All alone in the dust

By Ben Rome

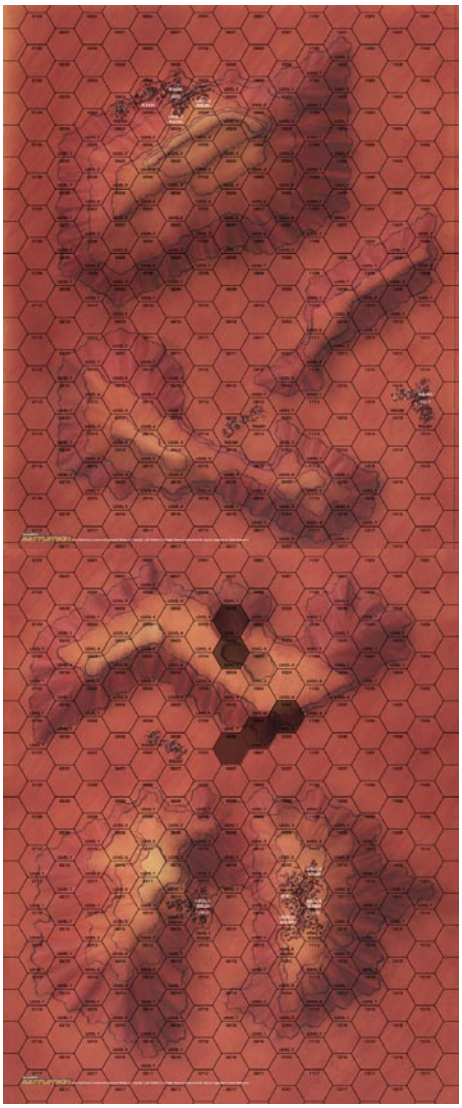
Sinclair throttled the Bushwacker *into a run, keeping part of his attention on the HUD and the red icon which showed a* Firefly *closing on his position. A light 'Mech and an older Clan design, the* Firefly's *trio of medium lasers still demanded a modicum of respect. He would smash it from range, and then move on toward rendezvous.*

The comm system crackled to life with an abnormally loud burst of static. "Leave it? ...hauling explosives...Commander." A long pause. "Aff...bridge."

He'd set his system to scan known Clan civilian frequencies, though the receiver was having difficulty pulling in more than a broken signal. Thomas Sorenson had apparently picked it up as well.

"Lieutenant, did you receive? Laborer caste frequencies, but something about explosive charges? Watch your step."

Situation



Grid 45-E, Nav Point Baker
N'Greve Desert
Tranquil
Clan Space
Spring, 3060

The Damocles Commando One strike force has made planet fall on the Smoke Jaguar hideout of Tranquil. Scattered across the drop area due to damage inflicted on the *Blackhammer* from a surprise attack, the Star League force is attempting to regroup after the orbital disaster. While doing an initial recon of the area, Lieutenant Sinclair has stumbled across a Jaguar communications base and its defenders, an ad-hoc command of Jaguar warriors. Lt. Sinclair must destroy the small communications tower before the enemy units can inform Jaguar Command of his presence—and that of his valuable Mobile Field Bases, which are hidden nearby. He stands alone against the Clan defenders as his fellow pilots attempt to regroup.

Game Set-Up

Lay out the *BattleTech* maps as shown. Use both Desert Mountain maps from *BattleTech Map Set 3*, or *Classic BattleTech Map Set Compilation 1*.

The Jaguar communications facility occupies hexes 0802 and 0803 on the Desert Mountain #2 map and each building has a CF of 30. Additionally, there is a ramp connecting 0806, 0906, and 1005 on the Desert Mountain #2 map. The ramp may only be entered from 0806 and 1005 and has a CF of 60. Each hex of the ramp costs 2 MP for movement purposes.

Underneath the ramp in hex 1005 is a retaining wall. The wall has a CF of 20 and if destroyed, causes a rock slide that reduces hex 1005 to an elevation of Level 3. Any unit on the wall when it is destroyed must make a PSR with a +4 penalty to remain standing. A failure results in the unit taking damage for a one level fall as per the *Falling Damage to a BattleMech* rules (see p. 25, *BMR*) and the unit begins the next turn in the prone position. The wall cannot be destroyed if the ramp still exists.

