

BATTLETECH™

TURNING POINTS

WAR OF 3039: VEGA™





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WAR OF 3039 VEGA™

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35TP022



IRREGULAR TACTICS

Bandli Wastes
Forsair, Vega
Draconis Combine
30 April 3039

Chu-sa Fengo Olesko stared up at her *Warhammer*. Gone was the insignia of the Fifth Amphigean Light Assault Group. Even the coiled dragon of House Kurita was but a shadow against the bare metal exposed by the blowing grit of the Bandli Wastes. The abrasive environment had done to her 'Mech what Rhonda Snord, damn her hide, had done to Olesko's Third Battalion. Raiding into and through enemy lines, Olesko knew her warriors were worn down fighting superior numbers and machines time and again. She squinted against the wind as a gust blew more sand hard against her face. There was one last chance. If only she could be certain...

She climbed up to her cockpit and toggled the comm station to her command frequency. Clamping down on her fury, she thumbed the channel open. "Company commanders, report in."

"Basho Company, in position." Tai-i Stan "Neko" Bradford's deep voice was absent any of the tension roiling Olesko's gut. She both admired and hated him for that. He was destined for battalion command. But not while Olesko was in his way. If they both survived this day, he would bear watching.

"Chikusei Company, in position." Chu-i Jitsuko Azumi's vocal tremors betrayed her nervousness. She was hardly ready for command, but she was the senior surviving officer of Chikusei Company after the battles with Snord's Irregulars. She had only been a lance commander for two months before the invaders hit Vega. She was not prepared for this sort of situation yet. Her nerves were too soft for deception.

Olesko still had to play her cards, though. She muted the comm and heaved a deep sigh, then thumbed the channel back on. "I have come to realize that someone among us has been providing information to the enemy, either intentionally or accidentally. It is the only explanation for the constant anticipation of our moves by the enemy."

Bradford's outrage was obvious as he filled the channel with invective and vulgarity. Azumi's gasp was less demonstrative but still indicated shock.

"Be certain of your subordinates and how much information you give them. We are now under radio silence, repeat radio silence. Out."

A pair of clicks indicated they ended the comm on their ends. But a third click made Olesko swallow hard.

"You really should go easier on your people, Fengo."

A new voice, feminine and taunting, intruded into Olesko's cockpit.

"Who is this?" Olesko knew the answer, but felt she should ask anyway.

"Colonel Rhonda Snord, Major."

"It's chu-sa, gaijin meinu."

"Language, Major, language! Where's that Combine reserve?" The arrogant tone of that voice made Olesko grind her teeth in fury. She shoved down her outrage. Instead she cultivated a tone of shock.

"How are you on this frequency?"

"The Combine doesn't have a monopoly on Star League tech, Major.

We've been sitting on a treasure trove for years now. Now seemed the right time to start using it at last, now that it's not quite so rare as we thought."

"Your Highlander."

"Yep. This was a commander's 'Mech back in the day. It's got real nice comms." Olesko could hear the condescending grin on Snord's face.

"So, that is how you always knew where we were going, how we would deploy to fight you. You were listening in."

"Yep again! Maybe if you were smart enough to vary your frequencies from time to time, it might not have been so easy. But you Dracs never think anyone else has the brains of a common beefalo. So I just let you make your plans, time and again, knowing your schemes would fall flat."

Olesko sighed heavily, letting it wash over the comm. "So be it. We are Combine MechWarriors. If we are to die, it will not be as cowards. Come and get me."

Olesko slammed her hand against the comm panel, cutting the channel off entirely.

I was right. She was eavesdropping. If only I'd realized sooner... Rhonda Snord may have the brains of a beefalo, but no more than that.

Olesko toggled her comm to the laser tightbeam her techs had installed on her *Warhammer* and the other company commanders' Mechs. "We were right. Our comms were compromised. Snord's been listening in. But she took the bait. She couldn't resist launching taunts at our defeats."

"So we played our parts well?" Azumi's tentative query whispered over the crystal-clear laser comm.

"Very. She bought it. Now, report preparations."

Bradford spoke first. "Mines are placed. Our forces are split and hidden among the pyramids. We've sowed scammers in the sand and in the pyramids to spoof their sensors."

Olesko smiled for the first time that day. "Good. They'll be firing at ghosts thanks to their vaunted Star League sensors."

"How many do you think they'll bring?" Azumi's fear erased Olesko's smile.

"They can bring their entire damn battalion. Once they stumble into the mines and fire on the decoys, the odds will be even. No mercy. Hit them hard, hit them fast."

"Hard and fast!" Bradford echoed the battalion's motto with confidence, washing out Azumi's *sotto voce* response.

Olesko killed the comm and brought her *Warhammer* fully online. She pulled the neurohelmet down, wincing at the tender spots on her shoulders from wearing it so much the last week. Shaking out the kinks in her neck, she realized the tension of the past few minutes was gone. She had done it. Trickery was the stock in trade of mercenary trash like Snord. It came to Olesko only with difficulty. However, she liked the taste of having the upper hand. Let Snord come. She'd be the one surprised for a change. *Let's see how she likes it.*

"Hit 'em hard, hit 'em fast!" Her heart swelled with pride as she shouted the motto to herself in her cockpit. It was time. Victory was in her grasp. She intended to hold tight.



TURNING POINTS

WAR OF 3039 VEGA™

Welcome to the *Turning Points: War of 3039 Vega*, a campaign book designed to give players the opportunity to fight in one of the landmark conflicts of the Inner Sphere's tumultuous history.

The general information contained in the **Atlas** and **Combatants** sections gives players the tools needed to fight an infinite number of engagements, while the **Campaign** section gives details on some of the more pivotal battles of the campaign. The **Campaign** sections can be used with stand-alone games set in 3039.

The **Atlas** section presents a global view followed by some quick facts about some of the locations visited in this campaign. Included in this section you will find terrain tables broken into various categories. These tables can be used as a guide to give players ideas of the types of terrain found on the world. This section also contains a list of various additional terrain types, environment and other rules that can be used to enhance your game experience. All players should agree whether or not to use any or all of these features before play begins.

The **Combatants** section gives details of the units who participated in the conflict and can be used by players who wish to add authenticity to their game. While the units who actually participated in the battles are noted, in most cases the numbers on each side are left undetermined. This allows the players to pursue the Tracks with different size forces as they wish.

The **Campaign** section presents significant Touchpoint tracks, allowing player groups to build campaigns set during the events listed. The tracks can be played as standalone scenarios, one of three mini-campaigns featuring a pair of Combatants, or as a large campaign covering the length of the Federated Commonwealth invasion and the Draconis Combine counter-invasion of the War of 3039. A general guideline for how to begin fighting the historical campaign is included in *How to Use the Campaign*. Each of the Mission Tracks is reusable, and the Touchpoints cover several key battles that occurred during the campaign, 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 the brackets.

The **Annex** section contains a selection of Personalities that can be used to fight in the Vega Campaign, Chaos Campaign rules including optional rules for generating non-player opposing forces, and optional Mission tracks to expand the length of campaigns.

CREDITS

Project Development: Geoff 'Doc' Swift

BattleTech Line Developer: Brent Evans

Assistant Line Developer: Ray Arrastia

Writing: Joshua Franklin, Geoff Swift

BattleTech Line Editor: Aaron Cahall

Production Staff

Cover Design: Ray Arrastia, David Kerber

Layout: David Kerber

Evolved Faction Logos Design: Jason Knight

Maps and Logos: Ray Arrastia, David Kerber

Record Sheets: Johannes Heidler, Dave Nawton, Carl Spain

Factchecking/Playtesting: Andreas Rudolph, Rich Cencarik, Michael Miller, Eric Salzman, Chris Wheeler, Jan Prowell, Patrick Wynne, Joel Bancroft-Connors, Kieth Hann, John Haward, Brian Bunch, TERENCE Harris, Brent Ezell

Special Thanks: Joel and Ray for each giving me a chance to play in the sandbox, and Keith and Johannes for thinking of me. Thank you to all the *Alpha Strike* fans for embracing a new way to play the *BattleTech* universe, and to all the longtime fans for keeping it alive.

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA

NOTE!

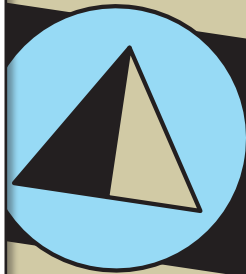
The last four pages of this PDF are sized for 11" x 17" paper. Please keep this in mind when printing out the document.

For more information about the War of 3039, please see *Historical: War of 3039* written by Chris Hartford and Christopher Trossen. Vega has been fought over many times. The Fourth Succession War had a major influence on the Vega campaign in the War of 3039, with several characters and regiments meeting previously during that war. You can read about the "prequel" battles on Vega in the novel *Heir to the Dragon*. *Dark Age Turning Points: Vega*, written by Patrick Wynne, covers more scenarios on Vega almost a hundred years after the War of 3039.

This *Turning Point* has been designed specifically to give scenarios for using the *Combat Manual* series, *Mercenaries* and *Kurita*. Other references of use are *Alpha Strike* (AS) and *Alpha Strike Companion* (ASC) for *Alpha Strike* play and *Total Warfare* (TW), *Tactical Operations* (TO), and *Strategic Operations* (SO) for *Total Warfare BattleTech* play. The campaign between scenario management of forces is designed for use with the Chaos Campaign system, found in *Campaign Operations*.

VEGA (3039)

Planetary Chairman: Marianne Vron, Duke of Vega
Star Type (Recharge Time): A0V (161 hours)
Position in System: 7 (of 8)
Time to Jump Point: 51.54 days
Number of Satellites: None (asteroid ring)
Surface Gravity: 0.98
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 45°C (Arid)
Surface Water: 21 percent
Recharging Station: Zenith, Nadir
HPG Class Type: B
Highest Native Life: None
Population (3039): 2,324,000,000
Socio-Industrial Levels: B-B-A-C-C



VEGA

Long an important world in the Draconis Combine, Vega became the victim of the constant warfare that reigned throughout the Succession Wars. As a result of numerous raids and assaults, the planet is dotted with many ruined cities and devastated factory complexes. Despite the presence of great mineral and metallurgical resources, Vega has decreased in importance since the days when it was celebrated as the world where the first Star League was born.

Few firms remain operational. One company, the Cosby Myomer Research Firm, manufactures myomer cable bundles for 'Mechs and lacks good business morals. It is rumored that the company CEO is wanted in the Commonwealth for the murder of a Lyran trader. ISF agents working in the company turn a blind eye to much of the skullduggery because most of it is aimed at Commonwealth traders who operate in the system.

Though traditionally divided into three continents, the landmasses appear from space to form one almost continuous body. The shallow Nilos Ocean barely deserves the name, appearing more as a large river system that keeps the edges of the continents supplied with plentiful fresh water while leaving the interiors as unforgiving deserts. The capital, Neucason, is one of the few major port cities; most of the remaining settlements on the planet are devoted to mining or industry. A monorail connects the city with Nasew, a large city on the planet's only ocean. The people travel in electric cars or ride horses.

Vega is a dry and hot world, with an average temperature at the equator far above the comfort levels of most people. Almost all the plants and animals on Vega have been imported, as the local ecosystem of the young planet had not advanced beyond algae. Because the planet lacks significant axial tilt, however, the poles are covered by small icecaps and are quite a bit less intolerable; the Trebason Mountains at the southern pole even provide some good downhill skiing year-round.

One of the oddities of Vega is the Pyramids of New Egypt. Built during the Star League era, the five pyramids were the whim of an eccentric mega billionaire, Akem Sanders, who believed in the pantheistic religions of the ancient Egyptians. He had the pyramids built as a sign of his devotion. Since then, there have been many attempts to burrow into or under the pyramids in search of treasure, but nothing has ever been found.

Terrain

The continents of Vega have a variety of terrain available to suggest for games. Rolling on the *Vega Terrain Table* will result in a *BattleTech* mapsheet to use, with roughly one mapsheet used for every 4 units in the scenario. For *Alpha Strike* or Miniatures Rules play, see the Miniature Rules Terrain section below for how to use the Mapsheets specified in a scenario or rolled on the *Vega Terrain Table*.

Optional Advanced Terrain and Environmental Conditions

If all the players agree, the following particular effects may be used to add specific aspects to the battles played out on Vega.

VEGA MAPSHEETS TABLE

NORTH NANTURO	1D6 Result	Map
	1	Desert Hills (BT, MS2, MSC1)
	2	Desert Mountain #1 (MS3, MSC1)
	3	Deep Canyon #2 (MSC2)
	4	Desert Sinkhole #1 (MS3, MSC1)
	5	City Ruins (MS2, MSC1)
	6	Open Terrain #2 (MS5, MSC1)

SOUTH NANTURO	1D6 Result	Map
	1	Open Terrain #2 (MS5, MSC2)
	2	River Valley (MSC1)
	3	River Delta/Drainage Basin #1 (MSC1)
	4	Woodland (MSC2)
	5	Rolling Hills #1 (MSC1)
	6	Wide River (MSC2)

FORSAIR	1D6 Result	Map
	1	BattleTech (MSC1)
	2	Desert Sinkhole #2 (MSC1)
	3	Rolling Hills #1 (MSC1)
	4	Open Terrain #1 (MSC2)
	5	Box Canyon (MSC2)
	6	Rolling Hills #2 (MSC1)

OPTIONAL ADVANCED TERRAIN AND ENVIRONMENTAL CONDITIONS TABLE

VEGA WEATHER	1D6 Result	Weather Condition
	1	Moonless Night (see p. 95, AS, or p. 58, TO)
	2	Glare (see sidebar for AS, or p. 58, TO)
	3	Strong Gale/Wind Force 3 (see p. 94, AS, or p. 61, TO)
	4	Storm/Wind Force 4 (see p. 94, AS, or p. 61, TO)
	5	Extreme Heat 50°C/Hot (see p. 94, AS, or p. 62, TO)
	6	Blowing Sand (see p. 95, AS, or p. 62, TO)

VEGA TERRAIN	1D6 Result	Terrain Condition
	1	Bug Storm, Mass Migration, Entire Play Area, Non-Hostile (see sidebar for AS, or p. 40, TO). Roll 1D6 (+2 for <i>Total Warfare</i>). At the end of the turn for the number rolled, the Bug Storm ends.
	2	Gravel Piles (see p. 65, AS, or p. 30, TO)
	3	Rubble (Ultra) (see p. 67, AS, or p. 39, TO)
	4	Earthquake (see p. 92, AS, or p. 55, TO)
	5	Electromagnetic Interference (see p. 93, AS, or p. 55, TO)
	6	Sand (see p. 67, AS, or p. 39, TO)

VEGA LIGHTING	1D6 Result	Lighting Condition
	1	Pitch Black (see p. 92, AS, or p. 58, TO)
	2	Moonless Night (see p. 92 AS, or p. 58, TO)
	3	Full Moon Night (see p. 92 AS, or p. 58, TO)
	4	Dawn/Dusk (see p. 92, AS, or p. 58, TO)
	5	Glare (see sidebar for AS, or p. 58, TO)
	6	Solar Flare (see p. 92, AS, or p. 58, TO)

Miniatures Rules Terrain

Many *BattleTech* scenarios call for rolling on a table to determine which published mapsheets should be used for a scenario, or chosen from the table. If using terrain instead of mapsheets, the *Vega Mapsheets Table* suggests which terrain should be used in place of a specified mapsheet.

Common: Half (50%) or more of the play area

Uncommon: Quarter (25%) to half (50%) of the play area

Rare: Quarter (25%) or less of the play area

Very Rare: 10% or less of the play area, or one instance

ADVANCED TERRAIN AND ENVIRONMENTAL CONDITIONS

Glare (*Alpha Strike*)

Glare gives all weapon attacks a +2 to-hit modifier.

Bug Storm (*Alpha Strike*)

Enormous swarms of local flying insects, insect analogues, or very tiny avian life forms fill the skies with a mad press of bodies. For Vega 3039, the Bug Storm covers the entire play area. The bugs cover the ground and up to 4" in elevation above the ground elevation.

All weapon attacks from units in the Bug Storm have a +1 to-hit modifier (+2 if the attacker has the ENE special ability).

Conventional Infantry, and Support Vehicles without the SEAL special ability, must pay 1" additional movement cost for each inch moved through a Bug Storm.

