior Alyn (*Piloting 3, Gunnery 2*), *Summoner-A*

MechWarrior Crocco (*Piloting 4, Gunnery 2*), *Summoner-C*

MechWarrior Eleny (*Piloting 4, Gunnery 3*), *Hellbringer-B*

MechWarrior Lan (*Piloting 4, Gunnery 3*), *Mad Dog*

## Deployment

The Jade Falcon force begins the scenario in the center of the mapsheet. All Falcon 'Mechs must be within 3 hexes of Hex 0809 at the start of the game.

## VICTORY CONDITIONS

The Jade Falcons win a decisive victory if they destroy or drive off all of the Com Guards units. They win a marginal victory if they destroy or drive off at least 9 Com Guards units, or if 3 or more units manage to escape off the mapsheet.

The Com Guards win a decisive victory if they destroy all of the Clan units. They win a marginal victory if they manage to destroy 3 or more of the Clan units.

## SPECIAL RULES

The Falcon Guards may only retreat off the south edge of the mapsheet. The Com Guards may retreat off any edge of the mapsheet except the south edge.

## Honor Levels

Dueling: Level 4

Physical Attacks: Level 4

Retreating: Level 4





## CLAN JADE FALCON

## PRYDE'S PRIDE (20)

## BLAZE OF GLORY

Acolyte Dylan Dray stared, slack-jawed, at the incredible spectacle before him. The White Rhinos had the enemy 'Mech surrounded, and all eighteen of his fellow Com Guards were discharging their energy weapons at it. Yet it still stood.

The *Mad Cat* faded in and out of Dray's sight, obscured by smoke, DropShip exhaust streaming across the battlefield, and the deep darkness of Tukayyid's night. Dray's Star League-era Dynatec targeting computer should have penetrated the murk easily, but instead his display flickered unsteadily. Was the Clan 'Mech moving slightly, or standing still? He wasn't sure, and from the volume of fire missing the lone enemy, he guessed that his companions weren't either.

But if the Com Guards were unsteady of hand, the Clan warrior was not. Already, four white 'Mechs lay at the feet of the 'Mech with the bright green falcon emblazoned on it.

Dray triggered his medium laser, but the beams cut only smoke. What was wrong with his computer? He'd never had any trouble with it before. And why did he have the feeling that he wasn't the only one suffering mysterious malfunctions? A sneaking voice in Dray's head told him that the enemy pilot wasn't human, but instead was some unstoppable creature of the night. He shook his head to clear it of such foolishness, but he couldn't help noticing that none of his companions had dared to close to within a hundred meters of the Clan warrior after the first four Com Guards had fallen.

Not that it seemed to matter. The Rhinos had lost at least that many more Com Guard 'Mechs in the past hour, victims of the enemy's deadly accuracy.

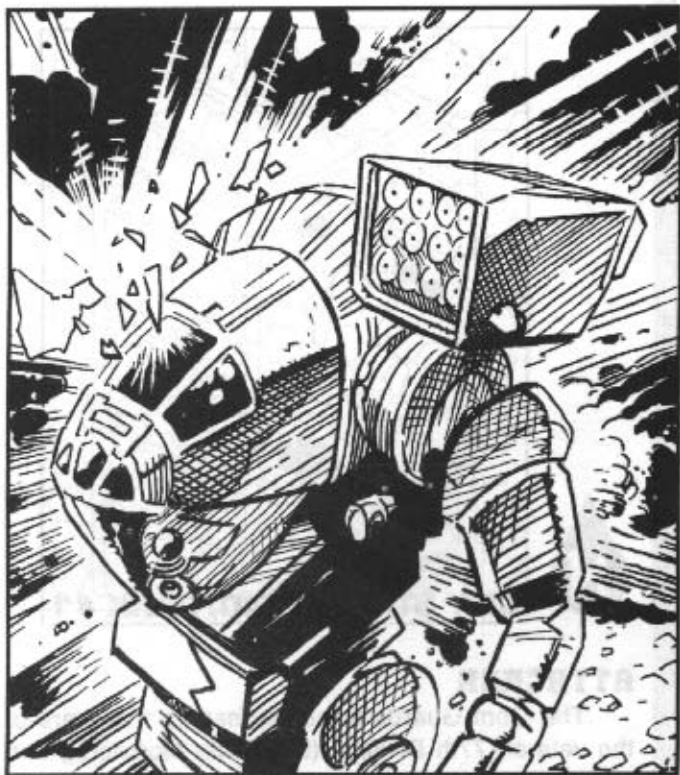
The mist parted slightly, and Dray saw the emerald eyes of the Jade Falcon staring at him. Aiming at the insignia, Dray fired his laser. This time, the *Mad Cat* fell.

For almost a full minute, no one approached the fallen 'Mech. Then Dray forced himself to move his *Stinger* out from behind the hill, striding forward until he stood over the *Mad Cat*. Funny, his monitors all worked fine now.

Up close, he saw that the seemingly unscathed Clan 'Mech had actually taken quite a beating. Gouges from their lasers, pock marks from missile hits, and oozing craters caused by autocannon rounds covered the OmniMech's surface. Circuitry showed everywhere through

shattered and burned-away armor, wires and myomer bundles hanging limply from the 'Mech's frame. Miraculously, the section of armor bearing the Falcon insignia was untouched, save for a single tiny hole between the bird's accusing eyes.

None of the warriors of the 104th Division claimed the *Mad Cat* as a kill.



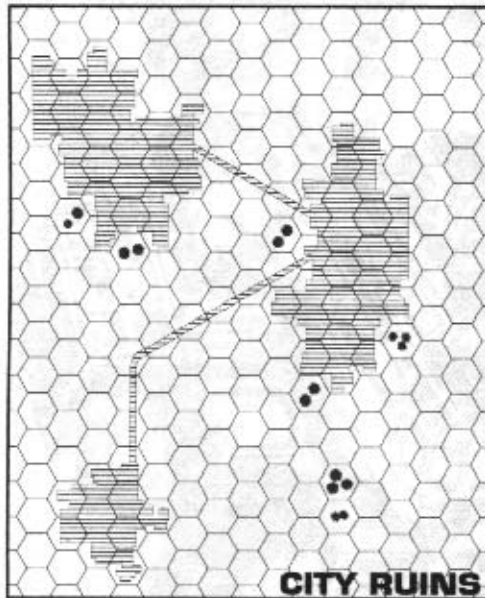
## SITUATION: PREZNO PLAIN, TUKAYYID

As the last of the Falcon Guards boarded their DropShips to lift from Tukayyid, a cockpit hit disabled MechWarrior Diana's *Warhawk* and trapped the young woman in her 'Mech. When Star Captain Joanna revealed to Aidan Pryde that Diana was actually his daughter, the Star Colonel chose to remain on the battlefield and engage the approaching Com Guards to buy time for Diana's rescue. With Diana safe, Pryde found himself unable to break free from the battalion of Com Guard 'Mechs hemming him in. He stood his ground and fought like a man possessed, destroying more than two lances of Com Guards BattleMechs and ensuring himself legendary status among the Clans and the Successor States.

## CLAN JADE FALCON

## GAME SET-UP

Lay out the **BattleTech** mapsheet as shown. Treat all Paved and Road hexes as Clear terrain.



## ATTACKER

The Com Guards force represents members of the green 104th Division, and it should consist of three light Level IIs of 3025-technology 'Mechs.

## Deployment

The Com Guards player sets up first anywhere on the mapsheet, provided that his forces begin the game at least 6 hexes away from Hex 0809.

## DEFENDER

The Jade Falcon force consists of Star Colonel Aidan Pryde in his modified *Timber Wolf* (see *Timber Wolf* record sheet at the end of the book). Star Colonel Pryde has Gunnery Skill 1 and Piloting Skill 2.

## Deployment

Star Colonel Pryde begins the scenario in the center of the mapsheet at Hex 0809. His 'Mech may face in any direction.

## VICTORY CONDITIONS

The Jade Falcon player wins a decisive victory if he destroys or drives off 12 or more Com Guards units. He wins a marginal victory if he destroys or drives off 6 or more Com Guards units.

The Com Guards win a decisive victory if they destroy the Star Colonel's 'Mech without losing more than 5 of their own 'Mechs. They win a marginal victory if they destroy the enemy OmniMech but lose 6 or more of their own 'Mechs in the process.

## SPECIAL RULES

The combination of the elements in Tukayyid's thick atmosphere, the smoke from the battlefield, and the exhaust from the DropShips has made it difficult for the Com Guards to target their enemy effectively, and so all attacking Com Guards add a +2 to-hit modifier. Aidan Pryde has a superior targeting computer, an innate knack for predicting enemy movements, and aid from Kael Pershaw (spotting for him from overhead in a *Specter* class aerospace fighter) and so does not suffer this handicap.

Aidan begins this scenario with the damage level and ammo that he had at the end of *Assault on Robyn's Crossing*, p. 61. If Star Colonel Pryde was killed in that scenario, players should skip this scenario.

## Honor Levels

Dueling: Level 4

Physical Attacks: Level 4

Retreating: Level 1





## CAMPAIGN: CLAN DIAMOND SHARK

Responding to reports from ComStar ROM agents, who judged the Diamond Sharks to be the weakest of the invading Clans, Precentor Martial Focht assigned the relatively inexperienced Eighth and Second Armies to face the Sharks. Though Precentor Cocus was designated the senior commander, both of his veteran divisions had been detached from the Second Army for use against the Steel Vipers and Jade Falcons, leaving the Precentor with three divisions of green and one division of regular troops. Under the circumstances, Cocus chose to defer command to the Eighth Army's Precentor Naddeo, who had one veteran and several regular divisions at his disposal.

The Diamond Sharks landed in the Kozice Valley, where the 85th and 182nd Divisions of the Eighth Army met the Sharks in the foothills overlooking the city of Kozice Prime. The Nineteenth Heavy Cluster of Alpha Galaxy fared well against the 85th, but the 182nd halted the Sharks' offensive near the town of Urcunat. In the meantime, Precentor Naddeo sent her 31st and 56th Divisions (Static Hurlers and Eyes of ComStar) to attack the Sharks' rear.

The conflict swiftly bogged down into a days-long stalemate, with the 182nd keeping Alpha Galaxy bottled up while the bloody but unbowed 85th joined the attack on the Sharks' supply lines. The fighting between the 85th Division and Gamma Galaxy's 222nd Assault Cluster (the Rippers) grew so fierce that only two Clan 'Mechs survived from the doomed 222nd. When the 85th disrupted the Sharks' supply lines for a full day, Gamma Galaxy retaliated by destroying the 85th. That battle, however, enabled reinforcements from the Com Guards Fifth Army to arrive from the Smoke Jaguar theater of operations. The fresh troops cut the Clan off from their supplies. The Second Army's 301st Division (White Sharks) advanced on the Sharks from their bases at Kozice Prime and Urcunat, cutting off escape to the Clan's drop zone and catching the Sharks in a near-unbreakable net.

The reserve 'Mechs of Omega Galaxy mounted a relief effort that enabled the Sharks to break through the Com Guards lines, but at the cost of losing several Stars to enemy fire. With Omega Galaxy acting as a

rear guard, the remnants of the Diamond Shark forces began the long trek back to their DropShips.

As the Sharks crawled through the hills toward the Kozice Valley, the Com Guards rained attacks against their vulnerable flanks. By the time the Clan forces reached their drop zone, the few remaining OmniMechs of Alpha and Gamma Galaxies had run out of ammunition. Sensing their foe's weakness, the Com Guards massed for an all-out assault.

Without a single order to do so, the freebirth soldiers of Omega Galaxy formed ranks and advanced to meet the Com Guards. The Com Guards cut them down almost to a man, but Omega's sacrifice allowed the truebirth warriors of Alpha and Gamma Galaxies to make a final dash for the safety of their DropShips. A scant handful of Omega 'Mechs also survived the battle. In recognition of the Omega MechWarriors' bravery, Khan Ian Hawker formally removed the restriction forbidding freebirths from piloting OmniMechs or serving in frontline Diamond Shark units. Despite the courage of its troops, Clan Diamond Shark lost virtually its entire invasion force in the Clans' most stunning defeat on Tukayyid.



## CLAN DIAMOND SHARK

# BATTLE IN THE FOOTHILLS (6)

## HEAD TO HEAD

As the 39th Striker Cluster rounded the bend in the high-walled valley pass, MechWarrior Sasha saw the glint of light reflecting off polished metal. A glance at the enhanced display on her forward monitor confirmed her hope. She keyed in her Commander's comm frequency. "Star Captain, I have Com Guard 'Mechs at ten o'clock, at a range of six hundred meters. Computer identification processing ... complete. One *Guillotine*, one *Flashman*, and one *Black Knight*—sir, an anomaly has appeared on the *Black Knight* scan. It seems to be holding an inert object in its left hand, perhaps a club. Request permission to engage."

"Granted, MechWarrior. To you the honor of first fire."

Before Sasha could fire, the *Black Knight* drew first blood as it splashed blue lightning across her *Hellbringer's* right torso. Sasha scowled. The antiquated Magna Hellstar PPC carried by the Com Guard 'Mech should not have struck her at her present range. Obviously, she faced a *Black Knight* with a few dirty Inner Sphere tricks up its sleeve.

She raised her 'Mech's right arm and fired an answering PPC blast, just as the ComStar 'Mech charged toward her at full speed. Though her PPC fire had missed, Sasha smiled as the *Knight* closed to short range. The arrogant Com Guard freebirth would fall to her *Hellbringer's* medium lasers and missile rack.

As laser fire crackled around her, Sasha ran to the canyon's far wall and ducked behind the cover of a rocky outcrop. The *Knight* had two heavy lasers and the ER PPC, yet it still showed blue on her IR scanner. It must be carrying extra heat sinks, meaning that its designers must have made room for them by removing either armor or the 'Mech's standard lasers. Either way, it ought to be vulnerable in close combat. The *stravag* Com Guard kept coming, closing the distance between them.

When the enemy 'Mech came within 240 meters, Sasha fired everything but one of her PPCs and her machine gun. Her PPC and missiles tore chunks of armor from the white 'Mech's torso, and her lasers stabbed through its left leg. It kept coming, but she had hurt it. The *Black Knight* fired its heavy lasers and missed, but followed

up with deadly accurate pulse laser fire that stitched across her right arm and destroyed the cannon she carried there.

Despite the loss of one PPC, Sasha felt a wave of exultation. She knew now that the enemy had stripped his 'Mech of close-range weapons; to mount the heavy pulse laser, the Inner Sphere techs must have dropped the old Maxell lasers that *Black Knights* usually carried. Sasha stepped over the ridge with confidence, ready to pummel the Com Guard at pointblank range.

A barrage of ruby-red laser pulses scored smoking lines across her 'Mech's front. Half a dozen alarms buzzed, shrilled, and screamed in her cockpit, and Sasha knew she had miscalculated. Badly.

Desperately, she shuffled her 'Mech backward, loosing missiles and lasers as she went. Her display indicated that most hit home, punching through to the *Black Knight's* vital internal systems. Her *Hellbringer's* computer postulated the loss of several of the enemy's weapons. Unfortunately, her own 'Mech had taken at least as much damage. She had lost both particle cannons. And a sudden flood of heat in the cockpit indicated the loss of reactor shielding. Still, if she could survive long enough to fire another volley, she might just be able to take the *Black Knight* down.

The *Black Knight*, truly black now that Sasha's attacks had scored and blistered its pristine white paint, stepped forward and raised its left arm. Suddenly, Sasha remembered the club. Only it wasn't a club—it was a *sword*, huge and shining and whistling through the air straight for her cockpit.

## SITUATION: KOZICE VALLEY, TUKAYYID

While the 182nd and 85th Divisions battled the Diamond Sharks' Nineteenth Heavy Cluster, the Eighth Army's veteran 31st Division met the elite 39th Striker Cluster of Alpha Galaxy as the Clan entered the narrowed end of the Kozice Valley. Throughout the battle of Tukayyid, the Sharks would never advance a foot beyond this point.

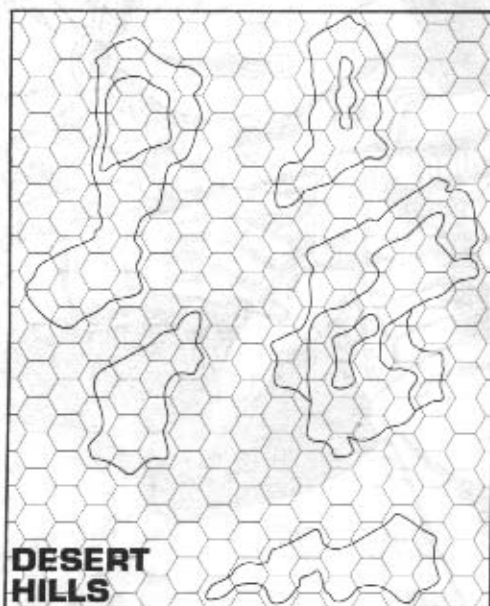


## CLAN DIAMOND SHARK



## GAME SET-UP

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



## ATTACKER

The Diamond Sharks represent members of the elite 39th Striker Cluster. The Diamond Shark force should have a total point value no greater than 75 percent of that fielded by the Com Guards.

## Deployment

The Clan 'Mechs enter the mapsheets from the north edge at a walk.

## DEFENDER

The Com Guards represent members of the veteran 31st Division (the Static Hurlers). The Com Guards player should choose at least two of his 'Mechs from the five Star League refit designs described in **Playing the Com Guards**, pp. 11-17.

## Deployment

The Com Guards player may set up anywhere on the mapsheet, but at least 3 of his 'Mechs must begin the game in the Level 0 hexes at the center of the pass.

## VICTORY CONDITIONS

The Diamond Sharks win a decisive victory if they destroy or drive off all of the Com Guards units.

The Com Guards win a decisive victory if they destroy all of the Clan units.

## SPECIAL RULES

Taking into account the element of surprise, the Com Guards may fire at the end of the Movement Phase of the first turn in which line of sight exists between the two forces. The Clan players must wait until the following turn to return fire.

The east and west edges of the map represent the walls of the Kozice Valley pass. Because the north edge is the Clan offensive line, Com Guards units may only retreat off the south edge of the mapsheet.

## Honor Levels

Dueling: Level 1

Physical Attacks: Level 1

Retreating: Level 1





## CLAN DIAMOND SHARK

# DEATH OF THE 85TH (8)

## PYRRHIC VICTORY

Star Captain Jorel faced his superior officer with a sinking feeling in his heart. "Star Colonel, the OmniMechs of Alpha Trinary report that they are trapped in a box canyon approximately two kilometers from the Kozice Valley. A ComStar battalion has them pinned down—they are requesting reinforcements."

Star Colonel Davis paused for several seconds before answering. "We no longer have any free units to send out, *quineg?*"

"*Neg.* All our reserves are tied up in the fighting at the pass." Jorel looked down, then back at his scowling commander. "You will exhort the warriors of Alpha Trinary to die bravely, *quiaff?*"

"*Neg!*" Davis barked. "If we lose Alpha Trinary, we will no longer have the forces we need to win the pass. The Rippers will have died at the hands of peace-loving Inner Sphere freebirth freaks in white bathrobes! That we cannot allow."

"But we have no other 'Mechs available, Star Colonel. What can we do?"