ATTACKER

The attacker is Lt. Connor Sinclair of Damocles Commando One in his *Bushwacker*.
The *Bushwacker* begins the game with only half a ton of LRM ammunition.

Damocles Commando One

BSW-X1 *Bushwacker* (Lt. Connor Sinclair; Gunnery 2, Piloting 2)

DEFENDER

The defender consists of remnants of Clan Smoke Jaguar defending the Tranquil communications facility; these warriors have recently returned from the Inner Sphere, fielding captured Inner Sphere designs.

Ad-hoc Smoke Jaguar Command

FFL-4B *Firefly*
(MechWarrior Tristan; Gunnery 4, Piloting 5)
FFL-4B *Firefly*
(MechWarrior Isolde; Gunnery 3, Piloting 4)
OW-1C *Owens*
(MechWarrior Marjorie; Gunnery 4, Piloting 4)
Flatbed Truck (no driver)

Attacker Deployment

The attacker enters anywhere along the south edge of the Desert Mountain #2 map during the Movement Phase of turn 1.

Defender Deployment

The defender places all of its units before play begins. One *Firefly* begins in hex 0502 on the Desert Mountain #2 map, another begins anywhere on the lower half of the Desert Mountain #2 map, and the *Owens* begins in hex 0311 on the Desert Mountain #1 map. The flatbed truck is positioned on the ramp at hex 0906 on the Desert Mountain #2 map and is considered to be immobile.

VICTORY CONDITIONS

The scenario ends if the attacker is able to either destroy the communications facility or destroy all three of the defender's 'Mechs, or if the attacker is destroyed. There are no partial victories for this scenario; it is an all-or-nothing battle.

The attacker wins if it destroys the communications facility or all of the defending 'Mechs.

The defender wins if the attacker is destroyed.

SPECIAL RULES

The following special rules apply during this scenario.

Flatbed truck

The flatbed truck is wired to detonate on command from MechWarrior Isolde's cockpit. When detonated, the explosion does 30 points of damage to any unit in a one-hex radius, assigned in 5 point clusters to the Front/Back column of the BattleMech Hit Location Table.

If detonated on the ramp, the explosion undercuts the ramp supports and destroys the entire ramp. The truck automatically detonates if destroyed by weapons fire.

MechWarrior Isolde will detonate the truck if the attacker comes within 3 hexes of the ramp (determined by the position of the attacker at the end of the Movement Phase). She may also detonate the truck at any time.

Turrets

There are two retractable turrets located next to the ramp in hexes 0805 and 0905 on the Desert Mountain #2 map. Each turret contains a Clan Ultra Autocannon 2 with 30 rounds of ammunition. The turrets begin the scenario in the 'down' position and only 'pop up' when the attacker approaches within 6 hexes or less of the turret (determined by the attacker's position at the end of the Movement Phase). Once in the 'up' position, the turrets may fire in a 360 degree arc and have a gunnery skill of '5'.

Each turret has a CF of 10 and is considered inoperable once the CF is met or exceeded.