MAPSHEETS TO TERRAIN CONVERSION TABLE

Map	Set	Terrain Type & Rarity
River Valley	(MS2, MSC1, HPLR)	Clear—Uncommon Hills—Uncommon Water (1")—Rare in zig-zag line from edge to edge Light/Heavy Woods—Uncommon
BattleTech	(MS2, MSC1)	Clear—Uncommon Hills—Uncommon Light/Heavy Woods—Rare Rough—Very Rare
City Ruins	(MS2, MSC1)	Clear—Common Buildings (Light–Medium)—Uncommon Rough and Rubble—Rare Roads—Rare
Desert Hills	(MS2, MSC1)	Clear—Common Rough, Hills (1"–3")—Rare
Desert Mountain #1	(MS3, MSC1)	Half Clear, Hills (2"–6") center of map, some Rubble at base of Hills
Desert Sinkhole #1	(MS3, MSC1)	Clear Common, Sinkholes (1"–3" down)—Rare Individual sinkholes, Rubble—Rare
Desert Sinkhole #2	(MS3, MSC1)	Clear Common, Sinkholes (1"–3" down)—Rare Individual sinkholes, Rubble—Rare
Rolling Hills #1	(MS3, MSC1)	Clear—Common Hills (1"–3")—Uncommon Light Woods—Rare
Rolling Hills #2	(MS3, MSC1)	Clear—Common Hills (1"–3")—Uncommon Light Woods—Rare
River Delta/Drainage Basin #1	(MS4, MSC1)	Water (1") rivers throughout—Common Water (1"–2") sea on edge—Common Clear—Uncommon Light/Heavy Woods—Uncommon
Deep Canyon #2	(MS5, MSC2)	Clear—Uncommon Hills (2"–6")—Uncommon on opposing sides Woods and Rough—Rare on Clear areas Zig-zag line down middle
Open Terrain #1	(MS5, MSC2)	Clear—Common Light/Heavy Woods—Rare
Open Terrain #2	(MS5, MSC2)	Clear—Common Light/Heavy Woods—Rare
Wide River	(MS6, MSC2)	Clear—Uncommon Water (1"–2")—Uncommon in wide river from edge to edge Hills (1")—Very Rare Light/Heavy Woods—Very Rare
Woodland	(MS6, MSC2)	Clear—Uncommon Hills (1"–3")—Uncommon Light/Heavy Woods—Uncommon
Box Canyon	(MS6, MSC2)	Clear—Rare Hills (4"–8")—Common Rough—Very Rare Light Woods—Very Rare Zig-zag narrow paths with small area in center

COMBATANTS

Command Staff [Federated Commonwealth]

General Nondi Steiner (April-June)

Hauptmann-General Kathleen Heany (July-August)

Third Davion Guards

[Federated Commonwealth]

Nickname: "Don't Tread on Me"

CO: Marshal Herbert Hobaugh (April-June, promoted to Command Staff), Brevet-Marshal James Seymour (July-August)

Unit Assignment: Federated Commonwealth RAT

Timeline: Participates in both the initial Steiner-Davion invasion of Vega (April-July 3039), and the Kurita counterattack (July-August 3039).

Experience Level: Veteran

Unit Composition: 1 Regimental Combat Team (1 Heavy 'Mech regiment, 3 Vehicle regiments, 5 Infantry regiments, 2 Aerospace wings, 1 Artillery battalion)

Command Abilities: Tactical Experts (Dogfighting), Brawlers, Tactical Experts (Physical), Forcing the Initiative

Notes: Known as a workhorse of the Davion Guards, the Third has trained for difficult advances into the teeth of an enemy defense. Under Marshal Hobaugh, the Third Davion Guards encourage a somewhat reckless attitude alongside their marksmanship.



Third Lyran Guards

[Federated Commonwealth]

Nickname: "The Eversworded Third"

CO: Marshal Stanley Quian

Unit Assignment: Federated Commonwealth RAT

Timeline: Participates in the initial Steiner-Davion invasion of Vega (April-July 3039).

Experience Level: Veteran

Unit Composition: 1 Regimental Combat Team (1 Heavy 'Mech regiment, 3 Vehicle regiments, 5 Infantry regiments, 2 Aerospace wings, 1 Artillery battalion)

Command Abilities: Overrun Combat, Enemy Specialization (Kurita), Focus: Melee Specialist

Notes: The Third Lyran Guards have spent the last decade proposing, and having rejected, plan after plan to take Vega. Obsessed with the world since having it "stolen" from them in the Fourth Succession War, the Third Lyran Guards won't let anything stop them from stomping all over the Kuritan defenders this time around.



Snord's Irregulars

[Federated Commonwealth]

CO: Colonel Rhonda Snord

Unit Assignment: *Combat Manual:* Mercenaries, Federated Commonwealth RAT

Timeline: Participates in both the initial Steiner-Davion invasion of Vega (April-July 3039), and the Kurita counterattack (July-August 3039).

Notes: For the War of 3039, the Irregulars have brought out/refitted all their units with recovered Star League technology.

Experience Level: Elite

Unit Composition: 1 Combined Arms battalion (6 'Mech lances, 1 Infantry company, 1 Vehicle lance, 2 Aerospace flights)



Command Abilities: Off-Map Movement, Banking the Initiative, Communications Disruption

Notes: Snord's Irregulars are a mercenary command in the midst of widespread changes. Their founder, Cranston Snord, has retired from active combat, leaving the Irregulars in the charge of his daughter, Rhonda. The Irregulars spent several decades recovering old Star League technology, but were only using older, more common equipment in battle. For this war, Rhonda discarded their subterfuge and restored their 'Mechs and vehicles to their more advanced Star League era configurations. The new Rhonda's Irregulars look forward to showing the Inner Sphere their new capabilities.

First Grave Walkers

[Federated Commonwealth]

CO: Colonel Dennis Merwin

Unit Assignment: *Combat Manual:* Mercenaries, Federated Commonwealth RAT

Timeline: Participates in both the initial Steiner-Davion invasion of Vega (April-July 3039), and the Kurita counterattack (July-August 3039).

Experience Level: Regular

Unit Composition: 1 Heavy 'Mech regiment

Command Abilities: Off-Map Movement, Tactical Specialization (Attack), Environmental Specialization (Night), Forcing the Initiative

Notes: The Grave Walkers' First Regiment is a solid mercenary command with a history of professionalism. On defense, they tend to pragmatism, always keeping a clear route to withdraw. On the attack, they are more carefree, utilizing their excellent coordination to employ multiple split commands even in the pitch black of moonless nights.



Seventeenth Recon Regiment

[Federated Commonwealth]

Nickname: Camacho's Caballeros

CO: Colonel Carlos Camacho

Unit Assignment: *Combat Manual:* Mercenaries, Federated Commonwealth RAT

Timeline: Participates in the initial Steiner-Davion invasion of Vega (April-July 3039).

Experience Level: Regular

Unit composition: 1 Light 'Mech regiment, 1 Infantry company

Command Abilities: Environmental Specialization (Urban), Hit and Run, Environmental Specialization (Night)

Notes: Often compared to a traveling circus, the Seventeenth Recon has nevertheless managed a fine record of service. For Vega, the Seventeenth Recon has been tasked with supporting the Grave Walkers in keeping the starport clear to supply the FedCom forces.



Fourteenth Legion of Vega

[Draconis Combine]

CO: Sho-sho Christine Nordica

Unit Assignment: *Combat Manual:*
Kurita, Kurita RAT

Timeline: Participates in both the initial Steiner-Davion invasion of Vega (April-July 3039), and the Kurita counterattack (July-August 3039).

Experience Level: Regular

Unit Composition: 1 Light 'Mech regiment, 1 Light Vehicle regiment, 1 Infantry regiment

Command Abilities: Tactical Specialist (Defense), Tactical Experts (Hidden Units), Environmental Specialist (Desert)



Second Legion of Vega

[Draconis Combine]

CO: Tai-sho Michael Heise

Unit Assignment: *Combat Manual:*
Kurita, Kurita RAT

Timeline: Participates in the Kurita counterattack of Vega (July-August 3039).

Experience Level: Regular

Unit Composition: 1 Medium 'Mech regiment, 1 Heavy Aerospace wing, 1 Vehicle regiment, 1 Infantry regiment

Command Abilities: Environmental Specialization (Urban, Mountains, Woods), Brawlers

Notes: The Legions of Vega were the trash piles of the DCMS, filled with discipline cases and those the army wished to forget about. Their morale was almost non-existent. They were on the ropes against the Lyran Commonwealth in the Fourth Succession War. Theodore used the Legion to test his theories on warfare, restored the Legion's faith in themselves and their leadership, and together they gave the FedCom one of the worst defeats of the war. Theodore has been promoted to Gunji-no-Kanrei, and the Legions of Vega are eager to show they are just as capable on their own.



Fifth Amphigean Light Assault Group

[Draconis Combine]

CO: Tai-sho Kent Gerber

Unit Assignment: *Combat Manual:*
Kurita, Kurita RAT

Timeline: Participates in the initial Steiner-Davion invasion of Vega (April-July 3039).

Experience Level: Regular

Unit Composition: 1 Light 'Mech regiment, 1 Medium Aerospace wing

Command Abilities: Off-Map Movement

Notes: The Amphigean Light Assault Groups have a complicated relationship to the DCMS as corporate forces regularly conscripted into service and eventually serving as mercenaries in perpetual DCMS contracts, exempting them from the Coordinator's Death to Mercenaries decree. The DCMS employs the Amphigeans for their ability to carry out tasks the honor-bound DCMS officers may be unable to perform or find distasteful. The hallmark of the Amphigeans is their speed, utilized as raiders behind lines, or overwhelming separated enemy forces.



Second Dieron Regulars

[Draconis Combine]

Nickname: Pride of Shionoha

CO: Tai-sa Jerome Tishilar

Unit Assignment: *Combat Manual:*
Kurita, Kurita RAT

Timeline: Participates in the Kurita counterattack of Vega (July-August 3039).

Experience Level: Veteran

Unit Composition: 1 Light 'Mech regiment, 2 Light Aerospace companies, 2 Medium Vehicle battalions, 1 Infantry regiment

Command Abilities: False Flag, Tactical Specialization (Hidden Units), Off-Map Movement, Environmental Specialization (Mountains)

Notes: The Second Dieron Regulars espouse victory at all costs. Ambushes, setting forest fires, false truces, and "playing dead" are all considered sound tactics. To train their recruits "properly" with the flexible honor called for by the Second Dieron Regulars, they created their own MechWarrior academy, the Dieron District Gymnasium.



UNIT ASSIGNMENT

The Vega 3039 Campaign is intended for forces built using the *Combat Manual* series for Mercenaries or Kurita forces. The Combatant section lists the appropriate *Combat Manual* for building forces from each Combatant. This *Turning Point* lists standard lances for Davion and Steiner. In addition to those rules, the Vega 3039 campaign has Random Assignment Tables for players preferring a random assignment of units, presented below. And in the *Chaos Campaign* section of Vega Campaign (see p. 27), there are rules for using the Standard Lances from the *Combat Manuals* for creating a non-player Opposing Force appropriate to each Track. In this section are listed Standard Lances for House Davion and House Steiner, as well as Snord's Irregulars to represent their unusual 'Mech assignment compared to other mercenaries in 3039.

Random Skill Assignment

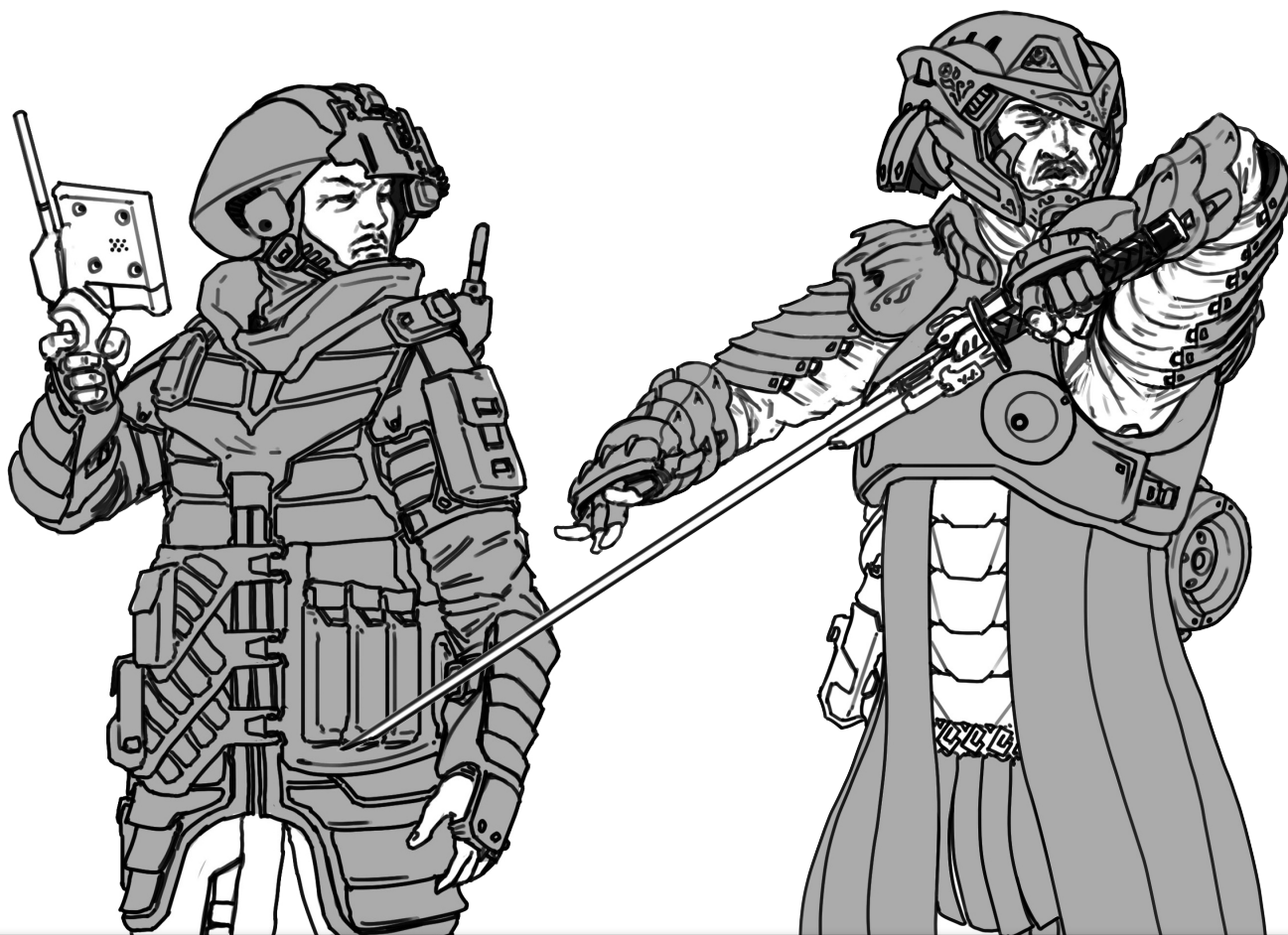
Players may choose to use random skill assignments for their units. For *BattleTech/Total Warfare*, use *Total Warfare* p. 272-273 to assign Random Piloting and Gunnery Skills. For the first table, Random Experience Rating Table, subtract 1 from the roll if the Combatant's Experience Level is Green, add +2 if Veteran and +4 if Elite. For *Alpha Strike*, use the Skill Rating table in the *Random Assignment Tables* (below), with the same modifiers as above for the Combatant's Experience Level.

RANDOM ASSIGNMENT TABLES: VEGA, 3039

SKILL RATING	2d6 Result	Skill Rating
	1	Really Green (6)
	2-5	Green (5)
	6-9	Regular (4)
	10-11	Veteran (3)
	12-14	Elite (2)
	15-16	Heroic (1)

INFANTRY	2d6 Result	All*
	1	Foot Platoon (Rifle)
	2	Motorized Platoon (Flamer)
	3	Jump Platoon (Laser)
	4	Mechanized Wheeled Platoon (Laser)
	5	Foot Platoon (SRM)
	6	Motorized Artillery Platoon (Sniper)

*Federated Commonwealth (not mercenary) Infantry are the (FedCom) version with improved armor (see p. 317, TO).