"We have other OmniMechs available to us," Star Colonel Davis answered grimly. "Activate the MechWarriors and Elementals of Gamma Binary and Delta Supernova."

Staring at him in shock, Jorel made no answer.

Davis sighed. "I know, Star Captain. If we break the *batchall*, we are *dezgra*. But the 222nd can rise above that taint in time. If we lose here today to these Com Guards, our unit will be shamed forever. You have your orders—follow them!"

## SITUATION: KOZICE VALLEY, TUKAYYID

While half of the Eighth Army grappled with Alpha Galaxy, the 85th Division joined the 31st and 56th in an attempt to disrupt the Sharks' supply lines. The OmniMechs of Gamma Galaxy quickly turned their attention to this new threat, and the 222nd Assault Cluster (the Rippers) won the *batchall* to determine who would receive the honor of destroying the raiders. The conflict between the 85th Division (Lions of the Periphery) and the 222nd



was particularly brutal, with neither side able to gain the upper hand for some time. Finally, Star Colonel Seth Davis grew so frustrated that he called upon the full force of his opening bid. With the 'Mechs so gained, he crushed the infuriating 85th, only to lose all but a single MechWarrior to the avenging 31st and 56th Divisions.

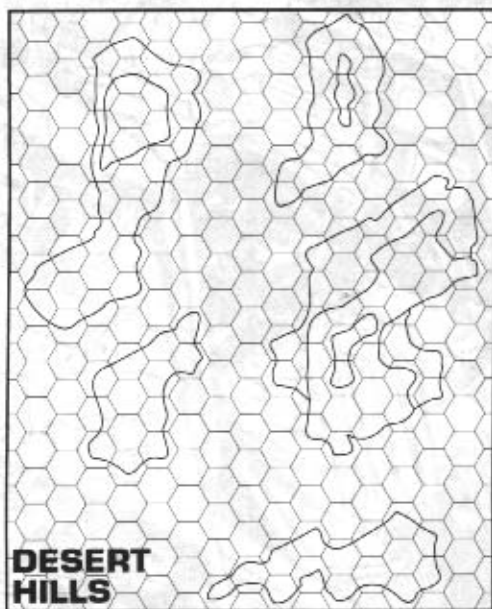


## CLAN DIAMOND SHARK



## GAME SET-UP

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



## ATTACKER

The Diamond Sharks represent members of the veteran 222nd Assault Cluster (the Rippers). The Clan force should have a total point value no greater than 75 percent of that fielded by the Com Guards.

## DEFENDER

The Com Guards represent members of the green 85th Division (Lions of the Periphery).

## DEPLOYMENT

The Com Guards and Clan players each roll a die; the player with the highest result chooses the edge of the mapsheet from which his forces will enter. The enemy force enters from the opposite edge of the mapsheet.

## VICTORY CONDITIONS

The Diamond Sharks win a decisive victory if they destroy or drive off all of the Com Guards units within 15 turns. They win a marginal victory if they destroy or drive off the enemy after 15 turns have elapsed.

The Com Guards win a decisive victory if they destroy or drive off all the Clan units. They win a marginal victory if an operational Com Guards unit remains on the mapsheet after 15 turns have elapsed.

## SPECIAL RULES

Units may only retreat off the mapsheet across the edge from which they entered.

## Honor Levels

- Dueling: Level 1
- Physical Attacks: Level 1
- Retreating: Level 1



## CLAN DIAMOND SHARK

## IN THE NET (16)

## HUNTING THE HUNTERS

Acolyte Aiken pushed the Mako, his 65-ton *Exterminator*, to a run. As he closed on his target, a hapless *Koshi*, he triggered all four of his medium lasers. The ruby bolts left deep gashes across the OmniMech's legs. The *Koshi* returned fire with its machine gun, and Aiken realized that it must have spent all the ammunition for its missile launchers. With its legs damaged, the normally swift-moving Clan 'Mech could only hobble along. Aiken circled it, taunting the Clan pilot, inflicting more and more damage with his lasers.

Eventually tiring of the game, Aiken moved in for the kill. He laughed as the *Koshi's* machine-gun rounds ricocheted harmlessly from the Mako's armor. Just as Aiken aligned both his 'Mechs arms for the killing blow, the Clan 'Mech launched a round of SRMs. The enemy warrior had saved a surprise for his last attack. Fortunately for Aiken, his Buzzsaw anti-missile system made short work of the Clan pilot's last shot.

Aiken grinned, pressing his thumb on the firing stud. "Too bad, Clanner. Try stopping this!"

All four lasers drilled deep into the *Koshi's* torso, freeing the awesome power of its fusion engine. Ignoring the debris raining around him, Aiken went in search of further prey.

## SITUATION: KOZICE VALLEY, TUKAYYID

The battle in the Kozice Valley had continued for so long that the Com Guards were able to bring in reinforcements from the armies that had fought in the Smoke Jaguar campaign. Precentor Burkenbine's Fifth Army executed a combat drop behind the Sharks' front lines, cutting Alpha and Gamma Galaxies off from their landing zone and supplies. Meanwhile, Precentor Naddeo had redeployed the 82nd, 301st, and 182nd Divisions to reinforce the Com Guards troops in the valley. Suddenly the Diamond Shark Khans found their Galaxies completely surrounded.

With their forces perilously low on ammunition, Khans Hawker and Sennet called upon the reserve 'Mechs of Omega Galaxy to break them free of the Com Guards' trap. While Omega fought its way past the 323rd and

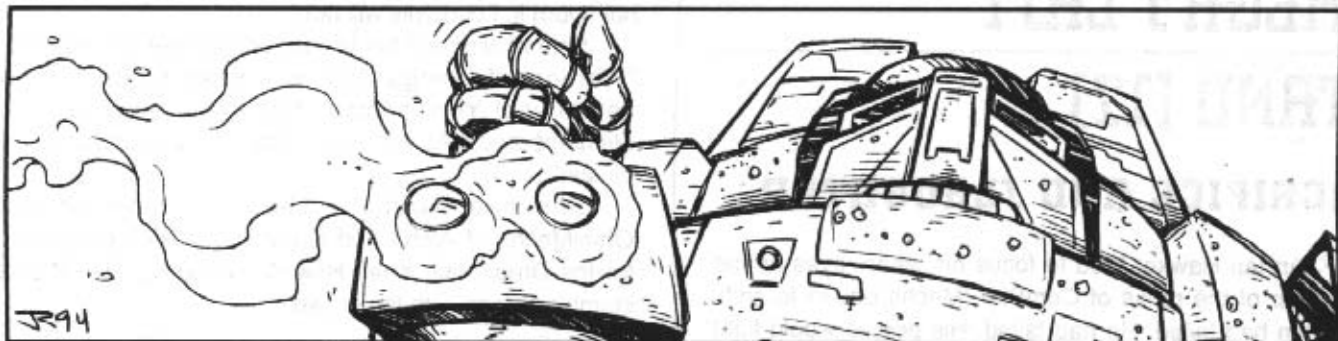


299th Divisions of the Fifth Army, the rest of the Com Guards had a field day with the Alpha and Gamma Galaxy OmniMechs. The MechWarriors of the 301st Division (the White Sharks) seemed to especially enjoy mauling their Clan namesakes.



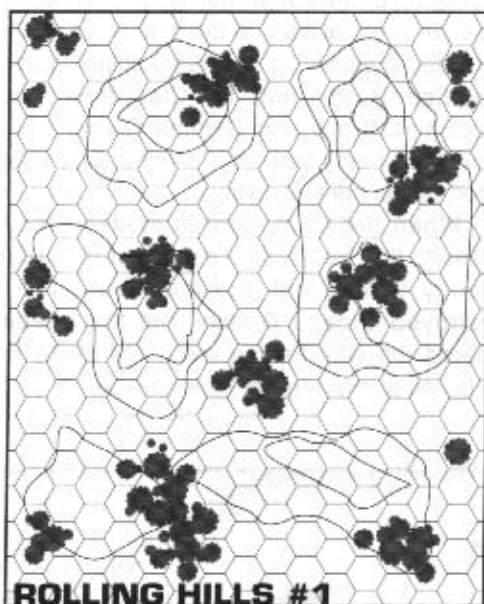


## CLAN DIAMOND SHARK



## GAME SET-UP

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



## ATTACKER

The Com Guards represent members of the regular 301st Division (the White Sharks). If the Diamond Sharks won decisive victories in both of their preceding scenarios, the Com Guards force should have a total point value no greater than 75 percent of that fielded by the Sharks.

## Deployment

The Com Guards enter from the west edge of the mapsheet.

## DEFENDER

The Diamond Sharks represent members of the veteran 369th Striker Cluster (the Hammerheads). If the Diamond Sharks did not win decisive victories in both of their preceding scenarios, then the Clan force should have a total point value no greater than that fielded by the Com Guards. In addition, each of the OmniMechs carries only 25 percent of a full ammo load. If the Sharks won two decisive victories, the Clan force's total point value may exceed that of the Com Guards by 25 percent, and their 'Mechs carry half a full ammo load.

## Deployment

The Diamond Sharks enter from the east edge of the mapsheet.

## VICTORY CONDITIONS

The Diamond Sharks win a decisive victory if they destroy or drive off all the Com Guards units.

The Com Guards win a decisive victory if they destroy or drive off all the Clan units.

## SPECIAL RULES

The gamemaster (or Com Guards player) should read to the Clan players the scenario overview noting the Sharks' low ammo reserves, but he need not give the Clan players any additional warning about their ammunition shortage before selecting forces.

## Honor Levels

Dueling: Level 2

Physical Attacks: Level 2

Retreating: Level 2



## CLAN DIAMOND SHARK

# OMEGA'S LAST STAND (17)

## SACRIFICE AND SLAUGHTER

Khan Ian Hawker tried to focus his weary eyes as the white blur of the ranks of ComStar 'Mechs began to shift. The Clan had failed. He had failed. His people would fight bravely, of course, but they could not possibly survive the Com Guards' next assault. Some of Omega Galaxy's freebirths might reach the DropShips; they had fought less, and their BattleMechs were fresher than the battered machines of Alpha and Gamma Galaxies. The thought did not console him.

As he watched, the reserve 'Mechs of Omega began to move. Funny, he did not recall hearing Star Captain Ishmael issue the order to withdraw. In fact, he had not heard anything on Omega's channel for the past few minutes.

Dimly, the Khan realized that the Omega 'Mechs were not heading for the landing zone. They were marching toward the enemy lines. Bewildered, he keyed up Omega's comm frequency.

"Star Captain Ishmael, this is your Khan. Report! What are you doing? Who has ordered this deployment?"

The line stayed silent for several seconds before crackling with the soft voice of junior Khan Sennet. "Ian, I

think that we have just been given a gift. I advise that you not spurn it. I certainly will not."

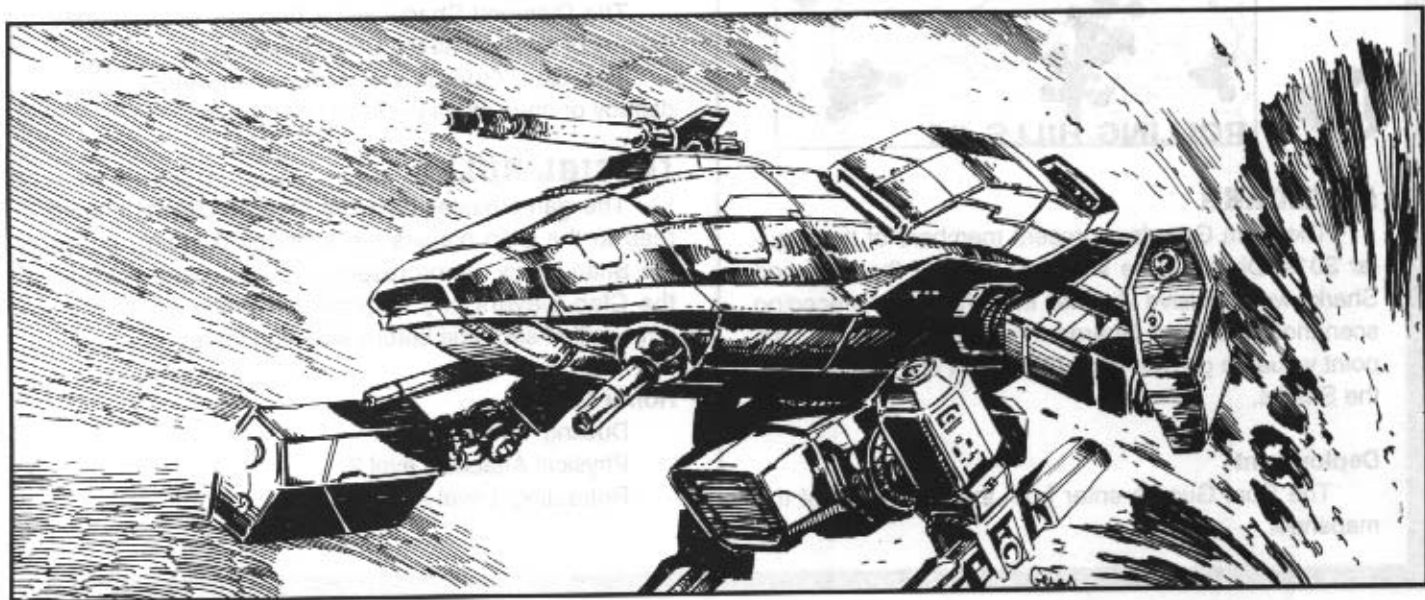
Sennet widened her broadcast to cover all frequencies. "Warriors of Omega Galaxy, I, Khan Barbara Sennet, salute you! Your names shall live on forever in *The Remembrance*. As you fight, know that your sacrifice is not in vain!"

She had hardly finished speaking when the OmniMechs of Alpha and Gamma Galaxies began to run for the DropShips. Khan Hawker turned his *Dire Wolf* and stumbled along with the crowd.

## SITUATION: KOZICE VALLEY LANDING ZONE, TUKAYYID

The reserve 'Mechs of Omega Galaxy helped the Sharks break free from the Com Guards' iron net. During the Clan's retreat back to the landing zone, the Com Guards harassed their flanks and rear, chipping away at them as they fled. By the time the Clan drew within sight of its DropShips, Alpha and Gamma Galaxies had suffered the loss of so many warriors, 'Mechs, and supplies that they stood on the brink of collapse.

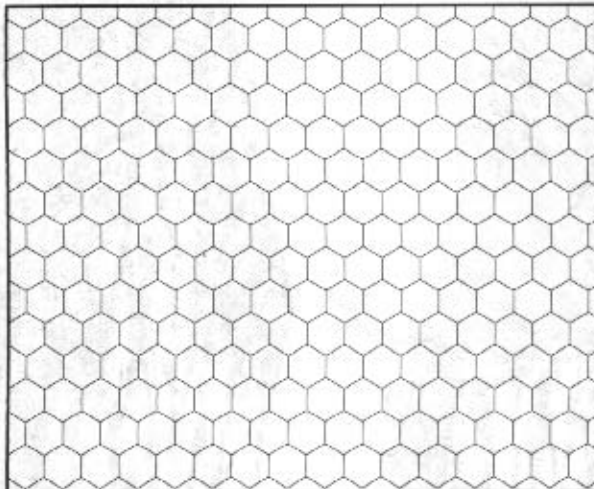
When the Com Guards massed for a final, killing assault, the freebirth MechWarriors of Omega Galaxy silently spread out and met them. The Com Guards destroyed Omega Galaxy, but the freebirths' sacrifice cleared the way for the remnants of Alpha and Gamma Galaxies to make good their escape.



## CLAN DIAMOND SHARK

## GAME SET-UP

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

**ATTACKER**

The Com Guards represent members of the regular 79th Division (Straight Words).

**Deployment**

The Com Guards enter on the south edge of the mapsheet.

**DEFENDER**

The Diamond Sharks represent members of the Third Shark Regulars, a regular unit.

The Clan force should have a total point value no greater than that fielded by the Com Guards, and is comprised entirely of second-line 'Mechs.

**Deployment**

The Clan forces enter on the north edge of the map.

**VICTORY CONDITIONS**

The Diamond Sharks win a decisive victory if they destroy or drive off all of the Com Guards units. They win a marginal victory if they prevent more than half of the Com Guards units from breaking through Clan lines (exit off the north edge of the mapsheet).

The Com Guards win a decisive victory if they destroy or drive off all of the Clan units. They win a



marginal victory if more than half of their units break through the Diamond Shark lines (exit off the north edge of the mapsheet).

**SPECIAL RULES**

The Com Guards may retreat off any edge of the map. Only units that exit off the north edge are considered to have broken through enemy lines and so count toward marginal victory.

**Honor Levels**

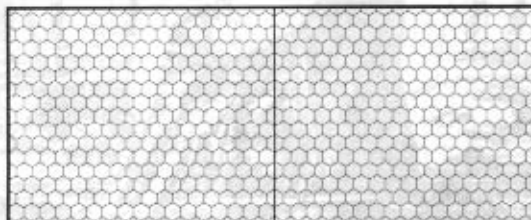
Dueling: Level 4

Physical Attacks: Level 4

Retreating: Level 1

**Campaign Notes**

If the Diamond Sharks achieved decisive victories in all three of their previous scenarios, their retreat from Tukayyid in this scenario takes place under somewhat less dire conditions than if they achieved marginal or no victories. To reflect this situation, add another mapsheet when setting up (as shown below). All other facets of this scenario remain unchanged.









## CAMPAIGN:

# CLAN STEEL VIPER

Even after trimming enough divisions from his units to form a temporary Thirteenth Army, Precentor Martial Focht still could not muster enough forces to oppose each of the invading Clans with two full armies. Knowing that his Com Guards would have to engage one of the Clans without the benefit of superior numbers, Focht chose the Sixth Army to stand against Clan Steel Viper with only two divisions of reinforcements.

To reach its objectives, Clan Steel Viper had to get through Devil's Bath. Stretching for dozens of kilometers between the Vipers' drop zone and their primary objective, the Kozice Ranch Station, the Bath is perhaps best described by a particularly vivid ComStar status report: "... a horrific combination of geysers, boiling mud, and narrow confines between massive granite columns ..." Needless to say, such an area lends itself to ambushes and close-quarters combat.

The Vipers made a conservative drop well away from their target cities. The Viper Khans began their campaign with a massed attack on their primary objective of Kozice Ranch Station and sent the OmniMechs of Alpha and Gamma Galaxies marching toward the city.

The Com Guards maintained steady aerospace and artillery barrages as the Clan warriors advanced, but they saved their ground attack until the Vipers arrived at the fringes of Devil's Bath. There the Clan Galaxies met the green troops of the Sixth Division (Alert Words). After an initial exchange of fire the Sixth appeared to break, their white 'Mechs fleeing into the Bath with the Steel Viper MechWarriors in hot pursuit. Within minutes, senior Khan Natalie Breen realized that her forces had stumbled into a massive trap. Entire Stars disappeared in the bottomless pools of boiling mud, while the twisting paths of granite pillars and islands deprived the Clan troops of their weapons' range advantage.

The Vipers could either continue their push into Devil's Bath or retreat and make the long march around the Bath to their target cities. Sensing the Khans' reluctance to pursue his troops into the treacherous terrain of the Bath, Precentor Yekel of the Sixth Division goaded the Vipers into continuing their attack by issuing an insulting, public challenge throughout Tukayyid's solar system via a satellite link from his *Atlas*.

