

# BATTLETECH™

## SPOTLIGHT ON:



# CRIMSON SEEKER STAR





# CRIMSON SEEKER STAR

## INTRODUCTION

For every Kell Hounds or Wolf's Dragoons, there are a hundred similar outfits that are just as talented—and just as deadly—that you have never heard of. Or worse, you have not heard of *enough*. Sure, the glory hounds who make the evening tri-vid news are movers and shakers, and can change national borders whenever they want, but they're not the only ones. For every Eridani Light Horse, there is a house, mercenary or Clan crew with a storied battlefield history just as spectacular. These are the unit commands that have gone largely unnoticed in the long, bloody history of the Inner Sphere, their stories untold or nearly forgotten. Take a closer look at the battles and events that have shaped the human sphere, and you'll find even two-bit troops like Wilson's Hussars have made a difference.

—Professor Harry Alexander, *Spotlight On: The Almost Famous*, Free Republic Press

## HOW TO USE THIS BOOK

Welcome to *Spotlight On*, a campaign supplement designed to offer players the opportunity to learn about the universe's unique and battle-tested forces from the Inner Sphere, Periphery, and beyond.

The background information contained in the *Unit History and Description* section gives players the unit's history, notable events, tactics, traditions, organization, unique goals, and traits to create an unlimited number of *BattleTech* games, while the *Personalities* section details some of the unit's more famous, interesting, or notorious members. Each character entry includes additional gameplay and scenario-building material, as well as special abilities that set these warriors apart from the rank and file. The *Personnel Roster* offers a complete vehicle listing for the outfit at particular points in *BattleTech* history. The *Personnel Roster* can be used to create stand-alone games, to weave into an existing game, or as part of a larger ongoing campaign.

The *Mission Tracks* section presents key battles that occurred in the unit's history, though they are not the only ones. Players wishing to incorporate these tracks into their *Chaos Campaign* campaigns should use the Warchest Points (WP) listed in brackets. Each track contains gameplay information, such as terrain suggestions, weather, and special conditions rules. Each track also contains a list of optional features that can be used to enhance your game experience. For the best results, all players should agree whether to use these bonus features before play.

Rules may reference the following books: *Total Warfare* (TW), *Tactical Operations* (TO), *Alpha Strike Companion* (ASC), *Campaign Operations* (CO), and *A Time of War* (AToW).

Lastly, Special Command Abilities (p. 83, CO or p. 44, ASC) and Formation Abilities (p. 60, CO or p. 147, ASC) for the unit is listed, along with corresponding *Alpha Strike* cards and unique record sheets (if applicable). Special Command Abilities, Special Pilot Abilities, and Formations can be used both in *Total Warfare* and *Alpha Strike* play.

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### Special Thanks

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Most importantly, thank you to my wife and beautiful daughters who put up with my late nights writing and the days of daddy spending all day away from home playing with the guys.



STAR LEAGUE ERA



SUCCESION WARS ERA



CLAN INVASION ERA



CIVIL WAR ERA



JIHAD ERA



DARK AGE ERA

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## UNIT HISTORY AND DESCRIPTION

The typical Seeker force, from two solitary warriors up to even Trinary in size, is only organized for a specific quest. Much like Clan commanders bidding down forces for a combat trial, a Seeker would re-form their force to complete the quest with the fewest resources necessary. Each force was re-formed anew, but many Seekers would repeatedly include specific warriors in their quests. The most famous Seeker in Goliath Scorpion history, Ren Posavatz, won his Bloodname as a Star Commander at age twenty-six, and his combat prowess and frequent successful quests won him supporters among Seekers and non-Seekers alike. Less than a year after winning his Bloodname, he rocketed up the ranks to saKhan, a position he would hold for an unprecedented fifty years.

Posavatz's personal Seeker force, named the Crimson Seeker Star, became the most prominent assignment for a Seeker. Many Seekers, even notable ones who had found many significant relics, would attempt to draw the saKhan's eye in hopes of being selected for the Crimson Seeker Star. Using the saKhan's prerogative, Posavatz targeted relics that other Seekers had searched for but failed to locate or acquire. His visions often led him to a more narrow area to search than previous Seekers seeking the same relic. Using his cunning mind, the skills of the warriors in his Star, and little bending of the Clan rules of combat, Posavatz was able to locate relics through honorable combat or other ingenious methods. Posavatz's unique strategies resulted in more relics recovered than other warriors, bringing honor and glory to the Crimson Seeker Star. While some of his warriors would be lost in battle, depart on their own quests, or earn command positions elsewhere, the Crimson Seeker Star would remain the longest-serving organized Seeker force in Goliath Scorpion history.

The Crimson Seeker Star was named for the symbolic color of the Seekers. Crimson was long used in the paint scheme and uniform of Gamma Galaxy, the guardians of the Temple of the Nine Muses, home of the Seeker's recovered relics. SaKhan Posavatz wanted his Star to be noticeable as Seekers but still separate from Gamma Galaxy, where many of the warriors for the Star were drawn from. Keeping crimson as the main uniform color, the saKhan chose silver as a highlight color, instead of Gamma Galaxy's gold. Harbinger charges typically paint the warrior's 'Mech to resemble the warrior in their uniform, to identify members of the Crimson Seeker Star on the battlefield and highlight the Harbinger's skills.

In 3015 on Strana Mechty, the Star won access to Clan Burrock territory and recovered a set of holo-recordings of the qualifying trials for the original 800 Clan warriors. In 3023 a quest to a Clan Snow Raven enclave on Circe discovered in a mislabeled lower-caste library annotated hardcopies of Star League Gunslinger Program training manuals that had once belonged to the Great Father, Aleksandr Kerensky. Against the Blood Spirits in 3037, the Crimson Seeker Star defeated a Binary of vehicles for possession of holo-recordings of Nicholas Kerensky describing the composition and

organization of an ideal Clan Cluster. Among the *isorla* claimed in the same battle was a Royal Fury tank that had seen constant service since 2758. The scope and variety of quests that the Crimson Seeker Star completed during this time rivaled anything accomplished under Ren Posavatz's leadership and would help define the Scorpions in decades to follow.

In the aftermath of the Operation REVIVAL trials, chaos embroiled the homeworlds as the Clans reorganized to prepare for the invasion. As the remaining Clans fought bitterly over the trial results, the Scorpion Seekers took advantage of the unrest to win access to sites that had previously been too well defended. Led by the Crimson Seeker Star, this surge of Seeker activity netted many long-sought relics. In 3049, mere weeks after the invading Clans departed, saKhan Posavatz and the Crimson Seeker Star won possession of a Rim Worlds Republic ceremonial dagger captured by Simas Osis, Franklin Osis's father. This was the same dagger used by Franklin Osis to butcher the smoke jaguar that killed his brother, and its capture earned the Scorpions the enmity of the Smoke Jaguars.

One of Ren Posavatz's last known visions showed him a wave of warriors surging over the worlds of the Inner Sphere. As it progressed, that wave smashed against a rock and receded. As a second wave washed forward, Posavatz saw five scorpions riding that wave into the Inner Sphere. On each planet the wave hit, the surface was churned up, like freshly tilled soil, leaving behind shining, sparkling jewels in its wake. As the five scorpions gathered up the jewels, they grew bigger and stronger. Soon the scorpions grew larger and stronger, joined by many other scorpions, and they turned the tide, spreading themselves across the Inner Sphere. When the Clan invasion was halted after the death of ilKhan Leo Showers, saKhan Posavatz knew what his vision meant.