RANDOM ASSIGNMENT TABLES: VEGA, 3039 (CONTINUED)

LIGHT 'MECHS	1d6 Result	Draconis Combine
	1	Jenner JR7-D [35]
	2	Panther PNT-9R [35]
	3	Locust LCT-1V [20]
	4	Wasp WSP-1K [20]
	5	Firestarter FS9-H [35]
	6	Spider SDR-5K [30]

MEDIUM 'MECHS	1d6 Result	Draconis Combine
	1	Phoenix Hawk PXH-1K [45]
	2	Shadow Hawk SHD-2K [55]
	3	Griffin GRF-1N [55]
	4	Wolverine WVR-6K [55]
	5	Whitworth WTH-1 [40]
	6	Hunchback HBK-4G [50]

HEAVY 'MECHS	1d6 Result	Draconis Combine
	1	Dragon DRG-1N [60]
	2	Grand Dragon DRG-1G [60]
	3	Quickdraw QKD-4G [60]
	4	Catapult CPLT-K2 [65]
	5	Archer ARC-2K [70]
	6	Lancelot LNC25-02 [60]

ASSAULT 'MECHS	1d6 Result	Draconis Combine
	1	Awesome AWS-8Q [80]
	2	Stalker STK-3F [85]
	3	Charger CGR-1A1 [80]
	4	Daboku DCMS-MX90-D [90]
	5	Cyclops CP-10-Z [90]
	6	Atlas AS7-D [100]

LIGHT VEHICLES	1d6 Result	Draconis Combine
	1	Pegasus [35]
	2	Scimitar [35]
	3	Scorpion [25]
	4	Saladin [35]
	5	Saracen [35]
	6	Galleon GAL-100 [30]

MEDIUM VEHICLES	1d6 Result	Draconis Combine
	1	Vedette [50]
	2	Maxim [50]
	3	Hetzer [40]
	4	Vedette (AC2) [50]
	5	Vedette [50]
	6	Prowler [55]

HEAVY VEHICLES	1d6 Result	Draconis Combine
	1	Manticore [60]
	2	Bulldog [60]
	3	LRM Carrier [60]
	4	SRM Carrier [60]
	5	Tokugawa TKG-150 [60]
	6	Von Luckner VNL-K65N [75]

ASSAULT VEHICLES	1d6 Result	Draconis Combine
	1	Behemoth [100]
	2	Demolisher [80]
	3	Rhino [80]
	4	Partisan [80]
	5	Schrek PPC Carrier [80]
	6	Devastator [80]

AEROSPACE & CONVENTIONAL FIGHTERS	1d6 Result	Draconis Combine
	1	Riever F-100B [100]
	2	Slayer SL-15 [80]
	3	Shilone SL-17 [65]
	4	Sholagar SL-21 [35]
	5	'Mechbuster [50]
	6	Lucifer II LCF-R16K [65]

LIGHT 'MECHS	1d6 Result	Federated Commonwealth
	1	Commando COM-2D [25]
	2	Valkyrie VLK-QA [30]
	3	Javelin JVN-10N [30]
	4	Wasp WSP-1D [20]
	5	Locust LCT-1S [20]
	6	Firestarter FS9-H [35]

MEDIUM 'MECHS	1d6 Result	Federated Commonwealth
	1	Centurion CN9-A [50]
	2	Enforcer ENF-4R [50]
	3	Griffin GRF-1S [55]
	4	Shadow Hawk SHD-2D [55]
	5	Phoenix Hawk PXH-1D [45]
	6	Wolverine WVR-6R [55]

HEAVY 'MECHS	1d6 Result	Federated Commonwealth
	1	Rifleman RFL-3N [60]
	2	JagerMech JM6-S [65]
	3	Marauder MAD-3R [75]
	4	Crusader CRD-3D [65]
	5	Warhammer WHM-6D [70]
	6	Archer ARC-2S [70]

ASSAULT 'MECHS	1d6 Result	Federated Commonwealth
	1	Victor VTR-9B [80]
	2	Zeus ZEU-6S [80]
	3	Stalker STK-3F [85]
	4	Longbow LGB-OW [85]
	5	Atlas AS7-D [100]
	6	Banshee BNC-3S [95]

LIGHT VEHICLES	1d6 Result	Federated Commonwealth
	1	Scorpion [25]
	2	Pegasus [35]
	3	Ferret [5]
	4	Striker [35]
	5	Hunter [35]
	6	Warrior H-7 [21]

MEDIUM VEHICLES	1d6 Result	Federated Commonwealth
	1	Vedette [50]
	2	Goblin [45]
	3	Drillson [50]
	4	Condor [50]
	5	Maxim [50]
	6	Hetzer [40]

HEAVY VEHICLES	1d6 Result	Federated Commonwealth
	1	Manticore [60]
	2	LRM Carrier [60]
	3	SRM Carrier [60]
	4	Bulldog [60]
	5	Rommel [65]
	6	Patton [65]

ASSAULT VEHICLES	1d6 Result	Federated Commonwealth
	1	Behemoth [100]
	2	Demolisher [80]
	3	Partisan [80]
	4	Ontos [95]
	5	Rhino [80]
	6	Sturmfeur [85]

AEROSPACE & CONVENTIONAL FIGHTERS	1d6 Result	Federated Commonwealth
	1	Stuka STU-K5 [100]
	2	Corsair CSR-V12 [50]
	3	Steinadler [25]
	4	Sparrowhawk SPR-H5 [30]
	5	Chippewa CHP-W5 [90]
	6	Stingray F-90S [60]

House Davion Standard Lances

Assault Lance

Atlas AS7-D
Grasshopper GHR-5H
Blackjack BJ-1
Victor VTR-9B

Battle Lance

JagerMech JM6-S
Centurion CN9-A
Enforcer ENF-4R
Marauder MAD-3D

Command Lance

Atlas AS7-RS
Centurion CN9-A
JagerMech JM6-S
Wasp WSP-1D

Fire Lance

Rifleman RFL-3N
Crusader CRD-3D
Longbow LGB-0W
Shadow Hawk SHD-2D

Pursuit Lance

Wolfhound WLF-1
Javelin JVN-10N
Phoenix Hawk PXH-1D
Quickdraw QKD-4G

Recon Lance

Clint CLNT-2-3T
Locust LCT-1V
Javelin JVN-10N
Spider SDR-5V

Striker Lance

Assassin ASN-21
Wolverine WVR-6R
Griffin GRF-1N
Phoenix Hawk PXH-1D

Support Lance

Firestarter FS9-H
Marauder MAD-3D
Jenner JR7-D
Trebuchet TBT-5N

Rifle Lance

JagerMech JM6-S
Enforcer ENF-4R
Centurion CN9-A
Marauder MAD-3R

Rifle Lance

Requirements: Exclusive to Davion. At least 75% of Units must be Medium (Size 2) or Heavy (Size 3), in any combination. No Light (Size 1) units. At least 50% of Units must have the AC or FLK special ability (an autocannon; standard, LB-X, or ultra) and all units must have at least Move 8" (Walk 4).

Bonus Ability: At the beginning of each turn up to two Rifle Lance units may receive either the Weapon Specialist or Sandblaster SPA.

House Steiner Standard Lances

Assault Lance

Banshee BNC-3S
Hunchback HBK-4G
Hatchetman HCT-3F
Atlas AS7-D

Battle Lance

Banshee BNC-3E
Warhammer WHM-6R
Orion ON1-K
Zeus ZEU-6S

Command Lance

Zeus ZEU-6S
Griffin GRF-1N
Hatchetman HCT-3F
Commando COM-2D

Fire Lance

Archer ARC-2R
Crusader CRD-3R
Griffin GRF-1N
Zeus ZEU-6S

Pursuit Lance

Jenner JR7-D
Vulcan VL-2T
Wolfhound WLF-1
Commando COM-2D

Recon Lance

Cicada CDA-2A
Phoenix Hawk PXH-1
Firestarter FS9-H
Commando COM-2D

Striker Lance

Quickdraw QKD-4G
Wolverine WVR-6R
Wolfhound WLF-1
Grasshopper GHR-5H

Support Lance

Firestarter FS9-H
Zeus ZEU-6S
Catapult CPLT-C1
Vulcan VL-2T

Guard Lance

Hunchback HBK-4G
Warhammer WHM-6R
Thunderbolt TDR-5S
Whitworth WTH-1

Guard Lance

Requirements: No Assault (Size 4) units. Units must have a Move of 8" (Walk 4) or less.

Bonus Ability: During Setup, select one Terrain Master SPA and assign it to 75% of the units in the formation.

Snord's Irregulars Standard Lances

For the War of 3039, Snord's Irregulars are no longer hiding their Star League era equipment, and have outfitted themselves entirely with upgraded 'Mechs and vehicles. Snord's Irregulars can use the following standard lances rather than the standard Merc listings.

As Snord's Irregulars are only a battalion in strength, these standard lances are also all the units available to them at the beginning of the campaign. No Random Allocation Tables are presented for them.

No Snord's Irregulars standard lance may be duplicated in a force, if a duplicate is called for in a track, select a different standard lance from the list to replace the duplicate.

The two lances marked with an asterisk (*) can also be used as Command Lances, if Snord's Command Lance is not in the current scenario.

First Company (Command)

Command Lance

Highlander HGN-732b (Rhonda Snord)
Excalibur EXC-B1
Guillotine GLT-3N
Spartan SPT-N1

Battle Lance

Bombardier BMB-12D
Spartan SPT-N1 (Tempest Storm)
Lancelot LNC25-01
Thug THG-11E

Recon Lance

Mercury MCY-99
Hussar HSR-200-D
Champion CHP-1N
Kintaro KTO-20

Second Company (Shorty's Scavengers)

Assault Lance*

Crockett CRK-5003-1
Champion CHP-1N
Crab CRB-27
Black Knight BL-7-KNT

Fire Support Lance

Padilla Artillery Tank
Burke Heavy Tank
Demon Tank
Rotunda Scout Vehicle

Air Lance

Rapier RPR-100
Ironsides IRN-SD1
Gotha GTHA-500

Third Company (H'Chu's Diggers)

Striker Lance*

Exterminator EXT-4D
Lancelot LNC25-01
Excalibur EXC-B1
Champion CHP-1N

Fire Lance

Crockett CRK-5003-1
Sentinel STN-3L
Flashman FLS-8K
Highlander HGN-732

Infantry Support

Jump Platoon (Laser)
Motorized Platoon (SRM)
Foot Infantry (SRM)
Motorized Platoon (Laser)

VEGA CAMPAIGN

How to Use This Campaign

This campaign is designed to be played with a minimum of two players—one player uses Kurita forces while the other plays the opposing Federated Commonwealth force. More players are welcome to participate—groups with a large number of players may decide to have a single person serve as gamemaster (GM) to spearhead Track setups and address any rules questions that arise during the course of gameplay.

Players are welcome to supplement or expand on the rules listed with those from *Total Warfare* (TW), *Tactical Operations* (TO), *Strategic Operations* (SO), *Alpha Strike* (AS), or *Alpha Strike Companion* (ASC). An ideal example is using advanced weather and environment rules from TO or SO. If using additional rules not presented in this product, all players must agree to their use. Any questions that arise from using those rules should be decided either by group consensus or by a neutral GM. As a last resort, players may simply roll the dice to settle an issue.

Choose the Campaign Length

The length of the Campaign is the first major choice for the players. The length may be a single track, a mini-campaign, or the full Vega 3039 campaign. The mini-campaigns each feature a single combatant on each side, with a series of three Touchpoint Tracks. A slightly longer mini-campaign may be played by adding additional Mission Tracks to the Touchpoint Tracks. The full campaign would include all three mini-campaigns, with the players switching combatants after each mini-campaign, for a total of nine Touchpoint Tracks. The full campaign may also be increased in length using Mission Tracks.

Hound Dog Snoopin' Round Your Door features the mercenary Snord's Irregulars versus Kurita's Amphigean Light Assault Group. Wall of Steel features Steiner's Third Lyran Guards versus Kurita's Fourteenth Legion of Vega. Return of the Dragon features Davion's Third Davion Guards versus Kurita's Second Dieron Regulars.

Determine Combatants

For the campaign, there is a Kurita side and a Federated Commonwealth side. The Federated Commonwealth may have a mercenary, Steiner or Davion combatant, but they are all one side against Kurita. Once each player has chosen a side, the mini-campaign (or track within the mini-campaign) will define the particular combatant for each side. When you reach a new mini-campaign, the players would find they have a new combatant for their side.

Note: The players, if all agree, may substitute other regiments in the Vega campaign. You can switch the Third Lyran Guards with the Third Davion Guards (and vice versa), and the Snord's Irregulars and First Grave Walkers (and vice versa). Or, if the players prefer more options, combatants from the same faction may be used to replace the combatants listed. For

example, using the First Kestrel Grenadiers (a Davion regiment) in place of the Third Davion Guards. If replacing the mercenary combatants with any not listed above, the replacement should have the same Favored House as the combatant that it is replacing. *Combat Manual: Mercenaries* provides a list of Mercenaries' Favored Houses.

Build a Player Force

The player is only responsible for a portion of the total combatants' available force. The players should set a Point Value (or Battle Value) limit for the player forces. For an Alpha Strike system game, a PV of 1,200 would assume an approximately Battalion-sized player force. For a Total Warfare system game, a BV of 45,000 would assume an approximately Company-sized player force. If the players agree, they may adjust the PV or BV limits for smaller or larger player forces. If playing a single track, you may skip to making the force for the particular track. If you are playing the full campaign, you will need to repeat this step as you switch to each new mini-campaign.

Choose a Track

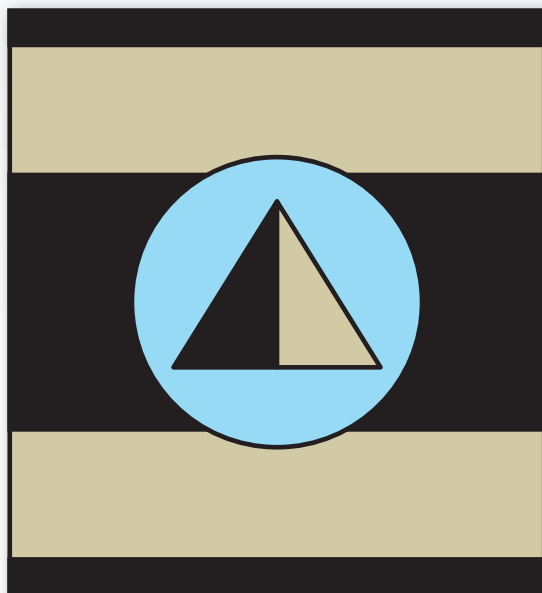
The tracks for each mini-campaign are listed in chronological order, as are the mini-campaigns. Unless the players wish to add a Mission Track first, the first Touchpoint Track listed for the mini-campaign would be the first track to play. The Track description lists how much of the player's total force is used in that Track. If playing a single Track, modify the default PVs or BVs listed above for "Build a Player Force" and adjust by the rules of the Track to determine the PV or BV limit.

Each Track may list Optional Bonuses. Each Optional Bonus lists which player may select it, and it gives a bonus to the opposing player. If using the Chaos Campaign, each player may choose to give the other player the bonus in exchange for the listed bonus Warchest Points. If not using the Chaos Campaign, Optional Bonuses may be used as a handicap for more veteran players, or used together so both players receive a bonus.

The Objectives listed for each Track help determine the winner. For the Chaos Campaign, the player receives the listed Warchest Points for completing each of their Objectives. Otherwise each player may total up the Objective Warchest points achieved, and the player with the higher total points from Objectives is the winner of the Track.

Optional: Chaos Campaign

The Chaos Campaign is an abstract system to track wins and losses, and the costs of keeping the unit running, transporting the unit, rebuilding from losses, etc. The Chaos Campaign rules can be found in *Alpha Strike* (see p. 114) or *Campaign Operations* (see p. 156). Each Track lists the Warchest Points cost to enter the Track, the optional bonus Warchest Points that can be received, and the Warchest Points awarded for achieving each Objective. Chaos Campaign rules specific to the Vega 3039 campaign are found on p. 27.



mini-campaign: HOUND DOG SNOOPIN' ROUND YOUR DOOR

Fifth Amphigean Light Assault Group (Kurita) vs Snord's Irregulars (Mercenary)

TASK FORCE BLIZZARD

The Fourth Succession War changed the balance of power in the Inner Sphere. With the uniting of Houses Steiner and Davion, and the near collapse of House Liao, the Inner Sphere knew it was only a matter of time before the merged Federated Commonwealth attempted to finish the remaining Houses, House Kurita in particular.

Vega was the home of one of the Federated Commonwealth's few defeats in the war. Steiner's Third Lyran Guards, an elite, heavy 'Mech force, was tasked with taking Vega from the Fourteenth Legion of Vega, a light 'Mech regiment full of disgraced Kurita warriors. Fortunately for Kurita, the Coordinator's son, Theodore Kurita, had just been assigned to take command of the Legion of Vega. Kurita humiliated the Lyran Guards and propelled Theodore Kurita to the position of Gunji-no-Kanrei of the Draconis Combine military.

The FedCom military leaders made Vega a priority for the planned resumption of war. The Lyran Intelligence Corps identified two defending units, the Fourteenth Legion of Vega and elements of the Fifth Amphigean Light Assault Group. The high command assigned the Third Lyran Guard (the "Eversworded Third") and Third Davion Guards to deal with the former, and the mercenary Snord's Irregulars, First Grave Walkers and Seventeenth Recon (Camacho's Caballeros) to deal with the Amphigean. The LCAF designated the assaults Task Force Snow and Task Force Blizzard respectively.

The mercenary forces of Task Force Blizzard were the first to land on Vega, grounding on 19 April and quickly seizing control of the Nasew spaceport in a lightning assault that overran the small detachment of infantry and armor assigned to protect the facility. The Grave Walkers and Caballeros quickly moved to block any DCMS counter-offensive against Nasew, control of which was essential to keep the invaders supplied, and beat back several probes by the Fifth Amphigean. The Fifth Amphigean, facing a force at least twice their size and far heavier, was ordered to delay the Federated Commonwealth forces as long as possible. They split their two battalions. First Battalion harassed the forces defending the spaceport, keeping the First Grave Walkers and Seventeenth Recon Regiment pinned down. Third Battalion dispersed, striking at opportune targets from the Great Desert of Tears.