The enraged Steel Vipers had to attack. Alpha and Gamma Galaxies drove the Sixth and 78th Divisions through Devil's Bath, inflicting heavy losses on the Com Guards but using up their limited ammunition at a tremen-

dous rate. While these Galaxies slugged it out in the Bath, the elite MechWarriors of Precentor McGillaray's First Division hit the Vipers' supply lines. As the battle in Devil's Bath dragged on, the Vipers began to run low on ammunition. The Khans realized that they must disengage at once or face defeat from a lack of supplies.

The swift-moving Omnis of Gamma Galaxy's 57th Striker Cluster finally managed to flank the Sixth Division, cutting them off from their comrades in the 78th. With the hated warriors of the Sixth pinned down, Alpha Galaxy threw everything they had left at the Com Guards. When the smoke cleared, less than a company of Sixth Division 'Mechs still stood. Clan Steel Viper had avenged Yekel's insults—but at a high cost. Alpha Galaxy suffered losses greater than 20 percent in the Battle of Devil's Bath, and their remaining 'Mechs had no ammo left. Holding off the 78th's attempts to relieve the beleaguered Sixth, Gamma Galaxy had fared likewise. It fell to the MechWarriors of Zeta Galaxy to escort their virtually unarmed companions out of Devil's Bath. When the reserve Galaxy moved out in full force, the Sixth Army's overall commander, Precentor Trijullio, had only the First Division near enough to oppose them. Unwilling to uselessly sacrifice his best troops, Trijullio ordered the First's commander to pull back his 'Mechs and allow the Zeta reserve 'Mechs to join their frontline comrades unopposed. The shattered 78th Division could muster only a token attempt to divert the Viper forces; Alpha Galaxy, though weakened, crushed the remnants of the 78th in a rearguard action.

When the Steel Viper Galaxies finally reached the far side of the Bath, they met the untouched 321st and 401st Divisions. The Com Guards' assault broke through Gamma Galaxy's lines but could not force the Clan warriors to retreat. The Precentor Martial then ordered the First Division to discontinue its attacks on the Viper supply lines and pulled the 386th Division from garrison duty at Kozice Ranch Station. This redeployment gave the Com Guards enough strength to drive Clan Steel Viper from the field.

Knowing that Clan Steel Viper could still threaten either of their target cities once they had resupplied at their drop zone, Precentor Martial Focht ordered the bulk of his remaining forces into the city of Kelly Springs and Kozice Ranch Station. Khan Breen realized that with several of the other Clans already defeated, the Precentor Martial could easily shift great numbers of troops from another front to face the Steel Vipers. Wisely, she ordered her warriors to board their DropShips and lift from the planet.

The Vipers' humiliating defeat led Khan Breen to resign her position and has made the Clan an extremely dangerous enemy; when the Clan invasion resumes, the Steel Vipers will most likely be at the forefront of the fighting.





## CLAN STEEL VIPERS

## DEVIL'S BATH (12)

## DESCENT INTO HELL

As the last of the gleaming white ComStar 'Mechs disappeared into the forest of twisted rock formations, Star Captain Illusha Kearny heaved a sigh of regret. She had hoped that the Com Guards would at least put up a decent fight. Still, hunting them down through the eerie badlands ahead should provide some sport. She keyed open her commline and barked an order. "First Viper Guards, form up!"

As always, the 'Mechs of her unit assumed their positions with perfect precision. Star Commander Delevan's Assault Trinary moved out front, while Rose's and Ahab's Supernova Binaries spread out to cover their flanks and Leslie's heavy Binary fell back to serve as rear guard. The OmniMechs of her Command Nova clustered around her immediately, their Elemental passengers securely in place. Smiling with pride, Kearny issued her second order. "First Viper Guards, move out!"

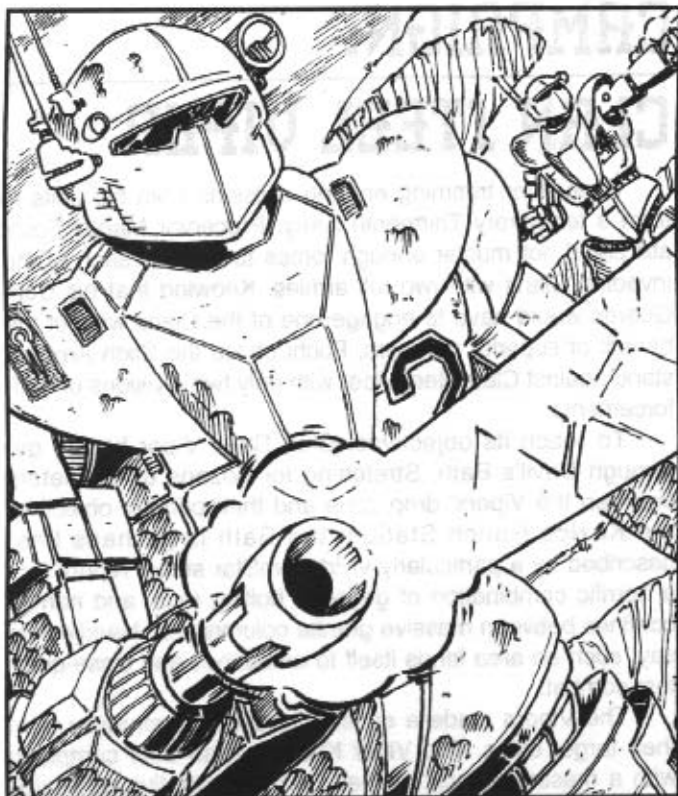
As the fifty OmniMechs of her command surged into the openings in the stone cliffs ahead, Star Captain Kearny gave voice to an exuberant yell. Her unit had won the right to lead the Viper assault; if the Com Guards kept fighting as they had so far, the First Viper Guards could carry the fight all the way to Kozice!

After several uneventful minutes, Delevan's pleasant baritone filled Kearny's ears. "Star Captain, I have Com Guards 'Mechs in sight: two *Sentinels*, a *Champion*, two *Black Knights*, and a *Flashman*."

"They are yours, Star Commander. Try to take prisoners for interrogation."

The audio pickups of Kearny's *Warhawk* relayed the explosive roar of missile fire and the rhythmic cough of autocannons, the dull crack of granite shards striking every nearby object and the high-pitched twang of vibrating metal. She felt a brief flash of annoyance that Delevan did not seem to be leaving any Com Guards for anyone else, but reminded herself that there would surely be enough for all before the hunt ended.

As Kearny's Star rushed toward the battle, she listened to the thud of her 'Mech's feet driving into the earth, the distinctive thunderclap of PPC bolts, and the high-pitched whine of lasers. The sounds whetted her appetite for combat. Suddenly, Kearny heard a strange wet gulping, as if a titan had taken a huge swallow from a giant bottle. What in the name of Kerensky's *Orion* had made that noise?



Kearny barely had time to frame the question before her *Nova* arrived at the scene of the battle. The granite columns abruptly ended, and she entered a clear area half-filled with 'Mechs. Delevan's unit battled across the entire near side of the clearing, exchanging fire with the Com Guards cowering behind the columns across from them. She saw no sign of the Star Commander's *Dire Wolf* or of the twin *Executioners* that stayed at his side. Strange—they must have retreated into the maze in order to encircle the ComStar force. Such a tactic did not match Delevan's usual style, but Kearny could think of no other explanation for his absence.

Kearny drove her *Warhawk* forward, charging toward the half-hidden ComStar 'Mechs. A voice shouted over her commline, startling her. "Star Captain—do not enter the center of this evil place!"

But the unnamed MechWarrior's warning reached her too late. With Kearny's next step, her 'Mech's left foot plunged downward long after it should have met solid ground. As she pitched forward, she instinctively hit her eject button. Why she did so, she could not have said; no one achieved the rank of Star Captain by punching out every time a 'Mech took a fall. Whatever the reason, though, that simple act saved her life. As her command



## CLAN STEEL VIPERS

couch burned its way upward through the air, Kearny watched her OmniMech topple to the ground. The mud swallowed it up, with the same curious gulping sound she had heard earlier.

Her Star had followed hard upon her heels; Kearny could only watch as MechWarrior Jori's *Hellbringer* joined her own *Warhawk* in a premature burial. Jori did not eject. MechWarrior Matthew, immediately behind, triggered his *Summoner's* jump jets at the last possible second and soared over the hidden deathtrap. He landed on solid ground but held his 'Mech very still, clearly afraid to move even a step away from his perch.

MechWarriors Cori and Jarl managed to halt their 'Mechs before reaching the sinkhole, though one of the Elementals on Cori's *Mad Dog* lost his grip and flew forward to his death. Both MechWarriors edged their machines back cautiously. At that moment, the accursed Com Guards opened fire.

Kearny's seat came to a bone-wrenching halt atop a pillar of rock, giving her an excellent view of the fighting. She studied the sinkhole intently, and noticed that the ground near the center of the clearing was slightly smoother than the surrounding rock. As she watched, a lazy ripple spread across the smooth area and subsided.

She thought of Delevan and Jori, buried alive, their lungs searing as their 'Mechs' heat sinks failed under the strain of the tremendous temperatures surrounding them. She shuddered. Khan Zalman had been right—these Inner Sphere freebirths were animals.

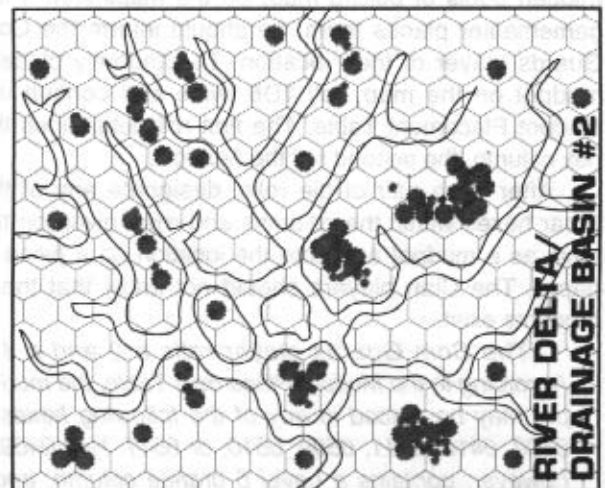
## SITUATION: DEVIL'S BATH, TUKAYYID

The warriors of the First Viper Guards met the green Sixth Division near Devil's Bath and shattered the Com Guards with the first salvo of fire from the assault OmniMechs. Disappointed by the apparent ease of their victory, the Cluster nevertheless pursued the fleeing ComStar 'Mechs.

As they careened down the granite-walled lanes of the Devil's Bath, the First Guards swiftly discovered that the retreat of the Sixth Division had been a ruse to draw them into a deathtrap.

### GAME SET-UP

Lay out the **BattleTech** mapsheet as shown. Treat all River hexes as Clear terrain. The wooded hexes represent the towering granite columns of the Bath. Terrain groupings of Light Woods hexes are considered Level 4 terrain, while groupings containing one or more Heavy Woods hexes are considered Level 6 terrain.



### ATTACKER

The Steel Vipers represent members of the elite First Viper Guards. The Steel Viper force should have a total point value no greater than that fielded by the Com Guards.

### Deployment

The Clan units enter on the west edge of the mapsheet.

### DEFENDER

The Com Guards represent members of the green Sixth Division (Alert Words).

### Deployment

The Com Guards player may set up his units anywhere on the map, and any number of his units may begin the game hidden (see **Hidden Unit Set-up and Gamemasters**, p. 6).



## CLAN STEEL VIPERS

## VICTORY CONDITIONS

The Clans win a decisive victory if they destroy all of the Com Guards units.

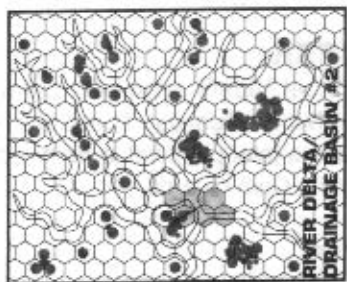
The Com Guards win a decisive victory if they destroy all of the Clan units.

## SPECIAL RULES

Before beginning play, the gamemaster (or Com Guards player) should randomly place 12 "mudpots" (hidden pools of boiling mud) on the mapsheet. If the gamemaster places them, he should inform the Com Guards player of their location. To randomly place a mudpot on the map, roll 1D6 twice and consult the Mudpot Placement Table. The first roll determines the hex column, the second roll the hex row.

After each pair of die rolls, designate any of the Clear hexes within the columns and rows given on the table as a mudpot and note the location on a piece of paper. The Clan players should not know that these mudpots exist.

*The Com Guards player rolls a 2 and a 4. According to the Mudpot Placement Table, the mudpot may be placed in any of the following hexes: 0409, 0410, 0411, 0509, 0510, or 0511. Hex 0409, however, contains a Level 6 granite column, and therefore may not contain a mudpot.*



Any Clan unit entering a hex containing a mudpot at any time before the Clan players have discovered their existence automatically falls in. Once the Clan players know about the mudpots, a walking OmniMech that enters a hex with a mudpot may avoid falling in if the Clan player makes a successful Piloting Skill Roll. Jumping or running Clan units that enter a Mudpot hex, however, automatically fall in. If a Com Guards unit enters a Mudpot hex during the heat of battle, it also automatically falls in.

## MUDPOT PLACEMENT TABLE

Die Roll 1	Hex Columns	Die Roll 2	Hex Rows
1	01-03	1	01-02
2	04-05	2	03-05
3	06-08	3	06-08
4	09-10	4	09-11
5	11-13	5	12-14
6	14-15	6	15-17

Any vehicle or infantry unit that falls into a mudpot is destroyed. A 'Mech that falls in immediately sinks to its waist. For combat purposes, treat the 'Mech as if it were standing in Depth 1 water. During the End Phase of the turn in which it fell, the 'Mech sinks completely beneath the surface and is destroyed.

Once the Clans know the mudpots exist, Clan units equipped with active probes may attempt to detect them. The detecting unit may not move or fire during the turn in which it is searching for mudpots. During that turn's Weapon Attack Phase, the player controlling the probe unit rolls 2D6. On a result of 6 or better, the gamemaster (or Com Guards player) must reveal the location of the closest mudpot within 5 hexes (the unit's scanning range). On a result of 8 or better, the unit detects all mudpots within scanning range. If a unit runs or jumps into a mudpot located in this fashion, it avoids falling in on a successful Piloting Skill Roll. Walking units automatically avoid a located mudpot.

Units without active probes may use standard 'Mech sensors to search for any mudpots in the 6 hexes adjacent to their positions, but only succeed on a result of 12. If playing with a gamemaster, the gamemaster should make these dice rolls. On a result of 2 the player "detects" a mudpot where none actually exist. To determine which of the surrounding hexes supposedly contains a mudpot, see the Facing after a Fall rules (p. 19, **BattleTech Compendium**).

## Honor Levels

Dueling: Level 1  
Physical Attacks: Level 1  
Retreating: Level 1



## CLAN STEEL VIPERS

## CUTTING OFF SUPPLIES (13)

### CARAVAN CARNAGE

The Com Guards 'Mechs struck without warning, lighting up the Second Fang's scanners like the proverbial Terran Christmas tree as the unit escorted the Clan's supply caravan through a deserted field. Later, they realized that the enemy must have crept up on them using the cover of ECM gear. At the time, the warriors of the Second Fang knew only that an army of white 'Mechs had surrounded them from out of thin air.

MechWarrior Byron watched as the Com Guards' old-fashioned laser fire and AC shells drilled cockpits and leg joints, dropping Clan 'Mechs left and right. He knew that he couldn't shoot like that. Luckily, he didn't have to. Swinging his crosshairs to target a ComStar *Whitworth*, he waited for his targeting computer to achieve a lock. As the display turned red in confirmation, he played a stream of laser pulses back and forth across the enemy 'Mech's knees.

As the *Whitworth* toppled over backward, Byron noted with pleasure the resemblance between the way it fell and the way his comrades had fallen.

### SITUATION: COUNTRYSIDE NEAR VIPER DROP ZONE, TUKAYYID

With the Steel Vipers' frontline troops safely bottled up in Devil's Bath, Precentor McGillaray ordered his elite First Division (Strong Retaliation) to disrupt the Clan's supply lines. The Second Fang, a Provisional Garrison Cluster of freebirths in second-line 'Mechs, served as the supply caravan's only guard, and so McGillaray expected to encounter little resistance.

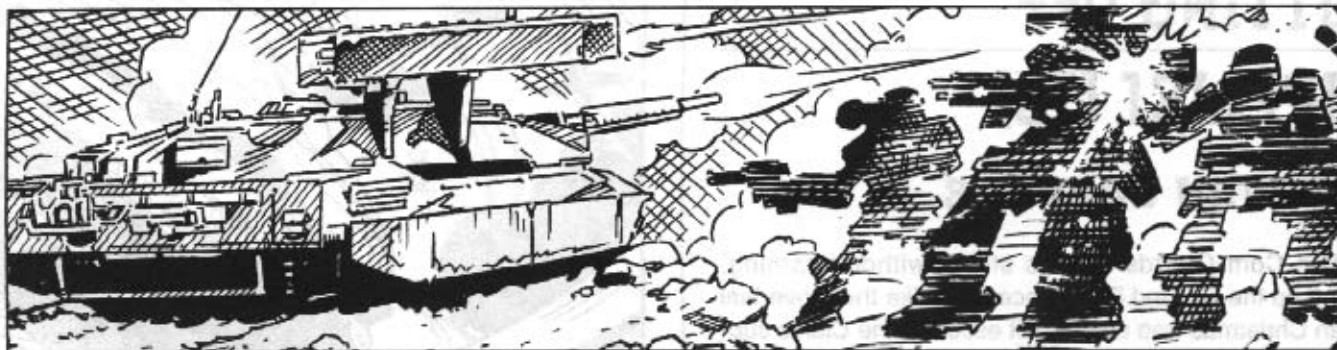
McGillaray overlooked the capabilities of the *Goshawk* and the *Viper*. Though scorned by frontline Clan warriors, these two BattleMechs number among the deadliest war machines ever built. Equipped with pulse lasers and a targeting computer of Clan manufacture, the *Goshawk* and *Viper* make firing platforms of unparalleled accuracy, enabling a green recruit to hit his target as well as a veteran MechWarrior.





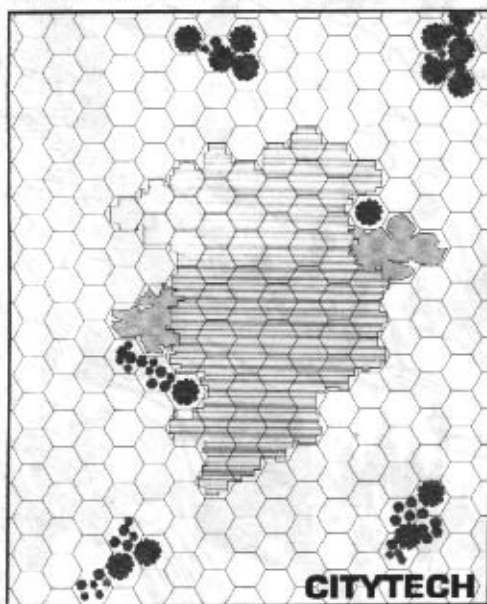


## CLAN STEEL VIPERS



### GAME SET-UP

Lay out the **BattleTech** mapsheet as shown. Treat all Paved hexes as Clear terrain.