When ilKhan Ulric Kerensky announced he was activating the reserve Clans, Posavatz challenged the Steel Vipers for the right to allow the Crimson Seeker Star to accompany the Vipers when the invasion resumed. While they were restricted from attempting to claim possession of any territory, the Scorpions were free to travel with the Vipers. Unfortunately, saKhan Posavatz and the Crimson Seeker Star went missing during the battle for Tukayyid in the Devil's Bath, and their fate is unknown. The loss of such a prestigious unit and the Goliath Scorpion's longest-serving saKhan badly damaged morale throughout the Seeker movement and the Scorpions as a whole.

Months later, at the ceremony celebrating Star Commander Rebecca winning Ren Posavatz's Bloodname, Loremaster Kyrie Ben-Shimon announced the re-formation of the Crimson Seeker Star. Instead of being led by the saKhan or Loremaster, the Crimson Seeker Star would be commanded by the most skilled, successful Seeker. The re-formed Crimson Seekers, led by Star Colonel Jean-Girard LeClair, would follow the precedent set by saKhan Posavatz and recruit only skilled Seekers and to claim relics that other Seekers had failed to win. Eager to honor their lost saKhan and win honor for themselves, many more warriors joined the ranks of the Seekers in hopes of winning a place in the Crimson Seeker Star. The Star's first quest led to a Clan Star Adder enclave to win possession over the remains of Felicity LeClair's *Hoplite*, the 'Mech she piloted during Operation KLONDIKE.





## CRIMSON SEEKER STAR

The Refusal War, the Absorption of the Burrocks, the Annihilation of the Smoke Jaguars, the Abjuration of the Nova Cats, and the departure of the Ghost Bears from the homeworlds all created upheaval and new opportunities the Seekers thrived on. The Crimson Seeker Star successfully negotiated each new challenge. When Goliath Scorpion forces fought to win possession of the Abysmal continent and the large manufacturing complex on Huntress, the Crimson Seeker Star played a key role in the victory. The warriors of the Star singled out and defeated many elite warriors to ensure possession of a forgotten Brian Cache of Star League 'Mechs located near the factory complex. On Babylon, Star Captain Morrigan Madsen led the Crimson Seeker Star and a larger force from the Eighth Scorpion Dragoons in winning possession of Moreau's Dagger from the Ice Hellions. In early 3067, the Star found a Brian Cache on Huntress containing a company of Star League tanks, including "Arrow," a Zephyr originally assigned to the Amaris Dragoons, and one of the few Zephyrs known to have survived the Liberation of Terra.

During the Exodus preparations, the SLDF collected and brought design schematics and other documents used in the design and construction of every type of WarShip in service. These documents included detailed descriptions of why specific design choices were made, how those WarShips would fit in battle plans, and many other insights into SLDF Navy tactics and doctrine. Since the founding of the Seeker movement, Seekers had sought out these plans, but they Clan Snow Raven jealously guarded them in its Lum Naval Shipyards. In late 3068, naval commander and member of the Crimson Seeker Star Archibald Ben-Shimon convinced the Scorpion Loremaster and Khans to declare a Trial of Possession for the shipyards.

Using detailed ship and crew profiles gathered over years of questing in Snow Raven territory, Archibald assisted the fleet commander in battle. The Goliath Scorpions trialed for and won possession of the shipyards, claiming the relics and as many of the key components as could be stripped, and returned to Roche. In what the Ravens claimed was collusion, the Scorpions had arrived right after the Snow Ravens had successfully defended the yards from a Star Adder trial but before they could fortify their defenses.

As the Clans descended into the Wars of Reaving, the Crimson Seeker Star followed its successful patterns of old. The Star targeted relics and sites that had once been well defended but were now sparsely defended. In some circumstances the Crimson Seeker Star was attached to a larger force targeting a military objective near a desired relic, similar to the capture of the Lum Shipyards. In early 3071, while the Star led two Clusters in a quest searching for forgotten Rim Worlds outposts, a Hellion invasion fleet was discovered. Trading this information to the Jade Falcons netted a Star League-era JumpShip, a Star of warriors, and a Trinary of newly built *Jupiters*. Later in 3071, the Star joined Mu Galaxy in the conquest of Grant's Station, defeating the Steel Vipers and Wolves to acquire a Star of *Orion IICs*. On Grant's Station at the end of 3071, the Crimson Seeker Star joined the Fourteenth Scorpion Grenadiers and elements of the Fire Mandrill's Kindraa Matilla-Carrol in taking Clan Coyote's enclave. Splitting the spoils of war gained the Scorpions new weapon prototypes and design notes from the development of the *Coyotl* and *Lupus*.

By the end of 3073, the Goliath Scorpions had been hit hard by the Wars of Reaving, but this dark time for the Clans would begin to cement the importance and prominence of the Crimson Seeker Star in the Goliath Scorpion *touman*. Many enclaves were lost, others abandoned, and Loremaster Kyrie Ben-Shimon was killed in combat. A one-time leader of the Crimson Seeker Star, Galaxy Commander Colin Yeh was chosen as her replacement. In 3074, a force led by newly chosen saKhan Connor Rood, consisting of the Crimson Seeker Star and other Scorpion forces, hit worlds across Nueva Castile. Using Star League 'Mechs and tanks recovered over the years by Seekers, the Scorpion forces conducted stealth raids to assess the situation in the Castile worlds to preparation for invasion.

Six years later when the Scorpions finally invaded Nueva Castile, this reconnaissance information would prove invaluable in helping the Scorpions quickly establish control. Knowing how each of the Invading Clans had approached ruling their new realm, the Scorpions followed the Ghost Bears' approach. Khan Colin Yeh and saKhan Connor Rood chose to work in cooperation with their new worlds, even calling the new realm *Escorpión Imperio*. In this new realm, the role of the Seekers and particularly the Crimson Seeker Star has shifted. Seekers still venture on quests, but the limited resources of the Imperio require that each Seeker quest be limited to areas where the Seeker can also scout for more resources.

With its long record of successful quests, the Crimson Seeker Star is afforded much more latitude in where its quests venture. This has only increased the Star's stature as one of the few units still conducting missions that could result in combat worthy of a warrior. Warriors eager to join the Crimson Seeker Star are frequently found honing their combat skills and historical knowledge, as the competition for slots in the Crimson Seeker Star is as fierce as a Trial of Bloodright.

Members of the Crimson Seeker Star are encouraged to "think outside the box" to complete a quest. Whenever the Star engages in a trial to find a relic, there is at least one scout in the Star with advanced sensors. This scout is usually searching for the relic or its most likely location, not scouting for enemies. The goal of all members of the Star is to use their expert marksmanship to purposefully cripple or slow an enemy unit while the scout locates the relic; then once the relic is found, the Star uses their marksmanship to quickly finish the battle. If the relic cannot be located, the Crimson Seeker Star will request *hegira*, attempting to end the battle without wasting further time or resources. Warriors usually forfeit a high rank to join the Crimson Seeker Star and likewise give up the rights to familiars and charges that they held as a solitary Seeker. The Loremasters chooses many familiars and charges for the Star based on an individual's own merits, but each aspiring member of the Crimson Seeker Star must choose to put the Clan before self.