The Amphigean third battalion, commanded by *Chu-sa Fengo Olesko*, proved a major thorn in Task Force Blizzard's side. The FedCom regiments around Neucason held back from an assault while their rear was still threatened. The unpredictable Snord's Irregulars were pulled from defensive duty around the Nasew spaceport and dispatched to stop the raiders. Using their advanced Star League electronics, the Irregulars were able to track down the Fifth Amphigean, even amongst the sandstorms of the Great Desert. As the other mercenaries forced the first battalion off planet, the Irregulars tracked Olesko back across the sea to New Egypt, where they drove her forces off-world.

YOU HIN'T NOTHIN'

SITUATION

Nasew, North Nanturo
Vega, Draconis Combine
19 April 3039

The Nasew spaceport fell quickly to the Federated Commonwealth's invading mercenaries. The port was essential for supplying the FedCom's forces. The Fifth Amphigean Light Assault Group seeks a weakness that might allow them to hamper the invasion.

GAME SETUP

Recommended Terrain: North Nanturo: City Ruins (south), Open Terrain #2 (north)

The Defender (Snord's Irregulars) must place a road with no elevation changes running from the north edge to the south edge, and may place minor barricades (one per formation), 4" by 1" (2 adjacent hexes), on the southern half of the play area. These count as Rough terrain (and, thus, do not affect line of sight). Units moving along the road must pay the extra movement cost. These barricades are not tall enough to provide cover.

Attacker

Recommended Forces: Fifth Amphigean Light Assault Group.

Attacker's force may be up to one-third (33%) of the player's total force.

The Fifth Amphigean Light Assault Group is attempting to find a weak point in the Nasew spaceport defenses. These probes are to hit quickly, inflict as much damage as possible, and then leave. The information on the defenses will then be relayed to command.

The Attacker deploys first, placing all forces within 4" of the north map edge.

Default Attacker Formations: Recon, Striker, Pursuit

Defender

Recommended Forces: Snord's Irregulars.

Defender's force is equal to the Attacker's force.

The Irregulars must hold their security perimeter. This spaceport is the key to the invasion.

The Defender deploys last, placing all forces on the southern half of the map and at least 24" from any Attacker unit.

Default Defender Formations: Assault, Fire Support, Infantry Support

WARCHEST

Track Cost: 500 WP

Optional Bonuses

+100 Bigger Barricades (Attacker): Double the number of barricades, and all barricades are 1" tall (1 level) and can provide cover.

+100 Air Support (Defender): Attacker receives 1 bomb (3 bombs in *TW*) per Defender Formation that can be dropped as if from a Skill 3 unit. One, some, or all bombs may be dropped in a turn, starting with turn 3. If the Defender has aerospace forces, the Attacker may choose aerospace or conventional fighters able to carry up to the bomb limit listed above. The fighter(s) enter the Radar Map on turn 1 if using Abstract Aerospace, or along with other aerospace fighters if not. These fighters may not make any attacks other than their bombing runs, and leave the battlefield as quickly as possible after dropping their last bomb.

OBJECTIVES

1. Raid and Pillage (Attacker only). Destroy at least 25% of Defender's units (measured in PV/BV). **[300]**

2. Escape to Tell the Tale (Attacker only). Exit at least 75% of Attacker's units (measured in PV/BV) off the north map edge. **[300]**

3. Teach Them Manners (Defender only). Destroy at least 25% of Attacker's units (measured in PV/BV). **[300]**

4. Hold Your Ground (Defender only). At least 75% of Defender's units survive (are not destroyed) when the last Attacker is destroyed/leaves the map. **[300]**

WAG YOUR TAIL

SITUATION

Near Felicity Oasis, North Nanturo

Vega, Draconis Combine

22 April 3039

Third Battalion of the Fifth Amphigean Light Assault Group, led by *Chu-sa* Fengo Olesko, has been a thorn in the Fedcom's side. The FedCom's push out of the city has been delayed drastically by the Fifth's incessant raiding. Snord's Irregulars must secure the route.

GAME SETUP

Recommended Terrain: North Nanturo: Desert Hills (east), Desert Sinkhole #1 (west)

The Attacker places a monorail (see *Special Rules* below) across the map from the east edge to the west edge.

Attacker

Recommended Forces: Snord's Irregulars.

Attacker's force may be up to 50% of the player's total force (maximum of one company).

Snord's Irregulars have tracked one raider group and attack as the raiders lie in ambush. Half of Attacker's force (rounded up) in this track is placed within 4" of the north map edge. The other half enters the map during the Movement Phase of turn 2, from any edge along the northern half of the map.

Default Attacker Formations: Striker, Air, Fire

Defender

Recommended Forces: Fifth Amphigean Light Assault Group.

Defender's force is 75% of Attacker's force (round down) (maximum of one company).

Defender places all units on the map before turn 1. All units must be placed within 8" of the map center.

Default Defender Formations: Striker, Pursuit, Recon

WARCHEST

Track Cost: 500 WP

Optional Bonuses

+100 Wind Storm (Attacker): Wind, Force 3 (see p. 94, AS). TW: Strong Gale (see p. 61, TO).

+100 Great Desert of Tears (Attacker): All Clear terrain at level 0 or lower is treated as Sand (see p. 67, AS, or p. 39, TO).

+100 (Attacker/Defender): The opposing player receives an improvised transport unit. This unit enters via either map edge during the Movement phase of turn 3. It may only move along the monorail. If both players choose this option, the initiative winner on turn 3 determines, at the beginning of the Movement phase, which edge their train will enter from; the opposing player uses the opposite edge. At the end of the first turn on the play area, the tractor detaches the railcar. The next turn the tractor must leave the play area. If the rail is blocked, the tractor stops in place until the end of the scenario. The tractor does not count toward Objectives.

The train is one Adelante Tractor. For every three opposing Formations (round up), it pulls one Flatbed Railcar with two AC/10 Field Gun Infantry mounted upon it.

Total Warfare rules for externally carried units are found in *Tactical Operations* pp. 150-153.

(Standard)

ADELANTE TRACTOR

PV: 20

TP: **SV** SZ: **3** TMM: **4** MV: **24"**
ROLE: **None** SKILL:

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

A:
S:

SPECIAL: CT28D1, BAR, HTC
"24" Move if not carrying any cars. -2" Move for each railcar carried.



CRITICAL HITS

ENGINE 1/2 MV and Damage
FIRE CONTROL +2 To-Hit Each
WEAPONS 1 Damage Each
MOTIVE 2 MV 1/2 MV 0 MV

ALPHA STRIKE STATS

BATTLETECH

(Standard)

FLATBED RAILCAR

PV: 5

TP: **SV** SZ: **2** TMM: **0** MV: **0"**
ROLE: **None** SKILL:

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

A:
S:

SPECIAL: BRCH, CT3002, F8"
**Flatbed (FB): This unit carries its cargo in the open, on a flat bed. In addition to the standard rules for cargo, infantry units (CI or BA) can make attacks (with a +1 to hit modifier). Attacks against Flatbeds transporting infantry are treated as mechanized Battle Armor (see p. 35, AS).

CRITICAL HITS

ENGINE 1/2 MV and Damage
FIRE CONTROL +2 To-Hit Each
WEAPONS 1 Damage Each
MOTIVE 2 MV 1/2 MV 0 MV

ALPHA STRIKE STATS

BATTLETECH

Autocannon/10

FIELD GUN INFANTRY PLATOON

PV: 9

TP: **CI** SZ: **1** TMM: **0** MV: **4"**
ROLE: **Ambusher** SKILL:

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

A:
S:

SPECIAL: AC2/2/-, CAR40

ALPHA STRIKE STATS

BATTLETECH

SPECIAL RULES

The following rules are in effect for this Track:

Missed Shots

Total Warfare

Use the *Missed Shots* rules (see p. 81, *TO*), but only if the Monorail is between the attacker and target, and only to check if the Monorail is hit.

Alpha Strike

If an attack misses and the Monorail is in the line of sight between the attacker and target, make a second attack against the Monorail. This attack uses a Skill of 4 (regardless of attacker's Skill); add range, environmental condition, and terrain modifiers. The attacker may choose (or not) to use any SPAs and/or their own Skill instead of the base 4, depending on if they want to hit the Monorail.

Monorail

The continent of North Nanturo is crossed by a monorail which links the cities of Neucason and Nasew.

Total Warfare

Set up the monorail line as a 1-hex-wide row of Rail terrain type (see p. 51, *TO*) from one edge of the map to the opposite edge. The rail can follow terrain features as necessary. The rail line itself is fortified and elevated; treat those hexes as being one level above the ground level and as having a CF of 60 rather than the standard CF 20 for Rail terrain. Any hex of the rail line that is destroyed becomes Ultra Rubble (see p. 39, *TO*) and suffers a pipeline rupture on each side per the rules below.

Place three pairs of 1-hex structures straddling the monorail line, one near each end of the line and one near the middle. These structures have a CF of 40 and are 2 levels tall. These are control and maintenance towers for the monorail and its associated pipelines. If a tower is destroyed, a pipeline will also rupture in the monorail hex adjacent to the tower per the rules below.

Alpha Strike

Set up the monorail line as a 1" wide Rail terrain type (see p. 67, *AS*) from one edge of the map to the opposite edge. The rail can follow terrain features as necessary. The rail line itself is fortified and elevated; treat the Rail line as being one level (1") above the ground level and as having a CF of 15 rather than the standard CF 5 for Rail terrain. Any section of the rail line that is destroyed becomes Ultra Rubble (see p. 67, *AS*) and suffers a pipeline rupture on each side per the rules below.

Place three pairs of 2" area structures straddling the monorail line, one near each end of the line and one near the middle. These structures have a CF of 10 and are 2" tall. These are control and maintenance towers for the monorail and its associated pipelines. If a tower is destroyed, a pipeline will also rupture in the monorail section adjacent to the tower per the rules below.

Pipelines

Slung on either side of the monorail line are several pipelines carrying crucial resources across the vast desert of the continent's

interior. Any missed shot that strikes the rail line has a chance of hitting a pipeline instead. A result of 9 or higher on a 2D6 roll indicates a pipeline was struck.

The pipelines have CF 20 (*TW*) or 5 (*AS*) and contain a variety of interesting liquids. If a pipeline takes damage equal or greater than its CF, it ruptures and spews its contents onto the battlefield in the direction where the breaching damage originated (i.e., towards the firing unit). Roll 1D6 to determine those contents: 1–3, water; 4–5, oil; and 6, hazardous chemicals. For ease of gameplay, though there are pipelines for each type of liquid on both sides of the rail line, each hex of the line can only have a single breach at a time.

Total Warfare

Any BattleMech unit in the hex adjacent to the rupture must make a successful Piloting Skill Roll to avoid being knocked down by the pressurized stream of liquid and displaced one hex. Vehicle units must make a successful Driving Skill Roll to avoid being displaced one hex. Infantry units are automatically displaced one hex by the torrent of liquid. All units receive 20 points of damage, divided into 5-point groups and randomly distributed.

Alpha Strike

All units adjacent to the rupture are pushed 2" away from the rupture and receive 2 points of Damage.

Starting with the 2" area (hex) immediately in front of the rupture, all affected areas (hexes) receive the Mud terrain modification (see p. 66, *AS*, or p. 50, *TO*) for the remainder of the Track. In addition, oil and hazardous chemical spills also have the following effects:

Oil: Apply a -3 modifier to rolls made to determine if a fire starts in an affected hex/area (see p. 100, *AS*, or p. 43, *TO*).

Hazardous chemicals: Use the Hazardous Liquid Pools rules (see p. 65, *AS*, or p. 49, *TO*).

If a 2" area (hex) contains a spill of two or more types (if, for instance, two breaches spread into contact), the later spill's effects supersede the earlier's. If both spills spread into the area at the same time, determine randomly which one takes precedence.

Each turn that a pipeline spews out liquid, expand the spill outward 2" (one ring of hexes). A pipeline will continue to spill for 5 Turns before safety measures kick in and seal the breach. Once this happens, the breached hex is eligible for further breaches as per the above rules. If an infantry unit is present on the rail line within 2" (in the same hex) and spends a Turn without moving or attacking, the spill will end after that Turn as they manually activate the shutoff mechanisms.

OBJECTIVES

1. Not a Dry Run (Attacker only). Destroy 100% of Defender's units, measured in PV/BV. [300]

2. Thirsty for Blood (Attacker only). Lose no more than 25% of Attacker's units, measured in PV/BV. [300]

3. Pyramid Scheme (Defender only). Destroy more than 25% of Attacker's units, measured in PV/BV. [300]

4. Desertion in the Desert (Defender only). Withdraw more than 50% of Defender's units, after completing Objective 3. [300]

AIN'T GONNA FEED YOU NO MORE

SITUATION

*Bandli Wastes, Forsair
Vega, Draconis Combine
30 April 3039*

Snord's Irregulars have chased Olesko's Third Battalion off of North Nanturo and across the sea to Forsair. *Chu-sa* Olesko formed a plan to pull the Irregulars out of their preference for long-range sniping and into the Amphigean's preferred close range brawl. She challenged Rhonda Snord to a duel, and win or lose, have the Amphigean take down Snord after the duel with the intention of forcing the Irregulars to charge forward to save their commander.

GAME SETUP

Recommended Terrain: Forsair: Rolling Hills #1 (east), Rolling Hills #2 (west)

Pyramids of New Egypt

The defender may decide if the battle takes place near the Pyramids of New Egypt. The Pyramids are smaller than the Great Pyramids of Terra's Egypt, but still huge. They are 16" (8 levels) tall and 32" (16 hexes) across. The defender may choose to use only part of the base on one side of the map, creating a "hill" with a square base and how many levels tall (up to 16"/8 levels) with each level starting 2" (1 hex) in. Whether the entire Pyramid or just part is used on the map, it should be placed touching either the east or west map edge.

The Pyramids are sloped, with no flat areas to stand on. Non-infantry units may not end their movement on, or use ground movement across, the Pyramid. They may jump over the pyramid, if they have enough jump height to clear that portion of the pyramid. But even jumping units may not end their movement on the pyramid, or they will slide down the pyramid toward the nearest edge and ending their movement there. The unit will take falling damage equal to half the number of levels they slid (TW), or their Size rating (AS).

Attacker

Recommended Forces: Snord's Irregulars.

Attacker's force is equal to Defender's force (to a maximum of one company).

After the defender places Olesko, the Irregulars place their forces. Rhonda Snord (see p. 28, *CM: Mercenaries*) is placed within 12" of *Chu-sa* Olesko (see *Defender* below). The rest of Attacker's force should be split in half (as closely as possible). All Irregulars must be placed within 6" of the eastern map edge. (Note, if the total east-west length exceeds 42", add half the extra distance to how far these units can be placed from the east edge.) Half should be placed in the northern half of the map, the rest in the southern half. The two split forces may have no unit within 10" of any unit from the other half. Attacker's units, except for Rhonda Snord, may not move or attack in turn 1.

Default Attacker Formations: Battle, Command/Fire, Recon

Defender

Recommended Forces: Fifth Amphigean Light Assault Group.

Defender may deploy entire remaining force (to a maximum of three companies).

Chu-sa Olesko (see p. 25) must be placed within 12" of the map center. The rest of Defender's force is kept off the map until after

Attacker's forces are placed. Defender's units are then placed within 6" of the western map edge. Defender also places two Density 2 (20-point in TW) minefields per Defender Formation anywhere in the play area. Defender's units, other than Fengo Olesko, may not attack in turn 1.

Default Defender Formations: Command/Fire, Striker, Battle

WARCHEST

Track Cost: 650 WP

Optional Bonuses

If any of the previous two Tracks in this mini-campaign were played, the winner of a Track (achieved highest amount of rewarded WP from that track) may choose one option below for free.

If this Track is being played as a stand-alone scenario, the options may be chosen by the opposite side in return for a +100 WP Reward.

Ambush (Attacker): Attacker may place up to 25% of Attacker's forces within 12" of Olesko during game setup.

Artillery Strike (Defender): Defender receives one Thumper Artillery (ARTT-1) attack per Attacker Formation. The artillery salvos may be fired on turn 2 or later, using Skill 4 for the Artillery attack. No units are used, the Defender declares during the Combat Phase when they want to use one or more of the salvos, chooses a point of impact for an indirect artillery attack, and resolves the attack that phase. Each Thumper can be used each turn, they are not single-shot salvos.

SPECIAL RULES

Scammers

Attacker has a +2 to-hit modifier on weapon attacks for Turn 1.

Revenge

If Rhonda Snord's 'Mech is destroyed, the Irregulars get a -1 to-hit modifier on weapon attacks for the rest of the game.