### ATTACKER

The Com Guards represent members of the elite First Division of the Sixth Army.

#### Deployment

The Com Guards enter on the west edge of the mapsheet.

### DEFENDER

The Steel Vipers represent members of the regular Second Fang PGC.

The Steel Viper force should have a total point value no greater than that fielded by the Com Guards and should contain at least one *Goshawk* and one *Viper*. The Clan players must also control the five J-27 Ordnance Transports that the Second Fang is guarding.

#### Deployment

The Steel Viper 'Mechs enter on the north edge of the mapsheet.

### VICTORY CONDITIONS

The Com Guards win a decisive victory if they destroy or drive off all of the Clan 'Mechs and prevent any of the J-27s from reaching the south edge of the mapsheet. They win a marginal victory if they succeed in accomplishing either one of the above two goals.

The Steel Vipers win a decisive victory if they destroy or drive off all of the Com Guards 'Mechs and succeed in exiting at least one of their transports off the south edge of the mapsheet. They win a marginal victory if they accomplish only one of the above two goals.

### SPECIAL RULES

Any unit may retreat off any edge of the mapsheet. If the J-27s exit by any edge other than the south one, however, the exiting unit does not count toward the Clan players' victory conditions.

#### Honor Levels

Dueling: Level 4

Physical Attacks: Level 4

Retreating: Level 4

**CLAN STEEL VIPERS**

# ANNIHILATION OF THE SIXTH (22)

## FIGHTING WORDS

Precentor Beeshor Yekel punched up his map of the Bath for the fifteenth time, illogically hoping that his unit's desperate straits had changed. They hadn't, of course. OmniMechs piloted by furious Steel Vipers surrounded the remnants of the Sixth Division, ready to close in for the kill.

Considering the likely fate of the brave warriors of his command, Yekel felt sick at heart. After the way he'd mocked the Vipers yesterday, he doubted that they would show much mercy toward the vanquished.

He remembered reading somewhere in the endless pile of briefing papers that the Clans respected opponents who fought well against them. Surely the Sixth had done so. Perhaps he could turn the brunt of the Vipers' anger on himself and convince them to spare his beaten unit.

Holding to that hope, he activated his comm.

"Steel Vipers, I am Precentor Beeshor Yekel. I admit to one and all that my challenge to you has proven empty. You have faced me on a battlefield of my choosing and defeated me. You have proven yourselves the superior warriors.

"I offer you the following bargain: I will surrender to you and accept whatever punishment my arrogance has earned me. In return, I ask that you allow the soldiers of my division to leave the field."

The reply to his plea was a single word. "Neg."

Shocked by the cold finality of the answer, Yekel demanded to know who had addressed him.

"I am Khan Natalie Breen. I have ordered the warriors of Alpha Galaxy to refuse all attempts at surrender. They will hunt down your division to the last 'Mech, taking no bondsmen. Should any of your MechWarriors escape from the Devil's Bath or from the world of Tukayyid, Clan Steel Viper will track them down and slay them."

"Why?"

Yekel expected the Khan to say that his troops had earned death for backing his challenge, for hurling deadly insults of their own at the Clan. Or that his taunts and his failure had tainted the entire unit in the eyes of the Vipers. He did not expect the answer he heard: "Because you requested that we let them go."



## SITUATION: DEVIL'S BATH, TUKAYYID

With their supply lines severed and their 'Mechs nearly out of ammo, the Steel Vipers knew they had to end the battle of Devil's Bath quickly or they could never reach Kozice Ranch Station.

Khan Zalman ordered Gamma Galaxy's only Striker Cluster, the 57th, to make an end run around the Com Guards' Sixth Division. The maneuver cut the Sixth off from the supporting troops of the 78th Division but trapped the 57th Striker between two enemy forces. In the resulting skirmish, the 57th took such severe losses that it could no longer function as a fighting unit.

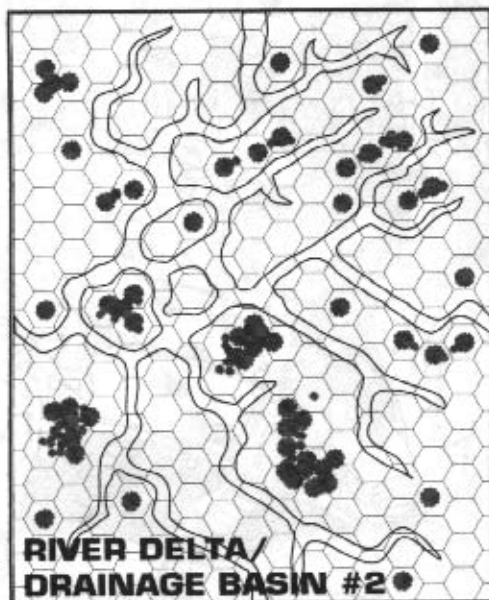
The attack had served its purpose, however. While the 57th held off the 'Mechs of the 78th Division, the assault OmniMechs of Khan Breen's Alpha Galaxy surrounded the Sixth. Taking furious revenge for Precentor Yekel's taunts against the Clan, the Steel Vipers annihilated the doomed Sixth down to the last 'Mech, refusing all attempts by the Com Guards to surrender.



## CLAN STEEL VIPERS

## GAME SET-UP

Lay out the **BattleTech** mapsheet as described in **Devil's Bath**, p. 80.



## ATTACKER

The Steel Vipers represent members of the veteran Fourth Viper Guards of Alpha Galaxy. The Steel Viper force should have a total point value no greater than 75 percent of that fielded by the Com Guards, and it should include at least 2 units equipped with active probes.

## Deployment

The Steel Viper force sets up on the west edge of the map.

## DEFENDER

The Com Guards represent members of the green Sixth Division (Alert Words).

## Deployment

The Com Guards begin the game anywhere within 4 hexes of Hex 0808. The units may not be hidden.

## VICTORY CONDITIONS

The Steel Vipers win a decisive victory if they destroy all of the Com Guards units. They win a marginal victory if they destroy at least half of the Com Guards force while allowing some of the remaining Com Guards units to exit off the mapsheet.

The Com Guards win a decisive victory if they destroy all of the Clan units. They win a marginal victory if any of their units manage to exit off the mapsheet.

## SPECIAL RULES

In this scenario, the Viper force is watching for mudpots, and it is using extensive aerospace reconnaissance runs as well as active probes to detect them. Therefore, though this scenario uses the same map as **Devil's Bath**, do not place mudpots on the map.

At this point, the Vipers are running very low on ammunition. Unless the Vipers managed to exit at least one transport off the map in **Cutting Off Supplies** (p. 83), all Clan units begin play with half their standard ammo loads. The Clan players should learn of the shortage after selecting their forces. If the Clan players succeeded in exiting a transport off the map, the Clan units begin the game with full ammo loads.

The Com Guards may only exit off the west edge of the map to escape. Any Com Guards units that retreat off the other edges are considered destroyed.

## Honor Levels

Dueling: Level 4

Physical Attacks: Level 4

Retreating: Level 4





## CLAN STEEL VIPERS

## HALTING THE VIPERS (23)

### TURNING TAIL

Choking back the fury he felt, Star Colonel Bard Tsongas of Zeta Galaxy cleared his throat and thumbed on his commline. "Attention, Zeta MechWarriors: we have received orders to disengage and begin an orderly withdrawal back to the landing zone. Many of you may find these orders difficult to believe, given our current position. The Khans of our Clan, however, personally issued the orders to retreat, and as loyal Clansmen we will carry them out to the best of our ability. You have fought well and should carry yourselves as true victors."

Tsongas knew he should not add the words forming in his mind, that if he did he could kiss his military career goodbye. But suddenly, he did not care.

"After all, it's not your failure forcing us to run away!"

### SITUATION: KOZICE VALLEY, TUKAYYID

By the time the Steel Vipers finally fought their way out of Devil's Bath, their front-line troops had used up almost all their ammunition. Had the Khans allowed the fresh troops of Zeta Galaxy to lead the way in the continued assault, the Vipers might have taken Kozice Ranch Station despite their losses. Placing Clan tradition above sound strategy, however, the Khans deployed the freebirth pilots of Zeta Galaxy as guards for the Clan force's flanks while awarding the frontline OmniMechs of Gamma Galaxy the honor of serving as the vanguard.

As Gamma Galaxy left the hated badlands behind, the Com Guards' 401st and 321st Divisions attacked them in the hills overlooking Kozice. The Com Guards breached the Viper lines in several places, forcing Khan Zalman to request aid from Zeta Galaxy in order to prevent his entire force from collapsing. It galled the Khan to watch the reserve troops succeed where his own warriors had failed; when the arrival of the 386th Division stalled Zeta Galaxy's offensive, Zalman convinced senior Khan Breen to order a general withdrawal back to the landing zone.



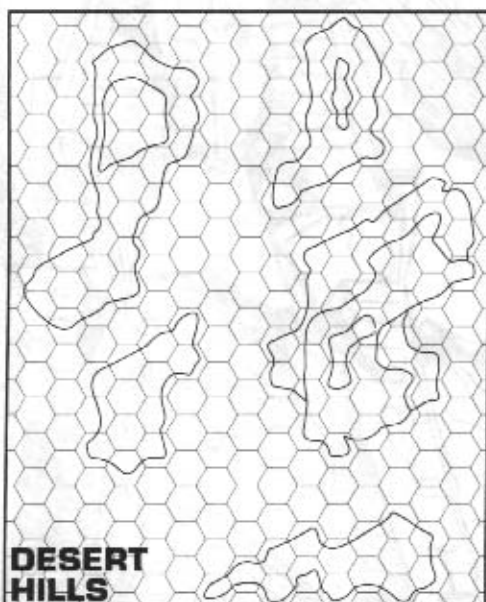


## CLAN STEEL VIPERS



### GAME SET-UP

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



### ATTACKER

The Com Guards represent members of the veteran 321st Division (Pure Duty).

#### Deployment

The Com Guards enter on the north edge of the mapsheet.

### DEFENDER

The Steel Vipers represent members of the regular 71st Phalanx of Zeta Galaxy. The Steel Viper force should have a total point value no greater than that fielded by the Com Guards and be comprised entirely of second-line 'Mechs.

#### Deployment

The Clan units set up first, anywhere on the mapsheet.

### VICTORY CONDITIONS

The Steel Vipers win a decisive victory if they destroy or drive off all of the Com Guards units. They win a marginal victory if they prevent the Com Guards from exiting more than 25 percent of their units off the south edge of the mapsheet.

The Com Guards win a decisive victory if they destroy or drive off all of the Clan units. They win a marginal victory if they exit more than 25 percent of their units off the south edge of the mapsheet.

### SPECIAL RULES

The Com Guards units may retreat off any edge of the mapsheet, but only those units exiting off the south edge count toward the Com Guards' victory conditions.

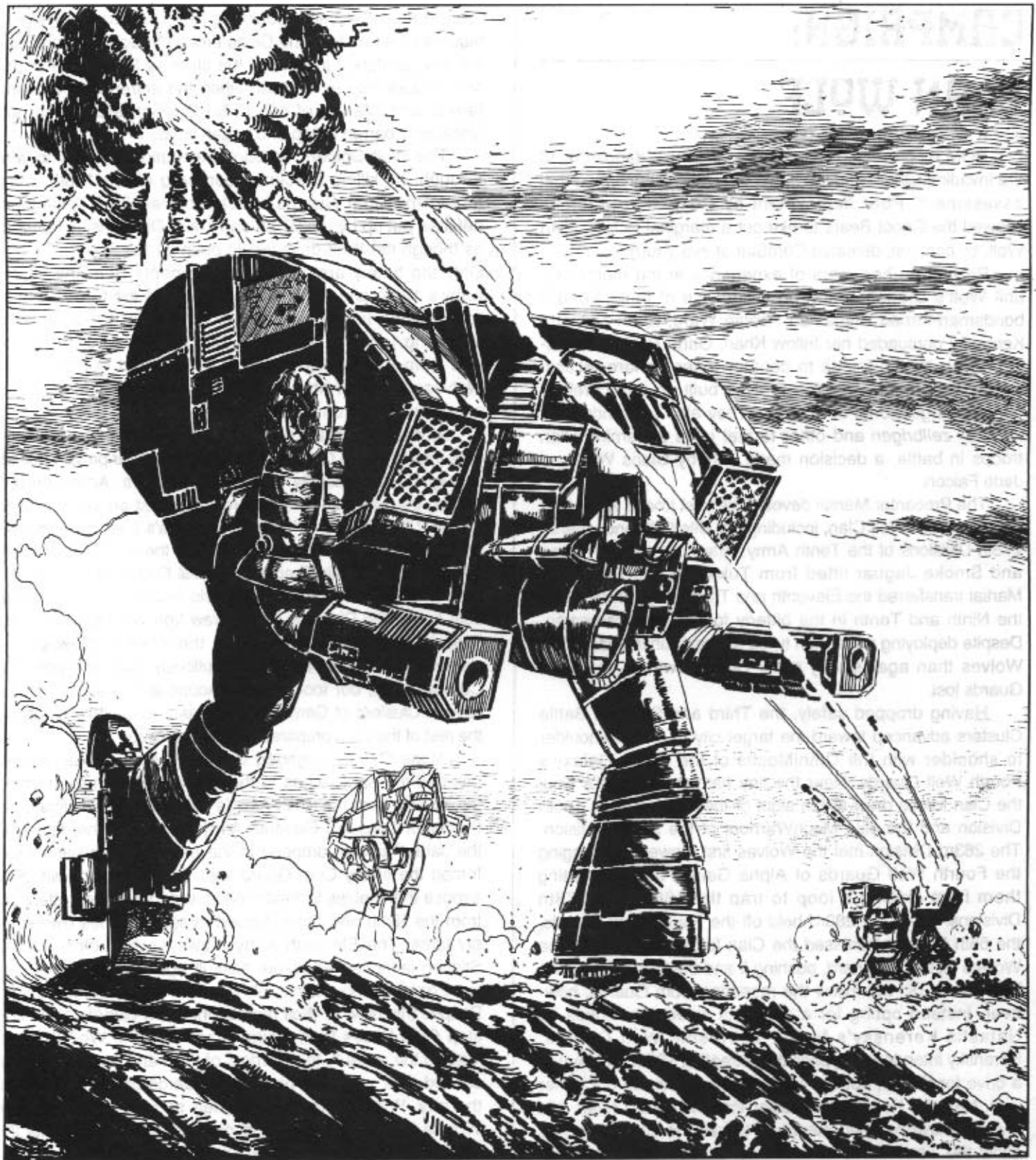
Steel Viper units may only exit off the south edge of the mapsheet.

#### Honor Levels

Dueling: Level 4

Physical Attacks: Level 4

Retreating: Level 4







## CAMPAIGN: CLAN WOLF

ROM reports rated Clan Wolf as the most dangerous of the invading Clans, and the battle of Tukayyid confirmed that assessment. Poor deployment by Com Guards forces allowed the Ghost Bears to eke out a marginal victory; Clan Wolf, by contrast, defeated ComStar at every turn.

Relying on her years of experience in the mercenary unit Wolf's Dragoons and on the advice of Inner Sphere bondsman-turned Clansman Phelan Ward, Khan Natasha Kerensky persuaded her fellow Khan, Garth Radick, to prepare Clan Wolf's forces to counter Inner Sphere tactics. Unlike the other Clans, the Wolves built up and carefully guarded large stores of supplies. They also suspended the ritual of *zellbrigen* and other formal rules governing Clan troops in battle, a decision made only by Clans Wolf and Jade Falcon.

The Precentor Martial devoted his best troops to the battle against the Wolf Clan, including the elite 66th and veteran 278th Divisions of the Tenth Army. After Clans Jade Falcon and Smoke Jaguar lifted from Tukayyid, the Precentor Martial transferred the Eleventh and Thirteenth armies to aid the Ninth and Tenth in the bitterly fought Wolf campaign. Despite deploying more than twice as many units against the Wolves than against any other Clan, however, the Com Guards lost.

Having dropped safely, the Third and Seventh Battle Clusters advanced toward the target city of Skupo shoulder to shoulder with the OmniMechs of the Alpha Galaxy's Fourth Wolf Guards. Near the tiny hamlet of Forest's End, the Clan forces drew within sight of the Tenth Army's 166th Division and the elite MechWarriors of the 278th Division. The 283rd Division met the Wolves first, however, engaging the Fourth Wolf Guards of Alpha Galaxy and preventing them from closing a loop to trap the 166th and 278th Divisions. While the 283rd held off the Fourth Wolf Guards, the 66th Division harassed the Clan forces' right flank. The Wolves hit the 66th hard, pushing it and the 278th back. The Wolf forces did not follow the retreating Com Guards, however, instead opting for a series of sweeping strikes by Natasha Kerensky's famed Thirteenth Wolf Guards. Kerensky intended to bypass the retreating 166th and launch a drive for Skupo, but the veteran 282nd Division got in her way. Natasha Kerensky's Cluster tore the 282nd apart. His division, however, had managed to halt the Clan drive and allow the Tenth Army to reach its fallback line of fortifica-

tions. Before the Tenth could dig in, however, the Wolves resumed their attack. The Clans broke through the ComStar line that stretched in front of the cities of Skupo and Brzo, only to walk into an ambush when the entrenched 'Mechs, tanks, and infantry of the 138th Division arose from an apparently barren hilltop and began firing.

The Wolf Spiders' stubbornness allowed them to win through; by killing Precentor Jernberg of the 138th, they forced the Com Guards to retreat. Despite a tenacious defense put up by the 278th and 166th Divisions, it seemed as though the Wolf drive would push all the way to Skupo. Only the timely arrival of reinforcements from the Ninth Army's 198th and 247th Divisions enable the Com Guards to hold their line. By this time, Com Guard morale was beginning to suffer. Despite fighting with greater numbers and from a superior position, they could not stop the Wolves; no matter how hard ComStar's soldiers fought, the enemy kept right on coming.

At this point in the campaign, the ilKhan chose to eliminate the only Com Guards unit that had thus far proven skilled enough to successfully oppose his warriors. Acting on his orders, the Eleventh Wolf Guards launched an all-out attack on the 278th Division. Precentor Koselka's troops fought brilliantly but could not withstand the fury of the Wolf assault. With the loss of the 278th, Precentor Martial Focht realized that he no longer had enough forces to hold Skupo. He ordered the 66th and 208th Divisions to withdraw from the city, hoping to keep them from succumbing to the Wolves' slow encirclement. The Wolves advanced cautiously, wary of a possible ComStar trap, but took Skupo unopposed. Leaving behind several Clusters of Gamma Galaxy as a formidable garrison, the rest of the Clan prepared to move on Brzo.

Alpha Galaxy engaged the Tenth Army divisions that guarded the approaches to the city, and Beta held off reinforcements from the Ninth Army's 366th and 379th Divisions. Precentor Stinson's Eleventh Army, fresh from the defeat of the Jade Falcons, dropped in the fringes of Brzo and reinforced the shaky Com Guard line. The Wolves declined to expose themselves to fresh troops and turned their attention from the Ninth and Tenth Armies to securing their own supply lines. The Eleventh Army, however, had other ideas. Stinson launched an all-out assault against Beta Galaxy in the Pozoristu Mountains, killing senior Khan Garth Radick. Despite this blow to Wolf morale, the Com Guards could not stop Clan forces from taking Brzo. With the Wolf Spiders leading the assault, the warriors of Beta and Alpha Galaxies shoved their way past nine Com Guards divisions and into the city. With the capture of their second objective, the Wolves had earned the Clans' only decisive victory. After 21 days of struggle, the battle of Tukayyid ended.