Contact with the Imperio has virtually dried up since shortly after its formation in 3079. There are rumors that Seeker quests of that time ran into patrols from the Green Ghosts and even clashed with Clan Diamond Shark forces. These run-ins are the most likely cause of the communication blackout. At last report, the Crimson Seeker Star had been conducting quests away from the Inner Sphere, likely searching for lost Star League or Explorer Corps expeditions and other resources to help them survive in their new home.





## PERSONALITIES

### REN POSAVATZ

**Title/Rank:** saKhan

**Born:** 2973

The longest-serving saKhan in Clan Goliath Scorpion's history, Ren Posavatz, passed his Trial of Position with a single kill. Despite an inauspicious start, he quickly rose up the ranks, making the most of every situation. This included joining the Seeker movement where he excelled using limited Trials of Possession to acquire relics that were previously too well defended. When Ren was twenty-seven saKhan Mariam Posavatz died from wounds received in combat against the Smoke Jaguars. Star Colonel Ren not only won the Trial of Bloodright for Mariam Posavatz's Bloodname, but he was also elected to her former position.

For over half a century, Ren Posavatz was a steady hand helping to guide the Clan and the Seekers toward mutual goals. Winning the right to train Wolf's Dragoons and making use of Seeker-won relics gained honor for the Clan, allowing a few Seekers to join the Dragoons. Despite being lost on Tukayyid, by accompanying the Steel Vipers to the Inner Sphere, Posavatz and the Crimson Seeker Star cataloged many potential relics that would inspire Seekers for generations to come. The formation of the first Crimson Seeker Star and its continuation would have a lasting impact on the survival of the Clan.

**Special Abilities:** SaKhan Posavatz possesses the Sniper Special Pilot Ability (see p. 56, ASC).

### ARCHIBALD BEN-SHIMON

**Title/Rank:** Star Captain

**Born:** 3041

A highly skilled and successful aerospace fighter pilot, Archibald Ben-Shimon eventually rose to command a Striker Trinary in the Fourteenth Scorpion Hussars at age twenty-six. As the Cluster's dogfighting expert and a committed Seeker, Archibald frequently dueled aerospace pilots from other Clans, most often the Snow Ravens. He joined the Crimson Seeker Star in early 3068 and used his detailed fighting experience and knowledge of the Snow Raven ships and tactics to lead the successful capture of the shipyards over Lum.

Unlike some Seekers who become interested primarily in the personal glory of relics recovered and an impressive living heraldry, Archibald follows the true way of the Seeker: he follows necrosisia visions and seeks out Star League—era relics that will build the prestige and strength of the Clan. He has also long sought to bring a living remnant of the Star League—the Eridani Light Horse forces on Huntress—into the Clan. Just before contact with the Inner Sphere was lost, Archibald had convinced Khan Suvorov to begin talks with Light Horse Colonel Barclay, which led to the absorption of the Light Horse remnant.

### NERRAN

**Title/Rank:** Star Commander

**Born:** 3037

Early in his time as a Seeker, Nerran had searched through many old Brian Caches, finding plenty of old 'Mechs but nothing of any historical significance. Growing disillusioned, Nerran took a massive dose of necrosisia in hopes of receiving a clearer vision to guide him. His plan worked, but cost him six months to recover from the neurological side effects caused by such a large dose. On Dagda, he discovered an *Emperor* with the serial number E6A-0001, the first 6A *Emperor* built for the Royal SLDF divisions.

With its significance lost over time, the damaged *Emperor* had become relegated to a hangar queen used for spare parts prior to the Second Exodus. Using parts from other damaged 'Mechs in the Brian Cache, Nerran and his tinkers rebuilt the 'Mech, albeit in a new configuration. Upon presenting his recovered relic, Nerran was offered the opportunity to challenge for the rank of Star Commander. In handily defeating his opponent's *Summoner*, Nerran knew this *Emperor* would be his 'Mech. Despite his frequent refusal to accept an OmniMech, Nerran's combat performance has continued to excel, which resulted in his assignment to the Crimson Seeker Star.

**Special Abilities:** Star Commander Nerran possesses the Human TRO Special Pilot Ability (see p. 54, ASC).

### TYLA MYERS

**Title/Rank:** Point Commander

**Born:** 3046

Tyla Myers rose to the rank of Star Captain and won her Bloodname as a MechWarrior. In the final battle of her Trial of Bloodright, she faced off unaugmented in a knife duel against a larger, stronger MechWarrior. Near the end of the battle, Tyla knocked her opponent's knife outside the Circle of Equals while blocking a blow. In response he charged and wrapped her in bear hug, which broke her spine and threatened to crush her. Tyla was able to break an arm free to carve out his guts and puncture a lung before he could finish her off.

During her recovery, a vision showed her scavenging the deserts of Twycross. Eager to pursue her vision and not waste time on spinal surgery and rehabilitation, Tyla opted to be retrained in vehicle combat. In recognition of her contributions to the Clan, she was permitted to modify the weapons of her Mithras Light Tank while the technicians were adding hand controls for her. The resulting design worked so well it entered regular production as a variant. Her perseverance, combat skills, sensor skills, and the recovered relics from Twycross brought Tyla to the attention of newly elected Loremaster Colin Yeh, who offered her a spot in the Crimson Seeker Star.

Tyla amassed quite the collection swords, knives, and bladed weapons. Among her prized possessions is a pocketknife that belonged to Aaron DeChevalier and a handmade replica of the dagger saKhan Posavatz captured from the Smoke Jaguars.

**Special Abilities:** Point Commander Tyla Myers possesses the Eagle's Eyes Special Pilot Ability (see p. 52, ASC).





# CRIMSON SEEKER STAR

## JEAN-GIRARD LECLAIR

**Title/Rank:** Star Colonel

**Born:** 3014

When Jean-Girard LeClair was selected to command the re-formed Crimson Seeker Star, he became the first Scorpion to be selected to the Crimson Seeker Star twice. LeClair's second assignment only lasted a few months due to a chilling vision. In the vision, LeClair saw a volcano erupting death and destruction across the entire Inner Sphere, the Clan worlds, and the Periphery—all of human-settled space. With Loremaster Kyrie Ben-Shimon's blessing he departed to the coreward Periphery in search of this arsenal. In late 3053 he found the hidden base on a moon in the Heidelberg system. It took six years to locate the hidden base and bore through the volcano hiding it.

Mere weeks after LeClair accessed the former Rim Worlds Republic base, a Word of Blake JumpShip arrived in system while he was still cataloging the contents. The Blakists destroyed LeClair's undefended JumpShip and landed a Level II of 'Mechs. LeClair, his two MechWarrior charges, and their DropShip were able to defeat the Blakists. LeClair and his crippled DropShip were the only survivors. The DropShip was loaded with some nuclear warheads from the cache, and it departed and destroyed the Word of Blake JumpShip. LeClair survived another six years with only his Goliath Scorpion familiars. By the time Morrigan Madsen found a defeated him in battle, he had gone insane, believing Madsen wanted to use the WMDs to fulfill his vision's deadly prediction.