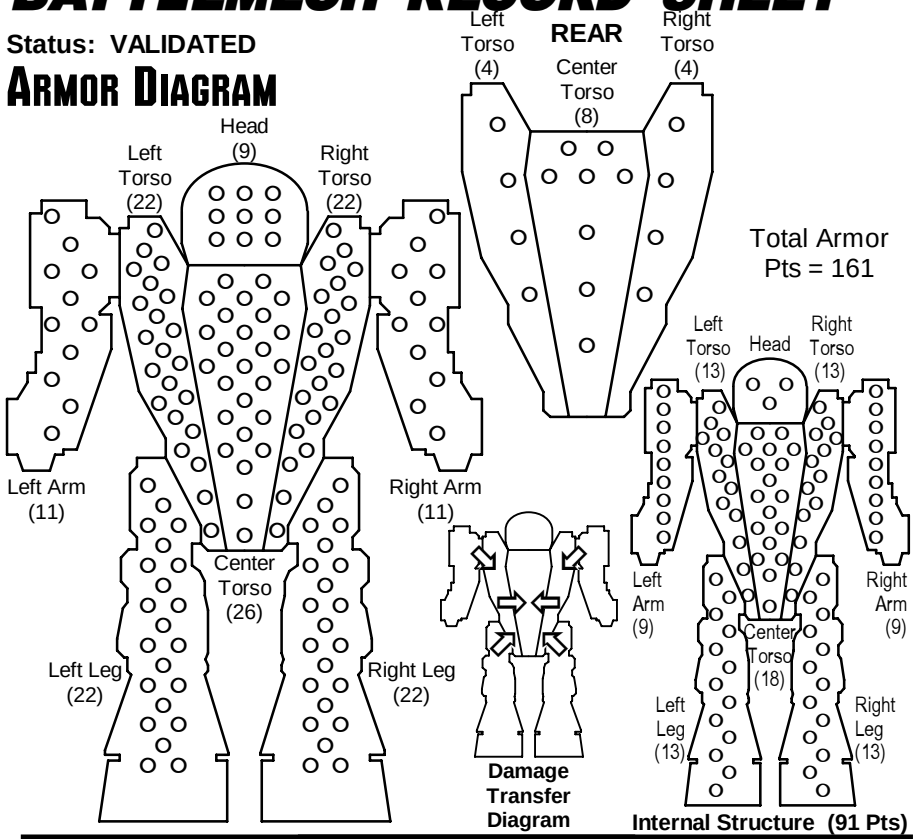
Honor Level

The Clan players are fighting with Level 2 Honor Rules in effect. No defending unit may fire upon the attacker if another defending unit is already engaged.

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Bushwacker BSW-X1
Mass: 55 tons

Movement Points:		Tech, Config. & Level:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	0	Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10	-	5	10	15
1	LRM 5	LA	2	1/hit	6	7	14	21
1	ER Large Laser	CT	12	8	-	7	14	19
1	Machine Gun	RT	0	2	-	1	2	3
1	Machine Gun	LT	0	2	-	1	2	3
1	LRM 5	LT	2	1/hit	6	7	14	21

Ammo Type:	Rounds:	BV:
Autocannon/10	10	21
LRM 5	24	8
Machine Gun	100	1

Total Heat Sinks: 11 Double (22)
OOOOOOOOOO O

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (19)

WARRIOR DATA

Name: Lt. Connor Sinclair
Gunnery Skill: 2 **Piloting Skill:** 2

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

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. LRM 5
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Ammo (LRM 5) 24
5. Machine Gun
6. LRM 5

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. CASE

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Ferro-Fibrous*
6. *Roll Again*

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Roll Again*
5. Sensors
6. Life Support

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. ER Large Laser
6. ER Large Laser

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Battle Value: **1,073**
BV for 2 / 2: **1,663**
Weapon Value: **1,185 / 1,185**
Cost, C-Bills: **9,807,366**

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Ammo (AC/10) 10
5. Machine Gun
6. Ammo (MG) 100

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. CASE

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Ferro-Fibrous*
6. *Roll Again*

HEAT SCALE

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

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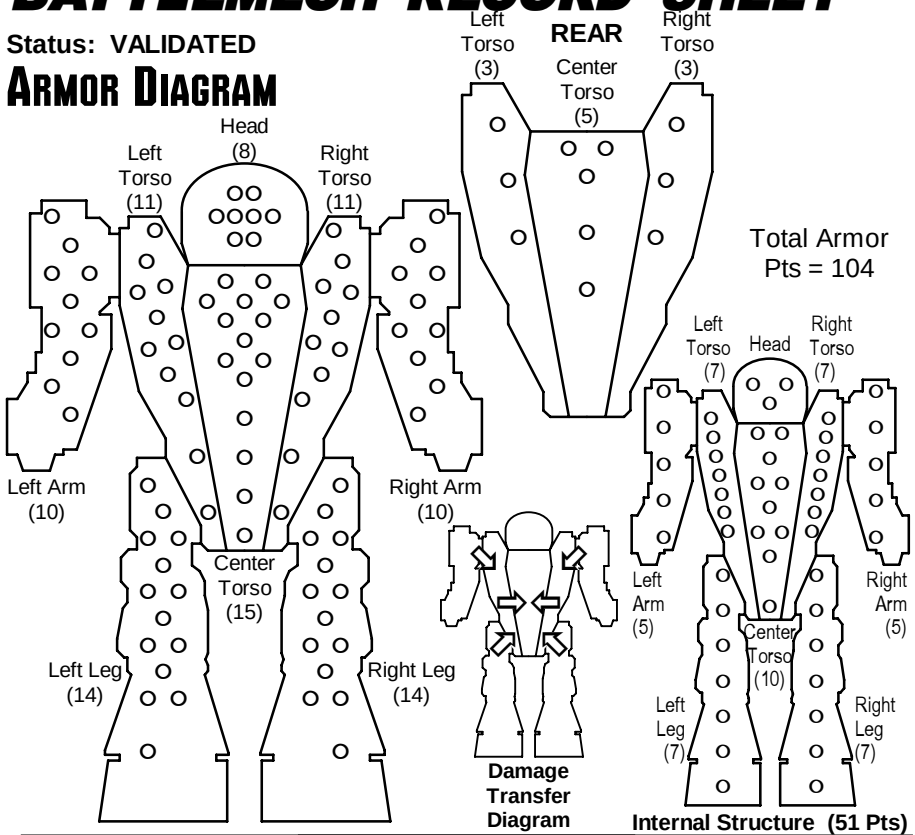
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Firefly FFL-4B
Mass: 30 tons