## CLAN WOLF

# BATTLE IN THE TRENCHES (21)

## FIRST BLOOD

MechWarrior Dimitria smashed her fist into her main view screen. Designed for rough treatment, the screen did not shatter. The pain in her knuckles suggested that Dimitria's hand had not fared as well, but in her present mood, she did not care.

"Stravag machine!" she muttered.

She knew that only the advanced sensors carried by her dainty *Mist Lynx* had gained her admittance to the elite Ax Star. She therefore found it doubly frustrating to be as blind as the rest of the Star. Her equipment was working fine; it simply was not reporting anything she wanted to know. She tossed another disdainful glance toward the idyllic scene outside her cockpit. Row after row of golden crops stretched out beside and behind the Star, and emerald grass covered the hillside rising up before them. But she saw no sign of the enemy. The Com Guards must be out there, most likely hidden behind the crest of that pretty, green hill. Her sensors simply could not find them.

"Anything yet, Ax Five?" came her commanding officer's voice over the comm.

Dimitria hesitated. More than anything, she wanted to be a useful member of the Star, to do her commander proud. They were counting on her, but so far she had proved worse than useless.

"Do you read me, Ax Five?"

"Neg—that is, *aff*, I read you, Star Commander. *Neg*, I have not detected any sign of the Com Guards."

"Don't worry about it, Ax Five. They must be dug in good and tight."

Dimitria winced. She still found Star Commander Phelan Ward's use of contractions jarring, and his tone of voice told her that he had heard the tension in her reply. She knew that he had meant to reassure her, but now everyone on-line knew how upset she was. A warrior with a reputation for fluttering nerves had little future in the Clans.

By the time Pilot Carew spotted the Com Guards from his OmniFighter, Dimitria had calmed down. As the rest of the OmniFighters began their strafing run, she took her place at the rear of the Star. Her lightweight weapons condemned her to perpetual rear-guard duty. Really, the designer who came up with the *Mist Lynx*'s Delta configu-

ration must have been certifiable. Dimitria's 'Mech could have mounted a heavy laser or something else with real punch, but instead her primary weapon was a 20mm autocannon. She understood, of course, why the ilKhan had ordered Beta Galaxy's techs to outfit the Wolves' *Mist Lynxes* with autocannons; the light weapons used ammo efficiently and conserving ammo might well prove crucial during this campaign. But she did not have to like it.

Ax Star's 'Mechs were only halfway up the hill when the fighters launched their attack run, and she knew her Star would not make it to the hillcrest before the Com Guards attacked. Dimitria watched in horror as an *Exterminator* rose up in front of Phelan's *Wolfhound*, then sighed with relief as he evaded its lasers with incredibly agile piloting and took the enemy out with a round of laser fire. Quarrel Flight had certainly softened up the Com Guards; otherwise, the Star Commander would never have been able to take out the medium 'Mech so easily.

Dimitria followed the rest of the Star into the trench running along the hillside, resisting the temptation to grumble out loud. Only one 'Mech at a time could engage the enemy in the narrow defile, and Phelan and MechWarrior Thea were carving up every Com Guard in sight. Dimitria resigned herself to a boring battle, hoping for better luck next time.

## SITUATION: POZORISTU RANGE, TUKAYYID

The sacrifices of the 282nd and 283rd Divisions halted the Wolves' initial drive toward the city of Skupo and enabled the Tenth Army to fall back to a strong defensive position, anchored by Precentor Jernberg's 138th Division (Bandits' Bane). The 138th lay in wait for the pursuing Wolves, concealed in a series of covered trenches in the foothills of the Pozoristu mountain range.

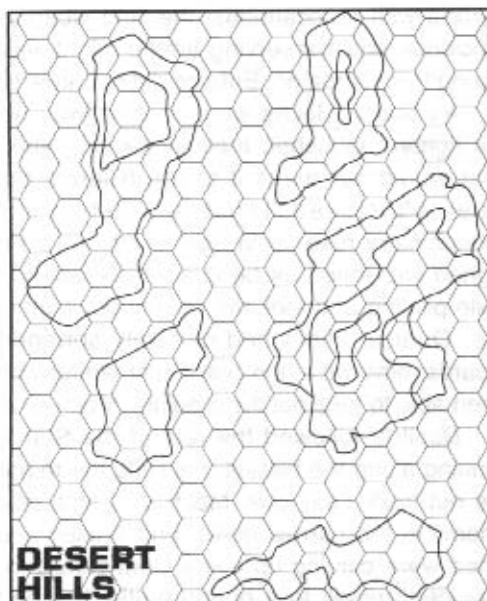
Through a meticulous comparison of the landscape he occupied against that described in their briefings, Flight Commander Carew of the Thirteenth Wolf Guards' Quarrel Flight managed to pin down the location of the Com Guards' hidden warriors. Unfortunately, his flight's strafing attack came too late to do much good for the ground forces of the Thirteenth Wolf Guards. The Wolf Spiders closed with the 138th, winning through by the sheer fury of their fighting tactics.



## CLAN WOLF

### GAME SET-UP

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



### ATTACKER

The Wolves represent the recon Nova of the elite Thirteenth Wolf Guards (Wolf Spiders).

#### Ax Star

Star Commander Phelan Ward (*Piloting 1, Gunnery 1*), *Wolfhound* IIC  
 MechWarrior Thea (*Piloting 3, Gunnery 1*), *Summoner-B*  
 MechWarrior Ace (*Piloting 2, Gunnery 2*), *Viper-B*  
 MechWarrior Lee (*Piloting 3, Gunnery 2*), *Nova-D*  
 MechWarrior Dimitria (*Piloting 3, Gunnery 3*), *Mist Lynx-D*

#### Hatchet Star

Star Commander Evantha Fetladral, 5 Points of Elementals

#### Quarrel Flight

Flight Commander Carew (*Piloting 1, Gunnery 1*), *Visigoth-A*  
 Pilot Virgil (*Piloting 3, Gunnery 2*), *Visigoth-A*  
 Pilot Dane (*Piloting 3, Gunnery 2*), *Jagatai*

Pilot Stella (*Piloting 3, Gunnery 3*), *Jagatai*  
 Pilot Treece (*Piloting 4, Gunnery 3*), *Sulla-C*

### Deployment

The Clan units set up first, along the south edge of the map.

### DEFENDER

The Com Guards represent members of the green 138th Division (Bandits' Bane), led by Precentor Jernberg. The Precentor has Gunnery Skill 3 and Piloting Skill 4. The Com Guards force comprises two heavy Level IIs of 2750/3050 'Mechs, one of which is Precentor Jernberg's *Exterminator*.

### Deployment

The Com Guards player sets up second and may place his units anywhere on the north half of the mapsheet. The Precentor's *Exterminator* must be placed further south on the mapsheet than any other Com Guards unit. Because the Com Guard 'Mechs are uncovered by an aerospace fighter strafing run at the start of the scenario, the rules for hidden units do not apply.

### VICTORY CONDITIONS

The Wolves win a decisive victory if they destroy or drive off all of the Com Guards units. They win a marginal victory if they destroy Precentor Jernberg's *Exterminator* and at least 3 Wolf Clan 'Mechs manage to exit off the mapsheet.

The Com Guards win a decisive victory if they destroy or drive off all of the Clan units. They win a marginal victory if they manage to destroy at least 3 of the Clan 'Mechs and Precentor Jernberg's *Exterminator* exits off the mapsheet.

### SPECIAL RULES

The scenario begins with the fighters of Quarrel Flight making a strafing run against the Com Guards units. The Com Guards may not return fire, and the fighters drop out of the scenario after the initial run. Resolve the fighters' attacks, then begin play normally.

Com Guards units may only exit the mapsheet off the north edge. Clan units may exit off any map edge, but only those units exiting off the north edge count toward the Clan Wolf marginal victory conditions.





## CLAN WOLF

## BLOODY BASIN

## PASS (25)

## SECOND FRONT

MechWarrior Dimitria watched the backs of her Star's 'Mechs as they charged up the pass. She had almost begun to get bored with the routine. Quarrel Flight softened up the enemy and then Phelan, Thea, and Ace took them apart. She got to pick over the bones left behind. Somehow, her lot did not fit her idea of the glories of war.

Star Commander Phelan had ordered her to attack the lead Burke tank. With a mental shrug, she followed the others as the Star closed in on the hapless ComStar armor. In order to line up her shot, she slipped a bit to the left of the Star's formation so that Thea's *Summoner* did not block her line of sight. The sight of the Com Guards tanks, still operational even after Quarrel Flight's strafing run, surprised her.

Dimitria took aim at the Burke and triggered her autocannon, missing only because the tank was half-buried in its defensive position. Almost as an afterthought, she stabbed at it with her standard laser. The shot struck the tank's turret, but inflicted little more than a scratch.

The Burke returned fire with its PPCs, stripping the armor off both arms of her *Mist Lynx*. A second Burke fired on her as well, but missed. Suddenly, Dimitria realized that she stood toe-to-toe with two heavy tanks, each of which outweighed her 'Mech three times over and which outgunned and outarmored her two to one. The rest of the Star had problems of its own and could not come to her rescue.

*I am going to die, she thought, at the hands of a stupid Inner Sphere tank gunner.* Never had Dimitria imagined such a disgraceful end to her career and her life. Her weapons had finished cycling; she fired reflexively and missed by a wide margin. She was not concentrating, not applying herself to the battle. She had to bear down!

The Burke's gunner did not appear to share Dimitria's problem. Two more electric-blue PPC shots hit home, tearing armor off her left torso and destroying her left arm. This hit had cost her the autocannon. She waited for the killing shot, but it did not come.

Risking a look around her, Dimitria saw that the rest of the Star had taken two more tanks out of the fight. The remaining Burke and the Furies moved toward their other



antagonists, dismissing Dimitria's battered *Mist Lynx* as the least dangerous unit on the battlefield. Perhaps she was not going to die after all ...

SITUATION: BLOODY BASIN  
PASS, TUKAYYID

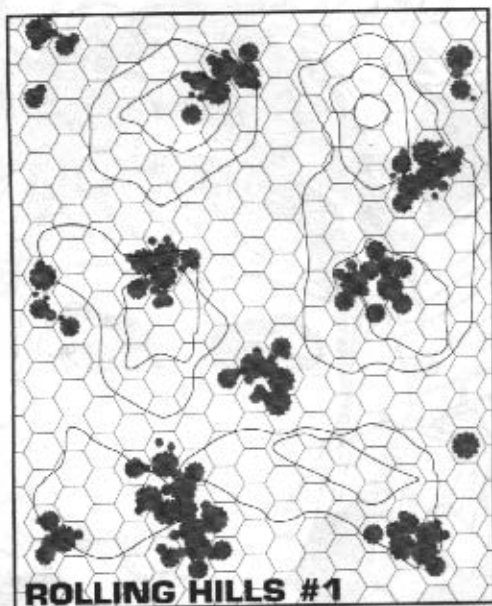
With Skupo in the hands of Clan Wolf, the ilKhan turned his sights on the city of Brzo and sent Beta Galaxy, including the Thirteenth Wolf Guards, to block Ninth Army reinforcements from reaching the beleaguered Tenth Army. As part of their defense against the 'Mechs of the Ninth, the Wolf Spiders had orders to take Bloody Basin Pass, held by a half-company of tenacious Com Guards tank crews.



## CLAN WOLF

## GAME SET-UP

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



## ATTACKER

The Wolves represent the following elements of the recon Nova of the elite Thirteenth Wolf Guards (Wolf Spiders).

## Ax Star

Star Commander Phelan Ward (*Piloting 1, Gunnery 1*), *Wolfhound IIC*  
 MechWarrior Thea (*Piloting 3, Gunnery 1*), *Summoner-B*  
 MechWarrior Ace (*Piloting 2, Gunnery 2*), *Viper-B*  
 MechWarrior Lee (*Piloting 3, Gunnery 2*), *Nova-D*  
 MechWarrior Dimitria (*Piloting 3, Gunnery 3*), *Mist Lynx-D*

## Hatchet Star

Star Commander Evantha Fetladral, 5 Points of Elementals

## Quarrel Flight

Flight Commander Carew (*Piloting 1, Gunnery 1*), *Visigoth-A*  
 Pilot Virgil (*Piloting 3, Gunnery 2*), *Visigoth-A*

## Deployment

The Wolves enter at the south edge of the mapsheet.

## DEFENDER

The Com Guards represent members of the regular 366th Division (ComStar Lancers), comprising one heavy Level II of armored vehicles: three Burkes, two Furies, and a Rhino.

## Deployment

The Com Guards player sets up first, placing his units on any Level 0 hexes on the north half of the mapsheet.

## VICTORY CONDITIONS

The Wolves win a decisive victory if they destroy or drive off all of the Com Guards units without losing more than 2 of their 'Mechs. They win a marginal victory if they destroy or drive off all of the Com Guards units but lose 3 or more 'Mechs in the process.

The Com Guards win a decisive victory if they destroy or drive off all of the Clan units. They win a marginal victory if they destroy at least 3 Clan 'Mechs.

## SPECIAL RULES

The scenario begins with the fighters of Quarrel Flight making a strafing run against the Com Guards units. The Com Guards may not return fire, and the fighters drop out of the scenario after making their strafing run. Resolve the fighters' attacks, then begin play normally.

The Com Guards units begin the game dug in, and so all units firing at them must add a +2 to-hit modifier. Also, these units cannot take track and drive damage (see Ground Vehicle Hit Location Table, p. 41, **BattleTech Compendium**) unless the Com Guard units move from their original hexes.

Clan units may only retreat off the south edge of the map. Com Guards units may only retreat off the north edge.

## Campaign Notes

All damage inflicted on the Clan units during the previous scenario, **Battle in the Trenches**, applies at the start of this scenario. If the Com Guards scored a decisive victory in **Battle in the Trenches**, the Clan player may add enough reinforcements to his Nova to bring its total point value equal to that of the Com Guards force (not counting the Clan aerospace units). All reinforcement 'Mechs are piloted by regular MechWarriors.

## CLAN WOLF

# SKIRMISH IN THE MOUNTAINS (26)

## BATTLE ON THE SLOPES

With a brilliant flash, the laser bolt struck the trunk of the large oak, superheating the moisture in the tree as it burned its way through. Within seconds the abused wood exploded, spewing pulp, bark, and leaf-laden branches in a wide arc. Smiling, Dimitria powered down her *Ice Ferret*. She had had enough target practice for the moment.

She had been crushed when the techs had informed her that they could not repair the damage to her *Mist Lynx* in time for the next Wolf offensive, until Star Commander Phelan had found her the *Ferret* in near-perfect condition. Some MechWarriors felt superstitious about piloting a 'Mech whose last pilot's body was barely cold, but Dimitria jumped at the chance.

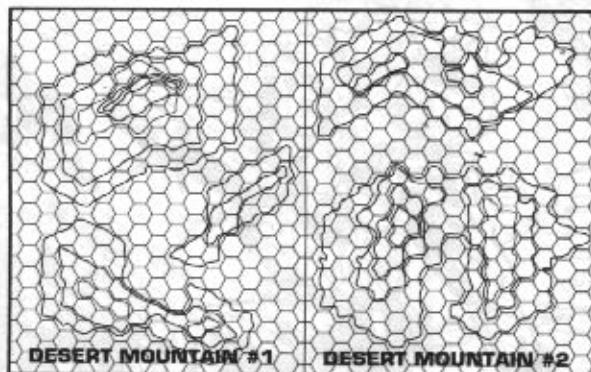
Now she had a real 'Mech. She could not wait to get at the Com Guards now!

## SITUATION: POZORISTU MOUNTAINS, TUKAYYID

Once satisfied that his forces had sufficient supplies to succeed in their drive toward Brzo, ilKhan Kerensky ordered the Wolf Spiders to lead the assault. The action began quietly, with the Clan Wolf Clusters slipping past the Tenth Army under cover of a fierce storm raging in the Pozoristu Mountains. Unfortunately for the Wolves, the Precentor Martial spotted them and sent the 39th and 222nd Divisions to split the Thirteenth Wolf Guards from the rest of Beta Galaxy.

## GAME SET-UP

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



## ATTACKER

The Wolves represent elements of the recon Nova of the elite Thirteenth Wolf Guards (Wolf Spiders).

### Ax Star

Star Commander Phelan Ward (*Piloting 1, Gunnery 1*), *Wolfhound* IIC  
 MechWarrior Thea (*Piloting 3, Gunnery 1*), *Summoner-B*  
 MechWarrior Ace (*Piloting 2, Gunnery 2*), *Viper-B*  
 MechWarrior Lee (*Piloting 3, Gunnery 2*), *Nova-D*  
 MechWarrior Dimitria (*Piloting 3, Gunnery 2*), *Ice Ferret-B*

### Deployment

Phelan's 'Mech begins the scenario on Map 2 by dropping from Hex 0408 to Hex 0308, causing 4 points of damage to each leg's armor. The rest of Ax Star begins the scenario on the south edge of Map 2.

## DEFENDER

The Com Guards represent members of the regular 222nd Division (Banished Thoughts). The Com Guards force is a Level III detachment: one heavy Level II of armored vehicles, two medium





## CLAN WOLF



Level IIs of 2750/3050 'Mechs, and three Level IIs of infantry. At least one of the infantry platoons must be equipped with SRM inferno launchers.

### Deployment

The Com Guards player sets up his 'Mechs and armor units in the Level 0 hexes at the base of the pass, placing the armored vehicles closer to the north edge of the mapsheet than the 'Mechs. At least 2 of the vehicles must be placed so that Phelan's 'Mech has line of sight to them from Hex 0308.

The Com Guards infantry units begin the scenario on the southern hill shown on Map 2. The Com Guards player must place at least 1 platoon armed with SRM infernos in Hex 0309.

### VICTORY CONDITIONS

The Wolves win a decisive victory if all of their units survive for 10 turns. They win a marginal victory if 3 or more Clan units survive for 10 turns.

The Com Guards win a decisive victory if they destroy all of the Clan units within 10 turns. They win a marginal victory if they destroy 3 or more Clan units within 10 turns.

### SPECIAL RULES

At the beginning of the scenario, Phelan's 'Mech is struck by an inferno round fired by nearby infantry. During this scenario only, Phelan may use Com Guards vehicles as Level 1 terrain in order to gain partial cover.

The scenario takes place in a downpour, and so all 'Mechs disperse 2 extra Heat Points per turn. Inferno rounds are also less effective; increase the heat of any 'Mech struck by one by +4 rather than +6. To reflect the reduced visibility caused by the rain, add a +1 to-hit modifier.

This scenario lasts for 10 turns.

### Campaign Notes

All damage inflicted on the Clan units during the scenario **Bloody Basin Pass** (p. 93) applies at the start of this scenario. If the Com Guards scored a decisive victory in **Bloody Basin Pass**, the Clan player may add enough reinforcements to his Nova to bring his forces' total point value up to 35 percent of that fielded by the Com Guards. All reinforcement 'Mechs are piloted by regular MechWarriors.



