

BATTLETECH™

BATTLE OF TUKAYYID



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A CHAOS CAMPAIGN SUPPLEMENT

RETURN TO THE GREATEST BATTLE IN HISTORY

On 1 May 3052, over twenty Galaxies from seven Clans clashed with twelve Armies of ComStar's Com Guards. For twenty-one days, one of the largest campaigns in BattleMech warfare unfolded to decide the fate of the Inner Sphere.

The Battle of Tukayyid brings players back to this gargantuan conflict, allowing them to relive one of *BattleTech's* most pivotal moments. It builds off of the **Chaos Campaign: Succession Wars** framework to unleash a massive experience players will enjoy across dozens of games. Each of the seven campaigns within includes the following: a short fiction entry and write-up of the battle, including a map of the regions; the specific Combatants involved, along with insignia; and details to allow players to play out each campaign on their tabletop. Finally, a technical readout section showcases 'Mech variants that first appeared during this conflict.

This Chaos Campaign puts you as the hero—Aidan Pryde, Anastatius Focht, and others—of the battle. Do you have what it takes to lead the Smoke Jaguars to victory, or will you repeat the failure of the Diamond Sharks? Or can you find a way to defeat the indomitable Clan Wolf? You will decide.

FOR USE WITH

Clan Invasion box set

MapPack: Battle of Tukayyid

and compatible with *Total Warfare* and *Alpha Strike*



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BATTLE OF TUKAYYID



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BATTLE OF TUKAYYID

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INTRODUCTION AND CREDITS

PRIME MESSAGE TRANSFER

From: Gunslinger Candent Sortek
Date: 17 August 3250

Stephan,

The bicentennial of the Battle of Tukayyid is only a few years off. I'm aware of the ilKhan's desire to make a show of it to promote unity and shared purpose, but if the League wants to make the anniversary all he has talked about, you have your work cut out for you.

I think you are correct to seek more insight into the role of ilKhan Ulric Kerensky in how the various Clans' campaigns played out. Ulric's placement in the festivities is likely to be a thorny issue—even two centuries after his death, he continues to affect Clan politics. (A legacy that would please him greatly, I imagine.) Of course, understanding Ulric's decisions requires the full context of each Clan's actions on Tukayyid, so I've included a comprehensive overview of their various campaigns as a refresher, with my notes on Ulric appended.

It seems strange to me that the League would choose to celebrate a battle which, among the Clans, earned the planet the sobriquet of "Tukayyid the Accursed." For decades, a reasonable argument could be made that the Clans' attempt to seize Terra and re-establish the Star League was not simply paused, but ended completely, on Tukayyid. That vision has long since been realized, and now the League wants to mark the anniversary of Tukayyid to shore up the concept of unity. The study of history is funny, sometimes.

Personally, I hope the forthcoming celebration treats Ulric kindly. In my view, he is someone that can be inspirational to all of us. I am sure you can see the benefits of such a figure at this time.

Good luck my friend.

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For more information about Tukayyid and the people who lived and died there, please see: *Era Report: 3052*, the *Blood of Kerensky* trilogy, particularly *Lost Destiny*, the novel *Falcon Guard*, and the *ComStar*, *Jade Falcon* and *Wolf* sourcebooks.

This campaign is intended as a companion to the *BattleTech: Clan Invasion* boxed set and many of the miniatures which comprised the *BattleTech: Clan Invasion* Kickstarter, as well as *MapPack: Grasslands* and *MapPack: Battle of Tukayyid*. The majority of this campaign should be playable with those products. The

BattleMech Manual, *Technical Readout: Clan Invasion* and *Record Sheets: Clan Invasion* may also be useful. The *Total Warfare* rulebook is recommended for players seeking the full rules for infantry, combat vehicles and aerospace units beyond the Battlefield Support rules included here. This campaign may also be played with the *Alpha Strike* ruleset, as found in *Alpha Strike Commander's Edition*.

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Printed in Canada.

Published by Catalyst Game Labs,
an imprint of InMediaRes Productions, LLC.
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LESSONS OF WAR

BY JOEL STEVERSON

Near Dinju Pass, Dinju Mountains
Boreal, Tukayyid
Free Rasalhague Republic
3 May 3052

Star Captain Cade Corbett squeezed his primary trigger, sending a slug of ferrous nickel-iron alloy downrange. Half a heartbeat later, it collided with the right torso of a *Crockett* already badly damaged from several minutes of heavy combat. Its remaining armor plates barely slowed the Gauss slug, which ricocheted off a foamed aluminum “rib bone” and expended the last of its kinetic energy penetrating the *Crockett*’s LB 10-X ammunition bin. A fiery explosion obliterated the top half of the ‘Mech and sent a lethal cloud of fragments into a nearby infantry platoon. Many of the soldiers were fortunate and died instantly, but Cade’s external monitor picked up other scattered screams. His *Warhawk* B had twin short-range missile launchers and plenty of ammo, but he preferred to listen to the screams. An incoming transmission spoiled his plans.

“Jaguar Paw, Jaguar Paw, this is Jaguar Actual. Switch to Tac Three for priority message; acknowledge—over.”

Cade toggled his mic. “Jaguar Actual, this is Jaguar Paw. Switching to Tac Three—over.”

He glanced at his secondary display. His subordinates were making quick work of the few remaining Com Guard sentinels guarding this approach. No new hostiles were visible within two clicks, but the steep mountains and dense trees had already shown the Com Guards were full of surprises.

Cade was leading his Trinary on a flanking maneuver using the reverse slope of an intervening hill to shield his force from the enemy position. He guided his *Warhawk* toward a copse of lodgepole pines marking his assembly area.

“Jaguar Actual, this is Jaguar Paw on Tac Three—over.”

“Jaguar Paw, new orders, disengage immediately, redeploy rally point Alpha Echo Six, on the double; more to follow—over.”

Cade checked his map. “Jaguar Actual, confirm Alpha Echo Six—over,” he said, frowning.

“Affirmative Jaguar Paw, Alpha Echo Six.”

Cade stopped his *Warhawk* at the trees. His Trinary formed up behind him, ready to advance along the ridgeline and enfilade the Com Guards. Three clicks away, most of the enemy forces hunkered behind

revetments. Below their fortifications, the hillside dropped precipitously several hundred meters to the valley floor. The slope was dotted with rock formations the size of Quonset huts and littered with the remnants of destroyed ‘Mechs and dead Elementals; a testament to the strength of the Com Guards’ position. Elements of the Sixth Jaguar Dragoons were holed up behind whatever cover they could find, waiting for Cade’s Trinary to attack—their signal to break out.

The Com Guards fired into the valley with impunity. *Bombardiers* and Rhinos launched a barrage of LRMs, bathing the Dragoons’ position in fire and shrapnel. A blinding flash of light—a *Hellbringer*’s exploding reactor—marked the death of a MechWarrior.

“Jaguar Actual, ‘Mechs in the valley are pinned down by heavy IDF from multiple defiladed emplacements. I estimate thirty tangos. I am in attack position and ready to engage.”

“Neg, Jaguar Paw, I repeat, you have new orders. You are ordered to disengage immediately and redeploy on the double to the rally point at Alpha Echo Six.”

Cade’s stomach knotted at the words. Thankfully, his subordinates were not listening to the command frequency.

“Star Colonel Howell,” Cade said, dropping code names. “Our warriors are taking casualties. They are depending upon my Trinary for support. I need to clear—or at least disrupt—those freebirths.”

A light on Cade’s display alerted him to an inbound communication on his private frequency. Star Commander Hailee had likely gotten impatient. He thumbed “ignore” and continued berating Jaguar Actual. “The fight is here. You would have my warriors withdraw before they have truly blooded the enemy?” Already grossly subordinate, Cade pressed on. “Alpha Echo Six is outside the battle area. There are no military objectives there.”

His breath came in gasps, though his cockpit was still reasonably cool. Seconds stretched out, and Cade heard his heart pounding in his eardrums. He was puzzled by how easily he lost his composure.

Along the ridgeline, a half-dozen Com Guard ‘Mechs took new defensive positions to repel Cade’s Trinary. The rest fired another volley. Cade tried not to watch, but his eyes followed the missiles’ downward trajectory. Explosions blossomed around the shattered trees and battered rocks. The makeshift shelter provided little protection for the Dragoons. Another

LESSONS OF WAR

'Mech fell to the ground—a *Mad Dog*. Cade willed it to stand, but it lay motionless for too many seconds. He looked back to the ridge.

An eternity passed before Jaguar Actual finally replied. "Jaguar Paw, this is a direct order. You are to redeploy to grid Alpha Echo Six."

"*Stravag!* Do you have ears? They will die if I don't engage." Cade fumed, unsure if he was angered more by his new orders or his careless use of a contraction.

Cade rarely defied orders, but his anger now fueled contemplation. He could toggle back to his Trinary's frequency and order the attack.

Star Colonel Howell's voice boomed from his earphones, "Cade, stand down."

His training took over.

Cade heard himself reply, "*Aff*, Jaguar Actual." By rote, he toggled his Trinary's frequency. "Battle Trinary, hold position." He switched back to Tac Three.

Howell said, "This is the most important campaign in the history of the Clans, but our usual tactics will not prevail, *quiaff?*"

Cade cringed as another 'Mech in the valley succumbed to damage.

"*Aff*. What would you have me do?"

His *Warhawk's* computer chimed, indicating a data transmission.

"It cannot be."



Twenty clicks to the rally point.

Cade's Trinary moved at maximum speed. Still shaken by Star Colonel Howell's transmission, he briefed his Star Commanders on their personal frequency.

He sketched out the details. Then, "Questions?"

Hailee had clearly been biting her tongue. Free at last to speak, she launched into a tirade. "The battle is at Dinju Pass, but we are going the opposite direction. We were part of the assault, but not now. We now the rearguard, *quiaff?* Why are we being punished?"

Cade ignored her question. "A Com Guards battalion is closing on Alpha Echo Six."

"Then we should wait here and let them come to us."

Cade checked his display. "We will get there just minutes ahead of them."

"This is better terrain," Hailee persisted.

"I agree."

"So we should stop, *quiaff?*"

"*Neg*," Cade said. "We have a supply train there and we must defend it."

"This is an insult!" Hailee scoffed. "The Com Guards will not attack it. Why did you not demand a Trial of Refusal?"

"That is precisely what I told Star Colonel Howell."

"What was his reply?"

"That the Com Guards have already destroyed two of them."

"Destroyed?"

Cade heard the disbelief in Hailee's voice.

On extended campaigns, each Cluster was followed by a supply train carrying a variety of OmniPods, common spare parts, replacement armor, and stockpiles of ammunition.

The train was crewed by laborers, technicians, and secured by *solahma*—warriors too old and decrepit for combat, but still equipped with small arms. Clاندoc-trine labeled the trains a resource.

Trials might be held for control of them, but no Clan warrior would deliberately destroy one. To do so was more than just wasteful—it bordered on obscene.

"I know it is difficult to believe, but if they destroy another, we will run out of ammo in two days," Cade said. "The Com Guards fight with BattleMechs that once served our ancestors in the Star League." His voice waivered as the truth slipped out, "We thought they would face us honorably, but they are all guile and treachery."

"Freebirths," Hailee muttered.



Four clicks to the rally point.

Cade's Trinary moved through a winding canyon as they descended out of the foothills. Lodgepole and Douglas fir gave way to creosote, yucca, saltbush, and tumbleweeds. Crumbling, sedimentary rock walls, steeped with vibrant orange and deep burgundy, rose thirty meters on either side, funneling his force into a column. Half a klick ahead, the canyon opened onto gently rolling hills with grasses already browned from heat.

An enemy 'Mech suddenly appeared on Cade's sensors, and after a moment, was tagged as a *Warhammer*. Long a staple of Inner Sphere militaries,

LESSONS OF WAR



the heavy 'Mech was armed with a pair of PPCs and bristled with secondary weaponry. Moving from its concealed position, it stepped into the middle of the canyon. A pair of Zephyr hover tanks raced up to flank it.

Cade switched to his Trinary's frequency. "Battle Trinary, weapons free—targets of opportunity only. Do not get drawn away from Alpha Echo Six. The rendezvous is your priority."

The *Warhammer* broadcast in the clear. "This is Adept Johns of the Com Guards Fifth Army. Who among you has Blake's courage?"

The words were strangely accented, but the intent was clear.

"I accept your challenge," Cade responded, throttling his *Warhawk* into a run.

Man-made lightning leapt from the long gun barrels at the end of the *Warhammer's* arms. The first stream of charged particles missed wide left. The second melted almost a ton of armor from the *Warhawk's* left arm. Cade's screens flickered as his electronics shunted the surge of energy.

He responded with his Gauss rifle, smashing a silver slug into the *Warhammer's* torso and forcing it to take a step back. His computer updated its display of the *Warhammer*, indicating significant damage to its armor. Another hit or two like that, and it would be out of the fight.

The Com Guard 'Mech continued to back-pedal, alternating shots with its PPCs. One missed Cade's *Warhawk*, while the other vaporized armor on its left leg—minimal damage.

Cade fired as soon as his Gauss rifle readied. The capacitors discharged with a loud hum, sending another silver streak across the battlefield. It passed within centimeters of the *Warhammer's* head, shearing off an antenna, but causing no real damage.

The *Warhammer* continued to withdraw.

Cade's secondary weaponry would be in range in moments, and just for a moment, his situational awareness slipped as he focused on lining up his next shot on the Com Guard 'Mech's damaged torso. He should have watched the Zephyrs, should have looked for additional tangos, should have kept an eye on his Trinary. His anger boiled over, at being sent away from the real fight, at having to defend a supply train. His anger cost him a handful of seconds.

In that time, both Zephyrs painted his *Warhawk* with their target acquisition gear. The TAG caused no damage, but designated his 'Mech for a barrage of Arrow IV missiles which Cade realized must have been flight since the *Warhammer's* first shots. Four of the missiles landed on target, with an impact as if a giant scooped up his *Warhawk* and flung it to the ground.

The impact dashed the air from Cade's lungs. Seconds crawled painfully by as he struggled to inhale. Alarms blaring in his ears warned of more inbound missiles. Cade nearly had his *Warhawk* upright as the second volley slammed into him. The explosions tossed his eighty-five ton OmniMech like a rag doll. It slammed into the canyon wall and crumpled to the ground.

Darkness crept in at the edge of Cade's vision. His display lit up with tangos as more Com Guard 'Mechs exited their concealed locations, sealing off both ends of the canyon.

The blackness took him before the next volley of missiles struck.



RECORD SHEETS

ORDER OF BATTLE

TECHNICAL READOUT

VIOL CAMPAIN

JADE FALCON CAMPAIN

NOVA CAT CAMPAIN

STEEL VIPER CAMPAIN

GHOST BEAR CAMPAIN

DRAGON SHARK CAMPAIN

SMOKE JAGUAR CAMPAIN

THE CHAOS CAMPAIN

HISTORY

LESSONS OF WAR

HISTORY

CENTURIES IN THE MAKING

If there was a single starting point for the chain of events leading to the Battle of Tukayyid in 3052, then the 2751 death of First Lord Simon Cameron was likely that point. While many figures have been proposed as the mastermind of Cameron's assassination—Stefan Amaris most frequently—the roots of the assassination are probably incidental to the cataclysmic wars that followed. Indeed, there's some credible evidence that the assassination was arranged by labor or interstellar shipping groups terrified at First Lord Simon's endorsement of automated asteroid mining.

(As an aside on Amaris's vilification, almost every year I have students who pencil in Amaris as the cause of the Tintavel Massacre. Some occasionally suggest he was involved in the First Soviet Civil War—you see, that ancient conflict involved an "Alexander Kerensky," so Amaris must have been involved, too.)

On the other hand, while Stefan Amaris might not have arranged Simon's assassination, he certainly exploited it. The fatherless, rudderless Richard Cameron II was vulnerable to Amaris's influence, and Amaris sought to turn Richard into a spoiled, feckless man unsuited for ruling the largest government in human history. Doing so presented Amaris with numerous short-term benefits and, at some point, opened the door to his infamous coup.

As First Lord, Richard's long series of blunders not only alienated much of the Star League's leadership, leaving Amaris as Richard's only trusted advisor, but also embarrassed and humiliated the proud nobility of the Terran Hegemony. Sitting close to the First Lord, Amaris was able to mingle with that nobility and present himself to them as the lone voice of reason who could communicate with Richard. Eventually, the Hegemony's leaders were willing to see Stefan as an alternative to Richard. After all, contemporary thinking held that the Rim Worlds Republic was practically an extension of the Hegemony, as it had been heavily settled by Hegemony citizens throughout the Star League era, so Stefan wasn't exactly a foreigner. With solid backing from the Hegemony's nobles and some support from the people (enshrined with a coerced public vote), Amaris launched his coup on the Hegemony. The control of the Star League's metropole gave him a reasonable basis (if not a *de jure* claim) for ruling the Star League.

This straightforward coup, of a type replicated countless times across the Inner Sphere before and after, was hindered by another major factor which led to the Battle of Tukayyid: Aleksandr Kerensky. Amaris was not universally successful in wooing the leadership of the Hegemony and Star League. Kerensky, the Regent and Protector of the Star League, had long seen Amaris as a corrupting influence on Richard's life. Kerensky's opposition meant that the bulk of the Star League Defense Force, even the Hegemony-derived Royal units, did not recognize Amaris's claims on the title of Director General of the Hegemony and "Emperor" of the Star League.

And then there were the Houses. Modern retellings of the Star League's fall portray the House Lords as being opportunistic, avaricious individuals (true) who cravenly, greedily stood aside while Kerensky and Amaris battled for the future of the Star League (less true). With the benefit of hindsight, modern histories sometimes

point out the high probability that, had all the Houses picked a single side, the Amaris Coup would have been over one way or another before 2770. Then, the "Golden Age" of the Star League would have eventually resumed.

But from their contemporary perspectives, the Houses were caught between two titans. On one side was the SLDF, which at the outset of the Coup dwarfed the House militaries. On the other was the Terran Hegemony, and the House Lords and their nobility were thoroughly intertwined and intermarried with the Hegemony's nobility, banks, and trade. In addition, the Hegemony had the lion's share of the Inner Sphere's defense industry. That defense industry, which was rapidly building new forces to replace Rim Worlds troops who melted away when the SLDF seized their homeland, was sufficient to fight the SLDF to a standstill for almost a decade. Thus, the Houses rightly feared such production capability in the hands of a petty leader like Amaris. The House Lords also faced the risk that their neighbors might pick a different side in the Coup than they did, turning the conflict into an Inner Sphere-wide bloodbath.

The short-term advantages of the Houses remaining neutral meant that, in the long run, the Star League Civil War was worse than it might have been. When the SLDF finally stood victorious on Terra, it was exhausted and unfit to police the Inner Sphere. Further, the Hegemony was wrecked and unfit to rule the Star League, partly due to its post-liberation, self-inflicted injuries. Plus, the Houses had been rapidly expanding their militaries for more than twenty years. This meant that the stage was set for the even bloodier Succession Wars, a key step toward Tukayyid.

Kerensky, sensing the situation, tried to mitigate the coming conflict by pulling the SLDF out of the Inner Sphere. For a leader unwilling to be king, this made sense. The SLDF was a multinational force, and without the rule of the Hegemony, many of its leaders wanted to take their veterans and hardware to their native Houses, actions which would have made the First Succession War much bloodier.

The resulting Exodus worked out poorly for the SLDF. Upon discovering the Pentagon Worlds, the SLDF demobilized most of its veterans to be colonists as a matter of survival. However, the former soldiers did not take well to the colonial life. It was only a few years before the SLDF exiles embarked on conflicts which mirrored the violence of Inner Sphere, often along national lines that Kerensky had hoped would fade. This unrest grew into the devastating Exodus Civil War that killed a third of the residents of the Pentagon Worlds. From 2801 to 2822, the exiled SLDF population declined from six million to less than three million, including those who departed with Aleksandr's son, Nicholas, on a Second Exodus which birthed the Clans.

The rise of Nicholas Kerensky and the formation of the Clans from the ashes of the SLDF exiles is probably one of the least predictable outcomes of the Exodus and the ensuing civil war, but the new society was fast-growing and martially oriented. It constantly honed the skills of its warriors through ritualized combat. As the House Lords battered themselves to exhaustion, the Clans grew in population, technology, and military strength.

Nicholas not only created the Clans, but also left words that inspired what became the "Crusader" Clans to seek to return to the Inner Sphere as conquerors. (The "Wardens," as the name implied,

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interpreted Nicholas's words as meaning the Clans would be protectors of the Inner Sphere.) Buoyed by ill-informed Intelser reports of the Inner Sphere's collapse, the Crusader Clans first hoped to invade in 3000, but opposition by Warden Clans led to the Dragoon Compromise. This agreement sent a group of mostly freebirth warriors into the Inner Sphere as scouts under the guise of mercenaries: the infamous Wolf's Dragoons.

(As odd as it might sound, the Dragoon Compromise might have saved the Clans from an inglorious defeat—not at the hands of the Inner Sphere's militaries, which were pitifully weak compared to the Clan warrior caste in 3000, but rather their own weight of arms. The Clans' high growth rate that produced a population of about one billion by the Battle of Tukayyid also meant that their population was merely one third that size in 3000. The number of JumpShips and factories that the Clans staffed in 3000 was also much smaller; this scarcely mattered in their native environment of resource-conserving combat trials, but would have been crippling for a long-distance conflict. The Clans would have been harder pressed to "live off the land" as they did in 3050 and beyond because the Helm Memory Core had not been recovered, and the Inner Sphere had not resumed production of so many Star League-era products used by the Clans. It is interesting to consider an invasion corridor littered with stranded, supply-starved Clan units slowly being worn down by Inner Sphere guerillas. Assuming, of course, that a panicked Inner Sphere didn't use nuclear weapons and prompt genocidal retaliation by Clan WarShips.)

When the Clans did begin the invasion in 3049, stimulated by the 3048 arrival of the ComStar Explorer Corps JumpShip *Outbound Light* in the homeworlds, both they and the Inner Sphere were much more ready for the invasion. The Clan "strategy" for the invasion was for four Clans—Clan Wolf, as bearers of the Kerensky Bloodname, along with the Clans who were the most victorious in pre-invasion combat trials—to race toward Terra. They would conquer all worlds in their path until they seized the homeworld of humanity. The Clan that reached Terra first would become the ilClan, leading all other Clans as it saw fit.

(A fifth Clan, Steel Viper, followed in reserve. Later, Clan Diamond Shark and Clan Nova Cat were moved to reserve status. All seven Clans participated in the Battle of Tukayyid.)

To say the Successor States were caught off guard by the Clan blitzkrieg is an understatement, and Inner Sphere defenders could initially offer only scant resistance to the invaders. Any success against the Clans typically came in the form of guerilla battles or the giant, bloody Battle of Luthien, where the Inner Sphere ruthlessly traded its numerical superiority for victory on the Draconis Combine's capital world. The fluke death of ilKhan Leo Showers and ascension of Wolf Khan Ulric Kerensky to the ilKhanship marked a change in Clan strategy: they would refocus exclusively on Terra.

When ComStar Primus Myndo Waterly—until 3052, one of the Clans' greatest aids in pacifying their conquered Inner Sphere territories—approached ilKhan Kerensky about striking another Inner Sphere capital, he informed her of their ultimate goal of seizing Terra. This understandably chilled ComStar and Clan relations.

Faced with this threat, ComStar Precentor Martial Anastasius Focht negotiated with Kerensky to hold a Clan-style Trial of Possession for Terra. This battle would occur on a proxy planet rather than endangering Terra itself. Tukayyid, close to the invasion corridor and lightly populated, was selected as an ideal site. (Chaffee

in the Federated Commonwealth was the backup world, followed by Terra's South American continent as a third possibility.) Victory required that the Clans seize a majority of fourteen target cities, two for each invading Clan.

The Clan way of warfare betrayed the invaders on Tukayyid. Their combat trials were created to minimize personnel and material losses on their resource-poor homeworlds. Over the centuries, these trials had evolved into almost set-piece matches where warriors usually fought on simple terrain, in good weather, and for short periods during which resupply mattered little. A key element of the system demanded that commanders bid away forces to win with the smallest possible number of troops, which was practical under the Clan's rigid rules of solo engagement, *zellbrigen*.

The invasion of the Inner Sphere had corrected few of these poor Clan practices. Two years of conflict in the Inner Sphere leading up to the Battle of Tukayyid taught the Clans not to expect clean duels in simple terrain, but many of the Clans at Tukayyid rarely considered terrain until it caused trouble. The number and ease of most victories during the invasion also made them badly overconfident. Driven by internal politics and this overconfidence, most of the participating Clans eagerly bid away forces during the approach to Tukayyid. Few of the Clans prepared for long fights despite the logistics problems they had already experienced during the invasion, and kept their OmniMechs configured for short, ammunition-intensive battles.

On the other hand, the Com Guards were equipped with SLDF equipment from ancient stockpiles on Terra, giving them closer parity to Clan equipment than any other Inner Sphere force. Further, many of the troops had combat experience before joining the Com Guards. And Precentor Martial Focht was, in truth, the veteran general Frederick Steiner. However, the Clans paid scant attention to the records provided for the *batchall*, looking little further than the Com Guards's lack of battle experience.

Focht had spent two years studying the Clans' ways of war. He had identified their logistical weaknesses and lack of readiness for long, running battles. His strategy focused on using the empty terrain of Tukayyid to lead the Clans on long battles of attrition, accepting victory as the destruction of a Star here, a Point there, until he bled the Clans to defeat.

While Tukayyid was as bloody as might be expected for one of the largest battles since the First Succession War, it also largely progressed as Focht planned. Clans Smoke Jaguar, Steel Viper, Nova Cat, and Diamond Shark did not secure even one of their target cities. Believing the Com Guards were weak and unblooded, they often utilized what might be generously called "cerebrally impaired" tactics, such as frontal charges into un-scouted terrain.

The Jade Falcons fought their Com Guard opponents to a standstill without truly holding either target city. They did use relatively cautious tactics, including a safe nighttime landing and abundant scouting, but were simply ground to a halt by difficult terrain and tenacious Com Guard defenders.

Clan Ghost Bear seized one of its target cities and breached the defenses of the second before ilKhan Kerensky called an end to their campaign. The Bears were too exhausted to take the second city, and made an orderly retreat. Both the ilKhan and Precentor Martial Focht agreed Clan Ghost Bear had won a marginal victory.

Clan Wolf seized both of its target cities. The Clan fought carefully and methodically, bolstered by leaders such as Natasha Kerensky who were fully familiar with Inner Sphere tactics, and

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kept its units in energy-heavy configurations to conserve supplies. While Clan Wolf was victorious, the Clans as whole had been unambiguously defeated.

With the Com Guards' victory, the Inner Sphere won a fifteen-year halt to the Clan invasion. The House Lords used this time wisely, reforming the Star League and defeating the Clans during the Great Refusal in the Clan Homeworlds, which brought a considerably more secure peace—peace from the Clans, at least. ComStar, which was cast as the Inner Sphere's savior after Tukayyid and its villain after Operation Scorpion, suffered a schism that would ultimately lead to the Jihad.

—Professor Emeritus Dietrich Mathers; author, *Unsung Technologies and Crippen Station: Reassessed*.

ATLAS: TUKAYYID

Star Type (Recharge Time): G6V (187 hours)

Position in System: 4 (of 7)

Time to Jump Point: 7.01 days

Number of Satellites: 2 (Ayyub, Seyyeb)

Surface Gravity: 1.03

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 40° C (Arid)

Surface Water: 60 percent

Recharging Station: Zenith

HPG Class Type: B

Highest Native Life: Mammals

Population: 4,530,000 (pre-evacuation)

Socio-Industrial Levels: C-C-B-C-A (pre-evacuation)

Landmasses (Capital City): Boreal, Austreal, Equatoreal, Nubibus Insula

Tukayyid is a fairly idyllic world identified in the early twenty-second century by the giant Terran Alliance Farside Telescope Array, which sought targets for then-rare and fantastically expensive scouting JumpShips. Given Tukayyid's great distance from Terra (for the era), a scout did not arrive until 2153. The planet's equator was scorchingly hot, far hotter than Terra, but the water-rich world possessed some excellent colonial prospects in its northerly and southerly lands.

The world's continents are concentrated in four landmasses, mostly connected by land bridges. The poetic names selected by Terran Alliance astronomers have given way to faux-Latin selected by the modern corporate government: the northern landmass of Boreal, the southern landmass of Austreal, the islands of Nubibus Insular, and the more obviously-named Equatoreal. Human settlement tends to focus on the temperate Boreal, though some mining towns exist on the smaller, antarctic Austreal. Scorching, desert-covered Equatoreal had few inhabitants other than some monasteries that attempted to endure the harsh conditions—often with the lowest technology possible. But the continent served a vital role in preventing a runaway greenhouse effect on Tukayyid, as its deserts had a much higher albedo than water, reflecting more sunlight. The relatively small (10,800-kilometer diameter), older (5.7 billion years) planet also has limited continental drift, so the environmental status quo is likely to continue for some time.

The native ecology is fairly compatible with Terra's, though deficient in some key nutrients, and local plants were often unpalatable or even poisonous in large quantities to Terran animals



and vice versa. The genetic adaptation of Terran crops to the world was straightforward, while imported animals such as cows and bees required human assistance to thrive. Tukayyid's animals do not present a palatability problem to humans, producing some interesting local dishes, though they remain deficient in key nutrients. This limited compatibility has helped protect the planet's native ecosystems from imported species but allowed the world to provide vast agricultural exports during the Star League.

Despite the early identification of its rather "Gaian" status, Tukayyid was very late to be colonized, only officially being settled in 2533. The Alliance scout that first visited Tukayyid deliberately misfiled the world as a "biological hazard," particularly noted for "aggressive, perineal-favoring hybrid fungal-bacterial colonies." The crew was in the pocket of Alliance real estate speculators, one of the forerunners of the later Terran Alliance colonial development corporations. (In fact, the antibiotic-resistant infection stemmed from an unsavory establishment in Cocoa Beach outside of Terra's giant Canaveral Starport. But it provided a colorful basis in which to bury the ship's report.) The planet eventually ended up in the grasp of the Chaffins clan, who used it as a vacation home for centuries and waited for its real estate value to grow. Tukayyid acquired its modern name, appearance on maps, and a new owner in 2533 as an odd result of the Azami's negotiations with the Draconis Combine.

While often portrayed as hard-nosed real politicking and a battle of a plucky underdog against a giant foe, the interactions of Azami and the Combine were, in reality, considerably more nuanced. Their agreements included a substantial mineral rights transfer which was not one-way to the Combine. Azami shares in Combine mining companies were guaranteed, and some Azami leadership positioned themselves to benefit personally. At least one of the self-aggrandizing leaders decided to depart the irate Azami worlds for the safety of the Lyran plutocracy and purchased Tukayyid (so named in 2534) from the Chaffins. With this lightly-populated vacation world came an easily-controlled seat in the Lyran Estates General and, finally, a place on interstellar maps.

The Azami owners subsequently sold the world to a group of Lyran Commonwealth agricorps in 2623, having become bored with the many plains, deserts, and savannahs of the world. The agricorps, in turn, had little interest in sharing the breadbasket world with colonists who would want representation, courts, infrastructure, and other distracting inconveniences. Population on the otherwise-habitable world thus stayed quite low.

The Star League era was good for Tukayyid. The vast number of JumpShips and plentiful trade subsidies of the era meant common

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crops could be profitably exported. Since the agricorps imported relatively few workers, they were almost universally valuable workers, and AgroMechs and other automation drove high productivity. As a result, the corps could afford generous treatment of their workers, though the corporate council that ran the planet had little patience for democratic input.

The destruction of JumpShip fleets during the Succession Wars did more damage to Tukayyid than its conquest by the Combine in the Second Succession War. (In fact, the recipe of a dispersed population, an empty countryside, and invaders who were more focused on food or defenders meant that Tukayyid historically escaped any serious damage until the Jihad, which obliterated the old capital Memoria.) The pragmatic agricorps quickly adjusted to their Combine masters, who ran the obedient world of farms with a light hand and, indeed, encouraged numerous monastic groups to settle there. However, the agricorps did not quickly adjust to the plummet in exports. While their corporate masters lost dividends and imports dwindled, the inhabitants developed a small manufacturing base to maintain most of their agricultural industry and infrastructure. If Tukayyid had possessed a larger population, it might have turned into an industrial hub.

This mostly-empty, habitable world in the path of the Clan invasion corridor was, unfortunately, perfect as a proxy site for the battle for Terra. Evacuation of the small population was easy, with residents shipped both off-planet and to relocation camps on other continents, and after ComStar's victory, reconstruction was swift.

Tukayyid's population is distributed in small cities and large towns across the planet, and even underwater at the small city of Triton. Contrary to the impressions of foreigners, Tukayyid is not dominated by agriculture—the modern dearth of JumpShips means it exports mostly luxury foods, and the natives can only eat so much. Indeed, from 2930 to 3040, the monasteries generated more off-world income than agricultural exports. Instead, the world is deeply involved in manufacturing, as it tries to sustain relatively advanced

technology with a small population. Until the Clan invasion, Tukayyid's greatest concern was often its perpetual labor shortage, exacerbated by the government's reluctance to relax its immigration restrictions. Lack of war damage and a valued labor pool means the population is literate, capable, and has a high work ethic.

Tukayyid's infrastructure has always been fairly well kept, even in the waning days of the Succession Wars. Technology levels did suffer and locally-built replacements were often far cruder than Star League-era transport and telecommunications, but inexpensive satellites maintained global communications and locally-built vehicles maintained transport. Abundant fresh water and power meant the world's decentralized utilities were rarely a problem, even during wartime.

The interconnected nature of the world's landmasses allowed Tukayyid to develop some global road and rail networks, but vast areas of the lightly populated planet have no connections. Land transport tends to concentrate on cities and local economies. The roundabout land routes mean that conventional supersonic aircraft and airships dominate passenger transport, while freight tends to move by ocean. Many locally-built vehicles are perfectly serviceable, but wealthier residents prefer imported ground cars as local manufacturers rarely keep pace with the Inner Sphere's more stylish trends.

Despite changes in ownership from the Lyran Commonwealth to the Draconis Combine to the Free Rasalhague Republic, Tukayyid has retained the same form of government since 2623: a corporate oligarchy. The virtual collapse of its interstellar agricorps means Tukayyid is now basically ruled by a collection of representatives from large, domestic landowners and banks. The powerful labor groups are heard through assorted "ombudsman" mechanisms, ensuring the government is relatively responsive and fair. However, it is a constitutional oligarchy of the wealthy, with corporate ownership rather than noble titles determining the planetary-level leadership.

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JADE FALCON CAMPAIGN

NOVA CAT CAMPAIGN

STEEL VIPER CAMPAIGN

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WHAT'S NEEDED TO PLAY

These rules assume the player owns *BattleTech: A Game of Armored Combat (AGOAC)* and *BattleTech: Clan Invasion (CI)*; the *Chaos Campaign: Succession Wars* supplement, available as a free download from store.catalystgamelabs.com, is also a useful introduction to the Chaos Campaign system.

Players will also require mapsheets on which to play their games (see *Mapsheets*, p. 14). There are optional rules that draw from the *BattleMech Manual (BMM)*, *Total Warfare (TW)*, and *Tactical Operations: Advanced Rules (TO:AR)*, but this campaign can be played without those products. Additionally, this module can be played as an *Alpha Strike* campaign (see *Alpha Strike Play*, p. 17), using *Alpha Strike Commander's Edition (ASCE)*; rules variations for *Alpha Strike* play are noted throughout this volume.

Chaos Campaign: Tukayyid combines the Chaos Campaign system of tracks (scenarios) and WarChest Points (campaign accounting) with a map-based campaign to track the progress of each Clan in completing their objectives.

Each Clan Campaign has a starting Region, representing their landing zone. Depending on the players' desired length of the campaign, the players will fight one or more tracks in that Region to determine the victor of the Region. Their specific Clan Campaign section then details where the campaign moves depending on who won the current Region.

As the tracks are randomly determined from those available in the Region, and the direction the campaign takes is determined by the results of each track, each Clan Campaign will be unique to that group of players. Whether the Clan achieves victory on Tukayyid or retreats in shame is up to their ability to win tracks and ComStar's ability to frustrate those efforts.

Regions determine the terrain, environmental conditions, available tracks and special rules for the battles in that Region. Winning Regions will advance the campaign toward an overall campaign win.

Tracks are individual battles, determined by the Region. Tracks detail the Attacker and Defender forces, how to set up the play area and deploy in it, the Objectives of each side and Options available, and any Special Rules. The side earning more WarChest Points (WP) from Objectives at the end of the track is the winner of that track. Winning a track counts towards winning a Region.

Players choose the campaign's direction with the WarChest Point System, or WarChest. Earning WP allows players to repair damaged units, upgrade their 'Mechs and pilots, and most importantly, gain access to their next track to continue the campaign. The WarChest system is explained in further detail below.

Terminology: These rules use the following terminology:

Unit: Whenever the term unit is used, it refers to a single game piece; i.e., a BattleMech.

Force: The term force refers to the total collection of units that a given side has available.

OpFor: The opposing force (OpFor) will square off against the players' force.

Standard *Chaos Campaign: Tukayyid* play involves a single Clan Campaign. For example, if the Clan Wolf campaign is selected, one player or players will command a force from a Clan Wolf Cluster, while another player or players will command a force from a ComStar Division. They are the protagonists of the campaign, and as their battles go, so goes the campaign. They fight over Regions, to either advance toward the Clan objectives or push back the Clans toward their landing zones. Depending on how many objectives the Clan player wins, they generally will either lose the campaign (lose the starting Region without taking any objectives), draw (achieve one objective) or win the campaign (achieve both objectives). While individual tracks are generally equitable contests, the overall campaign is intended to be an uphill challenge for the Clans.

Player vs. Player: *Chaos Campaign: Tukayyid* defaults to two players, one Clan and one ComStar. If there are more than two players, they should be divided into two teams. Each team will run a single force; it is up to the team to determine how they wish to come to decisions during gameplay or divide control of the units participating in a track.

Gamemaster: *Chaos Campaign: Tukayyid* can be played with a Gamemaster (GM); one individual will take on the role of the GM, while one or more other individuals form the player group. It is the GM's job to read through the next track, to set up the OpFor, and to provide the limited information available to the players at the start of a track, which they can use to select their forces. The GM controls the OpFor during the track, executing all movement and attacks against the players. The GM must pay the track cost for each track and collects and spends WP just like the players. The other players operate as a single team, controlling a single force. It is up to the players to determine how they wish to come to decisions during gameplay and divide control of the units participating in a track.

Some groups may wish to rotate the role of GM among the various players from track to track. One or more players may also need to assist the GM during the course of the game if the OpFor consists of a high number of units.

WARCHEST POINT SYSTEM

The WarChest Point System is an abstraction of the rewards and opportunities that arise out of combat. More than just money, WP account for abstract factors such as renown, contacts, and being in the right place at the right time. WarChest Points represent opportunities, whether to participate in a particular battle, get signed to a particular contract, find and pay for transport, or acquire a BattleMech. They also shape the battlefield environment of a track, allowing players to take on a greater challenge for a greater reward.

THE CHAOS CAMPAIGN

PLAYING CAMPAIGNS

GETTING STARTED

The following steps will assist players and GMs in determining which Campaigns they want to play, how long they want their Campaigns to last, and determining a track with which to start their campaign.

1. Determine which Campaigns to play.

The players should first determine which Campaign or Campaigns they wish to play, and how many tracks they wish to play per Campaign. There is one Campaign for each of the Invading Clans: Diamond Shark, Ghost Bear, Jade Falcon, Nova Cat, Smoke Jaguar, Steel Viper and Wolf.

2. Determine the length of each Campaign.

The length of each Campaign can vary:

- A single track per Campaign. The players will play out a single track to determine the winner of the entire Campaign. This option is primarily intended for those wanting to play every Clan Campaign, with just seven tracks needed to determine a victor on Tukayyid. Warchest Points will not be generated or spent, as different forces will play out each track.
- A single track per Region. Each Campaign is broken up into three to four Regions. With this option, a single track is played in each Region to determine the victor in that Region. The length of the Campaign under this option will vary, from a single track if the Clan side loses their first region, to many more. Each player starts with 1,000 WP.
- Best of three games per Region. Each Region in a Campaign consists of at least three tracks. Whichever sides wins two or more tracks wins that Region. The total length of each Campaign will vary, from just two tracks if the Clan side loses their first Region, to up to three times the number of Regions—or even more. Each player starts with 2,000 WP.

3. Select a side.

Each player must then decide which side they wish to play, Clan or ComStar.

4. Determine force size.

Whether a GM is running the OpFor, or two player teams are facing each other, both sides must build their forces. If more than one Campaign will be played, separate forces must be created for each Campaign. For example, if the players wish to play the Clan Diamond Shark Campaign and the Clan Jade Falcon Campaign, the player(s) or GM running the Clan side must create a force for the Diamond Sharks and a different force for the Jade Falcons. Likewise, the player(s) or GM running the ComStar side must create two different forces for each Campaign.

The size of each force is based on the number of units the Clan player wishes to play in each track of the Campaign; this is the Expected Track Force Size, and is either a Star, a Binary, or a Tertiary per track. The size of the entire Clan force available for the Campaign will be approximately three times this amount, and ComStar's overall force will be tied to it as well. For more, see *Force Building*, p. 22.

5. Determine starting track.

Each Campaign section includes a Campaign Flowchart that shows the initial Region in which the Campaign begins, how to advance through the Campaign's various Regions, and how to end the Campaign. The initial Region will include a Track Table; roll the listed number of D6 to determine the first track.

6. Determine the mapsheets for the starting track.

The number of mapsheets used in each track depends on the Expected Track Force Size determined by the players during Force Building (see p. 22). Consult the Number of Mapsheets Table below for the appropriate Expected Track Force Size to determine the number of times to roll on the Region's Mapsheets Table. Note that a specific track may modify and/or specify specific mapsheets to use for that track; any specified mapsheets replace an equal number of rolls on the Number of Mapsheets Table. Re-roll results that cannot be used, such as the reverse side of a mapsheet already selected, or mapsheets included in collections which the playing group does not yet possess.

Unless otherwise specified in the track, the Attacker generates and places the first mapsheet in any orientation, followed by the Defender generating and placing the next mapsheet in any orientation with at least one long edge placed alongside a long edge of the first mapsheet. Additional mapsheets, if necessary, repeat this process but with the third (or fifth) mapsheet placed alongside a short edge of one of the placed mapsheets, to create a rectangular play area. The fourth and sixth mapsheets must be placed so that at least two edges align with already placed mapsheets, again to create a rectangular play area.

NUMBER OF MAPSHEETS TABLE

Expected Track Force Size	No. of Rolls on Random Mapsheet Table
Star	2
Binary	4
Tertiary	6

TRACKS

Each track lists the following:

- **Situation:** Describes the in-universe circumstances of the conflict.
- **Game Setup:** Details the type and number of mapsheets to be used when creating the playing area. This section will also describe how the Attacker and Defender forces are to be built and then deployed on the playing area, including which sides of that area are considered the home edge for the Attacker and Defender. Note that the players' role can change from track to track, shifting between Attacker and Defender.

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- **Warchest:** Includes two sections:
 - **Track Cost:** Each track has a WP cost, which covers the in-universe transportation, incidental costs, connections, and reputation required to be able to participate in that track. It must be paid by both sides before beginning the track.
 - **Options:** Tracks may have a set of Options with a WP value listed before each. Players may elect to subject themselves to the listed Planetary Conditions or operational situations. A player may elect to use all, none, or some of the listed Options to try to claim more WP. However, WP bonuses only accrue if the Option is applied to the track and at least one Objective is completed. Alternately, if the Option has a negative value, players will take a penalty to any WP they earn from objectives, in exchange for their job having been a little easier. If a player took a negative-value Option and completed no Objectives during the track, they must pay for the Option out of their overall pool of WP—no freebies!
- **Objectives:** All tracks have Objectives with a WP value listed in brackets at the end of each description. Players gain those WP if that objective is achieved, or, if the Objective value is negative, lose those points if that Objective occurs.
- **Special Rules:** Indicates which Special Rules are in play for that track; these do not confer a WP bonus to the players.

GAME SETUP AND BALANCE

Each track will stipulate how much of each side's Campaign Force can be fielded in the track, rounding fractions normally. This percentage is tied to the Force Point cost paid for the Campaign Force. For example, if a track allows a side to deploy 33% of their Campaign Force, that side could deploy units whose combined cost does not exceed 33% of the Force Point cost of the entire Campaign Force (see *Force Building*, p. 22).

Using percentages creates compatibility with most any balancing method the players want to use and keeps the tracks playable regardless of how heavy or light their unit may be. It also creates flexibility in the number of units the players choose to deploy.

Note: Players may select any available units to take part in a track; they do not need to select a complete Star or Level II. Units for a track can be drawn from across their entire Campaign Force as they choose. Also, the percentage indicated in a track is the maximum fraction of the players' total force that they can deploy in that scenario; they may elect to take a smaller force.

CAMPAIGN MOMENTUM

During the first tracks of each Clan Campaign, the Clan force will generally be the Attacker, as they land on Tukayyid and press forward against the ComStar Defender. However, with enough victories, ComStar may reach a balanced momentum or even take the momentum and push back against the Clans, becoming the Attacker. *Chaos Campaign: Tukayyid* tracks this with Campaign Momentum.

Each Campaign starts with the Clan having the Momentum. There are three possible steps of Momentum: Clan, Balanced and ComStar. After the completion of each Region, the victor of that Region moves the Momentum one step closer to the victor having the Momentum, or keeps the Momentum where it is if they already have it.

For example, if a Clan wins the Campaign's initial Region, they keep the Momentum. If ComStar then wins the next Region, the Momentum becomes balanced. If ComStar wins the third Region, then they have the Momentum.

After determining a track, roll 1D6. The current Momentum holder is the Attacker on a result of 1-4. Otherwise, on a result of 5-6, the opposing side is counterattacking and is the Attacker for this track. If the Momentum is balanced, a result of 1-3 will cause the Clan side being the Attacker, and 4-6 will have ComStar being the Attacker.

Regions and tracks may have rules modifying or even overruling the Momentum rules for determining Attacker and Defender.

MAPSHEETS

Unless otherwise described in a track, use two mapsheets per Star of the Clan force, rounding up (see Number of Mapsheets Table, p. 13). However, tracks may provide guidelines for mapsheet use, including a minimum number of mapsheets to use or specific mapsheets on which to play; these guidelines always take precedence.

Players can randomize which mapsheets are used by rolling on the Random Mapsheet Table for the current Region of play. Reroll results that cannot be used, such as the reverse side of a mapsheet already selected, or mapsheets included in collections which the playing group does not yet possess. If the players do not possess specific mapsheets either indicated by a track or randomly generated, they should feel free to substitute. All mapsheets should be agreed upon by the players.

Neoprene BattleMats: Catalyst Game Labs has produced a selection of neoprene *BattleMats* in recent years. These *BattleMats* are the size of two mapsheets, and some reprint a pair of previously-published paper mapsheets in a fixed orientation. Players are encouraged to use these in place of single mapsheets, particularly if one of the mapsheets randomly generated or called for in a scenario is among the neoprene maps the players possess. Count each neoprene map as two mapsheets when determining the number of mapsheets to use.

MapPack: Battle of Tukayyid: The mapsheets in *MapPack: Battle of Tukayyid* are also the size of two mapsheets and are usually intended to be used together as a single, large mapsheet. This campaign lists each side separately, identifying #1 as the "left" half, and #2 as the "right" half as viewed with the *BattleTech* logo upright in the lower left corner of the mapsheet. The players may decide to use any randomly generated result which indicates one of these sides as using both halves, counting the result as two mapsheets as described above. The players may also decide to treat each result as a single mapsheet and place another mapsheet over top of the side not being used in that game's track.

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More Mapsheets = More Time: Players should be aware that the more mapsheets they employ, the longer their game will take. More turns will be spent crossing terrain, tracking down their targets, and getting into the thick of combat.

ENTERING THE PLAYING AREA

If a track's Game Setup requires a force to enter "during the Movement Phase of Turn 1," the loser of the Initiative roll for the first turn moves a unit onto the playing area first, then the winner moves a unit, and so on.

Units entering the mapsheet in this way must pay Movement Points (MP) for the first whole hex they enter—1 MP if it is a Clear hex, 2 MP if it contains Light Woods, and so on. They do not need to pay additional MP if their desired entry hex is above or below Level 0; assume that the unit is entering the hex from another hex of the same Level.

Any number of units may use the same entry hex, provided they each end up in their own hex at the end of their movement. Unless the Game Setup indicates otherwise, any whole hex along a force's home edge is an eligible entry hex.

DEPLOYING PRIOR TO INITIATIVE

If a track's Game Setup requires a force to "deploy prior to Initiative," that side's units must be placed on the map before Initiative is rolled. This often occurs when the Defender has taken up positions on the playing area and faces an assault from the Attacker.

If the Game Setup does not indicate any restrictions for deployment, the force may place its units anywhere on the playing area. When this option presents itself, players will usually want to take up an ideal position.

In certain tracks, only a portion of one side's units will deploy prior to Initiative, with the rest entering the playing area as described above.

RETREAT AND ENDING THE TRACK

Any unit may voluntarily withdraw from play by simply spending MP to reach and exit through its home edge; a unit doing so is removed from play but is not considered destroyed. This allows players to preserve their remaining units once an objective has been achieved or hopelessly lost, without continuing to risk 'Mech or MechWarrior.

Similarly, if both sides mutually agree that the track's objectives have been completed or that no further advantage remains by playing on, they may choose to end the game without requiring all remaining units to exit via their home edges.

The winner of a track is the side that earns the most WarChest Points from completing objectives for the that track. If there is a tie for WarChest Points from objectives, the side that has the most units (as determined by the force points, Battle Value or Point Value) surviving and not in forced withdrawal from their force is the winner.

TIME BETWEEN TRACKS

What happens between tracks can be just as important as the games played during the tracks themselves. During the time between tracks, players may use WP to improve their personnel, repair and rearm, and purchase new equipment. All expenditures of WPs must occur before selecting the next track. WPs may not be spent during gameplay of a track.

When spending WPs between tracks, keep in mind that the next track must also be purchased with WarChest Points—overspending on upgrades may leave a force with nowhere to go, and cause them to lose the Campaign!

CONVERTING WARCHEST POINTS

In order to use WPs between tracks, they must be converted into Support Points (SP). To convert WP into SP, multiply the number of WP to be converted by the players' Base Force Size Multiplier. The Base Force Size Multiplier is based on the Expected Track Force Size chosen earlier, as shown in the table below.

The reverse method can be used to convert SP back to WP—divide the number of SP to be converted by the Base Force Size Modifier. This may be useful to turn SP gained from selling assets into WP to be used for purchasing new tracks.

Note: SP cannot be carried over between tracks; unspent SP can be converted back into WP as described above.

BASE FORCE SIZE MULTIPLIER (BFSM) TABLE

Expected Track Force Size	Clan BFSM	ComStar BFSM
Star	5	10
Binary	10	20
Trinary	15	30

REPAIRS, PURCHASING, AND OTHER EXPENSES

Support Points can be used directly to effect repairs, and purchase new units or personnel, as shown on the SP Activity Cost Table—Tukayyid on p. 16.

Repairs: Spending SP to repair a 'Mech's armor or internal structure restores all such damage across the entire 'Mech. The exception is if a player spends SP to repair a 'Mech's armor, and one or more locations still have damage to their internal structure. In that case, all armor is replenished except in the locations with internal damage; those locations do not regain any armor. This may be necessary if WP or SP is running low but means that the player will have to eventually pay SP to repair the 'Mech's internal structure, and then again pay the full SP cost to repair the 'Mech's entire armor. When paying Support Points to repair a unit's internal structure, all critical hits are repaired and

RECORD SHEETS

ORDER OF BATTLE

TECHNICAL READOUT

VAULT CAMPAIGN

JADE FALCON CAMPAIGN

NOVA CAT CAMPAIGN

STEEL VIPER CAMPAIGN

GHOST BEAR CAMPAIGN

DIAMOND SHARK CAMPAIGN

SMOKE JAGUAR CAMPAIGN

THE CHAOS CAMPAIGN

HISTORY

LESSONS OF WAR

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all internal structure is replenished, even on missing locations. (**Hint:** Whether repairing armor or internal structure, remember that it's all or nothing; sometimes it may be worth it to choose to not repair a unit that has taken very minor damage.)

Repair Time: Any unit that undergoes internal structure repair is unavailable for force selection until a change in Region occurs.

Purchased Units: Players may only purchase units to replace those destroyed, and such units must be of the same unit type ('Mech, Battle Armor, etc). Newly purchased units are unavailable for force selection until a change in Region occurs.

Ammunition & Purchased Units: Newly purchased units come with a full complement of ammunition.

New MechWarriors: Newly hired ComStar MechWarriors are of Regular quality, with a Gunnery Skill of 4 and Piloting Skill of 5. Newly hired Clan MechWarriors are of Veteran quality, with a Gunnery Skill of 3 and Piloting Skill of 4. Note that these MechWarriors may be of lesser quality than those the players start with—good reason to keep your initial MechWarriors alive and healthy!

DESTROYED VS. TRULY DESTROYED

A unit may be considered “destroyed” during a game, as described in the *A Game of Armored Combat (AGOAC)* Rulebook (see p. 35, *AGOAC*). However, there are instances when a unit “destroyed” in terms of a particular game is not truly destroyed in terms of the Campaign. In other words, it may be possible for a unit considered destroyed during gameplay to be returned to operational status by spending SP on repairs between tracks.

A 'Mech is only truly destroyed when its center torso internal structure is eliminated. In that instance, as noted on the SP Unit Activity Cost Table—Tukayyid, it cannot be repaired.

All other damage sufficient to consider a unit “destroyed” during gameplay can be repaired between tracks, including a completely destroyed head location (however, in that case, a new MechWarrior will need to be hired).

SKILL ADVANCEMENT

Between tracks, personnel who participated in the last track may improve their Gunnery or Piloting Skills by paying the appropriate Support Point Cost on the Skill Advancement Table. Personnel who did not participate in the last track may also improve their skills, but at three times the listed cost in SP.

Personnel may only improve each skill set one rating at a time between tracks. For example, a MechWarrior can improve either their Gunnery or their Piloting Skill by one rating, or improve both their Gunnery and Piloting by one rating, but they may not advance either skill by two or more ratings in between tracks.

Hint: Improving the skills of MechWarriors is a key way to enhance both an individual unit and its players' chances of success, and should be prioritized.

Special Pilot Abilities: A player may purchase any Special Pilot Abilities listed in the *Campaign Operations* rulebook (see p. 70, *CO*); or those shown on any MechWarrior Card, such as those

found in the *Beginner Box, A Game of Armored Combat* boxed set, or the *Clan Invasion* box set, or those that come with Lance or Star miniatures packs. If they do, they will not be able to advance either the Gunnery or the Piloting Skill of that MechWarrior between those same two tracks; the player must wait until after the next track. The MechWarrior receiving a Special Pilot Ability must have participated in the preceding track.

WARCHEST DEBT

Unlike in previous *Chaos Campaign* products, Warchest Debt is not available on Tukayyid. If a player does not have enough WPs to purchase the next track available to them, they must retire and the Campaign ends in a loss for their side.

SP ACTIVITY COST TABLE—TUKAYYID

Activity	Support Point Cost
Repair 'Mech's Entire Armor*	= Tonnage
Repair 'Mech's Entire Internal Structure**	= Tonnage x 2
Repair Elemental	= No. of suits x 2.5
Purchase 'Mech	= Tonnage x 20
Purchase Elemental	= No. of suits x 50
Selling a 'Mech***	= Tonnage x 5
Re-arm Unit (Standard, per ton of ammunition)	= 10
Re-arm Unit (Advanced/ Experimental ammo, per ton of ammunition)	= 50
Hire a new MechWarrior****	= 100
Heal MechWarrior	= 30 per Wound box

* Armor is restored only to locations which do not have internal structure damage.

** 'Mechs whose center torso internal structure has been reduced to 0 cannot be repaired.

*** A 'Mech must be fully repaired before it can be sold.

**** Does not come with a 'Mech; a new 'Mech must be purchased separately.

SKILL ADVANCEMENT TABLE

Activity	Support Point Cost
MechWarrior Gunnery Skill -1	= 200
MechWarrior Piloting Skill -1	= 150
Special Pilot Ability	= Point Cost x 100

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ALPHA STRIKE PLAY

In general, groups playing *Chaos Campaign: Tukayyid* with *Alpha Strike* rules will use the same rules outlined above, with a few additions.

SKILL ADVANCEMENT

Alpha Strike uses a single Skill rating for rolls, rather than split Piloting and Gunnery Skills ratings. The *Alpha Strike* Skill Advancement cost is the total of increasing Piloting and Gunnery by one rating each. This will match advancement times between the two systems. If the players wish to use both systems for different tracks in a Campaign, increase Piloting and Gunnery Skills separately as described above, and the *Alpha Strike* Skill rating will increase with the second Piloting/Gunnery skill increase. For example, two Gunnery Skill increases, two Piloting Skill increases, or one Gunnery and one Piloting Skill increase, will increase the MechWarrior's *Alpha Strike* Skill rating.

AMMUNITION

With the exception of *Alpha Strike* units with the ENE ability, any unit that participated in a scenario needs to rearm to maintain its full combat strength. All *Alpha Strike* units use the standard ammunition reload SP cost, unless the players are using the Alternate Munitions advanced rule. Any unit seeking access to Alternate Munitions must pay the advanced/experimental ammunition SP reload cost as shown in the SP Activity Cost Table—Tukayyid above.

A unit that has not rearmed reduces the damage dealt by its weapon attacks (but not its physical attacks) by 1 at all range brackets. The unit also cannot use any weapon-based special abilities (ART, BOMB, FLK, HT, IF, LRM, MSL, SRM, TOR, etc.), or any special ability that involves equipment in need of ammunition (AMS, C3RS, MDS, any NARC ability, RSD, etc.). Aerospace Fighters with ENE that do not rearm cannot use their BOMB special ability, but are otherwise unaffected.

A track may have an Option that causes a force to have a reduced ammo of available. In *Alpha Strike*, these Options affect units as listed above.

SALVAGE

A unit that has had all of its armor and structure bubbles marked off in gameplay is considered destroyed for tactical purposes, but for most such units there remains a chance that it can be salvaged and repaired later. Depending on the specific track rules, salvage may be possible by whichever side won the previous track.

When salvage is allowed between tracks, any unit that has been completely marked off by damage will receive a chance to be salvaged unless it is a conventional infantry unit of any kind, an aerospace unit that crashed, or any unit type that had its last points of armor or structure marked off due to artillery or bomb damage.

For each marked-off unit that may be salvaged, the side that won the track rolls 2D6. On a result of 9 or higher, the destroyed unit is salvageable, and may be repaired using SP, or scrapped for half its normal selling price. If the roll is 8 or less, the destroyed unit is too far gone to be of any use.

Note: The Salvage rule is included here as part of general Warchest rules in *Alpha Strike* play. As noted above, however, Salvage rules are not used in *Chaos Campaign: Tukayyid* play as the in-universe timeframe is too short for salvaged units to generally be returned to action, especially with the differences between ComStar and Clan technology.



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ENDING THE CAMPAIGN

The victory conditions for each Clan Campaign are listed at the end of each Campaign section. If conditions for either a Clan Victory or a ComStar victory are achieved at the end of any track, the Campaign is over and a victor is declared.

If the campaign progresses through five Regions, including repeats of the same Region, without a victor being declared, then the Campaign is a draw.

If either side retires as the result of insufficient WP to purchase the next track, then the other side achieves victory. If both sides must retire, the Campaign ends in a draw.

Finally, if the players are playing through more than one Campaign, the results of each Clan Campaign are tallied. Whichever side has achieved victory in the most Clan Campaigns has won the Battle of Tukayyid.

A ComStar victory means the Clan Invasion is halted for 15 years. Historically, the Clans were mostly reduced to raids and in-fighting during the first years of the Truce of Tukayyid, unable to advance towards Terra. Depending on how poor their performance was, a Clan may withdraw from the Inner Sphere

entirely, turn on their own in an attempt to purge the failure, fight with another Clan to restore their honor, or bunker down and attempt to weather the long years.

A Clan victory means ComStar must hand over Terra over to the Clans. However, a method to determine exactly which Clan that fought on Tukayyid would ascend to become ilClan had not been determined at the time of the battle. Perhaps it would be the Clan which achieved their objectives the fastest (or, in game terms, in the fewest number of tracks). Or perhaps this very question would ignite a bloody round of intra-Clan fighting? Moreover, would every member of the Com Guards agree to the Precentor Martial's terms? Perhaps a split in ComStar between those who honor the agreement and those that refuse would lead to a different kind of battle for Terra, after all?

If there is a tie, with the ComStar side achieving the same number of Clan Campaign victories as the Clans, then the result on Tukayyid is inconclusive. ComStar eventually withdraws from Tukayyid, the Clans bicker and argue over who is responsible, and both sides prepare for the invasion to continue and for the drive on Terra itself...

PARTIAL VICTORY OR DRAW?

When Precentor Martial Focht and ilKhan Kerensky negotiated for the Trial of Possession to take place on Tukayyid, they treated it as a single trial. With 14 objective cities to take, the Clans would have to claim eight or more to achieve victory in the trial. It would not matter which objectives were taken or which Clan took the objective.

But the various Khans took that framework and immediately ascribed to it the idea of personal victory or failure for their own Clan. In their arrogance, each Clan believed they were destined to take both of their objectives, and several actually based their planning for Tukayyid on being able to claim they took both their objectives first, thus proving their superiority over the other Clans. The idea that they might seize only a single city was not widely considered.

Thus, there are differing opinions on how to evaluate the taking of a single objective. Focht and Kerensky counted it as a partial victory, as the Clan had in fact claimed one objective towards the eight needed to win the trial. Most of the individual Clans viewed it as a glass half-empty, a draw at best. Either way, it still counted as a single objective taken against the number needed to claim overall victory on Tukayyid.



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BATTLEFIELD SUPPORT: COMBINED ARMS

"None of the glamour, all of the work"

The vaunted BattleMechs of the Com Guards received the lion's share of the coverage in the numerous retrospectives published after Tukayyid. However, the Guards have always been a combined arms force, and the Battle of Tukayyid could never have been won without the contribution of thousands of combat vehicles and infantry units which took part in the conflict—many of which paid the ultimate price to secure that victory.

While *BattleTech* offers full rules for vehicle and infantry combat in *Total Warfare*, these *Battlefield Support* rules allow players to field these units in a quicker, simpler manner, and without reference to another rulebook. The players are allotted a number of Battlefield Support Points (BSPs), which they may spend to purchase Support units; the exact BSP allotment varies based on several factors, including:

- players' choices during force building (see *Force Building*, p. 22);
- for ComStar only, the size of the force taking part in a particular track (see the Force Size Table, p. 22);
- any Options available and selected by either side for that track.

To reflect the potentially large numbers of these units that can be fielded, and the abstract nature of the *Battlefield Support* rules themselves, the use of vehicle and infantry units has been greatly simplified.

Further examples of *Battlefield Support* rules, such as artillery, minefields and aerospace fighters, are available in the *BattleMech Manual* (see *BMM*, pp. 75-79).

PURCHASE GUIDELINES

Once the players have determined the amount of Battlefield Support Points each side will have access to, players should secretly select and write down the specific Battlefield Support Types they want to have available during the track, as noted on the Battlefield Support Table: Combined Arms. Players do not need to spend their full allotment of BSPs, but unspent BSPs are lost once play begins; they may not be used to purchase Battlefield Support Types during the game. Also, unspent BSPs do not carry over to subsequent tracks; the amount of BSPs each side has available to spend is determined at the start of each track.

For example, if the Com Guards player has access to a Level III's worth of BSPs (36 units, so 36 BSPs) in a particular track, they may simply want nine Medium Tracked Combat Vehicles (4 BSPs each), while in another they might instead opt for four Medium Hover Combat Vehicles (5 BSPs each), three Light Tracked Combat Vehicles (4 BSPs each), and two Jump Infantry Platoons (2 BSPs each).