OBJECTIVES

- 1. Opening Act (Attacker only).** Destroy *Chu-sa* Olesko [300]
- 2. Rock On (Attacker only).** Colonel Rhonda Snord Survives. [500]
- 3. The Day the Music Died (Defender only).** Destroy more than 50% of Attacker's units, measured in PV/BV. [500]
- 4. An Irregular Occurrence (Defender only).** Destroy Colonel Rhonda Snord [300]

MINI-CAMPAIGN: WALL OF STEEL

Third Lyran Guards (Steiner) versus Fourteenth Legion of Vega (Kurita)
The Third Lyran Guards and the Fourteenth Legion of Vega fight for the capital of Vega, Neucason.

TASK FORCE SNOW

The Fourteenth Legion of Vega, still dug in around the capital of Neucason, would not concede defeat. Veterans of the Battle for Vega in the Fourth Succession War (as were the Third Lyran Guards), the Vegans had no intention of abandoning their planet, and prepared for a long siege. However, *Sho-sho* Christine Nordica faced longer odds than in the Fourth Succession War, when the Second Legion of Vega aided the Fourteenth and the enemy had half the numbers as now. The Fourteenth had one objective, hold the capital as long as possible, hoping either for reinforcements or to keep the FedCom forces from launching attacks further in to the Combine. *Sho-sho* Christine Nordica, however, recognized that the circumstances of this assault were far less favorable to the Fourteenth than they had been during the Succession War. The Fourteenth possessed half its prior troop strength—during the earlier conflict, the Second Legion of Vega had helped the Fourteenth defend the capital – and faced twice the number of opponents.

For six weeks, the Fourteenth resisted the Lyran siege, but after the Fifth Amphigean's flight all three mercenary commands were brought to bear on the Fourteenth's position. The mercenaries shielded the House units from DCMS raids out of the Great Desert of Tears, the only successful DCMS operations in the conflict. With that distraction removed, the Third Lyran Guards focused solely on Neucason. By the third week in June, the Fourteenth's situation was untenable. Despite the bloody nose they'd given the Lyrans, Nordica decided that any relief force would be too late to save her troops. Reluctantly, she chose to abandon Vega. On 19 June, the first Fourteenth Legion DropShips lifted for orbit and were allowed to depart the system. LCAF forces occupied Neucason on 21 June and five days later declared the world secure.

HOLED UP

SITUATION

Neucason
Vega, Draconis Combine
13 May 3039

The Fourteenth Legion of Vega is holed up in the capital city against twice its number of FedCom 'Mechs. The FedCom is willing to lay siege and bombard the city. The Fourteenth sends a force to end one artillery detachment's bombardment of the city.

GAME SETUP

Recommended Terrain: North Nanturo: City Ruins (east), Desert Hills (west)

Attacker

Recommended Forces: Fourteenth Legion of Vega
Default Attacker Formations: Striker, Battle, Pursuit
Attacker deploys last, placing all forces within 4" of the east map edge. Attacker's force is equal to Defender's force.

Defender

Recommended Forces: Third Lyran Guards
Default Defender Formations: Assault, Fire, Recon
Defender may deploy up to one company of total available force. One-third of deployed force must be Thumper Artillery units (Skill 4). Defender deploys first. Artillery units must be placed on the western third of the map. Defender places blocking terrain (2" tall or greater, using buildings, woods, and/or hills) around the artillery to conceal one-third of the LOS to those units. The artillery units should remain stationary each turn as they fire on the city;

they should not be used for direct fire attacks. All other units must be placed within 12" of an artillery unit.

WARCHEST

Track Cost: 500 WP

Optional Bonuses

+100 Communications Failure (Attacker): One third of Attacker's units are delayed one turn. They are not placed during setup. Instead they enter the map via east edge on turn 2.

+100 Weaker Guns (Defender): Downgrade the artillery units to Mechanized Field Artillery Thumpers.

OBJECTIVES

1. Silence the Guns (Attacker only). Destroy at least half of the Thumpers. **[600]**

2. Save the Artillery (Defender only). At least half of the Thumpers survive the scenario. **[300]**

3. Keep Firing (Defender only). If Save the Artillery is successful, the Defender receives a bonus if the Thumpers remained stationary and made no direct fire attacks. **[300]**

RAISE THE STAKES

SITUATION

Neucason

Vega, Draconis Combine

2 June 3039

The Legion of Vega, facing too many enemies, conducts a fighting withdrawal through the outskirts of the capital. Neither side wants to commit to a desperate battle, but the Lyrans must advance and the Kuritans seek to delay.

GAME SETUP

Recommended Terrain: North Nanturo: City Ruins (east), Open Terrain #2 (west)

Attacker

Recommended Forces: Third Lyran Guards

The Third Lyran Guards receive a 20% PV advantage for this scenario. So if the Defender's force size is 250 PV, the Attacker's force is 250 PV times 1.2 for 300 PV. The Lyran Guards must destroy or force to withdraw all Defender's units.

Attacker deploys last, placing all forces within 4" of the north map edge.

Default Attacker Formations: Assault, Command/Fire, Battle

Defender

Recommended Forces: Fourteenth Legion of Vega

Defender's force may be up to one-third (33%) of the player's total force (maximum of one company).

Defender deploys first, placing all forces on the southern quarter of the map.

Default Defender Formations: Battle, Striker, Striker

SPECIAL RULES

Forced Withdrawal

Forced Withdrawal takes effect immediately for any unit that loses more than half its armor, in addition to standard triggers for Forced Withdrawal.

WARCHEST

Track Cost: 500 WP

Optional Bonuses

+100 Moonless Night (Attacker): (see p. 95, AS, or p. 58, TO).

+100 Clubs (Defender): One Attacker unit per Defender Formation, chosen by Attacker, starts the scenario with a club (gains MEL special ability).

OBJECTIVES

1. Survive and Advance (Attacker only). At least half of Attacker's units survive (includes withdrawn units). [300]

2. Overrun (Attacker only). All of Defender's units withdraw or are destroyed. [300]

3. Survive for Another Day (Defender only). At least half of Defender's units survive (includes withdrawn units). [300]

4. Take It Slow (Defender only). At least half of Defender's units are still on the map and not under Forced Withdrawal at the end of turn 5. [200].

5. Take It Slower (Defender only). At least half of Defender's units are still on the map and not under Forced Withdrawal at the end of turn 7. [200]



CALL THE HAND

SITUATION

Neucason

Vega, Draconis Combine

17 June 3039

The Legion of Vega has run out of room. They remain outnumbered and outmassed and must utilize defensive fortifications to hold. The rest of Vega has fallen, but the Legion must stall the enemy as long as possible and keep them from advancing further in the Combine.

GAME SETUP

Recommended Terrain: North Nanturo: City Hills/Residential #1 (north), City Ruins (south)

Attacker

Recommended Forces: Third Lyran Guards

The Third Lyran Guards receive a 20% PV advantage for this scenario. So if the usual agreed upon force size is 250 PV, the Lyran Guards would receive 250 PV times 1.2 for 300 PV.

Attacker deploys last, placing all forces within 4" of the north map edge.

Default Attacker Formations: Assault, Fire, Command/Battle

Defender

Recommended Forces: Fourteenth Legion of Vega

Neucason has been fortified: Streets have been blocked by rubble or mines and units hidden in the buildings. The Legion must hold.

Defender's force may be up to two-thirds (66%) of the player's total force (maximum of two companies).

Defender must replace any one Special Command Ability with Tactical Experts (Engineers) (see p.85, *CM:Kurita*, or p. 87, *CO*).

Defender receives one Coolant Truck per 'Mech Formation. Coolant Trucks can "attack" a stationary friendly unit they are in base-to-base contact (adjacent hex) with. The target's Heat level decreases one level for *AS*, 4 heat points for *TW*, to a minimum Heat level of 0.

Defender deploys first, placing all forces on the southern quarter of the map.

Default Defender Formations: Command/Battle, Fire, Striker

WARCHEST

Track Cost: 500 WP

Optional Bonuses

If any of the previous two tracks in this mini-campaign were played, the winner of a track (achieved highest amount of rewarded WP from that track) may choose one option below for free. If both previous tracks were won by the same player, the option may be taken twice.

If this track is being played as a stand-alone scenario, the options may be chosen by the opposite side in return for a +100 WP Reward.

Playing with Fire (Attacker): One Defender 'Mech per Attacker Formation adds 1 to its OV value (*TW*: replace up to 2 tons of heat sinks or armor with medium lasers).

Air Support (Attacker): See p.14.

OBJECTIVES

1. Overrun (Attacker only). All of Defender's units are destroyed or withdrawn. [600]

2. Hold (Defender only). All of Attacker's units are destroyed or withdrawn. [600]

INTERLUDE

On 5 July, General Nondi Steiner established her forward command post in Neucason's government complex, a testament to her confidence in the operation's achievements and future success. Indeed, she was so confident of planetary security that on 3 July she authorized the Third Lyran Guards' redeployment from Vega to Port Moresby, where they could repair and rearm before a scheduled third-wave offensive against Buckminster. Likewise, she approved the withdrawal of the Caballeros to Marfik, from which they would take part in an ultimately abandoned liberation of Alphecca. Finally, on 11 June she reassigned Marshal Herbert Hobaugh to her command staff to help execute Wave Two and plan waves Three and Four.

Hobaugh's executive officer, James Seymour, was brevetted to command of the RCT pending confirmation of his promotion by the Archon. These decisions ultimately proved fateful, and in some cases, fatal.

The day began normally for the LCAF command staff on Vega on 12 July, even though General Steiner was to announce the launch of Wave Two of the Commonwealth Thrust into the coreward prefectures of the Dieron Military District. As she and her staff gathered, DEST troopers staged a daring parachute landing atop Vega's government center. One detachment of DEST troops fought their way into the complex while a second team rappelled down the outside of the buildings. The former group met stiff resistance, but drew the full attention of the Lyran security forces. The second group escaped notice until they burst into the briefing room, shooting General Steiner and many of her senior officers. Though site security swiftly neutralized the DEST teams, the attack essentially decapitated the Commonwealth Thrust. Even more fortuitously for the Combine, most of the few uninjured officers were "old school" LCAF, resistant to the Davion-sponsored military reforms that had allowed the LCAF to perform so well in the Fourth Succession War. Most significant among these survivors was Kathleen Heany, who became de facto commander of the Commonwealth Thrust and the defense of Vega. She immediately reverted to type, returning to the "bigger and better" frontal-assault tactics that had been the LCAF's Achilles heel prior to the Fourth Succession War. From that moment on, the LCAF's participation in the War of 3039 was in jeopardy. The Lyran advance would stall and put the Commonwealth in grave danger of losing the gains already made.

Operation ICHI-GO

In addition to the disarray in which it left the LCAF high command, the Vega strike threw planetary defenses into chaos. While the DEST attacked the Lyran HQ, ISF agents sabotaged key military and communications facilities across Vega, making it impossible to coordinate defenses on a planetary scale. Instead, defending units were forced to meet any threat individually, coordinating local defenses via short-range communications.

Fortunately for the Lyran troops, the jamming failed to conceal the arrival of the Second Legion of Vega, which arrived at a pirate point and began landing operations late on 12 July.

Lyran armor moved to block the Legion's landing but lacked the firepower or resilience. Snord's Irregulars moved in to aid the beleaguered conventional forces, but were too few to oppose the Legion directly. Instead, Colonel Rhonda Snord deployed her force in company-sized and smaller detachments, tasking each with striking the Second's vulnerable supply lines and rear areas.

Unfortunately for the Irregulars, the Second Legion's strength had been bolstered by elements of the returning Fourteenth Legion. The battle between the DCMS and mercenary forces devolved into two weeks of bloody skirmishing. The key confrontation came in late July when the Irregulars and the Legion clashed in the Carrier Highlands. The mercenaries escaped that bloodbath solely through the sudden intervention of their aerospace forces. Exhausted and battered, the Irregulars remained in the line until 31 July and then withdrew, ceding the battlefield to the Second Legion.

Colonel Snord had hoped to make a tactical redeployment to link up with the other Lyran defenders but found that the remainder of the Fourteenth Legion had returned to Vega accompanied by the Second Dieron Regulars. This gave the DCMS and Lyran forces rough parity in strength, but the allied troops remained hamstrung by the earlier and ongoing ISF terror attacks. Furthermore, Hauptmann-General Heany refused to heed Brevet-Marshal James Seymour's suggestions for a mobile defense and instead threw her full strength against the invaders in a frontal assault. In stark contrast, *Tai-sa* Jerome Tishilar of the Second Dieron was a staunch supporter of Kanrei Theodore Kurita's military reforms. His troops easily outmaneuvered Heany's clumsy efforts.

By 2 August, the DCMS forces were within range of Neucason, and only a series of spoiling attacks by the Third Davion Guards prevented them from assaulting the city. The arrival of the First Grave Walkers a day later caused the Second Dieron some concern, but the mercenaries were pushed back by a determined Fourteenth Legion.

Also on 3 August, Colonel Snord realized the futility of trying to link up with the remaining allied forces, seeing as the best part of two 'Mech regiments and twenty conventional units stood in her way. The Irregulars broke contact with the Second Legion of Vega and rendezvoused with their DropShips. Colonel Snord initially intended to stage a sub-orbital hop to Neucason, but using the DropShips' powerful transmitters, she was able to contact Hauptmann-General Heany, who ordered the Irregulars to jump back into the Commonwealth and to contact LCAF high command. Vega's HPG had suffered mysterious "mechanical problems" for much of the previous month, and Heany's own black box had been destroyed in the ISF strike. The Grave Walkers also chose to evacuate Vega, departing on 9 August. Two days later, all three DCMS units focused their attention on the Third Davion Guards with a sustained assault that continued until 14 August. Showing a rare flash of insight, Heany issued withdrawal orders, and by 16 August Vega was back in DCMS hands.

Heany subsequently blamed underperformance by the mercenary units for her loss of Vega, but an MRBC board of inquiry exonerated the Irregulars and the First Grave Walkers of any wrongdoing.

MINI-CAMPAIGN: RETURN OF THE DRAGON

Second Dieron Regulars (Kurita) vs. Third Davion Guards (Davion)

THE FOOL'S IDEA OF GLORY

SITUATION

Outside Halo, North Nanturo

Vega, Draconis Combine

28 July 3039

With Snord's Irregulars unable to push through the Carrier Highlands, Kathleen Heany ordered the Third Davion Guards to assault out of Neucason towards Halo. The Guards must overrun the Second Dieron Regulars and force a breakthrough so the Irregulars can refit and resume raiding the Combine rear areas.

The Regulars must hold against the wall of steel. Without a breakthrough, the Irregulars will be forced to leave Vega.

GAME SETUP

Recommended Terrain: Deep Canyon #1 (North), North Nanturo: Large Mountain #1 (South)

The Deep Canyon mapsheet should be placed with the canyon running north to south. The two mapsheets should connect along their short edges. Attacker's home edge is the north edge; Defender's home edge is the south edge.

Attacker

Recommended Forces: Third Davion Guards

Attacker's force may be up to one-third (33%) of the player's total force (maximum of one company).

At least half of Attacker's units must be Heavy or Assault class (Size 3+, or 60 tons or more).

Attacker deploys last, placing all forces within 4" of the north map edge.

Default Attacker Formations: Assault, Fire, Battle

Defender

Recommended Forces: Second Dieron Regulars

Defender's force is equal to Attacker's force. Defender deploys first, placing all forces on the southern quarter of the map.

Default Defender Formations: Command/Support, Battle, Striker

WARCHEST

Track Cost: 500 WP

Optional Bonuses

+100 Air Support: See page 14. Available to either player.

SPECIAL RULES

Attacker may move units off Defender's home edge to fulfill the Objective 2 below.

OBJECTIVES

1. Overrun (Attacker only). Per Defender Formation with all units destroyed or withdrawn. **[50 WP each, max 300 WP]**

2. Overrun! (Attacker only). Per Attacker Formation with at least three-quarters of its units advanced off Defender's home edge. **[50 WP each, max 300 WP]**

3. Hold (Defender only). Per Attacker Formation with all units destroyed or withdrawn. **[100 WP each, max 600 WP]**

WILLING IS NOT ENOUGH, WE MUST DO

SITUATION

Outside Halo, North Nanturo

Vega, Draconis Combine

August 2 3039

The Dieron Regulars held against the breakthrough attack and rushed to capture Neucason. The Davion Guards turn from Heaney's mandated wall of steel, breaking down to smaller forces harass the Regulars, hoping to slow the advance so the Lyrans could prepare a defense of the capital.

GAME SETUP

Recommended Terrain: North Nanturo: Open Terrain #1 (North), City Ruins (South)

Attacker's home edge is the north edge; Defender's home edge is the south edge.

Attacker

Recommended Forces: Second Dieron Regulars

Attacker's force may be up to one-third (33%) of the player's total force (maximum of one company).

Attacker deploys first, placing all forces on the southern quarter of the map.

Default Defender Formations: Battle, Pursuit, Striker

Defender

Recommended Forces: Third Davion Guards

Defender's force should be equal to Attacker's force.