Movement Points:		Tech, Config. & Level:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	4	Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	LRM 5	RT	2	1/hit	6	7	14	21
1	Anti-Missile System	LA	1	1d6	-	-	-	-

Ammo Type:	Rounds:	BV:
LRM 5	24	11
Anti-Missile System	12	14

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (12)

WARRIOR DATA

Name: MechWarrior Tristan
Gunnery Skill: 4 **Piloting Skill:** 5

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

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Anti-Missile System
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. Single Heat Sink
2. Single Heat Sink
3. Medium Laser
4. Ammo (LRM 5) 24
5. Ammo (AMS) 12
6. CASE

1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Roll Again*
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. *Roll Again*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Battle Value: **716**
Weapon Value: **341 / 341**
Cost, C-Bills: **2,342,600**

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. Single Heat Sink
2. Single Heat Sink
3. Medium Laser
4. LRM 5
5. *Roll Again*
6. *Roll Again*

1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

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

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BATTLETECH®
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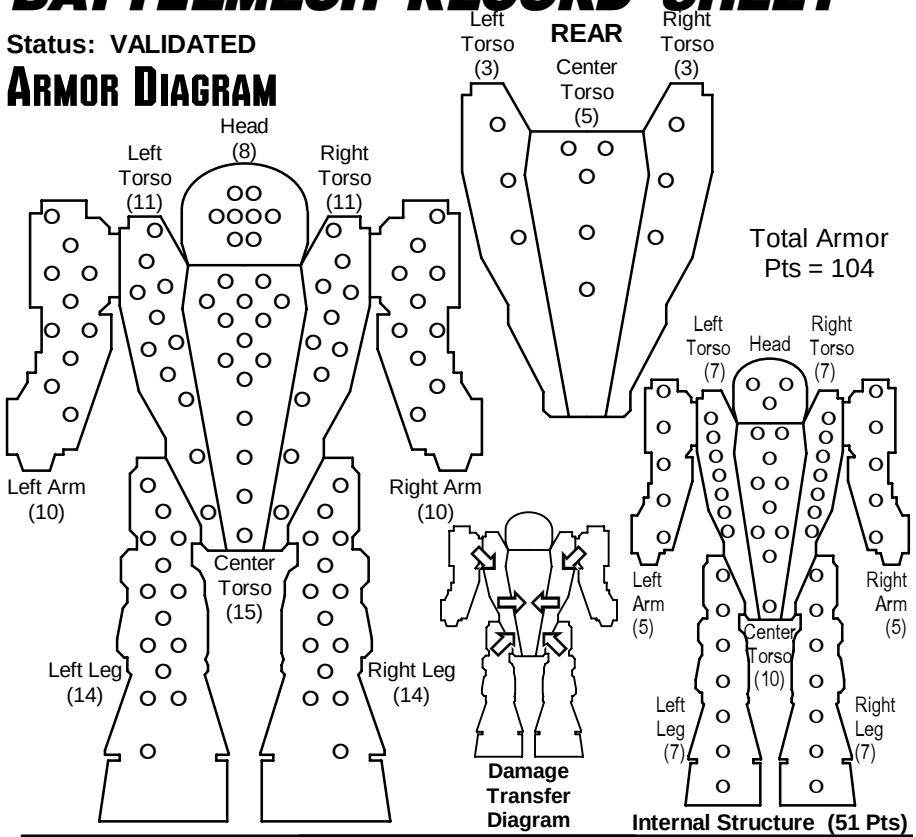
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Firefly FFL-4B
Mass: 30 tons