As with any rules, players should understand and agree on the potential extremes before play begins. For example, if the Delta Support option is used, the ComStar side could select 15 Light Hover Vehicles or 30 Jump Infantry Platoons and have to keep track of each—potentially slowing down the game unless the other player agrees to that style of play.

Note: BSPs bear no connection to Support Points (SPs) used elsewhere in the Chaos Campaign rules.

GENERAL RULE

BattleTech is a large ruleset with many possibilities. If you encounter a situation not covered by these rules, ask yourself if the situation would require a player to track any kind of information affecting or related to a Support unit from turn to turn. If the answer is "yes," do not apply that rule to Support units.

Support units never make Piloting Skill Rolls, even if the rules call for a unit to automatically fail them. If an action calls for a Support unit to first make a Piloting Skill Roll, the Support unit cannot take that action unless the track specifies otherwise.

BATTLEFIELD SUPPORT TABLE: COMBINED ARMS

Support Type	Movement Points (MP)	TMM	Range	Target Number	Damage Value	Destroy Check TN**	BSP Cost
Combat Vehicle (VTOL)	14	+4	3/6/9	6	5	4	5
Combat Vehicle (Lt Hover)	12	+4	3/6/9	6	5	4	4
Combat Vehicle (Md Hover / Lt Wheeled)	8	+3	4/8/12	6	8	5	5
Combat Vehicle (Lt Tracked / Md Wheeled)	6	+2	3/6/9	6	10	7	4
Combat Vehicle (Md Tracked / Hvy Wheeled)	4	+1	4/8/12	6	12	8	4
Combat Vehicle (Hvy Tracked)	4	+1	5/10/15	6	14	9	5
Combat Vehicle (Aslt Tracked)	3	+1	6/12/18	6	10x2*	10	7
Jump Infantry Platoon	2 (Jump)	+1	1/2/3	6	5x2*	7	2
Mechanized Infantry Platoon	4	+1	1/2/3	6	5x2*	7	2

* Two Damage Value groupings are applied after a hit, with each group assigned separately.

** At least 5 damage must be dealt in a phase to trigger a Destroy Check, with the exception of infantry Support units.

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INITIATIVE

All Support units always deploy first during setup. They also perform all movement actions first in each Movement Phase. Only after deployment and movement for all Support units has been resolved is non-Support unit deployment and movement resolved, per the normal rules.

MOVEMENT

Support units use the movement rules for BattleMechs, with the following exceptions (though, as noted above, they move before any 'Mechs are moved).

Support units do not pick a movement mode at the start of the Movement Phase. They instead have the same fixed Movement Point allowance every turn, which is affected by terrain and other MP modifiers as normal. If it is ever necessary to determine a Support unit's exact movement mode, assume it is Running (except for Jump Infantry, which is always Jumping).

Backward Movement: A player who wishes to move a Support unit backward that turn must declare this at the start of the unit's move. This reduces the unit's Movement Points to half for that turn (rounding up). A unit cannot change levels on a turn that it moves backward unless it is a VTOL.

Level Changes: Unlike 'Mechs, Support units can only climb or descend one level per hex of movement; this costs 2 MP. VTOLs and Jump Infantry ignore this restriction and do not pay MP to change levels.

Urban Movement: Support units cannot move inside buildings, and never skid. For full urban combat rules, see *BattleMech Manual* or *Total Warfare*.

TERRAIN RESTRICTIONS

- **Wheeled vehicles** cannot enter woods, rough, or rubble hexes.
- **Hover vehicles** cannot enter woods hexes. They treat all other hexes as clear terrain.
- **Tracked vehicles** and mechanized infantry cannot enter heavy woods.
- **VTOL units** treat all hexes as clear terrain.
- No Support unit other than VTOL and Hover units can enter water hexes deeper than Level 0.

STACKING LIMITATIONS

Up to two Support units can be in the same hex, or one Support unit and one friendly 'Mech.

All non-Support units can move through a hex containing one or more Support units. In other words, Support units do not hinder the movement of enemy units, though the standard limitations involved in ending moves in enemy-occupied hexes still apply.

Elemental units ignore infantry Support units for the purposes of stacking. If the Movement Phase ends with an Elemental unit (of any size) in the same hex as an enemy infantry Support unit, the infantry Support unit is automatically and immediately destroyed.

COMBAT

Support units use the combat rules for BattleMechs (including announcing and resolving their attacks and damage during the Attack phase), with the following exceptions.

All Support units are one level high for LOS purposes, except for VTOLs (see below). They never receive partial cover.

Support units do not use the standard firing arcs: their firing arc is 360 degrees.

When attacking, all Support units have the same base Target Number of 6. Each applies all standard attack modifiers except for the attacker movement modifier, which is never applied. Each rolls once to hit, regardless of how many Damage Value groupings they apply to their target if they hit.

Support units do not track ammunition.

Unlike regular *BattleTech* units, the Target Movement Modifier (TMM) when firing at Support units is always the same: a fixed modifier indicated on the Battlefield Support Table above for that unit type which applies regardless of how many hexes they have moved (even if they do not move at all).

See the note above under *Stacking Limitations* for special combat rules regarding Elementals vs. infantry Support units.

Indirect Fire: Support units cannot fire indirectly. However, they can serve as spotters for indirect fire.

VTOLs: For LOS purposes, VTOLs are always two levels above the terrain they are flying over. For example, a VTOL above a Level 2 hill with woods is at Level 6 (2 for the hill, 2 for the woods on the hill, and 2 for being a VTOL).

PHYSICAL ATTACKS

Support units cannot charge or perform any other physical attack.

Support units can be kicked, punched, struck by a physical weapon or club, or targeted by a charge or death from above attack. Ignore the normal damage resolution procedure in these cases. Instead, any physical attack that hits a Support unit forces that unit to make a Destroy Check at the end of the phase, with a penalty based on the attacking 'Mech's weight class: Light = +1, Medium = +2, Heavy = +3, Assault = +4.

Charges & DFAs: 'Mechs do not apply the comparative Piloting Skill attack modifier when making a charge or death from above attack against a Support unit.

Elementals: These can swarm Support units, except for VTOLs. The attacker applies a -2 attack modifier. Treat the damage as a physical attack by a Light 'Mech as described above.

VTOLs: These cannot be targeted by physical attacks or Elemental swarms.

DAMAGE

If a Support unit takes sufficient damage in a phase, its controller makes a Destroy Check for it at the end of that phase. For vehicle Support units (not infantry), at least 5 damage must be dealt to the unit that phase to trigger a check on it.

A Destroy Check is made by rolling 2D6. The Target Number (TN) for the check is based on the unit type, as shown on Battlefield Support Table. If the roll result is equal to or greater than that unit's Destroy Check TN, that unit is destroyed. For

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example, a Light Hover Vehicle forced to make a Destroy Check is destroyed on a result of 4 or more.

The Destroy Check roll is modified by the total amount of damage the unit took in the phase: add 1 to the roll result for every 10 full points of damage the unit took that phase. For example, if up to 9 points of damage was dealt to a Support unit in a phase, no roll modifier is applied; 10 to 19 points, +1 modifier; 20 to 29 points, a +2 modifier, and so on.

Only one Destroy Check is made per phase per damaged unit. If the unit survives, all damage that unit suffered in that phase is ignored in future phases and turns. In other words, Support units do not track damage past the phase in which it occurred.

Rear Damage: If a Support unit takes any damage in its rear side in a phase, any Destroy Check it makes that phase adds a +2 modifier.

HEAT

Support units do not generate heat.

Advanced rules, not present in the *A Game of Armored Combat* or *Clan Invasion* rulebook, can force a unit to gain heat through environmental effects or being hit by special weapons. If a Support unit would be forced to gain heat points for any reason, the unit must instead make a Destroy Check at the end of the phase. If the Support unit would also be forced to make a Destroy Check that phase due to damage, the heat instead adds +2 to that Check's roll result.

FULL BATTLEFIELD SUPPORT

If the players possess the *BattleMech Manual*, each side receives 12 Battlefield Support Points (for ComStar, in addition to the Battlefield Support Points their side already receives) per track, even if other Battlefield Support options are not available under that track or its Options. The Clan player may spend BSP only on Offensive Aerospace Support (Light Strike, Heavy Strike and Strafing) or the Long Tom Artillery Support (for the Clans, this is considered the Arrow IV); no other Battlefield Support types can be used by the Clans on Tukayyid. The ComStar player may use any type of Battlefield Support from these rules or the *BattleMech Manual*.

EXAMPLE

Joshua's Tracked Assault Vehicle has the misfortune to drive into the sights of a Clan Warhawk. Two Clan ER PPCs smash into the tank for 30 damage, so at the end of the Weapon Attack Phase it will need to make a Destroy Check. The Destroy Check TN for a Tracked Assault Vehicle is 10. However, as it took 30 damage that round, Joshua must add 3 to his roll for it. A result of 10 or higher, after all modifiers have been applied, means that the tank is destroyed. If the tank survives, this damage is ignored in all future phases, because Support units do not track damage past the end of a phase.

If it was an infantry Support unit that was struck, even a single machine gun hit to it would have triggered a Destroy Check. However, as a machine gun only deals 2 damage, the check would not apply any modifiers.

EXAMPLE

Kristian and Sam are building their forces for a game and with the BattleMech Manual in hand they are determining available Battlefield Support Points. Looking at the Expected Track Force Size column of the Force Size Table on the next page, Kristian, the ComStar player, will have 36 points. However, because they're playing Full Battlefield Support rules, Kristian receives 12 more points, for a total of 48. Meanwhile, Sam, as the Clan player, has 12.

Sam looks at the Battlefield Support Table in the BattleMech Manual, and remembering the Clan limitations, selects an Offensive Strafing (+5), a Heavy Strike (+3) and two Light Strikes (+2 x 2 = +4) for a total of 12 BSPs.

Kristian, on the other hand, selects the following from the BattleMech Manual: two Medium Density Minefield (+2 x 2 = +4) and a Long Tom Artillery (+6), and then from the Battlefield Support Table: Combined Arms two VTOLs (+5 x 2 = +10), two Medium Hover (+5 x 2 = +10), two Assault Tracked (+7 x 2 = +14) and finally two Jump Infantry Platoons for indirect fire spotter action (+2 x 2 = +4), wrapping up a total of 48 BSPs.



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FORCE BUILDING

At the beginning of each Clan Campaign, each side will build a Campaign Force that they will use throughout the campaign. They will not use the entire Campaign Force in each track, however; the subset of the Campaign Force that they use in a particular track is called the Track Force. This allows players to tailor their Track Force to the needs of that track. For example, if the track is a recon mission, the player may want to choose faster 'Mechs from their Campaign Force to best achieve the track's Objectives.

The size of a Campaign Force is based on the size of the Track Force which players want to bring to each track. Because the Clan player will generally field fewer units, the size of both sides' Track Force will be based on the Clan side's desired size.

STEP 1: CHOOSE CLAN EXPECTED TRACK FORCE SIZE

Players should first determine how large a battle they wish to play, on average, for each track.

The Clan player(s) may choose an Expected Track Force Size of a Star, a Binary (two Stars), or a Trinary (three Stars). The Clan side does not need to field this exact force in each track; it is simply a guideline to help balance the two sides. Depending on weight classes, MechWarrior skill ratings, and the use of Elementals, the Clan player may end up fielding a very different number of units.

Once players have determined the Clan side's Expected Track Force Size, consult the Force Size Table, which shows the number of Force Points each side will have to build their Campaign Force. The Campaign Force will be approximately two to three times the size of a single Track Force, depending on the players' choices in force building.

FORCE SIZE TABLE

Expected Track Force Size	Force Points	Battlefield Support Points (Clan/ComStar)*
Star	200	0/12
Binary	400	0/24
Trinary	600	0/36

* If using Full Battlefield Support (see p. 21), add 12 BSPs to both Clan and ComStar forces.

Battlefield Support Points

BattleTech centers on the actions of MechWarriors and their BattleMechs, but they are not the only combat units on the battlefield. The *Battlefield Support: Combined Arms* rules (see p. 19) allow players to add infantry and combat vehicles for their forces to use in battle.

Battlefield Support is purchased with Battlefield Support Points (BSPs), which are allotted to each side based on several factors. As shown in the Force Size Table above, the ComStar player automatically receives BSPs at the beginning of each track

based on the Expected Track Force Size, while the Clan side does not receive any. In addition, either side may choose to spend Force Points during initial force building to receive BSPs at the beginning of each track (see the Unit Cost Table, p. 23). Finally, either side may choose to take Options in certain tracks which add BSPs for that track only.

Players do not need to spend their full allotment of BSPs, but unspent BSPs are lost once play begins; they may not be used to purchase Battlefield Support Types during the game. Also, unspent BSPs do not carry over to subsequent tracks; the amount of BSPs each side has available to spend is determined at the start of each track (see *Purchase Guidelines*, p. 19).

STEP 2: CHOOSE COMBATANT

Each Clan Campaign section highlights a selection of Combatants for player forces, four for the Clan and four for ComStar. Each player must choose one of these Combatants for their Campaign Force to be drawn from; each Combatant offers different Special Command Abilities for use during a game, and Force Building Rules which apply to a Campaign Force.

STEP 3: BUILD A STAR OR LEVEL II

Each side then spends its Force Points to build their first Star of five 'Mechs or Level II of six 'Mechs, respectively, using the following steps.

STEP 4: CHOOSE FORMATION TYPE

For each Star or Level II, the player first selects a Formation Type: Assault, Battle, Command, Fire, Striker or Support. A Clan Force may select an Elemental Star instead. Also, Clan forces may use slightly different naming conventions for their Formation Types, and have access to three new Formation Types: the Phalanx Star, the Rogue Star, and the Strategic Command Star (see *Clan Formation Types*, p. 26).

Assault Formations tend to take or hold a small area of the field. They possess heavy armor and are devastating at close ranges, but are often ponderously slow.

Battle Formations are line units, able to hold or advance as needed. They tend to have a mix of good armor, moderate speed and both long- and close-range weapons.

Command Formations are based around a commander leading the force. If the player selects a Command formation, they then choose a second Formation Type to reflect the preferences of the commander; rolls on the Random Assignment Tables will be made using this second Formation Type.

Fire Formations are long-range specialists.

Striker Formations use their speed to race to objectives or survive combat.

Support Formations are flexible formations able to fulfill several roles. As with the Command formation, if a player selects a Support Formation, they then choose a second Formation Type to reflect the type of unit it prefers to support; rolls on the Random Assignment Tables will be made using this second Formation Type.

Phalanx Stars are combined arms defensive formations. Rogue Stars specialize in swift strikes, and Strategic Command Stars swap out a 'Mech for a single aerospace fighter.

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Optional: If both players agree, each Formation Type may bestow bonus abilities based on their specializations (see p. 20, *Clan Invasion* rulebook; p. 61, *Campaign Operations (CO)*; or p. 116, *Alpha Strike Commander's Edition (ASCE)*). If using this optional rule and rolling on the Random Assignment Tables to identify 'Mechs selected during force creation, the normal requirements for the composition of each Formation Type may be ignored.

STEP 5: PURCHASE UNITS

To purchase each unit in their Star or Level II, the player spends Force Points as shown on the Unit Cost Table below. The costs for each unit vary depending on the unit type and the Experience Rating of its MechWarrior.

Players should note the cost paid for each unit, as tracks allow each side to deploy a percentage of their overall Campaign Force, as determined by the Force Point cost paid for their units. For example, if a track allows a side to deploy 33% of their Campaign Force, that side could deploy units whose combined cost does not exceed 33% of the Force Point cost of the entire Campaign Force (see *Game Setup and Balance*, p. 14).

UNIT COST TABLE

Clan Unit Type	Force Point Cost (Veteran/Elite/Heroic)
Light Front-Line 'Mech	9/11/12
Medium Front-Line 'Mech	15/19/21
Heavy Front-Line 'Mech	16/20/22
Assault Front-Line 'Mech	25/30/35
Light Second-Line 'Mech	9/11/12
Medium Second-Line 'Mech	15/19/21
Heavy Second-Line 'Mech	16/20/22
Assault Second-Line 'Mech	25/30/35
Elemental Point	9/11/12
Battlefield Support Point	4*

ComStar Unit Type	Force Point Cost (Regular/Veteran/Elite)
Light 'Mech	3/4/5
Medium 'Mech	6/8/9
Heavy 'Mech	8/10/12
Assault 'Mech	12/15/17
Battlefield Support Point	4*

*The maximum Battlefield Support Points a force may have is based on the Expected Track Force Size chosen above. In addition to the BSPs shown in the Force Size Table, either side may purchase up to 6 additional points if the Expected Track Force Size is a Star, up to 12 additional points if it is a Binary, and up to 18 additional points if it is a Trinary. A Clan side must have the *BattleMech Manual* available before purchasing any BSPs (see *Full Battlefield Support*, p. 21.)

STEP 6: ROLL ON RANDOM ASSIGNMENT TABLES

The unit type purchased in Step 5 determines the Random Assignment Table on which the player rolls to identify the exact 'Mech and configuration for that unit. Consult the 'Mech Availability and Random Assignment Tables, p. 28, and roll on the appropriate table for each unit purchased.

STEP 7: DETERMINE MECHWARRIOR SKILL RATINGS

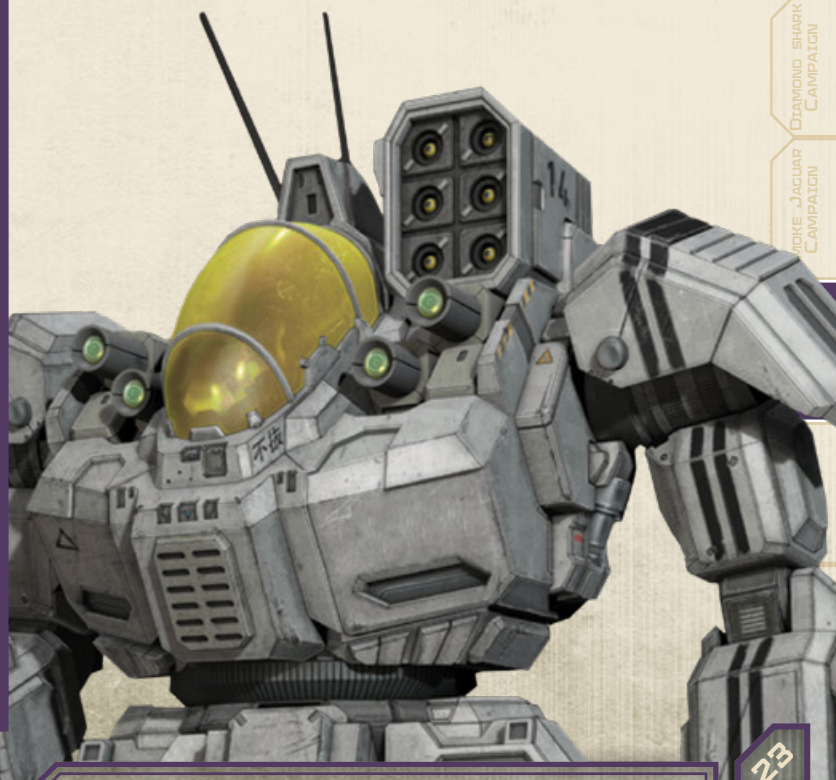
The unit type purchased in Step 5 also indicates the Experience Rating of the unit's MechWarrior. Consult the Experience Rating Table below and note the Piloting Skill and Gunnery Skill rating for each MechWarrior.

EXPERIENCE RATING TABLE

Experience Level	Piloting Skill	Gunnery Skill
Regular	5	4
Veteran	4	3
Elite	3	2
Heroic	2	1

STEP 8: COMPLETE CAMPAIGN FORCE

Repeat Steps 3 through 7 to continue creating new Formations, until each side has expended their Force Points. Partial Formations may be built, to ensure players use the maximum number of Force Points possible.



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OPTIONAL RULE: BATTLE VALUE/POINT VALUE

The players may choose to instead use Battle Value (BV) if playing under *Total Warfare* rules, or Point Values (PV) if using *Alpha Strike* rules, to select and balance their Campaign Force rather than Force Points. For more on determining the Battle Value of a unit, see *Battle Value*, p. 302, *TechManual*. For information about Point Values, see *Force Balancing*, p. 28, *ASCE*. Both Battle Values and Point Values can be found on the *BattleTech* Master Unit List at masterunitlist.info.

Players should still select an Expected Track Force Size (see *Step 1: Choose Clan Expected Track Force Size*, p. 22) as this will determine the BV or PV they have available to spend on their Campaign Force. Campaign Force building proceeds as outlined above with one exception: after selecting a unit type and MechWarrior Experience Rating from the Unit Cost Table, players must roll on the appropriate Random Assignment Table and then pay the appropriate BV or PV cost for the 'Mech and MechWarrior they selected, including adjustments to BV or PV for the Experience Rating of the unit's MechWarrior.

If the cost of a randomly generated 'Mech would take the Campaign Force over its BV or PV limit, reassign the 'Mech to the next lowest weight class and roll again (Clan players should stay within the front-line or second-line weight classes when reassigning). If the randomly generated 'Mech still cannot be purchased with the side's remaining BV or PV, reassign the 'Mech and re-roll again. If the player rolls on the Light 'Mech Table and still breaks the BV/PV limit, their side's Campaign Force is complete.

As with Force Points above, players should note the BV or PV cost paid for each unit, as tracks allow each side to deploy a percentage of their overall Campaign Force, as determined

by the BV or PV cost paid for their units. For example, if a track allows a side to deploy 33% of their Campaign Force, that side could deploy units whose combined cost does not exceed 33% of the BV or PV cost of the entire Campaign Force (see *Game Setup and Balance*, p. 14).

Battlefield Support Points: When using BV or PV to create a Campaign Force, each BSP costs 500 BV or 20 PV.

Expected Track Force Size	Battle Value (BV)	Points Value (PV)	Battlefield Support Points (Clan/ComStar)
Star	40,000	600	0/12
Binary	80,000	1,200	0/24
Trinary	120,000	1,800	0/36

CLAN AND COMSTAR ADVANTAGES

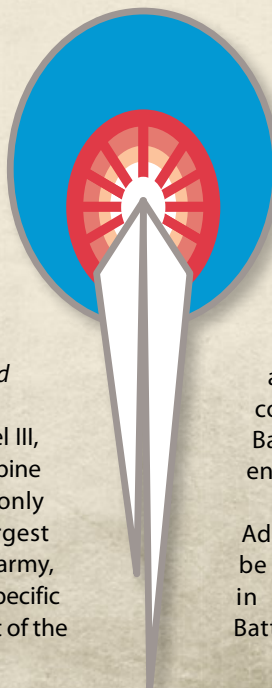
Clan Advantage: When using BV or PV to select Clan forces, the cost of each unit is treated as one Experience Rating lower than the MechWarrior's actual Gunnery and Piloting Skills (*TW*) or Skill rating (*AS*). For example, a *Hellbringer Prime* piloted by an Elite MechWarrior with a Gunnery Skill of 2 and a Piloting Skill of 3 usually costs 4,459 BV. Instead, for purposes of force creation only, the *Hellbringer* is treated as if it is piloted by a Veteran MechWarrior with a Gunnery Skill of 3 and a Piloting Skill of 4, and therefore only costs the Clan player 3,503 BV against the total BV allowed.

ComStar Advantage: When using BV or PV to select ComStar forces, the ComStar side receives free additional Battlefield Support Points, as shown in the table above.

COMSTAR ORGANIZATION

The basic organizational unit of the Com Guards is the Level II, comprised of six 'Mechs, combat vehicles, infantry Level Is or fighters. A Level I is a single BattleMech, vehicle or fighter, or 36 conventional infantry troopers. Historically, ComStar regularly mixed unit types within a Level IIs, but as the *Chaos Campaign: Tukayyid* rules focus on BattleMechs, other unit types are handled as support elements (see *Battlefield Support: Combined Arms*, p. 19).

The Com Guards combine six Level IIs into a Level III, sometimes referred to as a battalion. Six Level IIIs combine into a Level IV, or a division. Divisions are commonly assigned to achieve strategic objectives. The largest formation within the Com Guards is the Level V, or army, composed of six Level IVs. Each Army is assigned to a specific theatre, or slice of the Inner Sphere. To meet the threat of the



Clans on Tukayyid, armies were pulled from their home theatres across the Inner Sphere.

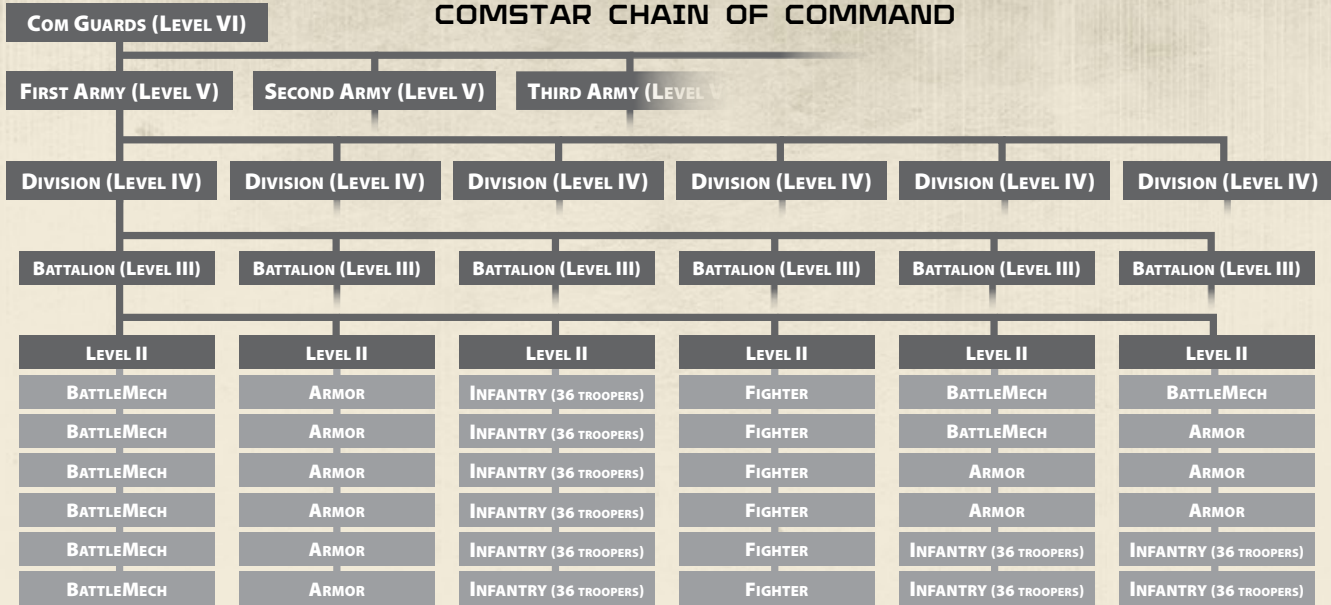
ComStar has few ranks within the Com Guards or outside of it; an Adept could be anyone from a MechWarrior to the commander of a Battalion. Instead of separate ranks, ComStar ranks incorporate a range of Greek letters which represent the individual's branch of service, followed by a Roman numeral representing their years of service in that rank.

ComStar military organization also attaches a Greek letter to a unit's designation to represent its composition. Alpha organizations are almost entirely BattleMechs, while Omega organizations are almost entirely infantry and vehicles.

For example, an individual who carries the rank of Adept Epsilon XX in command of a Level III Alpha would be a senior (twenty years in rank) Adept MechWarrior in command of a battalion mostly composed of BattleMechs.

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COMSTAR CHAIN OF COMMAND



BRANCH DESIGNATIONS

Com Guards Branch	Designations
Armor Crew	Alpha
MechWarrior	Epsilon
Infantry	Iota
Fighter	Pi

COMSTAR FORCE ORGANIZATION TABLE

Organization	Definition	Command Rank
Level I Infantry	36 troopers (30 jump troopers)	Adept
Level I BattleMech	1 'Mech	Acolyte or Adept
Level I Vehicle	1 Vehicle	Adept
Level I Fighter	1 Fighter	Acolyte or Adept
Level II (Demi-Company)	6 Level Is	Adept
Level III (Battalion)	6 Level IIs	Adept (Demi-Precentor)
Level IV (Division)	6 Level IIIs	Precentor
Level V (Army)	6 Level IVs	Precentor
Com Guards	12 Level Vs	Precentor Martial

UNIT COMPOSITION BY DESIGNATION TABLE

Level III Designation	No. of Level Is			
	'Mech	Combat Vehicle	Infantry	Aerospace
Alpha	28	1	1	6
Beta	27	1	2	6
Gamma	26	1	3	6
Delta	25	2	3	6
Epsilon	24	2	4	6
Zeta	23	2	5	6
Eta	21	3	6	6
Theta	21	3	6	6
Iota	19	4	7	6
Kappa	18	4	8	6
Lambda	17	4	9	6
Mu	16	5	9	6
Nu	15	5	10	6
Xi	14	5	11	6
Omicron	12	6	12	6
Pi	11	6	13	6
Rho	10	7	13	6
Sigma	9	7	14	6
Tau	8	7	15	6
Upsilon	7	8	15	6
Phi	6	8	16	6
Chi	5	8	17	6
Psi	4	9	17	6
Omega	3	9	18	6

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CLAN ORGANIZATION

The basic organization of Clan *toumans* are Stars, each made up of five Points. A Point is a single BattleMech, two combat vehicles or fighters, five Elementals or other battle armor, or 20 to 25 conventional infantry. (Some exceptions exist: for example, Clan Steel Viper considers one aerospace fighter, not two, to be a Point.) A Star is often composed of a single unit type, but is not required to be so; a few Clans field specific types of Stars which mix different unit types, such as the Strategic Command Star. Combining two Stars create a Binary, and combining three Stars creates a Trinary. Binaries and Trinaries often mix unit types.

To increase coordination between OmniMechs and Elementals, many Clans use a formation called a Nova, consisting of a Star of OmniMechs paired with a Star of Elementals who are trained to work in concert with each other. Larger formations built with Novas rather than individual Stars will prepend Supernova before the larger formation; for example, a Supernova Binary is a Binary consisting of two Novas, totaling two Stars of 'Mechs and two Stars of Elementals.

The Clans usually combine three to five Binaries, Trinaries, Supernova Binaries or Supernova Trinaries into Clusters, though some field more Binaries or Trinaries in their Clusters. Clusters are commonly assigned to achieve strategic objectives, and a bidding process often takes place between Clusters to determine which Cluster gets the honor of the assignment.

The largest formation within a Clan *touman* is the Galaxy, composed of three to five Clusters. Galaxies are led at a minimum by a Galaxy Commander, with the most prestigious or elite Galaxies often commanded by the Clan's Loremaster, saKhan or even its Khan. Full Galaxies are deployed only for the largest battles, such as Tukayyid.

Among the Clans as a whole, the largest formation is the *touman*, which refers to the entire military might of a single Clan. The size of a Clan *touman* varies widely between Clans and across a single Clan's history.

CLAN FORMATION TYPES

In general, the Clans use the same Formation Types as the Inner Sphere and use the same rules for them, though they often use different names for them, even between two different Clans. Non-'Mech Stars are often named after their unit type, such as a Fighter Star, Elemental Star or Artillery Star.

None of the Clans used combat vehicles on Tukayyid, and only Steel Viper's Zeta Galaxy deployed any conventional infantry in combat.

CLAN DIAMOND SHARK

Unchanged: Assault, Battle, Command, Fire, Support and Striker Stars

Phalanx Star: New Formation Type, see p. 27

Cruiser: Heavy Striker Star

CLAN FORCE ORGANIZATION TABLE

Organization	Definition	Command Rank
Point (Battle Armor)	5 troopers	Point Commander
Point (Conventional)	20–25 troopers	Point Commander
Point (BattleMech)	1 'Mech	MechWarrior or Point Commander
Point (Fighter)	2 Fighters	Point Commander
Star	5 Points	Star Commander
Nova	1 'Mech Star + 1 Battle Armor Star	Star Commander or Nova Commander
Binary	2 Stars	Star Captain
Supernova Binary	2 Novas	Star Captain or Nova Captain
Trinary	3 Stars	Star Captain
Supernova Trinary	3 Novas	Star Captain or Nova Captain
Cluster	3–5 Binaries or Trinaries	Star Colonel
Galaxy	3–5 Clusters	Galaxy Commander

CLAN GHOST BEAR

Unchanged: Assault, Battle, Command, Fire, Striker and Support Stars and Novas

Phalanx Star: New Formation Type, see p. 27

Claw: Nova, with five *Dasher (Fire Moth)* OmniMechs and an Elemental Star

CLAN JADE FALCON

Talon: Assault Star

Beak or Eyrie: Battle Star

Com: Command Star

Mix: Support Star

Eye: Striker Star

Probe: Recon Star

Sweep: Pursuit Star

Strider: Elemental Star

Wing: Aerospace Fighter Star

CLAN NOVA CAT

Unchanged: Assault, Battle, Command, Fire, Support and Striker Stars and Novas

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CLAN SMOKE JAGUAR

Unchanged: Assault, Battle, Command, Fire, Striker and Support Stars and Novas

CLAN STEEL VIPER

- Krait:** Assault Star
- Boa:** Battle Star
- Head:** Command Star
- Mamba:** Striker Star
- Cobra:** Elemental Star
- Viper:** Conventional infantry Star
- Molt:** Phalanx Star; New Formation Type
- Rattler:** Nova

CLAN WOLF

- Unchanged:** Assault, Battle, Command, Fire and Striker Stars
- Clan Wolf Command Stars are often Strategic Command Stars with four 'Mechs or four battle armor Points and an aerospace fighter Point.
- Mixed:** Support Star
- Rogue Star:** New Formation Type

NEW CLAN FORMATION TYPES

The following are three new Formation Types used by the Clans.

PHALANX STAR

Requirements: The Phalanx Star must consist of at least two combat vehicles or BattleMechs, with the remainder of the Star comprised of Elementals, more combat vehicles or more BattleMechs. There must be at least two different unit types (BattleMech, combat vehicle, battle armor) in a Phalanx Star. A Clan Steel Viper Phalanx Star may include conventional infantry in place of battle armor.

Bonus Ability: The Phalanx Star Formation receives the equivalent of a 4-point Float Like A Butterfly Special Pilot Ability (see p. 96, *ASCE*), except that the ability may be used by any unit in the Phalanx Star, rather one unit alone. This SPA need not be assigned to any specific unit(s) and may be employed after a successful attack or critical hit roll by any unit, to a maximum of six times for the entire Formation per track. As with the normal Float Like A Butterfly SPA, only one reroll per attack or critical hit roll is possible.

ROGUE STAR

- Requirements:** At least two of the units in the Formation must be the same model (including the same OmniMech configuration).
- Bonus Ability:** At the beginning of each turn, up to two Rogue Star units may receive the Combat Intuition Special Pilot Ability (see p. 73, *CO*, or p. 93, *ASCE*).

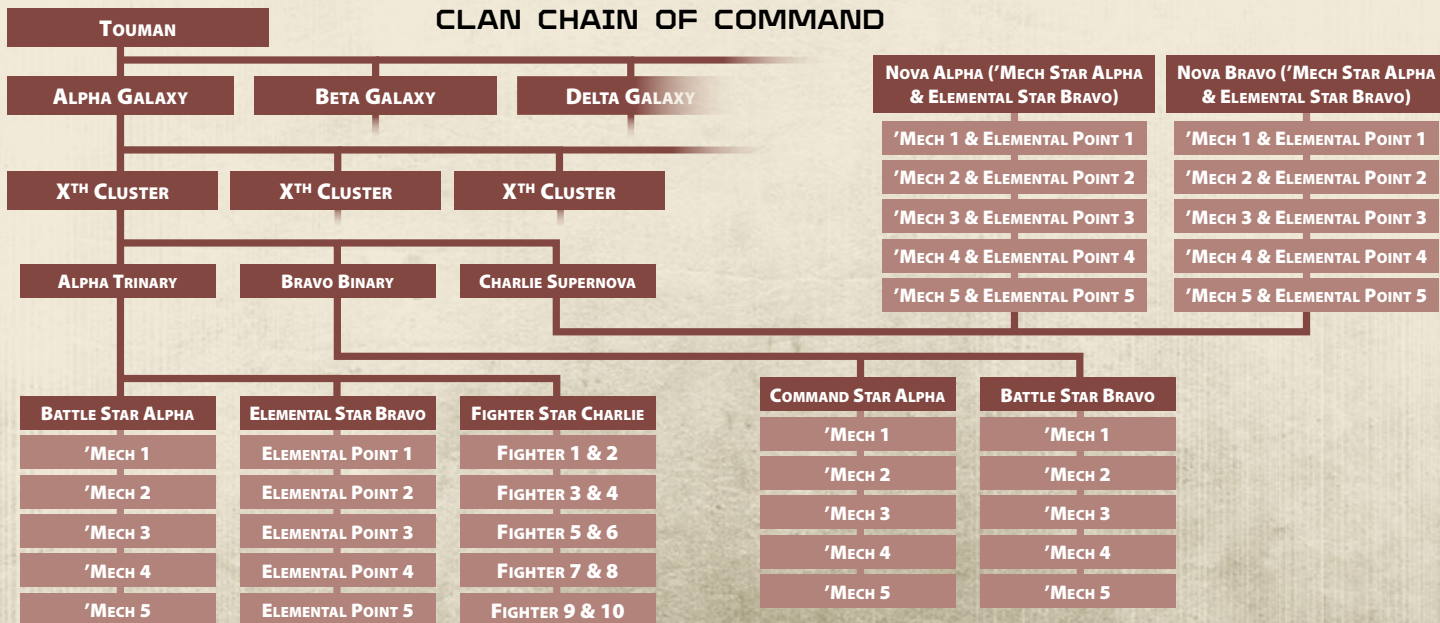
STRATEGIC COMMAND STAR

Requirements: The Strategic Command Star functions as a Command Star for the purposes of determining force leaders and subcommanders (see *Command Star*, p. 21, *Clan Invasion* rulebook; *Command Lance*, p. 63, *CO*; or *Command Lance*, p. 120, *ASCE*).

This Formation must be comprised of either 4 points of 'Mechs or Elementals and 1 point of aerospace fighters. If the Strategic Command Star is comprised of 'Mechs, at least two must be Heavy or Assault 'Mechs. No 'Mechs may be light or size 1. In addition, every unit must have a Gunnery Skill rating of 3 (*TW*) or Skill 3 (*AS*). The unit designated as the commander's unit may be any of the Star's members, except for the aerospace units.

Bonus Ability: The Strategic Command Star receives the same bonus abilities as a Command Star. The Strategic Command Star is treated as a Command Lance for the purposes of a Support Lance Formation, if present.

CLAN CHAIN OF COMMAND



THE CHAOS CAMPAIGN

'MECH AVAILABILITY AND RANDOM ASSIGNMENT TABLES

The Battle of Tukayyid saw huge forces take to the field, including multiple Galaxies per Clan and all twelve ComStar Armies. The OmniMechs and BattleMechs available to each Clan and to ComStar are listed below, divided by weight class. If a 'Mech lists a Clan in parenthesis after it, only that Clan has that 'Mech available. In many cases, the listing will state that only a specific variant is limited to that Clan.

Following the 'Mech availability list for each weight class are Random Assignment Tables, further divided by Formation Type, for determining a specific 'Mech. Command Stars and Command Level IIs should roll 'Mechs from at least two different Formation types (see *Step 4: Choose Formation Type*, p. 22.)

Other Formation Types: Phalanx Stars and Rogue Stars should use the Battle Star table. Like a Command Star, if the player selects a Strategic Command Star Formation, they then choose a second Formation Type to reflect the preferences of the commander; rolls on the Random Assignment Tables will be made using this second Formation Type.

Recon and Pursuit Stars should use the Striker Star tables, but cannot field Assault 'Mechs.

Clan Options: Each Clan has some 'Mechs that are preferred or only available to that Clan. These options will be listed in the Clan Campaign sections for each Clan. Players should start by rolling on the Random Assignment Tables below, but may replace one of their rolled options with one of their Clan's common 'Mechs once per Formation.

CLAN FRONT-LINE

Available OmniMechs (Clans in parenthesis have exclusive access)

LIGHT 'MECHS

- *Fire Moth Prime*, A, B, C, D
- *Fire Falcon Prime*, A, B, C, D (Jade Falcon)
- *Mist Lynx Prime*, A, B, C, D
- *Arctic Cheetah Prime*, A, B, C, D
- *Kit Fox Prime*, A, B, C, D, S
- *Adder Prime*, A, B, C, D, TC (TC: Diamond Shark)

1D6	Assault Star*	Battle Star
1	N/A	Adder Prime [35]
2	N/A	Arctic Cheetah Prime [30]
3	N/A	Adder B [35]
4	N/A	Fire Moth B [20]
5	N/A	Kit Fox Prime [30]
6	N/A	Mist Lynx B [25]

1D6	Fire Star	Striker Star†
1	Adder A [35]	Fire Moth A [20]
2	Adder Prime [35]	Mist Lynx C [25]
3	Mist Lynx A [25]	Kit Fox C [30]
4	Kit Fox A [30]	Kit Fox B [30]
5	Adder Prime [35]	Arctic Cheetah A [30]
6	Fire Moth C [20]	Mist Lynx Prime [25]

MEDIUM 'MECHS

- *Viper Prime*, A, B, C, D
- *Ice Ferret Prime*, A, B, C, D
- *Battle Cobra Prime*, A, B (Steel Viper)
- *Grendel Prime*, A, B, C, D (Diamond Shark, Smoke Jaguar)
- *Shadow Cat Prime*, A, B, TC (Nova Cat, Smoke Jaguar)
- *Nova Prime*, A, B, C, D, S
- *Huntsman Prime*, A, B, C (Nova Cat, Smoke Jaguar)
- *Black Lanner Prime*, A, B, C, D (Jade Falcon)
- *Stormcrow Prime*, A, B, C, D, TC, Attwater (Attwater: Nova Cat)

1D6	Assault Star	Battle Star
1	Nova Prime [50]	Stormcrow A [55]
2	Nova S [50]	Ice Ferret Prime [45]
3	Stormcrow B [55]	Nova A [50]
4	Stormcrow Prime [55]	Viper D [40]
5	Ice Ferret Prime [45]	Stormcrow Prime [55]
6	Viper C [40]	Nova Prime [50]

1D6	Fire Star	Striker Star
1	Nova A [50]	Nova B [50]
2	Viper B [40]	Viper Prime [40]
3	Ice Ferret C [45]	Stormcrow Prime [55]
4	Nova C [50]	Viper A [40]
5	Stormcrow D [55]	Ice Ferret A [45]
6	Stormcrow Prime [55]	Ice Ferret Prime [45]

* Light 'Mechs cannot be placed in an Assault Star.

† A Striker Star may either have light 'Mechs (standard Striker Star) or assault 'Mechs (Heavy Striker Star), but cannot mix the two in a single Star.

THE CHAOS CAMPAIGN

HEAVY 'MECHS

- *Mad Dog Prime*, A, B, C, S (S: Ghost Bear)
- *Ebon Jaguar Prime*, A, B, C
- *Crossbow Prime*, A, B (Jade Falcon, Smoke Jaguar, Steel Viper)
- *Linebacker Prime*, A, B, C, D (Wolf)
- *Hellbringer Prime*, A, B, M (M: Jade Falcon)
- *Summoner Prime*, A, B, C, D, M
- *Timber Wolf Prime*, A, B, C, D, S, TC (TC: Wolf)
- *Night Gyr Prime*, A, B, C, D (Jade Falcon)

1D6	Assault Star	Battle Star
1	Summoner C [70]	Hellbringer B [65]
2	Mad Dog A [60]	Timber Wolf Prime [75]
3	Summoner D [70]	Summoner A [70]
4	Timber Wolf S [75]	Summoner B [70]
5	Timber Wolf D [75]	Mad Dog Prime [60]
6	Crossbow A [65]	Timber Wolf B [75]

1D6	Fire Star	Striker Star
1	Hellbringer A [65]	Mad Dog B [60]
2	Mad Dog Prime [60]	Hellbringer Prime [65]
3	Summoner Prime [70]	Timber Wolf A [75]
4	Mad Dog C [60]	Timber Wolf Prime [75]
5	Timber Wolf C [75]	Mad Dog A [60]
6	Summoner M [70]	Hellbringer B [65]

ASSAULT 'MECHS

- *Gargoyle Prime*, A, B, C, D
- *Warhawk Prime*, A, B, C
- *Kingfisher Prime*, A, B, C, D (Ghost Bear, Smoke Jaguar)
- *Executioner Prime*, A, B, C, D, TC (TC: Ghost Bear, Wolf)
- *Turkina Prime*, A, B, C (Jade Falcon)
- *Dire Wolf Prime*, A, B, S, W

1D6	Assault Star	Battle Star
1	Dire Wolf Prime [100]	Executioner A [95]
2	Warhawk A [85]	Gargoyle A [80]
3	Gargoyle C [80]	Warhawk B [85]
4	Executioner D [95]	Warhawk C [85]
5	Dire Wolf S [100]	Gargoyle Prime [80]
6	Warhawk Prime [85]	Executioner Prime [95]

1D6	Fire Star	Striker Star [†]
1	Dire Wolf A [100]	Executioner B [95]
2	Warhawk Prime [85]	Gargoyle Prime [80]
3	Gargoyle B [80]	Gargoyle D [80]
4	Executioner Prime [95]	Executioner C [95]
5	Warhawk C [85]	Executioner Prime [95]
6	Dire Wolf B [100]	Gargoyle A [80]

CLAN SECOND-LINE

Available BattleMechs (Clans in parenthesis have exclusive access)

LIGHT 'MECHS

- *Howler* (Jade Falcon)
- *Piranha* (Diamond Shark)
- *Locust C*
- *Incubus*, 2, 3
- *Horned Owl*, 2

1D6	Assault Star*	Battle Star
1	N/A	Horned Owl [35]
2	N/A	Horned Owl 2 [35]
3	N/A	Locust C [20]
4	N/A	Incubus [30]
5	N/A	Horned Owl [35]
6	N/A	Incubus [30]

1D6	Fire Star	Striker Star [†]
1	Horned Owl [35]	Horned Owl [35]
2	Incubus [30]	Incubus [30]
3	Incubus [30]	Horned Owl [35]
4	Incubus 2 [30]	Incubus [30]
5	Horned Owl [35]	Horned Owl [35]
6	Horned Owl [35]	Piranha [20]

* Light 'Mechs cannot be placed in an Assault Star.

† A Striker Star may either have light 'Mechs (standard Striker Star) or assault 'Mechs (Heavy Striker Star), but cannot mix the two in a single Star.

RECORD SHEETS

ORDER OF BATTLE

TECHNICAL READOUT

NOVA CAT CAMPAIGN

JADE FALCON CAMPAIGN

NOVA CAT CAMPAIGN

STEEL VIPER CAMPAIGN

GHOST BEAR CAMPAIGN

DIAMOND SHARK CAMPAIGN

SMOKE JAGUAR CAMPAIGN

THE CHAOS CAMPAIGN

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THE CHAOS CAMPAIGN

MEDIUM 'MECHS

- *Shadow Hawk C*
- *Conjurer*
- *Hunchback IIC*
- *Vapor Eagle, 2*

1D6	Assault Star*	Battle Star
1	Hunchback IIC [50]	Shadow Hawk C [55]
2	Hunchback IIC [50]	Conjurer [50]
3	Hunchback IIC [50]	Vapor Eagle [55]
4	Conjurer [50]	Vapor Eagle [55]
5	Conjurer [50]	Shadow Hawk IIC [45]
6	Conjurer [50]	Conjurer [50]

1D6	Fire Star	Striker Star†
1	Shadow Hawk C [55]	Vapor Eagle [55]
2	Conjurer [50]	Conjurer [50]
3	Vapor Eagle [55]	Shadow Hawk C [55]
4	Shadow Hawk C [55]	Shadow Hawk C [55]
5	Conjurer [50]	Shadow Hawk C [55]
6	Vapor Eagle [55]	Conjurer [50]

HEAVY 'MECHS

- *LNC-25-01 Lancelot*
- *Rifleman C*
- *Crossbow Prime*
- *Hellbringer Prime*
- *Guillotine IIC*
- *Mad Dog C*
- *Summoner Prime*
- *BL-6-KNT Black Knight*
- *FLS-7K Flashman*

1D6	Assault Star*	Battle Star
1	Warhammer C [70]	Guillotine IIC [70]
2	Thunderbolt C [65]	Rifleman C [60]
3	Warhammer C [70]	Thunderbolt C [65]
4	BL-6-KNT Black Knight [75]	Warhammer C [70]
5	Marauder C [75]	Marauder C [75]
6	Summoner Prime [70]	Archer C [70]

1D6	Fire Star	Striker Star†
1	Mad Dog C [60]	LNC-01-25 Lancelot [60]
2	Rifleman C [60]	FLS-7K Flashman [75]
3	Rifleman C [60]	Crossbow Prime [65]
4	Warhammer C [70]	LNC-01-25 Lancelot [60]
5	Marauder C [75]	FLS-7K Flashman [75]
6	Archer C [70]	Hellbringer Prime [65]

* Light 'Mechs cannot be placed in an Assault Star.

† A Striker Star may either have light 'Mechs (standard Striker Star) or assault 'Mechs (Heavy Striker Star), but cannot mix the two in a single Star.

BATTLE OF TUKAYYID SUPPLEMENTAL

Battle of Tukayyid: Record Sheets is a companion PDF available at store.catalystgamelabs.com. It includes record sheets for every 'Mech found on these assignment tables, as well as Combined Arms counters for use with the *Battlefield Support: Combined Arms* rules. While all of these sheets can be found in other products, this makes it easy to build your force and prep for play using a single PDF.

Catalyst Game Labs has just released several new ForcePacks, with all-new, re-designed plastic miniatures, all of which are found on these lists. In the future, many additional ForcePacks will release. Between now and then, players

can do the following if they do not have access to a correct miniature:

- Substitutions are just fine, using what ever miniatures you have available. Just make sure everyone is aware exactly which models represent which 'Mechs.
- Cardboard punch out stands are found in both the *BattleTech: Beginner Box* and *A Game of Armored Combat*, and can be great substitutions if you do not have enough miniatures for the size of game you're playing.
- A comprehensive catalog of metal miniatures is available from Iron Wind Metals.

THE CHAOS CAMPAIGN

ASSAULT 'MECHS

- Executioner Prime
- Gargoyle Prime
- Marauder IIC, 8
- Supernova
- Stone Rhino, 4, 5, 6
- Kodiak
- Atlas C
- Victor C
- Warhammer IIC

1D6	Assault Star*	Battle Star
1	Stone Rhino [100]	Stone Rhino [100]
2	Atlas C [100]	Victor C [80]
3	Warhammer IIC [80]	Marauder IIC [85]
4	Victor C [80]	Warhammer IIC [80]
5	Supernova [90]	Supernova [90]
6	Marauder IIC [85]	Atlas C [100]

1D6	Fire Star	Striker Star†
1	Marauder IIC [85]	Executioner Prime [95]
2	Highlander [90]	Victor C [80]
3	Stone Rhino [100]	Executioner Prime [95]
4	Warhammer IIC [80]	Gargoyle Prime [80]
5	Stone Rhino [100]	Gargoyle Prime [80]
6	Marauder IIC [85]	Victor C [80]

* Light 'Mechs cannot be placed in an Assault Star.

† A Striker Star may either have light 'Mechs (standard Striker Star) or assault 'Mechs (Heavy Striker Star), but cannot mix the two in a single Star.



RECORD SHEETS

ORDER OF BATTLE

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WOLF CAMPAIGN

JADE FALCON CAMPAIGN

NOVA CAT CAMPAIGN

STEEL VIPER CAMPAIGN

GHOST BEAR CAMPAIGN

DIAMOND SHARK CAMPAIGN

SMOKE JAGUAR CAMPAIGN

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THE CHAOS CAMPAIGN

COMSTAR

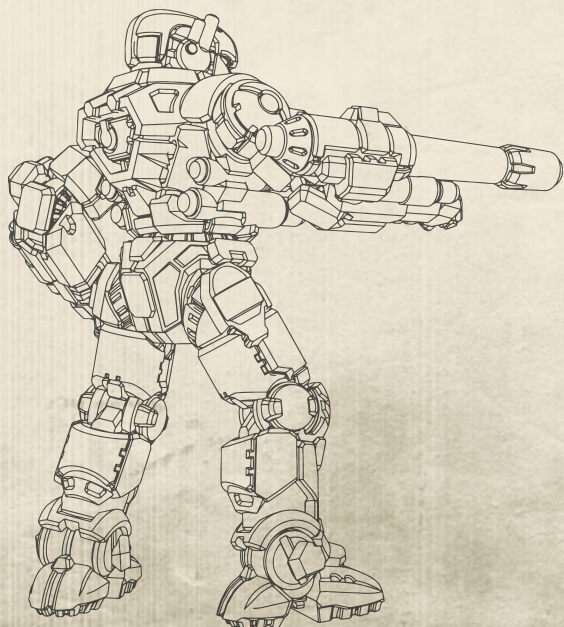
Available BattleMechs

LIGHT 'MECHS

- MCY-97 Mercury
- MCY-99 Mercury
- MON-66 Mongoose
- UM-R60 UrbanMech
- UM-R63 UrbanMech
- LCT-1V Locust
- STG-3R Stinger
- WSP-1A Wasp
- SDR-5V Spider
- PNT-8Z Panther
- VLK-QA Valkyrie

1D6	Assault Level II*	Battle Level II
1	N/A	PNT-8Z Panther [35]
2	N/A	WSP-1A Wasp [20]
3	N/A	MCY-97 Mercury [20]
4	N/A	STG-3R Stinger [20]
5	N/A	UM-R63 UrbanMech [30]
6	N/A	UM-R63 UrbanMech [30]

1D6	Fire Level II	Striker Level II†
1	PNT-8Z Panther [35]	STG-3R Stinger [20]
2	VLK-QA Valkyrie [30]	WSP-1A Wasp [20]
3	PNT-8Z Panther [35]	MON-66 Mongoose [25]
4	VLK-QA Valkyrie [30]	LCT-1V Locust [20]
5	PNT-8Z Panther [35]	MCY-99 Mercury [20]
6	PNT-8Z Panther [35]	MCY-97 Mercury [20]



MEDIUM 'MECHS

- CN9-A Centurion
- STN-3L Sentinel
- BJ-1 Blackjack
- BJ-2 Blackjack
- CRB-27 Crab
- HBK-4G Hunchback
- HBK-5M Hunchback
- PXH-1 Phoenix Hawk
- PXH-1bc Phoenix Hawk
- PXH-3M Phoenix Hawk‡
- SHD-2H Shadow Hawk
- SHD-2Ht Shadow Hawk
- SHD-2Hb Shadow Hawk‡
- GRF-1N Griffin
- GRF-2N Griffin‡
- WVR-6R Wolverine
- WVR-7M Wolverine‡

1D6	Assault Level II	Battle Level II
1	HBK-5M Hunchback [50]	CRB-27 Crab [50]
2	SHD-2Ht Shadow Hawk [55]	STN-3L Sentinel [40]
3	WVR-7M Wolverine [55]	CN-9A Centurion [50]
4	WVR-6R Wolverine [55]	CRB-27 Crab [50]
5	STN-3L Sentinel [40]	PXH-1bc Phoenix Hawk [45]
6	CRB-27 Crab [50]	SHD-2Ht Shadow Hawk [55]

1D6	Fire Level II	Striker Level II†
1	SHD-2H Shadow Hawk [55]	PXH-1 Phoenix Hawk [45]
2	STN-3L Sentinel [40]	PXH-1bc Phoenix Hawk [45]
3	STN-3L Sentinel [40]	STN-3L Sentinel [40]
4	BJ-2 Blackjack [45]	WVR-6R Wolverine [55]
5	GRF-1N Griffin [55]	CRB-27 Crab [50]
6	TBT-7M Trebuchet [50]	CRB-27 Crab [50]

* Light 'Mechs cannot be placed in an Assault Level II.

† A Striker Level II may either have light 'Mechs (standard Striker Level II) or assault 'Mechs (Heavy Striker Level II), but cannot mix the two in a single Level II.

‡ These 'Mechs are rare; only one rare 'Mech of any kind may be included per Level II. For example, if a *MAD-1R* Marauder is randomly generated for a Level II, neither a second *MAD-1R* Marauder nor a *BL-6b-KNT* Black Knight (nor any other rare 'Mech) may be included in that Level II. If a second rare 'Mech is randomly generated, re-roll on the same table.

THE CHAOS CAMPAIGN

HEAVY 'MECHS

- LNC25-01 *Lancelot*
- LNC25-05 *Lancelot*
- CPLT-C1 *Catapult*
- CPLT-C3 *Catapult*
- CPLT-C1b *Catapult*[‡]
- EXT-4D *Exterminator*
- WHM-6R *Warhammer*
- WHM-7M *Warhammer*
- WHM-7CS *Warhammer*
- BL-6-KNT *Black Knight*
- BL-6b-KNT *Black Knight*[‡]
- BL-9-KNT *Black Knight*
- FLS-8K *Flashman*
- MAD-1R *Marauder*[‡]
- MAD-3R *Marauder*
- MAD-5CS *Marauder*
- MAD-5M *Marauder*
- RFL-3N *Rifleman*
- RFL-5CS *Rifleman*
- TDR-7M *Thunderbolt*
- TDR-5S *Thunderbolt*
- ON1-K *Orion*
- ON1-M *Orion*
- ARC-2R *Archer*
- ARC-5CS *Archer*

1D6	Assault Level II	Battle Level II
1	FLS-8K Flashman [75]	WHM-7M Warhammer [70]
2	TDR-7M Thunderbolt [65]	TDR-5S Thunderbolt [65]
3	ON1-M Orion [75]	BL-6-KNT Black Knight [75]
4	ON1-K Orion [75]	MAD-5M Marauder [75]
5	BL-9-KNT Black Knight [75]	WHM-7CS Warhammer [70]
6	BL-6-KNT Black Knight [75]	FLS-8K Flashman [75]

1D6	Fire Level II	Striker Level II
1	ARC-2R Archer [70]	LNC25-01 Lancelot [60]
2	ARC-5CS Archer [70]	FLS-8K Flashman [75]
3	CPLT-C3 Catapult [65]	FLS-8K Flashman [75]
4	WHM-7CS Warhammer [70]	LNC25-05 Lancelot [60]
5	MAD-5CS Marauder [75]	EXT-4D Exterminator [65]
6	RFL-3N Rifleman [60]	RFL-5CS Rifleman [60]

ASSAULT 'MECHS

- THG-11E *Thug*
- BLR-1G *BattleMaster*
- BLR-2C *BattleMaster*[‡]
- BLR-3M *BattleMaster*
- CRK-5003-1 *Crockett*
- HGN-732 *Highlander*
- NSR-9J *Nightstar*
- AS7-D *Atlas*
- AS7-K *Atlas*
- KGC-000 *King Crab*
- AWS-8Q *Awesome*
- VTR-9B *Victor*
- STK-3F *Stalker*
- STK-5M *Stalker*
- BNC-3E *Banshee*
- KGC-001 *King Crab*
- CP 10-Z *Cyclops*
- CP 11-A *Cyclops*

1D6	Assault Level II	Battle Level II
1	AS7-D Atlas [100]	KGC-001 King Crab [100]
2	CP-11-A Cyclops [90]	CRK-5003-1 Crockett [85]
3	KGC-000 King Crab [100]	THG-11E Thug [80]
4	STK-5M Stalker [85]	BLR-2C BattleMaster [85]
5	CRK-5003-1 Crockett [85]	CP-11-A Cyclops [90]
6	HGN-732 Highlander [90]	STK-3F Stalker [85]

1D6	Fire Level II	Striker Level II [†]
1	HGN-732 Highlander [90]	VTR-9B Victor [80]
2	AWS-8Q Awesome [80]	BLR-3M BattleMaster [85]
3	THG-11E Thug [80]	BNC-3E Banshee [95]
4	CP-11-A Cyclops [90]	HGN-732 Highlander [90]
5	AS7-K Atlas [100]	VTR-9B Victor [80]
6	STK-5M Stalker [85]	CP-11-A Cyclops [90]

* Light 'Mechs cannot be placed in an Assault Level II.

† A Striker Level II may either have light 'Mechs (standard Striker Level II) or assault 'Mechs (Heavy Striker Level II), but cannot mix the two in a single Level II.

‡ These 'Mechs are rare; only one rare 'Mech of any kind may be included per Level II. For example, if a MAD-1R Marauder is randomly generated for a Level II, neither a second MAD-1R Marauder nor a BL-6b-KNT Black Knight (nor any other rare 'Mech) may be included in that Level II. If a second rare 'Mech is randomly generated, re-roll on the same table.

RECORD SHEETS

ORDER OF BATTLE

TECHNICAL READOUT

VALVE CAMPAIGN

JADE FALCON CAMPAIGN

NOVA CAT CAMPAIGN

STEEL VIPER CAMPAIGN

GHOST BEAR CAMPAIGN

DIAMOND SHARK CAMPAIGN

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TRACKS

The following tracks are common to all Clan Campaigns; additional tracks unique to each Clan Campaign are included in their respective sections. The terrain, mapsheets, Options and Special Rules, if not specified here, are based on the Region of the Clan Campaign in which play will take place.

Recommended Terrain: The number of mapsheets listed for each track below, usually two, is based on an Expected Track Force Size of one Star. If using an expected Clan force size of a Binary, double the number of mapsheets to four; for a Trinary, triple the number of mapsheets to six.

Mapsheet Placement: Unless otherwise specified in the track, the Attacker generates and places the first mapsheet in any orientation, followed by the Defender generating and placing the next mapsheet in any orientation with at least one long edge placed alongside a long edge of the first mapsheet. Additional mapsheets, if necessary, repeat this process but with the third (or fifth) mapsheet placed alongside a short edge of one of the placed mapsheets, to create a rectangular play area. The fourth and sixth mapsheets must be placed so that at least two edges align with already placed mapsheets, again to create a rectangular play area.

Exiting Via Non-Home Edges: Several tracks below note that a unit which leaves the map via any edge other than its home edge is considered destroyed. Such a unit is also considered “truly destroyed” for the purposes of campaign play (see *Destroyed vs. Truly Destroyed*, p. 16).

Forced Withdrawal: Most forces will not fight to the last man. Instead, once they have taken significant amounts of damage, they will begin to retreat. The forced withdrawal rules help simulate this situation.

Under forced withdrawal, 'Mechs must retreat from the battlefield when rendered useless or in imminent danger of destruction (see *Crippling Damage*, below). A 'Mech making a forced withdrawal must always move toward its home map edge. However, the 'Mech need not spend Running MP, and may retreat moving backward. Withdrawing 'Mechs may still attack an enemy 'Mech that closes within range of a weapon or physical attack.

Forced withdrawal is in effect for both sides for all *Chaos Campaign: Tukayyid* tracks unless a track specifies otherwise.

Crippling Damage: Any 'Mech that suffers crippling damage must withdraw from the map. Crippling damage is defined as one or more of the following:

- Four or more points of damage to the MechWarrior
- The destruction of all Sensor critical slots
- One gyro and one engine critical hit
- Two engine critical hits
- The destruction of a side torso location
- Internal structure damage in either three or more limbs or two or more torso locations (torso internal structure damage does not count towards crippling damage if that location still has front armor)
- The loss of all weapons. This is triggered if a 'Mech loses all weapons (either through damage or ammunition depletion) with a range greater than five hexes and if it can no longer cause more than 5 points of combined weapons damage. This does not apply if the 'Mech did not start with the ability to do 5 or more damage, or the ability to do damage at a range greater than five hexes; in this case the 'Mech can never trigger this condition.

If using these rules, when all of a 'Mech's weapons are destroyed and it can no longer move, the 'Mech is considered destroyed. This is in addition to the regular rules for determining whether a 'Mech is destroyed.

Scanning: Any unit (except infantry units) may attempt a detailed scan if it ends its Movement Phase within 3 hexes (TW) or 6" (AS) of an opposing unit or building. If the unit includes any equipment which has “probe” in the title or equipment description, this range is extended to 5 hexes (TW) or 10" (AS). If the unit spends two complete turns within range of the target, the scan is successful. The unit attempting the scan 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 to the target of the scan is not required.

ASSAULT

GAME SETUP

The Attacker randomly generates two mapsheets based on the current Region of play, and arranges them as desired. The Defender chooses a home edge. The opposite map edge is the Attacker's home edge.

