

# BATTLETECH™

## CLAN INVASION SCENARIO



# LAST STAND

## LECTURE: LAST STAND

The term "future shock" was coined more than a millennia ago, by thinkers of the time who tried to articulate the fear that an individual could feel in a time of rapid change. To the residents of the coreward Inner Sphere and your troops who have faced the Clans and survived, future shock is far from academic.

Ton-for-ton, no Inner Sphere BattleMech is the equal of a Clan OmniMech. They shoot farther, hit harder, and run cooler. They're piloted by MechWarriors who spend every minute of every day honing their warrior instincts and skills.

But as we will learn in this lesson, they are *not* unbeatable. By using your heads and working together, you can hold your own and maybe, just maybe, turn back the future.

—Mackenzie Wolf, *Outreach*, 19 February 3051

### ON THE BACK FOOT

Whatever your feelings about the Clans, it is undeniable that Clan OmniMechs are a marvel of battle technology. Most of the weapons they mount have effective ranges one-third farther than comparable Inner Sphere systems. Their damage capacity is one-half to one-third greater. And their double heat-sink technology is, as you would expect from the name, twice as effective as the standard heat sinks your 'Mechs employ. The Clan method of combat accentuates these advantages, preferring to take on opponents one-on-one and at range.

The average frontline Clan MechWarrior is the epitome of a culture entirely focused on producing and equipping the finest warriors possible. Concerns of individual good or loyalties to a noble or ruling class mean utterly nothing to them: on the battlefield, they are focused solely on victory. This tendency is further heightened by the invasion now underway; the Clans' return to the Inner Sphere is the fulfillment of a dream generations in the making. When you encounter a Clan MechWarrior on the battlefield, they are unlikely to break or be susceptible to the same psychological effects your own troops may experience.

And that may be their greatest advantage. For more than a year, the Inner Sphere populace has heard reports of unstoppable invaders from beyond, conquering world after world, tearing away their compatriots and shredding the best units thrown against them. Your troops and military leaders have heard the same reports, and will be asked to face this engine of destruction. Strong, confident leadership will be essential: if you do not believe the Clans can be beaten, those who serve you will not believe either.

### SLAYING GOLIATH

Despite the imbalance you face on a one-to-one basis, Inner Sphere units do hold some advantages. The first, and possibly most important, is in numbers.

When the Clans struck the Periphery borders of your nations, they faced largely subpar or understrength units, which taught them to bid down aggressively and expect to win despite being outnumbered. Furthermore, the Clans' equate one of their Clusters to one of your regiments in terms of quality, which informs their bidding process. As a result, it is unlikely you will ever take to the battlefield against them without holding a numerical advantage. You must, must use it. You will be bringing more raw tonnage and armor to the fight than they will, but it can disappear more quickly than theirs. Use all the moving pieces you possess to continually give them new targets, ideally exposing fresh 'Mechs while rotating already-damaged ones out of the line of fire.

A common misunderstanding among battlefield commanders is that Clan MechWarriors find physical attacks dishonorable. A better way to put it might be that they hold a customary dislike of them. *Zellbrigen* speaks directly to their honor as warriors and can be held against them, but they are less rigid about engaging in physical attacks *if* provoked first. The average Inner Sphere MechWarrior is fully comfortable with using their 'Mech in such a manner, and should do so once they have closed range with a Clan opponent. Your PPCs might not do as much damage as Clan PPCs, but the mass of your 'Mech's fist works just as well as theirs.

### ORDER OF BATTLE

Successful engagement with the Clans is the epitome of maneuver warfare. Your job is to use terrain to either close range or deny it, and carefully shepherd your forces to avoid leaving any units exposed to highly effective long-range fire. Maintain tight formations, so that when *zellbrigen* is broken—and it *will* be broken—you can take advantage of it and deliver the maximum amount of firepower to one target. When the Clans resume their invasion, they will be less likely to be caught off-guard by your troops combining fire, now that they have experienced it so often. But for the most part, the invaders—especially the Jade Falcons and Ghost Bears—are likely to hold to the forms of *zellbrigen* until you fail to do so. Be wary of any under your command who might break rank to engage in ill-fated challenges.