## MORRIGAN MADSEN

**Title/Rank:** Star Captain

**Born:** 3031

As a dedicated student of history, Morrigan Madsen unsurprisingly joined the Seeker ranks. The vision that led her first quest would eventually lead her to the same moon Star Colonel Jean-Girard LeClair found six years before. Loremaster Ben-Shimon had denied Morrigan a Trial of Possession within the Clan for the resources she would need. Instead Madsen challenged the ComStar forces stationed at the Star League Embassy on Huntress.

Upon locating the former Rim Worlds Republic base, a spy transmitted their location to Word of Blake forces. While exploring the base, Morrigan discovered Star Colonel LeClair in his *Timber Wolf*. LeClair believed Morrigan wanted to use the remaining WMDs to make herself First Lord of a new Star League. After Morrigan stopped the deranged Star Colonel a JumpShip arrived in system with a trio of DropShips carrying a Level III of Word of Blake troops. Unwilling to allow the WMDs and numerous 'Mechs to fall into Blakist hands, Morrigan used the remaining nuclear warheads to open a fault line, flooding the DropShips in lava. While she only returned with an armor plate from one of the Rim Worlds 'Mechs, her performance and subsequent successful quests led her to command of the Crimson Seeker Star.

## ELIZABETH BEN-SHIMON

**Title/Rank:** Point Commander

**Born:** 3058

Elizabeth is one of the few Bloodnamed ProtoMech pilots in the Clan. Commanding a mixed Trinary with a Star each of Elementals, armor, and ProtoMechs, she was tasked with sweeping a section of the Scorpions' Dagda enclave for any Society cells left behind. Elizabeth received a vision locating a forgotten Society cell while the DropShip was landing. Discovering a Trey of ProtoMechs guarding a Society base, she led her command Point against the Society force. Piloting her *Triton 3* she personally reaved four of the enemy from existence while the rest of her Point finished the job.

Among the remains of the Society base were notes from the cell leader, relics that had been passed down from the scientists of the Great Exodus, and a *Minotaur Z* with spare parts. Claiming the *Minotaur* as *isorla*, the find was key in bringing Elizabeth to the attention of the Loremaster and securing her a place in the Crimson Seeker Star. Elizabeth has built up a personal collection of uniforms that belonged to members of the Crimson Seeker Star that died in combat. Each relic is maintained in their final state, and has a chip containing the wearer's full Codex sewn into a portion of the uniform as a reliquary for the fallen warrior.

## KYLE DINOUR

**Title/Rank:** MechWarrior

**Born:** 3026

Kyle was a young Seeker in a garrison force with no rank or Bloodname and few quests to his name when he received a vision that would change his future. The vision showed him a door in the side of a hill, which opened up to reveal a museum of many rooms filled with priceless artifacts, each one guarded by a soldier in a Star League uniform. With meditation the vision led to a small cache on Strana Mechty, located in Blood Spirit territory. In 3048 during a fierce Trial of Possession for the contents of the cache, Kyle faced off in his *Incubus* against a veteran Bloodnamed Star Captain in a *Stooping Hawk C*. Using a series of streaking passes, Kyle was able to disable the other 'Mech's gyro and claim it as *isorla*.

The contents of the cache included a map of Star League bases and outposts on worlds throughout the Lyran Commonwealth's border with the Draconis Combine. Shortly after, a minor Bloodheritage opened for the Dinour line. Citing the value of his recent find and the first Goliath Scorpion capture of a *Stooping Hawk*, Kyle was nominated for and won the Trial of Bloodright. His quick rise in prominence brought him to the attention of saKhan Posavatz who reassigned him to the Crimson Seeker Star shortly before the Invading Clans departed for Operation REVIVAL.









# CRIMSON SEEKER STAR

## PERSONNEL ROSTER

### CLAN INVASION ERA

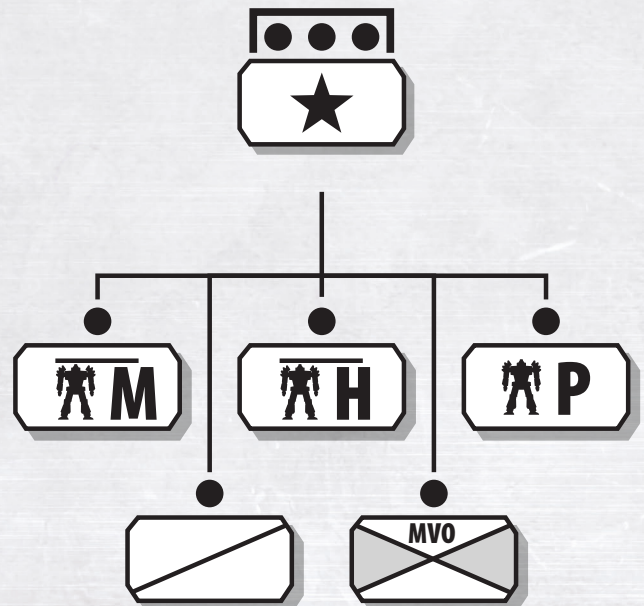
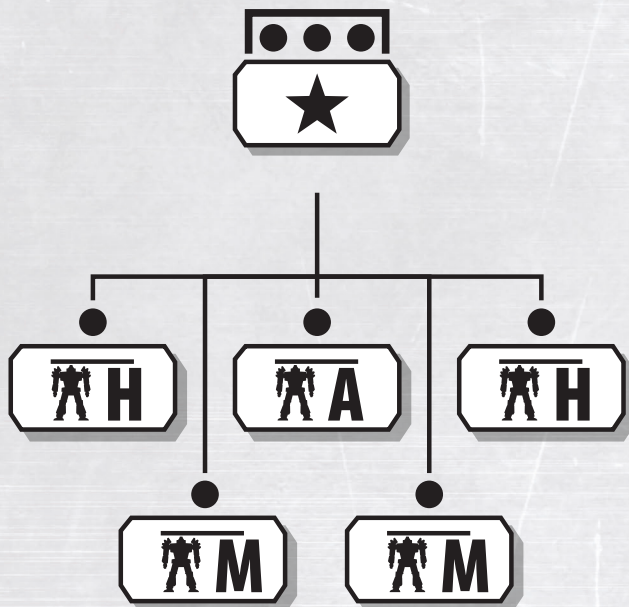
#### CRIMSON SEEKER STAR

saKhan Ren Posavatz, Elite, *Gargoyle D*  
MechWarrior Kyle Dinour, Elite, *Stooping Hawk C*  
MechWarrior Lynne Wagner, Veteran, *Cauldron-Born B*  
MechWarrior Edwin Kirov, Veteran, *Warhawk C*  
MechWarrior Caroline Arbuthnot, Veteran, *Timber Wolf A*

### REPUBLIC ERA [3090]

#### CRIMSON SEEKER STAR (3090)

Star Captain Fiona Henriquez, Elite, *Summoner D*  
MechWarrior Robert Scott, Veteran, *Phantom C*  
Point Commander Edmund Baba, Elite, Elemental (Laser)  
Warrior Anne, Elite, Elemental (Laser)  
Warrior Rodrigo Elam, Veteran, Elemental (Laser)  
Warrior Tung Linghui, Veteran, Elemental (Laser)  
Warrior Grigor, Veteran, Elemental (Laser)  
Point Commander Elizabeth Ben-Shimon, Elite, *Minotaur Z*  
Warrior Jose Suvorov, Veteran, *Triton*  
Warrior Duncan, Elite, *Triton 3*  
Warrior Raj, Elite, *Roc*  
Warrior Nicole, Veteran, *Satyr*  
Point Commander Tyla Myers, Elite, Mithras Light Tank (ERLL)  
Warrior Armando, Veteran, Svantovit Infantry Fighting Vehicle







# CRIMSON SEEKER STAR

## THE BLADE OF A KHAN

### GAME SETUP

Recommended minimum size is 3 by 3 map sheets. The Attacker chooses the mapsheets; the Defender chooses how they are arranged. The Defender chooses a home edge, and the Attacker's home edge is the opposite edge. Both forces deploy within 5 hexes of their home edge.