ATTACKER

The Attacker deploys up to 50% of their Campaign Force. The Attacker enters the battlefield from their home edge during the Movement Phase of Turn 1. The Attacker's units may only exit via their home edge; a unit exiting via any other edge for any reason is considered destroyed.

DEFENDER

The Defender is 100% of the Attacker's deployed force. The Defender's forces are deployed within 10 hexes of their home edge prior to the Initiative Phase of Turn 1. The Defender's units may only exit via their home edge; a unit exiting via any other edge for any reason is considered destroyed.

WARCHEST

Track Cost: 500

OBJECTIVES

Conquer (Attacker/Defender): Destroy or cripple half of the opponent's force before more than 50% of the side's own force is destroyed. **[600]**

Hold the Field (Attacker/Defender): If one side's entire deployed force is crippled or destroyed, the other side successfully holds the field. **[100]**

SPECIAL RULES

There are no special rules in effect for this track.

BREAKTHROUGH

GAME SETUP

The Attacker randomly generates two mapsheets based on the current Region of play, and arranges them as desired. The Defender chooses a home edge. The opposite map edge is the Attacker's home edge.

ATTACKER

The Attacker deploys up to 33% of their Campaign Force. The Attacker enters the battlefield from their home edge during the Movement Phase of Turn 1. The Attacker's units may only exit via their home edge; a unit exiting via any other edge for any reason is considered destroyed.

DEFENDER

The Defender is 100% of the Attacker's deployed force. The Defender's forces are deployed within 10 hexes of their home edge prior to the Initiative Phase on Turn 1. The Defender's units may only exit via the Defender's home edge; a unit exiting via any other edge for any reason is considered destroyed.

WARCHEST

Track Cost: 300

OBJECTIVES

Push Through (Attacker only): Move at least half of the Attacker's deployed force off the Defender's home edge. **[300]**

You Shall Not Pass (Defender only): Destroy or cripple half of the Attacker's starting force before they can exit off the Defender's home edge. **[300]**

Hold the Field (Attacker/Defender): If one side's entire deployed force is crippled or destroyed, the other side successfully holds the field. **[100]**

SPECIAL RULES

There are no special rules in effect for this track.

THE CHAOS CAMPAIGN

FLANK

GAME SETUP

Each side randomly generates one mapsheet based on the current Region of play and arranges them with either of the long edges touching. The Defender designates one edge as their home edge; the opposite map edge is the Attacker's home edge.

ATTACKER

The Attacker deploys up to 33% of their Campaign Force. The Attacker enters the battlefield from its home edge during the Movement Phase of Turn 2.

DEFENDER

The Defender is 100% of the Attacker's deployed force. The Defender enters the battlefield from their home edge during the Movement Phase Turn 1.

WARCHEST

Track Cost: 300

OBJECTIVES

Crush (Attacker only): Destroy or cripple the Defender's entire deployed force. [150]

Cut Off Their Retreat (Attacker only): Maintain at least 50 percent of the Attacker's force within 3 hexes (TW) or 6" (AS) of the Defender's home edge for a minimum of 4 consecutive turns (TW) or 2 consecutive turns (AS). Units may move within this area once they enter it, but if at any time less than half the player's force is within this area, the turn count starts over. [150]

Turn the Tide (Attacker/Defender): Destroy or cripple at least 75% of the opponent's force. [150]

Fall Back in Order (Defender only): After completing Turn the Tide, the Defender withdraws at least 50% of their force off their home edge. [300]

SPECIAL RULES

There are no special rules in effect for this track.

MEETING ENGAGEMENT

GAME SETUP

Each side randomly generates one mapsheet and arranges them with either of the long edges touching. The Defender designates one edge as their home edge; the opposite map edge is the Attacker's home edge.

ATTACKER

The Attacker deploys up to 33% of their Campaign Force. The Attacker enters the battlefield from the Attacker's home edge during the Movement Phase of Turn 1. The Attacker's units may only exit via home edge; a unit exiting via any other edge for any reason is considered destroyed.

DEFENDER

The Defender is 100% of the Attacker's deployed force. The Defender enters the battlefield from the Defender's home edge during the Movement Phase of Turn 1. The Defender's units may only exit via home edge; a unit exiting via any other edge for any reason is considered destroyed.

WARCHEST

Track Cost: 100

OBJECTIVES

Make their Acquaintance (Attacker/Defender): Destroy or cripple at least 50% of the opponent's force. Units which withdraw from the map via their home edge count as destroyed or crippled. [200]

SPECIAL RULES

The following rules are in effect for this track:

Track End

This track ends after the End Phase of Turn 15.

PURSUIT

GAME SETUP

Each side randomly generates one mapsheet based on the current Region of play, to be placed with the short edges touching; each side chooses which short edge of their mapsheet connects to the opposing mapsheet. The Attacker chooses short map edge to be their home edge. The opposite edge is the Defender's home edge.

ATTACKER

The Attacker deploys up to 25% of their Campaign Force. The Attacker enters the battlefield from the Defender's home edge during the Movement Phase of Turn 1.

DEFENDER

The Defender is 100% of the Attacker's deployed force. The Defender enters the battlefield from their home edge during the Movement Phase of Turn 3.

WARCHEST

Track Cost: 300

OBJECTIVES

Prevention (Defender only): Prevent at least 75% of the Attacker's force from exiting through their home edge through the end of Turn 15. **[300]**

No Quarter (Defender only): Destroy or cripple 100% of the Attacker's force. **[100]**

Escape (Attacker only): Exit at least 50% of the Attacker's force through their home edge by the end of Turn 15. **[300]**

We Were Never Here (Attacker only): At least 75% of the Attacker's force must exit through their home edge by the end of Turn 15. **[100]**

SPECIAL RULES

The following rules are in effect for this track:

Track End

This track ends after the End Phase of Turn 15.

PUSHBACK

GAME SETUP

Each side randomly generates one mapsheet based on the current Region of play and arranges them with either of the long edges touching. The Defender chooses their home edge first. The Attacker's home edges are the two immediately adjacent sides.

The Defender receives 100% of the Attacker's force.

ATTACKER

The Attacker deploys up to 50% of their Campaign Force, and divides this force in half as they choose. Each half enters the battlefield during the Movement Phase of Turn 1 from one of their home edges. Both halves may not enter from the same edge.

DEFENDER

The Defender is 100% of the Attacker's deployed force. The Defender deploys anywhere on the battlefield but must be at least 12 hexes (*TW*) or 24" (*AS*) away from its home edge. One of the Defender's units must be designated as the force commander. If any units possess the Tactical Genius SPA, including as a bonus ability bestowed by a Formation, the force commander must be selected from among these units.

WARCHEST

Track Cost: 400

OBJECTIVES

Gutted (Attacker only): Destroy or cripple at least 75% of the Defender's force. **[200]**

Crush (Attacker only): Destroy or cripple 100% of the opponent's force. **[400]**

Cut Off the Head (Attacker only): Destroy or cripple the Defender's commander unit. **[150]**

Hold the Ground (Defender only): At least 50% of the Defender's forces survive to Turn 8 (*TW*) or Turn 6 (*AS*). **[200]**

Make Them Hurt (Defender only): Destroy or cripple at least 75% of the Attacker's force. **[400]**

Lead Them to Victory (Defender only): Complete Hold the Ground and Make Them Hurt without the Defender's commander unit being destroyed or crippled. **[150]**

SPECIAL RULES

There are no special rules in effect for this track.

THE CHAOS CAMPAIGN

RECON

GAME SETUP

Each side randomly generates one mapsheet based on the current Region of play and arranges them with either of the long edges touching. The Attacker chooses their home edge first. The Defender may choose any other edge as their home edge.

ATTACKER

The Attacker deploys up to 25% of their Campaign Force. The Attacker's force enters from their home edge on the Movement Phase of Turn 1.

DEFENDER

The Defender is 100% of the Attacker's deployed force. The Defender's force is set up anywhere on the battlefield.

WARCHEST

Track Cost: 200

Optional Bonuses:

+200 Hidden Defenders. (Attacker only): Up to 25% of the Defender's force are set up as Hidden Units (see p. 82, *BMM*, or p. 168, *ASCE*).

OBJECTIVES

Identify the Opposition (Attacker only): Successfully scan at least 50% of the opponent's force (see *Scanning*, p. 34). **[100]**

Preemptive Strike (Attacker only): Destroy or cripple at least 25% of the Defender's force. **[100]**

Escape (Attacker only): At least 50% of the Attacker's force must survive and exit their home edge after 8 turns. **[100]**

Deny (Defender only): The Attacker fails to meet one or more objectives by the end of Turn 8. **[100/200/300]**

SPECIAL RULES

The following rules are in effect for this track:

Track End

This track ends after the End Phase of Turn 8.

RETREAT

GAME SETUP

The Defender randomly generates two mapsheets based on the current Region of play, and arranges them with either of the long edges touching. The Attacker chooses a home edge. The opposite map edge is the Defender's home edge.

ATTACKER

The Attacker deploys up to 33% of their Campaign Force. The Attacker enters the battlefield from the Defender's home edge during the Movement Phase of Turn 2. The Attacker's units may only exit via their home edge; a unit exiting via any other edge for any reason is considered destroyed.

DEFENDER

The Defender is 100% of the Attacker's deployed force. The Defender enters the battlefield from their home edge during the Movement Phase of Turn 1. The Defender's units may only exit via the Attacker's home edge; a unit exiting via any other edge for any reason is considered destroyed.

WARCHEST

Track Cost: 300

OBJECTIVES

Identify Weaknesses (Attacker only): Successfully scan at least 25% of the Defender's force. **[100]**

Hammer (Attacker/Defender): Destroy or cripple at least 50% of the opponent's force. **[200]**

Gauntlet (Defender only): Exit at least half of the player's force through the Attacker's home edge. **[200]**

SPECIAL RULES

There are no special rules in effect for this track.

STRIKE

GAME SETUP

Each side randomly generates one mapsheet based on the current Region of play and arranges them with either of the long edges touching. The Defender chooses a home edge. The opposite map edge is the Attacker's home edge.

The Defender places four Medium buildings of any height near the center of the battlefield. No building may be more than 6 hexes (TW) or 12" (AS) away from another building.

ATTACKER

The Attacker deploys up to 33% of their Campaign Force, and divides this force in half. One half enters from the Attacker's home edge during the Movement Phase of Turn 1. The other half enters from one of the map edges adjacent to the Attacker's home edge during the Movement Phase of Turn 1D6+1; this is rolled before the beginning of the track and the result is kept secret from the Defender.

One of the Attacker's units must be designated as the force commander. If any units possess the Tactical Genius SPA, including as a bonus ability bestowed by a Formation, the force commander must be selected from among these units.

DEFENDER

The Defender is 100% of the Attacker's deployed force. The Defender deploys anywhere on the battlefield, except at least 25% of their force must deploy within 3 hexes (TW) or 6" (AS) of the buildings. Secretly designate one of these buildings as the Defender's headquarters before the start of the track.

WARCHEST

Track Cost: 200

Options:

+75 They're Shooting Back (Attacker only): Each building is a Fortress (see p. 115, *TO:AR*; see AS stats below) equipped with a weapons turret. The turret is equipped with an Autocannon/10 and 2 Medium Lasers. The Gunnery Skill of the buildings is 5.

OBJECTIVES

Identify and Destroy (Attacker only): Locate (see *Scanning*, p. 34) and destroy the headquarters building. [200]

ALPHA STRIKE STATS

Unit	Role	TP	SZ	MV	TMM	CF	S/M/L
Fortress (4" tall)	Sniper Building	1	0"	0 (immobile)	40	2/2/0	
Special: AC1/1/-, TUR (2/2/0, AC1/1/-), Damage Absorption 8/4, Collapse Damage 4							

Rough up the Place (Attacker/Defender): Destroy or cripple at least 50% of the opponent's force. [100]

Seek and Destroy (Defender only): Destroy or cripple the Attacker's commander unit. [200]

SUPPLY

GAME SETUP

Each side randomly generates one mapsheet based on the current Region of play and arranges them with either of the long edges touching. The Defender designates one edge as their home edge. The Attacker then chooses two edges to enter from, designating one as their home edge; neither edge can be the home edge selected by the Defender. The Defender places six Medium buildings of any height near the center of the battlefield, and secretly designates two of them as supply warehouses. No building may be more than 6 hexes (TW) or 12" (AS) away from another building.

ATTACKER

The Attacker deploys up to 33% of their Campaign Force. The Attacker selects up to 75% of its deployed force to enter from one of the two selected edges during the Movement Phase of Turn 1. The remaining portion of the Attacker's force enters from the other edge during the Movement Phase of Turn 6, as long as one Attacking unit remains operational on the battlefield.

DEFENDER

The Defender is 100% of the Attacker's deployed force. The Defender deploys anywhere on the battlefield, but at least 50% of the Defender's force must deploy within 6 hexes (TW) or 12" (AS) of the designated buildings.

WARCHEST

Track Cost: 200

OBJECTIVES

Search (Attacker only): Determine which buildings are the supply warehouses (see *Scanning*, p. 34). [100]

Resist! (Attacker only): At least 50% of the Attacker's force survives until the end of Turn 10; units under Forced Withdrawal count toward this total, crippled units do not. [100]

Scratch the Paint (Attacker only): Destroy or cripple 25% of the Defender's force. [100]

Brush Them Off (Defender only): Destroy or cripple 25% of the Attacker's force; units under Forced Withdrawal count toward this total. [100]

Push Them Back (Defender only): Destroy or cripple 50% of the Attacker's force; units under Forced Withdrawal count toward this total. [100]

SPECIAL RULES

The following rules are in effect for this track:

Supplies

At the end of the track, calculate (but do not actually convert) the total amount of WP earned by the side which claimed more WP from Objectives into SP, and then roll 1D6 for each supply building on the table below. The side is awarded the result as additional SP, on top of the WP they earned.

1D6	Support Points (SPs)
1	+5%
2	+10%
3	+10%
4	+10%
5	+15%
6	+20%

BATTLE OF TUKAYYID

CLAN SMOKE JAGUAR CAMPAIGN

BLAZE OF GLORY

RACICE DELTA
BOREAL CONTINENT, TUKAYYID
FREE RASALHAGUE REPUBLIC
3 MAY 3052

How had it come to this? The words echoed in saKhan Sarah Weaver's mind as she fired into the late afternoon twilight, her burst of autocannon shells throwing spray as they skimmed the fetid swamp water. *Three days in this Amaris-damned swamp!* A tree exploded short of her target as the first of the cluster rounds tore through low branches, sending debris spalling into the air. The remaining shells tore into a semi-submerged *Marauder*, gouging long marks in its bird-like body. The bipedal machine staggered, its autocannon tracking a Jaguar *Kingfisher* but shooting wide. Another of her Star stepped forward, sending bolt after bolt of laser fire into the ComStar machine and driving it back.

"*Stravag* freebirths." These were not seasoned warriors of the strongest Clans, yet they were disproportionately bothersome. The Inner Sphere barbarians had shown their weakness already on multiple worlds, and even here on Tukayyid—a proxy for sacred Terra—the supposedly impressive Com Guards had folded like so much prairie grass on Strana Mechty. Khan Osis had smashed the Fiftieth Division during the Jaguars' landing, coursing the scattered survivors and annihilating almost the entire division while losing only two Jaguar 'Mechs. It boded well for the Jaguars, and ill for Com Guards. The Smoke Jaguars would be the ilClan, pre-eminent among Kerensky's children despite the efforts of that Wolf-*surat* Ulric Kerensky to hamstring them. He dishonored the bloodline of the Great Father and the Founder with his Warden ways and efforts to slow the Great Vision.

Another of the freebirths emerged from the low trees, moving swiftly and erratically: a light hovercraft skimming over the water. Weaver scowled at the insult. Such vehicles were not the way of the Smoke Jaguars in the invading Galaxies. They were for the washed-up and test-downs in *solahma* Clusters, not for those charged with securing Kerensky's legacy. She twisted the torso of her *Warhawk*, attempting to track the swift machine, but it passed out of sight before she had a firing solution.

"Filthy freeborn *stravags*," she swore, then toggled open a command channel. "Trent," she snarled. "There

is a Com Guards formation at reference 1127 by 968. Deal with them."

"Yes, my Khan," came the terse response. His Bravo Striker Binary should be more than sufficient to deal with the Com Guards Trinary—she refused to use Blake's designation. ComStar was the last remnant of the Star League and should have bowed down to Kerensky's descendants, not staged this proxy battle for Terra. "Moving to grid." There was a sound of weapons fire in the background. *Good*, she thought. A few less Inner Sphere *surats*.

She stalked further into the swamp, water covering her 'Mech's lower leg actuators and swirling around as she pushed toward the far shore. Missiles lanced out from the woods and she twisted to track the new threat as the short-range rounds peppered her 'Mech's flank. She returned fire with paired lasers and roared in exultation as she saw the small hover-vehicle that fired the missiles explode, the powerful lasers penetrating its hull and detonating its magazine. Telltales lit up on her console, registering depleted ammunition and failing heat-sinks. Nothing serious—yet.

More missiles arced from the trees, this time firing from behind and targeting the rest of her command Star. "Perez, where are your Elementals?" she yelled. The armored infantry should have been screening their rear.

"Engaged southwest of your position, my Khan." A third direction. Had the Com Guards managed to surround them? No matter, they were not Clan warriors and would never succeed...

"Fall back to this reference, *quiaff?*"

"*Aff*," came the terse response. Alarms on her control panel howled as another volley of missiles exploded against her back, threatening valuable systems. She twisted again to mitigate any follow-up attacks just as a volley of energy beams and autocannon shells lanced out from nearby, narrowly missing her weakened rear armor. "Bowen, screen east. DesCastris west. Find us a way out of this trap."

A small vehicle sped across the water a scant seventy meters away, tiny turret swiveling in her direction. What hope could such an insignificant freebirth vehicle have against her 85-ton behemoth? Surely it was a distraction, meant to—

The water exploded scant meters from Weaver's position, then behind and at a dozen points in the

CLAN SMOKE JAGUAR CAMPAIGN

immediate area. The explosions buffeted her assault-class OmniMech as if it were a ragdoll. The *Warhawk* fell into the water, becoming half submerged as yet more artillery rained down on the concentration of Jaguar 'Mechs. Weaver tasted blood in her mouth, and saw her control panel light up even more, many amber telltales becoming red. She swore, levering the war machine up on its short, boxy arms. She sent a parting shot after the spotter, now fleeing for its life, but it went wide, and the small vehicle was lost to the mist and scrub.

For a moment, a lull fell over the swamp, and she took in the damage to the *Warhawk*. Its armor was stripped away in many locations and myomer musculature was strained to breaking point. Her reactor containment was damaged and already leaking heat and radiation into the 'Mech, but most of the weapon systems remained functional.



Energy beams and autocannon shells whistled past and she came back to the moment; the battle was far from over, though how much longer her 'Mech would remain functional...she shook her head. She was not giving up. Not to these freebirths.

"Push them hard," she ordered, pulling her own weapons back into line with the targets. She fired, again and again, roaring her own challenge to the fates.

An autocannon shell clipped the *Warhawk's* knee, causing Weaver to stumble again, but she kept her 'Mech upright as she rained fire on the enemy position. "Advance," she yelled, opening her throttle to the max and surging through the water. A missile warning rang out, but Sarah Weaver never felt them strike into the behemoth's ravaged flanks, piercing to its heart and releasing immense energies.

BACKGROUND

Clan Smoke Jaguar was one of the foremost proponents of Operation Revival, and the initial waves of the invasion were led by one of their own, ilKhan Leo Showers, until his unexpected death above Radstadt. The new ilKhan, Ulric Kerensky, faced two problems with the Jaguars on Tukayyid: their desire to prove their Clan's strength, and their desire to wash away the disgrace of their defeats on Wolcott and Luthien. As ardent Crusaders, the Jaguars planned to bid down for the honor to land first on Tukayyid. Furthermore, they sought to capture both of their objectives simultaneously, rather than bringing overwhelming force to bear on each. It was a typically aggressive strategy and one that, if it paid off, would win the Clan considerable glory.

When bidding for the Battle of Tukayyid began on 18 April, Khan Lincoln Osis and saKhan Sarah Weaver bid away an entire Galaxy—one-third of their force—to ensure they would touch down on Tukayyid first and have the chance to claim perhaps the two most difficult objective cities. They believed that, unlike Luthien, where they faced seasoned warriors, ComStar's militant arm would lack skill and effective leadership—an assumption that grossly underestimated their foe and the Precentor Martial. They also ignored ilKhan Kerensky's advice to equip their 'Mechs with energy weapons and prepare a logistics train for a protracted campaign, assuming instead their victory would be swift and not require significant re-arming or repairs. The Jaguar leaders would realize their mistake, but that realization came too late to make a difference.

THE DINJU MOUNTAINS

Khan Osis led Alpha Galaxy in the assault on Dinju Heights on 1 May, his Elemental point supported by the command Star of Loremaster Edmund Hoyt. As the DropShips containing the bulk of Alpha made a conventional landing, the Sixth Jaguar Dragoons and the Jaguar Grenadiers, aggressive and experienced warriors determined to set the pace for all the Clans, staged a combat drop against the green Fiftieth Division (Uncluttered Speech).

Elemental Bolin of the Sixth Jaguar Dragoons was the first Clan warrior to land on Tukayyid, his determination to win glory resulting in a high-speed landing that both badly injured him and earned him notoriety as the first Clansman to engage the enemy. The Jaguars tore into the green Fiftieth Division opposing their landing, and shattered the Com Guards formation. Only two Clan OmniMechs and four Elementals were lost, while the Com Guard division was nearly annihilated. The Precentor Martial ordered the scattered remnants of the Fiftieth to withdraw, as the Jaguars secured their landing zone and Alpha Galaxy formed up to move on the seemingly-undefended Dinju Pass and the objective city of Dinju Heights beyond. The survivors of the Fiftieth staged raids against the Jaguar advance, offering moderate resistance.

The Jaguar Grenadiers under Star Colonel Brandon Howell won the *batchall* to lead the way through the Dinju Pass on 2 May. Though Khan Osis favored a fast, decisive strike, the Star Colonel was suspicious of the lack of Com Guards troops

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JADE FALCON CAMPAIGN

NOVA CAT CAMPAIGN

STEEL VIPER CAMPAIGN

GHOST BEAR CAMPAIGN

DIAMOND SHARK CAMPAIGN

SMOKE JAGUAR CAMPAIGN

THE CHAOS CAMPAIGN

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CLAN SMOKE JAGUAR CAMPAIGN

defending the strategically important position. Sending two Stars ahead as scouts, he ordered the remainder of the Cluster to race forward and stay tight to the rugged canyon walls to prevent any potential ambush. His decision saved the Grenadiers from walking directly into a trap set by the heavyweight 299th Division (Courtesy Through Words), supported by elements of the 323rd Division (Negative Communications).

The resulting brawl was bloody for both sides, a mix of sniping from the canyon walls and close-in fighting. The weight and positioning of the ComStar force evened the scales against the skill and technology of the Clans, and both forces suffered severe losses as the Cluster pushed through toward its objective. Two Grenadiers Trinaries managed to traverse the pass and reach the outskirts of Dinju Heights, but faced the fresh remainder of the 323rd Division and a nearly impossible fight.

Unwilling to be outdone by a subordinate or have his own chances at glory stalled, Khan Osis ordered the Sixth Dragoons to push through the pass and join the remnants of the Grenadiers. But where Howell was able to use speed and aggression to force his way past the 299th, the Sixth faced parts of two prepared divisions with optimal firing positions established. As the late afternoon sunshine faded into evening twilight, Dinju Pass became a slugging match. The clashes continued into the early morning hours of 3 May, and it was in one of these that Khan Osis fell while embarked on Loremaster Hoyt's *Summoner*. Com Guards Acolyte Trevis Gray placed a laser shot into Loremaster Hoyt's cockpit, killing him and sending the 'Mech crashing to the ground, pinning Khan Osis in his Elemental armor underneath.

Several additional Clusters deployed to shore up the Dinju Heights assault, but with the loss of saKhan Weaver in the bloody morass of the Racice Delta later that day, ilKhan Kerensky ordered the Jaguars to withdraw. Most complied, but the Sixth Dragoons, joined by a scattering of warriors from other Clusters, preferred to die in glory and staged a futile assault on the city. Their offensive gave Star Colonel Howell an opening to extricate the remaining Grenadiers and other survivors of Alpha Galaxy.

RACICE RIVER DELTA

Under the command of saKhan Sarah Weaver, Beta Galaxy's assault on Port Racice began well, with their landings largely uncontested. The softer terrain spared the Mistweavers' vanguard from some of the losses suffered by Alpha Galaxy on its landing, and the dense foliage limited the ability of Com Guards aircraft to engage the Jaguar troops. Beta Galaxy advanced cautiously during their first half-day on Tukayyid, wending their way through the pools and channels of the delta, but as night fell, the situation shifted. Com Guards forces, hitherto seen only in fleeting glimpses at a distance as they scouted the Jaguar forces, took the initiative by launching a series of swift raids on the Clan formations. While some of the attacks were spearheaded by 'Mechs, many were led by light hover-vehicles, little inconvenienced by the open water and boggy ground. Such units were fragile, but their speed and maneuverability allowed them to avoid Beta Galaxy's efforts to crush them. Hit-and-fade tactics became the norm and saKhan Weaver found her forces, already hampered by the terrain, further slowed as they faced repeated nuisance attacks.

As dawn broke on 2 May, the Mistweavers had expected to be commencing the assault on Port Racice. Instead, they were less than a third of their way to their objective and had expended almost half their ammunition. Weaver ordered her troops to conserve ammunition, but the constant Com Guards attacks made this impractical. By the late afternoon of the second day, the Clan's supplies were critically low and Beta faced new obstacles in the form of minefields and pre-plotted artillery zones. Sensing the Jaguars' vulnerability, the Com Guards 207th Division (The Pounders) also intensified its attacks, sewing chaos and inflicting steadily increasing casualties. The Jaguars' lack of attention to logistics—familiar with ritualized combat and brief trials, they expected a short, intense campaign—began to seriously hamper their operations. When efforts were eventually made to bring supplies forward with Beta's DropShips, the transports came under Com Guards attack and few supplies made it to the advancing Clusters. Furthermore, the terrain neutralized the Clan's technological advantages: extended-range weapons were of little value, and the prevalence of water offset the Jaguars' better heat-dissipation technology.

On the opposite side of the equation, Precentor Jamy Cygnor martialled her resources, keeping the 207th moving and unpredictable. Her forces pressed the Jaguars, repeatedly luring them into prepared ambushes. With the 401st Division securing the approaches to Port Racice, and elements of the Second Army brought in as further reinforcements, Cygnor chose to take the fight to the Jaguars. Signal interceptions by ComStar satellites identified the location of saKhan Weaver's command Trinary, and Precentor Martial Focht relayed that information to Cygnor, who used it to lure many of the Clan troops away from Weaver. In the late afternoon of 3 May, two level IIIs closed in on Weaver's position, beginning a series of feints and attacks designed to isolate and crush the Jaguar commander. The cost to the Com Guards was high, but the mission was a success and saKhan Weaver and her entire command Star were killed in the ferocious battle. Command integrity in the Mistweavers was already wavering; with the death of the saKhan and the loss of both Khan Osis and Loremaster Hoyt in the Dinju Pass, ilKhan Kerensky stepped in and ordered the Smoke Jaguars to withdraw to their DropShips. Dispirited and exhausted, most of the Jaguar warriors complied, staging a fighting withdrawal to their LZ. The collapse of the assault left several Clan units isolated, and it would be several days before the last stragglers made it back to the DropShips and departed the world. Among those recovered by salvage teams was Khan Osis; in his presumed loss, Howell had been elected Khan, but stepped down to the post of saKhan upon Osis' return. The Com Guards continued to probe the Jaguar defenses, but as it became clear that a general withdrawal was underway, these efforts were slowly scaled back and Precentor Martial Focht shifted his troops elsewhere.

MIGHT-HAVE-BEENS

The defeat of their Khans and Loremaster put paid to the Smoke Jaguars' hopes on Tukayyid, though sporadic fighting with Jaguar hold-outs continued through 9 May. A third of the Jaguar warriors committed to the campaign were dead, and most of the remainder were wounded; materiel losses ran far higher, and would take the Clan years to replace.

CLAN SMOKE JAGUAR CAMPAIGN

GUNSLINGER'S NOTES

You have asked for my thoughts on the Battle of Tukayyid, and in particular ilKhan Ulric Kerensky's leadership during the campaign. In starting with the Smoke Jaguars, we begin with one of the more puzzling examples.

One widely held idea claims that that Ulric Kerensky used "reverse psychology" on his fellow invading Khans in the run-up to Tukayyid. By suggesting the Crusader Clans take reasonable steps to ensure victory, the ilKhan may have expected they would do the opposite purely to spite him, thus delivering a Clan defeat and the truce the Warden ilKhan sought.

But that does not explain Kerensky's negotiation for the Smoke Jaguar defeat. An argument could be made that the Jaguars should have been awarded a draw. The Jaguar Grenadiers reached the outskirts of Dinju Heights, a comparable achievement to one that would earn the Jade Falcons a single objective later in the battle. A subsequent accounting showed the Com Guards suffered horrible casualties in both Jaguar campaigns as well. Reports from other Clan operational areas about major reinforcements streaming in from the Smoke Jaguar front were later shown to be somewhat overstated; some claimed that entire Com Guards Armies were redeployed, when only a few divisions were moved to face other Clans. But with both Jaguar Khans and the Loremaster dead or missing and Howell elected Khan in the field, the Jaguars had little ability to contest the result dictated by Kerensky. Many Smoke Jaguars were enraged at the ilKhan's decision, but again, without substantial leadership in place, the Clan had no real way to organize this opposition.

The failure of the Smoke Jaguars cascaded throughout the Battle of Tukayyid. Not only were the Com Guards able to reinforce their defense against other Clans with troops from the Jaguar operational areas, but the shock to the morale of the Clans should not be underestimated. The Khans did not reach those positions without being aware of political maneuvering, and several understood that they now had to seriously consider the prospect of the Clans living under a truce.

So why did Kerensky negotiate a quick end to the Smoke Jaguars? I believe he underestimated the toll that three days of fighting had taken on the Smoke Jaguars' morale, organization, and headstrong nature. Kerensky must have known that if he ordered the Jaguars to fall back, begin harassment operations, and keep their Com Guard opponents pinned in place for the benefit of the other Clans, the Jaguars would have outright refused his order. By negotiating an abrupt and full defeat on the Jaguars' behalf without their input, I believe Kerensky hoped for another instance of reverse psychology—he may have hoped that news of a defeat to which they had not agreed would so enrage the Jaguars that they would fight to the bitter end, pinning the Com Guards in place long past any hope of a Smoke Jaguar victory.

But Kerensky did not realize how rotten the core of the Smoke Jaguars had become. The bully had been punched in the nose, and they collapsed. Rather than seeing a Clan-wide rejection of his negotiated outcome, only a handful of Jaguars still had the will to fight. For at least one Smoke Jaguar, Tukayyid would show the necessity of change, no matter how difficult that change would be for his Clan.



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NOVA CAT CAMPAIGN

STEEL VIPER CAMPAIGN

GHOST BEAR CAMPAIGN

DIAMOND SHARK CAMPAIGN

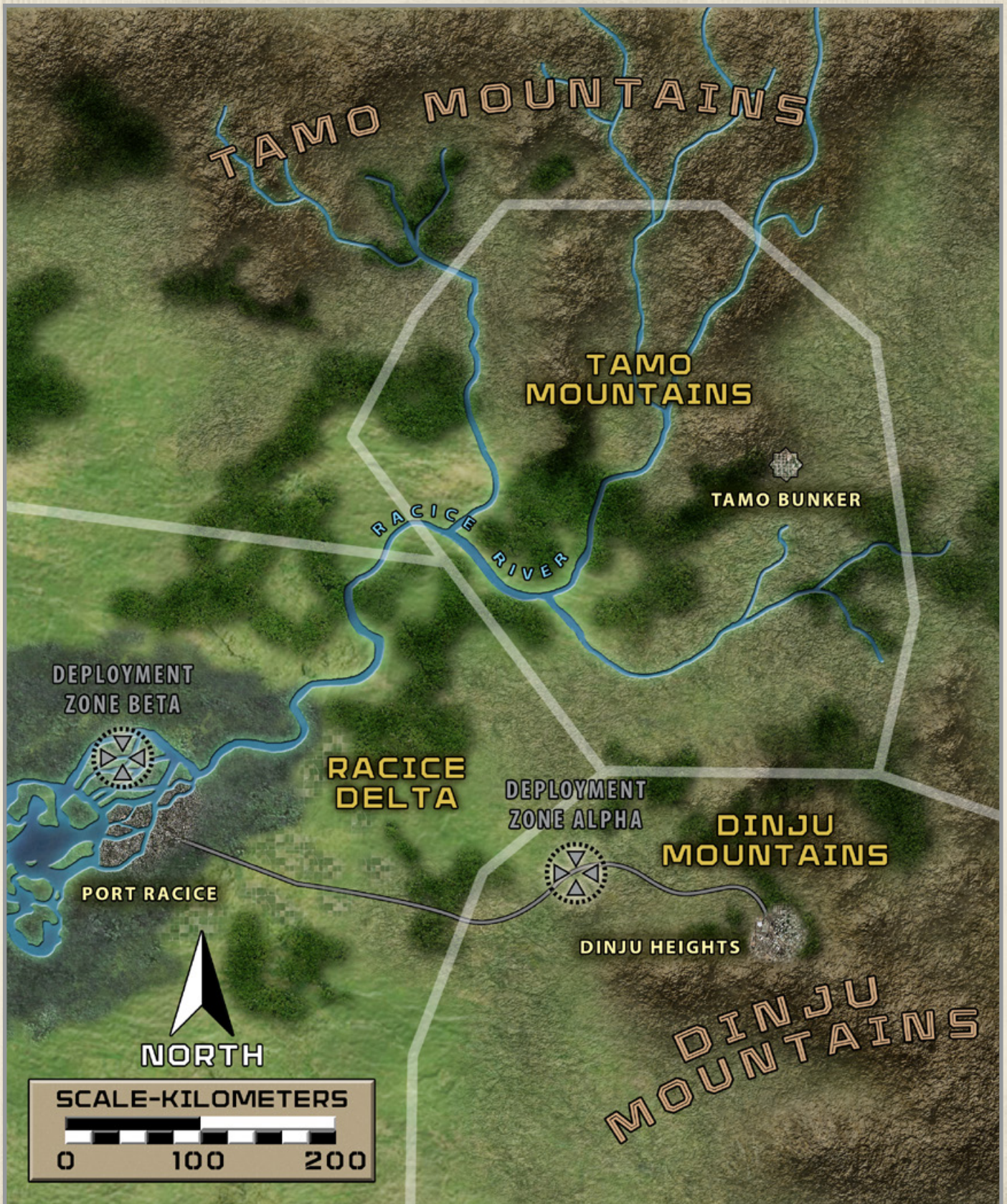
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CAMPAIGN

CAMPAIGN START

The Smoke Jaguar player may choose to start the campaign in either the Racice Delta or Dinju Mountains.

Dinju Mountains: If the Smoke Jaguar player wins this Region, they have won an objective. If this is the second objective won by the Smoke Jaguar player, they have won the campaign. If this is the first objective won by the Smoke Jaguar player, the campaign moves to Racice Delta. If ComStar wins this Region, the campaign ends immediately with either a draw if the Smoke Jaguars previously won an objective, or a ComStar victory if no objectives have been won by the Smoke Jaguars.

Racice Delta: If the Smoke Jaguar player wins this Region, the Smoke Jaguar player has won an objective. If this is the second objective won by the Smoke Jaguar player, the Smoke Jaguar player has won the campaign. If this is the first objective won by the Smoke Jaguar player, the campaign moves to Dinju Mountains. If ComStar wins this Region, the campaign ends immediately with either a draw if the Smoke Jaguars previously won an objective, or a ComStar victory if no objectives have been won by the Smoke Jaguars.

Tamo Mountains: After achieving both objectives, the players may move to this optional Region. If the Smoke Jaguar player wins this Region, any subsequent tracks played in other Clan Campaigns apply a -2 Initiative modifier to the ComStar side.

CAMPAIGN VICTORY CONDITIONS

- Clan Smoke Jaguar wins both Objective 1 and 2, Smoke Jaguar Victory.
- Clan Smoke Jaguar wins one of Objective 1 or 2, Draw.
- Clan Smoke Jaguar does not win either Objective 1 or 2, ComStar Victory.

COMBATANTS

This section lists a selection of the Combatants active during the Clan Smoke Jaguar Campaign on Tukayyid. The Experience Rating indicates the average skill rating of the Combatant, as a guide for players when purchasing units and paying for various experience ratings of their MechWarriors. Special Command Abilities and Special Rules are special gameplay rules that apply to Campaign Forces hailing from that Combatant. These rules are optional, and all players should agree to their use before play begins. The Notes section gives in-universe details on the Combatant to help give players a "feel" for the command during the battles on Tukayyid. The Unit Composition described the average weight and numbers of the various types of units that Combatant fields.



COM GUARDS

FIFTH ARMY

Commander: Precentor Louis Burkenbine

401st Division "The White Eagles"

Experience Rating: Regular

Force Composition: Chi

Special Command Abilities: Anti-Mech Training

Commander: Precentor Cathilly Yseth



207th Division "The Pounders"

Experience Rating: Veteran

Force Composition: Omicron

Special Command Abilities: Forcing the Initiative, Focus: Weapon Specialist (pick one laser type)

Commander: Precentor Jamy Cynnor

323rd Division "Negative Communication"

Experience Rating: Veteran

Force Composition: Theta

Special Command Abilities: Tactical Specialization/Defense, Environmental Specialization/Mountains

Commander: Precentor Mari Rennery

Notes: Environmental Specialization/Mountains applies to level changes for Improved Mobility, and partial cover for Improved Combat, as long as the level change is not underwater or the partial cover created by water.

299th Division "Courtesy Through Thought"

Experience Rating: Regular

Force Composition: Gamma

Special Command Abilities: Stiff Spine, Tactical Adjustments

Commander: Precentor Peter Fedt

CLAN SMOKE JAGUAR CAMPAIGN

CLAN SMOKE JAGUAR

Commander: Khan Lincoln Osis

Force Building Rules: The *Dire Wolf*, *Ebon Jaguar*, and *Stormcrow* are common Smoke Jaguar 'Mechs. A Smoke Jaguar player may replace one OmniMech per Star with one of the above of the same weight class (Assault, Heavy, Medium). The player may choose the configuration: Prime, A, B or, S for a *Dire Wolf*; Prime, A, B or, C for an *Ebon Jaguar*; Prime, A, B, C, D, or TC for a *Stormcrow*.



ALPHA GALAXY

"THE BLACK JAGUARS"

Commander: Loremaster Edmund Hoyt

Sixth Jaguar Dragoons "The Wolfslayers"

Experience Rating: Elite

Equipment Level: Front-Line

Force Composition: 3 Heavy 'Mech Trinaries, Elemental Binary, Aerospace Binary

Special Command Abilities: Tactical Specialization/Attack, Overrun Combat, Forcing the Initiative

Commander: Khan Lincoln Osis

Jaguar Grenadiers "Shadow Stalkers"

Experience Rating: Elite

Equipment Level: Front-Line

Force Composition: 5 Heavy 'Mech Trinaries, Elemental Binary

Special Command Abilities: Focus/Sniper, Assault Operations, Unleashed

Commander: Star Colonel Brandon Howell



Unleashed: Exclusive to Clan Smoke Jaguar. At the start of any Weapon Attack Phase (TW) or the Combat Phase (AS) the turn after losing a Heavy or Assault weight class unit (AS: Size 3+ unit), the player can declare their force "unleashed." That turn, the player's units have a -1 Target Number modifier to all attacks, but all incoming attacks against the player's units also have a -1 Target Number modifier (minimum 0). The ability ends at the turn's end, but can be reactivated following the criteria above.

BETA GALAXY "THE MISTWEAVERS"

Commander: saKhan Sarah Weaver

First Jaguar Guards "The Whitewatch"

Experience Rating: Elite

Equipment Level: Front-Line

Force Composition: 3 Heavy 'Mech Trinaries, Elemental Trinary, Trinary Striker (2 Medium 'Mech Stars, Aerospace Star)

Special Command Abilities: Unleashed, Steady, Forcing the Initiative

Commander: Star Colonel Blaine Raddick



Steady: Units in this force may use up to half (rounded up) of their walking MP in the Movement Phase and receive only a +0 target movement modifier, replacing the standard +1 modifier for this.

Alpha Strike: Units in this force may move up to half their Move value (minimum 2") while using Stand-Still movement.

267th Cluster "The Devil's Mist"

Experience Rating: Elite

Equipment Level: Front-Line

Force Composition: 2 Heavy Supernovas, 2 Heavy 'Mech Trinaries, Elemental Trinary

Special Command Abilities: Tactical Specialization/Combined Arms, Pounce, Overrun Combat

Commander: Star Colonel Diane Perez



Pounce: Units in this force that do not expend MP during the Movement Phase (AS: use the Standing Still movement mode) may make ranged weapons attacks during their Movement Phase at a +1 Target Number modifier, applying damage effects immediately. Opposing units targeted via this ability who have not yet had a Movement Phase are treated as having a +0 target movement modifier (they are not immobile). Units employing this ability may not make further weapon or physical attacks for the remainder of the turn.

RACICE DELTA

The Racice Delta sits at the confluence of the Racice River and the Crucible Sea, the outlet for precipitation in the basin between the Dinju and Tano mountain ranges. It spans more than five million square kilometers and has more than a hundred separate river channels, most of which are only navigable in small naval craft. Two channels—the North and East Racice rivers—are navigable by larger vessels and serve as the principal shipping route from the ocean to Port Racice on the island of La Balize in Lake Couvillion. Much of the delta is less than 10 meters above sea level and principally comprises alluvial silts, though the landscape and ecology is extremely diverse.

Marshlands and riverine systems compose the most numerous landscapes (roughly 45 percent of the delta), with many small islands home to hardwood forests and razor-grass (roughly 25 percent of the delta). Many of the marshes and woodlands have merged to become forest wetlands (roughly 20 percent of the delta) with low-hanging trees and brackish pools making transit difficult. The remainder of the land is a mix of beaches and arable land. The fauna in the delta is mostly native to the world, a diverse range of avian, aquatic and reptilian species, though early colonists introduced several Terran species including boar and beavers, both of which have supplanted native species. Fishing is a major industry in the Racice Delta, both on a commercial basis with hydro-trawlers and fish traps, but also on a subsistence level.

There are more than a hundred settlements within the delta, ranging from single-family homesteads to Port Racice on the island of La Balize and its population of almost 200,000. These settlements have re-shaped much of the delta with flood

CLAN SMOKE JAGUAR CAMPAIGN

defenses redirecting the water flow. This is most prominent around Port Racice, where numerous large-scale floodwalls and levees were built by the Star League Corps of Engineers and continue to protect the city. Sedimentation around La Balize has left almost a third of the city below the level of Lake Couvillon and vulnerable to catastrophic damage should the flood defenses fail. Port Racice is the highest point at which the North and East Racice rivers can be navigated.

The economic and historical significance of Port Racice made it a primary target in the Battle of Tukayyid, though vintage anti-space defenses—and Lake Couvillon—made a direct assault almost impossible. Instead, the invading Smoke Jaguars had to land in the delta and fight their way through diverse terrain before they could approach the port city. The lack of open terrain reduced most encounters to small-unit operations, often at close quarters and in the form of short, brutal fights. The Com Guards made excellent use of hit-and-run and ambush tactics, often employing light 'Mechs and hover vehicles to outmaneuver their Clan opponents. The dense woodlands and swamps made aerial and orbital surveillance difficult.

RACICE DELTA TRACK TABLE

1D6	Track
1	SOFT LANDING
2	RECON
3	ASSAULT
4	PUSHBACK
5	STRIKE
6	RETREAT

MAPSHEETS

The following tables represent the categories of terrain that can be found on the battlefields of the Racice Delta region of Tukayyid. Players using mapsheets may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified. Note also that the various MapPacks may be used to alter the terrain of individual mapsheets as players deem appropriate. MP = *MapPack*, AGOAC = *A Game of Armored Combat* Box Set, BB = *Beginner Box Set*, CI = *Clan Invasion* Box Set. Players using terrain should use the Terrain Table as a guideline for setting up terrain appropriate to the Region in which their battle takes place.

OPTIONAL RULES

If all players agree, the following rules may be used to add specific aspects to the battles played out in the Racice Delta.

LOW WATER

For any mapsheet other than Racice River Delta, reduce the depth of any water hexes by 1, up to a minimum water depth of 0. A Depth 1 Water hex would be Depth 0, a Depth 2 Water hex would be Depth 1, etc.

RACICE DELTA TERRAIN TABLE

1D6	Map
1	River CommCenter (MP: Grasslands)
2	Streams (MP: Grasslands)
3	Racice River Delta (CJS) #1 (MP: Tukayyid)
4	Racice River Delta (CJS) #2 (MP: Tukayyid)
5	Lakes (MP: Grasslands)
6	Grasslands #1 (BB)

DINJU MOUNTAINS

The Dinju Mountains soar to over seven kilometers above sea level, running broadly north-south for approximately 1,000 kilometers. Few passes cross the mountains, though there are numerous deeply incised river valleys on the western slopes, mostly in the form of ravines but also a few wider valleys allowing access deep into the range. The eastern slopes are more rolling but also arid and ill-suited to settlement. Many peaks are snow-capped, and several have glaciers, though warming of Tukayyid in recent years has led to a general retreat of the ice and the formation of several large glacial valleys. There are many mountain meadows, and in some areas large bowl-like valleys have been eroded into the mountains. The flora and fauna of the Dinju Range is diverse but shows a marked variance from north to south.

In the northern reaches, coniferous trees dominate, with a smattering of other evergreen trees and undergrowth. Deer and bears are the dominant species, introduced during colonization, but with the local fenic-wolves—a canid species—prevalent in a number of areas. Windhawks and cloudshrikes hunt the skies, with the largest examples capable of killing or carrying off small deer. Further south, deciduous trees are more common, though they give way to evergreens at altitude, with fenic-wolves and boar more common.

Westerly winds dominate weather conditions in the Dinju Mountains, with storms off the Crucible Sea often dropping much of their precipitation on the western slopes, often in intense storms that lead to flash floods. Conversely, the eastern slopes and foothills are in the rain-shadow of the tall peaks and as a result the terrain features less incised valleys and in many areas is effectively desert.

Most settlements are small mining or farming communities, with the largest, Dinju Heights, nestling in a bowl at just under 3,000 meters altitude and accessible only via the narrow and windy Dinju Pass. Air travel is limited, and there are few places in the region that a DropShip can land safely, leaving most transport to all-terrain vehicles and rail. In the most extreme terrain, the preferred transport is traveling on foot or riding *qarab*, a native quadruped ungulate tamed by the settlers and used as both mount and pack-beast.

CLAN SMOKE JAGUAR CAMPAIGN

Surrounded by steep cliffs and rubble-strewn slopes, as well as mining gantries, Dinju Heights itself is inaccessible by air, and attempts at direct landings would be dangerous in the extreme. As such, attacking the town was a major challenge and one the Smoke Jaguars expected to bring them much glory. Only around sixty percent of the town was located on the surface, the remainder consisting of structures dug into the side of the mountains, some former mine workings converted into factories and residential areas. Any military force operating in the mountains could comprise only 'Mechs and jump infantry—few combat vehicles were capable—but aerospace power would play a significant role. The Clans expected their Elementals to give them a decisive edge in any fighting within the town, particularly in the tunnels, but the Com Guards had rigged numerous deadfalls and ambushes to deal with the Clan troops.

DINJU MOUNTAINS TRACK TABLE

1D6	Track
1	ASSAULT
2	RECON
3	STRIKE
4	END RUN
5	STRIKE
6	RETREAT

MAPSHEETS

The following tables represent the categories of terrain that can be found on the battlefields in the Dinju Mountains of Tukayyid. Players using mapsheets may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified. Note also that the various MapPacks may be used to alter the terrain of individual mapsheets as players deem appropriate. AGOAC = *A Game of Armored Combat* Box Set, BB = *Beginner Box Set*, CI = *Clan Invasion Box Set*. Players

DINJU MOUNTAINS TERRAIN TABLE

1D6	Map
1	Streams (MP: Grasslands)
2	Desert #3 (AGOAC)
3	Pozoristu Mountains #1 (MP: Tukayyid)
4	Pozoristu Mountains #2 (MP: Tukayyid)
5	Forward Base (MP: Grasslands)
6	Barren Lands #2 (CI)

using terrain should use the Terrain Table as a guideline for setting up terrain appropriate to the Region in which their battle takes place.

TAMO MOUNTAINS

Known by the natives as the "Roof of the World," the Tamo Mountains were a major westward range of peaks extending from the northern Dinju Mountains across to the Kozice Valley. Slightly lower than the Dinju Range—the highest point is just over 6,200 meters—the terrain is nonetheless rugged and icy. The location in the northern extremes of the Boreal Continent results in significant areas of snow cover and glaciation of many valleys. The southern foothills are rolling terrain, well-suited to farming, rising slowly over thirty kilometers to around 1,700 meters above sea level. The peaks themselves rise more dramatically, reaching their full height in only fifteen kilometers. Broad glacial valleys run north-south, though in many cases the glaciers have retreated significantly, leaving numerous hanging valleys. North of the range, much of the land is a plateau with an average elevation of around 3,750 meters.

The southern slopes of the mountain are temperate, dominated by deciduous forests and grasslands with streams and small rivers common, ultimately feeding into the Racice Basin. A broad range of mammalian and avian species are present, both native and introduced, and scattered hunting settlements are the principal human presence in the area. Few settlements exceed 200 people, though some more substantial farming communities exist on the southern slopes. Higher elevations see the ecosystem shift toward coniferous and evergreen trees, though above 3,000 meters scrub and small plants dominate. Primary predators of the coniferous forests are fennec-wolves and lynx (introduced by early colonists), preying on rabbit-analogues and deer, while at the highest altitudes only smaller mammals exist.

The northern plateau is icy tundra with no permanent settlements, though there are several nomadic groups herding *qarab*, a native ungulate. Scrubland dominates the vegetation, though a few sheltered hollows have dwarf trees and more diverse ecosystems. Wild *qarab* exist here, often in herds of several hundred.

Though not an official target of any Clan during the Battle of Tukayyid, the Tamo Range was of significant strategic value. Hidden under Mount Kline at the eastern end of the range was the command bunker used by Precentor Martial Focht to coordinate the Com Guards. Had that facility been discovered—as it almost was, by Clan Smoke Jaguar—then the Clans may have sought to destroy it. The Star League-era strategic command post had formidable defenses including massive stone-faced gates that were nigh-impregnable to conventional forces, but which could have been breached by orbital bombardment or massed firepower. Extensive sensor and weapon emplacements would give the defending Com Guards a considerable edge, but the strategic importance of the site may have prompted the Smoke Jaguars to call in additional troops, or perhaps ally with other Clans. In the confines of the mountain itself, Elementals would shift the balance of power in the Clans' favor, likely leading to a massacre of Com Guards personnel and a beheading of the ComStar operation. If the Com Guards were rendered leaderless, would they have prevailed against the Clans?

CLAN SMOKE JAGUAR CAMPAIGN

TAMO MOUNTAINS TRACK TABLE

1D6	Track
1	RECON
2	STRIKE
3	FLANK
4	PUSHBACK
5	SUPPLY
6	<i>SPOILS OF WAR</i>

TAMO MOUNTAINS TERRAIN TABLE

1D6	Map
1	Lakes (MP: Grasslands)
2	Barren Lands #1 (CI)
3	Barren Lands #2 (CI)
4	Desert #2 (AGOAC)
5	Desert #3 (AGOAC)
6	Forward Base (MP: Grasslands)

MAPSHEETS

The following tables represent the categories of terrain that can be found on the battlefields in the Tamo Mountains region of Tukayyid. Players using mapsheets may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified. Note also that the various MapPacks

may be used to alter the terrain of individual mapsheets as players deem appropriate. AGOAC = *A Game of Armored Combat* Box Set, BB = *Beginner* Box Set, CI = *Clan Invasion* Box Set. Players using terrain should use the Terrain Table as a guideline for setting up terrain appropriate to the Region in which their battle takes place.



RECORD SHEETS

ORDER OF BATTLE

TECHNICAL READOUT

VULF CAMPAIGN

JADE FALCON CAMPAIGN

NOVA CAT CAMPAIGN

STEEL VIPER CAMPAIGN

GHOST BEAR CAMPAIGN

DIAMOND SHARK CAMPAIGN

SMOKE JAGUAR CAMPAIGN

THE CHAOS CAMPAIGN

HISTORY

LESSONS OF WAR

SOFT LANDING

SITUATION

*Racice Delta,
Boreal Continent, Tukayyid
Free Rasalhague Republic
1 May 3052*

Battles can be won or lost in the opening moments—a bridgehead crushed and invaders driven back into the sea, or the defenders routed or circumvented. So it was with the landings in the Racice Delta and Dinju Mountains, where the Com Guards sought to smash the Smoke Jaguars before they could establish themselves. Alpha Galaxy led by Khan Osis initially faced only weak opposition, but those arrayed against saKhan Weaver proved to be a challenge worthy of the Clans. The conflict was a confused melee, with Com Guard forces seeking to attack Clan troops disordered by the combat drop and often intermixed with the Spheroids, while the Jaguar troops sought to win maximum glory.

GAME SETUP

Recommended Mapsheets: Racice River Delta from *MapPack: Battle of Tukayyid*. If this mapsheet is not available, randomly generate mapsheets on the Racice Delta Terrain Table. Randomly generate additional mapsheets on the Racice Delta Terrain Table if needed for the size of the forces in play. The Attacker arranges all mapsheets.

The Clan side is the Attacker and the Com Guards side is the Defender. The Attacker should place their landing targets first (see *Attacker*, below), then the Defender sets up their forces, and finally the Attacker deploys their units.

ATTACKER

The Attacker deploys up to 33% of their Campaign Force. The Attacker begins with no units on the board, but instead designates 6 hexes (*TW*) or 6 points (*AS*) on the map as landing targets. Each point must be at least 6 hexes (*TW*) or 12" (*AS*) from a map edge. At least one unit must be assigned to each landing target. Deploy the unit according to the artillery scatter diagram (see p. 150, *Tactical Operations: AR*) for a distance of 1D6–1 hexes (*TW*) or 2"–10" (*AS*). One unit must be designated the force's commander; if any units possess the Tactical Genius SPA, including as a bonus ability bestowed by a Formation, the force commander must be selected from among these units.

Optional: First Down. The Attacker may choose to destroy two Elemental units, if any are included in their track force, before deployment begins; if they do, they choose the precise landing points of two other units within 6 hexes (*TW*) or 12" (*AS*) of a landing marker.

DEFENDER

The Defender is 100% of the Attacker's deployed force. The Defender sets up anywhere on the battlefield but must be at least 3 hexes (*TW*) and 6" (*AS*) away a map edge. One unit must be designated the force's commander; if any units possess the

Tactical Genius SPA, including as a bonus ability bestowed by a Formation, the force commander must be selected from among these units. No aerospace or artillery Battlefield Support assets may be used.

WARCHEST

Track Cost: 300

OBJECTIVES

Avalanche (Attacker only): Destroy or cripple at least 75% of the Defender's force. [150]

Cut Off the Head (Attacker only): Destroy or cripple the Defender's commander unit. [150]

Seyla! (Attacker only): Complete the other two Attacker Objectives without the Attacker's commander unit being destroyed or crippled. [150]

Push Them into the Sea! (Defender only): Destroy or cripple at least 75% of the Attacker's forces. [200]

Hunter-killer (Defender only): Destroy or cripple the Attacker's commander unit. [100]

We Shall Fight Them on the Beaches... (Defender only): Complete the other two Defender Objectives without the Defender's commander unit being destroyed or crippled. [150]

SPECIAL RULES

FORCED WITHDRAWAL

The Smoke Jaguars cannot withdraw and therefore are not subject to Forced Withdrawal for this track.

END RUN

SITUATION

*Dinju Pass, Dinju Mountains
Boreal Continent, Tukayyid
Free Rasalhague Republic
2 May 3052*

The battle in the Dinju Pass was less about destroying the enemy, and more about getting past the enemy to the true objective beyond. Such unClanlike tactics were alien to most of the Smoke Jaguars but were fully understood by Star Colonel Brandon Howell, who led the Jaguar Grenadiers through the ambush set by the Com Guards and into the outskirts of Dinju Heights. His cunning allowed the Grenadiers to escape the trap, though many of the Jaguars that followed were less fortunate.

GAME SETUP

Recommended Terrain: Pozoristu Mountains from *MapPack: Battle of Tukayyid*. If this mapsheet is not available, randomly generate mapsheets on the Dinju Mountains Terrain Table. Randomly generate additional mapsheets on the same Terrain Table as needed for the size of the forces in play. The Defender arranges the mapsheets with their short edges touching. The 3 hexes (TW) or 6" (AS) at the edge of the mapsheets are sheer walls and are considered impassable terrain.

The Clan side is the attacker and the Com Guards side is the Defender. The Defender designates one short edge as their home edge; the opposite is the Attacker's home edge. The Attacker should deploy their initial units first, followed by the Defender's.

ATTACKER

The Attacker deploys up to 33% of their Campaign Force. The Attacker deploys 50% of their force within 6 hexes (TW) or 12" (AS) of their home edge. The remaining attackers arrive during the Movement Phase of Turn 3.

DEFENDER

The Defender is 100% of the Attacker's deployed force. The Defender deploys 50% of their force within 12 hexes (TW) or 24" (AS) of their home edge. The remainder of their force is deployed as Hidden Units (see p. 82, *BMM*, or p. 168, *ASCE*) but may not be placed within 6 hexes (TW) or 12" (AS) of any of the Attacker's units.

WARCHEST

Track Cost: 300

OBJECTIVES

Push Through (Attacker only): Exit at least 50% of the Attacker's Units off the Defender's home edge. [150]

Carving a Path (Attacker only): Destroy or cripple at least 50% of the Defender's force. [150]

Mow Them Down (Defender only): Destroy or cripple at least 75% of the Attacker's force. [150]

Conserving Forces (Defender only): At least 50% of the Defender's units are not destroyed or crippled when all of the Attacker's forces have exited the map, or been destroyed or crippled. [150]

SPECIAL RULES

There are no special rules in effect for this track.



RECORD SHEETS

ORDER OF BATTLE

TECHNICAL READOUT

WOLF CAMPAIGN

JADE FALCON CAMPAIGN

NOVA CAT CAMPAIGN

STEEL VIPER CAMPAIGN

GHOST BEAR CAMPAIGN

DIAMOND SHARK CAMPAIGN

SMOKE JAGUAR CAMPAIGN

THE CHAOS CAMPAIGN

HISTORY

LESSONS OF WAR

CLAN SMOKE JAGUAR CAMPAIGN

SPOILS OF WAR

SITUATION

Tamo Bunker, Mount Kline

Tamo Mountains, Boreal Continent, Tukayyid

3 May 3052

Clan Smoke Jaguar could have uncovered Precentor Martial Focht's command bunker within Mount Kline, and may have tried to seize the complex to deal a critical blow to the Com Guards' command and control abilities. Furthermore, killing the Com Guards commander would have earned the Jaguars immense glory, enough perhaps to offset the disgraces of Wolcott and Luthien.

Historically, the efforts of Adept Rita Brand and the death of the Jaguar Khans prevented any such assault, but with a slight shift in luck the fate of the Jaguar campaign—and the entire battle of Tukayyid—could have been very different.

GAME SETUP

Recommended Terrain: Randomly generate mapsheets on the Tamo Mountains Terrain Table as needed for the size of the forces in play. The Defender arranges the mapsheets with their long edges touching.

The Clan side is the Attacker and the Com Guards side is the Defender. The Defender selects their home edge; the Attacker's home edge is opposite. The Attacker deploys their units first, followed by the Defender.

The Defender places 6 medium buildings (standard, CF80, Armor 50) within 6 hexes (TW) or 12" (AS) of each other on the mapsheet containing their home edge. One of these buildings is designated as the Command Building.

Alpha Strike: The Medium Buildings have CF8 and Armor 5.

ATTACKER

The Attacker deploys up to 33% of their total force. The Attacker deploys their force within 6 hexes (TW) or 12" (AS) of their home edge. Two units must be designated as the force's commanders; if any units possess the Tactical Genius SPA, including as a bonus ability bestowed by a Formation, the force commanders must be selected from among these units.

DEFENDER

The Defender is 100% of the Attacker's deployed force. After the Attacker has deployed, the Defender deploys up to 50% of their force anywhere within 12 hexes (TW) or 24" (AS) of the Command Building. The remaining forces may begin the hidden in the buildings. Designate one unit as the Com Guards commander; if any units possess the Tactical Genius SPA, including as a bonus ability bestowed by a Formation, the force commander must be selected from among these units.

WARCHEST

Track Cost: 400

Options:

+100 Tough as Rocks. (Attacker only): Upgrade the buildings to Hardened Fortresses (120 CF/12 CF).

+100 Man the Gates (Attacker only): The ComStar side may select two hexes (TW) or two points (AS) on which to add infantry bunker buildings with CF40 and Armor 40; the bunkers have a Gunnery Skill of 6 and 6 tons of weapons (including ammunition). The Smoke Jaguar player may select this Option up to four times, for eight bunkers total.

Alpha Strike: Bunkers are CF4 and 4 Armor. 1/1/1 for S/M/L damage values and Skill 6.

+100 Fire at Will (Attacker only): The ComStar side may select a location to add a gun emplacement building with CF65 and Armor 64; the building Gunnery skill of 5 with 21 tons of weapons (including ammunition).

Alpha Strike: Gun emplacements are CF7 and 6 Armor. 3/3/2 for S/M/L damage values with IF2 and Skill 5. The Smoke Jaguar player may select this Option up to four times, for four gun emplacements total.

-100 Now Or Never (Defender only): The ComStar side may select any of the Tough as Rocks, Man the Gates or Fire At Will optional bonuses, taking the listed penalty to WP earned in the track each time. Man the Gates and Fire at Will may only be taken as many times as listed above by both sides combined; Tough as Rocks may only be selected once. The Attacker selects their Options first, followed by the Defender.

OBJECTIVES

Head-hunter (Attacker only): Destroy or cripple the Defender's commander. [150]

Take Down (Attacker only): Destroy the Command Tower. [150]

Necessary Roughness (Defender only): Destroy or cripple one of the Attacker's commanders. [75 each]

Hold Out (Defender only): Destroy or cripple both of the Attacker's commanders without the Defender's commander being destroyed or crippled. [150]

No Surrender, No Retreat (Attacker/Defender): Destroy or cripple at least 75% of the Attacker's force. [100]

SPECIAL RULES

There are no special rules in effect for this track.



CLAN DIAMOND SHARK
CAMPAIGNA CERTAIN KIND
OF COURAGE

RIDGE 45/41 TANGO
KOZICE VALLEY, TUKAYYID
FREE RASALHAGUE REPUBLIC
7 MAY 2052

Acolyte Harvard Liata sat in the cockpit of his *Hussar*, shaking. He never expected to actually go into combat against anyone or anything more advanced than some Periphery pirate trying to kill villagers with an antique *Locust*. He laughed to himself. “Blessed Blake...what was I thinking?”

He knew what he’d thought then: that he’d get to see the stars, bring in some C-bills to pay his way through the university for which he was named, get his law degree, and maybe make his elderly grandmother proud that he’d served Terra just like her and most of his family going back centuries.

Though his plea wouldn’t be heard by his relative, he couldn’t help but raise his voice and slam his hand against the somewhat functional two-hundred-plus-year-old control panel. “Are you happy now, Grandma? I’m going to die on some world I’ve never heard of, fighting genetic freaks, and sitting in a damn death trap!”

“Shut your damn mouth and keep comms clear, or I’ll take you out of that ‘death-trap’ and strap you to the outside so someone a little more grateful to be inside can you use for armor. Do your damn job!”

Adept M’Bata’s voice scratched across his eardrums. Liata must have triggered the comms when he slammed his fist against the controls.