Finally, embrace the unorthodox tactics your commanders may devise. The Clan mindset is particularly ill suited for adapting to situations outside their experience. Kai's victory on Twycross is proof of this. When the Falcon Guards descended into the Great Gash, they expected Kai to deliver the type of heroic challenge they were used to hearing. They never could have envisioned a scenario in which the walls of the canyon were lined with high explosives that would soon bury them under tons of rock.

# CLAN INVASION SCENARIO

## SCENARIO: LAST STAND

### SITUATION

A long pull from her water bottle did little to slake Solveig's thirst. Asgard's fall had been ugly and hard, and the Second's sallies from their encampments outside Reykjavik accomplished little more than adding to the body count.

The thin morning light brought with it the orders from General Mänsdottir that the veteran löjtnant expected days ago: fall back to Reykjavik and dig in. This would be the last stand, for the world of Rasalhague, and perhaps for her beloved Republic, too.

More surprising was the special packet of supplementary orders for Solveig and a handful of MechWarriors from other shattered Drakøns lances. VIPs and their dependents needed time to board DropShips waiting outside Reykjavik, and her job was to buy them that time.

Fine, then. Not the glorious end she hoped for, but perhaps her own last stand could count for something.

### GAME SETUP

The Defender selects two maps from the *BattleTech: A Game of Armored Combat* box set or *Map Pack: Grasslands* and arranges them with their short edges connecting. The Defender may select their home edge and deploys their units anywhere on the opposite mapsheet. The Attacker enters from their home edge at the start of Turn 1 (see *Entering the Playing Area, Chaos Campaign: Succession Wars*, p. 7).

### ATTACKER

The Attacker is elements of the Fourth Wolf Guards, consisting of:

- Star Commander Abrams Carns (Gunnery 2, Piloting 3), *Mad Cat (Timber Wolf)*
- MechWarrior Wilfrid (Gunnery 2, Piloting 2), *Gladiator (Executioner)*
- MechWarrior Michaela (Gunnery 2, Piloting 3), *Ryoken (Stormcrow)*
- MechWarrior Sebastian Fetladral (Gunnery 3, Piloting 2), *Puma (Adder)*
- MechWarrior Wilton (Gunnery 2, Piloting 3), *Black Hawk (Nova)*

### DEFENDER

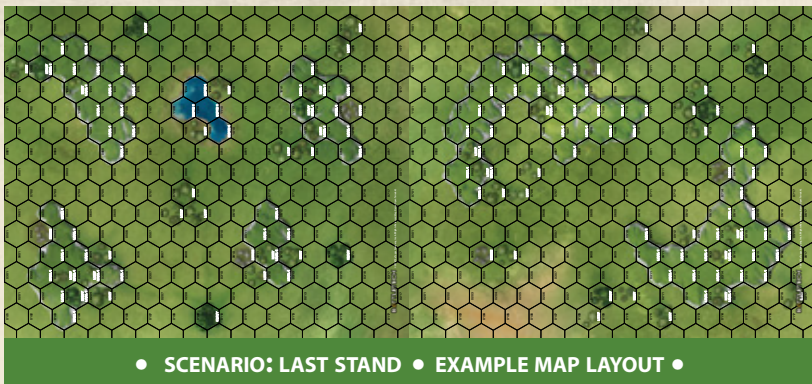
The Defender is elements of the Second Drakøns, consisting of:

- Löjtnant Solveig Laine (Gunnery 2, Piloting 3), *BattleMaster*
- Sergeant Ame Laitinen (Gunnery 3, Piloting 4), *Catapult*
- Sergeant Josef Kinnunen (Gunnery 4, Piloting 4), *Shadow Hawk*
- Sergeant Ezra Salo (Gunnery 4, Piloting 3), *Thunderbolt*
- Kavellrist Niklas Hemming (Gunnery 4, Piloting 4), *Griffin*
- Kavellrist Theresia Salomon (Gunnery 4, Piloting 4), *Commando*

### OBJECTIVES

Apply the following points to each side, then compare the scores when the Scenario ends.

**Hold the Line:** +100 to the Defender if, by the end of Turn 8, they have surviving units on the battlefield that are not crippled or withdrawing.



**Push Through:** +100 to the Attacker if all of the Defender's units have retreated or been destroyed or crippled by the end of Turn 8.

**Destroy the Barbarians:** +10 to the Attacker for each of the Defender's units that is destroyed; +10 for each of the Defender's crippled units on the battlefield at the end of the scenario.