Movement Points:		Tech, Config. & Level:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	4	Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	LRM 5	RT	2	1/hit	6	7	14	21
1	Anti-Missile System	LA	1	1d6	-	-	-	-

Ammo Type:	Rounds:	BV:
LRM 5	24	11
Anti-Missile System	12	14

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (12)

WARRIOR DATA

Name: MechWarrior Isolde
Gunnery Skill: 3 **Piloting Skill:** 4

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

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Anti-Missile System
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. Single Heat Sink
2. Single Heat Sink
3. Medium Laser
4. Ammo (LRM 5) 24
5. Ammo (AMS) 12
6. CASE

1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Roll Again*
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. *Roll Again*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Battle Value: **716**
BV for 3 / 4: **895**
Weapon Value: **341 / 341**
Cost, C-Bills: **2,342,600**

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. Single Heat Sink
2. Single Heat Sink
3. Medium Laser
4. LRM 5
5. *Roll Again*
6. *Roll Again*

1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
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1	
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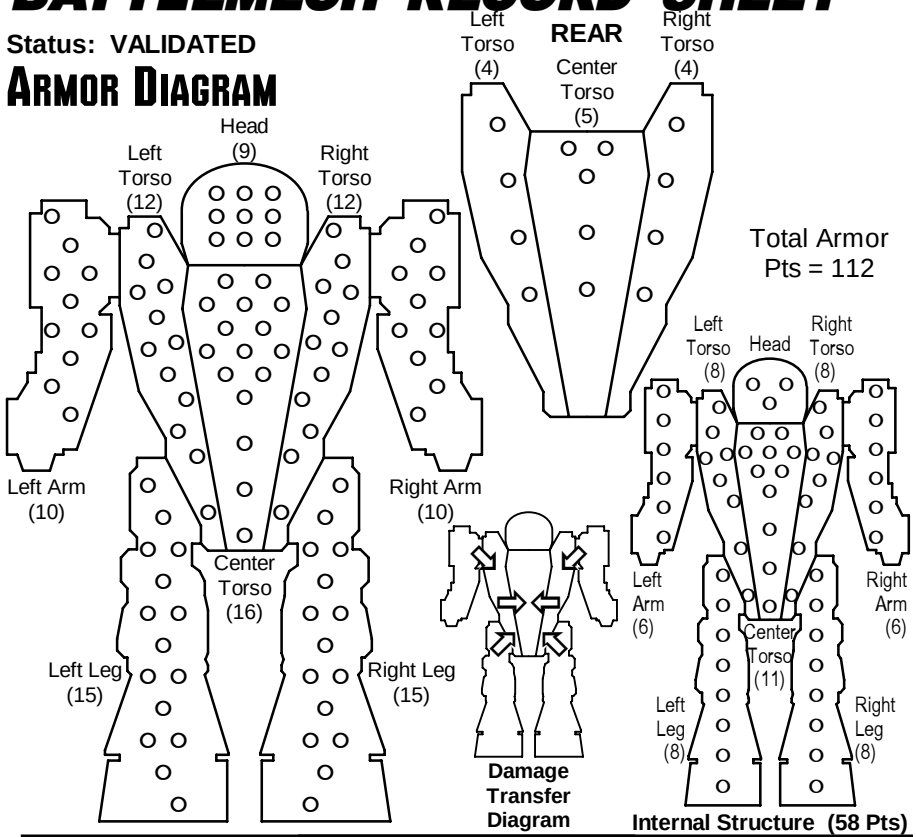
Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Owens OW-1C
Mass: 35 tons

Movement Points:	Tech, Config. & Level:
Walking: 8	Inner Sphere
Running: 12	Biped OmniMech
Jumping: 0	Level 2 / 3058

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	RT	0	*	-	5	9	15
1	C³ Slave Unit	RT	0	-	-	-	-	-
1	Beagle Active Probe	LT	0	-	-	-	-	4
1	Large Laser	LA	8	8	-	5	10	15
2	Medium Laser	RA	3	5	-	3	6	9