He hastily looked over the sensor readings his *Hussar* fed him. He was three kilometers out in front of the Eighty-fifth Division’s lines. “Sorry Adept! Uh... the Diamond Sharks are still in their position...some movement...but nothing toward us yet.”

At least the comm line seemed to only go to M’Bata, she already knew his fears. “Stay quiet and stay hidden,” she responded.

Liata chirped his comms in an affirmative and triple-checked that his ‘Mech was all but shut down and cold. A cold hole in a prepared pit in which he was happy to stay hidden. Then a glow of red indicators and warnings lit his face, from the ground sensors tied into his computer.

“Shit...Adept? ADEPT! They’re moving...I have two *Thors* heading to position...44/43...a *Mad Cat*, *Vulture*,

and *Gladiator* heading right at you, Adept!” His voice was shaky, but Liata did his best to keep himself calm enough to be understood.

He clicked another key. “Adept Martin, I have a *Black Hawk* and *Ryoken* moving to 47/41...” Liata was shaking even more than he had been, but he could hear himself stumbling through his reports and confirmations. “Blessed Blake!” he thought, “It looks like a whole damn Cluster is coming down on me!”

Sensors on his console began winking out as the moving Clan ‘Mechs broke connections hardwired over the battlefield. Those direct wires meant there weren’t any transmissions from his *Hussar* that the Clanners could detect. Acolyte Liata was probably safer in his hole than anyone else in the Eighty-fifth.

Dirt and rocks clattered down onto his cockpit plasteel—a whole Cluster of Diamond Sharks thundered past his dugout at a charge. “Adept M’Bata? They are passing my position. What...what are my orders, ma’am?” Liata heard the start of a reply before the comm line went dead along with the power feed to the computer. It was dark, and the only noise in the *Hussar*’s cockpit was his own fast breaths and the pattering of soil running down the armor plate. Liata knew what his standing orders were: stay hidden and only deploy if the division had need for his ‘Mech’s SLDF-era communications gear as a backup.

The rumbling of ‘Mechs trailed off, and as it did, he grew quiet himself. He could imagine what was happening right now: his friends were slugging it out with whatever had rumbled by. Few of them had any more training than he did, the minimum required for MechWarriors in the Com Guards. Was it right for him to keep hiding in here, waiting for an order that never came? The Adept already thought he was a coward, and thinking about that started a burning feeling inside Liata. A burning feeling of shame, and a need for revenge.

His shaking hands ran through the sequence to power up his *Hussar*, and he heard the whine of the cooling system spinning up as the ‘Mech’s fusion reaction started. His comms gear came up, and suddenly panicked screaming filled his ears and red icons flashed across screens, showing the Eighty-fifth was already suffering heavy losses.

CLAN DIAMOND SHARK CAMPAIGN

“No! Kill me! I’m the coward!” Liata screamed as the reinforced paneling above his ’Mech blew away and he climbed out of the hole that had sheltered him. The Eighty-fifth’s lines were wrecked, and Diamond Shark ’Mechs circled the last defenders. Liata jammed the throttle forward as far as it would go, angling right for where Adept M’Bata should have been. To stop his hand shaking, he clamped it hard around the targeting stick and triggered his autocannon, a line of shells thundering out toward the closest blur of metal and fire.

“Kill me, you bastards! I deserve to die, not them!”



“I deserved to die...not them.” Liata hung his head and muttered the words he’d said to anyone who would listen, but no one seemed to understand. He stood next to some of the other survivors of the Eighty-fifth Division in a small conference room filled with Com Guards brass. He was next in line when Precentor Trent Arian moved to pin the Focht Star of Honor on his chest.

“Sir...please...I don’t deserve this. I was a coward...I hid...” Liata’s voice was a whisper, not wanting to have his shame any more public than it already was.

Precentor Arian paused and gave a Liata a look as though he shouldn’t argue. “Adept Liata, your orders were to stay hidden, but you broke those orders because you felt your unit needed you more than anything else. You charged into a fray that your *Hussar* wasn’t designed to survive, you destroyed two ’Mechs and arguably saved dozens of lives before reinforcements showed up. You shook the Sharks enough that they didn’t advance any further. You made them think there was a whole other division coming up on their rear because no damn *Hussar* pilot would be brave enough to charge into a fight like that alone. That’s not being a coward, Adept. That’s having a certain kind of courage, one that not many possess.”

He pinned the medal on Liata’s uniform and moved on, but now Liata kept his eyes forward. If the Precentor thought it, Blessed Blake, then it might just be true.



BACKGROUND

Excerpt from text by Ledgerman Anatoli Clarke, Clan Sea Fox

My life is dedicated to finding truth. This is a simple idea that all Loremasters should, and often do, live up to. This simple idea becomes more difficult when the truth is less than flattering to the person discovering it, or perhaps when repeating the truth will be seen as a lie by those who do not wish to believe it. I have been asked to report on the truth of the ideas and actions of my Clan, then known as Diamond Shark, during the Battle of Tukayyid.

It must be said that these truths are not simple, nor are they ones that only celebrate great victories. My Clan had lofty goals as they set themselves against the Com Guards, but the debt we accrued early on could not be paid for with the blood of our warriors. The blood of our warrior caste is the currency by which our Clan survives, and we paid a heavy toll that day.

Finally, when our books on Tukayyid were deeply in the red, the hidden value of our freebirth warriors revealed itself and helped balance the ledger. This revelation helped Khan Ian Hawker reassess his beliefs.

THE BEST LAID PLANS

The first failure occurred before any Diamond Shark set foot on Tukayyid. Our forces had participated little in the invasion to that point, and what forces we had in position to bring to Tukayyid were limited and well-studied by ComStar’s ROM. A larger and more fatal error came when Hawker’s bid included only five Clusters, two from each of Alpha and Gamma Galaxies. In an attempt to gain a favorable landing area, Hawker wished the fifth Cluster to be the freebirth warriors from Omega Galaxy, seeing them as disposable. At the time, the idea of freebirth warriors being little more than a waste of resources was

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common among the invading Clans. That Khan Hawker did not understand these warriors' capabilities, passion, and desire to prove their worth showed that he had not studied the ledgers, so to speak.

The Diamond Shark landing area was to be on the plateau north of their objectives. This specific deployment area, according to notes and recordings made of Khan Hawker's staff meetings, was chosen because it was nearly equidistant between the two primary objectives that our Clan was designated to take. The rocky hills of the southern end of the plateau would provide a solid landing site and cover for a central headquarters. The objectives themselves lay within the Kozice Valley, an area of low sloping hills surrounding the Kozice River on its journey to the Crucible Sea. Also, a sizable agricultural area laying fallow near two east-west roadways would make movement of forces easier, with Route 14 leading into Kozice Prime and Urcunat, and Route 16 looping north to Kozice Prime.

Our objectives were to take and control the towns of Kozice Prime and the village of Urcunat. Kozice Prime was a transshipping hub for the agricultural concerns in the Kozice Valley, along with many industries related to farming and ranching. The city itself was surrounded by low foothills that Khan Hawker felt would give his forces a high-ground advantage over any Com Guard defenders inside. With a population of forty-five thousand, Kozice Prime was a desirable objective; the numerous grain silos and grain elevators within would provide substantial cover to Shark defenders if the Clans won on Tukayyid and rivals challenged to take the Sharks' holdings. Keeping and holding this city would mean controlling a major rail and road hub, as well as a significant amount of the grain reserves of the Boreal Continent.

Urcunat was chosen as the Sharks' second objective as a concession to ComStar for the importance of Kozice Prime. Urcunat was ten kilometers to the east of the Clan's landing zone, just within an area called the Urcunat Reserve. Here, an ancient upwelling of magma had produced a harder stone that the most recent glacial period had not eroded down as much as the rest of Kozice Valley. Nestled between two of these hills was Urcunat itself, a small village of ten thousand people which acted as a gateway for tourism in the Reserve as well as a community for the managers and owners of the businesses operating twenty kilometers to the west in Kozice Prime. It was clear why ComStar wished this to be the second objective: the village was highly defensible, with heavy glacial till to the south preventing easy movement, and a sheer cliff face to the north, created when the original settlers mined the hardened rock to use as building materials for roads and dwellings.

Khan Hawker felt that the Diamond Shark forces could be split between these two objectives. He would use the Clusters from Alpha and Gamma Galaxies in the assaults, while the freebirth Omega cluster would be held in reserve at the landing zone to defend against any breakthrough attempts from ComStar forces on either side.

To paraphrase Helmuth Graf von Moltke, "No plan survives contact with the enemy."

ComStar did not oppose the landing of Diamond Shark troops on the evening of 1-2 May. Omega Galaxy immediately began preparing field fortifications for their own 'Mechs and

supply dumps on the larger of the east-west roads adjacent to the agricultural fields. Khan Hawker ordered the Omega MechWarriors themselves out of their 'Mechs to assist in the construction, not giving them the same respect he did the Trueborn. This would be ironic, given later events.

PROJECTED OUTCOMES

Assaults on Kozice Prime and Urcunat were planned to occur at the same time. Once the landing zone was secure and munitions were pre-placed to ease any strain on logistics, Alpha Galaxy's Nineteenth Heavy Cluster and Thirty-ninth Striker Cluster would proceed west just before daybreak on 3 May, using the rising sun to help blind any observers not using glare-canceling devices. During the initial drop, images were taken of the ComStar lines as Alpha Galaxy's DropShips overflew Kozice Prime, so positions of the enemy would be fairly well known. The position occupied by the Eighty-fifth Division (Lions of the Periphery) appeared weak, so the Nineteenth Heavy Cluster planned to break through the ComStar lines there. A Trinary of assault and heavy 'Mechs would ravage the routed Eighty-fifth's rear area and cut down the routed survivors, while the Cluster's remaining four Trinaries pressed further west along Route 14 to intercept any reinforcements brought in from the city itself.

Meanwhile, the Thirty-ninth Striker Cluster would assault along Route 16, six kilometers to the north. Khan Hawker felt the Thirty-ninth Striker would be better suited to attacking a 'Mech force that favored more mobile designs. Like Nineteenth Heavy, Thirty-ninth Striker would detach two Trinaries to pin down ComStar survivors of the assault, and to assist in securing the road for later ammunition transport. The other Trinaries would proceed west along Route 16.

Once both Nineteenth Heavy and Thirty-ninth Striker were in position outside of Kozice Prime, Nineteenth Heavy would proceed directly into the city while Thirty-ninth Striker spread out into a battle line perpendicular to Route 16 and approached the city from the north, providing fire support for Nineteenth Heavy.

Gamma Galaxy's 222nd Assault and 369th Striker Clusters would launch their attack east ten minutes before Alpha's start. The plan for Gamma Galaxy was much less complex as only Route 14 led to Urcunat. The 222nd Assault would stay south of Route 14 and destroy elements of the Fifty-sixth (Eyes of ComStar) and 182nd Divisions (Standing Waves), and 369th Striker would go north and hit the better defend positions of elements of Thirty-first (Static Hurlers) and 182nd Divisions. 369th Striker would then go on to occupy the high ground over the village of Urcunat.

Khan Hawker's battle plan called for the occupation of both objectives and the complete routing of ComStar forces by the evening of 3 May in a *blitzkrieg*. Like a leader who used the term on ancient Terra, the plan did not work out well.

ONE FOR THE ACTUARIES

With the sole exception of the deployment of Alpha and Gamma Galaxies into their ready positions, Khan Hawker's plans swiftly fell apart. The construction of field fortifications and deployment of forward ammo dumps near the ready positions

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took far longer to complete than planned, and Hawker ordered the Trueborn Clusters to wait.

By the morning of 2 May, the point at which the dual assaults were supposed to begin, only 14% of field fortifications were complete and 3% of ammunition stores had been unloaded from the still-grounded DropShips. Hawker was furious, blaming the incompetence of the freebirth MechWarriors in doing a job they were never trained to perform. With little progress made, Hawker assigned the few Elemental troops under his command to assist in offloading ammunition and to “kill any *stravag*” who appeared to be holding back his grand plan. This did little to accelerate the work, but did result in the deaths of three well-trained freebirth MechWarriors who asked to use their ‘Mechs to assist in construction.

Records show ComStar used this delay to their advantage. On the night of 2 May, scout ‘Mechs and vehicles of Eighty-fifth and Fifty-sixth Divisions moved forward into bunkers which had been hastily constructed before the Sharks’ landing and abandoned when initial indications made it appear that a rapid assault was forthcoming. Now ComStar used these forward bunkers and a series of hardwired communication and surveillance devices to monitor the Diamond Sharks’ progress and formations. ComStar gained even more intelligence when Trinary-scale maneuvers of the Alpha and Gamma Galaxy MechWarriors were observed by the Thirty-first Division on the high cliffs over Urcunat.

The Sharks assault would be delayed again and again, until Hawker finally decided that too much time had been wasted, with other Clans already engaged with Com Guards forces for days. Before daybreak on 3 May he ordered his Clusters to begin their assaults. Initially, the two thrusts fared very differently. The Nineteenth Heavy slammed into the relatively green Eighty-fifth Division, and for approximately one hour Diamond Shark forces operated in the rear of the ComStar lines. The Nineteenth Heavy was eventually forced to pull back due to an incredible setback on the thrust towards Urcunat, when the 182nd Division was able to stop Gamma’s eastward push in its tracks and pin them down, allowing elements of the Thirty-first and Fifty-sixth Divisions to break from their defensive lines and begin raiding the ammo supply points deployed along Route 14. Other elements of the 182nd Division near Kozice Prime began to pin down Alpha Galaxy hours later, allowing the survivors of the Eighty-fifth to break from their lines and join the other Com Guards units in ravaging what the MechWarriors of Omega Galaxy had spent most of a week building.

SaKhan Barbara Sennet would later recount that Hawker was “volcanic, almost incomprehensible with rage” at the turn of events. For the next four days, Alpha and Gamma Galaxies struggled to survive while fully encircled by ComStar forces. Meanwhile, Omega Galaxy sat in the Shark LZ with fully stocked ‘Mechs, after Hawker ordered the Cluster to “stay out of a Trueborn’s fight.” On 6 May, Hawker ordered 369th Striker to “liquidate” the Eighty-fifth Division after that Division all but destroyed the 222nd Assault Cluster. While Hawker was distracted by his attempt

at revenge, elements of Fifth Army redeployed from the Smoke Jaguars’ area of operations, and deepened the encirclement.

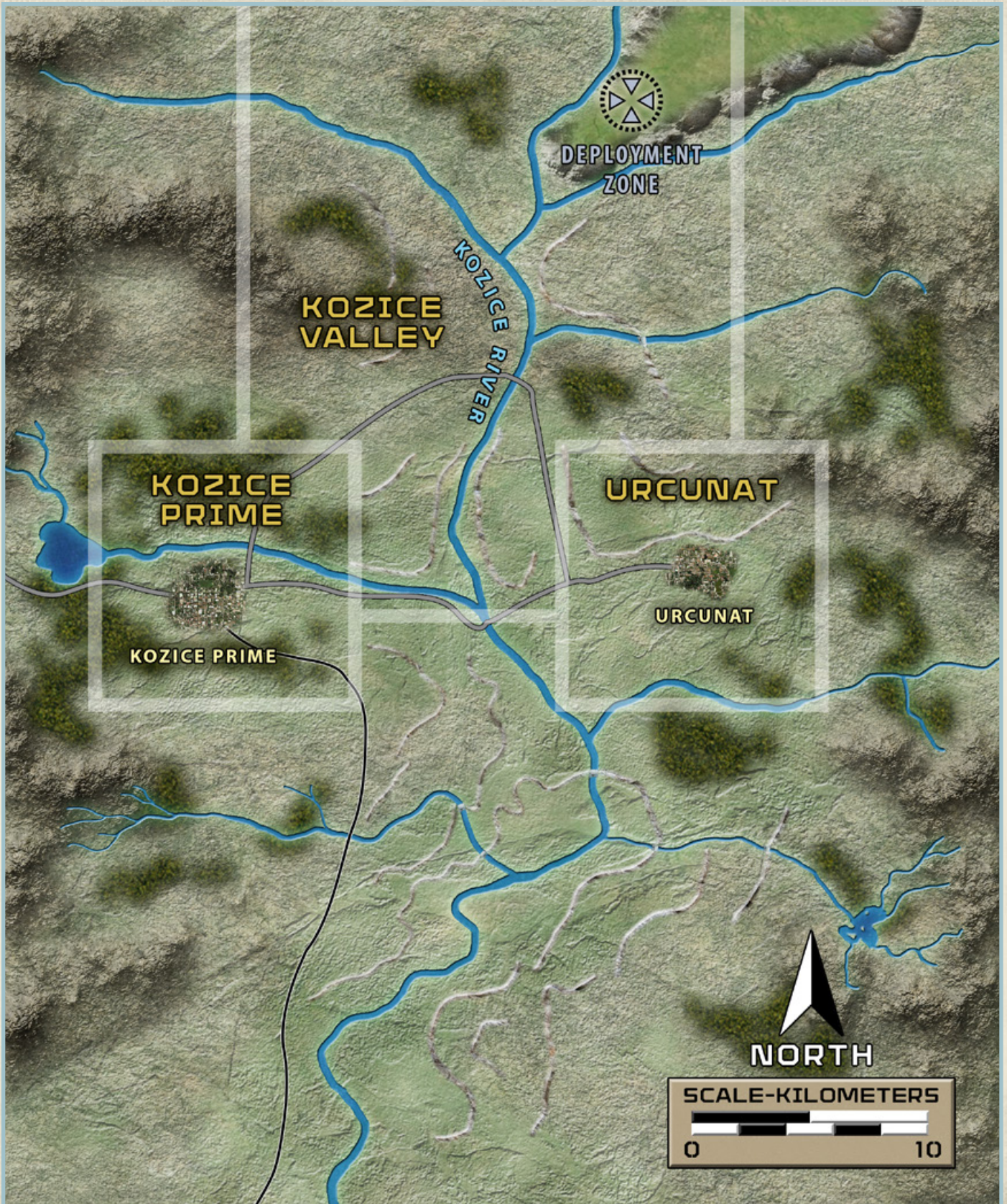
On 7 May, saKhan Sennet ordered Omega Galaxy to attempt an assault on the Com Guards in the hope of allowing what remained of Alpha and Gamma Galaxies to break out and retreat to their DropShips. A fierce brawl ensued as the fully loaded Omega ‘Mechs slammed into the Com Guards, enabling Khan Hawker and just six other BattleMechs to escape the encirclement and make their way to their Dropships. Following this breakout, every Omega MechWarrior refused orders to board the DropShips, holding the line long enough for Hawker, Sennet and the few other Shark survivors to launch to orbit. The last words spoken by Khan Hawker on Tukayyid were, “For freebirths, they pretend to be brave well.” Khan Hawker’s poor military planning may have been the greatest of the Diamond Sharks’ many failures on Tukayyid, but his disregard for the freebirth MechWarriors under his command may have been the most shameful.

GUNSLINGER'S NOTES

There’s little to say about the Diamond Sharks’ time on Tukayyid, though it offers a counterpoint to the negotiated end to the Smoke Jaguar campaign. The Diamond Shark campaign was allowed to linger on, despite little or nothing to show for it and Clan losses mounting.



CLAN DIAMOND SHARK CAMPAIGN



CLAN DIAMOND SHARK CAMPAIGN

CAMPAIGN

CAMPAIGN START

The Diamond Shark campaign starts in Kozice Valley.

Kozice Valley: If the Diamond Shark player wins this Region, the Diamond Shark player chooses to move the campaign to either Urcunat or Kozice Prime. If ComStar wins this Region, the campaign ends immediately with either a draw if the Diamond Sharks previously won an objective, or a ComStar victory if no objectives have been won by the Diamond Sharks.

Urcunat: If the Diamond Shark player wins this Region, the Diamond Shark player has won an objective. If this is the second objective won by the Diamond Shark player, the Diamond Shark player has won the campaign. If this is the first objective won by the Diamond Shark player, the campaign moves to Kozice Prime. If ComStar wins this Region, the campaign returns to Kozice Valley.

Kozice Prime: If the Diamond Shark player wins this Region, the Diamond Shark player has won an objective. If this is the second objective won by the Diamond Shark player, the Diamond Shark player has won the campaign. If this is the first objective won by the Diamond Shark player, the campaign moves to Urcunat. If ComStar wins this Region, the campaign returns to Kozice Valley.

CAMPAIGN VICTORY CONDITIONS

- Clan Diamond Shark wins both Objective 1 and 2, Diamond Shark Victory.
- Clan Diamond Shark wins one of Objective 1 or 2, Draw.
- Clan Diamond Shark does not win either of Objective 1 or 2, ComStar Victory.

COMBATANTS

This section lists a selection of the Combatants active during the Clan Diamond Shark Campaign on Tukayyid. The Experience Rating indicates the average skill rating of the Combatant, as a guide for players when purchasing units and paying for various Experience Ratings of their MechWarriors. Special Command Abilities and Special Rules are special gameplay rules that apply to Campaign Forces hailing from that Combatant. These rules are optional, and all players should agree to their use before play begins. The Notes section gives in-universe details on the Combatant to help give players a "feel" for the command during the battles on Tukayyid. The Unit Composition described the average weight and numbers of the various types of units that Combatant fields.

COM GUARDS

EIGHTH ARMY V-PI

Commander: Precentor VIII Maurice Naddeo

Notes: The Eighth Army came from the Alula Australis Theatre and was assigned the senior position against the Diamond Sharks.



31st Division "Static Hurlers"

Experience Rating: Veteran

Force Composition: Kappa

Special Command Abilities: Overrun Combat, Off-map Movement

Commander: Precentor IV Daniel Mueller
Notes: Precentor Mueller died in the fighting on Tukayyid. The division was moved to Sixth Army after Tukayyid.

Force Building Rules: The Thirty-first Division has received *Griffin* GRF-3M and *Crusader* CRD-5M units from Oliver. A Campaign Force from this division may replace one BattleMech per Level II with one of the above of the same weight class (medium or heavy, respectively).



56th Division "Eyes of ComStar"

Experience Rating: Green

Force Composition: Upsilon

Special Command Abilities: Environmental Specialization / Urban

Commander: Precentor IV David Stromberg

85th Division "Lions of the Periphery"

Experience Rating: Green

Force Composition: Kappa

Special Command Abilities: Esprit de Corps

Commander: Precentor VI Trent Arian



182nd Division "Standing Waves"

Experience Rating: Regular

Force Composition: Zeta

Special Command Abilities: Flankers

Commander: Precentor VII Lawrence Colello

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CLAN DIAMOND SHARK

Commander: Khan Ian Hawker

Force Building Rules:

Adder, Nova, Grendel and Warhawk are common Diamond Shark 'Mechs.

A Clan Diamond Shark player may replace one OmniMech per Star with one of the above of the same weight class (Light, Medium, Heavy, Assault). The player may choose the configuration (Prime, A, B, C or D).

Clan Diamond Shark Second-Line forces may replace any Heavy or Assault 'Mech with a *Thresher* (or *Thresher 2*), once per Star.

Intelligence Specialists: Exclusive to Clan Diamond Shark.

The force must select one Intelligence Specialist per full trinary (15) of units in the force. If using the Battlefield Intelligence rules (see *ASCE* p. 154), the force can assign the MHQ5 special ability to one commander per full trinary (15) of units. If not using Battlefield Intelligence rules, as long as one of these units remain on the board and not destroyed, the force receives a +1 Initiative Modifier.

ALPHA GALAXY "DEATHSTRIKE"

Commander: saKhan Barbara Sennet

19th Heavy Cluster "The Great White"

Experience Rating: Elite

Equipment Level: Front-Line

Force Composition: Assault Supernova, 3 Heavy 'Mech Trinaries, Aerospace Binary

Special Command Abilities: Focus/Weapon Specialist, Overrun Combat, Intelligence Specialists

Commander: Star Colonel Ala Rodriguez

Notes: Disbanded after Tukayyid.

39th Strike Cluster "The Frenzy"

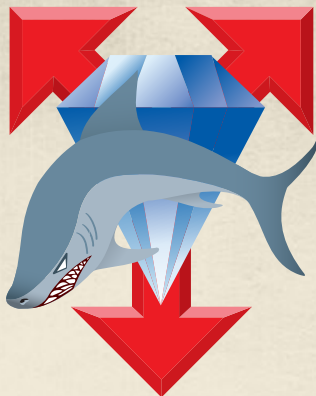
Experience Rating: Elite

Equipment Level: Front-Line

Force Composition: Medium Supernova, 3 Medium 'Mech Trinaries, Medium Aerospace Trinary, Battle Armor Trinary

Special Command Abilities: Overrun Combat, Focus/Multi-Tasker, Brawlers

Commander: Star Colonel Montgomery Hawker



GAMMA GALAXY "SNAPPING JAWS"

Commander: Galaxy Commander Holsase Kalasa

222nd Assault Cluster "The Rippers"

Experience Rating: Elite

Equipment Level: Front-Line

Force Composition: 2 Assault Supernovas, 2 Heavy 'Mech Trinaries, Heavy Aerospace Trinary

Special Command Abilities: Berserkers, Intelligence Specialists, Fighting Withdrawal

Commander: Star Colonel Red Sennet

Notes: Disbanded after the Battle of Tukayyid.



OMEGA GALAXY "BLOODSCENT"

Commander: Galaxy Commander Gutby Horn

Third Shark Regulars "Restless Shiver"

Experience Rating:

Veteran

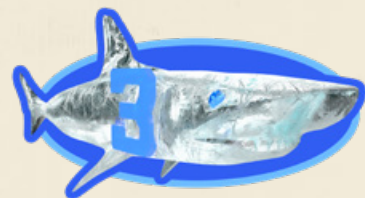
Equipment Level: Second-Line

Force Composition: 5 Medium 'Mech Trinaries

Special Command Abilities: Esprit de Corps, Focus/Hot Dog

Commander: Star Colonel Zachery

Notes: Destroyed on Tukayyid and disbanded.



KOZICE VALLEY

Kozice Valley is an agricultural area situated between low hills to the east and west. The farms here grow corn and wheat, with some fields in the southern reaches of the valley dedicating a few hectares to sunflower plants and a native variety of sunflowers called "Tukayyid Sunrise." There are few buildings in this region except for the occasional grain silo, storage barn for agricultural equipment, or homestead.

Passing through the area from north to south is the Kozice River. It winds and falls from the highlands and plateaus carving twisting rock towers. There are two roadways that cross through the center of the valley, Route 14 in the south, and Route 16 in the north. These roads connect Urcunat and Kozice Prime. One area five kilometers north of Route 16 is ragged due to a flash flood in the region three years prior that left behind deep gouges in the soft earth. The northern areas of the region also contain many small short box canyons and very rough terrain as the Kozice Valley rises to the Tamo Highlands and the headwaters of the Kozice River itself.

During the Diamond Sharks campaign on Tukayyid, the vast majority of the fighting was confined to this region as only a few Stars of BattleMechs were able to break through the ComStar lines toward Kozice Prime. After the battle, multiple monuments were constructed where the Com Guards had their defensive lines or where whole Novas of 'Mechs were slaughtered, including an obsidian monument built on the spot where the last MechWarrior of Omega Galaxy stood her ground and died after Khan Hawker retreated from the world.

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Note: If returning to this Region from Kozice Prime or Urcunat (i.e. a Diamond Shark loss in those Regions), always play **The Sharks Are Circled** first before generating a track on the table below.

KOZICE VALLEY TRACK TABLE

1D6	Track
1	ASSAULT
2	PUSHBACK
3	FLANK
4	SUPPLY
5	STRIKE
6	PURSUIT

MAPSHEETS

The following tables represent the categories of terrain that can be found on the battlefields in Kozice Valley of Tukayyid. Players using mapsheets may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified. Note also that the various MapPacks may be used to alter the terrain of individual mapsheets as players deem appropriate. AGOAC = *A Game of Armored Combat* Box Set, BB = *Beginner Box Set*, CI = *Clan Invasion* Box Set. Players using terrain should use the Terrain Table as a guideline for setting up terrain appropriate to the Region in which their battle takes place.

KOZICE VALLEY TERRAIN TABLE

1D6	Map
1	Deployment Zone #1 (MP: Tukayyid)
2	Open Terrain #2 (MP: Grasslands)
3	Open Terrain #3 (MP: Grasslands)
4	Kozice Valley #1 (MP: Tukayyid)
5	Kozice Valley #2 (MP: Tukayyid)
6	Deployment Zone #2 (MP: Tukayyid)

OPTIONAL RULES

Knowledge is Power: As ComStar has had ample amount of time to study the Diamond Shark formations, scout ahead close to their lines, and has been generally able to adequately prepare, ComStar forces automatically win the Initiative for the first Turn of any track in this Region. During Turns 2 and 3, ComStar receives a bonus +2 to their Initiative roll, and for Turns 4 and 5 a +1 bonus. Thereafter, the ComStar side receives no bonus.

Verdant Fields: Players may wish to have the agricultural fields filled with crops. These crops are tall and block vision past arm's length. All infantry (armored and unarmored, but excluding Jump, VTOL infantry, and battle armor that uses jump movement) suffer a +1 Target Number modifier to all to-hit rolls.

Encircled: Players may wish to represent returning to this Region after Clan defeats in the regions of Urcunat or Kozice Prime by having all Clan units suffering from being disconnected from their supply lines. To represent this, all Clan units should start play with 50% of their maximum ammunition amounts, rounding down.

KOZICE PRIME

Kozice Prime is the largest city in the Kozice Valley and has been the political center for the agricultural region since its settlement soon after the colonization of Tukayyid. Situated in the center of a group of low hills on the western edges of the Valley, Kozice Prime is also a transportation hub moving agricultural products to cities further west and south. There are two multilane roadways: Route 16, which runs east-west through the center of the city, and Route 14, which comes in from the north and intersects Route 16 at the largest non-agricultural building in Kozice Prime, Founders Hall. Founders Hall is a large marble faced structure with a small golden dome atop its three-story frame and tall minarets at each corner that more than double the building's height. The Hall acts as the regional capital for Kozice Valley, with the Kozice Assembly holding meetings there once a month to determine policies that range from agricultural to diplomatic when disagreements between landowners threaten the peace. Attached to Founders Hall is a smaller structure that houses the city government, led by a Mayor elected by all adult citizens. The city itself consists of low-built buildings, with the only multi-story structures in the city proper being near Founders Hall. Surrounding the outskirts of the city are many grain silos, grain processing facilities, and transshipment points.

During the Battle of Tukayyid, ComStar positioned observers inside each of the minarets of Founders Hall, allowing an unobstructed view over the low hills that surrounded the city. As a handful of Diamond Shark forces pushed through the ComStar lines, these observers kept close track of where the Shark BattleMechs went, and used a pre-plotted grid reference system to call in air strikes, artillery barrages, and to direct reinforcements to where they were most needed. These observers also had control over the detonation of grain silos

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and other buildings near the roadways entering the city proper, covering the roads with impassable debris to slow any Clan advance further into the city.

After the battle, ComStar left much of the communications gear they had set up in Founders Hall to be used by the civilian government, and in subsequent decades Kozice Prime became a communications hub for the greater region. ComStar also built a small memorial on the lawn outside of Founders Hall commemorating the Diamond Shark MechWarriors from Alpha Galaxy that were pushed back or died on the approaches to Kozice Prime, and the Com Guard troops who died ensuring the freedom of the citizens of Kozice Prime from Clan rule.

KOZICE PRIME TRACK TABLE

1D6	Track
1	BLOOD FRENZY
2	BREAKTHROUGH
3	FLANK
4	STRIKE
5	MEETING ENGAGEMENT
6	ASSAULT

MAPSHEETS

The following tables represent the categories of terrain that can be found on the battlefields in the Kozice Prime Region of Tukayyid. Players using mapsheets may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified. Note also that the various MapPacks may be used to alter the terrain of individual mapsheets as players deem appropriate. AGOAC = *A Game of Armored Combat* Box Set, BB = *Beginner Box Set*, CI = *Clan Invasion Box Set*. Players using terrain should use the Terrain Table as a guideline for setting up terrain appropriate to the Region in which their battle is taking place.

KOZICE PRIME TERRAIN TABLE

1D6	Map
1	Grassland #1 (BB)
2	Woodland (MP: Grasslands)
3	Rolling Hills #2 (MP: Grasslands, CI)
4	Grassland #2 (AGOAC)
5	Grassland #3 (AGOAC)
6	Streams (MP: Grasslands)

OPTIONAL RULES

Not That Kind of Silo: As Kozice Prime is the destination for most locally harvested agricultural products, there are many grain silos positioned near roadways and transportation links in which farmers deposit their harvests for storage. Players may choose to place a silo for each Star or Level II of the Expected Track Force Size. These silos are Level 3 Light buildings with CF 25.

Grain Mills: ComStar players may wish to include grain mills on mapsheets in this Region. Use the City Fight Option below, but subtract 1 from the roll. For every ComStar Level II in play, the ComStar side secretly designates a building as a grain mill filled with flour produced from the local grains; these mills are highly explosive and will detonate in a spectacular explosion if hit with weapons fire. These detonations inflict 10 damage and 5 heat in the hex the mill occupied and all immediately adjacent hexes. If a unit does not track heat, that unit instead suffers an additional 5 damage. This damage is applied to all units in the area of effect in 5-point clusters. (AS: The detonation inflicts 1 damage and 1 heat in a 2" radius; if a unit in the area of effect does not track heat, it instead suffers an additional 1 damage.) If this rule is used in a track, the Clan side earns bonus WP equal to 10% of the track cost added to the total WP earned during the track.

City Fight: Each side may select this Option to place one cluster of three buildings per Star or Level II deployed in a track in this Region. Roll on the Kozice Prime Building Table to determine the type of buildings in the cluster.

KOZICE PRIME BUILDING TABLE

1D6	Buildings
0	Light, Level 1 Buildings.
1	Light, Level 1 Buildings.
2	Light, Level 2 Buildings.
3	Medium, Level 1 Buildings.
4	Medium, Level 2 Buildings.
5	Medium, Level 3 Buildings.
6	A single hex with a Level 6 Heavy Building. Any additional building hexes in the cluster are Light, Level 1 Buildings.

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URCUNAT

The village of Urcunat was an unlikely choice for a strategic objective, but upon closer inspection its importance is clear. Urcunat was settled soon after the founding of Kozice Prime, and its primary purpose was supporting construction of the local farms and the buildings at Kozice Prime through logging and cut-mining the area that would later be known as the Urcunat Reserve. Urcunat itself sits at the base of a large hill of ancient limestone and glacial till, sheltering the village against strong north winds and providing a strategic advantage to those that control it as it has the highest elevation in Kozice Valley.

Urcunat has remained small since its founding, with the majority of its populace consisting of higher-income managers and business owners from across the region, who use the picturesque landscape both to maintain privacy and to provide a private way of protecting the small tourism industry that relies on the natural beauty of the area. One of these tourism draws is the "Treads of the Trees," a two-hour trip through the natural limestone and sandstone formations of the Urcunat Reserve using decommissioned DCMS tracked ammo carriers dating from the Third Succession War. Capable of carrying a dozen people, these converted carriers were requisitioned by ComStar to assist in their original roles and to move wounded Com Guards and captured Clan personnel from the lines west of Urcunat to the field hospitals located inside the village.

Diamond Shark forces never approached Urcunat during their campaign, but the ComStar forces deployed to this area still played an important role. Spotters on top of the hill north of Urcunat, later renamed Heroes Stand, provided detailed information to the ComStar data network on Diamond Shark movements and damage to specific BattleMechs, and directed artillery fire to help devastate ammunition dumps, the deployment of which caused much of the delay in the Sharks' assault plans. The Diamond Shark offensive towards Urcunat was shut down so completely that ComStar redeployed Com Guards forces from this region and made them the core of the raiding and encirclement force which cut off Gamma Galaxy entirely from the Shark LZ.

Today, there is little sign of the Battle of Tukayyid near Urcunat. Atop Heroes Stand is a life-size statue of a Com Guard soldier with binoculars raised to his eyes and his other arm pointing west. The monument was constructed in 3103 after the death of Adept V Manuel Alanti on Bryant, the last survivor of the "Bryant Boys," a Level II of scouts and observers attached to the Eighty-fifth Division. The ancient and well-maintained ammo carriers again serve as tourist vehicles; each has the record of their service during the battle emblazoned on the sides, listing how much ammunition they carried, or what lives they helped save.

URCUNAT TRACK TABLE

1D6	Track
1	SWIMMING UPHILL
2	BREAKTHROUGH
3	RECON
4	STRIKE
5	PUSHBACK
6	ASSAULT

MAPSHEETS

The following tables represent the categories of terrain that can be found on the battlefields in Urcunat of Tukayyid. Players using mapsheets may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified. Note also that the various MapPacks may be used to alter the terrain of individual mapsheets as players deem appropriate. AGOAC = *A Game of Armored Combat* Box Set, BB = *Beginner Box Set*, CI = *Clan Invasion* Box Set. Players using terrain should use the Terrain Table as a guideline for setting up terrain appropriate to the Region in which their battle takes place.

URCUNAT TERRAIN TABLE

1D6	Map
1	Rolling Hills #1 (MP: Grasslands)
2	Rolling Hills #2 (MP: Grasslands, CI)
3	Streams (MP: Grasslands)
4	Scattered Woods (MP: Grasslands)
5	Hilltops #1 (CI)
6	Foothills #1 (MP: Grasslands)

OPTIONAL RULES

The High Ground: Players may wish to represent the effects of ComStar holding the Urcunat Cliff, which affected the Com Guards' ability to monitor changes in the Region through observers continually feeding information to commanding officers. If this rule is used, the ComStar side receives a +1 bonus to all Initiative rolls.

Picturesque: Before randomly determining mapsheets, players may choose to replace any two of the listed random maps with Kozice Valley mapsheets from *MapPack: Battle of Tukayyid*. This represents fighting taking place deeper into the Urcunat Reserve, where the terrain is much more rugged.

CLAN DIAMOND SHARK CAMPAIGN

THE SHARKS ARE CIRCLED

SITUATION

Landing Zone

North of the Kozice Valley, Tukayyid

Free Rasalhague Republic

7 May 3052

With the Diamond Shark landing zone encircled by prepared ComStar forces, breaking through these lines towards the objectives of Kozice Prime and Urcunat would be a challenge.

GAME SETUP

Recommended Terrain: Randomly generate maps from the Kozice Valley Terrain Table.

The ComStar side is always the Attacker in this track; the Clan side is always the Defender. The Defender chooses their home edge first; the Attacker's home edge is opposite.

ATTACKER

The Attacker is 100% of the Defender's deployed force. If the players are playing this track for the first time during this Clan Campaign, the Attacker enters the battlefield from their home edge during the Movement Phase of Turn 1. If the Defender's units are deployed in the center of the playing area, the Attacker's units may enter from any map edge.

If playing this track for the first time, 50% of the Attacker's units may begin the game deployed as Hidden Units anywhere from their home edge to halfway across the playing area (see p. 82, *BMM* or p. 168, *ASCE*).

DEFENDER

The Defender deploys up to 33% of their Campaign Force. If the players are playing this track for the first time during this Clan Campaign, the Defender enters the battlefield from their home edge during the Movement Phase of Turn 1.

If returning to this Region and playing this track, the Defender must deploy at the center of the playing area, with all units no further than 2 hexes (*TW*) or 4" (*AS*) away from at least two other friendly units and at least 8 hexes from any edge.

WARCHEST

Track Cost: 400

Options:

+200 Blowholes (Defender only): Before the start of play, the Attacker secretly designates 1 hex (*TW*) or a 1" radius area (*AS*) for each unit the Defender deploys as a concealed pit. Defender units passing over this area must halt their movement and suffer one level of falling damage.

+350 Sunk (Defender only): In addition to apply the optional Kozice Valley Region rule Encircled, all of the Defender's units begin play with an amount of damage equal to their tonnage and applied in 5-point clusters (*TW*), or each unit takes damage equal to its Size (*AS*).

-150 Private Reserve (Attacker only): ComStar has been playing its hand very conservatively in the region and there are still hidden forces in bunkers and cutouts across the region. If the ComStar player chooses this Option, they may deploy 50% of their force as Hidden Units (see p. 82, *BMM* or p. 168, *ASCE*), even when playing this track after the first time.

+250 Failure to Communicate (Attacker only): For any number of reasons, the intelligence provided by observers in the region has failed to capture the movements of the Diamond Sharks in the build up to this battle. The optional Kozice Valley Region rule Knowledge is Power cannot be applied; in addition, ComStar automatically loses Initiative for Turn 1, and suffers a -1 modifier to Initiative rolls during this track

OBJECTIVES

Breakwater (Attacker only): Destroy or cripple half of the Defender's units before 50% of the Attacker's forces are destroyed or crippled. [150]

Red Sky at Night (Attacker only): No more than 25% of the Defender's units moves within 3 hexes (*TW*) or 6" (*AS*) of the Defender's home edge. [200]

Beacon of Hope (Attacker only): Destroy or cripple all of the Defender's units before 50% of the Attacker's forces are destroyed or crippled. [250]

Breakout! (Defender only): At least 50% of the Defender's units exit the battlefield from the Attacker's home edge. [150]

Denying Pursuit (Defender only): Destroy or cripple 50% of the Attacker's units before the Breakout! Objective is achieved. [200]

Frenzy (Defender only): Destroy or cripple all of the Attacker's units before the Breakout! Objective is achieved. [250]

SPECIAL RULES

The following rules are in effect for this track:

FORCED WITHDRAWAL

If the Defender deploys in the center of the battlefield, they are not subject to Forced Withdrawal.

CLAN DIAMOND SHARK CAMPAIGN

BLOOD FRENZY

SITUATION

Kozice Prime
Kozice Valley, Tukayyid
Free Rasalhague Republic
4 May 3052

Diamond Shark forces have pushed through ComStar's western lines and have begun to move along Routes 14 and 16, approaching Kozice Prime, the largest city in the region. As ComStar pulls back and concentrates their forces, can the Diamond Sharks keep up their momentum and take their first objective?

GAME SETUP

Recommended Terrain: Kozice Valley from *MapPack: Battle of Tukayyid*. If these mapsheets are not available, randomly generate mapsheets on the Kozice Prime Terrain Table. Randomly generate additional mapsheets on the same Terrain Table if needed for the size of the forces in play. The Defender chooses their home edge first; the Attacker's home edge is opposite.

The Clan side is always the Attacker in this track; the ComStar side is always the Defender.

ATTACKER

The Attacker deploys up to 33% of their Campaign Force. The Attacker enters from their home edge during the Movement Phase of Turn 1.

DEFENDER

The Defender is 100% of the Attacker's deployed force. The Defender's units deploy anywhere on the map before play begins. The optional Kozice Prime Region rule Grain Mills is in effect. In addition to the Grain Mills rule, the Defender may secretly choose an additional building per Clan Star deployed that is rigged with explosives and functions in the same way as the Grain Mills, but can be command-detonated at any time of the Defender's choice.

WARCHEST

Track Cost: 400

Options:

+250 A Long Way From HQ (Attacker only): To represent the heavy fighting up to this point, and the distance back to their landing zone and its ammunition dumps, all of the Attacker's units begin play with half their maximum ammunition allotments (rounding down).

+150 Enemy Spotters (Attacker only): With ComStar observers occupying the minarets of the Founders Hall in Kozice Prime, all Com Guards units are considered to have a spotter for indirect LRM fire against a single opposing unit each turn. This spotter has a +0 spotter movement modifier and +0 spotter terrain modifier.

+150 Communications Confusion (Defender only): To represent the rapid breakthrough of Diamond Shark forces, all Com Guards formations must operate independently in groups no larger than a Level II. These groups may not share targeting data for indirect fire, be part of a C³ network which incorporates units between the two groups, or benefit from any electronics equipment carried by a unit in a different group, such as active probes, Narc beacons or TAG. Additionally, each of these units must roll for Initiative separately and all suffer a +1 penalty to that roll. If the Clan side took the Spotters Option, the spotters are of poor quality, and all indirect fire rolls suffer an additional +1 modifier to their Target Number.

OBJECTIVES

Get Your Kicks on This Route (Attacker only): Destroy or cripple 25% of the Defender's force before 25% of the Attacker's force is destroyed, crippled, or exits the map via the Defender's home edge. [100]

Blitzkrieg (Attacker only): Exit 25% of the Attacker's force off the Defender's home edge before 50% of the Attacker's force is destroyed or crippled. [200]

Securing the Rear (Attacker only): Destroy or cripple all of the Defender's units after achieving both the Get Your Kicks on This Route and the Blitzkrieg Objectives. [250]

Kickback (Defender only): Destroy or cripple 25% of the Attacker's force before 25% of the Defender's force is destroyed or crippled. [200]

Muffled Thunder (Defender only): Destroy or cripple 50% of the Attacker's force before the Attacker exits 25% of their force off the Defender's home edge. [200]

Slowing the Tide (Defender only): Destroy or cripple all of the Attacker's force before the Attacker exits 25% of their force off the Defender's home edge. [250]

SPECIAL RULES

There are no special rules in effect for this track.

RECORD SHEETS

ORDER OF BATTLE

TECHNICAL READOUT

VOID CAMPAIGN

JADE FALCON CAMPAIGN

NOVA CAT CAMPAIGN

STEEL VIPER CAMPAIGN

GHOST BEAR CAMPAIGN

DIAMOND SHARK CAMPAIGN

SMOKE JAGUAR CAMPAIGN

THE CHAOS CAMPAIGN

HISTORY

LESSONS OF WAR

CLAN DIAMOND SHARK CAMPAIGN

SWIMMING UPHILL

SITUATION

The Approaches to Urcunat

Urcunat, Tukayyid

Free Rasalhague Republic

5 May 3052

The fighting along Route 16 would be bloody, as the Com Guards held the advantage in the region. With ComStar controlling the high ground in the village of Urcunat itself and its armor assets dug in, Clan Diamond Shark faced a literal uphill battle.

GAME SETUP

Recommended Terrain: Randomly generate maps from the Urcunat Terrain Table. The Defender chooses their home edge first; the Attacker's home edge is opposite.

By mutual agreement, the players may include Route 16 in the playing area. If this is the case, before the Defender chooses a home edge, the Attacker may designate a straight row of hexes (TW) or a straight line across the playing area (AS) that becomes paved hexes. All underlying terrain is ignored in the hexes this road passes through.

The Clan side is always the Attacker in this track; the ComStar side is always the Defender.

ATTACKER

The Attacker deploys up to 33% of their Campaign Force. The Attacker enters the battlefield via their home edge during the Movement Phase of Turn 1.

DEFENDER

The Defender is 100% of the Attacker's deployed force. Before play begins, the Defender may deploy any vehicles in their force anywhere on the half of the playing area closest to their home edge. Additionally, one in every three vehicles in their force may begin in a prepared position that grants those units the benefits of the Hull Down rule (see p. 19, *TO:AR*, or p. 38, *ASCE*). Vehicles in these positions must be clearly marked before play begins, and any that move from these positions may not return to them to regain the Hull Down bonuses.

WARCHEST

Track Cost: 400

Options:

+150 Like Ticks (Attacker only): Two of every three of the Defender's vehicles are allowed to start play in Hull Down positions as described above.

+250 A Long Way From HQ (Attacker only): To represent the heavy fighting up to this point, and the distance back to their landing zone and its ammunition dumps, all of the Attacker's units begin play with half their maximum ammunition allotments (rounding down).

+150 Off Viking (Defender only): None of the Defender's units may deploy on the map before play begins; all must enter from their home edge during the Movement Phase of Turn 1.

+250 Rookie Mistake (Defender only): The Defender's vehicle crews had neglected their weapon systems and are still getting them fully online when the Attacker enters the battlefield. The Defender's vehicles may not fire any weapon systems for the first two turns of this track; they may use equipment and move normally.

OBJECTIVES

Metallic Wave (Attacker only): The Attacker's units are the only units on the half of the battlefield containing their home edge at the end of the turn in which a total of more than 50% of either side's force is destroyed or crippled. [150]

Rising Tide (Attacker only): Destroy or cripple 75% of the Defender's force before 50% of the Attacker's force is crippled or destroyed. [200]

Taking the High Ground (Attacker only): Destroy or cripple all of the Defender's force before 75% of the Attacker's force is crippled or destroyed. [250]

Blast Shield (Defender only): The Defender's units are the only units on the half of the battlefield containing their home edge at the end of the turn in which a total of more than 50% of either side's force is destroyed or crippled. [150]

Safety in Numbers (Defender only): Destroy or cripple 75% of the Attacker's force before 50% of the Defender's force is crippled or destroyed. [200]

Pushing Back the Water (Defender only): Have at least one unit on the battlefield not under Forced Withdrawal when all of the Attacker's units have been destroyed, crippled, or exited the battlefield under Forced Withdrawal. [250]

SPECIAL RULES

There are no special rules in effect for this track.



BATTLE OF TUKAYYID

CLAN GHOST BEAR CAMPAIGN

LIGHT SHOW

HOLTH FOREST
BOREAL, TUKAYYID
FREE RASALHAGUE REPUBLIC
3 MAY 3052

The Level II of Cyranos came in low, their shadows flickering across the forest canopy mere meters below. Their compatriots in the 121st Division had made contact with the Clanners fifteen minutes earlier, and the Cyranos were rushing to assist. Acolyte Simon Long swung his helmet from side to side, letting the Sky Tracer computer get locks on the taller trees that poked up from the sea of green. The computer made targeting easy, once you learned to compensate for the shifting weight of the five-ton Fuersturm C laser. On the practice range, Long had been good. Very good. Now it was time to hit some real targets.

A pillar of smoke marked the site of the battle. Radio chatter from a flight of aerospace fighters above him announced a successful bombing run, only to start barking warnings about enemy aircraft. Long told himself it wouldn't affect his Level II, but the thought of hostile fighters sent a chill down the spine of any VTOL crew. The pillar of smoke looked larger now. Not just one pillar, but several, spread across several kilometers. On the ground, Com Guard troops called out for help. This was meant to be an ambush. The Clanners would walk into a fire trap, get cut down, and the Com Guards would retreat to the next position. That smoke was all over the place, not a clearly defined battlefield. What was going on down there?

The Level II swung out to the west to try and get a clearer picture. The ground under them was a scorched and blackened field marked by tree stumps and what had to be downed 'Mechs. Simon hoped that they weren't Com Guards. To the north, he could see a fire fight. Moving in, the Level II stayed low to keep the element of surprise. A *Shootist* and *Wyvern* blazed away at something racing through the trees. Long watched in horror as the *Wyvern's* rear armor blew out and collapsed. Thanks to his Beagle Active Probe, Long knew the hidden assailant was a *Dasher*. He certainly hadn't seen it himself. Relying on his sensors, Long took off after the light 'Mech, shocked

that his VTOL struggled to get into a firing position on the fast-moving target.

Suddenly, one of the Cyranos fell out of the sky. The Level II scattered, trying to locate what had shot down their compatriot. A salvo of missiles leapt from a stand of trees towards another Cyrano. It jinked to the left and avoided the salvo, only to get cut in half by laser fire from the same trees. A hunched, birdlike form stepped out from cover and moved to challenge the remaining VTOLs. Long tried to bring his Fuersturm into range. Missiles peppered his own VTOL moments before he fired. The Fuersturm scorched a line of melted armor across the leg of the Clan 'Mech, but screaming sirens warned Long that his armor was nonexistent, and retreat would be the better part of valor.

Pulling up, Long finally got a good view of what was happening on the ground. Whatever had been attempted on the ground, the Clanners had clearly blown their way right through the 121st, leaving Level IIs fighting piecemeal battles as they tried to survive being surrounded by their faster enemy. Swinging his Cyrano around, Long found himself alone, his Level II gone. He could still hear some of them over the radio, but he couldn't see them through the smoke that blanketed the battlefield. Resolving to get back into the battle, Long stayed low, hiding in the smoke and relying on his Beagle to guide the way. The rear of a BattleMech loomed out of the smoke. Long snapped off a shot that lit up the 'Mech's rear armor. As he dashed back into the smoke, Long sighed with relief to see it was a *Man O' War* rather than a Com Guard 'Mech.

Swinging around for a second pass, a *Puma* sent two bright streaks of PPC lightning his way, causing Long to dive even lower to avoid them. Pulling out, he tried to engage the light 'Mech, firing his laser as it headed for the cover of the trees. He could take this 'Mech. It did not have the rear armor to resist his Fuersturm and nothing could stop a Cyrano getting behind it. Another ungodly accurate PPC bolt flew past his cockpit as Long worked behind the desperately spinning *Puma*. At last, Long flew right over the 'Mech, spun and scored a direct hit in the center of the light 'Mech's back. Despite a gaping rent in its armor, the *Puma* didn't even stumble as it twisted, pointed an arm to the rear, and fired.

CLAN GHOST BEAR CAMPAIGN

Long was bathed in light. Sirens screamed as the Cyrano disintegrated around him. Only meters from the treetops when it was hit, the VTOL speared into the canopy, catching on branches all the way to the ground. Acolyte Long couldn't remember crawling from the cockpit that had saved him. He didn't know his foot was gone, just above the ankle. As he lay on his back in a patch of heather, it was a fight merely to stay conscious. A losing fight.



The Karnov came in low, its shadow flickering on the forest canopy mere meters below. Hours ago, a battle had been fought here. The Clanners had moved on towards Spanac, and now it was time to see what was left. The big VTOL landed and Com Guards infantry jumped down from the landing ramp. Scattering, some had their heads down, looking for salvage or survivors. Some kept watch, waiting for trouble. For an hour, they worked. The dead were collected and stacked in the Karnov. MechWarriors, tankers, infantrymen, pilots. All too few, given the carnage around them. Fewer still were the survivors. With the sun setting, the infantry returned to the Karnov and the loading ramp closed. Then, with a whine of motors, the VTOL's rotors clawed at the air. It lifted off and flew into the sunset. As darkness gathered, the forest settled in peace.



BACKGROUND

Following the loss of sakhn Theresa DelVillar and replacement of Khan Karl Bourjon, Clan Ghost Bear came to Tukayyid in a state of renewal. Under new Khans, the fifth wave of Operation Revival had been an unqualified success for the Ghost Bears, until ilKhan Ulric Kerensky announced the Trial of Possession for Terra.

Though frustrated with Kerensky for cutting their campaign short, both Ghost Bear Khans were confident of success on Tukayyid. Where they differed was that Khan Bjorn Jorgensson recognized the possibility of defeat and how a fifteen-year truce could affect his Clan and the other invaders. Having learned the cost of underbidding during the early waves of Revival, the Ghost Bear Khans were happy to let the other Clans fight over the more prestigious targets on Tukayyid, and committed a comfortable three Galaxies to land five hours after Clan Smoke Jaguar.

Clan Ghost Bear was assigned to take the city of Spanac and the town of Luk. The Bears' experience fighting the Free Rasalhague Republic left Khan Jorgensson certain that ComStar would employ *dezgra* tactics. By landing some distance away from his Clan's targets, he hoped to have enough space to probe ComStar's defenses and overcome their treachery. Alpha Galaxy would target Spanac, while Beta Galaxy aimed

for Luk and Delta Galaxy used its mobility to provide support as needed.

Opposing Clan Ghost Bear was the Com Guards' Fourth Army under Precentor Aryon Tolliver and the majority of the First Army under Precentor Katherine Luarca. Designated as the lead commander, Precentor Luarca split her forces with the blessing of Precentor Martial Anastasius Focht, deploying the Fourth to cover Luk and the First to protect Spanac. With the sea on one side and the Holth Forest on the other, Precentor Luarca hoped to use the terrain to her advantage, and tasked her engineering corps with building defensive features to protect her forces. Her main concern throughout the campaign would be the Fourth Army; because it lacked 'Mechs and experience, she worried how it would fare against elite Clan Clusters.

Landing 50 kilometers to the west of Spanac and Luk on the fifth hour of 1 May, Khan Jorgensson deployed his forces with little interference. Alpha Galaxy began to work its way toward the foothills above Spanac, while Loremaster Laurie Tseng's Beta Galaxy moved towards Luk. Choosing to keep the Fourth Army in its pre-prepared positions, Precentor Luarca pushed the Twelfth (Pure Waveforms), Ninety-first (Vision of Words), 121st (Effective Actions), and 308th (Clarity of Thought) Divisions forward in a line to conduct hit-and-run raids on the

RECORD SHEETS

ORDER OF BATTLE

TECHNICAL READOUT

VOLF CAMPAIGN

JADE FALCON CAMPAIGN

NOVA CAT CAMPAIGN

STEEL VIPER CAMPAIGN

GHOST BEAR CAMPAIGN

DIAMOND SHARK CAMPAIGN

SMOKE JAGUAR CAMPAIGN

THE CHAOS CAMPAIGN

HISTORY

LESSONS OF WAR

CLAN GHOST BEAR CAMPAIGN

advancing Ghost Bear troops. While this inflicted casualties on the Clanners, the 121st was not able to retreat quickly enough when the Seventy-third Battle Cluster pinned it as the Eighth Bear Cuirassiers moved up in support. With the Com Guards' intention to disregard the norms of Clan warfare already made clear, both Clusters ignored *zellbrigen*, decimating the 211th and punching a hole in ComStar's line.

Lead by the Seventy-Third Battle Cluster, Delta Galaxy poured through the gap, advancing on a line to Luk through the Holth Forest while Beta Galaxy secured their flanks. In a moment of brilliance, Precentor Luarca detached the Twelfth and Ninety-first Divisions to push south overnight and cut across Delta's salient, saving the Fourth Army from facing the might of two Galaxies. The Ninety-first Division was able to get ahead of the drive, dig itself in and ambush the Twentieth Polar Bear Attack Cluster in the rolling hills just to the west of Luk.

The annihilation of Twentieth brought the assault to a halt, and Beta and Delta Galaxies retreated under the cover of darkness, traveling for the next three days to join Alpha at Spanac. The Seventh Bear Guards were covering the movement when they were intercepted by the Twelfth Division, which hoped to engage the Ghost Bears while they were on the move. The Twelfth engaged the Seventh Bear Guards in the Holth Forest, setting its trees alight. Rather than retreat, Star Colonel Gustaf Hall chose to fight under the trying conditions, and paid for the decision with his entire command. While the loss was frustrating for Loremaster Laurie Tseng, there was little she could do little as the rest of Beta Galaxy prepared to assault Spanac.

With their sister divisions gone or redirected, the 211th and 308th fell back toward Spanac in a series of fighting withdrawals over four days. Under relentless pressure from Alpha Galaxy and unable to dig in, both divisions were nearly wiped out. Seeing the danger, Precentor Luarca ordered the Twelfth and Ninety-First Divisions back to Spanac. Alpha Galaxy and the Ninety-first both arrived in the suburbs on the morning of 4 May. Luarca's untouched 103rd Division was dug in in the center of the city, and the remains of the Twelfth and 308th Divisions were moving up in support. Against them, Beta and Delta Galaxies camped in the foothills to the northwest of Spanac. As the Ninety-first Division prepared to make a last stand at its hardened supply depot, dissent among Com Guards leadership entered the fray.

Precentor Tolliver, noting the First Army's dire straits and his own Army's near pristine condition, drew Precentor Martial Focht's attention to the fighting in Spanac. Horrified at the diminished state of the First Army, Focht ordered the immediate evacuation of Spanac over Precentor Luarca's objections. While the exchange was civil and acknowledged Luarca's concerns about the Fourth Army, it is notable Precentor Luarca would be "promoted" to an administrative position after the battle of Tukayyid. While ComStar histories regard Precentor Luarca as something of a failure, Clan histories pay closer attention to the performance of the Fourth Army and the personal bravery shown by Luarca over the course of the next few days.

Two days of relative peace followed the occupation of Spanac as both sides recovered from a week of combat. The Ninety-first Division's supply depot proved a treasure trove for the Ghost Bears, providing them with food supplies as well as armor

for the few OmniMechs sheathed in standard plate. While little compatible ammunition was present, Clan techs were brought up from the drop zone to modify what was available. Other techs set about salvaging the battlefield of any military equipment—even serviceable Com Guards 'Mechs would be put into service after a rapid paint job.

The First Army pulled back to a series of pre-positioned caches to the northwest to rearm. The 308th Division was merged with the 103rd, while the Twelfth and Ninety-first Divisions rebuilt as best they could. An army of techs pored over the site of the Twentieth Polar Bears' defeat, recovering some ClanTech but mostly fallen Com Guard 'Mechs. The raging fires at Holth meant that there was little to recover there. Both sides' salvage efforts came to an end on 5 May when reconnaissance flights observed the activity and light raiders were sent out on interdiction efforts.

By the evening, Precentor Tolliver had moved the Eighty-seventh (White Harts) and 104th (The Rhinos) Divisions into artillery range of Spanac, and the bombardment began. While safely dug in by this point, it was clear to the Ghost Bear Khans that they were living on borrowed time. They had counted on a short campaign, and their lack of supplies was now obvious. While not immediately threatening, the artillery bombardment would be a source of attrition and it was only a matter of time before ComStar attacked in force. The Khans never doubted what to do next: an effort would have to be made traverse the 49 kilometers to Luk and end the campaign in Clan Ghost Bear's favor.

At dawn on 6 May, the Golden Bears broke out of Spanac. After reinforcing itself with the best of the other two Ghost Bear Galaxies, Alpha Galaxy was again at full strength. ComStar records show Precentor Luarca let them depart on the orders of Precentor Martial Focht, though it is doubtful that the much-reduced First Army could have stopped them. Moving rapidly through the burned-out Holth Forest, Alpha made contact with the Ninetieth (Gentle Persuasion) and 311th (Disruptions) Divisions 30 kilometers from Luk. Precentor Tolliver hoped two heavy 'Mech divisions would slow Alpha Galaxy down. But without the cover of the forest, the Com Guards were exposed to aerospace fighter attacks led by Khan Jorgensson himself. Pinned in place by the First Bear Guards and the Third Bear Guards, they were pounded over the course of the day while the Fiftieth Striker Cluster flanked them and pushed on to Luk through the night.

As soon as reports confirmed that the Ghost Bears had made contact with the Fourth Army, the Twelfth and Ninety-first Divisions began probing the boundaries of Spanac. Both units were far from full strength, but any Clan response came under immediate artillery bombardment. The main effect on the defenders was fatigue and attrition. Raids would continue throughout the night, with the large infantry elements of the Eighty-seventh and 104th taking over to let the First Army rest. As dawn broke, the day of decision had arrived.

Precentor Martial Focht advised Precentor Luarca to threaten the Ghost Bears' supply depot, an order she was eager to carry out to recover her standing with the Precentor Martial. Leading the 103rd Division from the cockpit of her *Flashman*, Luarca smashed into the exhausted Twelfth Bear Chevaliers. A gap opened, and Luarca took a Level III of fast 'Mechs and hovercraft into the city.

CLAN GHOST BEAR CAMPAIGN

As the 103rd Division assaulted Spanac, the Fiftieth Striker hit the 130th Division (Trust Through Thought) in Luk. Precentor Tolliver had lost track of the fast-moving Striker Cluster in the night, and his Eighty-third Division (The White Cyclones) was on the wrong side of Luk to come to the 130th's aid. Luk's buildings were unable to provide cover for 'Mechs as Spanac's had, but instead allowed the Fiftieth's infantry to wreak havoc. After an hour of combat the survivors of the 130th pulled back into Luk, but even as the Fiftieth took up defensive positions, overflying aircraft reported the approach of the Eighty-third Division from the east and the Third Bear Guards from the west.

Reserve Trinary Echo Four was a hodgepodge of survivors from the Twentieth Polar Bears assigned to guard the Ninety-first's former supply depot in Spanac. Not expecting combat, they were shocked when urgent radio calls warned them that a Level III was heading their direction. Outnumbered two-to-one, Echo Four sold themselves dearly, holding off Precentor Luarca as aid came from all over the city. With the odds rapidly turning against her, Luarca ordered a retreat, calling down any artillery or air support that could be brought to bear.

From the air, Khan Jorgensson could see a ring of fire around Spanac. Loremaster Tseng confirmed that her exhausted troops would need rest if they were to continue to hold the city, while saKhan Kabrinski claimed to be able to see Luk. The chance to take Luk beckoned, but Alpha Galaxy would need rearming once they took it—rearming that would be impossible without the supplies in back in Spanac. Reluctantly, and against the loud protests of saKhan Kabrinski, Jorgensson ordered the Fiftieth to abandon Luk and Alpha Galaxy to retreat to Spanac.