**Not Invincible:** +10 to the Defender for each of the Attacker's units that are destroyed; +10 for each of the Attacker's crippled units on the battlefield at the end of the scenario.

**In Good Order:** +20 to the Defender for each of their units that retreated off the Attacker's home edge without being destroyed or crippled; the Defender's units may willingly retreat from the battlefield via the Attacker's home edge at any time.

### VICTORY CONDITIONS

The scenario ends when one side has been completely destroyed, or has withdrawn all 'Mechs they still control. Whichever side ends the game with more points wins.

### SPECIAL RULES

The following special rules are in effect for this scenario:

#### Forced Withdrawal

Both forces must adhere to the *Forced Withdrawal* rules (see *Chaos Campaign: Succession Wars*, p. 11).

### RECORD SHEETS

Record Sheets for the Defender are included in the *A Game of Armored Combat* box. Record Sheets for the Attacker can be found in *Record Sheets: Clan Invasion*, but are included with this scenario for your convenience (see pp. 4–8).





# BATTLETECH™

## OMNIMECH RECORD SHEET

### MECH DATA

Type: **Black Hawk (Nova) Prime**

Movement Points: \_\_\_\_\_  
 Tonnage: **50**  
 Walking: **5** Tech Base: **Clan**  
 Running: **8** Rules Level: **Standard**  
 Jumping: **5** Role: **Skirmisher**

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
6	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
6	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

BV: 2,663

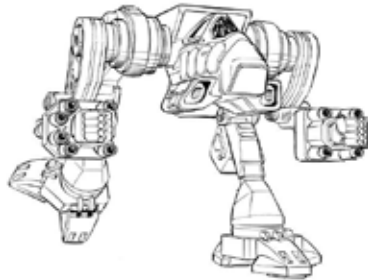


### WARRIOR DATA

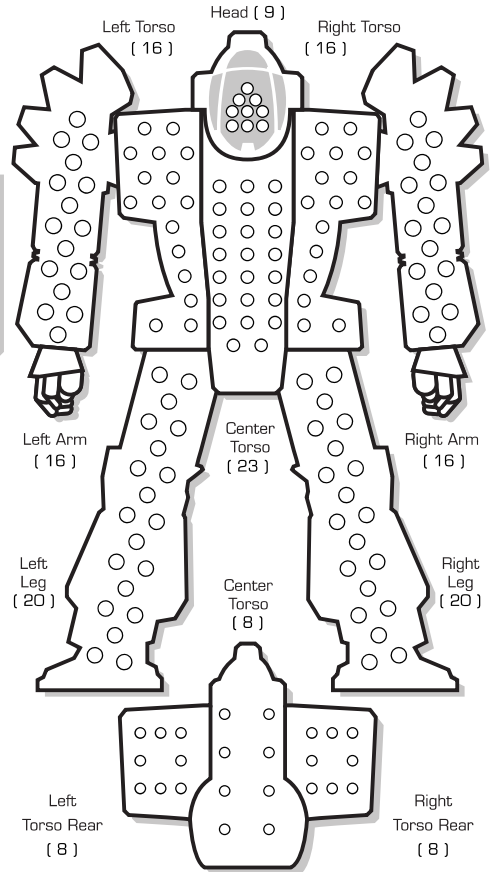
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #



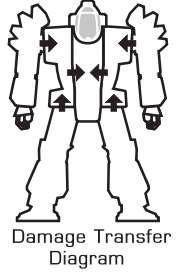
### ARMOR DIAGRAM



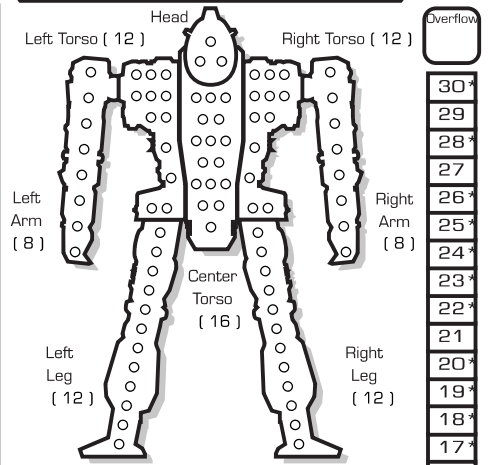
### CRITICAL HIT TABLE

<p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>1-3</p>	<p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</li> <li>Sensors</li> <li>Life Support</li> </ol>	<p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>1-3</p>
<p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>1-3</p>	<p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p>	<p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>1-3</p>
<p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>	<p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>	<p><b>Left Arm (8)</b></p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p>