#### Attacker

*Recommended Forces:* Goliath Scorpion Crimson Seeker Star  
saKhan Ren Posavatz, Elite, *Gargoyle D*  
MechWarrior Kyle Dinour, Elite, *Stooping Hawk C*  
MechWarrior Lynne Wagner, Veteran, *Cauldron-Born B*  
MechWarrior Edwin Kirov, Veteran, *Warhawk C*  
MechWarrior Caroline Arbuthnot, Veteran, *Timber Wolf A*

#### Defender

*Recommended Forces:* Smoke Jaguar Alpha Command Star  
SStar Captain Kelly Showers, Elite, *Shadow Cat Prime*  
MechWarrior Silvija, Elite, *Mad Dog Prime*  
MechWarrior Pradeep, Elite, *Cauldron-Born Prime*  
MechWarrior Eser, Elite, *Warhawk Prime*  
MechWarrior Arthur, Elite, *Dire Wolf Prime*

### WARCHEST

**Track Cost:** 300

#### Optional Bonuses

**+200 Below the Cutdown:** The player removes one unit from the Recommended Forces.  
**-100 Last Bid:** Add one more unit to the force, skill level Veteran, chosen from appropriate RAT.

### OBJECTIVES

**Trial of Possession: Victory!** Cripple or destroy more of the enemy forces than you lose. [500]  
**Take Bondsmen.** Each enemy unit crippled or whose pilot is unconscious. [100 per unit]  
**Dishonorable Surat!** Do not violate *zellbrigen*. [-200]

### SPECIAL RULES

#### Forced Withdrawal

Neither side is fighting under Forced Withdrawal rules for this track.

#### Clan Honor

Both sides begin the battle under *zellbrigen* at Honor Level 3 (see pp. 274–275, TW).

### AFTERMATH

The brutal fighting almost cost Clan Goliath Scorpion its most notable saKhan when a large laser breached the armor of his *Gargoyle's* head, but in the end the Crimson Seeker Star was victorious. Star Captain Kelly Showers, the lone Jaguar warrior alive and conscious, vowed to reclaim the dagger of her Clan's founder, but events never allowed her the opportunity.

*"I, Ren Posavatz, saKhan of Clan Goliath Scorpion, have come for the ceremonial dagger located in your headquarters. This dagger, forged for the Rim Worlds Republic, was carried by the forces of the Usurper throughout his reign of terror. It was taken by the liberators serving under the Great Father, and carried on the Great Exodus. It belongs in the Temple of the Nine Muses, where it can be studied and learned from, not hidden in some command shack. My Crimson Seeker Star declares a Trial of Possession for this dagger. With what forces will you defend?"*

*—saKhan Ren Posavatz, Clan Goliath Scorpion*

*"You freebirth scum! That dagger belonged to Franklin Osis, surat! It belongs to Clan Smoke Jaguar, and I will die before letting you touch it!"*

*—Star Colonel Greggor Osis, Clan Smoke Jaguar*

### SITUATION

#### Canis Hills

#### Huntress

**15 September 3049**

With Clan Smoke Jaguar's best warriors in the Inner Sphere, lesser warriors of the Clan's second-line and garrison forces were left behind to guard their territory. SaKhan Ren Posavatz took advantage of the opportunity this presented by leading his Crimson Seeker Star against the weaker forces in an attempt to win possession of a ceremonial dagger. Many Seekers in years past had attempted to claim this dagger, but since the Smoke Jaguars' founder used it to slaughter the smoke jaguar that killed his brother, the Jaguar warriors always defended it as if their life depended on it.





# CRIMSON SEEKER STAR

## HELL'S ARMORY

### GAME SETUP

Minimum play area is 2 mapsheets by 2 mapsheets, recommended is 3 by 3. Recommended terrain choose randomly from the Badlands table (see p. 263, *TW*).

The Defender chooses one edge as their home edge. All Defender units may be placed anywhere on any mapsheet along the Defender's home edge. On their first turn, the Attacker moves onto the map edge opposite the Defender.

#### Attacker

*Recommended Forces:* Word of Blake *Crisis Combat* Level II-Alpha

Adept Epsilon-IV Sofia Danchev, Regular, OTL-5M *Ostsol*

Adept Epsilon-VII Ōdōn Franjić, Veteran, BCN-3R *Buccaneer*

Adept Epsilon-VI Daniel Ronzon, Veteran, RJN101-A *Raijin*

Adept Epsilon-IV Bertram Morin, Veteran, SNT-04 *Sentry*

Adept Epsilon-III Alma Vela, Regular, HER-4S *Hermes*

Adept Epsilon-III Yasin Palomo, Regular, NX51-A *Nexus*

#### Defender

*Recommended Forces:* Clan Goliath Scorpion Seekers

Star Colonel Jean-Girard LeClair's, Elite, *Timber Wolf A*

Yeoman Francis, Elite, *Phantom C*

Yeoman Amandine, Elite, *Rifleman IIC*

### WARCHEST

**Track Cost:** 300

#### Optional Bonuses

**+300 Air Support:** The opposing side may call one attack from their DropShip (*Union* for the Word of Blake, *Broadsword* for the Seekers).

**+400 Rough Ground:** All Rubble, Rough, and Level 2+ hexes are considered to be Rough (Ultra) hexes (see p. 39, *TO*).

### OBJECTIVES

**Secure/Defend the Weapons Cache.** Cripple or destroy all of the enemy forces. [300]

**No Survivors.** Destroy every enemy unit via center torso destruction or pilot death. [300]

### SPECIAL RULES

#### Treacherous Footing

Treat all non-Clear hexes as Rubble hexes.

#### Forced Withdrawal

The Word of Blake forces are operating under *Forced Withdrawal* rules (see p. 258 *TW*). Star Colonel LeClair's forces will not fall back.

### AFTERMATH

A charred pile of metal signaled where Yeoman Francis died when the Blakist in the crippled *Hermes* charged into the damaged *Phantom*. The collision and resulting fusion-engine explosion destroyed both 'Mechs, leaving Star Colonel LeClair as the only survivor of the ground battle. In the sky above, the Seekers' *Broadsword* shot down the Blakist *Union* but suffered severe damage. Without proper repair facilities in Clan space and no JumpShip left to return to, the *Broadsword* only had a single flight left in her. Star Colonel LeClair loaded it up with some of the nuclear warheads from the weapons cache. The crew of the *Broadsword* flew to the Word of Blake JumpShip and detonated the warheads, destroying both ships.