Both sides recovered during that night and the following day; even the artillery barrage stopped. On 10 May, ilKhan Kerensky advised the Ghost Bear Khans that he had negotiated with Precentor Martial Focht and obtained a marginal victory for Clan Ghost Bear, if they chose to accept the result now. Several other Clans had already been defeated and their Com Guard opponents would be directed against the Bears if they failed to accept the offer. Well aware of their supply situation and heavily reduced ranks, the Khans pragmatically accepted the offer, consoled by the clear defeats of their Smoke Jaguar and Nova Cat rivals.

While disappointing, achieving a marginal victory spared Clan Ghost Bear the dissension that wracked the other Clans in the wake of Tukayyid. Given the Ghost Bears' failings during the opening waves of Operation Revival, the Khans could point to a clear direction of improvement since they took command. After a period of Clan-wide introspection, the Khans would use the gravitas they gained to move Clan Ghost Bear from the Crusader camp to the Wardens. The lessons learned in the fires of Tukayyid would cause the Bears to put down deep roots to resist those who would sweep them from the Sphere.

GUNSLINGER'S NOTES

Interestingly, the Ghost Bears were perhaps the Clan who came closest to achieving a second objective without actually doing so. The ilKhan's negotiated result seems fairly simple: the Ghost Bears had already retreated from Luk and were settling in for a long defense of Spanac, and there could only be more Ghost Bear casualties with no change in result.

For the Wolves, however, the Ghost Bears' result could have proven problematic. Reinforcements were becoming available from other Clan fronts. If the Ghost Bears fought on, those reinforcements would head toward them rather than the Wolves, which would certainly help Clan Wolf. Kerensky clearly had confidence in his former Clan's ability to achieve their objectives regardless of possible reinforcements, and chose to preserve the strength of a stable Clan neighbor. Or perhaps Kerensky wanted to ensure no other Clan could outperform the Wolves?

Perhaps this is the kind of rabbit hole you go down when trying to make sense of an acknowledged political genius. When you can barely understand the depths of the man's goals, how do you judge his actions?

RECORD SHEETS

ORDER OF BATTLE

TECHNICAL READOUT

WOLF CAMPAIGN

JADE FALCON CAMPAIGN

NOVA CAT CAMPAIGN

STEEL VIPER CAMPAIGN

GHOST BEAR CAMPAIGN

DIAMOND SHARK CAMPAIGN

SMOKE JAGUAR CAMPAIGN

THE CHAOS CAMPAIGN

HISTORY

LESSONS OF WAR

CLAN GHOST BEAR CAMPAIGN



CLAN GHOST BEAR CAMPAIGN

CAMPAIGN

CAMPAIGN START

The Ghost Bear campaign starts in Holth Forest.

Holth Forest: If the Ghost Bear player wins this Region, the Ghost Bear player chooses to move the campaign to either Luk or Spanac. If ComStar wins this Region, the campaign ends immediately with either a draw if the Ghost Bears previously won an objective, or a ComStar victory if no objectives have been won by the Ghost Bears.

Luk: If the Ghost Bear player wins this Region, the Ghost Bear player has won an objective. If this is the second objective won by the Ghost Bear player, the Ghost Bear player has won the campaign. If this is the first objective won by the Ghost Bears, the campaign moves to Holth Forest. If ComStar wins this Region, the campaign returns to Holth Forest.

Spanac: If the Ghost Bear player wins this Region, the Ghost Bear player has won an objective. If this is the second objective won by the Ghost Bear player, the Ghost Bear player has won the campaign. If this is the first objective won by the Ghost Bears, the campaign moves to Holth Forest. If ComStar wins this region, the campaign returns to Holth Forest.

CAMPAIGN VICTORY CONDITIONS

- Clan Ghost Bear wins both objectives, Ghost Bear Victory.
- Clan Ghost Bear only wins one objective, Draw.
- Clan Ghost Bear does not achieve any objectives, ComStar Victory.

COMBATANTS

This section lists a selection of the Combatants active during the Clan Ghost Bear Campaign on Tukayyid. The Experience Rating indicates the average skill level of the Combatant, as a guide for players when purchasing units and paying for various Experience Ratings of their MechWarriors. Special Command Abilities and Special Rules are special gameplay rules that apply to Campaign Forces hailing from that Combatant. These rules are optional, and all players should agree to their use before play begins. The Notes section gives in-universe details on the Combatant to help give players a "feel" for the command during the battles on Tukayyid. The Unit Composition described the average weight and numbers of the various types of units that Combatant fields.

COM GUARDS

FIRST ARMY V-IOTA

Commander: Precentor V Katherine Luarca

Notes: The First Army came from the Dieron Theatre and was assigned the senior position against the Ghost Bears.



Twelfth Division "Pure Waveforms"

Experience Rating: Veteran

Force Composition: Omicron

Special Command Abilities:

Focus/Hot Dog, Environmental Specialization/Smoke

Commander: Precentor IV Robert Jodin

Notes: Prior to the Clan Invasion, the Twelfth Division was headquartered on the Draconis Combine world of Galedon IV. As part of the Second Army, it was a conduit of Com Guards hardware to the DCMS, for which it received a large amount of DCMS hardware in return, including early C³ systems.

Force Building Rules: Campaign Forces drawn from the Twelfth Division may replace up to four 'Mechs with *Hatamoto-Chi* HTM-CM, *Grand Dragon* DRG-C, *Panther* PNT-C and/or *Jenner* JR7-C.



Ninety-first Division "Vision of Words"

Experience Rating: Veteran

Force Composition: Omicron

Special Command Abilities: Stiff

Spine, Esprit de Corps

Commander: Precentor IV Dann Brockton

Notes: Prior to the Clan Invasion, the Ninety-first Division was headquartered on the Draconis Combine world of Pesht. The Ninety-first operates an unusually large number of heavy and assault units, which enhances their ability to stand up to Clan opponents.

Force Building Rules: Campaign Forces drawn from the Ninety-first Division may not roll or assign any light (AS: Size 1) 'Mechs, and at most one Medium 'Mech (AS: Size 2) per Level II.



RECORD SHEETS

ORDER OF BATTLE

TECHNICAL READOUT

VOLE CAMPAIGN

JADE FALCON CAMPAIGN

NOVA CAT CAMPAIGN

STEEL VIPER CAMPAIGN

GHST BEAR CAMPAIGN

DIAMOND SHARK CAMPAIGN

SMOKE JAGUAR CAMPAIGN

THE CHAOS CAMPAIGN

HISTORY

LESSONS OF WAR

CLAN GHOST BEAR CAMPAIGN

121st Division "Effective Actions"

Experience Rating: Green

Force Composition: Eta

Special Command Abilities: (Select One) Environmental Specialization/Woods, Tactical Specialization/Small Unit Actions

Commander: Precentor IV Herbert Moeheng

Notes: Prior to the Clan Invasion, the 121st Division was headquartered on the Draconis Combine world of Galtor III. As part of the First Army it was a conduit of Com Guards hardware to the DCMS, for which it received a large amount of DCMS hardware in return.

Force Building Rules: The 121st Division has received *Wolverine* WVR-7Ks and *Griffin* GRF-1DSs from Marduk. A Campaign Force drawn from the 121st Division may replace one medium BattleMech per Level II with one of the above.

FOURTH ARMY V-NU

"THE DEFENDERS OF HONOR"

Commander: Precentor V Aryan Tolliver

Notes: The Fourth Army came from the Bryant Theatre, and was assigned a reserve role on Tukayyid.



90th Division "Gentle Persuasion"

Experience Rating: Regular

Force Composition: Zeta

Special Command Abilities: Tactical Specialization/Attack

Commander: Precentor IV Donylvan O'Neil

Notes: Prior to the Clan Invasion, Ninetieth Division was posted to the Fourth Army with its headquarters on the Federated Suns world of Chesterton. The local sourcing of recruits from that world has given the division a bias against the Capellan Confederation. A 'Mech-heavy formation, almost all of the Ninetieth's vehicles are artillery assets.

Force Building Rules: A Campaign Force drawn from the Ninetieth Division may purchase Artillery support with Battlefield Support Points for one less point each (to a minimum of 1 point per Artillery attack).

CLAN GHOST BEAR

Commander: Khan Bjorn Jorgensson

Special Command Abilities: Family

Force Building Rules: The *Executioner*, *Mad Dog*, *Viper* and *Fire Moth* are common Ghost Bear 'Mechs. A Clan Ghost Bear player may replace one OmniMech per Star with one of the above of the same weight class (light, medium, heavy, assault). The player may choose the configuration (Prime, A, B, C or D).

All Ghost Bear Galaxies except Delta must select more heavy and assault 'Mechs during Force Building than light or medium 'Mechs.



Family: Exclusive to Clan Ghost Bear. The Ghost Bear force receives a -1 Target Number modifier to a ranged weapon attack against any target that is within Short range of a Ghost Bear unit possessing at least one location without armor (AS: a Ghost Bear Unit with less than half its original armor value).

ALPHA GALAXY "THE GOLDEN BEARS"

Commander: saKhan Aletha Kabrinski

Clan Command Supernova "The Oruse Keshik"

Experience Rating: Elite

Equipment Level: Front-Line

Force Composition: Heavy Supernova, Aerospace Binary, Artillery Star

Special Command Abilities: Family, Overrun Combat, Strategic Planning

Commander: Khan Bjorn Jorgensson

Notes: The Oruse Keshik has served as the personal unit of the Clan Ghost Bear Khan since its inception.

Force Building Rules: A Campaign Force drawn from the Oruse Keshik may reroll each unit assignment once per unit and may choose either result.



Fiftieth Striker Cluster "The Black Bears"

Experience Rating: Elite

Equipment Level: Front-Line

Force Composition: 3 Light 'Mech Trinaries, Light Supernova, Aerospace Trinary

Special Command Abilities: Family, Focus/Jumping Jack, Strategic Planning

Commander: Star Colonel Stephan Huntsig

Notes: The Fiftieth Striker Cluster spent most of Operation Revival outflanking units pinned by Alpha Galaxy's Bear Guards.

Force Building Rules: A Campaign Force drawn from the Fiftieth Striker Cluster must reroll any 'Mech assignment that does not have jump jets. The player must take the second result.

BETA GALAXY "THE NIGHT HOWLERS"

Commander: Loremaster Laurie Tseng

Seventh Bear Guards "Claws of Glory"

Experience Rating: Elite

Equipment Level: Front-Line

Force Composition: Heavy Supernova, 3 Heavy 'Mech Trinaries, Aerospace Binary

Special Command Abilities: Brawlers, Focus/Hot Dog, Strategic Command

Commander: Star Colonel Gustaf Hall

Notes: On garrison duty in the Homeworlds until 3051, the Seventh Bear Guards is a new arrival in the Inner Sphere, making them vulnerable to opponents' dishonorable actions.



CLAN GHOST BEAR CAMPAIGN

Force Building Rules: A Campaign Force drawn from the Seventh Bear Guards may not roll or assign any light (AS: Size 1) 'Mechs, and at most one Medium 'Mech (AS: Size 2) per Star.

DELTA GALAXY "THE BLITZKREIG"

Commander: Galaxy Commander Roberto Snuka

Twentieth Polar Bears

"The Chilled Death"

Experience Rating: Veteran

Equipment Level: Front-Line

Force Composition: 2 Medium

Supernova, Light 'Mech Trinary,
Medium Mixed Trinary, Aerospace
Trinary

Special Command Abilities: Environmental
Specialization/Winter, Family, Strategic Planning,
Ground Attack Specialists

Commander: Star Colonel Long Gurdel

Notes: The Twentieth Attack Cluster spent the first three waves of Operation Revival on garrison duty before achieving success on Thessalonika.

Force Building Rules: A Campaign Force drawn from the Twentieth Polar Bears may roll for one 'Mech on the second-line BattleMech assignment tables per Star.



SPANAC

Nestled in the foothills of the Dinaric Range with the sea to its east, Spanac is noted for its dry, Mediterranean climate. A tourist town, most of its bright white high-rise buildings are hotels looking out over the pristine waters of the Šunj Bay. Hemmed in by mountains to the north, Spanac's suburbs spread out to the west, becoming increasingly industrial as the tourist centers are left behind. The suburb of Dvigrad with its hardened fortress sets the western boundary of Spanac, though industrial sites continue for some kilometers alongside Route 32. Route 32 is the primary land route to Spanac, and heads west toward the Prezno Plain with Route 29 branching south through the Holth Forest to Luk. The Šunj Bay only has a few beaches and instead serves as an area sheltered from the Crucible Sea where pleasure boats can play. The Dinaric Range is neither high nor rugged and is home to a number of civilian dwellings.

During the battle of Tukayyid, the 103rd Division took up residence in the tourist district, keeping the harbor under their watchful gaze. The Ninety-first Division was based out of Dvigrad. When forced to retreat, both divisions were able to move through the Dinaric Range with ease.

The Dinaric Range served as a staging ground for both Clan and Com Guard forces. Overlooking the city, the region allowed the attacker to identify troop movements and targets. Spanac would be badly damaged after it came under artillery fire in the second phase of the campaign. Most of the residential buildings held up poorly, and the Clan forces clustered around the more solid buildings of the bay and industrial zones. Much to the annoyance of Clan Ghost Bear, the Com Guards used the residential buildings as cover to infiltrate troops into the

city for raiding. This led to several heated nighttime actions at close quarters.

After the battle, Spanac's easy access to supplies by sea spurred reconstruction. Despite this, memorials to the battle would be few. Spanac was the site of a defeat for ComStar, and the tale of notable defense belonged to Clan Ghost Bear. When the Second Star League formed in 3058, Spanac launched a class action suit against ComStar, alleging that most of the destruction suffered by the city was caused by the Com Guards. Held up in the courts, the action came to an end in 3068 with the arrival of the Word of Blake. Pointedly, the Ghost Bear Dominion paid reparations when they occupied Spanac in 3070.

SPANAC TRACK TABLE

1D6	Track
1	ASSAULT ON DVIGRAD FORTRESS
2	ASSAULT
3	BREAKTHROUGH
4	FLANK
5	RETREAT
6	STRIKE

MAPSHEETS

The following tables represent the categories of terrain that can be found on the battlefields of the Spanac Region of Tukayyid. Players using mapsheets may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified. Note also that the various MapPacks may be used to alter the terrain of individual mapsheets as players deem appropriate. AGOAC = *A Game of Armored Combat* Box Set, BB = *Beginner Box Set*, CI = *Clan Invasion Box Set*. Players using terrain should use the Terrain Table as a guideline for setting up terrain appropriate to the Region in which their battle is taking place.

SPANAC TERRAIN TABLE

1D6	Map
1	Barren Lands #1 (CI)
2	Barren Lands #2 (CI)
3	Desert #2 (AGOAC)
4	Foothills #1 (MP: Grasslands)
5	Foothills #2 (MP: Grasslands)
6	Hilltops #1 (CI)

CLAN GHOST BEAR CAMPAIGN

SPANAC BUILDING TABLE

1D6	Track
0	Light, Level 1 Buildings.
1	Light, Level 1 Buildings.
2	Light, Level 2 Buildings.
3	Medium, Level 1 Buildings.
4	Medium, Level 2 Buildings.
5	Medium, Level 3 Buildings.
6	A single hex with a Level 6 Heavy Building. Any additional building hexes in the cluster are Light, Level 1 Buildings.
7	Heavy, Level 5 Buildings.

OPTIONAL RULES

If all players agree, the following rules may be used to add specific aspects to the battles played out in the Spanac Region.

City Fight: Each side may select this Option to place one cluster of three buildings per Star or Level II deployed in a track in this Region. Roll on the Spanac Building Table to determine the type of buildings in the cluster.

Out in the 'Burbs: Subtract 1 on the Spanac Building Table.

Down by the Seaside: The players may wish to reflect a battle which takes place on the shores of the Šunj Bay. When playing any track common to all Clan Campaigns, arrange one map along the long edge of an existing mapsheet which is all level 1 water. Either side may select the edge of this water map as their home edge, as allowed by the track's Game Setup. Add 1 to any rolls on the Spanac Building Table.

LUK

Some 49 kilometers south of Spanac, the town of Luk sits at the northern point of the Velký Luk crater. Millions of years have eroded the rim of the crater, which now looks like a great bow from orbit. Luk was founded to exploit the exotic materials found within the crater, but satellite towns such as Dřez and Murphyho Kapka closer to the pit heads are the real frontier towns. Fly-in-fly-out workers from Luk spend a month in these towns without their families before returning home for a week. Entertainment is sparse and most of the towns are nominally "dry," though there is a black market supplying liquor and drugs.

Luk instead provides the support needed to operate these modern mines. The miner's families largely live in Luk where they can access the educational and entertainment facilities of a small city. The industrial zone is peppered with civil engineering companies and sale yards filled with Brunels, Lesseps, and Corx mining equipment. Much of the fabrication of the more mundane items needed by the mining sites such as huts and generators takes place in Luk.

Two kilometers to the east, Orionů Mining operates several large smelting facilities to process the ore recovered from Velký

Luk. Because of the exotic materials recovered, the tailing dams and slurry heaps created by Orionů are toxic to say the least and have been a major source of concern for the citizens of Luk. A heavy gauge railway connects the Orionů facility to the mine sites as well as the industrial port of Širius on the Crucible Sea. Spanac refuses to allow ore trains to access their port facilities.

During the Battle of Tukayyid, the Com Guards attempted to integrate the industrial facilities into Luk's defenses. The tailing dam walls were rigged to be demolished while the reinforced foundries were fortified as redoubts. However, the Ghost Bears attacked through the residential zones on the northeastern side of the town. Infantry from both sides fought house-to-house as their 'Mechs struggled to find cover. The area would receive a severe shelling by the Fourth Army in their attempts to stop the Fiftieth Striker Cluster, dehousing the population when they returned after the battle.

LUK TRACK TABLE

1D6	Track
1	<i>A MATTER OF LUK</i>
2	ASSAULT
3	BREAKTHROUGH
4	FLANK
5	RETREAT
6	STRIKE

MAPSHEETS

The following tables represent the categories of terrain that can be found on the battlefields of the Luk Region of Tukayyid. Players using mapsheets may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified. Note also that the various MapPacks may be used to alter the terrain of individual mapsheets as players deem appropriate. AGOAC = *A Game of Armored Combat* Box Set, BB = *Beginner* Box Set, CI = *Clan Invasion* Box Set. Players using terrain should use the Terrain Table as a guideline for setting up terrain appropriate to the Region in which their battle is taking place.

LUK TERRAIN TABLE

1D6	Map
1	Grassland #1 (BB)*
2	Woodland (MP: Grasslands)
3	Grassland #2 (AGOAC)*
4	Grassland #3 (AGOAC)*
5	Rolling Hills #3 (MP: Grasslands)
6	Lakes (MP: Grasslands)

* Suburb of Luk, see the *Out in the 'Burbs* optional rule listed below.

CLAN GHOST BEAR CAMPAIGN

OPTIONAL RULES

If all players agree, the following rules may be used to add specific aspects to the battles played out in the Luk Region.

Out in the 'Burbs: Populate the maps with light and medium buildings. Each player may select this Option to place one building per Star or Level II in the Expected Track Force Size.

Out in the Mines: The player may wish reflect a battle taking place in the Orion industrial site. Count all Woods terrain hexes as Clear terrain. Place one building per Star or Level II in the Expected Track Force Size. The players may choose to designate an area of four contiguous hexes as a tailings dam filled with Depth 1 water. Designate one hex of the dam as the dam wall. This wall may be command-detonated by the Defender. Upon detonation, the lake will spread out away from the dam to a range of 4 hexes in the front firing arc of the dam hex, i.e., away from the other three water hexes. Any 'Mechs in the path will be knocked over by the deluge. The dam will then be empty of water.

HOLTH FOREST

An enterprising businessman from Spanac once tried to market the Holth Forest as a tourist destination. They failed. Stretching from the Crucible Sea to the Prezno Plain, the Holth Forest is kilometer after kilometer of a mix of evergreen and deciduous trees. Prevailing dry conditions make the forest prone to fire, and all local towns have facilities in place to limit brushfires.

The forest's ability to break line of sight made it of key interest to Precentor Martial Focht. In the months before the Battle of Tukayyid, he made it a priority to have the forest mapped and roads cut to facilitate travel by his armies. While he saw its potential for ambushes, no one imagined it would prove to be a fiery trap for the Ghost Bears.

Despite its subsequent reputation as the graveyard of the Ghost Bears, the Holth Forest was a much more neutral battleground during the Battle of Tukayyid. Lacking the Com Guard's conventional vehicles, the Clan 'Mechs were able to easily traverse the forest. It provided cover against observation, which allowed Delta Galaxy to retreat from the Ninety-first Division and slowed down the Com Guard divisions defending Spanac, allowing them to be outmaneuvered.

After the Battle of Tukayyid the Holth Forest was littered with unexploded ammunition and military waste which proved an ongoing hazard to civilians using the forest. Clean-up efforts have been attempted, but have generally been limited in nature. One area that has received a major effort is the site of the Seventh Bear Guards' defeat. There was little to salvage from the gutted area, so the destroyed Clan 'Mechs became overgrown. After the Ghost Bear Dominion occupied Tukayyid in 3070, the site was cleared with the 'Mechs left in place, and the surrounding turned into a shrine. It now a site of pilgrimage and a memorial to the Claws of Glory and the destructive nature of the Great Houses and ComStar.

HOLTH FOREST TRACK TABLE

1D6	Track
1	TEDDY BEARS' PICNIC
2	PUSHBACK
3	BREAKTHROUGH
4	FLANK
5	RETREAT
6	STRIKE

MAPSHEETS

The following tables represent the categories of terrain that can be found on the battlefields in the Holth Forest Region of Tukayyid. Players using mapsheets may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified. Note also that the various MapPacks may be used to alter the terrain of individual mapsheets as players deem appropriate. AGOAC = *A Game of Armored Combat* Box Set, BB = *Beginner Box Set*, CI = *Clan Invasion Box Set*. Players using terrain should use the Terrain Table as a guideline for setting up terrain appropriate to the Region in which their battle is taking place.

HOLTH FOREST TERRAIN TABLE

1D6	Map
1	Rolling Hills #1 (MP: Grasslands)*
2	Woodland (MP: Grasslands)*
3	Holth Forest #1 (MP: Tukayyid)
4	Holth Forest #2 (MP: Tukayyid)
5	Rolling Hills #2 (MP: Grasslands, CI)*
6	Streams (MP: Grasslands)*

OPTIONAL RULES

If all players agree, the following rules may be used to add specific aspects to the battles played out in the Holth Forest region.

***The Forest is on Fire:** Use the *Fire and Smoke* rules (see p. 63, *BMM* or p. 166, *ASCE*). Divide the play area into quarters from Defender's home edge to Attacker's home edge. Any Woods in the quarter from the mid-point of the play area to halfway to the Defender's home edge are on fire. The wind is blowing towards the Defender's home edge. Roll 1D6 to determine Wind Force: 1-2 is Force 0, 3-5 is Force 1, 6 is Force 2). Woods in the Attacker's half of the play area are not on fire.

RECORD SHEETS

ORDER OF BATTLE

TECHNICAL READOUT

WOLF CAMPAIGN

JADE FALCON CAMPAIGN

NOVA CAT CAMPAIGN

STEEL VIPER CAMPAIGN

GHOST BEAR CAMPAIGN

DRAGON SHARK CAMPAIGN

SMOKE JAGUAR CAMPAIGN

THE CHAOS CAMPAIGN

HISTORY

LESSONS OF WAR

CLAN GHOST BEAR CAMPAIGN

TEDDY BEAR'S PICNIC

SITUATION

Holth Forest, Tukayyid
Free Rasalhague Republic
4 May 3052

The Com Guards employed their intimate knowledge of the Holth Forest to ambush Clan Ghost Bear multiple times when the Clanners initially attempted to pass through the sprawling terrain. Unfortunately for ComStar, as both sides moved through the forest between Spanac and Luk, opportunities for counter-ambushes soon arose.

GAME SETUP

Recommended Terrain: Holth Forest from *MapPack: Battle of Tukayyid*. If this mapsheet is not available, randomly generate mapsheets on the Holth Forest Terrain Table. Randomly generate additional mapsheets on the same Terrain Table as needed for the size of the forces in play.

The Attacker selects their home edge first; the Defender's home edge is opposite.

ATTACKER

The Attacker deploys up to 33% of their Campaign Force. The Attacker now attempts to pass through the Holth Forest on their way to Spanac or Luk. The Attacker enters the battlefield from their home edge during the Movement Phase of Turn 1.

DEFENDER

The Defender is 100% of the Attacker's deployed force. The Defender enters the battlefield from their home edge during the Movement Phase of Turn 1.

WARCHEST

Track Cost: 400

Options:

+150 Fire Support: The opposing player may call in aerospace or artillery support to shift a pesky defender or blunt a determined attack. They receive 8 additional Battlefield Support Points that may be used for Aerospace Support or Artillery Support options only (see *Battlefield Support*, p. 75, *BMM*).

+150 Dig In (Attacker only): Up to 50% of the Defender's units may begin the game deployed as Hidden Units between their home edge and the halfway point of the battlefield (see p. 82, *BMM* or p. 168, *ASCE*).

+300 The Forest is on Fire (Defender only): Use the *Fire and Smoke* rules (see pp. 63-64, *BMM*, or pp. 166-167, *ASCE*). Divide the play area into quarters from the Defender's home edge to

the Attacker's home edge. Any woods located between the midpoint of the battlefield and halfway to the Defender's home edge are on fire. A Wind Force of 1 is blowing towards the Defender's home edge. The Attacker's half of the play area is not on fire. All Defender 'Mechs start at 8 on the Heat Scale (*TW*) or Heat Level 1 (*AS*).

OBJECTIVES

Breakout! (Attacker only): Exit at least 50% of the Attacker's units from the Defender's home edge. **[150]**

Denying Pursuit (Attacker only): Destroy or cripple at least 50% of the Defender's units before 50% of the Attacker's units have exited from the Defender's home edge. **[200]**

Frenzy (Attacker only): Destroy or cripple all of the Defender's units before 50% of the Attacker's units have exited from the Defender's home edge. **[250]**

We Held! (Defender only): At least half of the Defender's units survive the track. **[150]**

And Stay Out (Defender only): Destroy or cripple at least 50% of the Attacker's units before 50% of the Attacker's units have exited from the Defender's home edge. **[200]**

Stonewall (Defender only): Destroy or cripple all of the Attacker's units before 50% of the Attacker's units have exited from the Defender's home edge. **[250]**

SPECIAL RULES

The following rules are in effect for this track:

SETTING FIRE (OPTIONAL)

Terrain elements such as trees may be set on fire using Accidental and Intentional Fires (see p. 41 *TO:AR*, or p. 166, *ASCE*).

CLAN GHOST BEAR CAMPAIGN

ASSAULT ON DVIGRAD FORTRESS

SITUATION

Dvigrad Fortress
Spanac, Tukayyid
Free Rasalhague Republic
4 May 3052

The enemy have massed around Spanac, seeking to neutralize Dvigrad Fortress and capture the supplies needed to reinforce the battle for Luk. The Fortress was located in the western, industrial section of the town and guarded the primary east-west road. Without the fortress, Clan Ghost Bear would have to take the more difficult northern route through the hills or attempt a river crossing.

GAME SETUP

Recommended Terrain: The eastern half of the battlefield should be Dvigrad Fortress; this installation can be recreated using the Forward Base mapsheet from *MapPack: Grasslands*, and the River CommCenter mapsheet if using four or more mapsheets. Randomly generate the western half of the battlefield by rolling on the Spanac Terrain Table.

If neither of these mapsheets is available, randomly generate mapsheets using the Spanac Terrain Table, and players should place 10 Medium buildings (standard, CF 80, Armor 50 (TW); CF8, Armor 5 (AS)) on one half of the battlefield, no farther than 6 hexes (TW) or 12" (AS) apart; this is considered Dvigrad Fortress.

The Defender's home edge is the edge containing Dvigrad Fortress; the Attacker's home edge is opposite.

ATTACKER

The Attacker deploys up to 33% of their Campaign Force. The Attacker enters the battlefield from their home edge during the Movement Phase of Turn 1.

DEFENDER

The Defender is 75% of the Attacker's deployed force. The Defender may deploy anywhere on the battlefield before play begins, including within the fortress area.

WARCHEST

Track Cost: 400

Options:

+150 Dig In (Attacker only): Up to 50% of the Defender's units may deploy as Hidden Units between their home edge and the mid-point of the battlefield (see p. 82, *BMM* or p. 168, *ASCE*).

+150 Out of Supply: To represent the heavy fighting up to this point, all of the units in the force taking this Option begin play with half their maximum ammunition allotments (rounding down).

OBJECTIVES

Assault the Fortress (Attacker only): The Attacker must take the Dvigrad Fortress by having at least one Attacker unit within 2 hexes (TW) or 4" (AS) of each surviving building, and no Defender closer to the building than the Attacking unit. [150]

Resupply (Attacker only): No more than 50% of the buildings inside the Dvigrad Fortress are destroyed. [200]

Frenzy (Attacker only): Destroy or disable all of the Defender's forces. [250]

Hold the Fortress (Defender only): The Defender must hold the Dvigrad Fortress by not allowing the Attacker to take the fortress by the end of turn 12 (see Assault the Fortress above). [150]

And Stay Out (Defender only): Destroy or cripple at least 50% of the Attacker's units. [200]

Stonewall (Defender only): Destroy or crippled at 75% of the Attacker's units. [250]

SPECIAL RULES

The following rules are in effect for this track:

END OF TRACK

This track ends after the End Phase of Turn 12.

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CLAN GHOST BEAR CAMPAIGN

A MATTER OF LUK

SITUATION

Outside Luk
Boreal Continent, Tukayyid
Free Rasalhague Republic
6 May 3052

Recon is at the heart of any military operation. Sometimes you need to poke a bit harder to find out what you need to know.

GAME SETUP

Recommended Terrain: Randomly generate mapsheets from the Luk Region Terrain Table. The optional Luk Region rule Out in the Mines is in effect.

Clan Ghost Bear is always the Attacker in this track. The Attacker selects their home edge first. The Defender's home edge is opposite.

ATTACKER

The Attacker deploys up to 33% of their total force. The Attacker enters the battlefield from their home edge during the Movement Phase of Turn 1.

DEFENDER

The Defender is 100% of the Attacker's deployed force. The Defender may deploy anywhere within 10 hexes of their home edge. The Defender must select one hex per mapsheet, at least 10 hexes from their home edge and 15 hexes from any other selected hex, to be buildings of interest. These buildings are medium buildings.

WARCHEST

Track Cost: 400

Options:

+150 Fire Support: The opposing player may call in aerospace or artillery support to shift a pesky defender or blunt a determined attack. They receive 8 additional Battlefield Support Points (12 for expected force size of binary, 18 for trinary) that may be used for Aerospace Support or Artillery Support options only (see *Battlefield Support*, p. 75, *BMM*).

+150 Dig in (Attacker only): Half of the Defenders units may begin the game deployed as Hidden Units anywhere from their entry edge to halfway across the playing area (see p. 82, *BMM* or p. 168, *ASCE*).

OBJECTIVES

Find the Communications Building (Attacker only): The Attacker must scan the buildings of interest (see *Scanning*, p. 34). Upon successfully scanning the building, roll 1D6. If the result of the die roll is greater than the remaining number of unscanned buildings, the Attacker has found the Communications Building. [150]

Destroy the Building (Attacker only): Once found via scanning (see above), the Attacker may attack the building. If can take 50 damage before being destroyed (AS: 5) and is an immobile target. [200]

Escape (Attacker only): If at least 75% of the Attacker's units successfully withdraw off their home edge. [200]

Keep the Line Intact (Defender only): At least half of the Defender's units must survive the track. [250]

Punish the Enemy (Defender only): At least half of the Attacker's unit, as determined by Force Points, Battle Value, or Point Value, must be destroyed. [250]

SPECIAL RULES

The following rules are in effect for this track:

END THE TRACK

The track ends immediately after the End Phase of the fifth turn after the Attacker successfully scans the Communications Building.



BATTLE OF TUKAYYID

CLAN STEEL VIPER CAMPAIGN

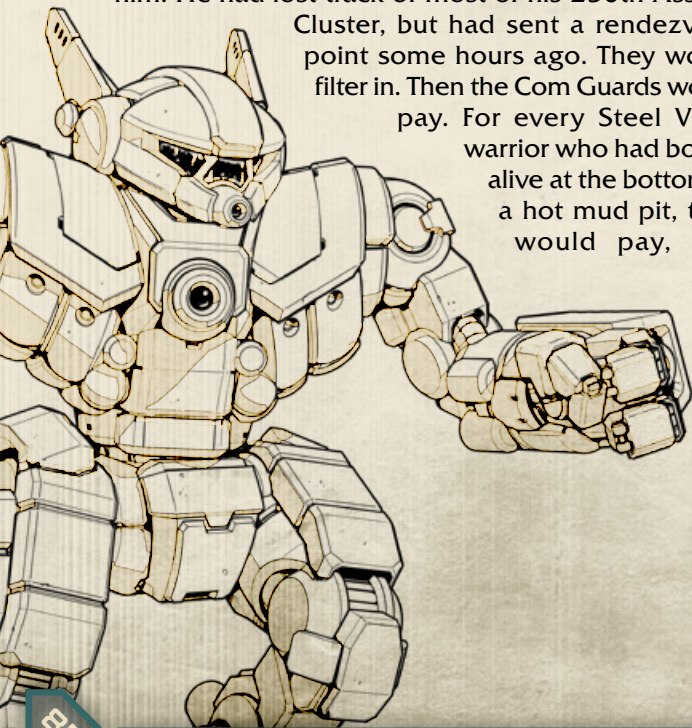
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KOZICE RANCH
BOREAL CONTINENT, TUKAYYID
FREE RASALHAGUE REPUBLIC
12 MAY 3052

Lev Gerard tried to take a deep breath, but choked on the smell of rotten eggs. The mud that caked his *Stormcrow*'s armor would wash off, but the stink of the Devil's Bath might never go away. After this week, everything would be tinged with sulfur.

A Com Guards *Mongoose* zipped past him, and he scoured it with laser fire. His autocannon ammo was long since exhausted, otherwise he'd have opened the *Mongoose* like a tin can and sated some of his simmering rage. These were a new division of Com Guards—not the hated Sixth Division, laying dead to a man back in the Devil's Bath, nor the other that fought with them, the Seventy-fifth? Seventy-eighth? It didn't matter. They were dead too, but their endless supply of white-clad brothers had come to avenge them or die in their turn. Gerard blasted the *Mongoose* again, at the extreme range of his lasers, and barked a harsh laugh as it fell.

Two OmniMechs from his Command Boa flanked him. He had lost track of most of his 250th Assault Cluster, but had sent a rendezvous point some hours ago. They would filter in. Then the Com Guards would pay. For every Steel Viper warrior who had boiled alive at the bottom of a hot mud pit, they would pay, and



their pristine white 'Mechs and fancy white robes would stain red with their *dezgra* blood. No mercy, no *hegira*, would be granted to those with no honor.

In the distance, Kozice Ranch Station beckoned. Once the Com Guards cracked, it was a short ten-kilometer run into the town. Zeta Galaxy was forming up on Gerard's flank, he could commandeer a Trinary of their second-line troops to reinforce his warriors and make a run at it. The mighty and boastful Smoke Jaguars had already been laid low, the Nova Cats followed them in retreat, and rumor had it that the Diamond Sharks further up the Kozice Valley had been completely annihilated. They were hard Clans, but none of them were Steel. The Vipers would not break. Though the Com Guards had disrupted Alpha and Gamma Galaxy's lines, the Vipers' spirit held.

A few more battered 'Mechs of the 250th straggled in, one with a pair of forlorn Elementals perched on its shoulders like vultures. Gerard was about to open a channel to Zeta command to request reinforcement, when all communications were abruptly overridden.

"Steel Vipers, this is your Khan," came the voice of Natalie Breen. She sounded like a woman who hadn't slept in days. "Fall back to our LZ. All Vipers, return to your drop zone."

Lev Gerard blinked. That could not be right. Down in the valley, Kozice Ranch Station shimmered ahead of him like a mirage, so close.

"Say again, Viper Actual?" he piped over the comm.

"You heard me, Star Colonel. We are returning to our DropShips. Order your Cluster to retreat. Zeta Galaxy will cover."

Retreat. She had ordered a retreat, back through the hell of the Devil's Bath with ComStar gnawing on their heels, refusing to stand and fight, bombing them with air strikes and artillery, luring them into those abominable mud pits.

Only a thin line of Com Guards stood between Gerard's command and their goal. It was there! It was *right there!* "My Khan, let me order the 250th forward. Send Zeta to feint to the west and draw them off the line, then my Cluster can rush in—"

"Neg!" Breen's anger hit him like a fist. "You have no Cluster, Star Colonel. Retreat. Now!"

"I am in sight of Kozice Ranch Station!" Gerard frothed. "Are you insane or just craven?" He regretted

CLAN STEEL VIPER CAMPAIGN

that immediately, but it was bargained and done, and could not be taken back.

Natalie Breen took a moment to reply. “If you follow your orders, Lev Gerard, I will allow you the choice of *surkai* or a Trial of Grievance. Defy me again, and I will kill you right here.”

For a moment he considered defying her. If he seized Kozice Ranch Station while she ran away, the glory would be his, and she would be cast into shame. He could even challenge her for the Khanship, a post she surely deserved to lose. He called up the status of his command and his jaw dropped. Less than a dozen 'Mechs from among his three Trinaries still read as active, and all had depleted their ammunition. His Elementals were shattered, his aerospace Trinary gone. All of Alpha Galaxy could perhaps press forward to victory, but alone he and his handful of warriors would fail. He had already failed. How had it come to this?

Bile rose in Lev Gerard's throat. “250th...retreat. Repeat, fall back to LZ.” The remnants of the 250th Assault Cluster acknowledged. 'Mechs began to retreat, a weary slump to their shoulders as if the machines themselves felt defeated. Before setting foot in the Devil's Bath again, Gerard cast one last baleful look at the clump of structures in his rear view screen that was Kozice Ranch Station. His command, the respect both for and of his khan, and likely his career, had died here today. Licking sulfur from his lips, he turned and departed Tukayyid the Accursed.



BACKGROUND

A complete overview of the Battle of Tukayyid is impossible without discussion of a Clan most would rather forget: the Steel Vipers. No Viper exists today to give testament to their Clan's actions on Tukayyid, so it falls to me, a Snow Raven, to deliver this report. Though my Clan has myriad reasons to detest the Vipers, I will present as accurate and unbiased a portrait as any outsider can. Their name may be a curse today, but there was a time when Clan Steel Viper hewed close to the Way of the Clans, with a vision for the future not dissimilar to how events have played out. Indeed, had Tukayyid been less harsh on them, this report might be for a Viper ilKhan's eyes. Tukayyid hurt the Steel Vipers on a deeper level than the other Clans. The seeds of what became the Wars of Reaving were planted in the mud of Devil's Bath and took root in warriors scarred by ComStar's actions until everything they saw of the Inner Sphere was tainted.

In the Com Guards, Clan Steel Viper found a foe that their years of isolation in the Homeworlds had not prepared them for. Their conquests during the final waves of Operation Revival taught them that Spheroids could be devious, but when ilKhan Ulric Kerensky announced that Tukayyid would be conducted as a Clan trial, the Viper Khans held certain expectations. Let me be clear: Natalie Breen was an incompetent imbecile, and Perigard Zalman was a spineless, gutless fool who could not void himself

without Breen's guidance. That said, it was reasonable for them to expect the Com Guards to behave honorably. ComStar had thus far treated fairly with the Clans and was aware of our rules and customs of combat. That they chose to immediately and so thoroughly ignore *zellbrigen* shocked the Vipers and plunged them into a series of battles for which they were ill suited.

The Vipers' assigned targets were Kelly Springs and Kozice Ranch Station. Neither one as much a city as an outpost, these remote settlements in the badlands of the Hladno Springs region were difficult to reach and easy to defend, leading Precentor Martial Focht to assign only his Sixth Army backed up by two divisions from the Second and Fifth Armies to oppose the Vipers. The commitment of Alpha, Gamma and Zeta Galaxies gave the Steel Vipers the best numerical odds of any Clan on Tukayyid, but Khan Breen's decision to hold Zeta Galaxy in reserve in order to give more glory to her front-line troops cut those odds down.

Kozice Ranch provided an ideal landing zone, but was infested by ComStar's 321st and 386th Divisions. Similarly, the Fourth and 102nd Divisions had deployed inside Kelly Springs. Having noted the disaster of the Smoke Jaguars' landings, Khan Breen chose to ground her forces a safe thirty kilometers from their targets, giving them time to deploy and establish a strong LZ. Steep mountains prevented a landing to the north or west, so Breen chose to set down in the Nestlie River delta to the

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south. The Viper Galaxies assembled unmolested, but the extra time also allowed the Com Guards' Sixth and Seventy-eighth Divisions to redeploy to a more advanced position and dig in to await their coming. The Steel Vipers now needed to traverse a long distance through terrain that the Khans did not fully understand, facing a dug-in enemy ahead of them.

Kozice Ranch Station presented a difficult target not to take, but to hold. A breeze-through set up to serve as little more than a market for the ranch's beefalo, the town consisted of a few dozen structures surrounded by open land. The ranch itself stretched over two hundred square kilometers, far more than even three Galaxies could effectively hold, but saKhan Zalman noted that the specific target assigned was Kozice Ranch Station, not the entire ranch, or even the entire town. The dock for the high-speed rail system connecting the ranch to Kelly Springs and other surrounding towns could be taken and held by a single Trinary, if the Vipers could get one there. If ComStar wished to argue the semantics of the trial, they could do so after the Vipers won. The Khans agreed to unite Alpha and Gamma Galaxies into a single formation and hit Kozice Ranch Station with overwhelming force. Elements of Zeta Galaxy could then move in to garrison the station and resupply Alpha and Gamma for the next assault.

Kelly Springs presented a bit more of a challenge. The upscale town sat in two finger valleys surrounded by ridges, leaving only a narrow approach easily defended by the Com Guards. The railway connecting Kelly Springs to the Kozice Ranch Station offered an easy road for the Vipers, which made it prime territory for ambushes. Galaxy Commander Christopher Ahmed suggested a bold strike overland to catch the city's defenders flatfooted. After losses taking Kozice Ranch Station were assessed, two Clusters from Zeta Galaxy would start down the rail line as a diversion, while the jump-capable OmniMechs and Elementals of Alpha and Gamma would set out into the badlands and come down the flanking ridges into Kelly Springs.

Both Khans signed off on the different phases of the assault and took the field with their troops. Khan Breen took active command of Alpha Galaxy in her *Crossbow*, while saKhan Zalman commanded Gamma Galaxy from the cockpit of his *Battle Cobra*. The Com Guards' Sixth and Seventy-eighth Divisions were dug-in ahead, but the Vipers intended to sweep all resistance before them like wheat under a scythe and execute the Coil tactic on a grander scale than ever before seen. It was a simple, solid plan that would have worked on the Prezno Plains, but Precentor Martial Focht had studied his foes and chosen his battlefield well.

After a few ambushes and minimal stand-up fighting, the Sixth and Seventy-eighth Divisions retreated into the Devil's Bath—an eighteen-kilometer stretch of absolute hell. It appeared as little more than a canyon in satellite images, but in reality it was a twisted maze of geysers, granite columns and stinking mud. Eager Viper 'Mechs chased their prey into the Bath to find themselves mired, ambushed from cover, or worse, sunk beneath the rim of a boiling mud pit to die horribly. After losing an entire Trinary of the First Viper Guards within minutes of entering the Devil's Bath, Khan Breen called the advance to a halt. The Vipers would have to find another way, perhaps returning to their DropShips and performing a

nighttime combat drop on their target cities while the Com Guards waited in the mud.

As Alpha Galaxy began to withdraw from the Bath, Precentor Beeshor Yekel of the Sixth Division saw his carefully laid ambush begin to fall apart. Having learned some Clan ways from Precentor Martial Focht, Yekel opened a satellite link from his *Atlas* to broadcast a challenge to the Vipers.

"On Terra, there are two kinds of snakes: the kind with fangs, and the kind that slink away to hide. I guess in Clan space, there's only one kind. Slither back to the Periphery, Tin Vipers. You'll never see Mother Terra, but don't worry, we freebirths will keep it safe from any dirty little snakes. Bye, now! Have a safe cower home!"

Every soul on Tukayyid heard Yekel's words. Unfortunately, he did not understand the difference between a proper challenge and a grave insult. Natalie Breen felt the eyes of the other Khans on her and gave in to the anger boiling in herself and her troops. Alpha and Gamma Galaxies charged into the Devil's Bath with reckless abandon, intent on silencing the Com Guards' jeers forever.

Days of horrific fighting followed, with no quarter given by either side. Already angered by ComStar's dishonorable tactics, the Steel Vipers grew more and more enraged with each ambush, each artillery barrage, each airstrike, each hidden mud pit that swallowed another Trueborn warrior. The Sixth and Seventy-eighth Divisions put up a powerful fight, exhausting Viper OmniMechs of their ammunition until the warriors within could do little more than swing their BattleMechs' arms like barroom brawlers. The Khans grew more frustrated by the day. They had planned on a swift conquest but instead ended up mired, and now the Com Guards' First Division had slipped behind them to harass their supply lines. Zeta Galaxy held off the elite of ComStar as best as older and second-rate warriors could, but still lost many hundreds of tons of ammunition and spare parts. Eventually, Alpha Galaxy managed to surround the Sixth Division. Despite pleas for mercy from Precentor Yekel, the Fifty-seventh Striker Cluster crushed the survivors of the Sixth. Star Colonel Robert Grimani avenged the Vipers' honor by kicking Yekel's shattered *Atlas* into a mud pit.

The Seventy-eighth Division continued to harry Gamma Galaxy. By now, Khan Zalman had realized the Vipers' untenable supply situation. With Khan Breen's blessing, Zalman called up Zeta Galaxy to aid the front-line warriors. Having to be escorted out of the Devil's Bath by inferior warriors chafed the pride of every Alpha and Gamma Viper, but to their credit the Zeta Galaxy warriors did their duty professionally—and for the most part, silently. The reinforcements crushed the remnants of the Seventy-eighth Division, and the Steel Vipers finally exited their private hell. Kozice Ranch Station was in sight, a mere ten kilometers away down a gently sloping valley. But waiting within that valley was the 321st Division, fresh and eager to avenge their fallen brothers, and the 401st Division, weary but toughened from driving off the Smoke Jaguars.

The Vipers attempted to form ranks, but the tenacious Com Guards disrupted their lines. With the Devil's Bath at their backs and victory beckoning from so near, the Steel Vipers refused to break. Haggard, tired, and out of ammunition, the Vipers proved themselves true Clan warriors, throwing back

CLAN STEEL VIPER CAMPAIGN

one Com Guard attack after another. The tipping point came when saKhan Zalman fell to an artillery barrage and had to be extracted from his 'Mech by infantry from the First Fang. Unable to continue the fight, he was loaded into a VTOL and returned to the Viper LZ.

Deprived of her second, Khan Breen began to falter, and eventually ordered a general retreat. Initially intending only to return her forces to the safety of their LZ to repair and rearm, the Khan lost her nerve upon taking a cockpit hit that collapsed one of her lungs. ComStar did not view the Vipers' withdrawal as a rout and harried them continuously back through the Devil's Bath. Precentor Martial Focht realized that the Vipers could attempt one last desperate assault once they had rearmed, so he pulled his remaining divisions back into Kozice Ranch Station and Kelly Springs, ensuring any attempt to take either city would cost the Vipers dearly. Khan Breen knew that any victory she might now achieve would be a Pyrrhic one, and to win at Tukayyid by sacrificing her three

Galaxies would ensure the loss of the Vipers' new Inner Sphere. With no path to victory, Natalie Breen conceded the fight, and ordered her Vipers off of Tukayyid.

In the end, the Steel Vipers retreated with twenty-five percent casualties and two wounded Khans. Though these were grievous losses, the Vipers suffered the lightest casualties of any Clan on Tukayyid, while slaughtering nearly four divisions of Com Guards in return. For every slain Viper warrior, two Com Guards lay dead in the mud. At that time, the Ghost Bears and Jade Falcons still sought their second objectives and had not settled for a draw. Had Khan Breen persisted and rushed Kozice Ranch Station and Kelly Springs with her full force, it is possible that ilKhan Ulric and Precentor Martial Focht would have awarded victory to the Steel Vipers, shifting the outcome of the entire Tukayyid campaign from a Clan loss to a draw. Another century of pointless war could have been averted, if only Natalie Breen had sacrificed for the greater good of the Clans.



GUNSLINGER'S NOTES

The Steel Vipers made a good scapegoat for the Clans. Their withdrawal sealed the Clan defeat on Tukayyid, and their light casualties made it easy for their rivals to claim they didn't try hard enough. Of course, their post-Tukayyid actions further reinforce both the claims of cowardice and villainy.

Khan Breen had a very clear choice after falling back to her DropShips: preserve her Clan, or sacrifice the Steel Vipers for the hope of a Clan victory. What Clan would have made that latter choice? The Smoke Jaguars could have seen they would not take their objectives, and settled for merely pinning the Com Guards in place. All of the Clans could have coordinated, finding Com Guard weaknesses and moving their concentrated forces to attack there, rather than allow each Clan to attack individually straight into the teeth of the Com Guards. The Ghost Bears did settle for pulling back and holding on to their single objective, knowing by that point a single objective was unlikely to be enough for a Clan victory.

Khan Breen saw that the route to a Clan victory was all but closed. Breen's choice was to win honor now, on Tukayyid, alongside the Jade Falcons, Ghost Bears and possibly Wolves, or to save her *touman* for the inevitable in-fighting and power struggles that would take place after a defeat. Coupled with the Vipers' later withdrawal from the Inner Sphere, Breen's concerns seem clear in hindsight. The Inner Sphere was a loss, and the Steel Vipers chose to retain their power in the Homeworlds, sharing their fate.

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DRAGON SHARK CAMPAIGN

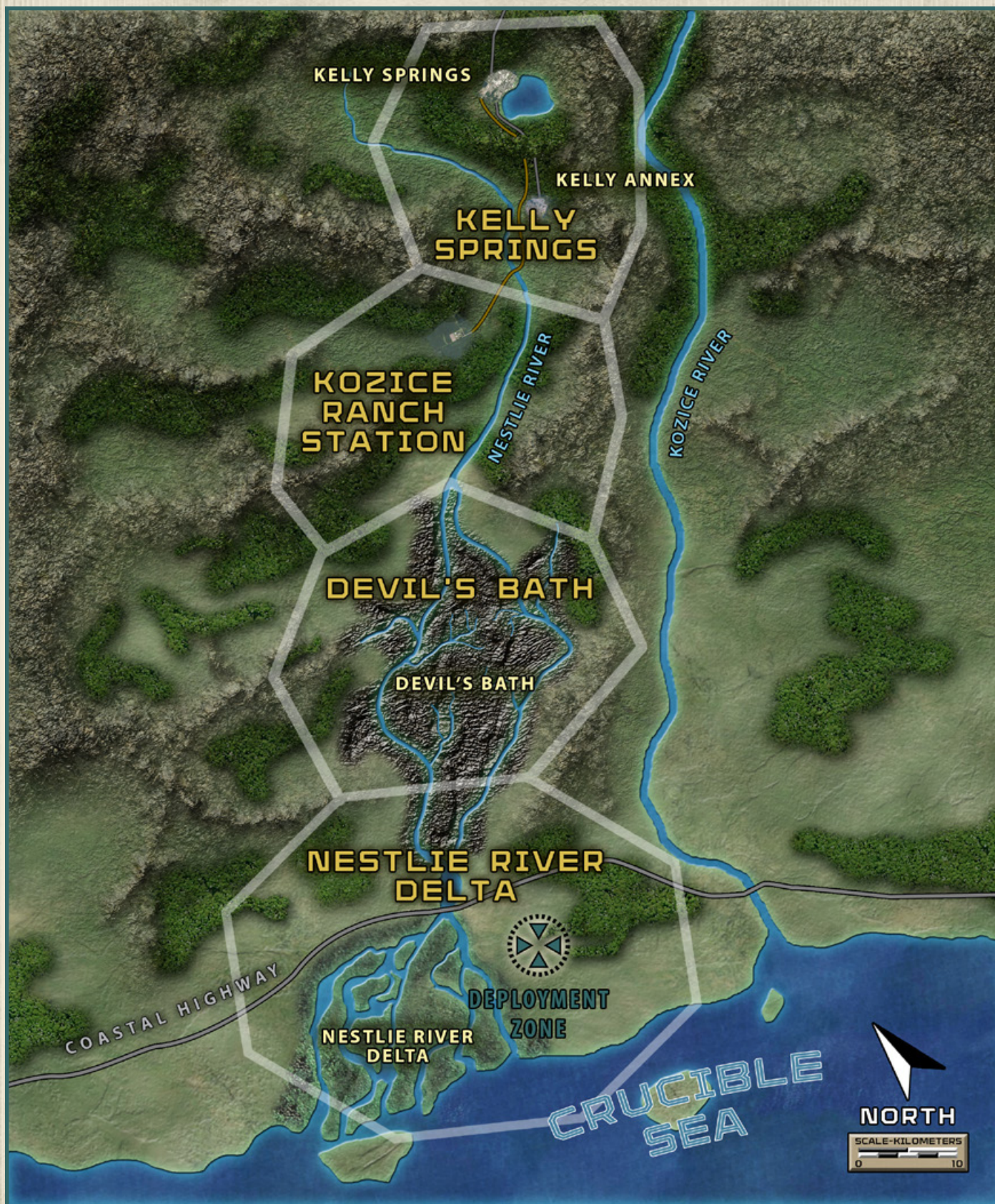
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CLAN STEEL VIPER CAMPAIGN

CAMPAIGN

CAMPAIGN START

The Steel Viper campaign starts in the Nestlie River Delta Region.

Nestlie River Delta: If the Steel Viper player wins this Region, the campaign moves to Devil's Bath. If ComStar wins this Region, the campaign ends immediately with either a draw if the Steel Vipers previously won an objective, or a ComStar victory if no objectives have been won by the Steel Vipers.

Devil's Bath: If the Steel Viper player wins this Region, the campaign moves to Kozice Ranch Station. If ComStar wins this Region, the campaign ends immediately with either a draw if the Steel Vipers previously won an objective, or a ComStar victory if no objectives have been won by the Steel Vipers.

Kozice Ranch Station: If the Steel Viper player wins this Region, the Steel Viper player has won an objective and the campaign moves to Kelly Springs. If ComStar wins this Region, the campaign returns to Devil's Bath.

Kelly Springs: If the Steel Viper player wins this Region, the Steel Viper player has won the campaign. If ComStar wins this Region, the campaign returns to Kozice Ranch Station.

CAMPAIGN VICTORY CONDITIONS

- Clan Steel Viper wins both Objective 1 and 2, Steel Viper Victory.
- Clan Steel Viper wins only Objective 1, Draw.
- Clan Steel Viper does not win either Objective 1, ComStar Victory.

COMBATANTS

This section lists a selection of the combat units active during the Clan Steel Viper Campaign on Tukayyid. The Experience Rating indicates the average skill rating of the Combatant, as a guide for players when purchasing units and paying for various Experience Ratings of their MechWarriors. Special Command Abilities and Special Rules are special gameplay rules that apply to Campaign Forces hailing from that Combatant. These rules are optional, and all players should agree to their use before play begins. The Notes section gives in-universe details on the Combatant to help give players a "feel" for the command during the battles on Tukayyid. The Unit Composition described the average weight and numbers of the various types of units that Combatant fields.

COM GUARDS

SIXTH ARMY V-PI

Commander: Precentor V Myke Trujillo

Notes: The Sixth Army came from Marik space to face Clan Steel Viper, barely arriving in time for the battle. Considered the least-experienced Com Guard army despite the presence of the elite First Division, the Sixth Army fought as valiantly as any on Tukayyid, though most of its component divisions were destroyed or disbanded after the battle.



First Division "Strong Retaliation"

Experience Rating: Elite

Force Composition: Pi

Special Command Abilities: Forcing the Initiative, Focus/Melee Master, Disruption

Commander: Precentor IV Peter McGillaray

Notes: From the earliest days of the Com Guards, the First Division has maintained a pride and discipline unmatched by most of their comrades.

Force Building Rules: As the premier Com Guards division, one BattleMech per Level II may be a Star League Royal variant. A medium BattleMech may be replaced with a *Griffin* GRF-2N, a heavy BattleMech with a *Catapult* CPLT-C1b or an assault BattleMech with a *BattleMaster* BLR-1Gb.

Disruption: A Campaign Force drawn from the First Division receives a +1 modifier to its Initiative Roll (to a maximum of +2) for each functioning ECM in a deployed force. This bonus is cumulative with other modifiers.

Sixth Division "Alert Words"

Experience Rating: Green

Force Composition: Xi

Special Command Abilities: Off-Map Movement

Commander: Precentor IV Beeshor Yekel

Notes: Composed of a mix of loyal Terran sons and FWL converts, the Sixth Division specialized in ambush tactics. Unfortunately, Precentor Yekel never failed to overestimate or oversell the abilities of his troops, leading them to be the first to face the Steel Vipers, and the first to die.



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Seventy-eighth Division "Vigorous Defiance"

Experience Rating: Regular

Force Composition: Iota

Special Command Abilities: Environmental Specialization/
Swamp

Commander: Precentor IV Felicity Lucha

Notes: The Seventy-eighth Division's extensive training in swampy environs made them especially effective against the Steel Vipers in the Nestlie River Delta. For their Environmental Specialization, any Level 0 or 1 water, mud, or swamp terrain hexes count as swamp environment.

386th Division "The Victors"

Experience Rating: Regular

Force Composition: Kappa

Special Command Abilities: Esprit
de Corps

Commander: Precentor IV Glennis
Luddinton

Notes: The unit's nickname comes not from victory in battle, but from the preponderance of *Victor* assault 'Mechs in their ranks. To reflect this, any assault 'Mech in the 386th may be replaced with a *Victor* (VTR-9A, -9A1 or -9B).

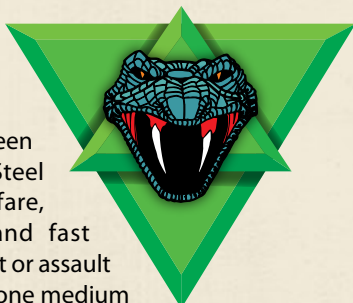


CLAN STEEL VIPER

Commander: Khan Natalie Breen

Force Building Rules: The Steel Vipers prefer mobile warfare, fielding more medium and fast heavy OmniMechs than light or assault units. A player may replace one medium OmniMech per star with a *Battle Cobra* or one heavy OmniMech per star with a *Crossbow*. The player may choose the Prime, A or B configuration for these 'Mechs.

Fang: Exclusive to Clan Steel Viper. Mounted Elementals may dismount at any point during their carrier's movement, instead of only at the end of their carrier's movement.



ALPHA GALAXY

"STEEL VIPER GALAXY"

Commander: Khan Natalie Breen

First Viper Guards "The Viper's Fury"

Experience Rating: Elite

Equipment Level: Front-Line

Force Composition: Medium 'Mech

Trinary, 2 Heavy 'Mech Trinaries, 2 Battle Armor Trinaries

Special Command Abilities: Fang, Forcing the Initiative, Zone of Control

Commander: Star Colonel Elias Andrews

Force Building Rules: Unlike standard Steel Viper formations, the First Viper Guards deploy no aerospace forces, but twice the number of Elementals. When creating a Campaign



Forces drawn from the First Viper Guards, at least one Star in every Trinary must be an Elemental Star. Additionally, the First cannot spend Battlefield Support Points on aerospace support.

250th Assault Cluster "The Viper Guards"

Experience Rating: Elite

Equipment Level: Front-Line

Force Composition: 2 Heavy 'Mech Trinaries, Assault 'Mech Trinary, Battle Armor Trinary, Aerospace Trinary

Special Command Abilities: Berserkers, Fang, Overrun Combat

Commander: Star Colonel Lev Gerard

Notes: The 250th is a brutal unit that shows no mercy to *dezgra* troops and engages in physical combat at will.

GAMMA GALAXY

"STRIKING SERPENT GALAXY"

Commander: saKhan Perigard Zalman

Fifty-Seventh Striker Cluster "The Fangs of Death"

Experience Rating: Elite

Equipment Level: Front-Line

Force Composition: 2 Medium 'Mech Trinaries, Heavy 'Mech Trinary, Elemental Trinary, Aerospace Trinary

Special Command Abilities: Banking the Initiative, Fang, Focus/Multi-tasker

Commander: Star Colonel Robert Grimani



ZETA GALAXY

Commander: Galaxy Commander Bard Tsongas

First Fang

Experience Rating: Veteran

Equipment Level: Second-Line

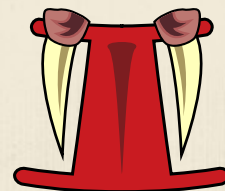
Force Composition: 2 Medium 'Mech Trinaries, Heavy 'Mech Trinary, Infantry Trinary, Aerospace Trinary.

Special Command Abilities: Off-Map Movement, Sharp Shooters, Esprit de Corps

Commander: Star Colonel Monday Stoklas

Force Building Rules: Campaign Forces drawn from the First Fang may spend Battlefield Support Points on conventional infantry (see *Battlefield Support: Combined Arms*, p. 19). In addition, a force may replace one Medium 'Mech per Star with a *Vapor Eagle*, and one heavy 'Mech per Star may be replaced with a *Black Python*.

Notes: A bitterness of offended pride permeates the aging warriors of the First Fang, who always go the extra mile to prove their worth. The First never retreats, fighting to the last man. If shot out of their 'Mechs, MechWarriors will join ranks with infantry platoons to continue fighting until the end.



CLAN STEEL VIPER CAMPAIGN

NESTLIE RIVER DELTA

Situated between the Devil's Bath and the Crucible Sea, the Nestlie River Delta is a lush wetland ideal for growing rice and other water grains. Unfortunately, it is also home to a large population of Tukayyid crocodiles, an aggressive variant of the Terran reptile. Originally imported by the MTH Conglomerate to help combat the striped mud slider, a venomous local amphibian with a taste for rice, the crocs thrived in their new environment, quickly becoming the region's top predator. They also became a lesson in corporate mismanagement of the environment, growing to their monstrous maximum size and threatening human activity as badly as the mud slider, which was never fully eradicated. The end result was a fertile area too dangerous to exploit, and MTH was absorbed by another company within two decades. Today the region is only seasonally inhabited, mostly by hunters; the skins, teeth and skulls of Tukayyid crocs are highly prized, making fortunes for those who dare to hunt ten meters of man-eating horror.

The delta is mostly open terrain, dotted with small copses of trees and the occasional dilapidated structure on the remnants of a rice farm. Swamps and open water abound, but there is still plenty of solid ground on which can be found sparse roads and hunting outposts. The soil is soft and easy to dig, making the creation of fortifications quick and simple. The wildlife in the delta is a definite threat to any unwary travelers, and anyone braving the area should use extreme caution, especially around water.

NESTLIE RIVER DELTA TRACK TABLE

1D6	Track
1	MEETING ENGAGEMENT
2	BREAKTHROUGH
3	RECON
4	STRIKE
5	RETREAT
6	SUPPLY

MAPSHEETS

The following tables represent the categories of terrain that can be found on the battlefields in the Nestlie River Delta Region of Tukayyid. Players using mapsheets may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified. Note also that the various MapPacks may be used to alter the terrain of individual mapsheets as players deem appropriate. AGOAC = *A Game of Armored Combat* Box Set, BB = *Beginner* Box Set, CI = *Clan Invasion* Box Set. Players using terrain should use the Terrain Table as a guideline for setting up terrain appropriate to the Region in which their battle is taking place.

NESTLIE RIVER DELTA TERRAIN TABLE

1D6	Map
1	Streams (MP: Grasslands)
2	Lakes (MP: Grasslands)
3	Racice Delta #1 (MP: Tukayyid)
4	Racice Delta #2 (MP: Tukayyid)
5	Grassland #1 (BB)
6	Grassland #2 (AGOAC)

OPTIONAL RULES

If all players agree, the following rules may be used to add specific aspects to battles played out in the Nestlie River Delta.