## CLAN WOLF

## WOLF TRIUMPHANT (27)

## SPOILS OF WAR

MechWarrior Dimitria checked her monitors, amazed that all of Ax Star still stood. A mere five MechWarriors rarely charged an enemy battalion and lived to tell the story. Seeing that the cavalry had arrived in the form of the dreaded Black Widow and her command Star of assault OmniMechs, Dimitria laughed exultantly. Now the Com Guards had to fear for their lives.

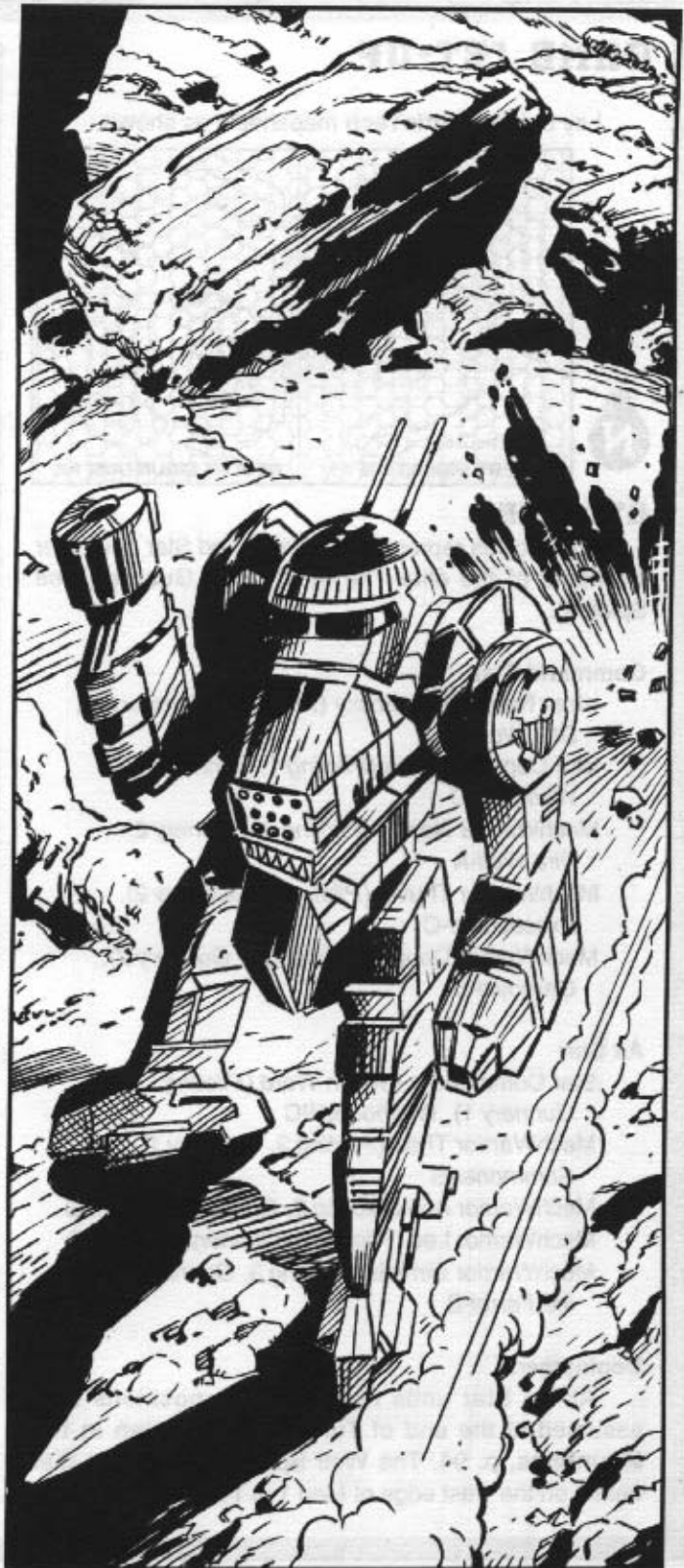
As Natasha Kerensky's 'Mechs showered missiles on the ComStar 'Mechs at the bottom of the pass, Star Commander Phelan's voice sounded over Dimitria's comm. "Get set, Ax Star. We're holding the back door here. They'll either plow through us to escape, or drive deeper into our territory. Either way, it won't be pretty."

Looking at her primary monitor, Dimitria agreed with the Star Commander. The Com Guards were preparing to charge right through the five 'Mechs of Ax Star in their path. She checked her ammo bins and discovered that she had three rounds left for her secondary missile rack and none for the primary. A glance at her armor display informed her that her armor had worn paper-thin in several places.

Despite the bad news, Dimitria felt giddily confident. Brzo lay a mere two kilometers away, and an already battered Com Guards battalion could not possibly stop Phelan Ward. Dimitria charged her laser capacitors and prepared to hold the line, already savoring the Wolves' coming victory.

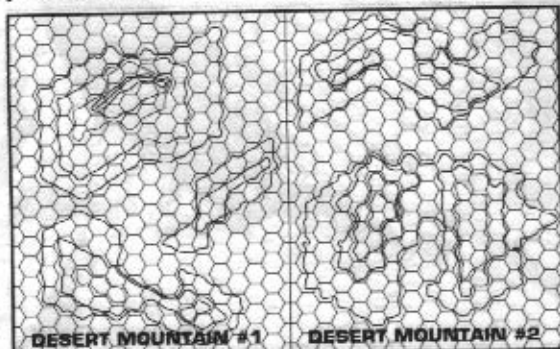
SITUATION: OUTSKIRTS OF  
BRZO, TUKAYYID

Two kilometers outside the target city of Brzo, Ax Star engaged the Eleventh Army's 222nd Division long enough to allow the rest of the Wolf Spiders to enter the fray. Led by Khan Natasha Kerensky in her night-black *Daishi*, the Spiders crushed the 222nd and swept into Brzo, earning Clan Wolf a decisive victory over the Com Guards.



## GAME SET-UP

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



## ATTACKER

The Wolves represent the Command Star and other elements of the elite Thirteenth Wolf Guards (Wolf Spiders).

## Command Star

Khan Natasha Kerensky (*Piloting 0, Gunnery 0*),  
Dire Wolf  
Star Captain Ranna (*Piloting 1, Gunnery 1*),  
Warhawk-C  
MechWarrior Norton (*Piloting 3, Gunnery 2*),  
Dire Wolf-A  
MechWarrior Thuvia (*Piloting 3, Gunnery 2*),  
Executioner-C  
MechWarrior Douglas (*Piloting 3, Gunnery 2*),  
Gargoyle-B

## Ax Star

Star Commander Phelan Ward (*Piloting 1, Gunnery 1*),  
Wolfhound IIC  
MechWarrior Thea (*Piloting 3, Gunnery 1*),  
Summoner-B  
MechWarrior Ace (*Piloting 2, Gunnery 2*), Viper-B  
MechWarrior Lee (*Piloting 3, Gunnery 2*), Nova-D  
MechWarrior Dimitria (*Piloting 3, Gunnery 2*),  
Ice Ferret-B

## Deployment

All Ax Star units remain in the positions they assumed at the end of Turn 10 of **Skirmish in the Mountains**, p. 94. The Wolf Spiders' Command Star enters on the west edge of Map 1 in Turn 1.



## DEFENDER

The Com Guards represent members of the regular 222nd Division.

## Deployment

The Com Guards units should begin this scenario in the positions they assumed at the end of **Skirmish in the Mountains**.

## VICTORY CONDITIONS

The Wolves win a decisive victory if they destroy all of the Com Guards units. They win a marginal victory if they destroy 50 percent or more of the Com Guards units and force the rest to retreat.

The Com Guards win a decisive victory if they destroy or drive off all of the Clan units. They win a marginal victory if they destroy or drive off any of the Clan units and manage to exit the mapsheet with more than half their units still functional.

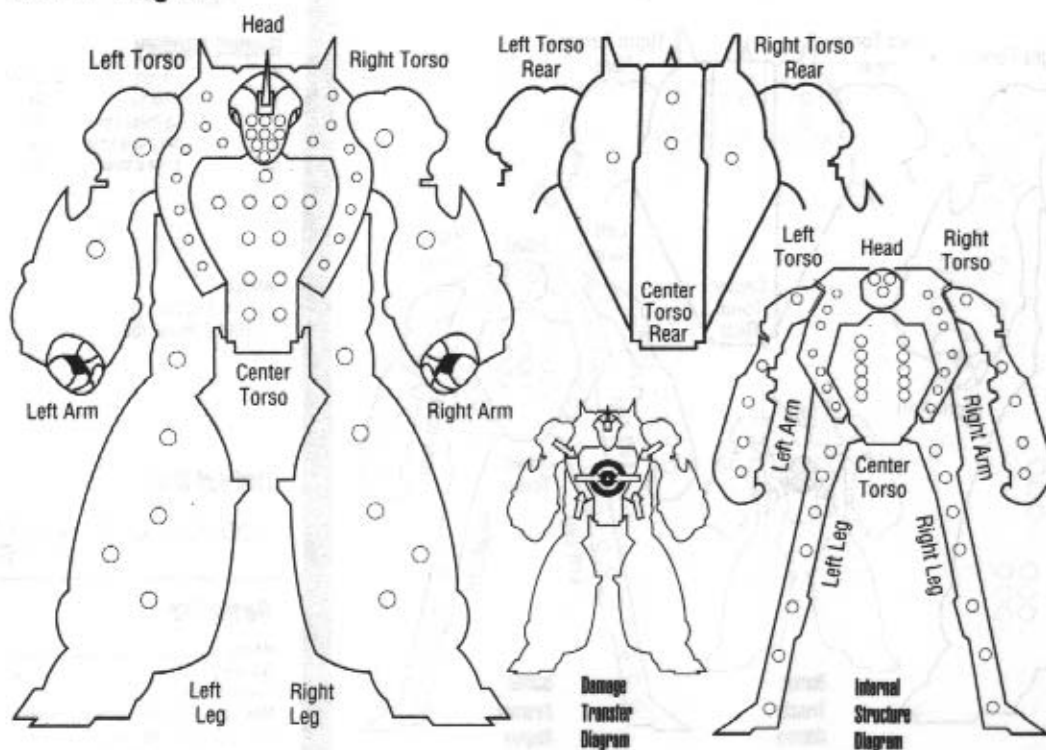
## SPECIAL RULES

Any damage and/or losses suffered by Ax Star and the Com Guards units in **Skirmish in the Mountains** still applies. The downpour has let up, and so the modifiers mentioned in the Special Rules for **Skirmish in the Mountains** no longer apply.

The Com Guards units may only retreat off the south edge of the mapsheet. The Clan units may only retreat off the east or west edges of the mapsheet.



## Armor Diagram



## Mech Data

Type: HSR 400-D HUSSAR  
 Tonnage: 30  
 Movement Points:  
 Walking: 8  
 Running: 12  
 Jumping: 0

## Weapons Inventory

#	Type	Location
1	LB 10-X	LT

AMMO:  
 LB 10-X (10)

## Total Heat Sinks

○○○○○○○○○○ Single ☒  
 Double ☐

## Warrior Data

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_  
 Piloting Skill: \_\_\_\_\_  
 Hits Taken: (Consciousness Number)  
 1st 2nd 3rd 4th 5th 6th  
 (3) (5) (7) (10) (11) (Dead)

## Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

## Left Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

1. LB 10-X
2. LB 10-X
3. LB 10-X
4. LB 10-X
5. LB 10-X
6. LB 10-X

## Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

## Critical Hit Table

### Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

### Center Torso

1. Engine
  2. Engine
  3. Engine
  4. Gyro
  5. Gyro
  6. Gyro
1. Gyro
  2. Engine
  3. Engine
  4. Engine
  5. Ammo (LB 10-X) 10
  6. Ferro-Fibrous

Engine Hits ○○○  
 Gyro Hits ○○○  
 Sensor Hits ○○○

Combat Value: 1368

## Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

## Right Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

## Right Leg

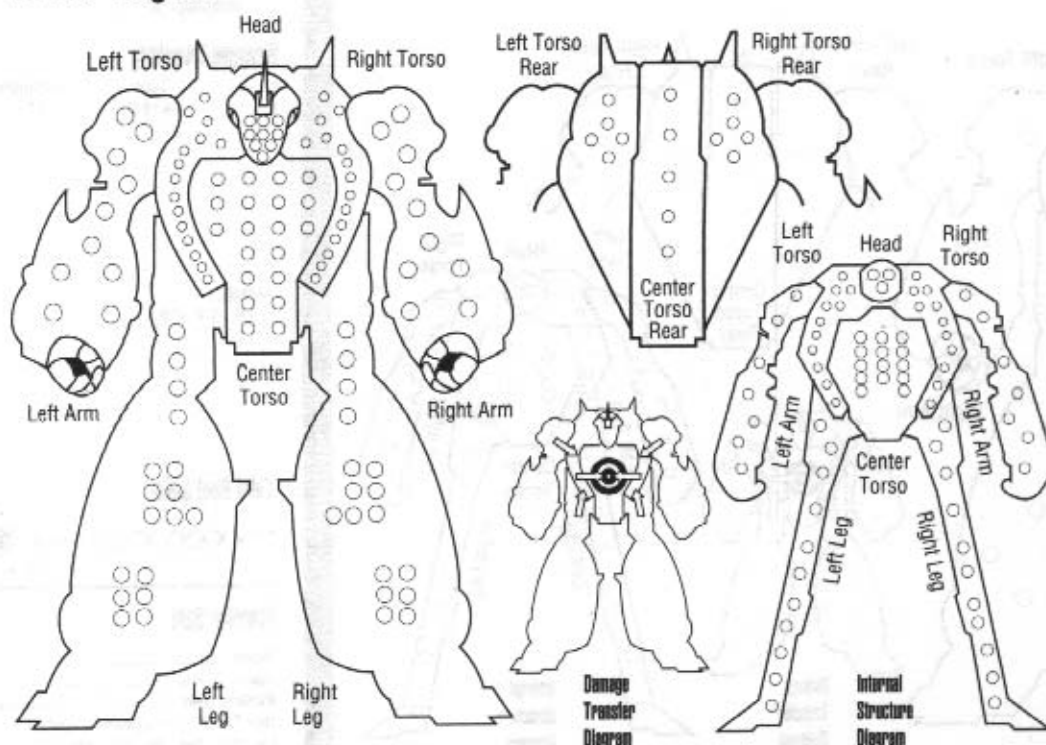
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

## Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

**FASA**  
 CORPORATION

## Armor Diagram



## Mech Data

Type: WVE-9N WYVERN  
 Tonnage: 45  
 Movement Points:  
 Walking: 4  
 Running: 6  
 Jumping: 4

## Weapons Inventory

#	Type	Location
1	LRM 10	CT
1	Lg Pulse Laser	RA
2	Md Pulse Laser	RA
1	SRM-2 Streak	RT

AMMO:  
 LRM 10 (12)  
 SRM-2 Streak (50)

## Total Heat Sinks

○○○○○○○○○○ Single ☐  
 Double ☐

## Warrior Data

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_  
 Piloting Skill: \_\_\_\_\_  
 Hits Taken: (Consciousness Number)  
 1st 2nd 3rd 4th 5th 6th  
 (3) (5) (7) (10) (11) (Dead)

## Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Endo Steel
6. Endo Steel

## Left Torso

1. Ammo (LRM-10) 12
2. Case
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Endo Steel

1. Jump Jets
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Endo Steel
6. Endo Steel

## Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jets
6. Endo Steel

## Critical Hit Table

### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. LRM 10
6. LRM 10

Engine Hits ○○○○  
 Gyro Hits ○○○○  
 Sensor Hits ○○○○

Combat Value: 2749

## Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Lg Pulse Laser
6. Lg Pulse Laser

1. Md Pulse Laser
2. Md Pulse Laser
3. Roll Again
4. Roll Again
5. Endo Steel
6. Endo Steel

## Right Torso

1. SRM-2 Streak
2. Ammo (Streak) 50
3. Case
4. Endo Steel
5. Endo Steel
6. Endo Steel

1. Jump Jets
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Endo Steel
6. Endo Steel

## Right Leg

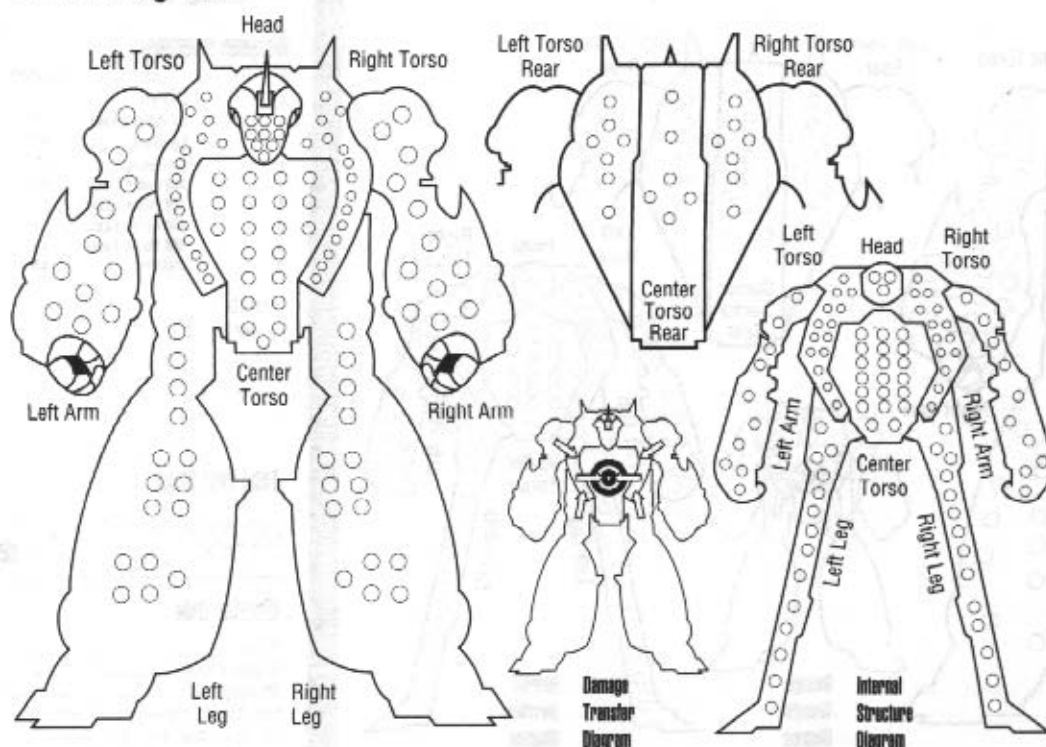
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jets
6. Endo Steel

## Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

**FASA**  
 CORPORATION

## Armor Diagram



## Mech Data

Type: CHP-3N CHAMPION  
 Tonnage: 60  
 Movement Points:  
 Walking: 5  
 Running: 8  
 Jumping: 0

### Weapons Inventory

#	Type	Location
1	Lg Laser	RA
1	LB 10-X	RT
2	Sm Laser	CT
1	SRM-6	LT
2	MD Laser	LT
1	Lg Laser	LA

AMMO:  
 LB 10-X (20)  
 SRM-6 (15)