Total Heat Sinks: 10 Single
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (14)

WARRIOR DATA

Name: MechWarrior Marjorie

Gunnery Skill: 4 **Piloting Skill:** 4

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

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. Large Laser
4. Large Laser
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso

1. XL Engine
2. XL Engine

1-3
3. XL Engine
4. Beagle Active Probe
5. Beagle Active Probe
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Roll Again*
6. *Roll Again*

Head

1. Life Support
2. Sensors
3. Cockpit
4. *Roll Again*
5. Sensors
6. Life Support

Center Torso

1. XL Engine
2. XL Engine

1-3
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. *Roll Again*
6. *Roll Again*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Battle Value: **729**
BV for 4 / 4: **765 +C³=83**
Weapon Value: **536 / 536**
Cost, C-Bills: **7,929,280**

Right Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. Medium Laser
4. Medium Laser
5. *Roll Again*
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso

1. XL Engine
2. XL Engine

1-3
3. XL Engine
4. TAG
5. C³ Slave Unit
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Roll Again*
6. *Roll Again*

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
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BATTLETECH®
WHEELED VEHICLE RECORD SHEET

Type: **Flatbed Truck**		
Config: **Wheeled**	Tons: **10**	
Technology Base: **Inner Sphere 3025 Level 1**	Cruising MP: **5**	Flank MP: **8**
Crew: **no driver**		
Gunnery Skill:	Driving Skill:	
Cost, C-Bills: **26,250**		
BV: **9**	WV: **0 / 0**	

Ammo

Critical Damage

Wheel Damaged ☐ Engine Hit ☐

Axle Destroyed ☐

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L

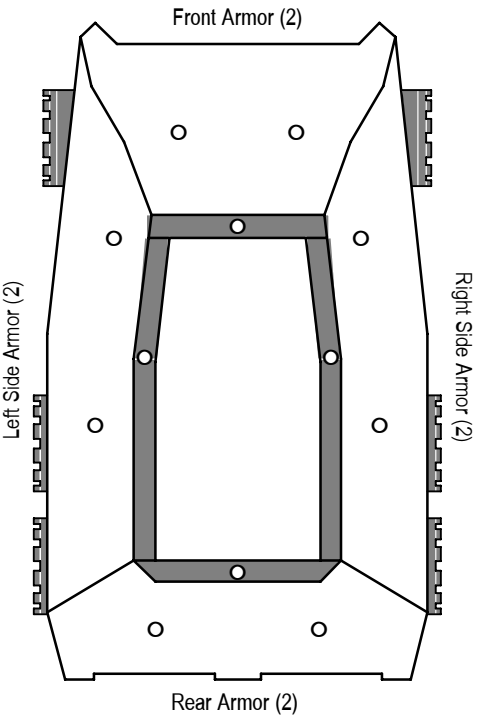
Body Inventory

30 I.C.E. Engine

1 Crew Members

6.00T Cargo Bay Capacity

Total Armor Pts = 8
(Standard)



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MOVEMENT RECORD

Turn Num	Type C/F	Num Hex	To-Hits	Damage & Notes:
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				

WHEELED VEHICLE CRITICAL HITS (1D6)

Roll	Result
1	Crew Stunned (no actions for rest of this turn and next 2 turns).
2	Main Weapon Jams (no fire from largest system for one turn).
3	Engine hit (no movement for rest of game).
4	Crew Killed (vehicle out of game).
5	Fuel Tank Hit (vehicle explodes).
6	Ammo/Power Plant Hit (vehicle explodes).

WHEELED VEHICLE HIT LOCATIONS (2D6)

Roll	Front/Back	Side
2	Armor (Critical)	Armor (Critical)
3	Armor [1]	Armor [1]
4	Armor [2]	Armor [2]
5	Armor	Armor [2]
6	Armor	Armor
7	Armor	Armor
8	Armor	Armor
9	Armor	Armor
10	Armor	Armor
11	Armor	Armor
12	Armor (Crit)	Armor (Crit)

[1] Axle has been destroyed; unit cannot move for rest of the game.

[2] Wheel has been damaged; -1 Cruising MP for rest of the game.