TERRAIN MODIFICATIONS

Replace any Depth 0 water hexes with Mud hexes (see p. 61, *BMM*, or p. 60, *ASCE*)

Replace any woods hexes with Swamp hexes (see p. 61, *BMM*, or p. 60, *ASCE*)

DEVIL'S BATH

A confounding maze of geysers, mud pits and towering granite pillars, few areas define the term "hellscape" as well as the Devil's Bath. The terrain boils atop a vast volcano which will one day resurface the entirety of the Kozice Valley, but for now simmers resentfully. Tukayyid's original colonists gave the region its name after a single flyover, dubbing it a place of unrelenting horror. Subsequent explorers have been kinder, recognizing the benefits of the area, but retaining its name for historical significance.

The Bath is inhospitable but not uninhabited. Research stations dot its perimeter, manned by vulcanologists from across Rasalhagian and Combine space. Xenobiologists come to study its ecosystem, especially the Graves Mud Crab, which is a major local food source. Introducing the Crab to resource-poor worlds with similar environments has been a priority for decades, but the crab's reliance on nutrients unique to the Devil's Bath has stymied all efforts. The microorganisms clinging to the edge of the Skopje Geyser are one of the most tolerant to high temperatures ever discovered, a joy for biotech researchers seeking new ways to explore hot worlds.

Despite being harsh and uninviting, a certain beauty resides in the region. Artists visit the Devil's Bath to document its landscapes, often painted by minerals into fascinating mosaics of rainbowed granite. Safer areas of the mud pits are used by visitors from nearby Kelly Springs, whose spas are known through the nearby worlds. Every tourist who enters the Devil's Bath does so at their own risk, and many do not come out. It is a haunted area, filled with the ghosts of the careless and the cries of angry Clansmen lured to their doom.

CLAN STEEL VIPER CAMPAIGN

The labyrinth of granite columns makes the Devil's Bath an ambusher's paradise. No sane commander relishes a fight within its hellish walls, but if forced to such extremes, a defender who knows the area enjoys a force multiplier beyond imagination. Infrared sensors burn white and seismic data is rendered useless by hundreds of mini-geysers, leaving magnetic scanners a warrior's only fallback—and even those do not easily penetrate granite. Blowing geysers can disrupt combat at random, scorching any unarmored soul foolish enough to be in their arc. The boldest Com Guard MechWarriors concealed their 'Mechs inside some geysers, waiting for a blow to give them an opportune ambush. Then there are the mud pits, innocuous bits of flat earth that conceal a deadly trap. Some are ankle-deep to a man, while others have no bottom that has ever been plumbed and became the tomb of many a brave Steel Viper. Even decades after the battle, the occasional burp from a mud pit would regurgitate an OmniMech limb or weapon pod, which would reach forlornly toward the light before sinking back to its boiling grave.

DEVIL'S BATH TRACK TABLE

1D6	Track
1	DEZGRA DEMOLITION*
2	BREAKTHROUGH
3	FLANK
4	PUSHBACK
5	RECON
6	PURSUIT

* Play this Track only once. If selected a second time, reroll.

MAPSHEETS

The following tables represent the categories of terrain that can be found on battlefields in the Devil's Bath Region of Tukayyid. Players using mapsheets may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified. Note also that the various MapPacks may be used to alter the terrain of individual mapsheets as players deem appropriate. AGOAC = *A Game of Armored Combat* Box Set, BB = *Beginner Box Set*, CI = *Clan Invasion* Box Set. Players using terrain should use the Terrain Table as a guideline for setting up terrain appropriate to the Region in which their battle is taking place.

DEVIL'S BATH TERRAIN TABLE

1D6	Map
1	Devil's Bath #1 (MP: Tukayyid)
2	Devil's Bath #2 (MP: Tukayyid)
3	Desert #3 (AGOAC)*
4	Barren Lands #1 (CI)*
5	Barren Lands #2 (CI)*
6	Desert #2 (AGOAC)*

OPTIONAL RULES

If all players agree, the following rules may be used to add specific aspects to the battles played out in the Devil's Bath.

DEPLETED

ComStar has succeeded in making the Vipers exhaust their ammunition. All Viper units begin tracks in the Devil's Bath Region with 50% of their usual ammo loads.

TERRAIN MODIFICATIONS

Replace all Light Woods hexes on all maps with Level 3 hills, and all Heavy Woods hexes with Level 5 hills. These hills do not add to the underlying terrain, but replace it.

TERRAIN CONDITIONS

***Mud Pits:** The ComStar player may secretly place 1D6 mud pits on each mapsheet. Mud pits can only be detected when a unit enters the hex. Until a mud pit is detected, any Clan 'Mech that enters a mud pit hex with Running or Jumping MP automatically falls in and is considered destroyed. If the unit enters with Walking MP, the player can make a Piloting Skill Roll to avoid falling in. Any ComStar 'Mech that enters a mud pit hex with Running or Jumping MP will also fall in and be destroyed unless the player makes a successful Piloting Skill Roll. ComStar units that enter a mud pit hex with Walking MP are safe. Once a mud pit has been detected, Clan units follow the ComStar unit rules for entering that mud pit hex. Any unit forced into a mud pit hex (via a push, charge, DFA, etc.) automatically falls into the pit and is destroyed. Any MechWarrior whose 'Mech falls into a mud pit can safely eject on a successful Piloting Skill Roll. 'Mechs that fall into a mud pit cannot be recovered for later campaign use. Any tracked combat vehicle which enters a mud pit hex is destroyed. Infantry, battle armor, and hovercraft are unaffected by mud pits.

Alpha Strike: Any Clan 'Mech entering a mud pit hex falls in and is destroyed on a roll of 5 or 6 on 1D6; any ComStar 'Mech falls in on a roll of 6.

***Geysers:** The ComStar player may place 1D6/2 geysers on each map (see p. 46, *TO:AR*, or p. 58, *ASCE*).

CLAN STEEL VIPER CAMPAIGN

KOZICE RANCH STATION

Situated on over 200 square kilometers of gently rolling terrain, the Kozice Ranch is home to a herd of beefalo prized across Tukayyid. The massive valley floor is lush with grasses, and the surrounding mountains create a perfect barrier that keeps the herd in place with little fencing. Idyllic but difficult to access, the valley remained hidden for centuries, visible only from the air. During this time it was home to a sect called the Glimmer, a group holding a naturist, vaguely Buddhist philosophy. The Glimmer never numbered more than a few hundred devotees, but held a disparate amount of power in the region due to its recruitment of the sons and daughters of the wealthy inhabitants of nearby Kelly Springs. This practice was tolerated as long as the Glimmer didn't try to interfere where they were not wanted.

Things changed in 2710, when rancher tycoon Carson Hobart saw the valley on a flyover while looking for a new grazing ground for his herds. Hobart at first tried to negotiate with the Glimmer, insisting that they could profit from a partnership, but the vegetarian Glimmer could not stomach the idea of using their valley to raise meat. Instead of looking elsewhere, Hobart resorted to other means. Discovering that the Glimmer never purchased the land, merely occupied it, Hobart bought the valley from the Tukayyid Free Soil Association and served the Glimmer with eviction papers. With no central government to appeal to, the Glimmer prepared to defend their home with AgroMechs, farm trucks and an assortment of antiquated small arms. It was a short fight, which left most of the Glimmer dead and their commune in flames. The residents of Kelly Springs responded with outrage, but as everything was perfectly legal they had no recourse for their lost children and neighbors. A gloating Carson Hobart moved his herds into the valley, but never saw his first market day. He was found dismembered in a holding pen, an act blamed on a pack of wild cats.

Kozice Ranch Station is a small breeze-through built upon the ruins of the Glimmer's compound. Large pens surround the outskirts, filled with braying beefalo. The valley floor rolls with many small hills that create hollows capable of hiding

a BattleMech, and is peppered with trees and the occasional stream making its way to the Nestlie River. Large stretches are pure open terrain, with nothing blocking line of sight for many kilometers in any direction.

MAPSHEETS

The following tables represent the categories of terrain that can be found on the battlefields in the Kozice Ranch Station Regions of Tukayyid. Players using mapsheets may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified. Note also that the various MapPacks may be used to alter the terrain of individual mapsheets as players deem appropriate. AGOAC = *A Game of Armored Combat* Box Set, BB = *Beginner Box Set*, CI = *Clan Invasion* Box Set. Players using terrain should use the Terrain Table as a guideline for setting up terrain appropriate to the Region in which their battle is taking place.

KOZICE RANCH STATION TERRAIN TABLE

1D6	Map
1	Rolling Hills #1 (MP: Grasslands)
2	Rolling Hills #2 (MP: Grasslands, CI)
3	Open Terrain #2 (MP: Grasslands)
4	Open Terrain #3 (MP: Grasslands)
5	Grassland #1 (BB)
6	River CommCenter (MP: Grasslands)

OPTIONAL RULES

If all players agree, the following rules may be used to add specific aspects to the battles played out at Kozice Ranch Station.

TERRAIN MODIFICATIONS

To reflect the ranch's gently rolling terrain, treat Level 1 hexes as Half Levels (see p. 29, *TO:AR*), and Level 2 hexes as Level 1.

TERRAIN CONDITIONS

Herds: On any non-city map, players may place 1D6/2 beefalo herds. Treat these herds as foot infantry platoons for purposes of movement, stacking and taking damage. A herd will remain docile until another unit moves within 3 hexes of it or fires on it, after which the herd will stampede. At the end of each movement phase, a stampeding herd will move 3 hexes in a random direction (determined by numbering hex sides 1-6 and rolling a die). Any BattleMech occupying a hex that a stampeding herd enters must make a Piloting Skill Roll to avoid falling. Vehicles occupying a hex which a stampeding herd enters are Bugged Down (see p. 60, *TO:AR* or p. 60, *ASCE*).

KOZICE RANCH STATION TRACK TABLE

1D6	Track
1	SAD TIME AT THE STATION
2	BREAKTHROUGH
3	ASSAULT
4	SUPPLY
5	PUSHBACK
6	STRIKE

CLAN STEEL VIPER CAMPAIGN

Infantry and battle armor units will automatically take 5 points of damage from a stampeding herd (AS: 1 damage).

A herd may be fired on as if it were a conventional infantry platoon and can take 30 damage before being destroyed. It maintains all of its effects until completely destroyed. Any herd whose movement takes it off the battlefield is considered destroyed.

Alpha Strike: If a herd enters base contact with a 'Mech or vehicle, roll 1D6. On a 5 or 6, that unit cannot move in the next turn, until the herd moves away. Infantry and Battle Armor take 1 point of damage if they come into contact with a herd.

KELLY SPRINGS

Home to many of the elite of Tukayyid's various farming corporations, Kelly Springs is an idyllic town of affluent charm and expensive tourism. Nestled on the slopes of a pair of finger-like valleys, the town enjoys a moderate year-round climate, sheltered from all but the worst storms off the Crucible Sea. Even during the harsh years of the Succession Wars, the residents of Kelly Springs lacked for nothing, as long as they could placate their Combine overlords with ample harvests. With a bevy of resorts and entertainment, Kelly Springs is the go-to destination for off-world nobility looking for a getaway. A strong police force and the lowest crime rate on Tukayyid make it a safe, desirable locale for the well-to-do.

Ten kilometers to the southwest along the rail line to Kozice Prime is the Kelly Annex, a dark mirror of Kelly Springs. This is both the minor industrial area that services the region, and home to the lower-class workers who serve the residents of Kelly Springs. It is a grungy, dilapidated town more typical of a nation at constant war. Citizens here walk with their heads down and speak little, and outsiders are cautioned to avoid it. Some efforts have been made to spruce up the appearance of the Annex, but have been limited to those areas visible to passengers on the rail cars heading for Kelly Springs.

A high-speed rail line connects the town to Kozice Ranch in the southwest, and to Kozice Prime farther to the northeast. Several roads, some little more than dirt paths, lead into the Devil's Bath at various locations, serving health spa tours and scientists studying the Bath. Two tunnels cut through the ridge separating the resort and residential fingers of Kelly Springs.

KELLY SPRINGS TRACK TABLE

1D6	Track
1	SPRINGS ETERNAL
2	ASSAULT
3	SUPPLY
4	RECON
5	FLANK
6	BREAKTHROUGH

The Jackson Tunnel to the west is wider and carries more traffic than the longer, narrower Gaffney Tunnel, which stretches half a kilometer through dense rock on the east end of town. At the northernmost edge of the town limits can be found a number of resorts, with cable car and rail lifts going high into the mountains to enjoy the mountain air as a welcome break from Tukayyid's heat.

KELLY SPRINGS TERRAIN TABLE

1D6	Map
1	Desert #3 (AGOAC)
2	Hilltops #1 (CI)
3	Rolling Hills #1 (MP: Grasslands)
4	Forward Base (MP: Grasslands)
5	Foothills #1 (MP: Grasslands)
6	Foothills #2 (MP: Grasslands)

MAPSHEETS

The following tables represent the categories of terrain that can be found on the battlefields in the Kelly Springs Region of Tukayyid. Players using mapsheets may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified. Note also that the various MapPacks may be used to alter the terrain of individual mapsheets as players deem appropriate. AGOAC = *A Game of Armored Combat* Box Set, BB = *Beginner* Box Set, CI = *Clan Invasion* Box Set. Players using terrain should use the Terrain Table as a guideline for setting up terrain appropriate to the Region in which their battle is taking place.

OPTIONAL RULES

If all players agree, the following rules may be used to add specific aspects to the battles played out in the Kelly Springs Region.

TERRAIN MODIFICATIONS

The ComStar player may build the town using up to twenty buildings per map (10 light, 6 medium and 4 heavy, none larger than 2 hexes or taller than Level 4).

BATTLE IN THE TUNNELS

There is a possibility that a battle takes place in one of the two tunnels between Kelly Annex and Kelly Springs. If using this Option, roll 1D6 before each track (except for Springs Eternal). On a roll of 1, the track takes place near one of these two tunnels.

If the track is near one of the two tunnels, the Defender must select two hexes with a single hex between them to represent the tunnel entrance and exit. These hexes must be located on a mapsheet containing the Defender's home

CLAN STEEL VIPER CAMPAIGN

edge. The tunnel leads off the battlefield. The Defender may select any number of units which are considered to be held in the tunnel as reserves, and are held aside off the battlefield. During the Movement Phase, these units may enter the map at either tunnel hex, spending 1 MP (AS: 2" of Move) for the first unit to be placed at that tunnel hex this turn and an additional 1 MP (AS: 2" of Move) for each unit that was

previously placed at that tunnel hex this turn. Each tunnel entrance counts the number of units separately for this extra movement cost. If the unit does not have enough movement to enter the map and move to a legal location (i.e., cannot end the Movement Phase in a hex without violating stacking restrictions or in prohibited terrain), then the unit cannot enter the battlefield this turn.



RECORD SHEETS

ORDER OF BATTLE

TECHNICAL READOUT

WOLF CAMPAIGN

JADE FALCON CAMPAIGN

NOVA CAT CAMPAIGN

STEEL VIPER CAMPAIGN

GHOST BEAR CAMPAIGN

DIAMOND SHARK CAMPAIGN

SMOKE JAGUAR CAMPAIGN

THE CHAOS CAMPAIGN

HISTORY

LESSONS OF WAR

CLAN STEEL VIPER CAMPAIGN

DEZGRA DEMOLITION

SITUATION

Devil's Bath

Southwestern Kozice Valley, Tukayyid

Free Rasalhague Republic

5 May 3052

Never before or since have I dealt with such skin-crawling perfidy. ComStar treated honorably with the Clans up to that point, so why is it their warriors showed such a lack of it? Beeshor Yekel chose his battlefield wisely, that I will never dispute, but his complete disregard for honest combat sickens me to this day. The Devil's Bath is where we first encountered the taint of the Inner Sphere, and what happened there is why we must eradicate it.

—Personal journal of Khan Brett Andrews, 5 May 3071

GAME SETUP

Recommended Terrain: Devil's Bath from *MapPack: Battle of Tukayyid*. If this mapsheet is not available, randomly generate mapsheets on the Devil's Bath Terrain Table. Randomly generate additional mapsheets on the Devil's Bath Terrain Table if needed for the size of the forces in play.

The Clan side is always the Attacker in this track; the Com Guards side is the Defender. The Defender chooses their home edge first; the Attacker's home edge is opposite.

ATTACKER

The Attacker deploys up to 33% of their Campaign Force. The Attacker must replace their heaviest 'Mech with Star Colonel Robert Grimani's *Executioner* Prime for the duration of this track. Grimani has a Gunnery Skill of 2 and a Piloting Skill of 3 (TW) or Skill 2 (AS).

If returning to this Region from Kozice Ranch Station or Kelly Springs, each of the Attacker's units assigns 10 random points of damage in 5-point clusters (TW) or 1 Armor damage (AS).

The Attacker enters from their home edge during the Movement Phase of Turn 1.

DEFENDER

The Defender is 100% of the Attacker's deployed force. The Defender must replace their heaviest 'Mech with Precentor Yekel's *Atlas* AS7-D for the duration of this track. Precentor Yekel has a Gunnery Skill of 3 and a Piloting Skill of 4 (TW) or Skill 3 (AS).

If the Nestlie River Delta was the previous Region, the Com Guards have had time to dig in and await the Vipers' coming. Up to 50% of the Defender's force may be deployed as Hidden Units (see p. 82, *BMM* or p. 168, *ASCE*). Precentor Yekel's AS7-D *Atlas* cannot be deployed as a hidden unit.

WARCHEST

Track Cost: 400

Options:

+150 Depleted: All units on either side taking this Option have their ammunition reduced by 50% if the previous Region was Nestlie River Delta, or 75% if the previous Region was Kozice Ranch Station or Kelly Springs (rounding up). See *Alpha Strike Play*, p. 7, for units without ammunition reloads.

OBJECTIVES

Vengeance: Kill the enemy commander. [150]

Annihilation!: Destroy or cripple all opposing units. [200]

SPECIAL RULES

The following rules are in effect for this track

Mud Pits

The optional Devil's Bath Region rule Mud Pits is in effect.

Geysers

The optional Devil's Bath Region rule Geysers is in effect.

Replaced 'Mechs

The 'Mech replaced by each side in favor of their commander is not affected by the results of this track and is available as normal for the next track.

SAD TIME AT THE STATION

SITUATION

Kozice Ranch Station
Kozice Valley, Tukayyid
Free Rasalhague Republic
8 May 3052

The Vipers have broken through the Com Guard lines. One ComStar division remains to defend the Station, but reinforcements can arrive at any time. The Vipers must seize the Station building as quickly as possible—damn the cost!

GAME SETUP

Recommended Terrain: Randomly generate all other maps from the Kozice Ranch Station Terrain Table. The ComStar player places ten light and five medium buildings on the map and designates one medium building as the Kozice Ranch Station. A rail line may be placed leading to and from the station, but no trains will enter play.

The Clan side is always the Attacker in this track; the Com Guards side is the Defender. The Attacker chooses any map edge as their home edge; the Defender's home edge is opposite.

ATTACKER

The Attacker deploys up to 33% of their Campaign Force. The Attacker enters from their home edge during the Movement Phase of Turn 1.

DEFENDER

The Defender is 100% of the Attacker's deployed force. The Defender deploys anywhere on the map.

Reinforcements from the 321st Division will arrive on Turn 10, equal to 50% of the Attacker's force. These units do not come from the ComStar side's Campaign Force but should be generated separately for this track. They do not become part of the ComStar side's Campaign Force following this track.

WARCHEST

Track Cost: 300

Options:

+150 Hard Crowd (Attacker only): The Defender's reinforcements arrive on Turn 8.

+100 Tired Starlings (Attacker only): The Attacker's units each have 50% ammunition for this track, and each unit assigns 10 random points of damage in 5-point clusters (*TW*) or 1 Armor damage (*AS*).

+200 At All Costs (Defender only): The Attacker may execute a Combat Drop (see *Dropping 'Mechs*, p. 79, *BMM* or p. 160, *ASCE*) onto the battlefield.

OBJECTIVES

Restless Diesels (Attacker only): Occupy the Station building for three consecutive turns. To occupy the Station, one of the Attacker's units must move into the hex containing the Station building and take no other action for three full, consecutive turns after it enters. [250]

Goodbye Windows: Destroy or cripple 75% of the opposing force. [100]

Not on My Watch (Defender only): Prevent the Clan player from occupying the station for three consecutive turns by the end of Turn 15. [250]

SPECIAL RULES

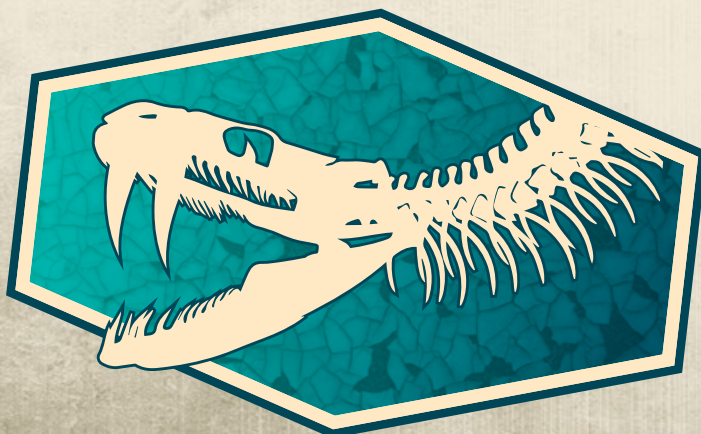
The following rules are in effect for this track:

HERDS

The optional Kozice Ranch Station Regional rule Herds is in effect.

REINFORCEMENTS

The Defender receives reinforcements from the 321st Division (see *Defender*, above). These units enter from the Attacker's home edge during the Movement Phase of Turn 10.



SPRINGS ETERNAL

SITUATION

Kelly Springs
Kozice Valley, Tukayyid
Free Rasalhague Republic
 7 May 3052

The residents of Kelly Springs have long bribed their Combine and Rasalhagian lords to gain special protection and ensure their town never saw war. ComStar forced them to evacuate, but one stubborn family refused. Now, with the Steel Vipers closing in, ComStar scrambles to evacuate them in the only vehicle available: a coolant truck. The Steel Vipers believe they have cornered important ComStar personnel, perhaps even the Precentor Martial himself! They will stop at nothing to capture this prize or deprive the Com Guards of it in other ways.

GAME SETUP

Recommended Terrain: The Defender selects three mapsheets from the Kelly Spring Terrain Table and arranges them with their short edges touching. The Defender designates one of the short map edges as north, and places 15 light buildings per map.

The Clan side is always the Attacker in this track; the Com Guards side is the Defender.

ATTACKER

The Attacker deploys up to 33% of their Campaign Force. The Attacker's home edge is the northernmost short map edge, from which they enter during the Movement Phase of Turn 1.

DEFENDER

The Defender is 125% of the Attacker's deployed force.

In addition to their deployed force, the Defender controls a Coolant Truck. The Defender deploys anywhere on the map, and may deploy 25% of their units as Hidden Units (see p. 82, *BMM* or p. 168, *ASCE*). The Coolant Truck deploys in hex 0814 of the northernmost map. The Coolant Truck is captured if one of the Attacker's units occupies the same hex as the Coolant Truck for three consecutive turns. The Coolant Truck may not move out of its hex once one of the Attacker's units enters the hex, unless that unit leaves the hex, is forced out of the hex, or is destroyed or crippled.

WARCHEST

Track Cost: 300

Options:

+300 Neighborhood Watch (Attacker only): The Defender's force equals 150% of the Attacker's.

+400 At All Costs (Defender only): The Attacker may execute a Combat Drop (see *Dropping 'Mechs*, p. 79, *BMM* or p. 160, *ASCE*) onto the battlefield. The Attacker's force will equal 150% of the Steel Viper force.

OBJECTIVES

You've Captured Their Stunt Doubles! (Attacker only): Capture the Coolant Truck. [200]

Gone to Plaid (Defender only): The Coolant Truck exits off the Defender's home edge. [200]

Blast Them! (Attacker/Defender): Destroy or cripple 50% of the opposing force. [200]

Across Their Nose, Not Up It! (Attacker only): Destroy the Coolant Truck. [75]

SPECIAL RULES

The following rules are in effect for this track:

COOLANT TRUCK

The Coolant Truck has 6 MP per turn and can suffer 35 points of damage (*TW*) or 6 points of damage (*AS*) before being destroyed.



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06

BATTLE OF TUKAYYID

CLAN NOVA CAT CAMPAIGN

INTO THE CAT'S MAW

LOSIIJE VALLEY
BOREAL CONTINENT, TUKAYYID
FREE RASALHAGUE REPUBLIC
1 MAY 3052

Frank Brantling fell in behind his Level II's lead. He had been assigned to the wing only recently, fresh out of ComStar's academy, after his predecessor had managed to rip off his left leg during a sporting event.

Now he was on Tukayyid, defending all of the Inner Sphere against the invading Clans. He hadn't had time to talk to his family before his departure, but they would all be proud of him. His mother, his father, his brother...

They will all be proud when I tell them I helped defeat the Nova Cats and stop the invasion.

Brantling's wing had a simple goal: prevent the Clanners from landing their troops. Ideally, *any* troops, but even short out of the academy, he knew that was a fool's dream. He would settle for damaging their transports or forcing them to fall back to another landing zone. The enemy DropShips came up over the horizon.

They are deep in the atmosphere, but they aren't trying to land, he realized. He had heard the Clans could perform combat drops from a hovering DropShip. Enemy aerospace fighters launched from their DropShips and at the same time, 'Mechs began jumping from their ships.

Blake's blood!

The Com Guards wing angled towards the lead DropShip, a Clan *Overlord*. Frank brought up his weapons and targeted one of the DropShips behind the lead. His medium lasers spat crystal green fire toward one of the approaching aerospace fighters, striking its wing. His LB 10-X scored a lucky hit and ripped a hole into the fuselage of the fighter, causing it to spiral down to the ground. He didn't have time to check what type of fighter he just killed. Instead, he targeted one of the descending 'Mechs, but this time his weapons missed completely.

"Stop targeting the 'Mechs, Brantling," a voice chided him. "Keep those fighters busy, so the big boys can down the DropShips."

As if to reinforce the rebuke, one of the enemy fighters targeted him and forced him to break formation. A laser hit his left wing and sheared armor away. One of his wingmates targeted the offender, giving Frank

precious milliseconds to break right, dip his nose and come back up under another enemy fighter. His weapons spat fire, but missed again.

Instead, he hit one of the 'Mechs dropping from one of the enemy DropShips.

"This is Star Captain Mia Attwater," a female voice sounded over an open channel. "Pilot of the *Hammerhead* HF, I accept your challenge under the rules of *zellbrigen*."

At the same time, the 'Mech poured fire into him. His battle computer identified it as a *Ryoken* in an unknown configuration. LB pellets and missiles ripped into his already damaged left wing. He banked to the right and overshot the descending 'Mech before he could target it. That wasn't true for the 'Mech, though. Weapons fire again ripped into his fighter and once more tore into his left wing.

You've got to be kidding me.

He brought his fighter around again, pointed his nose at the ground and Attwater's 'Mech below him, and pushed his engines to the maximum. The enemy 'Mech was almost down and Brantling had the DropShips between his target and himself, but that didn't stop the Star Captain from firing another salvo with her two LB-class autocannons at him. His left wing broke off and he lost control of his fighter.

No, no, no!

His hand reached for the ejection system, but froze. His fighter's nose was pointed downward, and he was in the midst of enemy fighters and DropShips. If he ejected, the jets of his pilot couch would likely crash him head-first into one of the DropShips, if he wasn't killed by a stray shot.

I'm dead anyway. But I can still serve Blake!

He pulled hard on his controls.



Star Captain Mia Attwater landed her *Stormcrow* on Tukayyid and watched in horror as the *Hammerhead* she had fatally damaged angled itself toward the *Cat's Maw*. The fighter rammed nose-first and weapons firing into the engines of the massive DropShip. A chain reaction detonated the entire drive section and ripped its way up through the belly of the ship before anyone on board could react.

CLAN NOVA CAT CAMPAIGN

She did not have time to consider the loss, though. There were still enemy aerospace fighters harassing the remaining Nova Cats and their own fighters were gone. She raised her 'Mech's arm and fired on another enemy. The Com Guards fighters, spurred on by the destruction of the *Cat's Maw*, intensified their attacks on the remaining DropShips and landing troops.

Our losses are too high. We need to regroup.



After all their 'Mechs and Elementals had disembarked, the remaining DropShips lifted for space again. She expected the enemy fighters would follow the ships, but instead they wheeled and began focusing on the ground troops.

"Scatter!" was the only order she had time to bark to her Trinary before the bombs began dropping.

She fired on an approaching *Rapier*. Her LB 5-X and Artemis-supported LRM launchers shredded armor off its nose, but the fighter barely flinched. Instead, it poured PPC fire into her, melting armor from her *Stormcrow's* right arm and leg. She fought to keep her 'Mech upright and fired again.

One cluster round hit the *Rapier's* cockpit, turning it red from the inside, and the fighter crashed to the ground. Around her, more and more enemy aerospace fighters either broke off, or were destroyed by the Nova Cats' return fire. She noticed Star Commander Emmeline destroying multiple fleeing fighters, and made a mental note to consider sponsoring her for a Trial of Bloodright. But the Clan's own losses were staggering.



From her Trinary, only six 'Mechs remained upright. The rest were either salvageable or a total loss—blown to pieces by dropping bombs or ripped apart by strafing runs. All around her, she could see the same. The Nova Cats' first minutes on Tukayyid had been costly.

BACKGROUND

Tukayyid was the Nova Cats' first step on a path that ultimately led to their annihilation by the Draconis Combine. From Tukayyid, the Nova Cats began their slow decline.

The failings of Khan Severen Leroux are plentiful, and it is unclear why the Nova Cat warriors continued to extol him, even going so far as to name a WarShip for him after his death. Had he planned the attacks on Tost and Joje more carefully, the Nova Cats could have won their objectives. Instead, Leroux's decisions led to the ultimate downfall of the Nova Cats of old. Looking at the substantial damage they wrought on the Com Guard divisions that opposed them, their failure on Tukayyid cannot be laid at the feet of the Nova Cat warriors, but on the command decisions made before those warriors ever touched the ground. Were it not for the losses suffered during their unorthodox landing and the Cats' decision to predominantly mount ammo-dependent weapons, the Clan would most likely have taken both their objectives.

Those failings, combined with the loss of almost the entire Alpha Galaxy command structure in a suicide attack against the

DropShip *Cat's Maw* during the landing, had more far-reaching consequences than any Nova Cat at the time could possibly have foreseen, despite their visions.

First, and most importantly, the Clan should have maintained stronger air coverage during their unusual hover-drop landing, in which their DropShips hovered low over Tukayyid and 'Mechs and Elementals exited without the need for drop pods. Not only did the Nova Cats bid an insufficient number of aerospace assets for Tukayyid, they also held back those fighters during their initial landing, only launching their fighter screen when those of the 417th Division (Major Trouble) were already approaching. This was most likely an effort to conserve fuel and be able to deliver a more long-range offensive attack on their target cities. Had the Nova Cat fighters been launched earlier, they would most likely have been able to keep the aerial fighting away from the DropShips and the dropping OmniMechs.

The preservation of the *Cat's Maw* and more of the deployed ground forces would have had a ripple effect throughout their whole campaign. With most of their troops intact, Khan Severen

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VULF CAMPAIGN

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NOVA CAT CAMPAIGN

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GHOST BEAR CAMPAIGN

DIAMOND SHARK CAMPAIGN

SMOKE JAGUAR CAMPAIGN

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Leroux's attack on Tost would most likely have been successful. Moreover, the sheer amount of supplies lost with the *Cat's Maw* made the Nova Cat attacks on their objective cities much more difficult, as their 'Mechs quickly ran out of ammunition.

With Khan Leroux off to take Tost, saKhan Lucian Carns would have been free to take Joje with Beta Galaxy and any elements of Alpha Galaxy the Khan did not bring with him against Tost, effectively one and a half Galaxies—more than enough to take a city.

From there, the Nova Cats would only have to hold their objective cities, a feat easily accomplished. But as the burning hulk of the *Cat's Maw* crashed onto Tukayyid, so too did the Clan's hopes of a straightforward victory.

CRUSHING REALITY

The Nova Cats landed on 1 May, three hours after the start of the campaign for Tukayyid. Precentor Martial Focht had studied the Clan's tactics well and expected a hover-drop maneuver during the Nova Cat landing. He planned his attack accordingly and sent all of the 417th Division's reinforced air assets to challenge the landing. Their goal was simple: damage the Nova Cat DropShips enough to make their later landing impossible or at least very difficult, effectively cutting off the Nova Cat supply lines right from the beginning.

Not only did the plan work, but due to an either very skilled or very lucky suicide attack by a single ComStar pilot, Alpha Galaxy's command DropShip—the *Cat's Maw*—exploded before it could deploy even a single 'Mech. Destroyed along with the Nova Cat Khans' plans were thirty of their best MechWarriors and one hundred and fifty Elementals from the Fourth Nova Cat Lancers, along with critical ammunition and repair supplies.

The remainder of Alpha Galaxy as well as Beta and Gamma Galaxies were also heavily damaged during the landing and the ensuing strafing and bombing runs. The confusion following the destruction of the *Cat's Maw* allowed the 417th Division to deliver multiple air strikes on the grounded 'Mechs before the Nova Cats organized a coordinated anti-air defense. While the Nova Cats were able to repair some of their losses, the debacle cost them approximately a quarter of their entire force, as well as all of their aerospace cover. In a small measure of retribution, the Nova Cats managed to almost completely destroy the 417th Division's aerospace wing during their attack.

The Nova Cats subsequent field repairs were cut short by a brief Com Guards offensive which the Clan managed to fend off. The Nova Cats moved out to attack both their target cities on the next day, over the protests of saKhan Lucian Carns, who believed the Clan's forces were too depleted to try to take both targets at the same time. While Beta and Gamma Galaxy pushed past the 244th Division (Peace Through Words) and went for Joje, other elements of Alpha Galaxy under Leroux moved on Tost.

As they neared Joje, Beta and Gamma were herded by the Ninth (Bountiful Words) and 417th Division in the direction of minefields seeded in the fissured area north of the city, stalling their attack. The remnants of the 417th's air support hammered the Nova Cats from above, forcing every warrior who tried to find a way out of the minefield back in. While the Forty-Fourth Nova Cat Cavaliers' superior anti-air tactics enabled them to

completely destroy ComStar's aerospace assets, the damage was already done.

With pressure mounting on the Joje offensive, Carns sent the Cavaliers along the Losijje Lake Road toward Tost, hoping to draw Com Guards forces away from Joje and give the Nova Cats space to approach the city. The plan backfired when ComStar sprung a prepared surprise attack on the Cavaliers by the Thirteenth (Comprehension is All) and 431st (Quiet Contemplation) Divisions, ravaging them like a pack of wolves and forcing the survivors back towards Joje.

The Nova Cat warriors driving for Tost fared better, deflecting a Com Guards attack covered by a small, magnetized sand storm and reaching Tost late in the afternoon. Defenders positioned on the wall of Tost harassed the Nova Cats while the Clan prepared to storm the city. Alpha Galaxy opted for a brute force attack, trying to punch a hole in the wall and flood into the city. Tost's wall proved far more resilient than the Nova Cats had expected, blunting their attack and causing them to pull back after Alpha Galaxy depleted most of its ammunition against the reinforced wall. Khan Severen Leroux had no choice but to order a tactical retreat for resupplies.

A more cunning commander might have abandoned Tost at that point and directed all their remaining assets against Joje, but again Khan Leroux made a poor command decision. He threw two more pointless attacks against Tost's wall, before finally admitting that Alpha Galaxy had lost too many good warriors and too much materiel on landing, and that he simply did not have the supplies at hand to force his way into Tost.

UNDERWATER GAMBLE

It was saKhan Lucian Carns who finally admitted that the Nova Cats needed a change of plans. With the 467th Division threatening to cut Beta and Gamma Galaxies off from their DropShips, Carns ordered Gamma Galaxy and several units from Beta to feint a retreat, while trying to make their force look bigger than it actually was. Meanwhile, the freshest troops from Beta Galaxy went into Lake Losijje, slowly traversing underwater toward a supply depot they had spotted earlier on the shore the lake. Maps provided to the Clan before the battle had shown the lake to be much larger than it actually was during the current dry time of the year, allowing the Com Guards to hide supply depots in a spot they did not think the Nova Cats would know about.

As the already damaged 244th and 467th Divisions met up at the lake to resupply and pursue the "fleeing" Nova Cats, Beta Galaxy emerged from the lake. Since both divisions had broken the rules of *zellbrigen* during earlier engagements, Beta Galaxy felt no need to adhere to them either. The Nova Cats mowed through the shocked Com Guards, combining their fire to take targets down before the defenders could react. Both divisions were shattered, while the Nova Cats acquired desperately needed supply caches.

With Alpha Galaxy also on the run, the Ninth, 417th and 116th (Aggressive Actions) Divisions left their defending positions and went for the lake as quickly as possible, turning the tables on the now unsuspecting and resupplying Nova Cats. The Com Guards rushed through the ad-hoc basecamp with abandon, targeting their own supply depots to prevent the Nova Cats from

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using them. The resulting ammunition explosions and the fact that the Clan had not expected such a speedy response forced the Nova Cats into a retreat, ultimately with less supplies and fewer troops than they had before they took the supply depot.

ON THE RUN

With almost no ammunition left and losses mounting across all his remaining formations, Khan Severen Leroux had no choice but to order a full retreat to the Nova Cats' incoming DropShips. What was left of the three Galaxies met near the Losijje Fun Park, rebuffing ComStar guerilla attacks the whole way.

Having run into trap after trap, neither Khan was willing to take any chances. They decided to take a surprising route to the DropShips through the amusement park, sending ahead a small scouting force. They never heard back from it. The Khans decided to send a second, bigger force out to find their missing scouts, while their main force advanced slowly, rebuffing more hit-and-run attacks.

Their second force managed to send a distress signal, informing the main force that the amusement park had been rigged with automated defenses.

By the time the Nova Cats reached their DropShips, only fifteen 'Mechs—all from Beta Galaxy—left the planet under their own power. Every other 'Mech was either destroyed or had to be dragged aboard the fleeing ships.

GUNSLINGER'S NOTES

An entire Clan ran out of ammo. If only someone had foreseen that coming? As stated earlier, ilKhan Ulric Kerensky did foresee this exact result, warned the Khans to prepare for it, and most of them scoffed. The Nova Cats on Tukayyid became the ultimate example of how to lose a battle by ignoring logistics. But why wasn't Kerensky, as ilKhan, better prepared? Why did he not prepare for the likelihood that the other Clans would ignore his warnings? If one of the other Clans, acting under orders of the ilKhan, had dropped ammunition to the Nova Cats when they were in need, would they have accepted it?

I think there are several reasons for the ilKhan not calling upon rival Clans to provide aid to each other. One, the Clan in need might have actually refused. Even now, the Clans find it difficult to work together. But it's difficult to imagine the Nova Cat, in this case, turning away a timely supply drop. Second, by the time the Nova Cats were low on ammo on 4 May, the only Clan not already deployed on Tukayyid—and likely encountering supply issues of their own—was Clan Wolf. The Wolves might not have had the ammunition to spare, needing what they brought for their own campaign. Third, we have to assume Ulric was already planning what came after Tukayyid. Saving the Nova Cats may just not have been a part of that plan.

RECORD SHEETS

ORDER OF BATTLE

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WOLF CAMPAIGN

JADE FALCON CAMPAIGN

NOVA CAT CAMPAIGN

STEEL VIPER CAMPAIGN

GHOST BEAR CAMPAIGN

DIAMOND SHARK CAMPAIGN

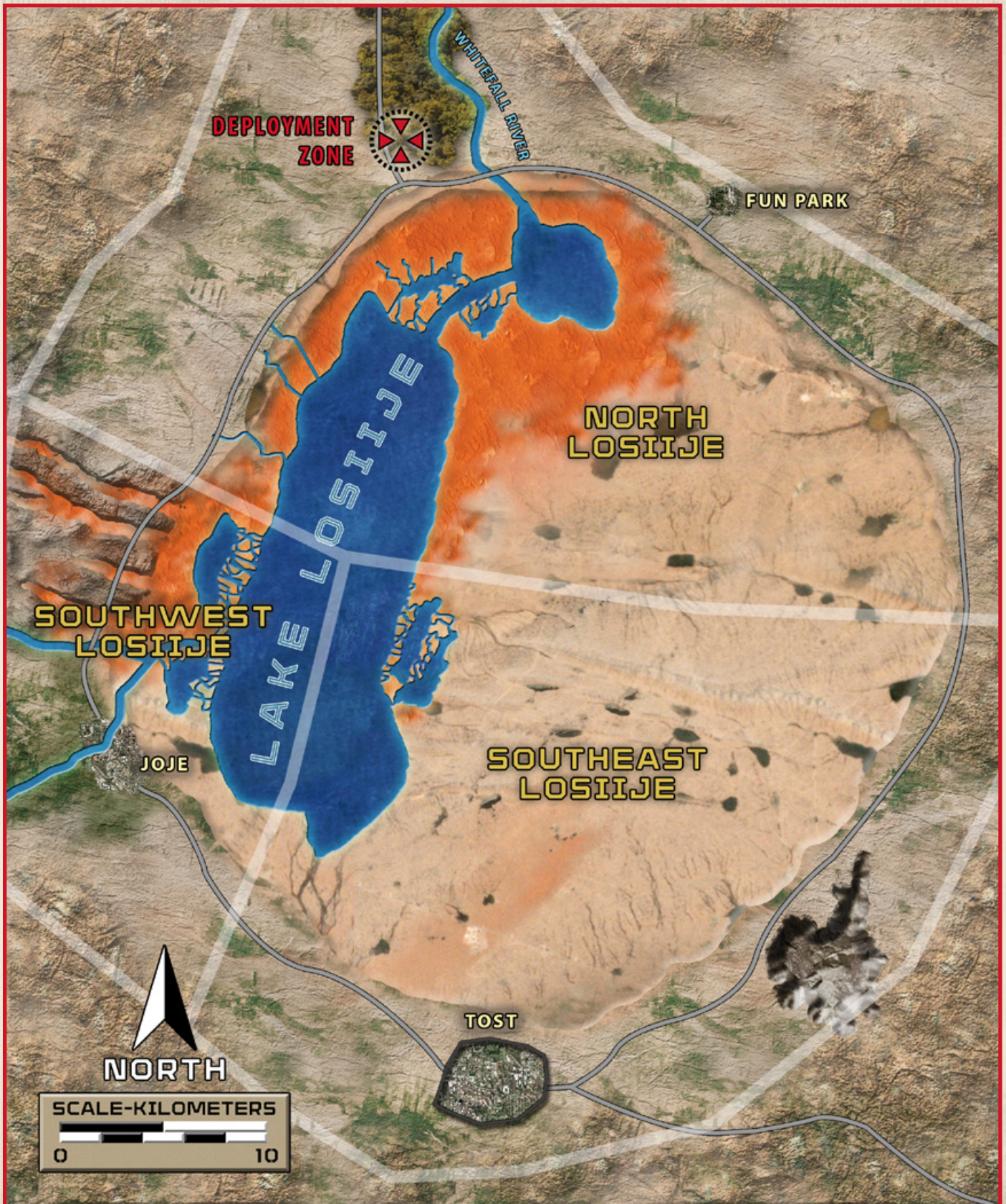
SMOKE JAGUAR CAMPAIGN

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CAMPAIGN

CAMPAIGN START

The Nova Cats campaign starts in North Losiije.

North Losiije: If the Nova Cats player wins this Region, the Nova Cats player chooses whether to move the campaign to either Southwest Losiije or Southeast Losiije. If ComStar wins this Region, the campaign ends immediately with either a draw if the Nova Cats previously won an objective, or a ComStar victory if no objectives have been won by the Nova Cats.

Southeast Losiije: If the Nova Cats player wins this Region, the Nova Cats player has won an objective. If this is the second objective won by the Nova Cats player, the Nova Cats player has won the campaign. If this is the first objective won by the Nova Cats player, the campaign moves to Southwest Losiije. If ComStar wins this Region, the campaign returns to North Losiije.

Southwest Losiije: If the Nova Cats player wins this Region, the Nova Cats player has won an objective. If this is the second objective won by the Nova Cats player, the Nova Cats player has won the campaign. If this is the first objective won by the Nova Cats player, the campaign moves to Southeast Losiije. If ComStar wins this Region, the campaign returns to North Losiije.

CAMPAIGN VICTORY CONDITIONS

- Clan Nova Cat wins Objective 1 and Objective 2, Clan Victory.
- Clan Nova Cat wins either Objective 1 and Retreat or Objective 2 and Retreat, Draw.
- Clan Nova Cat does not win Objective 1 or Objective 2 or Retreat, ComStar Victory.

COMBATANTS

This section lists a selection of the combat units active during the Clan Nova Cat Campaign on Tukayyid. The Experience Rating indicates the average skill rating of the Combatant, as a guide for players when purchasing units and paying for various Experience Ratings of their MechWarriors. Special Command Abilities and Special Rules are special gameplay rules that apply to Campaign Forces hailing from that Combatant. These rules are optional, and all players should agree to their use before play begins. The Notes section gives in-universe details on the Combatant to help give players a “feel” for the command during the battles on Tukayyid. The Unit Composition described the average weight and numbers of the various types of units that Combatant fields.

COM GUARDS

SEVENTH ARMY V-IOTA “THE DARK WAVE”

Commander: Precentor Richard Colombini

Notes: The Seventh Army came from the Talitha Theatre and was assigned the senior position against the Nova Cats.



Ninth Division “Bountiful Words”

Experience Rating: Veteran

Force Composition: Mu

Special Command Abilities: Tactical Specialization/Defense, Off-Map Movement

Commander: Precentor Zuam Nicodemus

Notes: The Ninth Division served on Regulus before joining the preparations for Tukayyid.

Force Building Rules: The Ninth Division refitted a number of *Warhammers* in the Free Worlds League. A Campaign Force drawn from the Ninth Division may replace any one medium or heavy ‘Mech per Level II with a *Warhammer WHM-7M*.

244th Division “Peace Through Words”

Experience Rating: Regular

Force Composition: Rho

Special Command Abilities: Overrun Combat

Commander: Precentor Eric Duvea

Notes: The 244th Division was stationed on Gibson before redeploying to Tukayyid.

Force Building Rules: The 244th Division sourced *Locust* LCT-3M, *Wolverine* WVR-7M, and *Marauder* MAD-5M BattleMechs before leaving Gibson. A Campaign Force drawn from the 244th Division may replace any one ‘Mech per Level II with one of the above of the same weight class.

417th Division “Major Trouble”

Experience Rating: Veteran

Force Composition: Lambda

Special Command Abilities: Ground Attack Specialists, Tactical Experts/Engineers

Commander: Precentor Amanda Blackthorn

Notes: The 417th guarded the HPG station on Talitha prior to their journey to Tukayyid.

Force Building Rules: The 417th has been equipped with extra aerospace fighters. If using the full Battlefield Support Rules (see *BMM*, p. 75), a Campaign Force drawn from the

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417th Division receives two aerospace strikes for each aerospace strike purchased with Battlefield Support Points, for each of their first three aerospace strike purchases for each track.

467th Division "Whirlwinds"

Experience Rating: Green

Force Composition: Mu

Special Command Abilities: None

Commander: Precentor Terry Shykes

Force Building Rules: The 467th has been equipped with extra infantry. A Campaign Force drawn from the 467th Division receives two infantry units for each infantry unit purchased with Battlefield Support Points, for each of their first three infantry unit purchases for each track.

CLAN NOVA CAT

Commander: Khan Severen Leroux

Force Building Rules: The *Shadow Cat*, *Artic Cheetah*, *Huntsman* and *Gargoyle* are common Nova Cat 'Mechs. A Clan Nova Cat player may replace one OmniMech per Star with one of the above of the same weight class (light, medium, heavy, assault). The player may choose the configuration (Prime, A, B, C or D).



Hover-Drop Specialists: Exclusive to Clan Nova Cat. If a unit with Jump MP or the Jump movement mode performs a Low-Altitude Drop, a combat drop that arrives on Turn 1 (see *Dropping 'Mechs* p. 79, *BMM*, or p. 160, *ASCE*), the unit may make attacks during the turn it lands on the battlefield.

ALPHA GALAXY

"VICTORY OVER DELUSION"

Commander: SaKhan Lucian Carns

Alpha Galaxy Command Supernova

"The Vision Keshik"

Experience Rating: Elite

Equipment Level: Front-Line

Force Composition: Heavy Supernova, Heavy Aerospace Star

Special Command Abilities: Focus/Human TRO, Forcing the Initiative, Hover-Drop Specialists

Commander: SaKhan Lucian Carns



489th Assault Cluster "The Third Eye"

Experience Rating: Veteran

Equipment Level: Front-Line

Force Composition: Heavy Mixed Trinary, 2 Medium 'Mech Trinaries, 2 Battle Armor Binaries, Artillery Binary

Special Command Abilities: Hover-Drop Specialists, Focus/Marksman, Tactical Adjustments

Commander: Star Colonel Everlyn Morris

BETA GALAXY "SPIRITUAL VISION"

Commander: Galaxy Commander Brian Lossey

44th Nova Cat Cavaliers "The Five Actions"

Experience Rating: Veteran

Equipment Level: Front-Line

Force Composition: 3 Medium

'Mech Trinaries, Battle Armor Binary, Aerospace Binary

Special Command Abilities: Hover-Drop Specialists, Sharpshooters, Tactical Adjustments

Commander: Star Colonel Istal Devalis



GAMMA GALAXY "REVELATIONS"

Commander: Galaxy Commander Reyna Higall

Nova Cat Grenadiers "The Forest Path"

Experience Rating: Veteran

Equipment Level: Front-Line

Force Composition: Assault Supernova,

3 Heavy 'Mech Trinaries, Aerospace Binary

Special Command Abilities: Banking Initiative, Hover-Drop Specialists, Rapid Strike

Commander: Star Colonel Ian Deleportas



NORTH LOSIJE

North of Lake Losiije is relatively uncultivated grasslands. The Whitefall River tumbles south through the Losiije Valley toward the lake, and the Yousef Andersson Nature Preserve covers the only forest in the region, extending from the western bank of the Whitefall. The preserve is primarily short, three- to four-meter-tall thorny shrubs or small trees, but the draw is the scattered giant oak trees that dominate the skyline. On the eastern bank grow more of the tall, slender grasses that cover most of this region. Along the northern shore of the lake is the Losiije Fun Park, an amusement park.

During summer, the valley and forest are well-visited by citizens of Tost, Joje and tourists from other regions. The local wildlife are friendly, large eight-legged animals are called "Tukayyid Boar Spiders," which look like oversized wild boars. Families often introduce even their smallest children to these wild but friendly animals without danger, though the biggest ones are a theoretical danger even to BattleMechs, being able to drive them to the ground when charging while enraged or frightened, or ripping off whole limbs with their claws. While large numbers of Tukayyid Boar Spiders died during the Nova Cat campaign in the area, the local government has invested substantial money to restore and stabilize the once almost-extinct species.

A single highway roughly follows the river south and then along the western shore of the lake. The Lake Road extends from the highway east to the amusement park and around the lake towards Tost. It eventually connects back to the highway on the far side of the lake. The Lake Road is often called "the road with much to see and nothing to do," as the Losiije Fun Park, the forest, the lake, and both cities are all visible. That is possible

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because long stretches of the road run almost 50 meters above sea level and there is little vegetation to block one's view. But, places to rest or eat are almost nonexistent, a rare situation for the Inner Sphere.

One interesting site along these roads is a logical consequence of these conditions: small-scale magnetized sandstorms. One such storm enabled the Com Guards to stage hit-and-run attackers against the Nova Cats on open ground, without the Clan warriors noticing the attacks until it was too late. Hidden from the red, slightly magnetized sand, the Com Guards managed to get in close, taking the Clanners by surprise.

Note: Use **Broken Landing** at the start of the campaign. Use **Park and Ride** if the campaign returns to North Losiije after ComStar wins a Region.

NORTH LOSIJE TRACK TABLE

1D6	Track
1	FLANK
2	STRIKE
3	MEETING ENGAGEMENT
4	STRIKE
5	RECON
6	PUSHBACK

MAPSHEETS

The following tables represent the categories of terrain that can be found on the battlefields of the North Losiije Region. Players using mapsheets may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified. Note also that the various MapPacks may be used to alter the terrain of individual mapsheets as players deem appropriate. AGOAC = *A Game of Armored Combat* Box Set, BB = *Beginner Box Set*, CI = *Clan Invasion* Box Set. Players using terrain should use the Terrain Table as a guideline for setting up terrain appropriate to the Region in which their battle is taking place.

OPTIONAL RULES

If all players agree, the following rules may be used to add specific aspects to the battles played out in the North Losiije Region.

WINDSWEPT

The majority of the Lake District is grasslands without trees. Roll 1D6; on a result of 1-2 the battle takes place in or near the Nature Preserve and use the maps as-is. On a result of 3-6, any Light or Heavy Woods hexes on the mapsheets are replaced with Rough terrain.

NORTH LOSIJE TERRAIN TABLE

1D6	Map
1	Grassland #2 (AGOAC)
2	Grassland #3 (AGOAC)
3	Deployment Zone #1 (MP: Tukayyid)
4	Deployment Zone #2 (MP: Tukayyid)
5	Open Terrain #2 (MP: Grasslands)
6	Open Terrain #3 (MP: Grasslands)

SANDSTORM

Use the Blowing Sand rules (see p. 60, *TO:AR*, or p. 58, *ASCE*).

HOVER-DROP

The Nova Cats aggressively landed directly into combat where possible, rather than safely land and disembark. The Nova Cat player may use the Low-Altitude Drop rules (see *Dropping 'Mechs*, p. 79, *BMM*, or p. 160, *ASCE*) with any jump-capable units instead of the normal unit placement rules for the track. Units without jump jets must be placed using the standard rules for the track.

SOUTHWEST LOSIJE

Lake Losiije separates the two southern regions of the Losiije Lake District. The grasslands continue through the district, while multiple canyons run through the northern edge, left behind by some ancient cataclysm of rushing water. Southwest of the lake lies the city of Joje with its sprawling suburbs. The Joje Oil Corporation (JOC) owns the town for the use of its employees. Formed during the Star League, the mining corporation supplies most of the fuel used by agribusiness machinery on Tukayyid. Oil fields are scattered throughout the region.

Note: Use **Herding Sheep** as the first track in the Southwest Losiije Region; this applies only the first time the campaign enters this region.

SOUTHWEST LOSIJE TRACK TABLE

1D6	Track
1	ASSAULT
2	STRIKE
3	PUSHBACK
4	RECON
5	RETREAT
6	FLANK

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MAPSHEETS

The following tables represent the categories of terrain that can be found on the battlefields of the Southwest Losiije Region. Players using mapsheets may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified. Note also that the various MapPacks may be used to alter the terrain of individual mapsheets as players deem appropriate. AGOAC = *A Game of Armored Combat* Box Set, BB = *Beginner Box Set*, CI = *Clan Invasion* Box Set. Players using terrain should use the Terrain Table as a guideline for setting up terrain appropriate to the Region in which their battle is taking place.

SOUTHWEST LOSIJE TERRAIN TABLE

1D6	Map
1	Barren Lands #1 (CI)
2	Grassland #2 (AGOAC)
3	Lake Losiije #1 (MP: Tukayyid)
4	Lake Losiije #2 (MP: Tukayyid)
5	Foothills #2 (MP: Grasslands)
6	Foothills #1 (MP: Grasslands)

OPTIONAL RULES

If all players agree, the following rules may be used to add specific aspects to the battles played out in the Southwest Losiije Region. Do not use both of the Suburbs and Oil Fields rules, or neither rule, in a single track.

WINDSWEPT

The majority of the Lake District is grasslands without trees. Roll 1D6; on a result of 1-2 the battle takes place in or near the Nature Preserve and use the maps as-is. On a result of 3-6, any Light or Heavy Woods hexes on the mapsheets are replaced with Rough terrain.

SUBURBS

Add 1D6 clusters of light buildings per mapsheet. Each cluster of buildings is composed of six buildings arranged in two lines of 3 hexes with a 3-hex row between for a road. Roll 1D6/2 (round up) for each cluster to determine the height level of the buildings in that cluster. Players alternate the placement of each cluster, starting with the Defender.

OIL FIELDS

Add 1D6 clusters of light buildings per mapsheet. Each cluster of buildings is composed of three Level 2 buildings arranged in a line of three hexes. Players alternate the placement of each cluster, starting with the Defender. These buildings represent oil wells.

Roll 2D6; on a result of 7 or higher the oil fields on the

battlefield are long inactive. Destroying an inactive oil well has no additional effect.

If the field is active, and an oil well is destroyed, the hex is on fire. Use the *Fire and Smoke* rules (see p. 63, *BMM* or p. 166, *ASCE*). The smoke from these fires will be Heavy Smoke, and will extend in two hexes in every direction from the oil well fire.

HOVER-DROP

The Nova Cats aggressively landed directly into combat where possible, rather than safely land and disembark. The Nova Cat player may use the Low-Altitude Drop rules (see *Dropping 'Mechs*, p. 79, *BMM*, or p. 160, *ASCE*) with any jump-capable units instead of the normal unit placement rules for the track. Units without jump jets must be placed using the standard rules for the track.

SOUTHEAST LOSIJE

Lake Losiije separates the two southern regions of the Losiije Lake District. Amid flowing grasslands, the city of Tost stands upon several hills in the center of this region, with roads extending north/south and west/east from Tost.

Tost was one of the earliest cities settled on Tukayyid. Over the centuries, it grew larger, until an epidemic in the early twenty-eighth-century eradicated nearly half its citizens in a matter of months. To prevent the epidemic from spreading, a wall was erected in record time around the city, barring entry or exit to anyone who did not go through a designated checkpoint. While the measure caused civil unrest at the time, it did help contain the outbreak. When the epidemic was later traced to poisoned water supplies and epidemiologists determined it would not have spread even without the wall, long and drawn-out court proceedings followed over the draconian restrictions.

At the time of the Battle of Tukayyid, the wall was still standing. Though it provided a critical bulwark against the Nova Cats' assaults, it also prevented the Com Guards defenders from exiting the city unseen to stage their own attacks.

The city was settled to take advantage of deposits of copper, for general electronics, and rhenium, used for high-intensity jet engines, including jump jets and eventually in endo-steel production. Several large open pit mines were developed to export the metals to the factories of the Star League. With the League's fall, Tost's economy was shattered, and large, abandoned factories and warehouses now fill entire districts. The remaining mining facilities have been struggling to survive, though the 3040s saw hope return to Tost when the population began growing for the first time in centuries—only for the entire city to be evacuated for the battle against the Clans.

MAPSHEETS

The following tables represent the categories of terrain that can be found on the battlefields of the Southeast Losiije Region. Players using mapsheets may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified. Note also that the various MapPacks may be used to alter the terrain of individual mapsheets as players deem appropriate. AGOAC = *A Game of Armored Combat* Box Set, BB = *Beginner Box Set*, CI = *Clan Invasion* Box Set. Players

CLAN NOVA CAT CAMPAIGN

SOUTHEAST LOSIJE TRACK TABLE

1D6	Track
1	ASSAULT
2	BREAKTHROUGH
3	STRIKE
4	RETREAT
5	PUSHBACK
6	SUPPLY

using terrain should use the Terrain Table as a guideline for setting up terrain appropriate to the Region in which their battle is taking place.

SOUTHEAST LOSIJE TERRAIN TABLE

1D6	Map
1	Barren Lands #1 (CI)
2	Barren Lands #2 (CI)
3	Lakes (MP: Grasslands)
4	Rolling Hills #1 (MP: Grasslands)
5	Lake Losiije #1 (MP: Tukayyid)
6	Lake Losiije #2 (MP: Tukayyid)

OPTIONAL RULES

If all players agree, the following rules may be used to add specific aspects to the battles played out in the Southwest Losiije Region.

WINDSWEPT

The majority of the Lake District is grasslands without trees. Roll 1D6; on a result of 1-2 the battle takes place in or near the Nature Preserve and use the maps as-is. On a result of 3-6, any Light or Heavy Woods hexes on the mapsheets are replaced with Rough terrain.

CITY OF TOST

Add 1D6 clusters of medium buildings per mapsheet. Each cluster of buildings is composed of six buildings arranged in two lines of 3 hexes with a 3-hex row between for a road. Roll 1D6 for each cluster to determine the height level of the buildings in that cluster. Players alternate the placement of each cluster, starting with the Defender.

WALL

The track may take place near the walls of Tost. Roll 1D6; on a result of 4-6 the battle takes place near the walls. The walls are Level 2 heavy buildings. The Defender may determine the shape of the wall, but it must begin on one mapsheet edge and end on a different edge of the battlefield.

HOVER-DROP

The Nova Cats aggressively landed directly into combat where possible, rather than safely land and disembark. The Nova Cat player may use the Low-Altitude Drop rules (see *Dropping 'Mechs*, p. 79, *BMM*, or p. 160, *ASCE*) with any jump-capable units instead of the normal unit placement rules for the track. Units without jump jets must be placed using the standard rules for the track.

OPEN PIT MINE

By mutual agreement, the players may agree that a track takes place in one of the open pit mines in Southwest Losiije. The players should use one less mapsheet than normal for the Expected Track Force Size. Each player must select two hexes on their home edge, or another edge from which they may exit, if the track specifies that their units may exit from an edge other than their own home edge. These two hexes are the only hexes on that mapsheet edge from which units may exit; the other hexes are the steep, high walls of the mine. Any water on the mapsheets is two levels deeper than marked; i.e., Depth 1 water is in fact Depth 3.



RECORD SHEETS

ORDER OF BATTLE

TECHNICAL READOUT

VALVE CAMPAIGN

JADE FALCON CAMPAIGN

NOVA CAT CAMPAIGN

STEEL VIPER CAMPAIGN

GHOST BEAR CAMPAIGN

DRAGON SHARK CAMPAIGN

SMOKE JAGUAR CAMPAIGN

THE CHAOS CAMPAIGN

HISTORY

LESSONS OF WAR

CLAN NOVA CAT CAMPAIGN

BROKEN LANDING

SITUATION

Landing Zone

North Losijje Area, Tukayyid

Free Rasalhague Republic

1 May 3052

After the Nova Cats' disastrous landing, ComStar managed to sneak troops through forested terrain and catch the Nova Cats off-guard as they moved out. The forest bought the Clan enough time to effect repairs to their damaged equipment, however.

GAME SETUP

Recommended Terrain: Randomly generate mapsheets on the North Losijje Terrain Table. The Attacker places the mapsheets in any configuration and designates one map edge as their home edge. The Defender chooses any other edge as their own home edge, but keeps their selection secret until their units enter the map.

The Clan side is always the Attacker in this track; the Com Guards side is the Defender.

ATTACKER

The Attacker deploys up to 33% of their Campaign Force. The Attacker deploys their units anywhere within the first 3 hexes (TW) or 6" (AS) of their home edge.

DEFENDER

The Defender is 75% of the Attacker's deployed force. The Defender's units enter the battlefield from their home edge during the Movement Phase of Turn 1.

WARCHEST

Track Cost: 300

Options:

+100 Stampede: The Stampede rules below are in effect, representing the panicked Tukayyid Boar Spiders. If either side chooses this Option, both players receive the bonus WP.

+100 Rushed Job (Attacker only): The Rushed Job rules below are in effect, representing the damage from the Nova Cats' landing.

+100 Out of Ammo (Attacker only): Each of the Attacker's units has their ammunition reduced by 50%.

OBJECTIVES

Kill Them: Destroy 50% of the opposing force. [300]

Contain them (Attacker only): Less than 25% of the Defender's units are present on the half of the battlefield containing the Attacker's home edge. This objective is only checked in the End Phase of each turn after turn 5. [200]

Overrun (Defender only): More than 50% of the Defender's units are present on the half of the battlefield containing the Attacker's home edge. This objective is only checked in the End Phase of each turn after turn 5. [200]

SPECIAL RULES

STAMPEDE

From the start of the game until Turn 3, the Tukayyid Boar Spiders stampede on the half of the battlefield containing the Attacker's home edge. On Turns 4 and 5, the stampede covers the entire battlefield. The stampede ends during the Initiative Phase of Turn 5.