Star Colonel LeClair was left alone on the moon where he kept vigil to prevent the Rim Worlds' weapons of mass destruction from being found and used.

*I have seen the reports about this Word of Blake. Violent thugs claiming the heritage of the glorious Star League. Somehow they must have found out about this cache of weapons of mass destruction. They must want to use them to establish their twisted version of the Star League. I cannot allow them to take these weapons. I will NOT allow them to unleash the horror these weapons are capable of.*

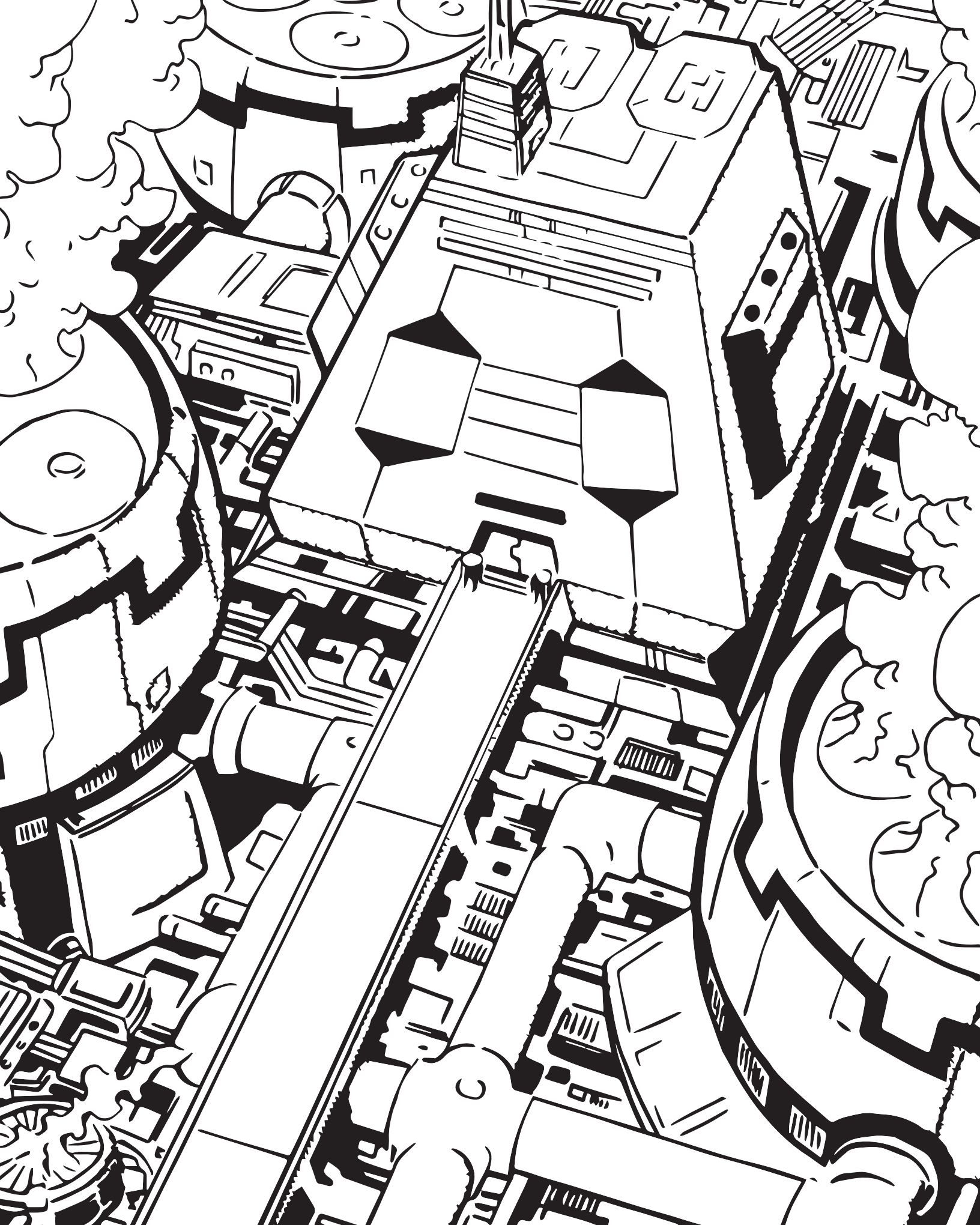
—Personal log, Star Colonel Jean-Girard LeClair

### SITUATION

**Volcanic Mountain Wastes**  
**Heidelberg Moon, Former Rim**  
**Worlds Republic**  
**19 April 3059**

Seeker Star Colonel Jean-Girard LeClair and his charges have discovered a long-forgotten Rim Worlds Republic depot. Hidden under what was thought to be a dormant volcano is a massive base filled with 'Mechs, supplies, chemical weapons, and tactical nukes. While surveying the base with the help of his charges, a Word of Blake JumpShip arrived in system. After destroying the unprotected Goliath Scorpion JumpShip, the Word of Blake DropShip headed for the Heidelberg moon with a Level II of 'Mechs to find out what the Scorpions are doing so far from Clan space...









# CRIMSON SEEKER STAR

## TOTAL WARFARE / ALPHA STRIKE SPECIAL COMMAND ABILITIES

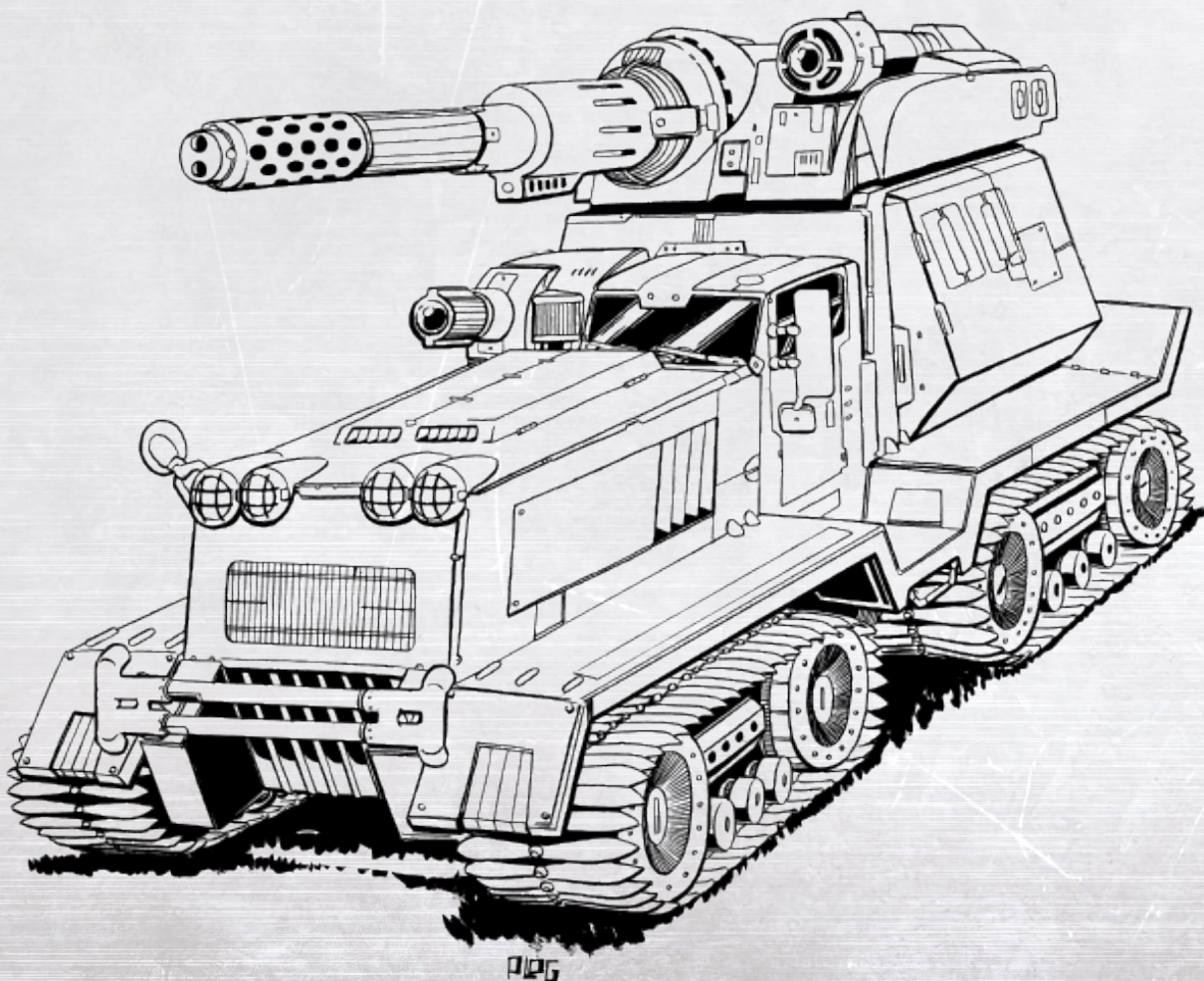
Tactical Specialist—Attacker, Tactical Specialist—Scenario: Reconnaissance (3049); Off Map Movement(3090)