Defender deploys last, placing all forces within 4" of the north map edge.

Default Attacker Formations: Striker, Fire, Battle

WARCHEST

Track Cost: 500 WP

Optional Bonuses

+100 Moonless Night (Attacker): (p. 95, AS, or p. 58, TO)

+100 Mud (Defender): At the beginning of each Movement Phase, Attacker rolls 1D6 per Defender ground Formation. On a 5–6, Attacker chooses one unit in Defender's Formation to be Bugged Down this turn (see p. 70, AS, or p. 62, TO).

OBJECTIVES

1. Ward (Attacker only). Damage (half armor or more) or force to withdraw at least half of Defender's units **[600]**

2. Spoil (Defender only). Damage (half armor or more) or force to withdraw at least half of Attacker's units. **[600]**



ONE KICK, TEN THOUSAND TIMES

SITUATION

Neucason, North Nanturo

Vega, Draconis Combine

13 August 3039

The noose has tightened, their allies have withdrawn, and there is nowhere left for the Third Davion Guards to fall back. The Second Dieron Regulars, having repulsed Davion attacks, are ready to put an end to the Commonwealth invasion of Vega.

GAME SETUP

Recommended Terrain: North Nanturo: City (Skyscraper) (North), City (Downtown) (South)

Attacker's home edge is the north edge; Defender's home edge is the south edge.

Attacker

Recommended Forces: Second Dieron Regulars

Attacker's force may be up to two-thirds (66%) of the player's total force (maximum of two companies).

Attacker deploys last, placing all forces within 4" of the south map edge.

Default Defender Formations: Battle, Fire, Striker

Defender

Recommended Forces: Third Davion Guards

Defender's force should be equal to Attacker's force.

Defender deploys first, placing all forces on the northern quarter of the map.

Default Attacker Formations: Striker, Fire, Battle

WARCHEST

Track Cost: 500 WP

Optional Bonuses

If any of the previous two tracks in this mini-campaign were played, the winner of a track (achieved highest amount of rewarded WP from that track) may choose one option below for free.

If this track is being played as a stand-alone scenario, the options may be chosen by the opposite side in return for a +100 WP Reward.

Artillery: Opposing player receives one Thumper Artillery (ARTT-1) attack per player Formation. The artillery salvos may be fired on turn 3 or later, using Skill 4 for the Artillery attack. No units are used, the artillery controlling player declares during the Combat Phase when they want to use one or more salvos, chooses a point of impact for an indirect artillery attack, and resolves the attack that phase.

Hidden Infantry (Defender): Defender receives one Foot Platoon (Rifle) per Attacker Formation, placed as Hidden Units.

DropShip! (Attacker): Attacker receives one *Union DropShip* per three Defender Formations (round up). On turn 3 or later, Attacker may place a DropShip providing a flight path across the map. The DropShip is placed at the end of the Movement Phase, after all other units have moved. It attacks that turn, and the next turn it leaves the map.

If other air units are in use, the DropShip enters the game as needed to be able to arrive on turn 3 or later. The DropShip must head straight to the ground map, make one turn of air-to-ground attacks, and then withdraw as quickly as possible off the map.

UNION 2708
TP: **DS** SZ: **2** THR: **3p** SKILL:

PV: 45

ARMOR

21

DAMAGE

2

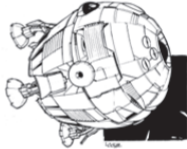
DAMAGE THRESHOLD

STRUCTURE

6

DAMAGE

CRITICAL HITS
CREW ○ ○ +2 Weapon To-Hit Each
ENGINE ○ ○ +2 Control Roll Each
FIRE CONTROL ○ ○ ○ -25%/-50%/-100% THR
KF BOOM ○ Cannot transport via JumpShip
DOCK COLLAR ○ DropShip only; cannot dock
THRUSTER ○ -1 Thrust (THR)
WEAPONS See Back



SPECIAL: AT2D2, CRW1,
CT74, MT12D4, LG, SPC

ALPHA STRIKE STATS

BATTLETECH™

UNION 2708

	STD	SCAP	MSL
NOSE ARC DAMAGE			
S (+0)	6	—	—
M (+2)	8	—	—
L (+4)	6	—	—
E (+6)	—	—	—
SPE			
CRIT	○○○○	○○○○	○○○○

	STD	SCAP	MSL
AFT ARC DAMAGE			
S (+0)	3	—	—
M (+2)	3	—	—
L (+4)	—	—	—
E (+6)	—	—	—
SPE	ENE		
CRIT	○○○○	○○○○	○○○○

	STD	SCAP	MSL
LEFT SIDE DAMAGE			
S (+0)	2	—	—
M (+2)	3	—	—
L (+4)	2	—	—
E (+6)	—	—	—
SPE			
CRIT	○○○○	○○○○	○○○○

	STD	SCAP	MSL
RIGHT SIDE DAMAGE			
S (+0)	2	—	—
M (+2)	3	—	—
L (+4)	2	—	—
E (+6)	—	—	—
SPE			
CRIT	○○○○	○○○○	○○○○

WEAPON CRITICALS Damage Value Reduced by 25% per hit. — Randomly determine an appropriate STD/SCAP/MSL column.

OBJECTIVES

1. Ward (Attacker only). Damage (half armor or more) or force to withdraw at least half of Defender's units. **[600]**

2. Spoil (Defender only). Damage (half armor or more) or force to withdraw at least half of Attacker's units. **[600]**

ANNEX

PERSONALITIES

MechWarrior Tempest Storm

Tempest is the feisty daughter of Irregulars founder Solomon Storm. She joined the Irregulars in 3026, serving in several battles alongside her father during the Fourth Succession War. In the 3039 attack on Vega, her father was cut off and surrounded by almost a company of BattleMechs. Solomon charged his attackers. By the time Tempest's lance arrived, her father had fallen.

This incident hardened Tempest into a deadly warrior. Even her commander is stunned by the level of violence Storm displays in combat. Rhonda has reprimanded her several times for excessive violence.

MECHWARRIOR TEMPEST STORM										PV: 28(40) 37(51)
Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials	
Centurion CN9-A (pre-3039)	2	BM	2	8"	1	2/2/1	0	5/4	AC1/1/-,IF1,REAR1/1/0	
Spartan SPT-N1 (3039+)	2	BM	3	10"	2	2/2/1	2	7/4	AMS,TAG	
Special Pilot Abilities: Demoralizer, Lucky (2)										
Available to: Snord's Irregulars										

Chu-sa Fengo Olesko

Olesko commands Third Battalion of the Fifth Amphigean Light Assault Group. Even amongst those veteran raiders, Olesko has a reputation for always being able to escape.

CHU-SA FENGO OLESKO										PV: 38(54) 52(72)
Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials	
Warhammer WHM-6K (Olesko) (till May 3039)	2	BM	3	8"	1	3/3/2	0	6/6	ENE,MHQ4	
Atlas AS7-D (June 3039 and after)	2	BM	4	6"	1	5/5/2	0	10/8	AC2/2/-,IF1,LRM1/1/1,REAR1/1/-	
Special Pilot Abilities: Float Like A Butterfly (2) (see below), Tactical Genius										
Available to: Fifth Amphigean Light Assault Group (till May 3039), Second Legion of Vega (June 3039 and after)										

Chu-i Isaac Deforest

Isaac Deforest's promising career was derailed by accusations of being a practicing Jew. The circumstantial evidence of his brother's faith was earned him a "provisional" transfer to the Legion of Vega just in time for the War of 3039. His exploits against the Lyrans got the charges dropped but Deforest was never transferred out of the Legion.

CHU-I ISAAC DEFOREST										PV: 35(42)
Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials	
Charger CGR-1A9	3	BM	4	8"j	1	3/4/2	0	5/6	IF1,LRM1/1/1	
Special Pilot Abilities: Jumping Jack, Range Master (Medium)										
Available to: Fourteenth Legion of Vega										

FLOAT LIKE A BUTTERFLY

Unit Type: Any

SP Cost: 1 to 4 points

For every point spent on purchasing this special pilot ability, this unit may force an opponent to reroll an attack with this unit as the target. This unit may force a reroll of the attack roll, or the critical hit effects roll. The second roll result stands, even if it fails or is worse than the first.

This special pilot ability may not be used to change the outcome of other roll types, such as the unit's own attack rolls, hull breach checks, Initiative, or Morale rolls.

Total Warfare: Float Like A Butterfly may be used to force a reroll of a Hit Location roll as well.

MechWarrior Victor Doth

Victor Doth was shot out of his *Banshee* during the withdrawal from Vega in the Fourth Succession War. Reassigned to a *Commando* since it was the only ride available. He constantly voiced his displeasure at being reduced to "an infantryman with armor" despite now having greater speed and firepower than in his *Banshee*. MechWarrior Doth made it habit of attacking assault 'Mechs in hopes of capturing a superior 'Mech believing it would help the unit on Vega, but he failed every time.

He lost his life in the War of 3039, fittingly enough, during the bitter fighting on Vega.

MECHWARRIOR VICTOR DOTH										PV: 38(46) 17(20)
Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials	
<i>Banshee</i> BNC-3E (prior to 3029)	3	BM	4	8"	1	2/2/2	0	8/8	ENE,MHQ4	
<i>Commando</i> COM-3A (3029-3039)	3	BM	1	12"	2	2/2/0	0	2/2	SRM1/1	
Special Pilot Abilities: Street Fighter, Dodge										
Available to: Third Lyran Guards										

MechWarrior Richard Timms

Richard Timms is the last heir of the famous Timms family. Suffering from incurable Bethold Syndrome, Timms had just a few years left to live. He sold his family lands to finance an extravagant lifestyle and to keep his *Vulcan* in perfect condition. But when a copy of the Helm Memory Core reached the NAIS, everything changed. Among the first technological wonders recovered was a cure for Bethold Syndrome. Given a new lease of life, Richard serves in the Third Davion Guards and has secured his legacy under House Davion.

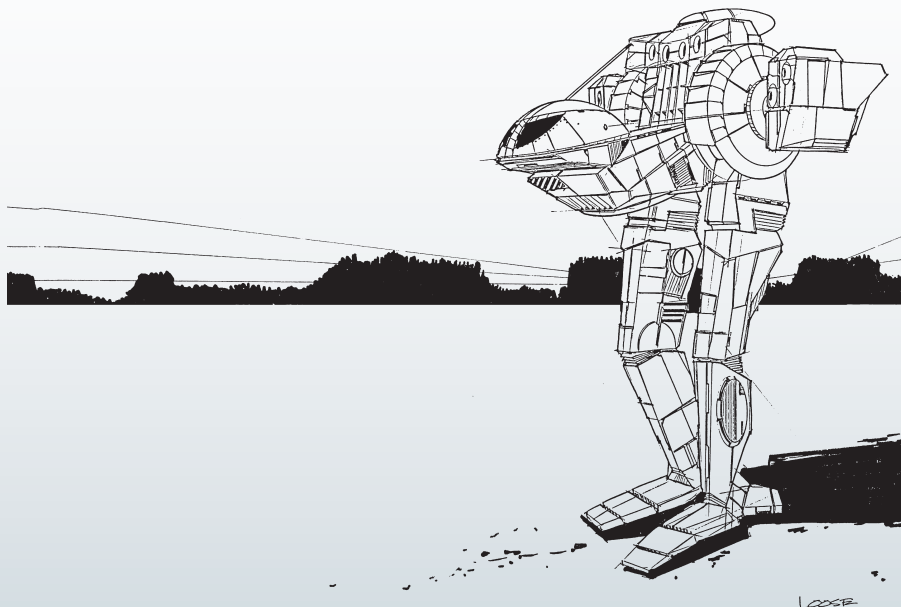
Timms has swapped the machine guns and medium laser on his *Vulcan* for additional flamers and a small laser.

MECHWARRIOR RICHARD TIMMS										PV: 21(25)
Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials	
<i>Vulcan</i> VL-2T (Timms)	3	BM	2	12"j	2	1/0*/0*	0	3/3	HT1	
Special Pilot Abilities: Marksman, Range Master (Long)										
Available to: Third Davion Guards										

Tai-i Miki Smith

Tai-i Miki Smith is a chatterbox outside her 'Mech, and a fearsome scrapper in it. She leads her lance in glove karate and kickboxing competitions, teaching them to strike quickly and often. They continue this tactic in the field, pushing their 'Mechs to the limit.

TAI-I MIKI SMITH										PV: 33(39)
Unit Type	Skill	TP	SZ	MV	TMM	S/M/L	OV	A/S	Specials	
<i>Jenner</i> JR7-F (Smith)	3	BM	1	14"	3	2/2/0	1	4/3	ENE	
Special Pilot Abilities: Hot Dog. Can assign two other units in the same Formation the Hot Dog SPA.										
Available to: Second Dieron Regulars										



CHAOS CAMPAIGN

There are two ways to play the Vega campaign, a single player force and opposing player forces. With a single player force, the campaign follows one force as it progresses through the campaign. You may still have multiple players, but only one force is the "player force". A Warchest, and spending points from the Warchest, is only done for the player force. Opposing forces are run by a gamemaster (GM), or by having players volunteer to play the opposing force for a Track.

In a multiple player force campaign, both sides are managed (have a Warchest and spend points from it to support their force). In a multiple player force campaign, the players may agree to have individual Tracks run as player force versus opposing force (non-player force, see single player force above), but these should be balanced so both player forces get the same number of Tracks against opposing forces. The emphasis of the campaign should be on the two player forces playing the same Tracks against each other. It is fine if all the Tracks include both player forces. All touchpoints should definitely include both player forces.

GAMEPLAY RULES

Forced Withdrawal

The Forced Withdrawal rules (see p. 258, *TW*, or p. 27, *AS*) are in effect for both sides in all Tracks unless stated otherwise.

Scanning

Any unit (except infantry) in a force may attempt a detailed scan on any turn that it ends its Movement phase within 6" (3 hexes) of an opposing unit or building (10"/5 hexes if the Attacker unit is equipped with any equipment with "probe" in the title or equipment description). Scanning is successful if the unit spends one (two in *TW*) complete turn within range of the target. The unit attempting the action may not fire any weapons or make physical attacks during the time it takes to complete a scan; units equipped with a probe ignore this limitation. Line of sight is not required.

Unit Availability

Once the campaign begins, forces are limited in what forces they may acquire. A force may purchase any unit on its own faction's availability list (or RAT) for the current era (Late Succession Wars). A force may also purchase any unit on its allied lists, for twice the SP cost. In addition, a force may acquire units via salvage (see p. 174, *CO*). In the Vega Campaign, unless a Track's Special Rules state otherwise, if both players meet the conditions for salvage, they may each only salvage their own units.

Opposing Force (OpFor) Generation

If playing with only one player force, you can use the following rules to generate an opposing force for each battle. Each track will have a list of Formations that can be used to build an OpFor for the Attacker or Defender. Use default Lances, from the respective *Combat Manual* (see p. 11 for FedCom or for Snord's Irregulars), up to PV allocation. If desired, the default Lances of another faction (and its respective *Combat Manual*) may be used, or general Mercenary default Lances from *Combat Manual: Mercenaries*. Add Lances in order they appear. If the OpFor is listed with an experience level in their *Combat Manual*, use the following to generate Skill levels for each unit. Roll 2D6. On a result of 2, increase the Skill rating by 2 (maximum of 6). On a result of 3-5, increase the Skill Rating by 1. On a 6-9, use the listed Skill level. On a 10-11, decrease the Skill rating by 1. On a 12, decrease the Skill Rating by 2 (minimum of 1). For a Veteran force, the Skill rating default is 3. If the first unit's roll is a 2, then you increase the 3 default Skill by 2, for a 5 Skill Rating (Green). If you reach the end of the list and still have PV to allocate, repeat from start of list.

The lists assume the Tracks focus on BattleMechs for OpFor. If you wish to add combined arms to the OpFor, use the following rules.

The first Formation is always a 'Mech formation.

For each Formation after the first, roll 1D6 to determine the unit type.

- 1-2 'Mech
- 3-4 Armor
- 5 Fighter
- 6 Infantry

'Mech: Use the standard lances as is from the Combat Manuals.

Armor: Use the same Formation Type as for a 'Mech formation. Armor Formation have the same unit for the entire Formation. The Formation Unit Assignment Table below lists which unit to use for each Formation Type, by faction, for Tracks on Vega in 3039.

Fighter: Use the Formation type as listed for 'Mechs and check the Formation Unit Assignment Table to determine what unit. Both Fighters in a Formation (Flight) will be the same unit. If a second (or third) Fighter Formation is created, the player may choose to add a second (or third) Formation of the same type as the first rather than the current 'Mech Formation Type, until the full Squadron (6 fighters) is created. If the first Fighter Formation is an Assault 'Mech Formation, which translates to a Strike Flight (2 fighters), the next time a Fighter Formation is rolled, the player can choose to ignore the current 'Mech Formation Type, and take another Strike Flight (2 fighters) instead. Once the full Strike Squadron is created, the player must take whatever the next Fighter Formation equivalent is if another Fighter Formation is rolled.