Any ranged attack made by a unit in a hex in which a stampede is occurring adds a +2 Target Number modifier, to represent the panicked animals obstructing the shot.

At the start of each Movement Phase, each unit occupying a hex in which a stampede is occurring must make a Piloting Skill Roll with a +2 Target Number modifier to avoid falling. If the unit fails this Piloting Skill Roll, it falls and suffers standard falling damage, as well as two additional 5-point damage clusters, resolved as normal.

Apply a Piloting Skill Roll modifier of +2. If the Piloting Skill Roll fails, the 'Mech falls and takes damage per standard rules + 10. If it was already on the ground, it takes 15 damage, divided in 5 point clusters, to its rear location.

Alpha Strike: Apply the +2 Target Number modifier to all weapon attacks. All units are treated as Bogging Down (see p. 60, ASCE) while in an area in which a stampede is occurring.

RUSHED JOB

Every 'Mech unit begins play with damage equal to one-third of its total armor, rolled in 5-point clusters on the front damage chart. If any location would suffer internal damage as the result of a damage cluster, ignore the result and roll again.

Alpha Strike: Subtract one-third of each 'Mech's Armor, rounding up.

HERDING SHEEP

SITUATION

North of Joje

Southwest Losiije, Tukayyid

Free Rasalhague Republic

2 May 3052

When the Nova Cats advanced on Joje, the Com Guards were prepared. As he had so often, the Precentor Martial correctly perceived which direction the attacking Clan forces would move, and made sure the route was prepared for their arrival.

The fissured terrain north of Joje limited the number of approaches to the city, which the Com Guards prepped with vibrabombs. The unsuspecting Nova Cats were driven into the area by constant harassing attacks and air raids which made it too costly to take the long way around the fissures. Unused to the subterfuge ComStar brought to bear on Tukayyid, the Nova Cats ran full-on into the trap. As more and more of their OmniMechs suffered critical leg damage, the Nova Cats were left with two bad choices: they could either slow down and not leave their damaged warriors behind, but be forced to stand and fight the Com Guards in the middle of a hostile minefield; or, they could make a run for Joje but likely arrive there with only part of their already diminished and damaged forces.

GAME SETUP

Recommended Terrain: Randomly generate mapsheets on the Southwest Losiije Terrain Table. The Defender places the mapsheets in any configuration. The Attacker then chooses their home edge; the Defender's home edge is opposite.

The Clan side is always the Attacker in this track; the Com Guards side is the Defender.

ATTACKER

The Attacker deploys up to 33% of their Campaign Force. The Attacker's units deploy up to 4 hexes (TW) or 8" (AS) away from their home edge, and anywhere within 3 hexes (TW) or 6" (AS) of the mid-point of that edge.

DEFENDER

The Defender is 80% of the Attacker's deployed force. The Defender's units enter the battlefield from any map edge, except the Attacker's home edge, during the Movement Phase of Turn 1. This edge becomes the Defender's home edge.

WARCHEST

Track Cost: 300

Options:

+200 Aerospace Attacks (Attacker only): The Defender receives 12 Battlefield Support Points (18 if the Expected Track Force Size is a Binary or 24 if it is a Trinary). These additional BSPs may be spent only on Aerospace Support choices (see *Battlefield Support*, p. 75, *BMM*) during this track.

OBJECTIVES

Kill Them: Destroy or cripple 50% of the opposing force. **[300]**

Break Through (Attacker only): The Attacker exits more than 50% of their force off the Defender's home edge. **[200]**

Cripple Them (Defender only): A total of 33% or more of the Attacker's units suffer damage to the internal structure of a leg location, or suffer a critical hit to a hip, upper leg actuator, lower leg actuator, or foot actuator. *Alpha Strike:* Suffer damage to Structure or an MP Critical Hit. **[200]**

SPECIAL RULES

The following rules are in effect for this track:

VIBRABOMBS

The Defender places 20 hidden vibrabomb fields (see p. 176, *TO:AR*) with a density of 20 on the map, after the attacker has chosen his home edge.

If minefield rules are not available, the Defender selects a straight line of hexes up to 20 hexes long. Any 'Mech that enters the selected hex row must roll 2D6 with a Target Number of 9+. If the roll succeeds, the 'Mech takes 20 points of damage, rolled in 5-point clusters on the Kick Location Table.

CLAN NOVA CAT CAMPAIGN

SWIMMING TO VICTORY

SITUATION

Losiije Lake

Southwest Losiije, Tukayyid

Free Rasalhague Republic

4 May 3052

To replenish their supply lines, the Nova Cats embarked on a desperate strategy. They moved their intact troops into the river leading to Losiije Lake, while the remaining elements of Beta and Gamma Galaxy tried to draw ComStar's attention.

Dried-up river beds that only flooded during storm season led to the lake. ComStar had set up supply depots here, assuming the Nova Cats would not expect it, because most planetary maps show the rivers full with water, turning the dried-up area into the perfect hiding place for supplies.

When the ComStar divisions met at the lake to regroup and rearm before chasing the fleeing Clanners off the planet, the hidden Nova Cat forces appeared from the lake, crushing the unsuspecting Com Guards.

GAME SETUP

Recommended Terrain: Lake Losiije from *MapPack: Battle of Tukayyid*. If this mapsheet is not available, randomly generate mapsheets on the Southeast Losiije Terrain Table. Randomly generate additional mapsheets on the same Terrain Table as needed for the size of the forces in play. The Attacker places the mapsheets in any configuration and selects one edge of the map as their home edge; the Defender's home edge is opposite.

The Clan side is always the Attacker in this track; the Com Guards side is the Defender.

ATTACKER

The Attacker is 125% of the Defender's deployed force. If a lake is on the map, the attacker starts on the edge of the lake, underwater. If a lake is not present, the Attacker may deploy anywhere within 12 hexes (TW) or 24" (AS) of their home edge; each of the Attacker's units must be deployed in a hex (TW) or 2" (AS) adjacent to another of the Attacker's units.

DEFENDER

The Defender deploys up to 33% of their Campaign Force. The Defender's units are deployed by the Attacker further than 12 hexes (TW) or 24" (AS) from the Attacker's home edge. The Defender chooses each unit's facing, but no more than 30% of the Defender's units may face the direction of the nearest of the Attacker's units.

WARCHEST

Track Cost: 300

Options:

+200 Surprise, Surprise (Defender only): The Defender's units cannot move or fire during the first turn; units which cannot move under this Option are not considered immobile.

+200 Out of Ammo (Attacker only): Each of the Attacker's units has their ammunition reduced by 50%.

OBJECTIVES

Drive Them Off (Attacker only): Destroy or cripple 75% of the opposing force. [250]

Keep Your Shit Together (Defender only): At least half (50%) of the Defender's force survives to turn 8. [400]

SPECIAL RULES

END OF TRACK

The track ends on the End Phase of Turn 8.

PARK AND RIDE

SITUATION

Losiije Fun Park

North Losiije, Tukayyid

Free Rasalhague Republic

7 May 3052

Losiije Fun Park was on the brink of failure before the Battle of Tukayyid. While it had attracted many tourists for almost three centuries, most of its Star League-era rides had broken down and could no longer be repaired due to the technological downfall of the Inner Sphere during the Succession Wars.

One of the most absurd attractions was always the foot of an *Atlas* BattleMech, prominently shown in the center of the park. The owners claim, to this day, it was the foot of the very first *Atlas* to ever leave the production lines—a claim that could neither be confirmed, nor denied.

During the Battle of Tukayyid, the Nova Cats fled the planet through the park. Unfortunately, the Com Guards had prepared the park's attractions with automated weapon systems that activated once the 'Mechs entered the park. Combined with the attacking Com Guards themselves, none of the Clan's scouting force survived, and communications jamming prevented them from warning the main Clan force about the trap.

While the park was almost completely destroyed during the fighting, ComStar paid for the damages and the park reopened only five years later—its new attraction a labyrinth built from the feet of the first and second wave of Clan 'Mechs destroyed in the park.

GAME SETUP

Recommended Terrain: Randomly generate mapsheets on the North Losiije Terrain Table. The Defender arranges the mapsheets in any configuration and places six light and six medium buildings with sizes between three and five hexes and between one and three levels high on the map. The Attacker selects one edge of the map as their home edge; the Defender's home edge is opposite.

The Clan side is always the Attacker in this track; the Com Guards side is the Defender.

ATTACKER

The Attacker deploys up to 33% of their Campaign Force. The Attacker's units enter the battlefield from their home edge during the Movement Phase of Turn 1.

DEFENDER

The Defender is 100% of the Attacker's deployed force. The Defender's units enter the battlefield via their home edge during the Movement Phase of Turn 1.

WARCHEST

Track Cost: 300

Options:

+ **75 per hex It's Getting Bigger (Attacker only):** Increase the size of the building housing the jamming technology by one hex (see *Jamming*, below).

+**200 Out of Ammo (Attacker only):** Each of the Attacker's units has their ammunition reduced by 50%.

OBJECTIVES

Kill Them All: Destroy, cripple or force to withdraw at least 75% of opposing units. **[200]**

A Quick Death (Defender only): Destroy or cripple at least 33% of the Attacker's units during the turn the gun turrets are revealed (see *Gun Turrets*, below). **[300]**

I Can See You Now (Attacker only): Destroy the building that contains the jamming technology. **[300]**

SPECIAL RULES

The following rules are in effect for this track:

END OF TRACK

The track ends after the End Phase of Turn 12.

GUN TURRETS

The Defender places 5 gun turrets in building hexes if the Expected Track Force Size is a Star, 10 gun turrets if it is a Binary, and 15 if it is a Trinary. The gun turrets begin play as hidden units (see *Hidden Units*, p. 82, *BMM* or p. 168, *ASCE*) until the Defender activates them at the beginning the Weapons Attack Phase (*TW*) or Combat Phase (*AS*) of any turn. Once activated, the turrets replace the building hexes they occupy.

Clan forces may not target any buildings with ranged attacks or physical attacks before the turrets are activated, or the Weapons Attack Phase of Turn 7.

All turrets are considered gun emplacement buildings and apply a x0.5 damage multiplier on all damage they suffer. This multiplier does not apply in *Alpha Strike* play, as this multiplier is factored into their conversion for that system.

The following turrets are available to the Defender:

- **Ballistic Turret 1:** 2 LB10-X AC, 4 tons of ammunition, CF 60. (AS: CF 6. Attack: 2/2/2 with FLK 1/1/1.)
- **Ballistic Turret 2:** 6 Machine Guns, 1 ton of ammunition, CF 70. (AS: CF 7. Attack: 2/-/-)
- **Laser Turret 1:** 2 ER Large Laser, CF 60. (AS: CF 6. Attack: 2/2/2 ENE.)
- **Laser Turret 2:** 4 Medium Laser, CF 50. (AS: CF 5. Attack: 2/2/- ENE.)
- **Missile Turret 1:** 2 LRM 15, 3 tons of ammunition, CF 50. (AS: CF 5. Attack: 1/2/2 with LRM 1/2/2, IF2.)
- **Missile Turret 2:** 2 SRM 4, 2 tons of ammunition, CF 60. (AS: CF 6. Attack: 2/2/0 with SRM 1/1.)

All turrets are considered 2 levels high and have a Gunnery Skill of 4 (*TW*) or Skill 4 (*AS*).

JAMMING

The Defender identifies one 3-hex size building which contains the jamming technology. The building hexes are noted but remain secret.

Once the turrets are activated, the Attacker can scan (see *Scanning*, p. 34) each building for the jamming technology. If a scan successfully identifies the building, it is considered a CF 120 building (*TW*) or CF 12 building (*AS*).



BATTLE OF TUKAYYID

CLAN JADE FALCON CAMPAIGN

RISE OF THE PHOENIX

PREZNO RIVER
BOREAL CONTINENT, TUKAYYID
FREE RASALHAGUE REPUBLIC
4 MAY 3052

Star Colonel Gran Newclay—Commander of the Third Falcon Talon Cluster, victor of the Revival Trials, and the self-described embodiment of the Jade Falcon—was seething.

Since *ristar* Mar Helmer's ascension to Galaxy Commander of Gamma, Newclay, its most distinguished Star Colonel, had been subjected to what he believed was systematic discrimination. The latest shameful rebuff came when Mar Helmer assigned his former unit, the Twelfth Falcon Regulars under Senza Oriega, to assault Robyn's Crossing, rather than the prestigious Third Falcon Talon. When Helmer successfully bid for Gamma to receive the honor of taking Plough Bridge, he deliberately assigned the task to Devlin Hazen, the Galaxy's most inexperienced Star Colonel. Well, Mar Helmer had reaped the rewards for his arrogance, as his champion's ashes had been swept away by the Prezno River.

The Prezno River...the Com Guards' greatest weapon, ready to pull any honorable warrior who approached it into its murky depths.

The *kurultai* had convened yet another time to again plan a crossing. Helmer had finally been sidelined by his incompetence, but saKhan Vandervahn Chistu seemed to be just as misguided in his trust. The *dezgra* Aidan Pryde, so far on the sidelines for the misfortunes of Robyn's Crossing, was suddenly given room to spout useless drivel about magically crossing the river? Enough of this waste of time and honor!

Rising suddenly, Gran Newclay spoke. "And without the bridge, how does the noble hero of Robyn's Crossing intend to get units across the Prezno River?"



Shame. There was nothing else left but shame for Gran Newclay. The Khan had allowed Aidan Pryde to shout him down in front of the Clan's entire leadership. His Cluster had been assigned to form the core of Gamma Galaxy's push across Robyn's Crossing, but Newclay saw this as glorified babysitting duty for a detestable

charge. For the past day, third-rate units reaped all the glory of combat while Newclay's Cluster stayed put in a defensive parameter.

And now the world had ended in fire. The Third Falcon Talon easily warded off the Com Guards on the beachhead north of Robyn's Crossing, but at night, death came from above. The apocalyptic blast of the Com Guard aerospace fighters bombing Gamma Galaxy's ammunition supply depot had lifted half the Cluster's OmniMechs off their feet. Gran Newclay wrestled his *Warhawk* back on its feet, but had difficulty finding his bearings through the thick smoke while nursing a broken arm and wiping the blood off his brows.

Dirty white BattleMechs lurked in the shadowy periphery of the defensive perimeter, testing the reactions of the Third Falcon Talon—feigning pushes, fading back, yet constantly closing in. Reacting to the alarm of the targeting computer and letting it perform half his work, Gran Newclay managed to completely sever both legs of an ominously named *Guillotine* with PPC blasts from his *Warhawk*'s right arm, simply for two more menacing shapes to appear behind it.

A voice called out, "Who is in command here?" The Star Colonel's reaction to the challenge was a confusion of indignation and relief. He replied with his rank and name.

9 MAY 3052

"Gran Newclay, retreat your units across the bridge. The Falcon Guards will cover the retreat."

Aidan Pryde! Ordering retreat!

This was the last straw. Gran Newclay had suffered through enough ignominious insults. "You cannot order—" But the bellowed response died in his throat. A secondary explosion illuminated Aidan Pryde's OmniMech from behind.

Rising over a crest, the light of flames danced orange on the avian-painted *Timber Wolf*'s emerald camouflage. For just an instant, the overwhelming visual assault on the senses created an avatar of a giant phoenix emerging from fire.

At that moment, the insult of the *kurultai* was forgotten, replaced with the realization that Aidan Pryde had always stayed true to his Clan's vision and

RECORD SHEETS

ORDER OF BATTLE

TECHNICAL READOUT

WOLF CAMPAIGN

JADE FALCON CAMPAIGN

NOVA CAT CAMPAIGN

STEEL VIPER CAMPAIGN

GHOST BEAR CAMPAIGN

DIAMOND SHARK CAMPAIGN

SMOKE JAGUAR CAMPAIGN

THE CHAOS CAMPAIGN

HISTORY

LESSONS OF WAR

CLAN JADE FALCON CAMPAIGN

chafed just as much under its bickering leadership as Newclay had. Let loose, it was Aidan Pryde who had struck like a Falcon.

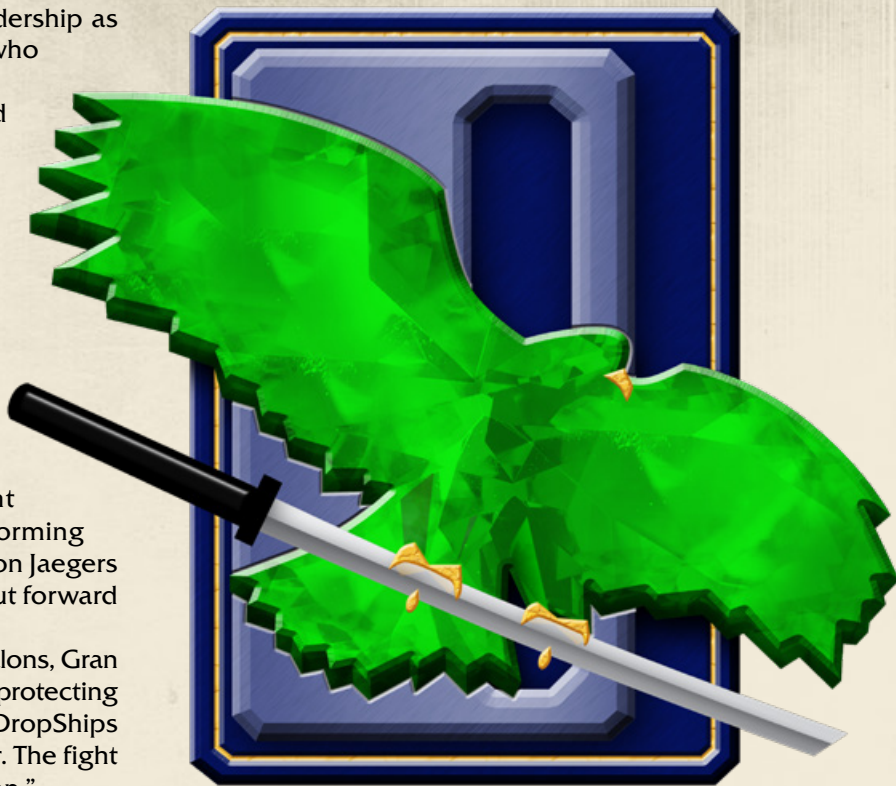
As he recovered from his stunned silence, Gran Newclay realized that Pryde was still speaking to him. "...I speak with the authorization of Kael Pershaw and Jade Falcon Khan Chistu." Newclay's Cluster was being ordered to retreat without having ever joined the battle proper.

"I wish to fight."

Silence. Or rather, chatter and static. Newclay could see the *Timber Wolf* gracefully hopping along back into the battle lines north of the beachhead. He could see that the Falcon Guards fought fiercely, but were definitely withdrawing, forming a pincer movement with Delta's Second Falcon Jaegers in the west. There was still a battle to fight, but forward was not the way to go.

Opening the channel to his Third Falcon Talons, Gran Newclay barked an order: "G3R, we are done protecting the ashes. Cross the river and make for the DropShips while holding a cohesive defensive perimeter. The fight is not over, I do not want a single idle weapon."

The Cluster started its retreat in a perfect order that would have made the Star Colonel proud on any other day. Even as the OmniMechs stepped over fallen comrades and foes to cross the pontoon in dual file, the machines became mobile turrets, spectacularly illuminating the dark mass of the Prezno River as an unceasing volley of fire cut down any Com Guard 'Mech that dared to enter the river's sight.



The Star Colonel's *Warhawk* was the last of Third Falcon Talons to step onto the makeshift bridge. He fired its PPCs incessantly, and though the hellish heat compounded the discomfort of his injuries, his stride across the pontoon was firm and steady.

Gran Newclay knew further glory lay ahead of him and his Clan, for he had seen the Jade Phoenix.

BACKGROUND

ON TO THE GLORY OF TUKAYYID

Archived message by Loremaster Kael Pershaw to Khan Marthe Pryde, 11 January 3058

A conflict needs its heroes, and nowhere was this truer than on Tukayyid. Aidan Pryde has swiftly become a name synonymous with the true spirit of Clan Jade Falcon, the Jade Phoenix who arose from the ashes to great glory, and with him his Falcon Guards and his Clan. Tukayyid has become myth for our Clan, and with the formation of that myth, the facts of the battle have become blurred. As our Clan's head of strategic operations at Tukayyid, as our Loremaster now, and as a witness to the myth's creation, it is my solemn responsibility to bring clarity to the events on that world and our Clan's actions.

Clan Jade Falcon's objectives lay on the continental Prezno Plain, the agricultural heartland of Tukayyid. While naturally

covered in huge, thorny grasses, centuries of cultivation created hundreds of square kilometers of fields and meadows covering the plains and pleasantly rolling hills south of the Prezno River, with few settlements apart from the occasional farmstead. Unlike the areas of operation faced by other Clans, any battle taking place on the plains would not involve fighting the planet itself. A truly continental waterway, the Prezno River flowing west across the plains is a rapid body of water, despite being 250 meters across at even its narrowest point. The Jade Falcons' campaign objectives were two civilian towns north of it. The western objective, Humptulips, was a major trading hub for flowers close to Plough Bridge, while the eastern objective, Olalla, was a town defined by its corn trade and lay 20 kilometers beyond the eastern Robyn's Crossing.

Committed to the Tukayyid campaign were Jade Falcon (Gamma), Gyrfalcon (Delta), and Peregrine (Vau) Galaxies. This bid was considered a masterpiece, as it involved careful restructuring of the Galaxies in order to land on the first day while still deploying a massive force. The prestigious Gamma

CLAN JADE FALCON CAMPAIGN

and Delta Galaxies were bid at four front-line Clusters, though the reformed and *dezgra*-by-default Falcon Guards were added to Gamma without negatively affecting their bid. The second-tier Vau Galaxy was padded out to deploy six Clusters. During the bidding, the Falcon Khans kept all Galaxies' Eyrie and Solahma Clusters on the board, where they were ignored by most other Khans as inconsequential—a sign of Falcon weakness. In landing far from their objectives, the Jade Falcons declared their landing zone and DropShips were not a part of their battle. In all, 21 Falcon Clusters landed on Tukayyid just two hours after Clan Diamond Shark.

ACROSS THE PREZNO PLAIN

The Clan's forces were deployed 50 kilometers south of the Prezno River in a cordon. Delta Galaxy was responsible for the thrust at Humptulips via Plough Bridge, with the Second Falcon Jaegers guarding the flank, the 305th Assault Cluster and Fifth Battle Cluster driving down the middle of the offensive, and the First Falcon Strikers joining up with Gamma's forces in the east. Gamma Galaxy would focus on Olalla, the line abreast consisting of the Seventh Falcon Regulars, Third Talon Cluster, Twelfth Falcon Regulars, and Ninth Talon Cluster, while the Falcon Guards covered the eastern flank. Vau Galaxy flexibly brought up the rear, with individual Clusters reinforcing hot spots as needed.

When reviewing reports focused on the deeds of Star Colonel Aidan Pryde and the Falcon Guards, one would think that the campaign was over before it started and that the Falcons lifted off before the Wolves even landed. This view of Tukayyid completely omits the brunt of the conflict borne by more than half of our warriors. The Com Guards' 394th (The White Lions) and 403rd (Forceful Words) Divisions were deployed south of the Prezno River and engaged in sporadic delaying skirmishes all along the trek north. The first half of the campaign is generally omitted from the histories because, out on the eastern flank, the Falcon Guards suffered a total casualty of only one MechWarrior who was wounded in a singular ambush before reaching Prezno River, making it seem like a short walk from the DropShips. In reality, the other Clusters became ever more wary of advancing amid constant Com Guards harassment, which escalated to full battle for the central corridors by the second day. Delta Galaxy's First Falcon Strikers under Star Colonel Rard Hoyt discovered the bulk of 403rd Division's forces and enfiladed their position with lighter elements while heavy OmniMechs launched a direct attack. At the same time, a headhunter star of Elementals ambushed the 403rd's HQ, killing Preceptor Robert Maigatter. In the chaos that ensued, the First Falcon Strikers spectacularly destroyed the whole division, taking the Cluster northeast towards Gamma Galaxy's thrust.

Meanwhile, ComStar's 388th Division (The White Banshees) held heavily fortified positions two kilometers south of Robyn's Crossing that stopped all of Gamma Galaxy's advance dead in its tracks. The Ninth Talon Cluster suffered when they put too much trust in fighter cover and Arrow IV bombardment and attempted an unsuccessful frontal assault that resulted in high material damage and left Star Colonel Dev Iler wounded. Only when

Delta Galaxy's First Falcon Strikers approached the fortifications fresh off their triumph in the southwest was the 388th Division forced to retreat. In the meantime, led by the illustrious 305th Assault Cluster and backed up by Vau's 124th Striker Cluster, Delta Galaxy successfully scattered the 214th Division (Arrows of ComStar) in their drive to Plough Bridge.

On the evening of 3 May, the Falcon commanders met for a *kurultai* ten kilometers south of the river to plan how to take the bridges.

POLITICAL FALCONS

It was at this stage that the true scourge of the Falcon campaign presented itself: politics. To much surprise, the "political" senior Khan Elias Crichell had recently promoted the wily, certainly brilliant, but definitely nondescript Vandervahn Chistu as saKhan, thereby curbing the ambitions of Gamma's *ristar* Galaxy Commander Mar Helmer, the hero of the Revival Trials. Khan Elias Crichell always delegated field command to his saKhan, and as a result, strategic planning of the whole Falcon campaign devolved into a political charade at this *kurultai*.

Had politics not hijacked all planning, Star Colonel Rard Hoyt would have been named the hero of the first half of the campaign, and a mutually agreed upon battle plan would have been a formality. But ever eager to recover glory for his Gamma Galaxy—and, unfortunately, aided by an impatient outburst by Star Colonel Aidan Pryde—Galaxy Commander Mar Helmer negotiated with saKhan Vandervahn Chistu for both bridges to be taken by his Seventh and Twelfth Falcon Regulars.

Had the traverse of the Prezno River at Plough Bridge and Robyn's Crossing happened as planned by Helmer, he would have succeeded at strengthening his cause both in Gamma Galaxy and beyond. ComStar had other plans.

DEATH ON PREZNO RIVER AND OPERATION SKIPPING STONE

The crossings were guarded by the 111th Division (The White Clan) at Plough Bridge and the tenacious 388th as well as the 201st Division (Snow on the Mountains) at Robyn's Crossing. The Jade Falcons needed those bridges, as they had declared their DropShips and landing zone as non-combatants in their scheme to deploy additional Clusters in defense; they could not call for transport over the river. The Falcons' march began on the morning of 4 May, with stiff resistance encountered by the Twelfth Falcon Regulars at Robyn's Crossing, while the way to the southern bridgehead at Plough Bridge was clear for the Seventh Falcon Regulars. In hindsight, it is obvious that the Com Guards orchestrated their amount of resistance so that both Jade Falcon elements would cross the Prezno River at both locations concurrently, especially after the defending forces at Robyn's Crossing suddenly disappeared as if on cue.

As the Falcons crossed the bridges, hidden charges detonated and half of each Cluster disappeared alongside their commanders in gigantic explosions. At the same time, the defending ComStar Divisions re-emerged from their hidden

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emplacements on the north side of the river and redoubled their bombardment of the Clan elements scattered on the southern shore. At Plough Bridge, the stalwart 305th Assault Cluster aided the retreat of the decimated Seventh Falcon Regulars, while the Falcon Guards were finally let off their leash at Robyn's Crossing, and their quick intervention became the first in a series of small triumphs.

After this treachery, the Falcon forces fell back thirty kilometers south. Under a screen of aerospace fighters, most areas seemed downright tranquil, but alternate bridges were hundreds of kilometers away. The bridgeheads themselves were well-defended by artillery and ComStar fighters, and any attempt at erecting makeshift bridges in the face of fire was impossible. Returning to the Falcon landing zone and redeploying the entire campaign force was also out of the question—while air superiority seemed secure, any action involving the DropShips was deemed much too risky and there seemed to be no time; though the latter point became increasingly moot as the whole Falcon campaign ground to a halt for two days. What the Com Guards could not accomplish in a fair fight, the Prezno River seemed to do by mere virtue of its existence.

Finally, on 7 May, Star Colonels Aidan and Marthe Pryde saw an opportunity in an area of shallows between the two destroyed bridges. In the campaign's most daring action, they joined their Clusters and forded the Prezno River with jump-capable units by creating a breakwater out of deliberately submerged OmniMechs. Splitting up, the Second Falcon Jaegers headed west to Plough Bridge and drove the 111th Division before them, while the Falcon Guards did the same with the 201st at Robyn's Crossing. By that afternoon, pontoon bridges were being constructed at both sites.

DESCENT INTO HELL AND THE RISE OF THE JADE PHOENIX

Again, the Prezno River was the Falcons' most formidable foe, its vast and rapid waters proving a near-impossible challenge even for the most skillful of engineers. By the following day, it had become clear that the efforts at Robyn's Crossing were more successful. Even though it was geographically less favorable, Olalla became the Falcon's primary target by default. The Falcon Guards headed off towards the objective, and were met along the way by the returning Second Falcon Jaegers.

The two Clusters met no resistance by the Com Guards, even as the Olalla came into sight. Guided by my oversight high above in a *Spectre* reconnaissance plane, Star Colonel Aidan Pryde only sent a Star into the town, which exposed the structures as makeshift disguises for underground BattleMech bunkers that were constructed in place of the razed city. The Seventy-seventh Division (The White Monsters) activated the trap, but only immediately destroyed the Star, while the alarmed Falcon Clusters hit back with a righteous fury that made up what they lacked in numbers. When the regrouped 111th and 201st Divisions joined the fight, it looked like Olalla was lost, but Vau's Eighty-ninth and 124th Striker Clusters had caught up with the battle. They drove straight into the town, and for a brief time

during the night of 8 May to 9 May, Clan Jade Falcon was in possession of one objective.

Had the Clans better coordinated their communications and intelligence, the Falcon forces holding Olalla would have been prepared for what happened next. Just as they had on the Nova Cat front, Com Guard forces redeployed massively and quickly between objectives. Six further divisions that had been ready at Humptulips were burning for Olalla. While the fighting raged at the objective, the remnants of the 214th and 388th Divisions had returned to the bridgeheads.

At Plough Bridge, the 214th met no resistance on the north side and dashed any hopes of finishing the pontoon bridge. The rest of Delta Galaxy was cut off from the fight in one fell swoop. At Robyn's Crossing, Gamma's Third Talon Cluster and Vau's Fourth Falcon Velites and Eight Falcon Regulars were already deployed north of the Prezno River and initially held off the counterattack. Suddenly, the main Falcon supply depot detonated in a titanic explosion, having been hit by a bombing attack from ComStar's fighters. With it, any hope of sustaining the Falcon drive went up in flames.

Stuck between the massive contingent of ComStar reinforcements and the inferno at Robyn's Crossing, the Clusters fighting at Olalla withdrew. Vau's two Clusters performed a screening move northward, while ComStar's 309th Division moved in to intercept. But the Com Guards division was completely destroyed when they engaged Star Colonel Marthe Pryde's Second Falcon Jaegers, who were out for blood. The ComStar DropShips continued hopping from hot spot to hot spot and were even joined by the 103rd Division of Precentor Luarca's First Army, redeployed as the Ghost Bear campaign wound down. Star Colonel Aidan Pryde insisted that the Falcon Guards bring up the rear. By the time they were back at the fires of the bridgehead, they had been fighting for thirty straight hours.

At this moment of tangible defeat, the legend of the Jade Phoenix soared. Aidan Pryde was no longer *dezgra*. He was the person who had outfought Mar Helmer's chosen, the trickster who had bested the Prezno River, the conqueror of the Clan's objective, and now, savior of the Falcons.

Star Colonel Aidan Pryde's initially reluctant and then orderly retreat ensured that the Falcon Clusters returning from Olalla survived the meatgrinder and re-crossed the river. His Falcon Guards then tore apart the Ninetieth Division (Gentle Persuasion), who charged in to intercept the retreating Falcons between the Prezno River and their landing zone. When the 104th Division (The Rhinos) landed directly on top of the Falcons in a final attempt to stop them from lifting off-world in the early hours of 10 May, Star Colonel Aidan Pryde held them back singlehandedly, the Jade Phoenix taking wing on a final flight into legend.

AND THE KHAN SMILED...

The Jade Falcon campaign was ruled a draw. Some sources claim that the Falcon's positive kill ratio prevented a declaration of defeat, but by that rationale, Clan Nova Cat would have won at least a draw as well. Some sources argue that it was the capture of one objective, no matter how briefly, that swayed the vote, but where is the line drawn between the triumph of the Ghost

CLAN JADE FALCON CAMPAIGN

Bears at Spanac and the failure of the Smoke Jaguars at Dinju Heights? Or was the draw a realization on ComStar's behalf that their dishonorable tactics had not yielded the desired results, and so they wisely waived a claim to victory?

Khan Elias Crichell, who only watched as his Clan's campaign unfolded, must have contacted Anastasius Focht while Olalla was in Falcon hands. An agreement was quickly reached, though it did not stop the Com Guards in their subsequent attempts to create new realities.

Indeed, Khan Crichell was the only Crusader leader among all the Clans for whom Tukayyid was a spectacular success. His Clan was the only Crusader Clan—discounting the Ghost Bears, who performed a political turnabout soon after the campaign—that had not lost. It fortified the position of the Falcons as the true leader of the Crusader movement. Beyond that political goal, the campaign created a hero of mythic proportions around whom he could rally his *touman's* morale. Best of all, the campaign created a dead hero who could not emerge as a potential rival. His Clan's leadership emerged from Tukayyid largely intact; despite the Falcon Star Colonels always being in the thick of the fight—Marthe Pryde scored an impressive nine kills in combat against the 309th Division alone—there were no further command casualties beyond those incurred at the bridges. The *ristar* Galaxy Commander Mar Helmer was stopped dead in his tracks by Gamma's failures, and any blame for the military disappointment lay squarely on his saKhan, Vandervahn Chistu.

While other Clans mourned their defeat on Tukayyid the Accursed, Khan Elias Crichell's Jade Falcons emerged stronger than ever in their manifest destiny as Kerensky's chosen.



GUNSLINGER'S NOTES

The Jade Falcons were the only Clan to independently negotiate their own terms on Tukayyid. We must assume that Ulric Kerensky intended to leave the Falcons to continue their fight for some time, despite their having been driven back from Olalla. Together with Kerensky's later actions in the Refusal War, many assume he intended for the Falcons to be destroyed on Tukayyid.

Kerensky is often attributed with an uncanny ability to see the future. But he was no Nova Cat experiencing visions. He was a leader that planned for eventualities. Kerensky did not manufacture a failure on Tukayyid, he prepared for it. But he also prepared for victory. Faced with the truth that only the Wolves could win Tukayyid for the Clans, Crichell embarked on negotiations that ended any hope of that victory. With the Jaguars, Nova Cats, Diamond Sharks and Ghost Bears out with only a single objective between them, the three remaining Clans needed to each achieve both their objectives to claw back a draw on Tukayyid. Crichell's closure of the Falcon campaign with a draw ended this possibility; the Steel Vipers would soon do this math as well, and end their own campaign early.

What remains is that the Falcon and Wolf rivalry destroyed this generation of the Clans. A significant factor was the other Clans' refusal to follow the lead of Ulric, the rivalry itself put an end to Ulric's story. As with most stories connected to Tukayyid, it is a tragedy—a tragedy that does not need repeating.

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GHOST BEAR CAMPAIGN

DIAMOND SHARK CAMPAIGN

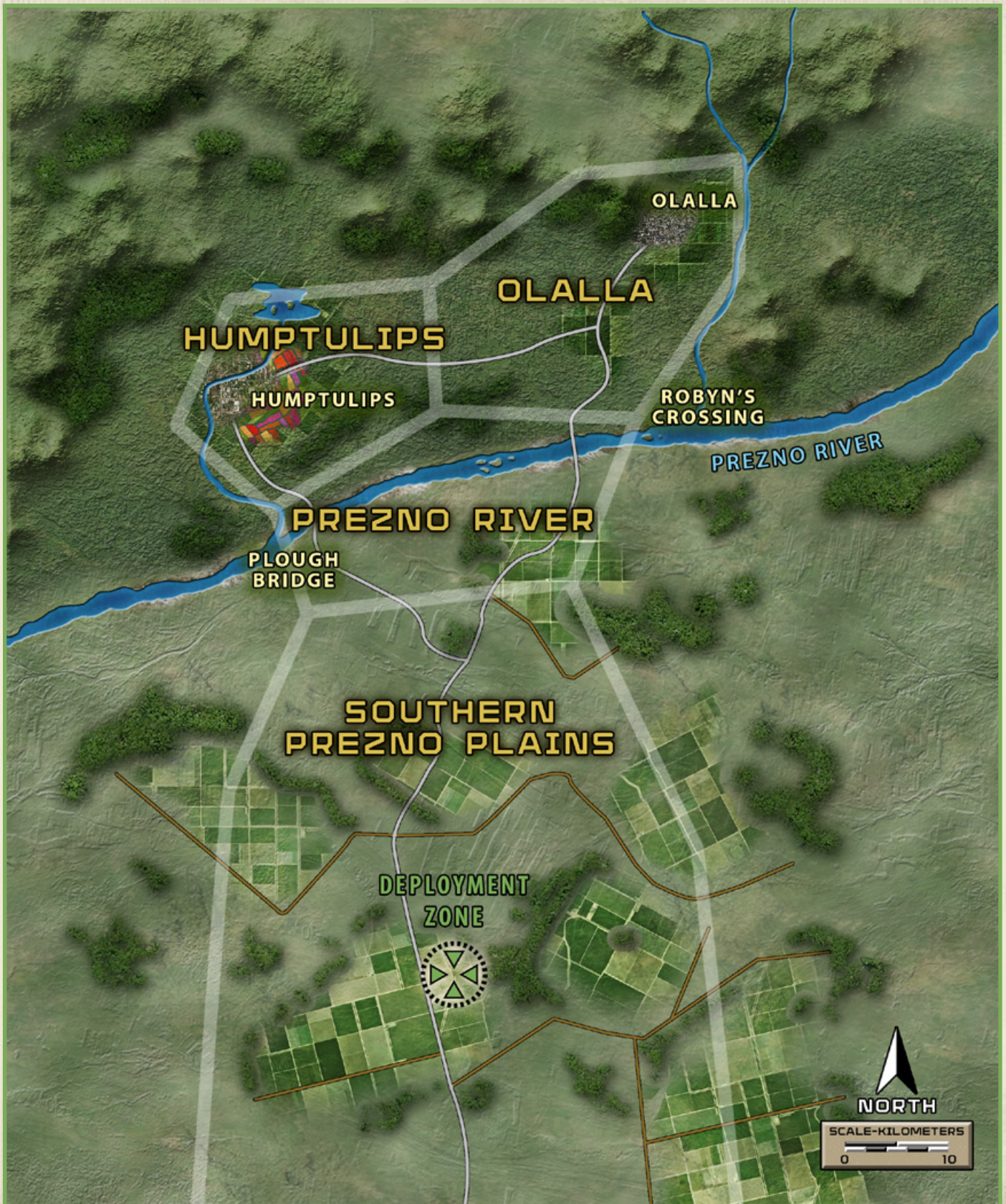
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CLAN JADE FALCON CAMPAIGN

CAMPAIGN

CAMPAIGN START

The Jade Falcon campaign starts in the Prezno Plain Region.

Prezno Plain: If the Jade Falcon player wins this Region, the campaign moves to Prezno River. If ComStar wins this Region, the campaign ends immediately with either a draw if the Jade Falcons previously won an objective, or a ComStar victory if no objectives have been won by the Jade Falcons.

Prezno River: If the Jade Falcon player wins this Region, the Jade Falcon players choose to move the campaign to either Olalla or Humptulips. If ComStar wins this Region, the campaign returns to Prezno Plain.

Olalla: If the Jade Falcon player wins this Region, the Jade Falcon player has won an objective. If this is the second objective won by the Jade Falcon player, the Jade Falcon player has won the campaign. If this is the first objective won by the Jade Falcon player, the campaign moves to Humptulips. If ComStar wins this Region, the campaign returns to Prezno River.

Humptulips: If the Jade Falcon player wins this Region, the Jade Falcon player has won an objective. If this is the second objective won by the Jade Falcon player, the Jade Falcon player has won the campaign. If this is the first objective won by the Jade Falcon player, the campaign moves to Olalla. If ComStar wins this region, the campaign returns to Prezno River.

CAMPAIGN VICTORY CONDITIONS

- Clan Jade Falcon wins Objective 1 and 2, Clan Victory.
- Clan Jade Falcon wins Objective 1 or 2, and Clan Jade Falcon wins Retreat of the Falcons track, Draw.
- Clan Jade Falcon does not win any objectives, ComStar Victory.

COMBATANTS

This section lists a selection of the combat units active during the Clan Jade Falcon Campaign on Tukayyid. The Experience Rating indicates the average skill rating of the Combatant, as a guide for players when purchasing units and paying for various Experience Ratings of their MechWarriors. Special Command Abilities and Special Rules are special gameplay rules that apply to Campaign Forces hailing from that Combatant. These rules are optional, and all players should agree to their use before play begins. The Notes section gives in-universe details on the Combatant to help give players a "feel" for the command during the battles on Tukayyid. The Unit Composition described the average weight and numbers of the various types of units that Combatant fields.



COM GUARDS

SECOND ARMY V-LAMBDA

Commander: Precentor VII Alexander Crocus

Seventy-seventh Division "The White Monsters"

Experience Rating: Veteran

Force Composition: Iota

Special Command Abilities:
Focus/Marksman

Commander: Precentor VI Victoria Minnick



THIRD ARMY V-IOTA

Commander: Precentor VII Marty Jby

201st Division "Snow on the Mountains"

Experience Rating: Regular

Force Composition: Kappa

Special Command Abilities: Focus/
Terrain Master (Mountaineer)

Commander: Precentor VI Oscar Wetzel

Force Building Rules: A Campaign Force drawn from this division may reroll any Fire Level II availability roll, selecting either roll as the final result.



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GHOST BEAR CAMPAIGN

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ELEVENTH ARMY V-LAMBDA

Commander: Precentor VII Marvin Stinson

388th Division "The White Banshees"

Experience Rating: Green

Force Composition: Delta

Special Command Abilities: Sharpshooters

Commander: Precentor VI Gerard Philblad

Force Building Rules: The 388th Division has received *Rifleman* RFL-5D and *BattleMaster* BLR-3S BattleMechs from Pandora. A Campaign Force drawn from this division may replace one BattleMech per Level II with one of the above of the same weight class (heavy or assault).



TWELVTH ARMY V-NU

Commander: Precentor VII Anna Landaker

394th Division "The White Lions"

Experience Rating: Veteran

Force Composition: Lambda

Special Command Abilities: Forcing the Initiative, Rapid Strike

Commander: Precentor VI Anna Gesicki

CLAN JADE FALCON

Commander: Khan Elias Crichell

Force Building Rules: The *Kit Fox*, *Hellbringer*, and *Summoner* are common Jade Falcon 'Mechs. A Clan Jade Falcon player may replace one OmniMech per Star with one of the above of the same weight class (light or heavy). The player may choose the configuration (Prime, A, B, C, or D).



Wrath: Exclusive to Clan Jade Falcon. Units with this ability receive a -1 Target Number modifier against any 'Mech that has refused a fair challenge. A fair challenge is a challenge made against a unit of the same unit type (BattleMech) and of the same or heavier weight class (AS: Size).

GAMMA GALAXY "JADE FALCON"

Commander: Galaxy Commander Mar Helmer

(Jade) Falcon Guards "Pryde's Pride"

Experience Rating: Elite

Equipment Level: Front-Line

Force Composition: 2 Heavy 'Mech Trinaries, Medium 'Mech Trinary, 2 Battle Armor Trinaries, Command Star

Special Command Abilities: Tactical Specialization/Attack, Wrath, Esprit de Corps

Commander: Star Colonel Aidan Pryde



Third Falcon Talon "The Jade Claymores"

Experience Rating: Elite

Equipment Level: Front-Line

Force Composition: 2 Heavy 'Mech Trinaries, 2 Battle Armor Trinaries, Aerospace Trinary, Command Star

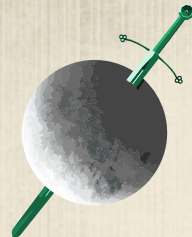
Special Command Abilities:

Environmental Specialization/Night, Environmental Specialization/Storm, Wrath, Focus/Jumping Jack

Force Building Rules: Reroll any 'Mech that does not have jump movement; the result of the second roll must be accepted.

Commander: Star Colonel Gran Newclay

Notes: Environmental Specialization/Storm includes Raid and Wind conditions.



DELTA GALAXY "GYRFALCON"

Commander: Galaxy Commander Samantha Clees

First Falcon Striker Cluster

"The Pursuing Peregrines"

Experience Rating: Elite

Equipment Level: Front-Line

Force Composition: 3 Medium 'Mech Trinaries, Battle Armor Trinary, Aerospace Trinary, Command Star

Special Command Abilities: Run and Gun, Brawlers, Tactical Adjustments

Commander: Star Colonel Rard Hoyt



Second Falcon Jaegers

"The Frost Falcons"

Experience Rating: Veteran

Equipment Level: Front-Line

Force Composition: 3 Medium 'Mech Trinaries, Battle Armor Trinary, Aerospace Trinary, Command Star

Special Command Abilities: Overrun Combat, Focus/Demoralizer

Commander: Star Colonel Marthe Pryde

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SOUTHERN PREZNO PLAIN

When most outsiders try to describe Tukayyid, they often describe the southern Prezno Plain. Flat land as far as the eye can see, covered in fields of grains or just grass. AgroMechs and combines may be the only movement across the plain. The sky is often a gorgeous clear blue—until a storm comes sweeping across the plain. Irrigation pipes spray the fields with water, as it is too precious to carry through open air ditches or canals. There are a few areas not covered with grains, where a few patches of the native thorny grasses, common through the rest of the plain, survive. Occasionally an enterprising or bored farmer has planted an orchard rather than grain, or left some trees for shade.

Roads through the plain are often just packed dirt, though these are used to carrying heavy equipment and would work well for small numbers of military vehicles as well. Large groups may find themselves unable to see clearly through all the dust. When rain falls, the roads quickly turn to mud, but a few hours in the sun is usually enough to dry them back out again.

Note: *The first time playing this Region, first track should be **Retreat of the Falcons**. If returning to this region after the Jade Falcons have an objective Region (Olalla or Humptulips), the last track in this region should be **Retreat of the Falcons** (with the On the Run Option selected).*

SOUTHERN PREZNO PLAIN TRACK TABLE

1D6	Track
1	PUSHBACK
2	STRIKE
3	RECON
4	MEETING ENGAGEMENT
5	FLANK
6	PURSUIT

MAPSHEETS

The following tables represent the categories of terrain that can be found on the battlefields of the Southern Prezno Plain Region of Tukayyid. Players using mapsheets may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified. Note also that the various MapPacks may be used to alter the terrain of individual mapsheets as players deem appropriate. AGOAC = *A Game of Armored Combat Box Set*, BB = *Beginner Box Set*, CI = *Clan Invasion Box Set*. Players using terrain should use the Terrain Table as a guideline for setting up terrain appropriate to the Region in which their battle is taking place.

SOUTHERN PREZNO PLAIN TERRAIN TABLE

1D6	Map
1	Grasslands #1 (BB)
2	Grasslands #2 (AGOAC)
3	Deployment Zone #1 (MP: Tukayyid)
4	Deployment Zone #2 (MP: Tukayyid)
5	Open Terrain #2 (MP: Grasslands)
6	Open Terrain #3 (MP: Grasslands)

OPTIONAL RULES

If all players agree, the following rules may be used to add specific aspects to the battles played out in the Southern Prezno Plain Region.

THUNDERSTORM

Roll 2D6; on a result of 11 or higher, a thunderstorm has hit the area. It brings a Moderate Gale (see p. 63 *BMM*, or p. 63 *ASCE*) and Moderate Rainfall, including turning the fields and roads to mud (see p. 62 *BMM*, or p. 60 *ASCE*). Due to lightning strikes, no conventional infantry Battlefield Support can be purchased for this track.

FIELDS AS FAR AS THE EYE CAN SEE

Roll 2D6; on a result of 7 or higher, ignore all Woods on the map. Nothing shall mar the perfect wheat field.

THE HEAT HAS GOTTEN HERE FIRST

Roll 2D6; on a result of 7 or higher, ignore all Water on the map (treat as Level 0 water).

PREZNO RIVER

Just when a visitor may have thought there was nothing on the Prezno Plain except flatland, they reach the mighty Prezno River. At its narrowest, the river is 250 meters wide, and rushes down the plain with frenzied, white-capped waters that splash against rocks to dissipate into misty vapor. The strong current has carved a valley through the middle of the plain, with long, gradually sloping hillsides. Looking across the flat land of the Plain, it appears as if the world abruptly ends.

Two bridges cross the Prezno River near the Falcon objectives of Olalla and Humptulips: Robyn's Crossing and Plough Bridge. Both bridges are cable-suspension bridges, with a pair of stanchions near either end holding the cables. Each connects the farms on the other side of the river to the towns to the east.

Several water pumping stations have been built along the river to irrigate the Prezno Plain. These are large concrete and metal installations, each built by an agribusiness for immense-scale irrigation systems.

CLAN JADE FALCON CAMPAIGN

Note: If the last track in this Region is about to take place, and *Crossing the Streams* has not yet been played, play *Crossing the Streams* as the next track.

PREZNO RIVER TRACK TABLE

1D6	Track
1	CROSSING THE STREAMS
2	ASSAULT
3	BREAKTHROUGH
4	MEETING ENGAGEMENT
5	RETREAT
6	STRIKE

MAPSHEETS

The following tables represent the categories of terrain that can be found on the battlefields of the Prezno River Region of Tukayyid. Players using mapsheets may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified. Note also that the various MapPacks may be used to alter the terrain of individual mapsheets as players deem appropriate. AGOAC = *A Game of Armored Combat* Box Set, BB = *Beginner* Box Set, CI = *Clan Invasion* Box Set. Players using terrain should use the Terrain Table as a guideline for setting up terrain appropriate to the Region in which their battle is taking place.

PREZNO RIVER TERRAIN TABLE

1D6	Map
1	Grasslands #2 (AGOAC)
2	Grasslands #3 (AGOAC)
3	Robyn's Crossing #1 (MP: Tukayyid)*
4	Robyn's Crossing #2 (MP: Tukayyid)*
5	Streams (MP: Grasslands)
6	River CommCenter (MP: Grasslands)

*The Robyn's Crossing maps must designate a direction to be downstream. The Prezno runs westward at this section.

OPTIONAL RULES

If all players agree, the following rules may be used to add specific aspects to the battles played out in the Prezno River Region.

FOCUSED FIRE

The river, especially near its two bridges, acted like funnels forcing tight formations which were excellent targets for air and artillery strikes. Any time three or more units are in adjacent hexes at the end of the Movement Phase, the next turn, those hexes will be targeted by a strike. Any units in those hexes at the end of the next Movement Phase will be attacked by a 20-damage strike that will hit on a Target Number of 6 or higher and are resolved as four clusters of 5 damage (AS: 2 damage). Submerged units cannot be targeted.

SWIFT CURRENT

Any 'Mech in the river at the end of the Movement Phase must make a Piloting Skill Roll with a modifier equal to the Depth of the water or be pushed 1D6 hexes downstream; for example, a unit in a Depth 3 water hex would add a +3 modifier to its Piloting Skill Roll. (AS: Roll 1D6; on a 1-4 the unit is pushed 1D6" downstream). If there are multiple paths of equal length downstream, the unit's controlling player may choose the path.

OLALLA

Twenty kilometers northeast of Robyn's Crossing and surrounded by hills is the town of Olalla. Olalla primarily serves as a marketplace selling to the local farmers, and the buildings and design of the town are boxy, colorless affairs.

Unfortunately for the Jade Falcons, the Olalla they entered was also a fake. The original Olalla was razed to the ground and a fake Olalla built by ComStar. All of the new buildings are covering bunkers for the Seventy-seventh Division.

The original location of Olalla is now the site of a single house, the Stevenson House atop the tallest hill. Created by the founder of the town, this stone manor is surrounded by stone walls covered in ivy. Within the walls are hedge mazes and flower gardens. The manor itself has few windows, but one large stained-glass window overlooks the main entrance. Gargoyles at the corners complete the appearance. The Stevenson House was purchased by an agribusiness decades ago, and although one of the executives used it as a residence, it also held tours and sponsored public readings and other events for the town. The "Last House" now stands alone amid an empty grassland, the final remnant of Olalla.

Note: The first time playing this Region, first track should be *City of Death*.

OLALLA TRACK TABLE

1D6	Track
1	MEETING ENGAGEMENT
2	ASSAULT
3	BREAKTHROUGH
4	FLANK
5	WITHDRAWAL
6	PUSHBACK

CLAN JADE FALCON CAMPAIGN

MAPSHEETS

The following tables represent the categories of terrain that can be found on the battlefields of the Olalla Region of Tukayyid. Players using mapsheets may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified. Note also that the various MapPacks may be used to alter the terrain of individual mapsheets as players deem appropriate. AGOAC = *A Game of Armored Combat* Box Set, BB = *Beginner Box Set*, CI = *Clan Invasion* Box Set. Players using terrain should use the Terrain Table as a guideline for setting up terrain appropriate to the Region in which their battle is taking place.

OLALLA TERRAIN TABLE

1D6	Map
1	Foothills #1 (MP: Grasslands)
2	Foothills #2 (MP: Grasslands)
3	Rollings Hills #1 (MP: Grasslands)
4	Rollings Hills #2 (MP: Grasslands, CI)
5	Hilltops #1 (CI)
6	Grassland #2 (AGOAC)

OPTIONAL RULES

If all players agree, the following rules may be used to add specific aspects to the battles played out in the Olalla Region.

SUBURBS

Add 1D6 clusters of light buildings per mapsheet. Each cluster of buildings is composed of six buildings arranged in two lines of 3 hexes with a 3-hex row between for a road. Roll 1D6/2 (rounding up) for each cluster to determine the height level of the buildings in that cluster. Players alternate the placement of each cluster, starting with the Defender.

If the ComStar side is the Defender, they may place one 'Mech, vehicle or infantry in each building during Setup. Units placed in buildings by this rule may not be targeted, nor may they make any attacks, until after they move out of the building. At the beginning of the Movement Phase, the ComStar side must announce which, if any, of these units they will move this turn.

FAKE TOWN

The ComStar player may place up to 33% of their deployed force as Hidden Units (see p. 82, *BMM* or p. 168, *ASCE*) but must select a building hex as the location of these hidden units. If there are not enough buildings on the map to place all ComStar units as Hidden Units due to stacking restrictions, the ComStar player may place additional buildings as needed to hide their units, using the Suburbs optional rules above.

HUMPTULIPS

Northwest of Plough Bridge is the town of Humptulips. The town's name is descriptive, for it stands upon a single hill surrounded by striped tulip plantations. The monotony of the fields is broken up by irregular stretches of orchards, creating a colorful landscape that has drawn more than one artist hoping to capture the beauty of Humptulips. Perhaps the town would be famous, if every one of those artists had not withheld the name of the town that inspired their work.

The striped tulip is not truly a tulip, but a variety of flowering plant native to Tukayyid. It was named for its bright colors and shape, like Terran tulips, but the Tukayyid plant prefers warmer weather and often features bright stripes in the middle of each petal.

The yearly Humptulips Tulip Festival is held in early May, with contests for best tulip varieties, the most colorful clothing ensembles, and dancing. In 3052, the tulips were threatened by the feet of giant BattleMechs. Though the Jade Falcons never neared Humptulips, many of the tulip fields suffered from Com Guards supply vehicles and reserves moving in and out of the town. It would be many years before the festival returned.

HUMPTULIPS TRACK TABLE

1D6	Track
1	FLOWER POWER
2	RECON
3	PURSUIT
4	MEETING ENGAGEMENT
5	WITHDRAWAL
6	STRIKE

MAPSHEETS

The following tables represent the categories of terrain that can be found on the battlefields of the Humptulips Region of Tukayyid. Players using mapsheets may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified. Note also that the various MapPacks may be used to alter the terrain of individual mapsheets as players deem appropriate. AGOAC = *A Game of Armored Combat* Box Set, BB = *Beginner Box Set*, CI = *Clan Invasion* Box Set. Players using terrain should use the Terrain Table as a guideline for setting up terrain appropriate to the Region in which their battle is taking place.

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NOVA CAT CAMPAIGN

STEEL VIPER CAMPAIGN

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HUMPTULIPS TERRAIN TABLE

1D6	Map
1	Rolling Hills #1 (MP: Grasslands)
2	Grasslands #2 (AGOAC)
3	Grasslands #3 (AGOAC)
4	Open Terrain #2 (MP: Grasslands)
5	Woodland (MP: Grasslands)
6	Rolling Hills #2 (MP: Grasslands, CI)

OPTIONAL RULES

If all players agree, the following rules may be used to add specific aspects to the battles played out in the Humptulips Region.

SUBURBS

Add 1D6 clusters of light buildings per mapsheet. Each cluster of buildings is composed of six buildings arranged in two lines of 3 hexes with a 3-hex row between for a road. Roll 1D6/2 (rounding up) for each cluster to determine the height level of the buildings in that cluster. Players alternate the placement of each cluster, starting with the Defender.



CROSSING THE STREAMS

SITUATION

Prezno River

Boreal Continent, Tukayyid

Free Rasalhague Republic

7 May 3052

The Prezno River was a costly obstacle for the Jade Falcons. The two bridges that would ordinarily allow them to cross the river were blown to pieces by ComStar, dumping more than three Jade Falcon Trinaries in the deadly Prezno River.

The Jade Falcons found a way across the river by sacrificing additional OmniMechs to it, and using their hulks as a makeshift bridge across a narrower part of the torrent. The unorthodox solution allowed the Falcons to continue fighting their way toward the objective city of Olalla.

GAME SETUP

Recommended Terrain: Prezno River mapsheets from *MapPack: Battle of Tukayyid*.

If this mapsheet is not available, randomly generate mapsheets on the Prezno River Terrain Table; however, players should mutually agree upon and place a river feature 8 hexes (TW) or 16" (AS) wide which extends from the mid-point of the battlefield toward the Attacker's home edge. The hexes (TW) of this river are Depth 2. The Attacker may select a single hex in the river to be Depth 0.

Randomly generate additional mapsheets on the same Terrain Table as needed for the size of the forces in play.

The Defender selects their home edge first; the Attacker's home edge is opposite.

ATTACKER

The Attacker deploys up to 33% of their Campaign Force. The Attacker enters the battlefield from their home edge during the Movement Phase of Turn 1.

DEFENDER

The Defender is 120% of the Attacker's deployed force. The Defender enters from either their home edge or either side edge up to the river feature during the Movement Phase of Turn 1.

WARCHEST

Track Cost: 300

Options:

+200 Artillery Strikes (Defender only): The Defender receives 12 Battlefield Support Points (18 if the Expected Track Force Size is a Binary or 24 if it is a Trinary). These additional BSPs may be spent only on Artillery Support choices (see *Battlefield Support*, p. 75, *BMM*) during this track.

+200 Shedding Honor (Attacker only): The Attacker may choose to have reinforcements ready (see Shedding Honor, below).

OBJECTIVES

Drive Them Back (Defender only): None of the Attacker's units are present on the other side of the river during the End Phase of Turn 5. **[400]**

Getting Across (Attacker only): More than 50% of the Attacker's units are present on the other side of the river during the End Phase of Turn 5. **[400]**

SPECIAL RULES

The following rules are in effect for this track:

SHEDDING HONOR (OPTIONAL)

The Attacker chooses one additional 'Mech unit (two if the Expected Track Force Size is a Binary, and three if it is a Trinary) from their Campaign Force as reinforcements. After Turn 4, the Attacker may choose to have these reinforcements enter the battlefield from their home edge during the Movement Phase of Turn 5 or any subsequent turn. Damage and other effects on reinforcement units are tracked as normal and count toward the remainder of the campaign.

CLAN JADE FALCON CAMPAIGN

CITY OF DEATH

SITUATION

Olalla (Fake)

Boreal, Tukayyid

Free Rasalhague Republic

8 May 3052

ComStar demolished the old town of Olalla, giving the Jade Falcons a set of new coordinates as the location of the town. They then built a new town—composed of bunkers for hiding 'Mechs, combat vehicles and infantry. The Jade Falcons entered the town unaware of the impending trap.

GAME SETUP

Recommended Terrain: Randomly generate mapsheets on the Olalla Terrain Table. The Defender places the mapsheets in any configuration. The Attacker then chooses their home edge; the Defender's home edge is opposite.

The optional Olalla Region rule Suburbs is in effect for this track.

The Clan side is always the Attacker in this track; the ComStar side is the Defender.

ATTACKER

The Attacker deploys up to 33% of their total force. The Attacker enters from their home edge during the Movement Phase of Turn 1.

DEFENDER

The Defender is 80% of the Attacker's deployed force. All of the Defender's units are deployed as Hidden Units (see p. 82, *BMM* or p. 168, *ASCE*), but must select a building hex as the location of these hidden units. If there are not enough buildings on the map to place all ComStar units as hidden units due to stacking restrictions, the ComStar player may place additional buildings as needed to hide their units, using the Suburbs rule.

WARCHEST

Track Cost: 300

Options:

+200 Pershaw's Warning (Defender only): The Defender cannot use the Surprise Revealed rule below.

+200 Oblivious (Attacker only): The Defender is 100% of the Attacker's force.

OBJECTIVES

Drive Them Back (Defender only): Destroy or cripple all of the Attacker's units. [400]

Take it (Attacker only): Destroy or cripple all of the Defender's units. [400]

SPECIAL RULES

The following special rules are in effect for this track:

SURPRISE REVEALED

The Defender may choose to reveal one or more hidden units during the Initiative Phase of any turn, before Initiative is rolled. If they do, the ComStar automatically wins Initiative for that turn. Afterward, revealing further units does not grant this benefit; likewise, if the first hidden unit is revealed during another Phase, such as the Movement Phase, the ComStar side does not receive this benefit. If any of the Defender's units are discovered by the enemy before the Defender has chosen to reveal their first unit, such as through the use of an active probe, the Defender cannot use this rule.

FLOWER POWER

SITUATION

Humptulips

Boreal Continent, Tukayyid

Free Rasalhague Republic

7 May 3052

The Jade Falcons fought through the hell of the Com Guard defense to find themselves at last looking at glory, if they could conquer a field of flowers. But the Jade Falcons were not fooled by the pretty scenery, and vowed to tear down every building and trample every flower.

GAME SETUP

Recommended Terrain: Randomly generate mapsheets on the Humptulips Terrain Table. The Defender places the mapsheets in any configuration. The Defender chooses their home edge; the Attacker's home edge is opposite.

The Defender designates a contiguous area of between 50 hexes and 70 hexes as the city limits. The optional Humptulips Region rule Suburbs is in effect for this track; buildings must be added to the designated city area.

ATTACKER

The Attacker deploys up to 33% of their Campaign Force. The Attacker enters the battlefield from their home edge during the Movement Phase of Turn 1.

DEFENDER

The Defender is 80% of the Attacker's deployed force. The Defender's units may deploy anywhere within the city limits; if insufficient room exists to accommodate all of the Defender's units, the additional units may deploy up to 3 hexes (TW) or 6" (AS) away from its edges.

WARCHEST

Track Cost: 300

Options:

+200 Artillery Strikes (Defender only): The Defender receives 12 Battlefield Support Points (18 if the Expected Track Force Size is a Binary or 24 if it is a Trinary). These additional BSPs may be spent only on Artillery Support choices (see *Battlefield Support*, p. 75, BMM) during this track.

+200 Shedding Honor (Attacker only): The Attacker may choose to have reinforcements ready (see Shedding Honor, below).

OBJECTIVES

Drive Them Back (Defender only): After Turn 5, the Attacker has no units within the city limits during the End Phase, the defender wins. [400]

Take It (Attacker only): After Turn 5, there are no Defender units or twice as many Attacker units as Defender within the city limits, the Attacker wins. [400]

SPECIAL RULES

The following rules are in effect for this track:

SHEDDING HONOR (OPTIONAL)

The Attacker chooses one additional 'Mech unit (two if the Expected Track Force Size is a Binary, and three if it is a Trinary) from their Campaign Force as reinforcements. After Turn 4, the Attacker may choose to have these reinforcements enter the battlefield from their home edge during the Movement Phase of Turn 5 or any subsequent turn. Damage and other effects on reinforcement units are tracked as normal and count toward the remainder of the campaign.