### STRATEGIC BATTLEFORCE FORMATION

Formation	Type	Size	Move	JUMP	T. Move	TMM	Tactics	Morale	Skill	PV	Formation Specials		
Crimson Seeker Star (3049)	BM	3	5	1	5	2	3	5	2	321	OMN15, PRB, TAG		
Units	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Unit Specials
Crimson Seeker Star (3049)	BM	3	5	1	5	2	21	10	10	7	2	321	OMN15, PRB, TAG
Formation	Type	Size	Move	JUMP	T. Move	TMM	Tactics	Morale	Skill	PV	Formation Specials		
Crimson Seeker Star (3090)	MX	2	3h	1	7h	1 (3)	5	5	2	350	OMN12, LPRB, IF1		
Units	Type	Size	Move	JUMP	T. Move	TMM	Arm	S	M	L	Skill	PV	Unit Specials
Crimson Seeker Star (3090)	MX	2	3h	1	7h	1 (3)	12	7	6	2	2	350	OMN12, LPRB, IF1

### ABSTRACT COMBAT SYSTEM COMBAT TEAMS

Combat Team	Type	Size	Move	T. Move	TMM	Arm	S	M	L	Skill	PV	Combat Team Specials
Crimson Seeker Star (3049)	BM	3	5	5	3	7	3	3	2	2	107	OMN15, PRB, TAG
Crimson Seeker Star (3090)	MX	2	3h	7h	2 (4)	4	2	2	1	2	117	OMN12, LPRB, IF1





# CRIMSON SEEKER STAR CLAN INVASION ERA (3049)

**Special Command Abilities:** Tactical Specialist—Attacker, Tactical Specialist—Scenario: Reconnaissance (CO, p. 87; ASC, p. 48)

**Formation:** Assault Star (CO, p. 63; ASC, p. 151)

**Ren Posavatz (Gargoyle D) Special Pilot Abilities:** Sniper (CO, p. 80; ASC, p. 56).

**BV:** 13,321 (Not adjusted for Skill Ratings)

**PV:** 321 (Adjusted for Skill Ratings)

**MAN O' WAR (GARGOYLE)**

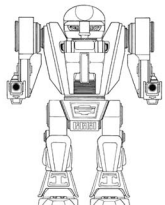
TP: **BM** SZ: 4 TMM: 2 MV: 10"  
ROLE: **Skirmisher** SKILL: 2

DAMAGE	S (+0)	M (+2)	L (+4)
	6	6	3

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ●●●●

SPECIAL: ENE, OMNI



**PV: 72**

**CRITICAL HITS**

ENGINE ○+1 Heat/Firing Weapons  
FIRE CONTROL ○○○○+2 To-Hit Each  
MP ○○○○½ MV Each  
WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS

**BATTLETECH**

**STOOPING HAWK**


TP: **BM** SZ: 2 TMM: 2 MV: 10"  
ROLE: **Sniper** SKILL: 2

DAMAGE	S (+0)	M (+2)	L (+4)
	4	4	3

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ●●●●

SPECIAL: ENE, OMNI



**PV: 58**

**CRITICAL HITS**

ENGINE ○+1 Heat/Firing Weapons  
FIRE CONTROL ○○○○+2 To-Hit Each  
MP ○○○○½ MV Each  
WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS

**BATTLETECH**

**CAULDRON-BORN (EBON JAGUAR)**

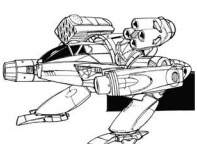
TP: **BM** SZ: 3 TMM: 2 MV: 10"  
ROLE: **Sniper** SKILL: 3

DAMAGE	S (+0)	M (+2)	L (+4)
	4	4	3

OV: 3 | HEAT SCALE 1 2 3 S

A: ○○○○○○  
S: ●●●●

SPECIAL: ENE, OMNI, OVL, PRB, RCN, TAG



**PV: 56**

**CRITICAL HITS**

ENGINE ○+1 Heat/Firing Weapons  
FIRE CONTROL ○○○○+2 To-Hit Each  
MP ○○○○½ MV Each  
WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS

**BATTLETECH**

**MASAKARI (WARHAWK)**

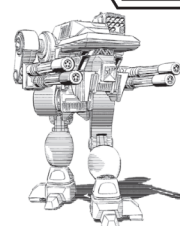
TP: **BM** SZ: 4 TMM: 1 MV: 8"  
ROLE: **Sniper** SKILL: 3

DAMAGE	S (+0)	M (+2)	L (+4)
	6	6	6

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○  
S: ●●●●

SPECIAL: ENE, OMNI



**PV: 64**

**CRITICAL HITS**

ENGINE ○+1 Heat/Firing Weapons  
FIRE CONTROL ○○○○+2 To-Hit Each  
MP ○○○○½ MV Each  
WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS

**BATTLETECH**

**MAD CAT (TIMBER WOLF)**

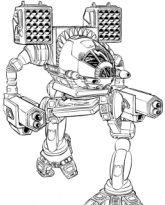
TP: **BM** SZ: 3 TMM: 2 MV: 10"  
ROLE: **Skirmisher** SKILL: 3

DAMAGE	S (+0)	M (+2)	L (+4)
	7	7	3

OV: 1 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○  
S: ●●●●

SPECIAL: CASE, OMNI



**PV: 71**

**CRITICAL HITS**

ENGINE ○+1 Heat/Firing Weapons  
FIRE CONTROL ○○○○+2 To-Hit Each  
MP ○○○○½ MV Each  
WEAPONS ○○○○-1 Damage Each

ALPHA STRIKE STATS

**BATTLETECH**

Special Command Abilities apply to entire Crimson Seeker Star.  
Formation Bonus Abilities apply to this star only.