### Total Heat Sinks

○○○○○○○○○○ Single ☐  
 Double ☐

### Warrior Data

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_  
 Piloting Skill: \_\_\_\_\_  
 Hits Taken: (Consciousness Number)  
 1st 2nd 3rd 4th 5th 6th  
 (3) (5) (7) (10) (11) (Dead)

### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Large Laser
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

### Left Torso

1. SRM 6
2. SRM 6
3. Ammo (SRM 6) 15
4. Artemis IV FCS
5. MD Laser
6. MD Laser

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. XL Engine
5. XL Engine
6. XL Engine

### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

## Critical Hit Table

### Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine
5. Sm Laser
6. Sm Laser

Engine Hits ○○○○  
 Gyro Hits ○○○○  
 Sensor Hits ○○○○

Combat Value: 3333

### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Large Laser
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

### Right Torso

1. LB 10-X
2. LB 10-X
3. LB 10-X
4. LB 10-X
5. LB 10-X
6. LB 10-X

1. Ammo (LB 10-X)10
2. Ammo (LB 10-X)10
3. Ferro-Fibrous
4. XL Engine
5. XL Engine
6. XL Engine

### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

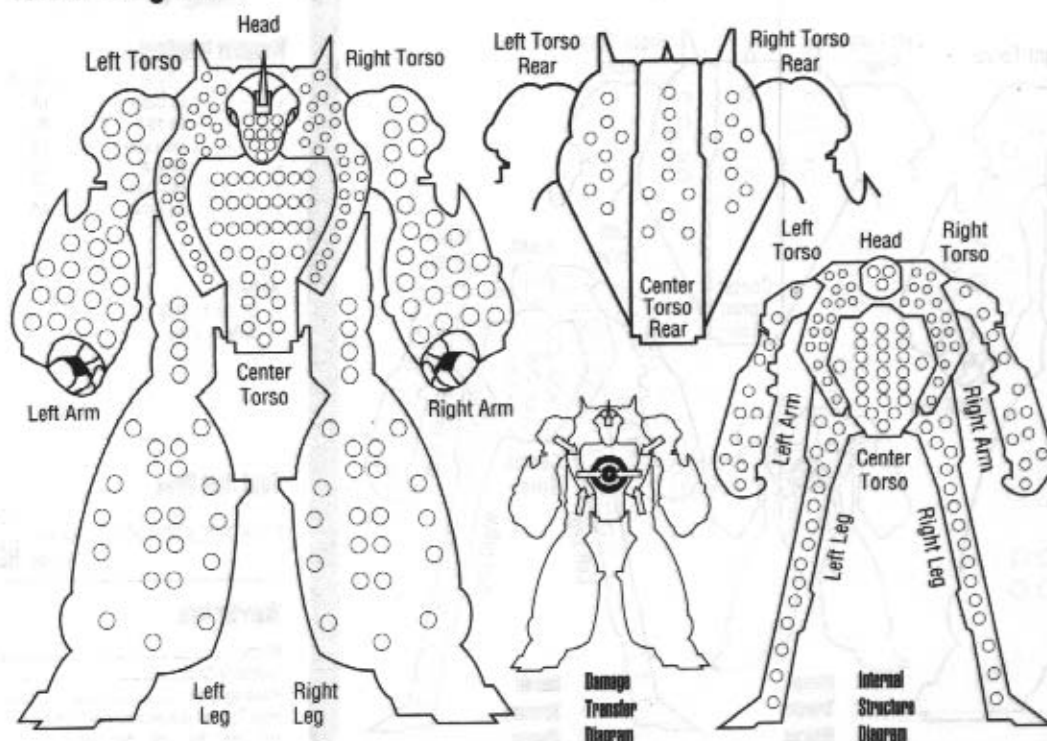
## Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

**FASA**  
 CORPORATION



## Armor Diagram



## Mech Data

Type: BL9-KNT BLACK KNIGHT  
 Tonnage: 75  
 Movement Points:  
 Walking: 4  
 Running: 6  
 Jumping: 0

## Weapons Inventory

#	Type	Location
1	ER PPC	RA
1	Lg Pulse Laser	CT
1	Lg Laser	RT
1	Lg Laser	LT
1	Md Pulse Laser	RT
1	Md Pulse Laser	LT
1	Md Pulse Laser	RA
1	Md Pulse Laser	LA
1	Hatchet	LA

AMMO:  
 None

## Total Heat Sinks

Single ☐  
 Double ☐

## Warrior Data

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_  
 Piloting Skill: \_\_\_\_\_  
 Hits Taken: (Consciousness Number)  
 1st 2nd 3rd 4th 5th 6th  
 (3) (5) (7) (10) (11) (Dead)

## Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Md Pulse Laser
  - Endo Steel
- Hatchet
  - Hatchet
  - Hatchet
  - Hatchet
  - Hatchet
  - Roll Again

## Left Torso

- Lg Laser
  - Lg Laser
  - Md Pulse Laser
  - Heat Sink
  - Heat Sink
  - Heat Sink
- Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel

## Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

## Critical Hit Table

### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- Gyro
  - Engine
  - Engine
  - Engine
  - Lg Pulse Laser
  - Lg Pulse Laser

Engine Hits ○○○  
 Gyro Hits ○○○  
 Sensor Hits ○○○

Combat Value: 5364

## Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - ER PPC
  - ER PPC
- ER PPC
  - Md Pulse Laser
  - Endo Steel
  - Heat Sink
  - Heat Sink
  - Heat Sink

## Right Torso

- Lg Laser
  - Lg Laser
  - Md Pulse Laser
  - Heat Sink
  - Heat Sink
  - Heat Sink
- Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel

## Right Leg

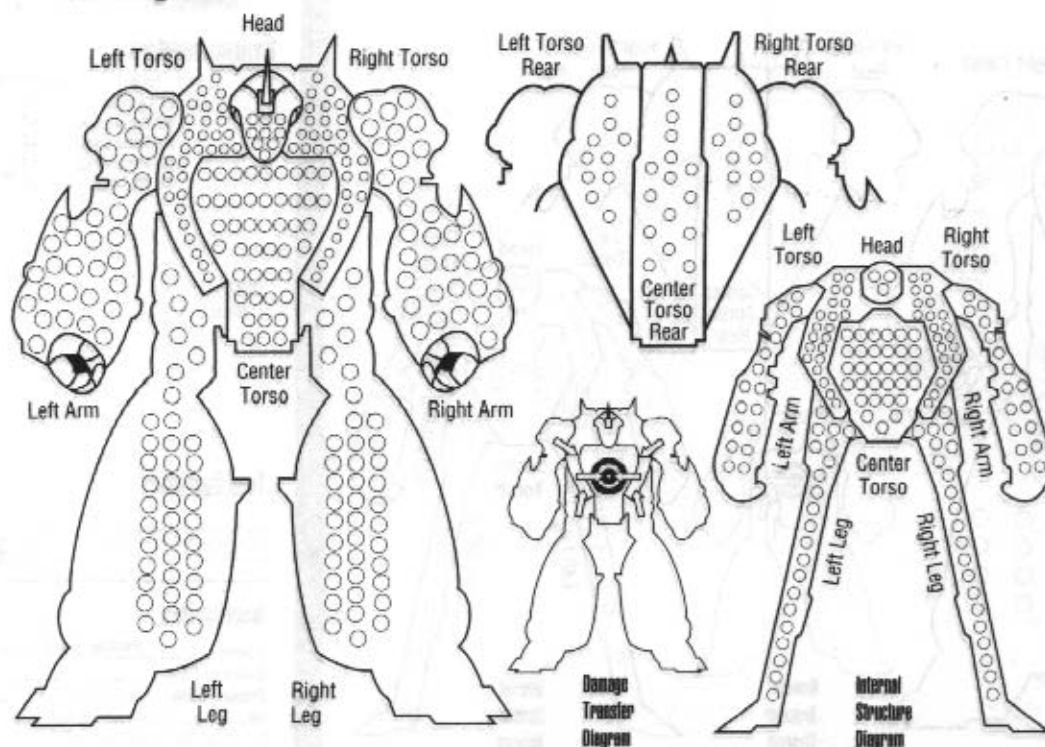
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

## Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	-2 Movement Points
10	
09	+1 Modifier to Fire
08	
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

**FASA**  
 CORPORATION

## Armor Diagram



## Mech Data

Type: KGC-001 KING CRAB  
 Tonnage: 100  
 Movement Points:  
 Walking: 3  
 Running: 5  
 Jumping: 0

### Weapons Inventory

#	Type	Location
1	Gauss Rifle	LA
1	Gauss Rifle	RA
1	LRM 15	LT
1	Lg Pulse Laser	RT
1	SRM-2 Streak	LT
1	SRM-2 Streak	RT

### AMMO:

Gauss Rifle (16)  
 Gauss Rifle (16)  
 SRM-2 Streak (50)  
 SRM-2 Streak (50)

### Total Heat Sinks

Single ☐ Double ☐

### Warrior Data

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_  
 Piloting Skill: \_\_\_\_\_  
 Hits Taken: (Consciousness Number)  
 1st 2nd 3rd 4th 5th 6th  
 (3) (5) (7) (10) (11) (Dead)

### Left Arm

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ferro-Fibrous

### Left Torso

- LRM 15
- LRM 15
- LRM 15
- SRM-2 (Streak) 50
- Ammo (Streak) 50
- Case

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- XL Engine
- XL Engine
- XL Engine

### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

## Critical Hit Table

### Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- Gyro
  - Engine
  - Engine
  - Engine
  - Ammo (LRM 15) 8
  - Ferro-Fibrous

Engine Hits ☐☐☐  
 Gyro Hits ☐☐☐  
 Sensor Hits ☐☐☐

Combat Value: 4860

### Right Arm

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ferro-Fibrous

### Right Torso

- Lg Pulse Laser
- Lg Pulse Laser
- SRM-2 (Streak) 50
- Ammo (Streak) 50
- Case
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- XL Engine
- XL Engine
- XL Engine

### Right Leg

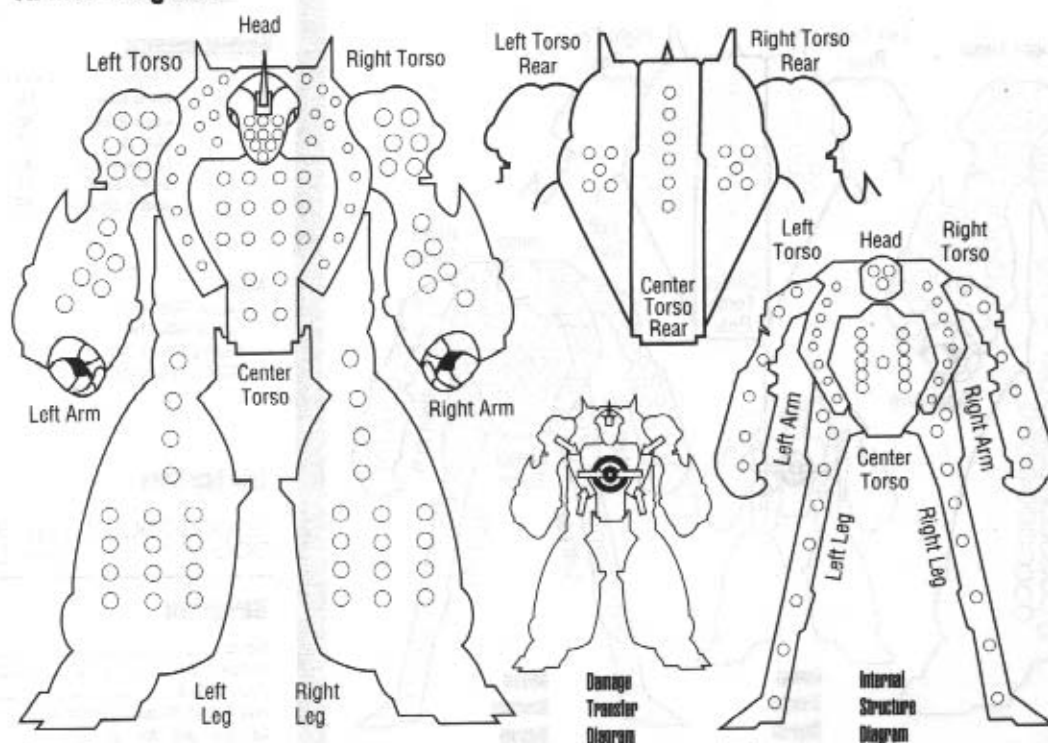
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Ferro-Fibrous

## Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

**FASA**  
 CORPORATION

## Armor Diagram



## Mech Data

Type: WOLFHOUD IIIC  
 Tonnage: 35  
 Movement Points:  
 Walking: 6  
 Running: 9  
 Jumping: 0

## Weapons Inventory

#	Type	Location
1	ER Lg Laser	RA
1	Md Pulse Laser	RT
1	Md Pulse Laser	LT
1	Md Pulse Laser	CT
1	ER Md Laser	CT (R)

AMMO:  
 None

## Total Heat Sinks

Single ☐  
 Double ☐

## Warrior Data

Name: Phelan Ward  
 Gunnery Skill: 1  
 Piloting Skill: 1  
 Hits Taken: (Consciousness Number)  
 1st 2nd 3rd 4th 5th 6th  
 (3) (5) (7) (10) (11) (Dead)

## Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Heat Sink
  - Heat Sink
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

## Left Torso

- XL Engine
  - XL Engine
  - Md Pulse Laser
  - Heat Sink
  - Heat Sink
  - Endo Steel
- Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel

## Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

## Critical Hit Table

### Head

- Life Support
- Sensors
- Cockpit
- ECM Suite
- Sensors
- Life Support

### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- Gyro
  - Engine
  - Engine
  - Engine
  - Md Pulse Laser
  - ER Md Laser (R)

Engine Hits ○○○  
 Gyro Hits ○○○  
 Sensor Hits ○○○

Combat Value: 2659

## Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - ER Lg Laser
  - Heat Sink
  - Heat Sink
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

## Right Torso

- XL Engine
  - XL Engine
  - Md Pulse Laser
  - Heat Sink
  - Heat Sink
  - Ferro-Fibrous
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous

## Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

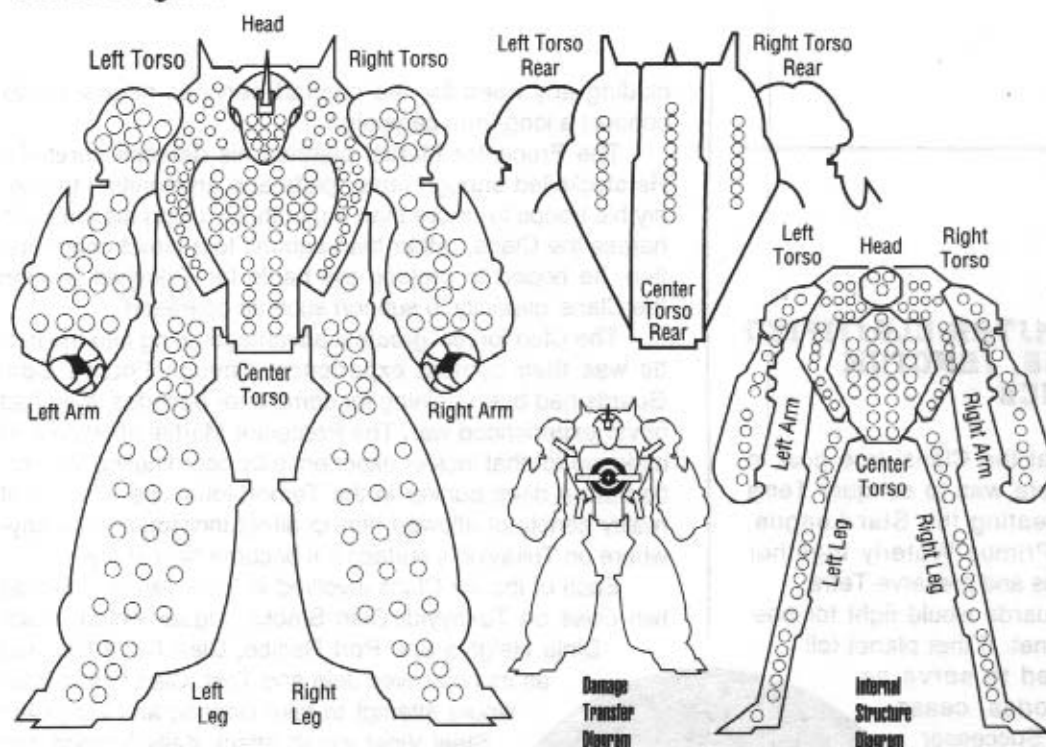
## Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	
04	
03	
02	
01	
00	-1 Movement Points

FASA CORPORATION



## Armor Diagram



## Mech Data

Type: **TIMBER WOLF (PRYDE)**  
 Tonnage: 75  
 Movement Points:  
 Walking: 5  
 Running: 8  
 Jumping: 4

### Weapons Inventory

#	Type	Location
1	ER Lg Laser	RA
1	ER Lg Laser	LA
1	ER Md Laser	RA
1	ER Md Laser	LA
1	LRM 20	RT
1	LRM 20	LT

Pod Space: 28 Tons

AMMO:  
 LRM 20 (6)  
 LRM 20 (6)

### Total Heat Sinks

Single ☐  
 Double ☐

### Warrior Data

Name: Aidan Pryde  
 Gunnery Skill: 1  
 Piloting Skill: 2  
 Hits Taken: (Consciousness Number)  
 1st 2nd 3rd 4th 5th 6th  
 (3) (5) (7) (10) (11) (Dead)

### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - ER Lg Laser
  - Heat Sink
  - Heat Sink
- 1
- ER Md Laser
  - Ferro-Fibrous
- 2
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

### Left Torso

- Jump Jets
  - LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
  - Ammo (LRM) 6
- 1
- Jump Jets
  - XL Engine
  - XL Engine
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Endo Steel
- 2

### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

## Critical Hit Table

### Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1
- Gyro
  - Engine
  - Engine
  - Engine
  - Roll Again
  - Endo Steel
- 2

Engine Hits ○○○○  
 Gyro Hits ○○○○  
 Sensor Hits ○○○○

Combat Value: 6058

### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - ER Lg Laser
  - Heat Sink
  - Heat Sink
- 1
- ER Md Laser
  - Ferro-Fibrous
- 2
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

### Right Torso

- Jump Jets
  - Ammo (LRM) 6
  - LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
- 1
- Jump Jets
  - XL Engine
  - XL Engine
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Endo Steel
- 2

### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

## Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
09	+1 Modifier to Fire
08	
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

**FASA**  
 CORPORATION



## BATTLE FOR TUKAYYID

**EXCERPTED FROM COMSTAR CLASSIFIED  
REPORT CCHD 6283066, SANCTUM  
BETA LEVEL CLEARANCE**

When ComStar learned that the Clans' true goal in their invasion of the Inner Sphere was to conquer Terra and use it as a base for recreating the Star League, Precentor Martial Focht and Primus Waterly together devised a plan to defeat the Clans and preserve Terra.

The Clans and the Com Guards would fight for possession of Terra on a proxy planet. If that planet fell to the Clans, ComStar agreed to serve as administrators on the Clan worlds, cease providing HPG services to the Successor States, and relinquish Terra to the victors. If the Clans won this key battle, they would possess the resources to forge a new Star League.