Infantry: Use the Formation Type as listed for 'Mechs and check the Formation Unit Assignment Table to determine what units to fill the Formation with. All units in an Infantry Formation will be the same unit.

FORMATION UNIT ASSIGNMENT TABLE—KURITA

Formation Type	Armor	Fighter Type	Fighter	Infantry
Assault	Saladin	Strike	Riever F-100B	Jump Platoon (Laser)
Battle	Tokugawa	Superiority	Slayer SL-15	Foot Platoon (Rifle)
Fire	Schrek	Fire Support	Shilone SL-17	Mechanized Thumper
Striker	Scimitar	Interceptor	Sholagar SL-21	Hover Platoon (Flamer)
Recon	Harasser	Strike	'Mechbuster	Motorized Platoon (Rifle)
Command	Behemoth	Superiority	Lucifer II LCF-R16K	Tracked Platoon (SRM)
Support	Partisan	Transport	Manazuru (Planetlifter)	Foot Platoon (SRM)

FORMATION UNIT ASSIGNMENT TABLE—STEINER/DAVION/MERCENARY

Formation Type	Armor	Fighter Type	Fighter	Infantry
Assault	Rommel	Strike	Stuka STU-K5	Jump Platoon (Laser)
Battle	Patton	Superiority	Corsair CSR-V12	Foot Platoon (Rifle)
Fire	Striker	Fire Support	Steinadler	Mechanized Thumper
Striker	Pegasus	Interceptor	Sparrowhawk SPR-H5	Hover Platoon (Flamer)
Recon	J. Edgar	Strike	Chippewa CHP-W5	Motorized Platoon (Rifle)
Command	Bulldog	Superiority	Stingray F-90S	Tracked Platoon (SRM)
Support	Condor	Transport	Planetlifter	Foot Platoon (SRM)

MISSIONS

The following Mission Tracks can be used at any time during the Vega campaign. There are no restrictions for using Missions, as they are designed to provide quick battles that can help a player rebuild their force, acquire more Warchest Points, and occupy stretches of game time between Tracks. If the player(s) want a longer campaign than the three Touchpoint tracks listed for each mini-campaign, they may add one or more Missions between each. Adding Missions should be at the agreement of both players. If the players do not agree on adding Missions, then go straight to the next Touchpoint.

Mapsheets or terrain for Missions should be rolled on the Vega Mapsheets Table (see p. 5) for the continent of the last Touchpoint (or North Nanturo if no Touchpoint has been played yet).

FLANK

GAME SETUP

Each player rolls 2D6, highest rolling player chooses whether to be Attacker or Defender. Attacker deploys up to one-third (33%) of their total force. Defender is 100% of the Attacker's deployed force. Defender designates one edge as the Defender's home edge; the opposite is Attacker's home edge.

Attacker

Attacker enters the battlefield via its home edge during the Movement Phase of Turn 2.

Default Attacker Formations: Striker, Pursuit, Recon

Defender

Defender enters the battlefield on Turn 1.

Default Defender Formations: Battle, Striker, Command/Fire Support

WARCHEST

Track Cost: 300

Optional Bonuses

+50 Treacherous Terrain (Attacker): Roll once on the General Terrain Table (see p. 69, TO) and apply the result to the battlefield.

OBJECTIVES

1. Turn the tide (Attacker only). Destroy/Cripple at least 75% of Defender's force. [150]

2. Crush (Attacker only). Destroy/Cripple 100% of Defender's force. [150]

3. Cut off retreat (Attacker only). The player must position at least one half of their available force within 6"/3 hexes of Defender's home edge for a minimum of 2 (4 for TW play) consecutive turns. They may move within this area, but if at any time less than half the player's force is within this area the turn count starts over. [150]

4. Turn the Tide (Defender only). Destroy/Cripple at least 50% of Attacker's force. [150]

5. Fall Back in Order (Defender only). After completing Turn the Tide, withdraw at least 50% of Defender's force off your home edge. [300]

PUSHBACK

GAME SETUP

Each player rolls 2D6, highest rolling player chooses whether to be Attacker or Defender and may use up to one-third (33%) of their total force. The opposing player receives 100% of the first player's deployed force. Defender chooses their home edge first. Attacker chooses one of the two edges perpendicular to Defender's home edge as Attacker's home edge.

Attacker

Attacker's force is divided in half. One half enters via Attacker's home edge, and the other half enters via the opposite edge.

Default Attacker Formations: Battle, Fire, Command/Striker

Defender

Defender sets up anywhere on the battlefield but must be at least 24" (12 hexes) away from its home edge. One unit must be designated as the force commander. The force commander must be selected from those units with Tactical Genius if any have that SPA (either on their own or from a Formation bonus).

Default Defender Formations: Striker, Command/Pursuit, Battle

WARCHEST

Track Cost: 400

Optional Bonuses

+150 Tangled Woods (Attacker): All (Light) Woods are considered Heavy Woods, and all Heavy Woods are considered Ultra-Heavy Woods (see p. 40, TO, or p. 70, AS). If there are less than eight 2" diameter areas, contiguous or separate, (8 hexes) of Woods on the battlefield, this option cannot be selected.

+100 Cover Fire: The opposing player has 6 rounds of artillery smoke land in Turn 1. Each round is treated as a standard Artillery attack. The 6" area of effect (TW: target hex and all adjacent hexes) are filled with Light Smoke (see p. 47, TO, or p. 101, AS).

OBJECTIVES

1. Gutted (Attacker only). Cripple/Destroy at least 75% of Defender's forces. [200]

2. Crush (Attacker only). Destroy/Cripple 100% of Defender's force. [400]

3. Cut off the head (Attacker only). Destroy/Cripple Defender's commander unit. [150]

4. Hold the Ground (Defender only). At least 50% of Defender's forces survive to turn 6 (turn 8 for TW). [200]

5. Make them Hurt (Defender only). Cripple/Destroy at least 75% of Attacker's forces. [400]

6. Lead Them to Victory (Defender only). Complete the other two Defender Objectives *and* ensure commander survives. [150]

RECON

GAME SETUP

Each player rolls 2D6, highest rolling player chooses whether to be Attacker or Defender and deploys up to one-quarter (25%) of their total force. The opposing player receives 100% of the first player's deployed force. Attacker chooses their home edge first. Defender may choose any of the four edges as their home edge.

Attacker

Attacker's force enters from their home edge at the start of the track.

Default Attacker Formations: Recon, Striker, Pursuit

Defender

No more than 75% of Defender's force is set up anywhere on the battlefield. The remainder of Defender's force is set up as Hidden Units (see p. 259, TW, or p. 102, AS).

Default Defender Formations: Recon, Striker, Fire

WARCHEST

Track Cost: 200

Optional Bonuses

+50 Complicated Weather: Roll once on the Vega Weather Table (see p. 5) and apply the result to the battlefield.

+50 Treacherous Terrain: Roll once on the Vega Terrain Table (see p. 5) and apply the result to the battlefield.

OBJECTIVES

1. Identify the Opposition (Attacker only). Successfully scan at least half of Defender's force. [100]

2. Preemptive Strike (Attacker only). Destroy/Cripple at least 25% of Defender's force. [100]

3. Escape! (Attacker only). At least half of Attacker's force must survive and exit their home edge after 8 turns. [100]

4. Clean Up (Defender only). Defender receives the Reward for each Attacker Objective not completed by Attacker.

SPECIAL RULES

The following rules are in effect for this track:

Salvage

Using salvage for Unit Availability (p. 27) applies to Attacker only if the Preemptive strike objective is achieved. Otherwise only Defender receives Salvage.

STRIKE

GAME SETUP

Each player rolls 2D6, highest rolling player chooses whether to be Attacker or Defender and deploys up to one-third (33%) of their total force. The opposing player receives 100% of the first player's deployed force. Defender chooses their home edge first. Attacker's home edge is on the opposite side.

Defender will place/designate 4 Medium buildings (any height) near the center of the battlefield.

Attacker

Attacker enters half of their force from their home edge at the start of the track. The remainder of the force enters from an edge perpendicular to the home edge during the Movement Phase of Turn 1D6+1; this result is rolled before the beginning of the track and is kept secret from Defender. Attacker secretly designates one unit as Commander for this Mission.

Default Attacker Formations: Command/Recon, Striker, Pursuit

Defender

Defender places their entire force anywhere on the battlefield. At least 25% must be within 3 hexes of the designated buildings. Secretly designate one of these buildings as headquarters before the start of the track.

Default Defender Formations: Command/Fire Support, Striker, Battle

WARCHEST

Track cost: 200

Optional Bonuses

+75 They're Shooting Back (Attacker): Each building is a Fortress (see p. 115, TO, see AS stats below) equipped with a

weapons turret. The turret is equipped with an Autocannon/10 and 2 Medium Lasers. The Skill (Gunnery) of the buildings is 5.

FORTRESS (4" TALL)


TP: Bldg SZ: 1 TMM: 0 MV: 0 Immobile
ROLE: Sniper SKILL: 5

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

OV: | HEAT SCALE 1 2 3 S

CF: ○○○○○○
○○○○○○

SPECIAL: AC1/1/-, TUR (2/2/0, AC/1/1/-)



PV: N/A

Damage Absorption: 8/4
Collapse Damage: 4

ALPHA STRIKE STATS

BATTLETECH

+75 Inspired Opponent (Defender): The Attacker Receives a -1 to-hit modifier to all weapon attacks.

OBJECTIVES

1. Identify and Destroy (Attacker only). Locate (using Scanning, p. 27) and destroy the headquarters building. [200]

2. Rough up the Place (Attacker only). Destroy/Cripple 50% of Defender's force. [400]

3. Seek and destroy! (Defender only). Destroy/Cripple the Commander. [200]

4. Rough up the Place (Defender only). Destroy/Cripple 50% of Attacker's force. [400]

SUPPLY

GAME SETUP

Each player rolls 2D6, highest rolling player chooses whether to be Attacker or Defender, both of which deploy up to one-third (33%) of their total force to start the Track (see *Attacker*, below). Defender designates one edge as their home edge. Attacker then chooses two of the other three edges to enter from, designating one as their home edge. Defender will place/designate 6 Medium buildings (any height) near the center of the battlefield.

Attacker

Attacker selects 50% of its force for this track to enter from one of the two selected edges at the beginning of the game. The remaining 25% of Attacker's force enters from the other edge during the Movement Phase of Turn 6, as long as at least one Attacking unit remains operational on the battlefield.

Default Attacker Formations: Recon, Striker, Battle

Defender

The Defender begins the track with all units in the playing area. At least half of Defender's force must be within 12" (6 hexes) of the designated buildings.

Before the start of the track, Defender secretly designates 2 of the 6 buildings as the supply warehouses.

Default Defender Formations: Command/Support, Striker, Fire

WARCHEST

Track Cost: 200

Optional Bonuses

+75 Timing: Roll once on the Vega Lighting Table (see p. 5) and apply the result to the battlefield.

OBJECTIVES

1. Search Objective (Attacker only). Determine which 2 buildings contain supplies (see *Scanning* p. 27). [100]

2. Resist! (Attacker only). At least half of Attacker's force must survive ten turns of combat and be present at the end of the Mission. [100]

3. Scratch the paint (Attacker only). Destroy/Cripple 25% of Defender's force. [100]

4. Brush Them Off (Defender only). Destroy/withdraw 25% of Attacker's force. [100]

5. Push Them Back (Defender only). Destroy/withdraw 50% of Attacker's force. [100, cumulative with Brush Them Off]

SPECIAL RULES

The following rules are in effect for this track:

Limited Time

This Mission ends when Turn 10 is complete. Any remaining Attacker units are considered to withdraw safely.

Salvage

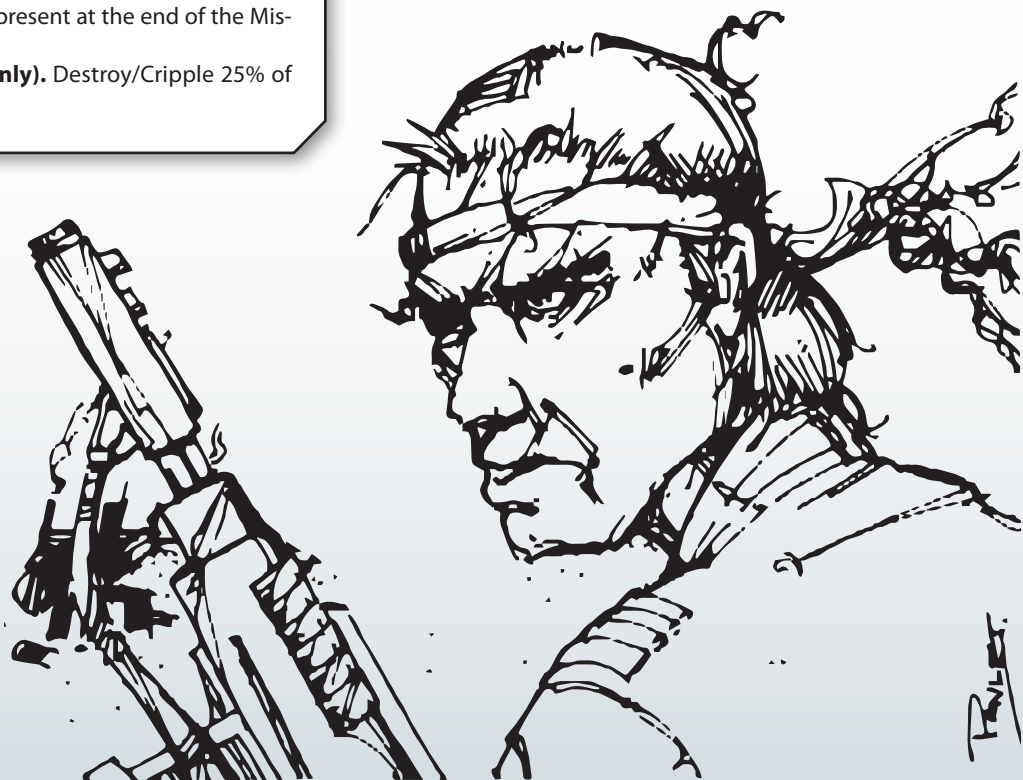
The Salvage rule (p. 174, CO) is in effect for Attacker only if all three Attacker objectives are reached. In addition, Attacker receives supplies from the supply buildings. If Attacker does not fulfill all three Attacker objectives, Defender may use the Salvage rule and is awarded the supplies.

Supplies

Roll 1D6 for each supply building and use the following table to determine the building's contents.

1d6 Result	SPs*
1	5%
2	10%
3	10%
4	10%
5	15%
6	20%

*Convert the total amount of WP achieved by the player into SP and then determine the percentage rolled. The player is awarded the result.