# CRIMSON SEEKER STAR REPUBLIC ERA (3090)

**Special Command Abilities:** Off Map Movement (CO, p. 85; ASC, p. 45)

**Formation:** *Command Star* (CO, p. 63; ASC, p. 153)

**Tyla Myers (Mithras Light Tank ERL)** **Special Pilot Abilities:** Eagle's Eyes (CO, p. 74; ASC, p. 52)

**BV:** 8,667 (Not adjusted for Skill Ratings)

**PV:** 350 (Adjusted for Skill Ratings)

THOR (SUMMONER)		PHANTOM	
PV: 61		PV: 61	
TP: <b>BM</b> SZ: 3 TMM: 2 MV: 10"j ROLE: <b>Sniper</b> SKILL: 2		TP: <b>BM</b> SZ: 2 TMM: 3 MV: 18" ROLE: <b>Striker</b> SKILL: 3	
DAMAGE S (+0) 5 M (+2) 4 L (+4) 3		DAMAGE S (+0) 6 M (+2) 6 L (+4) 0	
OV: 0   HEAT SCALE 1 2 3 S		OV: 0   HEAT SCALE 1 2 3 S	
A: ○○○○○○ S: ○○○○		A: ○○○○ S: ○○	
SPECIAL: AMS, CASE, OMNI		SPECIAL: ENE, OMNI, REAR0*/-/-	
CRITICAL HITS ENGINE ○ +1 Heat/Firing Weapons FIRE CONTROL ○○○○ +2 To-Hit Each MP ○○○○ ½ MV Each WEAPONS ○○○○ -1 Damage Each		CRITICAL HITS ENGINE ○ +1 Heat/Firing Weapons FIRE CONTROL ○○○○ +2 To-Hit Each MP ○○○○ ½ MV Each WEAPONS ○○○○ -1 Damage Each	
ALPHA STRIKE STATS		ALPHA STRIKE STATS	
BATTLETECH		BATTLETECH	
[Laser] ELEMENTAL BATTLE ARMOR		Z MINOTAUR	
PV: 19		PV: 13	
TP: <b>BA</b> SZ: 1 TMM: 1 MV: 6"j ROLE: <b>Ambusher</b> SKILL: 3		TP: <b>PM</b> SZ: 1 TMM: 1 MV: 6"/10"j ROLE: <b>Ambusher</b> SKILL: 2	
DAMAGE S (+0) 2 M (+2) 1 L (+4) 0		DAMAGE S (+0) 1 M (+2) 1 L (+4) 0	
A: ○ S: ○○		A: ○ S: ○	
SPECIAL: AM, CAR4, MEC		SPECIAL: MCS	
CRITICAL HITS FIRE CONTROL ○○○○ +2 To-Hit Each MP ○○○○ ½ MV Each WEAPONS ○○○○ -1 Damage Each		CRITICAL HITS FIRE CONTROL ○○○○ +2 To-Hit Each MP ○○○○ ½ MV Each WEAPONS ○○○○ -1 Damage Each	
ALPHA STRIKE STATS		ALPHA STRIKE STATS	
BATTLETECH		BATTLETECH	
(Standard) TRITON		3 TRITON	
PV: 11		PV: 13	
TP: <b>PM</b> SZ: 1 TMM: 1 MV: 8"j ROLE: <b>Brawler</b> SKILL: 3		TP: <b>PM</b> SZ: 1 TMM: 1 MV: 8"j ROLE: <b>Brawler</b> SKILL: 2	
DAMAGE S (+0) 1 M (+2) 1 L (+4) 0		DAMAGE S (+0) 1 M (+2) 1 L (+4) 0	
A: ○ S: ○		A: ○ S: ○	
SPECIAL: ENE		SPECIAL: ENE	
CRITICAL HITS FIRE CONTROL ○○○○ +2 To-Hit Each MP ○○○○ ½ MV Each WEAPONS ○○○○ -1 Damage Each		CRITICAL HITS FIRE CONTROL ○○○○ +2 To-Hit Each MP ○○○○ ½ MV Each WEAPONS ○○○○ -1 Damage Each	
ALPHA STRIKE STATS		ALPHA STRIKE STATS	
BATTLETECH		BATTLETECH	

Special Command Abilities apply to entire Crimson Seeker Star.  
Formation Bonus Abilities apply to this star only.



(Standard)

## ROC

PV: 16

TP: **PM** SZ: **1** TMM: **2** MV: **10"**j  
ROLE: **Brawler** SKILL: **2**

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>1</b>	<b>1</b>	<b>0</b>

A: ○  
S: ●

SPECIAL: ENE



### CRITICAL HITS

FIRE CONTROL ○○○○+2 To-Hit Each

MP ○○○○½ MV Each

WEAPONS ○○○○-1 Damage Each

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ALPHA STRIKE STATS

**BATTLETECH**

(Standard)

## SATYR

PV: 14

TP: **PM** SZ: **1** TMM: **3** MV: **14"**  
ROLE: **Striker** SKILL: **3**

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>1</b>	<b>1</b>	<b>0</b>

A: ○  
S: ●

SPECIAL: ENE, LPRB, RCN



### CRITICAL HITS

FIRE CONTROL ○○○○+2 To-Hit Each

MP ○○○○½ MV Each

WEAPONS ○○○○-1 Damage Each

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ALPHA STRIKE STATS

**BATTLETECH**

(ERLL)

## MITHRAS LIGHT TANK

PV: 26

TP: **CV** SZ: **1** TMM: **2** MV: **12"**t  
ROLE: **Sniper** SKILL: **2**

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>2</b>	<b>2</b>	<b>2</b>

A: ○○  
S: ●●

SPECIAL: CASE, SRCH, TUR(2/2/2)



### CRITICAL HITS

ENGINE ○½ MV and Damage

FIRE CONTROL ○○○○+2 To-Hit Each

WEAPONS ○○○○-1 Damage Each

MOTIVE ○○-2 MV ○○½ MV ○○ MV

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ALPHA STRIKE STATS

**BATTLETECH**

(Standard)

## SVANTOVIT INFANTRY FIGHTING VEHICLE

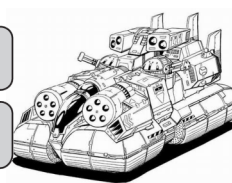
PV: 34

TP: **CV** SZ: **1** TMM: **4** MV: **20"**h  
ROLE: **Missile Boat** SKILL: **3**

DAMAGE	S (+0)	M (+2)	L (+4)
	<b>2</b>	<b>2</b>	<b>1</b>

A: ○○  
S: ●●

SPECIAL: CASE, IF1, IT5, SRCH, TUR(1/1/-)



### CRITICAL HITS

ENGINE ○½ MV and Damage

FIRE CONTROL ○○○○+2 To-Hit Each

WEAPONS ○○○○-1 Damage Each

MOTIVE ○○-2 MV ○○½ MV ○○ MV

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ALPHA STRIKE STATS

**BATTLETECH**