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 18 [36]
30	Shutdown	○○○○
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*
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23*
22*
21
20*
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18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0



# BATTLETECH™

## OMNIMECH RECORD SHEET

### MECH DATA

Type: Mad Cat (Timber Wolf) Prime

Movement Points: \_\_\_\_\_  
 Walking: 5 Tonnage: 75  
 Running: 8 Tech Base: Clan  
 Jumping: 0 Rules Level: Standard  
 Role: Brawler

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Machine Gun	CT	—	2 [DB,AI]	—	1	2	3
1	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
1	LRM 20	RT	6	1/Msl	—	7	14	21
				[M,C,S]				
1	LRM 20	LT	6	1/Msl	—	7	14	21
				[M,C,S]				
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25

Ammo: (LRM 20) 12, (Machine Gun) 200

BV: 2,737

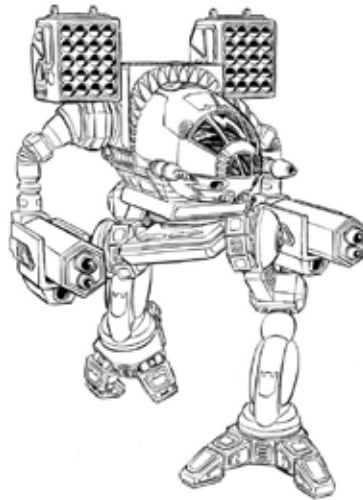


### WARRIOR DATA

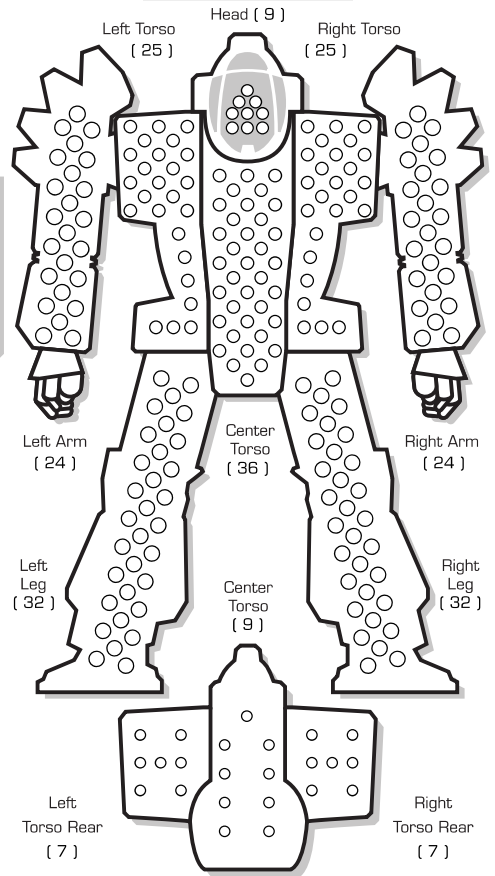
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



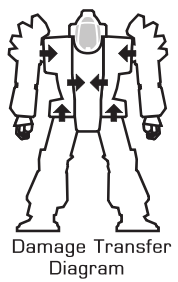
### ARMOR DIAGRAM



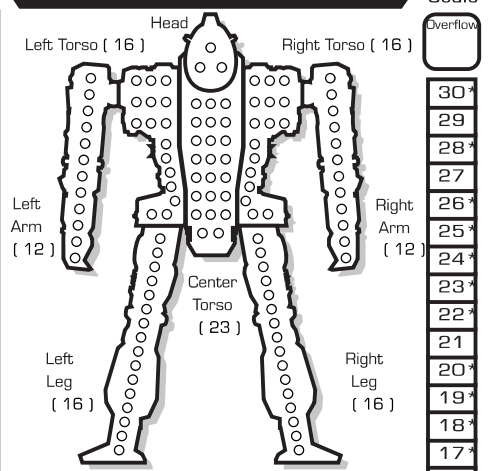
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. ER Large Laser
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. ER Large Laser
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Right Torso</b>	1. ER Medium Laser	2. Ferro-Fibrous	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 17 [34]
30	Shutdown	○○○○
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	○○○○