If the Com Guards defeated the Clans, the invaders agreed to limit themselves to those worlds already conquered and refrain from seizing territories closer to Terra than a line drawn at Tukayyid for fifteen years. This gave the Inner Sphere breathing space to upgrade their technology closer to the Clans' level, but also meant they would still have to contend with the Clans activities "above" the truce line.

Using the vast resources of ComStar's archives and his own knowledge of military strategy, the Precentor Martial chose Tukayyid, in the remnant of the Free Rasalhague Republic, as the proxy world. Varied terrain and a small civilian population, as well as its proximity to the Clan front lines, convinced Precentor Martial Focht that Tukayyid was the best choice.

Precentor Martial Focht spent countless hours studying tapes of battles between the Clans and various Inner Sphere forces, and felt confident that he knew the one weakness of the Clan fighting style. He was determined to exploit this Achilles' heel during the battle for Tukayyid. Focht knew that the Clans' fighting philosophy consisted of quick, conclusive attacks and short-term assaults. The Clans struck quickly and counted on quick victories, pre-

cluding any need for the support services necessary to conduct a long-term campaign.

The Precentor Martial planned his defense carefully. He stockpiled enough repair parts and ammunition to supply his troops for more than a month. By using his forces to harass the Clans, rather than commit to a direct confrontation, he hoped to prolong the battle for Tukayyid beyond the Clans' capacity to support such an operation.

The Clan forces' greatest advantage going into the battle was their combat experience. Though Focht's Com Guards had been training for combat for decades, they had never experienced war. The Precentor Martial attempted to make up for that lack of experience by coordinating the battle from a deep bunker in the Tamo Mountains. His virtual reality construct allowed him to direct individual units anywhere on Tukayyid's surface if it became necessary.

Each of the six Clans involved in the invasion attacked two cities on Tukayyid. Clan Smoke Jaguar would attack

Dinju Heights and Port Racice, Clan Nova Cat had as its objectives Joje and Tost, Clan Ghost Bear would attempt to take Spanac and Luk, Clan Steel Viper would attack Kelly Springs and Kozice Ranch Station, Clan Wolf targeted Brzo and Skupo, Clan Diamond Shark was assigned Urcunat and Kozice Prime, and Clan Jade Falcon would attack Humptulips and Olalla.

Com Guard holotapes provided a roughly chronological record of the battle.



### THE BLOOD BATH BEGINS

The battle began on May 1, with each Clan landing troops near their objectives according to strategies developed by each Clan's Khans. (Though ilKhan Ulric Kerensky functioned as the Clans' war leader, the Khans declined to use him as a battle coordinator in the bidding for Tukayyid.) Clan Wolf hit their landing zone five days later.

The first major encounter unfolded as the Smoke Jaguars landed their forces in two groups, hoping to win their objectives quickly (and perhaps regain some of the honor lost in the defeats on Wolcott and Luthien).

The Smoke Jaguar force landing in the Dinju Mountains pounced on the Com Guards' Fiftieth Division (Uncluttered Speech), pinning them in the foothills. The relatively green Fiftieth stood no chance against the Jaguars' Alpha Galaxy, and for a time the Smoke Jaguars appeared likely to secure their objectives quickly.

The Com Guards 401st, 207th, and 367th Divisions herded Beta Galaxy into the bogs of the Racice River delta





## BATTLE FOR TUKAYYID

with hit-and-run attacks, using their superior knowledge of the terrain to decimate the Jaguars. Beta Galaxy quickly crumbled and was forced to withdraw.

The Nova Cats fared no better. Their daring strategy of a mixed landing and drop turned to disaster when aerospace fighters of the Com Guards 417th Division destroyed the Alpha Galaxy Command DropShip as it hovered over the landing zone. Like the Smoke Jaguars, Clan Nova Cat was lured into a well-prepared battle site of ComStar's choosing. The Com Guards' Ninth Division (Bountiful Words) used air and ground forces to shatter the Nova Cats advance just north of Joje, a handful of kilometers from their target, and drew the Clan force into a war of attrition. The Nova Cats quickly became mired in a prolonged battle for which they were unprepared, in terms of both supplies and ammunition.

The Ghost Bears made a better showing against the relatively green Com Guards First Army. In the first two days of the battle they shattered the 121st Division and swept toward Luk, but the Ninety-first and Twelfth Divisions trapped the elite forces of the Ghost Bear's Twentieth Polar Bear Attack Cluster and pounded them until they were forced to withdraw.

The initial Jade Falcon and Diamond Shark landings were largely unopposed, but the Jade Falcons' cautious advance allowed the Precantor Martial to inflict maximum damage using the same hit-and-run tactics the House militaries found effective in wearing the Clans down.

The Jaguars next fell prey to an ambush sprung in the tight confines of the Dinju Pass by the 323rd and 299th Divisions of the Com Guards Fifth Army—within sight of their objective of Dinju Heights. The Jaguar Grenadiers took heavy losses but managed to move through the pass, leaving blood and death in their wake.

Both Smoke Jaguar Khans were killed at the height of the battle, and ilKhan Kerensky ordered Clan Smoke Jaguar to withdraw, fearing that the sudden lack of leadership and command structure would allow the remains of the Clan to be utterly destroyed. That decision caused a bitter resentment that still flames between the Smoke Jaguars and Clan Wolf. Several Smoke Jaguar units, including the Sixth Jaguar Dragoons, refused to obey the order, preferring death to dishonor. Only eight warriors of the Sixth survived the bloodbath.

Clan Diamond Shark suffered the next loss to the Com Guards sword. The Sharks' Nineteenth Heavy Cluster (The Barracudas) managed to inflict more than 30 percent losses against the Eighty-fifth Division (Lions of the Periphery) in a series of battles in the foothills overlooking Kozice Prime. The fighting was most bitter between the ambushing forces of the Eighty-fifth's

Second and Fourth battalions and the Diamond Shark's 222nd Assault Cluster (The Rippers). Only two warriors survived from the entire 222nd Cluster, and the Clan stripped one of his Bloodname for his disgrace.

By the third of May, Clan Nova Cat had made three separate attempts to seize Joje and Tost. They ran out of ammunition quickly because they outfitted their OmniMechs primarily with artillery and missile configurations, despite the ilKhan's warnings against using a strategy based on non-energy weapons. Despite this misjudgment, the Clan made headway against the Com Guard forces at Joje, and the 417th and Ninth Divisions finally retreated toward Tost in order to force the Clans to divide their attention between the 467th Division (The Whirlwinds) at their rear, which was attempting to cut off Beta Galaxy from its landing zones and supplies, and the division they faced. The Com Guards harassed Beta and Gamma Galaxies, luring them into quick skirmishes that used up Clan ammunition. Gamma Galaxy withdrew, luring the 244th and the 467th into a Beta Galaxy ambush. Beta Galaxy defeated both forces and won several ComStar supply depots.

ComStar immediately launched a furious counterattack, rupturing the Nova Cat lines and overrunning their positions. When the Com Guards once again controlled more than half the Losije Lake District, the Nova Cats reluctantly withdrew. Clan Nova Cat suffered the most staggering losses of any Clan on Tukayyid: less than three Stars returned to the DropShips. According to our ROM sources in the Clan occupation zone, each of these warriors marked the shame of their survival by painting their OmniMechs red.

Clan Steel Viper learned from Clan Smoke Jaguar's mistake and chose a more conservative drop pattern. Even though the Com Guards had time to dig into positions between the Clan drop and their objectives by fighting a delaying action using artillery and aerospace fighters, Khan Breen's Vipers managed to advance toward Kozice Ranch Station.

As the Steel Vipers crossed enemy lines, they became mired in a hellhole known as Devil's Bath, just 18 kilometers from their primary objective. A horrific combination of geysers, boiling mud, and narrow confines between massive granite columns, the region stretched for dozens of kilometers. The Vipers advanced through Devil's Bath, pushing the Com Guards ahead of them, but expended too much ammunition in the process. The Com Guards continued to attack the Viper supply lines, stripping the force in Devil's Bath of critical munitions.

Clan Ghost Bear lost the Seventh Bear Guards of Beta Galaxy, assigned to cover the withdrawal from the strike at





## BATTLE FOR TUKAYYID

Luk, when the Twelfth Com Guard Division (Pure Waveforms) ambushed them in the Holth forest and set fire to the woods. Khan Buckenburger made a formal protest to the IlKhan against these Com Guard tactics, but his forces in the forest had already been wiped out.

The Ghost Bears' Alpha Galaxy had Spanac under siege, and when the remnants of the Beta and Delta Galaxies arrived as support, the Clan forces pushed the Com Guards First Division back. Precentor Martial Focht withdrew the First Division from the center of Spanac, realizing that the Bears now controlled the Ninety-first's supply depots and were positioned to inflict more damage than they would take. Only Clans Ghost Bear and Wolf recognized the importance of protecting their supply lines. Ghost Bear realized their supply line mistake only after landing, but managed to overcome it by capturing Com Guard munitions.

Clan Diamond Shark faced a days-long stalemate with the Third Com Guards Army. The only decisive action took place between Gamma Galaxy and the Eighty-fifth Division. The Eighty-fifth disrupted the Sharks' supply lines for a day, and Gamma Galaxy retaliated by destroying the Com Guards unit. The Second and Fifth Armies' arrival cut the Sharks off completely from their supplies. The Com Guards dislodged the Clans from their fortified positions with a barrage of artillery, and, when the Clans attempted to break away and withdraw from the planet, destroyed their forces completely.

Clan Jade Falcon lost fewer troops, but failed to accomplish its objectives. The Eleventh Com Guard harassed the Falcons constantly as they moved toward Olalla and Humptulips, mostly whittling away at their supply lines per the Precentor Martial's plans. When the Clan finally reached the rushing Prezno River, Com Guards sappers destroyed both bridges just as the Falcons crossed.

The Falcon Guards (a unit still tainted for its massive, humiliating loss on Twycross) managed to cross the turbulent river, strike at the rear of the Com Guards units on the far side that were maintaining an artillery barrage, and create a beachhead for a heavier Jade Falcon assault. The Falcon Guards continued past the crossing toward Olalla, one of their target cities, realizing almost too late that the target at the coordinates provided was not Olalla, but a Com Guards trap.

The Jade Falcons moved steadily through Olalla, taking heavy losses but advancing until Com Guards reinforcements arrived from Humptulips. A simultaneous attack on the bridge defenses and a lucky Com Guards strike on a Falcon ammunition dump convinced the Jade Falcon Khans that they did not have enough supplies to take either objective, and they reluctantly ordered a withdrawal. The

withdrawal itself was costly, as the Com Guards attacked the Clan landing zone with DropShips and executed a rear assault on the retreating forces. A Trinary of Elementals and elements of the Falcon Guards foiled ComStar's two-pronged attack, and most of the remaining Falcon force made it off-planet.

## CLASH OF TITANS

Clan Wolf entered the battle of Tukayyid on the fifth day of the conflict. IlKhan Ulric Kerensky's insight into Precentor Martial Focht's methods, the intelligence and familiarity with Inner Sphere tactics displayed by Khan Natasha Kerensky and warrior Phelan (Kell) Ward, plus days spent observing other Clans' battles with ComStar gave Clan Wolf a distinct advantage.

Upon landing, Clan Wolf immediately formed fighting ranks. Their first contact was with the inexperienced 283rd Division, part of the Com Guards defensive line guarding Brzo and Skupo, Clan Wolf's objectives. The Third Battle Cluster of Beta Galaxy, the Seventh Battle Cluster of Gamma Galaxy, and the Fourth Wolf Guards of Alpha Galaxy pushed the 278th Division and the Tenth Army from their positions, but the 283rd prevented Clan Wolf from closing a loop around the Com Guards' main defensive force. When the Com Guards pulled back to establish a new defensive line, Clan Wolf did not follow, and ComStar quickly discovered why. Using a series of sweeping strikes, Natasha Kerensky's Thirteenth Wolf Guards, including the elite Wolf Spiders, attempted to slip around the Tenth and circumvent the 166th in a drive for Skupo. Precentor Koivu sent the veteran 282nd Com Guard Division (Clear Thoughts) to stop them. The 282nd suffered heavy losses, but stopped the Wolf Spiders' drive and allowed the Tenth Army to gain its next defensive position. The battle so far revealed two important factors in Clan Wolf's favor. The Clan had continued its early strategy of maintaining ample campaign supplies and protecting its supply lines, and for Tukayyid it configured most OmniMechs with energy-based weapons to make each unit more autonomous than ever. Precentor Martial Focht feared that Clan Wolf might turn the tide of battle across Tukayyid.

The Tenth Army under the command of Precentor Myrvang stood between Clan Wolf and the cities of Skupo and Brzo, but Clan Wolf launched another offensive before the Com Guards could dig in. The attackers broke through the line, then suddenly encountered entrenched 'Mechs, tanks, and infantry rising from an apparently open hilltop. Sheer stubbornness kept the Wolf Spiders in the fight, and they began to push ComStar back once again. Just as it appeared they might encircle Skupo, Com Guards reinforcements arrived in the form of the Ninth Army, led by



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Precentor Mulvenna. Clan Wolf failed to advance further in this push, but the Com Guards victory came at high cost to the Tenth. The Tenth Army suffered losses higher than 50 percent, largely from the 138th Division (The Bandits).

As Clan Wolf tightened the knot around its two targets, Clan Steel Viper struggled to fight its way out of Devil's Bath. Two days after Clan Wolf dropped to the surface of Tukayyid, the Steel Vipers managed to surround the Com Guards Sixth Division almost at the center of the pits and geysers of the hellish terrain. Striking repeatedly, the Vipers destroyed the Sixth and began the long crawl out.

Though victorious against the Sixth, the Vipers' Gamma Galaxy emerged from Devil's Bath to face two reserve divisions of the Second and Fifth Com Guard armies. These fresh troops broke the Vipers' front line, but could not rout the Clan forces. When the Sixth Army's 386th and First Divisions arrived to back up the Com Guard troops only ten kilometers from Kozice Ranch Station, the Vipers were forced to withdraw. Clan Steel Viper suffered 25 percent losses, and both Khans were wounded.

The Steel Vipers' retreat left only two Clans on Tukayyid to defeat the Com Guards—Wolf and Ghost Bear. The Ghost Bears held Spanac against artillery bombardment from the Fourth Army, and the troops not pinned down by artillery or necessary to hold Spanac attempted to take Luk. As they attacked, divisions of the First Army assaulted a Bear supply depot. Running low on supplies, parts, and ammunition, the Ghost Bears were forced to pull back to defend the depot, losing most of the ground they had gained. Despite the fact that several Stars of their Alpha Galaxy's Fiftieth Strike Cluster (The Maulers) managed to break into Luk's suburbs, too few troops remained to take the city, and the Ghost Bears ended their campaign by winning only one objective.

Clan Wolf continued to press the attack. As the Wolf Spiders broke the 138th Division, the Eleventh Wolf Guards of Delta Galaxy careened into the lines held by the 278th Division (Clear Courtesy), but despite the excellent coordination of the Com Guards forces, the Wolf Guards tore the 278th apart. Skupo fell to Clan Wolf when the Com Guards retreated, realizing that the Clan forces pushing to connect with the rest of their force would encircle the Com Guards in Skupo.

The Wolves aimed their next axis of attack at Brzo, and the Tenth Army bent under the force of Clan heavy and assault OmniMechs. The Ninth moved to support the Tenth, but Clan Wolf breached the defenses where the two armies should have met, neatly splitting the two forces. The Eleventh Army arrived as reinforcements, but Clan Wolf declined to further attack the Ninth. Instead the Clan concentrated on raiding ComStar supply depots and creating its own.

Though Clan Wolf had enough mobility to work around the ComStar positions in the Porozistu Mountains, they chose to engage Precentor Stinson's Eleventh Com Guards directly, eventually breaking off a series of small skirmishes to gather for a coordinated attack. Beta Galaxy inflicted heavy damage on the Eleventh, even though Khan Garth Radick was killed at the peak of the battle, but the war ended before the Com Guards Thirteenth Army could join the fray.

Despite the short-lived blow to the Wolf Clan's morale inflicted by Khan Radick's death, the Com Guards could not unseat the Wolves from either Brzo or Skupo. Striking at Clan Wolf supply lines proved fruitless, because Khan Kerensky heavily reinforced these vital points. Her knowledge of Inner Sphere tactics gave Clan Wolf its successes.

### COUNTING THE LOSSES

After 21 days of fighting the ilKhan of the Clans conceded victory to ComStar. Only Clan Wolf successfully gained control of both its target cities. Clan Ghost Bear held Spanac but failed to take Luk. Based on its surviving forces, Clan Jade Falcon achieved a draw.

Both sides suffered staggering losses. It soon became apparent that Tukayyid represented much more than the largest military battle in three centuries. The Com Guards ended the conflict with nearly 40 percent dead and more than that number injured. Clan Smoke Jaguar suffered the highest losses with 32 percent dead, while Clan Wolf lost only 20 percent of its forces on Tukayyid.

Both the Clans and the Inner Sphere sacrificed too many men and women for either side to claim a true victory, but this battle represented one of the Inner Sphere's finest hours. ComStar willingly bloodied the soil of Tukayyid to stand between Terra and the Clans' tyranny for the next decade and a half.





**O** ON 1 MAY 3052, THE LARGEST SINGLE ENGAGEMENT OF FORCES IN THE HISTORY OF 'MECH WARFARE BEGAN. TWELVE ARMIES OF COMSTAR'S COM GUARDS CLASHED WITH TWENTY-FIVE GALAXIES OF CLAN FORCES ON THE HILLS AND PLAINS OF THE PLANET TUKAYYID. THE PRIZE FOR THIS BATTLE WAS THE GLITTERING BLUE GEM OF THE INNER SPHERE, THE HOME OF HUMANITY: TERRA.

A COMBINATION OF COM GUARD INGENUITY, CLAN SHORT-SIGHTEDNESS, AND PLAIN LUCK ALLOWED THE COMSTAR FORCES TO DEFEAT THE CLANS ONE BY ONE—ONLY CLANS GHOST BEAR AND WOLF MANAGED TO WIN ANY SORT OF VICTORY. AT THE END OF TWENTY-ONE DAYS OF FIGHTING, BOTH FORCES COUNTED COMSTAR THE VICTOR; EARTH WAS SAVED.

TUKAYYID GIVES PLAYERS THE CHANCE TO CHANGE HISTORY. MORE THAN 25 SCENARIOS REPRESENT ALL THE MAJOR ENGAGEMENTS OF THE BATTLE OF TUKAYYID. AS THE CLANS, PLAYERS MAY ENGAGE IN BATCHALL, OR BIDDING, TO DETERMINE WHO AMONG THEM IS WORTHY TO LEAD THEIR FORCES TO THE VICTORY THAT WAS HISTORICALLY DENIED THEM. AS THE COM GUARDS, THE PLAYERS MUST USE SUPERIOR NUMBERS AND GUERRILLA TACTICS TO OVERCOME THE CLAN'S ADVANTAGE OF TECHNOLOGY AND SKILL.

TUKAYYID IS A BATTLETECH SCENARIO PACK THAT PROVIDES HISTORICAL NOTES AND PERSONAL ACCOUNTS OF THIS EPIC BATTLE AND FEATURES A UNIQUE POINT SYSTEM THAT ALLOWS PLAYERS TO DESIGN BALANCED GAMES AND USE THE CLAN BIDDING SYSTEM.

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ISBN# 1-55560-242-8 \$12.00