INVASION APRIL-JUNE 3039



COUNTER INVASION JULY-AUGUST 3039



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Jenner JR7-F (Smith)

Movement Points:

Walking: 7
Running: 11
Jumping: 0

Tonnage: 35

Tech Base: Inner Sphere
Rules Level: Introductory

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

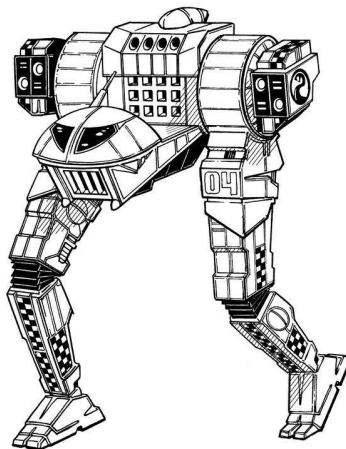
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Weapons & Equipment Inventory

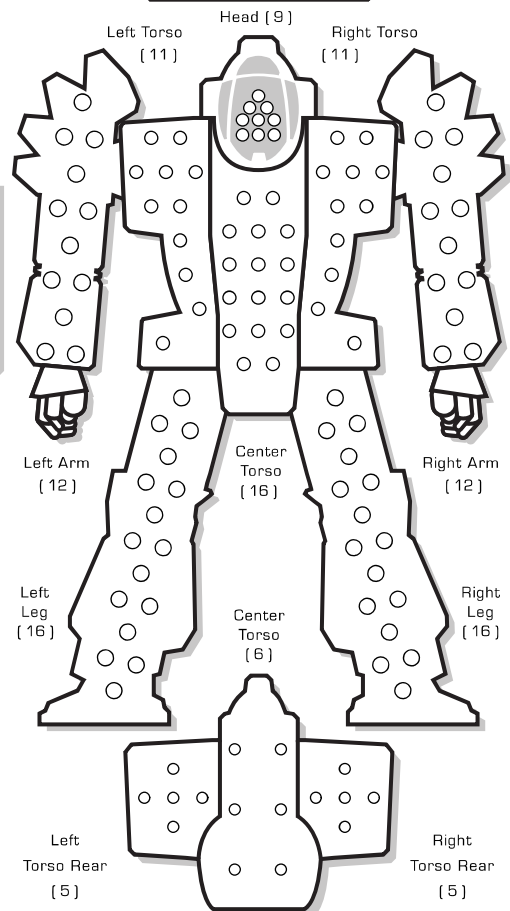
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
2	Medium Laser	LA	3	5 [DE]	—	3	6	9

(hexes)

BV: 1,070



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Medium Laser
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heat Sink
- Roll Again

4-6

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Medium Laser
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

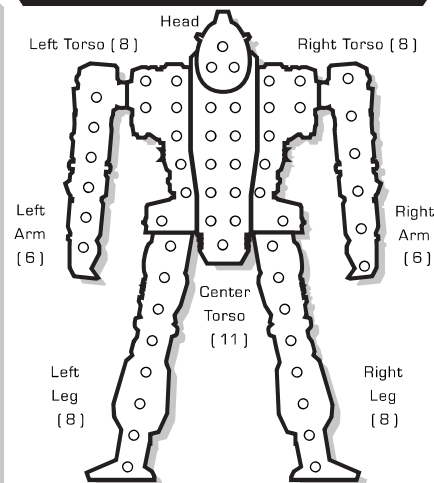
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

INTERNAL STRUCTURE DIAGRAM



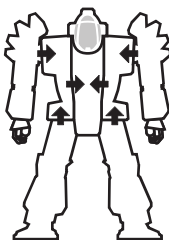
HEAT DATA

Heat Level*	Effects	Heat Sinks
30	Shutdown	10
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0



Damage Transfer Diagram

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Panther PNT-9ALAG

Movement Points:

Walking: 5
Running: 8
Jumping: 0

Tonnage: 35

Tech Base: Inner Sphere
Rules Level: Introductory

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	CT	3	2/Msl [M,C,S]	—	3	6	9
1	PPC	RA	10	10 [DE]	—	3	6	12 18

Ammo: [SRM 4] 25

BV: 804

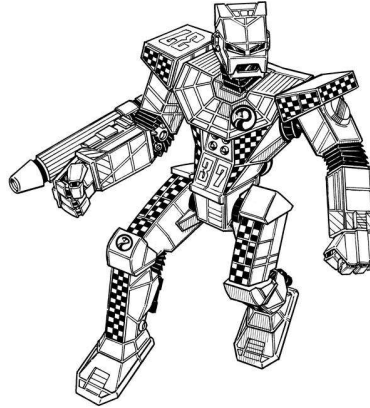


WARRIOR DATA

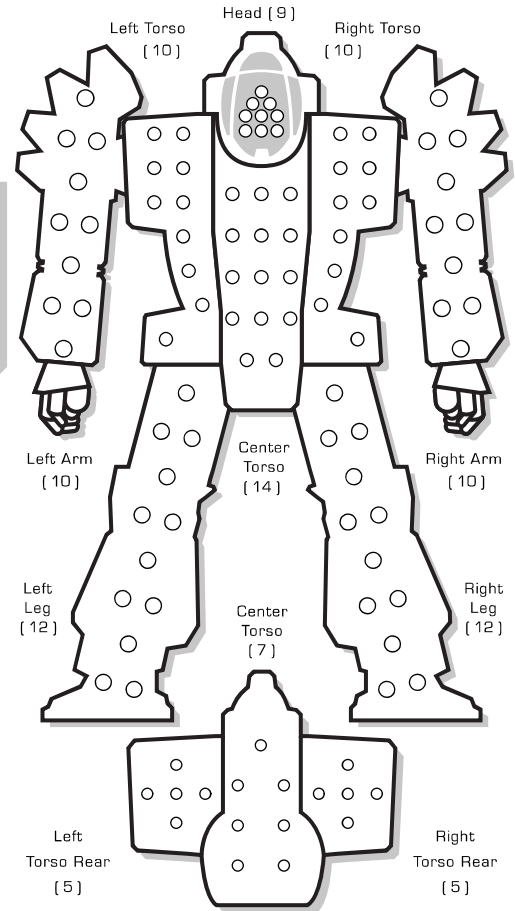
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Heat Sink
- Heat Sink
- Ammo (SRM 4) 25
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- SRM 4
- Roll Again

4-6

Engine Hits ○○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- PPC
- PPC

1-3

- PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Roll Again
- Roll Again

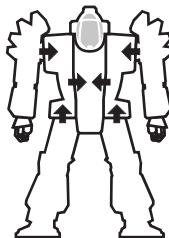
1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

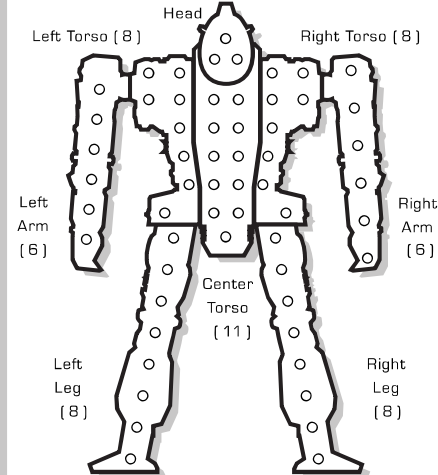
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level*	Effects	Heat Sinks
30*	Shutdown	13
29	Ammo Exp. avoid on 8+	12
28*	Shutdown, avoid on 10+	11
27	-5 Movement Points	10*
26*	+4 Modifier to Fire	9
25*	Ammo Exp. avoid on 6+	8*
24*	Shutdown, avoid on 8+	7
23*	-4 Movement Points	6
22*	Ammo Exp. avoid on 4+	5*
21	Shutdown, avoid on 6+	4
20*	+3 Modifier to Fire	3
19*	-3 Movement Points	2
18*	Shutdown, avoid on 4+	1
17*	+2 Modifier to Fire	0
16	-2 Movement Points	
15*	+1 Modifier to Fire	
14*	-1 Movement Points	
13*		
12		
11		
10*		
9		
8*		
7		
6		
5*		
4		
3		
2		
1		
0		

HEAT DATA

Heat Level*	Effects	Heat Sinks
30	Shutdown	13
28	Ammo Exp. avoid on 8+	12
26	Shutdown, avoid on 10+	11
25	-5 Movement Points	10*
24	+4 Modifier to Fire	9
23	Ammo Exp. avoid on 6+	8*
22	Shutdown, avoid on 8+	7
20	-4 Movement Points	6
19	Ammo Exp. avoid on 4+	5*
18	Shutdown, avoid on 6+	4
17	+3 Modifier to Fire	3
15	-3 Movement Points	2
14	Shutdown, avoid on 4+	1
13	+2 Modifier to Fire	0
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Vulcan VL-2T (Timms)

Movement Points:

Walking: 6
Running: 9
Jumping: 6

Tonnage: 40

Tech Base: Inner Sphere
Rules Level: Introductory

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AC/2	RT	1	2 [DB,S]	4	8	16	24
1	Small Laser	LT	1	3 [DE]	—	1	2	3
1	Flamer	LT	3	2 [DE,H,AI]	—	1	2	3
1	Flamer	RA	3	2 [DE,H,AI]	—	1	2	3
1	Flamer	LA	3	2 [DE,H,AI]	—	1	2	3

Ammo: [AC/2] 45

BV: 603

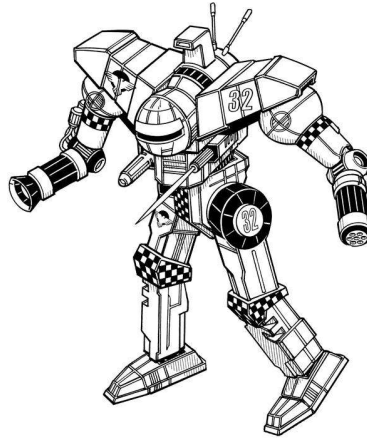


WARRIOR DATA

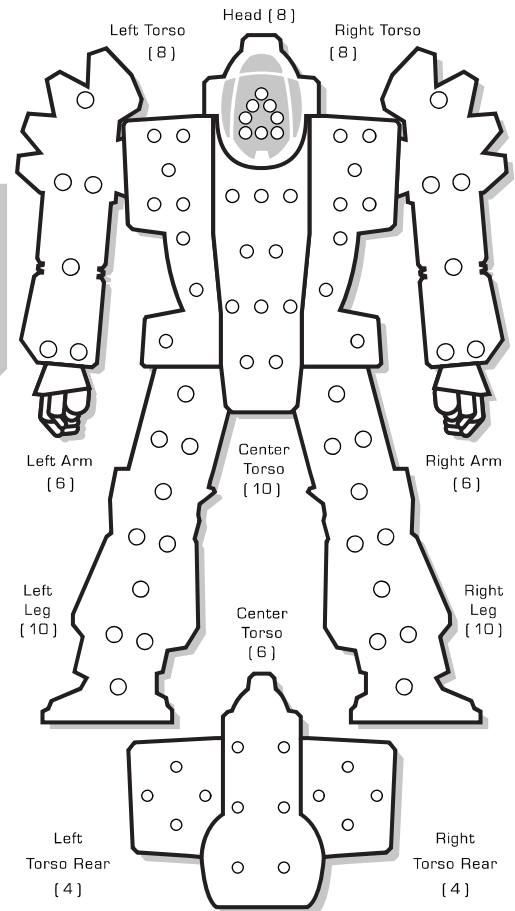
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Flamer
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Jump Jet
- Jump Jet
- Small Laser
- Flamer
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Jump Jet

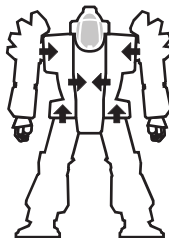
4-6

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Flamer
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Heat Sink
- Jump Jet
- Jump Jet
- AC/2
- Ammo [AC/2] 45
- Roll Again

1-3

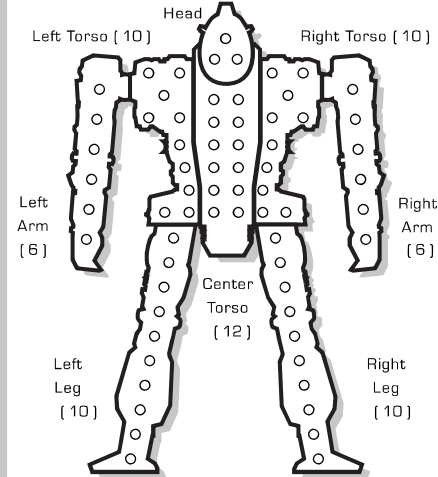
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks
30	Shutdown	10
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Level
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Warhammer WHM-6K (Olesko)

Movement Points:

Walking: 4
Running: 6
Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere
Rules Level: Standard

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	CommsGear:4t	RT	—	[E]	—	—	—	—
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	PPC	RA	10	10 [DE]	3	6	12	18
1	PPC	LA	10	10 [DE]	3	6	12	18

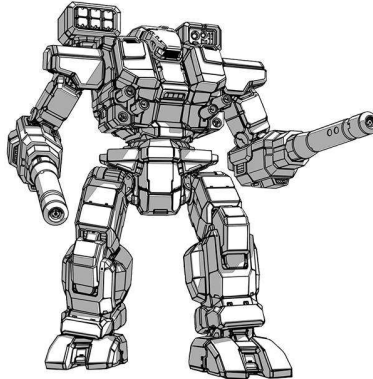
(hexes)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

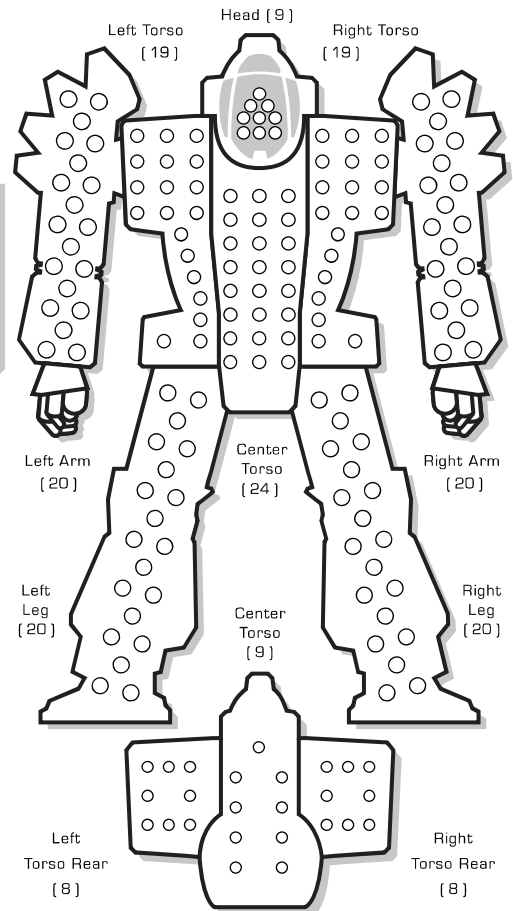
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



BV: 1,338



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- PPC
- PPC
- PPC

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Medium Laser
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heat Sink
- Heat Sink

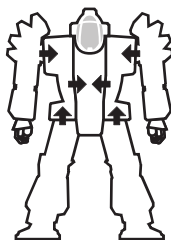
4-6

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- PPC
- PPC
- PPC

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Medium Laser
- CommsGear:4t
- CommsGear:4t
- CommsGear:4t
- CommsGear:4t
- Roll Again

1-3

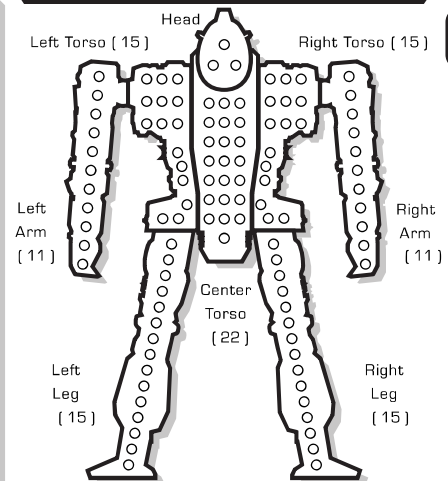
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks
30	Shutdown	20
28	Ammo Exp. avoid on 8+	○○
26	Shutdown, avoid on 10+	○○
25	-5 Movement Points	○○
24	+4 Modifier to Fire	○○
23	Ammo Exp. avoid on 6+	○○
22	Shutdown, avoid on 8+	○○
20	-4 Movement Points	○○
19	Ammo Exp. avoid on 4+	○○
18	Shutdown, avoid on 6+	○○
17	+3 Modifier to Fire	○○
15	-3 Movement Points	○○
14	Shutdown, avoid on 4+	○○
13	+2 Modifier to Fire	○○
10	-2 Movement Points	○○
8	+1 Modifier to Fire	○○
5	-1 Movement Points	○○

JR7-F (Smith)

JENNER

PV: 40

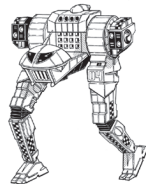
TP: **BM** SZ: **1** TMM: **3** MV: **14"**
ROLE: **Striker** SKILL: **3**

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

OV: **1** | HEAT SCALE **1 2 3 S**

A: ○○○○
S: ●●●

SPECIAL: ENE, Hot Dog, Assign two other units in the same Formation the Hot Dog SPA.



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ALPHA STRIKE STATS

BATTLETECH

PNT-9ALAG

PANTHER

PV: 22

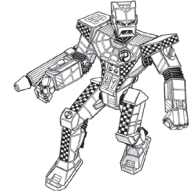
TP: **BM** SZ: **1** TMM: **2** MV: **10"**
ROLE: **Skirmisher** SKILL:

DAMAGE S (+0) M (+2) L (+4)
2 2 1

OV: **0** | HEAT SCALE **1 2 3 S**

A: ○○○○
S: ●●●

SPECIAL: ENE, Hot Dog, Assign two other units in the same Formation the Hot Dog SPA.



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ALPHA STRIKE STATS

BATTLETECH

VL-2T (Timms)

VULCAN

PV: 25

TP: **BM** SZ: **2** TMM: **2** MV: **12"**
ROLE: **Scout** SKILL: **3**

DAMAGE S (+0) M (+2) L (+4)
1 0* 0*

OV: **0** | HEAT SCALE **1 2 3 S**

A: ○○○○
S: ●●●

SPECIAL: HT1, Marksman, Range Master (Long)



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ALPHA STRIKE STATS

BATTLETECH

WHM-6K (Olesko)

WARHAMMER

PV: 54

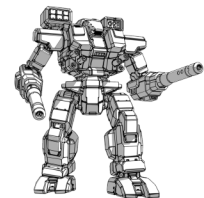
TP: **BM** SZ: **3** TMM: **1** MV: **8"**
ROLE: **Brawler** SKILL: **2**

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

OV: **0** | HEAT SCALE **1 2 3 S**

A: ○○○○○○
S: ●●●●●●

SPECIAL: ENE, MHQ4, Float Like A Butterfly (2), Tactical Genius



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ALPHA STRIKE STATS

BATTLETECH