CLAN JADE FALCON CAMPAIGN

RETREAT OF THE FALCONS

SITUATION

Prezno Plain

Boreal Continent, Tukayyid

Free Rasalhague Republic

9 May 3052

Running out of time, ammunition, armor and even willpower, the Falcons fell back to their DropShips after a hard-fought but ultimately unsuccessful campaign. The Com Guards pushed forward, intent on punishing as many Clanners as possible. The Falcons are about to collapse, will one of them stand up and restore their Clan's honor?

GAME SETUP

Recommended Terrain: Deployment Zone mapsheet from *MapPack: Battle of Tukayyid*.

If available, use the Deployment Zone mapsheets from the MP Tukayyid. If this mapsheet is not available, randomly generate mapsheets on the Southern Prezno Plain Terrain Table. Randomly generate additional mapsheets on the same Terrain Table as needed for the size of the forces in play.

The Defender selects one map edge as their home edge; the Attacker's home edge is opposite.

The ComStar side is always the Attacker in this scenario; the Clan side is the Defender.

ATTACKER

The Attacker is 125% of the Defender's deployed force. Half to the Attacker's units enter the battlefield from their home edge during the Movement Phase of Turn 1. The other half enter the battlefield from the same edge during the Movement Phase of Turn 5.

DEFENDER

The Defender deploys up to 25% of their total force. The Defender may deploy anywhere on the battlefield at least 12 hexes (TW) or 24" (AS) from the Defender's home edge.

WARCHEST

Track Cost: 300

Options:

+200 Pershaw's Guidance (Attacker only): Loremaster Kael Pershaw circles high above the battlefield in a recon aircraft and provides targeting guidance for one Defender 'Mech; this unit is selected during deployment and may not be changed during play. This 'Mech ignores the Smoke, Dust, and Night rule below.

+200 On the Run (Defender only): See Special Rules below.

OBJECTIVES

Slow Them Down (Defender only): Destroy or cripple at least 50% of the Attacker's units. [400]

Kill Them (Attacker only): Destroy or cripple all of the Defender's units. [400]

SPECIAL RULES

The following rules are in effect for this track:

EARLY DEFENSE

The Attacker receives 9 Battlefield Support Points (18 if the Expected Track Force Size is a Binary or 24 if it is a Trinary). The Attacker does not receive these additional BSPs if the Defender has taken the On the Run Option.

SMOKE, DUST AND NIGHT

The battle takes place on a dark night, with a light smoke and swirling dust from battle and DropShips lifting off. All ranged attacks receive a +2 Target Number modifier.

ON THE RUN

Rather than the force stated above, the Defender instead deploys a single BattleMech unit of their choice anywhere on the battlefield from among those available in their Campaign Force.

Rather than the force stated above, the Attacker instead deploys two BattleMech units of their choice from among those available in their Campaign Force. These units enter the battlefield from the Attacker's home edge during the Movement Phase of Turn 1.

Whenever an Attacker unit is destroyed or crippled, the Attacker reinforces with another 'Mech unit selected from among their Campaign Force, which enters the battlefield from the Attacker's home edge during the Movement Phase of the next turn.

The Defender replaces the Kill Them Objective above with the following Objective:

From the Ashes: Destroy or cripple at least 5 of the Attacker's units or survive for 10 turns. [400]

The Attacker replaces the Slow Them Down Objective above with the following Objective:

Legend Denied: Destroy or cripple the Defender's unit before 5 of the Attacker's units have been destroyed or crippled, or before the end of Turn 10. [400]



JMLB
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BATTLE OF TUKAYYID

CLAN WOLF CAMPAIGN

THE SPIRIT OF COOPERATION

**POZORISTU MOUNTAINS
BOREAL CONTINENT, TUKAYYID
FREE RASALHAGUE REPUBLIC
14 MAY 2052**

Another sharp *ping* announced a successful target lock by the Artemis fire control system, and Star Commander Mabrams Carns triggered his LRM 10 launcher almost without thought.

In a fight like this, thought is a leading cause of death, he mused briefly, before flicking through a series of displays to find a new target. Mabrams had fought on pure instinct most of the day, like a warrior, like a Wolf.

Freeing his mind from the drudgery of strategy and maneuver and engaging in pure combat was a welcome change after two days away from contact with the enemy. Mabrams' *Supernova*, along with the rest of the Fourth Wolf Guards, had engaged Com Guard forces on the first day of the Wolf landings on this pastoral world where the direction of humanity's future would be set. After that first taste of blood, he and his warriors chafed at two subsequent days of careful redeployment. Now, they were the tip of the spear, smashing into the Tenth Army guarding the Wolves' second target, Brzo.

His *Timber Wolf B's* tactical display finally offered what Mabrams was looking for, and the words left the Wolf warrior's lips on an open channel before they had even fully formed in his head. "I am Star Commander Mabrams Carns of Bravo Second Nova. I challenge the pilot of the *Shootist* before me to honorable combat, and will bid away use of my missile racks for the duration of our battle. In this solemn matter, let no one interf—"

A silver blur streaked past Mabrams' 'Mech from his right, and slammed squarely into the *Shootist's* oddly-shaped cockpit. The Com Guards BattleMech toppled as if felled by an axe.

"You are welcome, Star Commander." Even without the broadcast, Mabrams knew who was responsible for the kill. Hot blood rushed into his face. Wilfrid.

"MechWarrior Wilfrid, you have broken *zellbrigen*. That 'Mech was the subject of my challenge. You will answer for your actions." As he spoke, Mabrams unleashed his large pulse laser into a whitewashed *Thug* lumbering toward the main line of battle.

"Not so. I took heed of your last disciplinary instruction session, and listened closely. Your challenge was not complete, let alone acknowledged." A pause on the open line as Wilfrid's mic picked up the *thrum* of another departing Gauss rifle slug. "It was an honorable kill."

Always finding a way to needle me. The two men had nearly been friends, finding a shared love of strong coffee upon their assignment to the elite Fourth. But that blossoming friendship soon turned bitter when politics entered their conversations. A fervent Crusader, these days Wilfrid never missed a chance to remind the Warden Mabrams about their role at the forefront of the Clans' great crusade, now coming to its conclusion.

Mabrams had tried to eject Wilfrid from his *Supernova* several times, but his most recent complaints to Star Colonel Jera Carns just before the jump to Tukayyid fell on uninterested ears.

"What would you have me do, Star Commander," she had asked during that last one-on-one meeting. "Shall we shuffle off all proclaimed Crusaders into their own Clusters? Maybe it would be easier if we cast them out entirely, let them form their own Clan? You cannot command only those warriors whom you agree with. They are Wolves. We are Wolves. Wilfrid is an excellent warrior. Make it work." Mabrams suspected the words were not entirely her own—Carns was close with ilKhan Kerensky, and both were canny politicians. But he was not about to challenge the woman who had sponsored him for his Bloodname. Not over Wilfrid's worthless hide.

"Attention, Fourth Wolf Guards!" Strangely, Jera Carns' own voice snapped Mabrams out of his reverie. *Focus. I need to focus.* "The Com Guards' Ninth Army is approaching to reinforce the Tenth. Do not allow them to join up. Shift your attack to the grid coordinates I am sending now. Good hunting!"

As if on cue, a new blue marker flashed on Mabrams' tactical display at the same time three sextuplets of red signals entered the edge of his map. "Bravo Second, on me," he sent, turning and launching a flight of missiles at the lead 'Mech.

Almost as one, the Fourth Wolf Guards pivoted to face the newcomers, tearing into their advance units. Three ComStar 'Mechs fell nearly simultaneously on Mabrams' right, while a *Crab* all but exploded on his left. The Wolf warrior sank comfortably back into his battle-

CLAN WOLF CAMPAIGN

mind, and time faded as instinct reasserted itself.

Something tugged him back into full consciousness, however, as he cycled through his displays once again. The shape of the Cluster's advance looked off. Then he saw it. *Wilfrid. He's too close.* Wilfrid stood on the leading edge of the line, where his *Gargoyle* was undoubtedly burning through its ammunition reserves, and at a distance his 'Mech did not favor.

"MechWarrior Wilfrid, step back behind the main advance."

"I am fine, Star Commander, I can hold—" Wilfrid's voice was drowned out as a second *Shootist* squared to his OmniMech and unleashed the full force of its large-bore autocannon and large laser. The resulting devastation turned the *Gargoyle* in place and sent it crashing to the ground.

The *Gargoyle* tried to thrash its way back to its feet as the *Shootist* approached to complete its kill. A dark thought slinked across Mabrams' mind. *I could be rid of him. A moment of "distracted focus," a "regrettable loss." His death would be his own fault, anyway.*

But, much to his surprise, Mabrams found his 'Mech already moving toward Wilfrid's. Whatever dishonorable thoughts his conscious mind may have entertained, it seemed the warrior spirit within was in



a more cooperative mood. A brace of long-range missiles from Mabrams' *Timber Wolf* found their mark, giving the *Shootist* pause. MechWarriors Millok and Hunter followed behind their Star Commander, spraying shot from their quartet of autocannons across the Com Guards' 'Mech.

Faced now with three OmniMechs, the *Shootist* slunk back toward the remainder of its Level II as Wilfrid staggered the *Gargoyle* back to its feet.

"...Star Commander, I—"

"We are Wolves, Wilfrid." He turned toward the reeling Ninth Army. "Whatever the outcome, we will finish this hunt together."

BACKGROUND

Tukayyid is perhaps the most overanalyzed campaign in the last two hundred years. It is the purview of a thousand armchair generals, each of whom believes they have identified the nexus point where one different decision would have changed everything. Seven Clans fought there. Three claimed victories, but only Clan Wolf triumphed.

PREPARATION

Clan Wolf's success came from combining cogitative strategy with masterfully-executed tactics. IlKhan Ulric Kerensky's briefing at the Tukayyid *kurultai* provided sound doctrine for all the Clans, but the other Khans foolishly discounted his strategy. They unwisely decreed that each Clan should plan their own operations and affirmed the decision with a hasty Grand Council vote. Afterward, they cemented their failure by bidding down their forces in exchange for the short-sighted prestige of putting boots on the ground first. Kerensky sagely left them to their carping and focused on preparing the Wolves.

Khan Natasha Kerensky and saKhan Garth Radick created a battle plan that was both elegant and flexible. Informed by Kerensky's extensive experience in the Inner Sphere from her days with Wolf's Dragoons, it emphasized the concentration of force and defeat in detail with a heavy focus on continuity of operations, as she anticipated a lengthy campaign.

Kerensky accurately predicted that ComStar would station one army at each objective. The average Com Guards Army included 500 'Mechs, 200 armor and aerospace units, and 350 infantry units, making it roughly equivalent to two Galaxies. The Wolves organized into three groups. Task Force Widow would be led by Khan Kerensky and consisted of Alpha and Gamma Galaxies, except for the Thunder Wolves, Gamma's support Trinary. Khan Radick would lead Task Force Tundra, comprised of Beta and Delta Galaxies. Task Force Widow would take and hold Skupo with Task Force Tundra in reserve. Roles would be reversed for the assault on Brzo. Task Force Guardian consisted of Epsilon Galaxy plus the Thunder Wolves and was led by Galaxy Commander Anton Fetladral. It was responsible for securing the Wolves' rear area and supply lines.

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The Wolves wisely selected a LZ on the New Pannonian Plains forty kilometers southeast of their objectives. Surrounded by kilometers of open terrain, the lodgment was exposed and vulnerable to air strikes, but also nullified surprise attacks. Keeping the DropShips on station would simplify supply and repair operations, though the vessels would be a tempting target for the Com Guards.

Skupo was located in the foothills of the Pozoristu Mountains in an area known as the Golija Palisades. It was the less defensible of the two cities and would be attacked first. The terrain provided the Com Guards with good cover, but no locations to conceal troops. Artillery deployed northwest of the city along the Scenic Peak Highway could support both cities and quickly reposition. Wolf aerospace fighters would sortie against this and any other artillery positions in the mountains while Task Force Widow encircled the city, leaving the highway open to encourage the Com Guards to retreat.

After capturing Skupo, Task Force Widow would drive the retreating Com Guards along the highway while Task Force Tundra approached Brzo from the southeast through Sidewinder Valley. Brzo was located in a high alpine valley surrounded by towering mountains. As with Skupo, Wolf aerospace fighters would eliminate any fortifications prior to the assault. Unlike Skupo, the mountains around Brzo could easily hide Com Guard forces. The Wolves would rely on their scout Novas to conduct force recon and ferret out the enemy.

Clan Wolf expected the Com Guards to assume a purely defensive posture, but if they sallied forth for a set-piece battle, superior Clan weaponry and skill favored the Wolves. Although many Wolves had already adapted to the common Inner Sphere tactic of concentrated fire, *zellbrigen* was officially suspended for the duration of the campaign—the Com Guards would be treated as *dezgra* on Tukayyid.

EXECUTION

The Wolf campaign consisted of eleven primary engagements and another ten skirmishes. Clan Wolf's force consisted of approximately 1,700 combat units. The untested Com Guards Ninth, Tenth, and Twelfth Armies defended with nearly 2,800 combat units, outnumbering the Wolves 1.6 to 1. Though well-trained, the Com Guards had little combat experience. Nearly all of the Wolf Clusters were elite, a status only two Com Guard Divisions could match. Still, the Wolves would have to use every bit of their superior skill to overcome the odds.

After an unopposed landing, the Wolves advanced ten kilometers toward the small farming town of Forest's End. As they approached, Com Guard defenders opened fire from hidden positions. Reassigned from the Terran Defense Force to command the Ninth Army, Precentor V Margo Koivu sent the Sixty-Sixth (Obedience Above All), 166th (Disciples of Blake), and 283rd (Waveform) Divisions to screen the Wolf force. Detached from the Twelfth Army to bolster Koivu's command, the 278th Division (Clear Courtesy) also participated. The Fourth Wolf Guards held the left flank, the Seventh Battle Cluster the center, and the Third Battle Cluster took the right flank. After several hours of heavy fighting, the overmatched Com Guards ceded the field and began to withdraw. Heavy artillery support briefly kept the Wolves at bay. Aerospace assets on both sides were engaged

in a furball that largely kept either side from providing close air support for the first few days of fighting.

As the Com Guards withdrew, Khan Kerensky led her Thirteenth Wolf Guards on a flanking maneuver south of the 166th Division's position. Koivu sent the 282nd Division (Clear Thoughts) to intercept them. Not only was this one of the Com Guards' few veteran divisions, but as a Rho formation, roughly twenty-five percent of its units were 'Mechs. Precentor III Bob Beach organized the Com Guard 'Mechs into a wedge and charged straight at the advancing Wolf Guards. Within thirty minutes, all semblance of order had broken down and fighting resembled a Grand Melee. Several Wolf MechWarriors distinguished themselves during this engagement, including Star Commander Marco Hall, Star Captain Ranna, and MechWarrior Volax. Several times the Wolves threatened to breach the Com Guards' lines, but swift responses by their armor and infantry denied the Wolves their glory. Ultimately, Khan Kerensky gave the order to fall back.

Five kilometers to the north, the bulk of the Wolf force fought a running battle with the retreating Ninth Army. Despite their lack of experience, the Com Guards managed an orderly withdraw under fire and prevented a rout. The Com Guards traded terrain for time, allowing the Wolves to advance nearly twenty kilometers while putting up only token resistance. As the Wolves came within sight of Skupo, the Com Guards' strategy was revealed. The Golija Palisades is a hilly region surrounding Skupo on three sides, with the Pozoristu Mountains to the east. Here the Com Guards had prepared breastworks, and as the last of their rear guard reached friendly lines, they dug in. Precentor Koivu's reports indicate she thought the Com Guards could hold Skupo for at least two weeks from these positions. But as the Wolves threatened to encircle the city entirely, Focht ordered the Sixty-sixth and 208th (Promising Dialogue) Divisions to withdraw from Skupo before they could be trapped. The Wolves cautiously took the city unopposed.

After taking their first objective, the Wolves consolidated their position. SaKhan Radick pressed to continue their advance, but acting on orders from the ilKhan, Khan Kerensky authorized only skirmishes and feints to keep the Com Guards off balance for the next few days. Finally, on 12 May, the Wolves began their drive to Brzo. Most of the Wolf force drove straight at Brzo along the Scenic Peak Highway. A Galaxy of mixed Clusters, led by Galaxy Commander Conal Ward, swept around to the north intending to follow the Peak-to-Plains Highway through Sidewinder Valley and assault Brzo from the east. Wary of more Com Guards treachery, Ward bypassed the valley and advanced off-road through the foothills. His intuition proved prescient, as a large contingent of Com Guards were hidden in the valley.

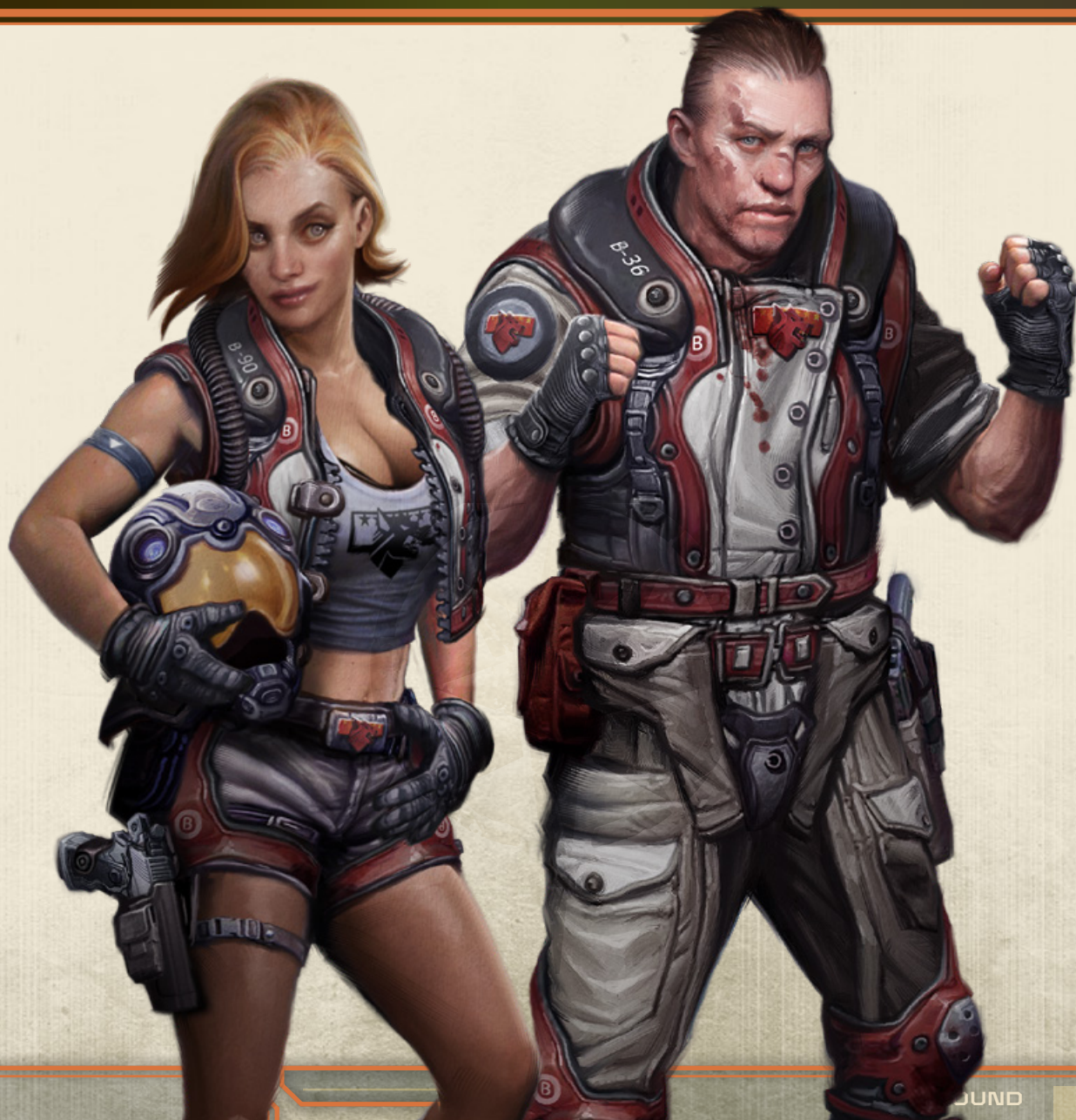
The Com Guards fought for every centimeter of ground between Skupo and Brzo. The Wolves took heavy casualties as they drove into the mountains, but even the death of SaKhan Garth Radick failed to slow the Wolf advance. The Wolves surrounded Brzo on 16 May, the same day Radick fell. Five days later, the remaining Com Guards surrendered Brzo and the Tukayyid campaign came to a close.

CLAN WOLF CAMPAIGN

GUNSLINGER'S NOTES

The Wolves' campaign on Tukayyid was not so much a victory as an expression of dominance over their fellow Clans. More importantly, it was a reflection of the Wolves' plan for victory over the Inner Sphere. The Clan Khans disregarded the ilKhan's suggestions and were humiliated, a plan that would be followed by his successors as Wolf Khans. The key to Kerensky's plan was respect for one's enemy: Ulric was prepared for his opponent to be worthy of the Wolves' challenge—and capable of winning. The ilKhan was ready for either outcome. If the Clans won Tukayyid, Clan Wolf would be at the forefront to claim the ilClanship. If ComStar won Tukayyid, Clan Wolf was poised to lead their rivals during the time of truce.

With the bicentennial of the Battle of Tukayyid coming, there are many lessons for the current times. The Clan warriors who fought at Tukayyid were the best, and possessed the best equipment. They had clear goals and, in most cases, had clear communication and followed their orders. The weak link was the selfish nature of those goals. Each warrior fought to enhance their own glory. Each Star Colonel competed with their peers. Each Clan fought to claim dominance for itself. With the future of the Clans at stake, nobody was fighting for the Clans. The Clans had a leader with the vision to lead them all, and they refused him. More than strategy, unity is the key to lasting victory. This is the lesson of Tukayyid.



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CLAN WOLF CAMPAIGN

CAMPAIGN

CAMPAIGN START

The Wolf campaign starts in New Pannonian Plains Region.

New Pannonian Plains: If the Wolf player wins this Region, the Wolf player chooses to move the campaign to either Golija Palisades or Pozoristu Mountains. If ComStar wins this Region, the campaign ends immediately with either a draw if the Wolves previously won an objective, or a ComStar victory if no objectives have been won by the Wolves.

Golija Palisades: If the Wolf player wins this region, the Wolf player has won an objective. If this is the second objective won by the Wolf player, the Wolf player has won the campaign. If this is the first objective won by the Wolf player, the campaign moves to Pozoristu Mountains. If ComStar wins this Tegion, the campaign returns to New Pannonian Plains.

Pozoristu Mountains: If the Wolf player wins this Region, the Wolf player has won an objective. If this is the second objective won by the Wolf player, the Wolf player has won the campaign. If this is the first objective won by the Wolf player, the campaign moves to Golija Palisades. If ComStar wins this Region, the campaign returns to the New Pannonian Plains.

CAMPAIGN VICTORY CONDITIONS

- Clan Wolf wins Objective 1 and 2, Clan Victory.
- Clan Wolf wins Objective 1 or 2, Draw.
- Clan Wolf does not win any objective, ComStar Victory.

COMBATANTS

This section lists a selection of the Combatants active during the Clan Wolf Campaign on Tukayyid. The Experience Rating indicates the average skill rating of the Combatant, as a guide for players when purchasing units and paying for various Experience Ratings of their MechWarriors. Special Command Abilities and Special Rules are special gameplay rules that apply to Campaign Forces hailing from that Combatant. These rules are optional, and all players should agree to their use before play begins. The Notes section gives in-universe details on the Combatant to help give players a "feel" for the command during the battles on Tukayyid. The Unit Composition described the average weight and numbers of the various types of units that Combatant fields.

COM GUARDS

NINTH ARMY V-LAMBDA

Commander: Precentor VII Joyce Mulvenna

Notes: The Ninth Army came from the New Earth Theatre and was assigned to defend Brzo against the Wolves.



198th Division "Outer Limits Warriors"

Experience Rating: Regular

Force Composition: Nu

Special Command Abilities: Overrun Combat

Commander: Precentor VI Tammy Aronspack

Notes: The 198th Division requisitioned many tanks from the New Earth Trading Company before heading to Tukayyid.

Force Building Rules: If using Battlefield Support rules for vehicles, a Campaign Force drawn from this division may purchase Medium and Heavy Tracked Combat Vehicles for 1 less Battlefield Support Point.

366nd Division "ComStar Lancers"

Experience Rating: Regular

Force Composition: Tau

Special Command Abilities: Tactical Specialization/Small Unit Actions

Commander: Precentor VI Drago Pulisevich

Notes: The 366th Division requisitioned many tanks from the New Earth Trading Company before heading to Tukayyid.

Force Building Rules: If using Battlefield Support rules for vehicles, a Campaign Force drawn from this division may purchase Medium and Heavy Tracked Combat Vehicles for 1 less Battlefield Support Point.

TENTH ARMY V-NU

Commander: Precentor VII Boris Myrvang

Notes: The Tenth Army came from the Rigil Kentarus Theatre and was assigned to defend Skupo against the Wolves.



Sixty-sixth Division "Obedience Above All"

Experience Rating: Elite

Force Composition: Theta

Special Command Abilities: Esprit de Corps, Rapid Strike, Focus/Weapon Specialist (must be a laser)

Commander: Precentor VI Lucynda Glemzu

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NOVA CAT CAMPAIGN

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GHOST BEAR CAMPAIGN

DIAMOND SHARK CAMPAIGN

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HISTORY

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282th Division "Clear Thoughts"

Experience Rating: Veteran

Force Composition: Rho

Special Command Abilities: Hold The Line, Environmental Specialization/Woods

Commander: Precentor VI Vincent Wollarn

Notes: Prior to the Clan Invasion, the 282nd Division was headquartered on the Lyran Commonwealth capital world of Tharkad. Before heading to Tukayyid, they were able to purchase several *Crusaders* from TharHes Industries. TharHes also provided a single *Bushwacker* BSW-X1 prototype. This prototype has electronics glitches.

Force Building Rules: A Campaign Force drawn from this division may replace up to one heavy BattleMech per Level II with a *Crusader* CRD-5S. The 282nd Division may replace a single medium BattleMech with a *Bushwacker* BSW-X1 which has the EM Interference and Sensor Ghosts design quirks (see *Negative Design Quirks*, p. 86, *BMM*).

CLAN WOLF



Commander: ilKhan
Ulric Kerensky

Force Building Rules: The *Adder*, *Ice Ferret*, *Timber Wolf* and *Gargoyle* are common Wolf 'Mechs. A Clan Wolf Campaign Force may replace one OmniMech per Star with one of the above of the same weight class (light, medium, heavy, assault). The player may choose the configuration (Prime, A, B, C or D).

Logistics: Exclusive to Clan Wolf. A force with Logistics reduces all Warchest Point and Support Point costs by 10%.

ALPHA GALAXY "THE DIRE WOLVES"

Commander: Khan Natasha Kerensky



Thirteenth Wolf Guard "The Wolf Spiders"

Experience Rating: Elite

Equipment Level: Front-Line

Force Composition: 3 Heavy 'Mech Trinaries, Heavy 'Mech Binary, Battle Armor Trinary, Aerospace Binary, Command Star

Special Command Abilities: Walking Death, Forcing the Initiative, Logistics

Commander: Khan Natasha Kerensky

Walking Death: Any BattleMech unit in a force with this ability reduces the attacker movement modifier for using Walking MP by 1 (for a net +0).

Alpha Strike: Weapon attacks receive a -1 Target Number modifier if the unit used a ground movement mode only (not jumping, sprinting, standing still, etc.).

BETA GALAXY "THE ARCTIC WOLVES"

Commander: SaKhan Garth Radick

352nd Assault Cluster

"The Silver Wolves"

Experience Rating: Elite

Equipment Level: Front-Line

Force Composition: 4 Heavy 'Mech Trinaries, Battle Armor Binary, Aerospace Star

Special Command Abilities: Focus/Speed Demon, Assault Operations

Commander: Star Colonel Erik Kerensky



Assault Operations: Any BattleMech unit in this force reduces the attacker movement modifier using Running or Jumping MP by 1 (for a net +1 for Running and +2 for jumping).

Alpha Strike: Weapon attacks receive a -1 Target Number modifier if the unit used jumping movement mode (not ground, sprinting, standing still, etc.). BattleMech units may move an additional 2" above their normal MV value when using ground movement mode.

GAMMA GALAXY "THE WOLF HUSSARS"

Commander: Galaxy Commander Mikel Furey

Eleventh Battle Cluster

"The Bronze Lancers"

Experience Rating: Elite

Equipment Level: Front-Line

Force Composition: 4 Medium 'Mech Trinaries, Aerospace Trinary

Special Command Abilities: Off-Map Movement, Rapid Strike, Logistics

Commander: Star Colonel Abioseh Winson

Notes: The Bronze Lancers have a reputation for earning individual glory. However, they've had a run of bad luck as they are seemingly cursed.

Force Building Rules: A Campaign Force drawn from the Eleventh Battle Cluster receives +10% bonus to any WP earned in a track. Once per track, an opponent may choose to force the Wolf side to reroll any roll made during the Turn (i.e., not during Game Setup). If this reroll does not cause the roll to fail, the opponent player may use this ability again during a later Turn. Once this ability causes a roll to fail, it cannot be used again this track.



DELTA GALAXY "THE RED WOLVES"

Commander: Galaxy Commander Conal Ward

Eleventh Wolf Guards Cluster

"The Lightning Pack"

Experience Rating: Elite

Equipment Level: Front-Line

Force Composition: Medium Supernova, 3 Medium 'Mech Trinaries, Aerospace Trinary



CLAN WOLF CAMPAIGN

Special Command Abilities: Hit and Run, Flankers, Logistics
Commander: Star Colonel John Ward

Force Building Rules: If a Campaign Force is drawn from the Eleventh Wolf Guards, no more than one 'Mech per Star may be heavier than a medium 'Mech, and no assault 'Mechs may be selected. The Eleventh Wolf Guards may reroll any light or medium 'Mech assignment roll.

NEW PANNONIAN PLAINS

The shadow of the Pozoristu Mountains make the rolling hills of this region seem flat in comparison. The New Pannonian Plains are covered in wheat fields, each patch bordered by forests or rivers. There are no cities in the region, with the small towns of Forest's End and Bern being primarily supply and distribution centers for the agribusinesses. The Sava River and its tributaries flow down from the mountains to the east and through the plains. These waterways have been dammed in several locations, and the eastern Pannonian is home to Lake Kranj, formed by a hydroelectric dam and the largest of these man-made lakes.

A handful of farms have set aside land as hipparion farms. These small (1.2-meter tall) horses are native to Tukayyid, and are bred for races. Generations of breeding have selected for black and white striped coats in an unusual horizontal pattern locals call "racing stripes." The current champion, White Lightning, has a predominantly white coat with a single broad black stripe down the middle of her back.

NEW PANNONIAN PLAINS TRACK TABLE

1D6	Track
1	FOREST'S END
2	PURSUIT
3	RECON
4	STRIKE
5	FLANK
6	MEETING ENGAGEMENT

MAPSHEETS

The following tables represent the categories of terrain that can be found on the battlefields in New Pannonian Plains Region of Tukayyid. Players using mapsheets may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified. Note also that the various MapPacks may be used to alter the terrain of individual mapsheets as players deem appropriate. AGOAC = *A Game of Armored Combat* Box Set, BB = *Beginner* Box Set, CI = *Clan*

Invasion Box Set. Players using terrain should use the Terrain Table as a guideline for setting up terrain appropriate to the Region in which their battle is taking place.

NEW PANNONIAN PLAINS TERRAIN TABLE

1D6	Map
1	Hilltops #1 (CI)
2	Rolling Hills #2 (MP: Grasslands, CI)
3	Rolling Hills #1 (MP: Grasslands, CI)
4	Woodland (MP: Grasslands)
5	Streams (MP: Grasslands)
6	Rolling Hills #3 (MP: Grasslands)

OPTIONAL RULES

If all players agree, the following rules may be used to add specific aspects to the battles played out in the New Pannonian Plains.

WAREHOUSE

The players may choose to add a warehouse and distribution center to the battlefield. This is a cluster of three medium buildings, one of which should cover two hexes. The Defender may place the buildings, which must be within 3 hexes (TW) or 6" (AS) of a road if one is shown on the mapsheets selected.

GOLIJA PALISADES

The southern reaches of the Pozoristu Mountain range are officially known as the Golija Palisades, though the people that live here rarely use that name, preferring their link to the mountains to the north. Whatever the locals might think, the mountains here, though sharp, rise to a much lower elevation than the northerly peaks. This leaves the area facing most of the heat of Tukayyid, particularly in summer. The area is mostly foothills, with many areas of jagged, sharp outcroppings of rock. Many of these create the impression of stone walls, giving the region its name.

Skupo was originally founded as a mining town, and a university for technical training was part of the early plan for the town. The university turned out more successful in the long run than the mines, and a second university centered on liberal arts was formed during the height of the Star League. These two universities dominated the town, attracting students not just from Tukayyid but from surrounding star systems. Skupo Mining and Technical University, despite its somewhat humble name, is the larger of the two universities, with a focus on engineering. Its campus is primarily red brick and its school colors are red

CLAN WOLF CAMPAIGN

and black. The University of Tukayyid is the smaller of the two universities, and takes its green and gold colors from the grassy lawns and sunflowers of its campus.

Note: If Clan Wolf wins the Pozoristu Mountains Region before Golija Palisades, then the first track in the Golija Palisades Region will be **Bloody Basin Pass**.

GOLIJA PALISADES TRACK TABLE

1D6	Track
1	BATTLE IN THE TRENCHES
2	BREAKTHROUGH
3	MEETING ENGAGEMENT
4	STRIKE
5	PUSHBACK
6	RETREAT

MAPSHEETS

The following tables represent the categories of terrain that can be found on the battlefields in the Golija Palisades Region of Tukayyid. Players using mapsheets may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified. Note also that the various MapPacks may be used to alter the terrain of individual mapsheets as players deem appropriate. AGOAC = *A Game of Armored Combat Box Set*, BB = *Beginner Box Set*, CI = *Clan Invasion Box Set*. Players using terrain should use the Terrain Table as a guideline for setting up terrain appropriate to the Region in which their battle is taking place.

GOLIJA PALISADES TERRAIN TABLE

1D6	Map
1	Desert #3 (AGOAC)
2	Barren Lands #1 (CI)
3	Barren Lands #2 (CI)
4	Rolling Hills #3 (MP: Grasslands)
5	Foothills #1 (MP: Grasslands)
6	Foothills #2 (MP: Grasslands)

OPTIONAL RULES

If all players agree, the following rules may be used to add specific aspects to the battles played out in the Golija Palisades.

GRAND VALLEY BRIDGE

Located on the highway between Brzo and Skupo is a dry canyon with a 100-meter drop. The highway crosses the canyon via the Grand Valley Bridge. If the players choose to play a track with this option, the Grassland #2 (AGOAC) should be one of the mapsheets chosen for the track. All the water hexes on this mapsheet, and all hexes within one hex of the water, are Depth 10 and Rough terrain. The road is the Grand Valley Bridge; its elevation is not affected.

SKUPO

Roll 1D6; on a result of 5 or higher the track takes place in the town of Skupo.

Add 1D6 clusters of medium buildings per mapsheet. Each cluster of buildings is composed of six buildings arranged in two lines of 3 hexes with a 3-hex row (TW) or 6" space (AS) between for a road. Roll 1D6/2 (round up) for each cluster to determine the height level of the buildings in that cluster. Players alternate the placement of each cluster, starting with the Defender.

POZORISTU MOUNTAINS

The heart of the Pozoristu Mountains are sharp peaks surrounding a high-alpine plain. The altitude tempers Tukayyid's heat. Settled within the valleys of the Pozoristu are small mining towns, the largest of which is Clan Wolf's primary objective, Brzo.

At three kilometers above sea level, Brzo is freezing cold by Tukayyid's standards. It is semi-arid, nearly a desert, but the valley is protected from strong winds by the even higher mountains surrounding it. The sun shines on the town almost constantly and this, along with the good humor of its inhabitants, gave it the nickname of the Temple of the Sun. What little rain does fall in the Pozoristu Mountains generally falls in the summer; at the time of the Battle of Tukayyid, the mountains had not seen rain in months. The area is hardly dry however, as the spring sun melts the summer snow and ice, and many rivers and streams of the Boreal continent are fed by the runoff from the Pozoristu Mountains.

Brzo lies along the Sava River. The river begins among the snow-capped mountains to the northeast, flowing through marshlands just east of Brzo. Brzo lies along the drier banks, before the river narrows into the Sidewinder Valley. With the protection of the mountains from the wind, and watered by the Sava, Brzo manages an alpine forest among the buildings of the town and a selection of hardy, engineered crops around its outskirts. But the flanks of the mountains all around are above the treeline, and are home only to light shrubs and hardy grasses. The majority of the mountains are bare rock.

Several routes wind through the mountains to various mining claims. The Scenic Peak Highway runs along the mountains connecting Brzo to Skupo in the south. The Park-to-Plains Highway runs almost due west from Brzo, passing through Sidewinder Valley's narrow canyons on its way.

CLAN WOLF CAMPAIGN

Note: If Clan Wolf wins the Golija Palisades region before the Pozoristu Mountains Region, then the first track in the Pozoristu Mountains will be **Bloody Basin Pass**.

POZORISTU MOUNTAINS TRACK TABLE

1D6	Track
1	STORM IN THE MOUNTAINS
2	BREAKTHROUGH
3	SUPPLY
4	FLANK
5	PUSHBACK
6	ASSAULT

MAPSHEETS

The following tables represent the categories of terrain that can be found on the battlefields in Pozoristu Mountains region of Tukayyid. Players using mapsheets may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified. Note also that the various MapPacks may be used to alter the terrain of individual mapsheets as players deem appropriate. AGOAC = *A Game of Armored Combat Box Set*, BB = *Beginner Box Set*, CI = *Clan Invasion Box Set*. Players using terrain should use the Terrain Table as a guideline for setting up terrain appropriate to the Region in which their battle is taking place.

POZORISTU MOUNTAINS TERRAIN TABLE

1D6	Map
1	Barren Lands #1 (CI)
2	Barren Lands #2 (CI)
3	Pozoristu Mountains #1 (MP: Tukayyid)
4	Pozoristu Mountains #2 (MP: Tukayyid)
5	Desert #2 (AGOAC)
6	Streams (MP: Grasslands)

OPTIONAL RULES

If all players agree, the following rules may be used to add specific aspects to the battles played out in the Pozoristu Mountains.

THIN ATMOSPHERE

WiGE, VTOL and Hover movement have -2 MP (AS: -4" Move).

SUBURBS

Add 1D6 clusters of medium buildings per mapsheet. Each cluster of buildings is composed of six buildings arranged in two lines of 3 hexes with a 3-hex row (TW) or 6" space (AS) between for a road. Roll 1D6/2 (round up) for each cluster to determine the height level of the buildings in that cluster. Players alternate the placement of each cluster, starting with the Defender.





FOREST'S END

SITUATION

Hamlet of Forest's End
New Pannonian Plain, Tukayyid
Free Rasalhague Republic
 6 May 3052

As the Wolves came within sight of the Com Guards, the Clan dispatched a force to encircle the defenders. The Com Guards responded with their own force to keep the loop from closing.

GAME SETUP

Recommended Terrain: Start with the Rolling Hills #3 and Streams mapsheets. Randomly generate additional mapsheets on the New Pannonian Plains Terrain Table as needed for the size of each side's forces.

The Clan side is always the Attacker in this track; the Com Guards are always the Defender.

ATTACKER

The Attacker deploys up to 33% of their Campaign Force. The Attacker will enter the battlefield during the Movement Phase of Turn 1 from the open long edge of the Rolling Hills #3 mapsheet. This is their home edge.

DEFENDER

The Defender is 100% of the Attacker's deployed force. The Defender's home edge is the long edge of Streams opposite Rolling Hills #3. The Defender deploys anywhere on the Streams mapsheet.

WARCHEST

Track Cost: 300

Options:

+200 Hover Response (Attacker only): At the beginning of Turn 5, the Defender receives reinforcements consisting of two light hover combat vehicles (see *Battlefield Support: Combined Arms*, p. 19) for every Star (5 'Mechs, rounding up) the Attacker has functional (not destroyed, crippled, or withdrawing) at that time. These reinforcements do not count as part of the Defender's force for purposes of achieving Objectives.

OBJECTIVES

Complete the Circle! (Attacker only): At least 50% of the Attacker's units exit the map along the Defender's home edge. [300]

Clear the Woods (Attacker only): Destroy or cripple at least 50% of the Defender's units. [100]

Survive (Defender only): Less than 50% of the Defender's force is destroyed or crippled. [300]

Hold the Line (Defender only): Destroy or cripple more than 50% of the Attacker's force. [100]

SPECIAL RULES

The following rules are in effect for this track:

TIME LIMIT

Clan Wolf needs to complete the encirclement before the Com Guards can reinforce or pull back. This track ends after the End Phase of Turn 10.

CLAN WOLF CAMPAIGN

BATTLE IN THE TRENCHES

SITUATION

Foothills Northwest of Skupo
Golija Palisades, Tukayyid
Free Rasalhague Republic
9 May 3052

The Wolves' advance toward Skupo was temporarily halted as the Clan sent forces to find a way around the 138th Division's prepared defenses. But the Wolves underestimated the Com Guard's preparations and found themselves ambushed from covered trenches in the foothills.

GAME SETUP

Recommended Terrain: Players should use half the normal number of mapsheets for the Expected Force Track Size. Desert Hills should be the first mapsheet, if available. The Defender should arrange any additional mapsheets to the long edge of Desert Hills. The southernmost map edge is the Attacker's home edge; the Defender's home edge is opposite.

The Clan side is always the Attacker in this track; the Com Guards are always the Defender.

ATTACKER

The Attacker deploys up to 33% of their Campaign Force. The Attacker enters the battlefield from their home edge during the Movement Phase of Turn 1.

DEFENDER

The Defender is 100% of the Attacker's deployed force. The Defender deploys their units anywhere in the northern half of the play area.

One unit must be designated the force's commander; if any units possess the Tactical Genius SPA, including as a bonus ability bestowed by a Formation, the force commander must be selected from among these units. This unit must be deployed further south than any other Defender unit.

WARCHEST

Track Cost: 400

Options:

+300 The Whites of their Eyes (Attacker only): The Defender may deploy all of their units as Hidden Units (see p. 82, *BMM* or p. 168, *ASCE*). The Defender's commander must be revealed by the end of Turn 2. If the commander has not already been revealed by the End Phase of Turn 2, reveal the commander's unit in that phase.

+150/+300 Strafe (Defender only): The Attacker receives a strafing run from aerospace fighters during the End Phase of Turn 3. Any of the Defender's units which are still hidden are revealed immediately before this strafing run. The Attacker gets two strafing attacks (see *Offensive Aerospace Support (Strafing)*, p. 75, *BMM* or p. 54, *ASCE*) for every Level II (rounding up) of the Defender's originally deployed force. These strafing attacks lower their Target Number to 6. This bonus is doubled to +300 if the Attacker does not take The Whites of their Eyes Option.

OBJECTIVES

Break a Sweat (Attacker only): At least 50% of the Attacker's units exit from the Defender's home edge after destroying the Defender's commander unit. **[300]**

No, You Are Being Ambushed (Attacker only): Destroy or cripple all of the Defender's units. **[300]**

Protect the Commander (Defender only): The Defender's commander survives and exits the map from the Defender's home edge. **[300]**

Show Them Who's the Boss (Defender only): Destroy, cripple, or force to withdraw all of the Attacker's units. **[300]**

SPECIAL RULES

The following rules are in effect for this track:

DEFENDER'S COMMANDER

The Defender's commander unit ignores Forced Withdrawal and cannot exit the play area until at least three of the Attacker's units have been destroyed. The turn after the third Attacker unit is destroyed, the Defender's commander is then subject to Forced Withdrawal and may exit via the Defender's home edge.

BLOODY BASIN PASS

SITUATION

*Between Skupo and Brzo
Pozoristu Mountains, Tukayyid
Free Rasalhague Republic
11 May 3052*

After seizing their first objective, Clan Wolf ordered units to take the Bloody Basin Pass to cut off ComStar reinforcements moving toward the second objective. ComStar leadership ordered their own forces to hold, and create a new defensive line before Clan Wolf can overrun it.

GAME SETUP

Recommended Terrain: Players should use half the normal number of mapsheets for the Expected Force Track Size. Start with Rolling Hills #1 as the first mapsheet. Roll on the Golija Palisades Terrain Table for additional MapSheets as needed.

The Clan side is always the Attacker in this track; the Com Guards are always the Defender.

ATTACKER

The Attacker deploys up to 33% of their Campaign Force. The Attacker's home edge is the south edge of the Rolling Hills #1 mapsheet, or the southernmost edge of any additional mapsheets below Rolling Hills #1. The Attacker enters the battlefield from their home edge during the Movement Phase of Turn 1.

DEFENDER

The Defender is 0% of their own Campaign Force. Instead, the Defender deploys a heavy Level II of combat vehicles for each Star under the Expected Track Force Size. For example, if the Expected Track Force Size is a Binary, the Defender deploys two heavy Level IIs of armored vehicles. If using Battlefield Support, each heavy Level II consists of six Assault Tracked Combat Vehicles. If the players are using *Total Warfare* rules for combat vehicles, each heavy Level II consists of three Burke Defense Tanks, two Fury Command Tanks and a Rhino Fire Support Tank, all with Gunnery Skills of 4 and Piloting Skills of 5. (AS: Skill 4.)

The Defender's home edge is opposite the Attacker's home edge. The Defender deploys on the northern half of any of the mapsheets on any Level 0 hexes.

WARCHEST

Track Cost: 600

Options:

+300 Took Too Long (Attacker only): The Defender may place two units per Level II as Hidden Units (see p. 82, *BMM* or p. 168, *ASCE*).

+150/+300 Strafe (Defender only): The Attacker receives a strafing run from aerospace fighters during the End Phase of Turn 3. Any of the Defender's units which are still hidden are revealed immediately before this strafing run. The Attacker gets two strafing attacks (see *Offensive Aerospace Support (Strafing)*, p. 75, *BMM* or p. 54, *ASCE*) for every Level II (rounding up) of the Defender's originally deployed force. These strafing attacks lower their Target Number to 6. This bonus is doubled to +300 if the Attacker does not take the Took Too Long Option.

OBJECTIVES

Clear the Pass (Attacker only): Destroy, cripple, or force to withdraw all of the Defender's units. [300]

Don't Break a Sweat (Attacker only): Less than 50% of the Attacker's units must be destroyed, crippled, or withdrawing at the end of the track. [300]

Punish Them (Defender only): Destroy, cripple, or force to withdraw more than 50% of the Attacker's units. [300]

Put an End to It (Defender only): Destroy, cripple, or force to withdraw all of the Attacker's units. [300]

SPECIAL RULES

There are no special rules in effect for this track.

CLAN WOLF CAMPAIGN

STORM IN THE MOUNTAINS

SITUATION

Outside Brzo
Pozoristu Mountains, Tukayyid
Free Rasalhague Republic
16 May 3052

With a rare spring thunderstorm in the mountains, Clan Wolf closed in on Brzo, and attempted to surprise ComStar with a sudden assault. Unfortunately, the Com Guards spotted the Clan's movement and reinforced their defenses.

GAME SETUP

Recommended Terrain: Start with the Pozoristu Mountains mapsheet from *MapPack: Battle of Tukayyid*. Randomly generate additional mapsheets on the Pozoristu Mountains Terrain Table as needed for the size of each side's forces. The mapsheets should be arranged with their long edges touching; the entire battlefield should not be wider than a single mapsheet. The Defender selects their home edge from between the two shorter edges of the battlefield; the Attacker's home edge is opposite.

The Clan side is always the Attacker in this track; the Com Guards are always the Defender.

ATTACKER

The Attacker deploys up to 33% of their Campaign Force. The Attacker deploys first, between 2 hexes (TW) or 4" (AS) and no more than 10 hexes (TW) or 20" (AS) from their home edge.

DEFENDER

The Defender is 100% of the Attacker's deployed force. The Defender must deploy their units at least 2 hexes (TW) or 4" (AS) from their home edge and at least 10 hexes (TW) or 20" (AS) from the Attacker's home edge and any Attacker unit.

The Defender receives an additional 10 Battlefield Support Points if the Expected Track Force Size is a Star, 20 if it is a Binary, and 30 if it is a Trinary. These BSPs can be spent on combat vehicles or infantry (see *Battlefield Support: Combined Arms*, p. 19).

WARCHEST

Track Cost: 500

OBJECTIVES

Don't Let Go (Attacker only): Less than 50% of the Attacker's force is destroyed or crippled at the end of Turn 10. [300]

This Land is Our Land (Attacker only): None of the Attacker's force is destroyed or crippled at the end of Turn 10. [400]

Tear Them Down (Defender only): Destroy or cripple at least 50% of the Attacker's forces by the end of Turn 10. [300]

Burn 'Em Out (Defender only): Destroy or cripple all of the Attacker's forces by the end of Turn 10. [200]

SPECIAL RULES

The following rules are in effect for this track:

TRACK END

The track ends immediately after the End Phase of Turn 10.

DOWNPOUR

This track takes place during a thunderstorm; moderate rainfall applies a +1 Target Number modifier to ranged attacks.

FORCED WITHDRAWAL

The Attacker is not subject to Forced Withdrawal. The Defender must adhere to Forced Withdrawal.



BENJAMIN PARKER
AUGUST 2020

TECHNICAL READOUT

ADDER (PUMA) TC

Mass: 35 tons

Speed: 64 kph cruising, 97 kph max

Jump Capacity: None

Payload: 1 Flamer, 16 tons of pod space available

Manufacturer: Sheridan LM-TA 8-10, W-7 Facilities

Primary Factory: Sheridan (Sheridan), Tranquil (W-7)

Featured in TRO: *Clan Invasion / 3050 Upgrade*

OVERVIEW

During the planning stages for the Battle of Tukayyid, Diamond Shark scientists were ordered to produce an OmniMech payload to counter the heavy use of unarmored infantry and armored vehicles that Clan leaders expected ComStar to field. The design team came up with three separate configurations to meet this need, employing the *Timber Wolf*, *Mad Dog*, and *Adder*. Khan Hawker himself intervened and demanded that only the lightest Omni be used in this manner, as heavier 'Mechs would be reserved for destroying "worthy prey." Thus, the *Adder* TC was the only of the three deployed to fight the Com Guards on Tukayyid.

CAPABILITIES

The *Adder* TC, like other *Adder* designs, used its swift speed to move across the battlefield quickly. Its only long-range weaponry consists of a large pulse laser, which employed adaptive optics derived from Star League deep space telescopes to accurately focus the beam onto a target at double the distance of SLDF versions. A small pulse laser backed up the larger system and doubled as a multi-band LADAR emitter that fed information into the 'Mech's advanced targeting computer as well as the active probe. The active probe was able to find hidden infantry and powered-down vehicles through pattern recognition software filtering returns from the LADAR, and through heat signatures detectable from highly sensitive infrared CCD systems located across the upper armor of the 'Mech and along the legs—placement which prevented the 'Mech's own heat from blinding the probe. These same IR CCD systems tied into the 'Mech's anti-missile system, detecting the distinct heat bloom of incoming missiles and guiding the defensive fire of the system accurately onto the hostile warheads. The final weapon systems were installed into the *Adder's* arms: ten 12.7mm machine guns, five in each arm. Each arm possessed independent ammunition storage to mitigate the potential loss of the limb. As the *Adder* already had simple arms, the machine gun systems were able to traverse in any direction around the 'Mech, allowing the MechWarrior to target any nearby infantry regardless of the direction in which the *Adder* TC traveled.

BATTLE HISTORY

The *Adder* TC saw limited use by Clan Diamond Shark during the Battle of Tukayyid. As Khan Hawker felt that Trueborn MechWarriors should focus on combating other 'Mechs, and freeborn MechWarriors should never be assigned to an OmniMech, only a single *Adder* was outfitted with the recommended anti-vehicle and infantry weaponry. This 'Mech was assigned to a MechWarrior serving in the 203rd Attack Cluster and was further

limited by Khan Hawker's distrust of the freebirth MechWarriors from Omega Galaxy. The *Adder* was assigned to "oversee" the freebirth pilots as they were forced to construct defensive positions in the open days of the battle. While only a single unit, the *Adder* TC would have been more useful to Khan Hawker as a scout, locating the multiple hidden 'Mechs and vehicles ComStar littered across the Kozice Valley.

NOTABLE 'MECHS AND MECHWARRIORS

MechWarrior Hansal: Hansal became a MechWarrior for Clan Diamond Shark only days before the landings on Tukayyid. Having the least amount of combat experience in the 203rd Cluster, Hansal was assigned the only 'Mech no one else wished to pilot: the *Adder* TC that he simply named *Hope*. Wanting to prove his courage and skill to his Khan, Hansal requested repeatedly to scout outside of the Shark landing zone and to attack the VTOL and hovercraft assets that moved continually across the edges of his sensor range. Hansal did see some action—when he was ordered to kill one of the freebirth MechWarriors from Omega Galaxy who dared request the use of their BattleMechs in construction tasks.

Hansal prowled the edges of the LZ in *Hope* as Alpha and Gamma Galaxies deployed, but he was ordered to stay behind and ensure that the "freebirth scum" of Omega Galaxy stayed put in the LZ and did not "defect to or assist ComStar." In the following days, as the surrounding Eighth Army slaughtered his fellow MechWarriors, Hansal raged at his fellow warriors having thrown away a victory with the mismanagement of their forces.

As Khan Hawker and the remnants of the Diamond Shark Galaxies began their retreat to the LZ, Hansal was the only Trueborn of Alpha or Gamma Galaxies to stand on the line with the freebirth warriors of Omega Galaxy. He did this not to save his Khan, but to share the battlefield just once with those he had come to view as the true warriors of his Clan. *Hope* was one of the first 'Mechs of this relief force to fall, and Hansal was pulled from its wreckage by Com Guard troopers after the survivors of his Clan had fled. Dying from damage to multiple vital organs, Hansal wished to have his remains handled in the same manner as the freebirths he fought alongside.

Weapons and Ammo	Location	Critical	Tonnage
<i>Alternate Configuration TC</i>			
5 Machine Guns	RA	5	1.25
Ammo (MG) 100	RA	1	.5
Large Pulse Laser	RT	2	6
Targeting Computer	RT	2	2
Ammo (AMS) 24	RT	1	1
Small Pulse Laser	LT	1	1
Anti-Missile System	LT	1	.5
Active Probe	LT	1	1
Double Heat Sink	LT	2	1
5 Machine Guns	LA	5	1.25
Ammo (MG) 100	LA	1	.5
Battle Value: 1,247		Role: Striker	

Notes: Features the following Design Quirks: Narrow/Low Profile; No Torso Twist.

TECHNICAL READOUT



ALPHA STRIKE STATS

Unit	Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV
Puma	(Adder) TC	Striker	BM	1	12"	2	4/2/2	0	4/2	30

Special: AMS, CASE, OMNI, PRB, RCN

RECORD SHEETS

ORDER OF BATTLE

TECHNICAL READOUT

WOLF CAMPAIN

JADE FALCON CAMPAIN

NOVA CAT CAMPAIN

STEEL VIPER CAMPAIN

GHOST BEAR CAMPAIN

DIAMOND SHARK CAMPAIN

SMOKE JAGUAR CAMPAIN

THE CHAOS CAMPAIN

HISTORY

LESSONS OF WAR

SHADOW CAT TC

Mass: 45 tons

Speed: 64 kph cruising, 129 kph max with MASC

Jump Capacity: 180 meters

Payload: 17 tons of pod space available

Manufacturer: Barcella Beta

Primary Factory: Barcella

Featured in TRO: *Clan Invasion / 3058 Upgrade*

Not a well-regarded or widely used configuration before Tukayyid, the *Shadow Cat*'s TC variant gained popularity in the years after the battle. So rare as to not even be recognized as an official alternate configuration until the 3060s, a scant few were deployed by the Steel Vipers and Nova Cats, usually relegated to inferior warriors. These machines found unexpected success facing ComStar's legions of tanks and infantry, where cluster rounds and pulse lasers were more valuable than Gauss slugs. During the Truce years, Clans dealing with combined-arms raids from their Inner Sphere neighbors adopted the *Shadow Cat* TC, employing it with deadly efficiency.

CAPABILITIES

Originally the personal variant of Star Captain Denver of Clan Nova Cat, the *Shadow Cat* TC found favor among MechWarriors with a preference for autocannons. Its LB 10-X is sufficient to punch holes in 'Mechs of similar size to the *Shadow Cat*, which are then exploitable with cluster rounds, and its hidden SRM has provided enough of a surprise to extract it from sticky situations. Most MechWarriors prefer a better secondary weapon than paired small pulse lasers, until they face an infantryman with a satchel charge grinning through their cockpit ferroglass. An active probe can help prevent such surprises, but in the end a MechWarrior must know his machine and be able to use it to its fullest to survive.

BATTLE HISTORY

An unusual encounter occurred in the Devil's Bath between a Steel Viper *Shadow Cat* and a *Crab* piloted by Adept Delia Deitz of the Sixth Division. The two stalked each other through the Bath's maze of granite columns, sniping and dodging for hours as they drifted further and further from the main battle. Soon they were isolated in an otherwise quiet area, but still they fought. Adept Deitz's BattleROM shows that she lost the fight when she came around a column to find the *Shadow Cat*'s autocannon muzzle ready. One LB-X round later, her cockpit was shattered and she was dying. Her 'Mech stumbled, and fell into one of the Bath's infamous mud pits, but before it could sink the *Shadow Cat* seized the *Crab* and dragged it to safety. The Viper MechWarrior then retrieved Deitz from her cockpit, though her injuries were already fatal. The BattleROM's last images

showed the Viper warrior gently laying Deitz on the ground and staying with her as she died. He then arranged the body, saluted her, and left. The ferocity with which the Steel Vipers exterminated the Sixth Division makes this touching gesture of respect between foes even more memorable. The Viper MechWarrior was never identified.

The Vipers continued to use the *Shadow Cat* TC after their return to the Homeworlds, employing it in their personal war against Clan Snow Raven. On Homer, Star Commander Hoyt and his Mamba of three *Shadow Cats* and two *Battle Cobras* came under fire from Raven aerospace fighters after being separated from their Trinary. Hoyt's *Shadow Cats* stood their ground and fired off flak rounds from their autocannons, downing fighter after fighter as the *Battle Cobras* circled and tried to draw fire. The Ravens retreated when their own Star Commander's *Batu* went down, leaving only Hoyt's 'Mech Operational. Hoyt tested up to Star Captain shortly after the battle.

NOTABLE 'MECHS AND MECHWARRIORS

MechWarrior Devin: A rare Crusader in Clan Nova Cat, Devin was appalled when his Khans betrayed the unity of the Clans and defected to the sham Star League. Defeated in numerous Trials of Refusal and Grievance over the matter, Devin was stripped of his Star Captain's rank and relegated to garrison duty on Irece, until something in him finally snapped. Breaking into an Alpha Galaxy 'Mech bay, Devin murdered two warriors and half a dozen techs and stole a *Shadow Cat*. He managed to escape off-world with a few other like-minded ex-Nova Cats and made his way to Clan Wolf space, but not even the weakened Crusader Wolves would welcome deserters. Devin and his crew were last spotted in the Barrens working with small pirate groups, a long fall from the vision of Kerensky.

Weapons and Ammo	Location	Critical	Tonnage
LB 10-X AC	RA	5	10
Ammo (LB-X) 20	RT	2	2
Small Pulse Laser	RT	1	1
Active Probe	LT	1	1
SRM 4	LT	1	1
Ammo (SRM) 25	LT	1	1
Small Pulse Laser	LA	1	1
Battle Value: 1,378		Role: Scout	

Notes: Features the following Design Quirks: Narrow/Low Profile.

TECHNICAL READOUT



ALPHA STRIKE STATS

Unit	Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV
Shadow Cat TC	—	Scout	BM	2	16"/12"	3	2/2/1	0	4/2	35
Special: CASE, FLK1/1/1, OMNI, PRB, RCN, JMPW1										

RECORD SHEETS

ORDER OF BATTLE

TECHNICAL READOUT

VOLF CAMPATCN

JADE FALCON CAMPATCN

NOVA CAT CAMPATCN

STEEL VIPER CAMPATCN

GHOST BEAR CAMPATCN

DIAMOND SHARK CAMPATCN

SMOKE JAGUAR CAMPATCN

THE CHAOS CAMPATCN

HISTORY

LESSONS OF WAR

TECHNICAL READOUT

STORMCROW (RYOKEN) TC

Mass: 55 tons

Speed: 64 kph cruising, 97 kph max

Jump Capacity: None

Payload: 23 tons of pod space available

Manufacturer: Various

Primary Factory: Various

Featured in TRO: *Clan Invasion / 3050 Upgrade*

The *Stormcrow* TC is an interesting upgrade to the B configuration of the *Stormcrow* OmniMech which came into being when a Smoke Jaguar *Stormcrow's* tracking system began acting up. With the techs unable to make the on-board computer register some of the weapons, they had to make changes to it on the fly. The variant proved successful with the Smoke Jaguars and was copied by other invading Clans.

CAPABILITIES

The TC configuration gives up some of the shock value of the B's huge, Ultra-class autocannon and horde of lasers in favor of more sustainable and accurate fire. Still primarily a short-range duelist, a MechWarrior in a *Stormcrow* TC seeks to push the enemy's skill by favoring speed or cover to rush the enemy into wild shots and frustration.

BATTLE HISTORY

Though present in small numbers across all of the Clans at Tukayyid, the TC variant was first seen in battle during the assault on the Dinju Mountains. Thanks to the range of the machine's Gauss rifle, its MechWarrior was one of the first to fire at the Com Guards. But that first shot missed the targeted *Marauder*, instead hitting rocks fifty meters behind it. The remainder of the battle did not see the MechWarrior's luck change; the *Stormcrow* continued to miss its targets and was eventually shredded by long-range Com Guards fire. In a display of Smoke Jaguar rage, the name of the unfortunate MechWarrior was stricken from all records, his *giftake* destroyed.

Star Commander Emmeline of the Nova Cats configured her *Stormcrow* as a TC model. After the destruction of the *Cat's Maw*, Emmeline prevented a Com Guard *Ahab* from repeating the suicide run successfully executed by a *Hammerhead* a short time before. Taking careful aim with her targeting computer and Gauss rifle, she shot the *Ahab* directly in the cockpit the moment she hit the ground, stopping it from flying into the drive section of the *Union C-class Purifier*. Her Gauss rifle's long reach enabled her to destroy two more aerospace fighters after ComStar tried to break contact and depart the Nova Cats' landing zone.

Two Steel Viper MechWarriors piloting TC configurations came into their prime in Devil's Bath. While the heat of the boiling swamp made it difficult to fire laser weapons without overheating, the pair of *Stormcrow* TCs used their Gauss rifles with deadly accuracy, withholding their extended-range medium lasers until they were certain they would hit. Each downed three Com Guard 'Mechs before falling victim to the swamp pits.

NOTABLE 'MECHS AND MECHWARRIORS

Star Captain Mia Attwater: Mia Attwater's specialty was engagement with aerospace units. When she won her Bloodname, she decided that her personal 'Mech should reflect that, equipping her *Stormcrow* with LB 5-X ACs, two LRM 5s, and jump jets to take down Aerospace unit with deadly accuracy. Because the ammo dependency of her personal configuration turned into a problem on Tukayyid, she reconfigured her *Stormcrow* to the TC variant after the Com Guard aerospace assets were defeated. She was one of the few Clan Nova Cat warriors able to leave Tukayyid in her own 'Mech.

Star Commander Emmeline Attwater: Emmeline Attwater survived Tukayyid, but her 'Mech was destroyed during the campaign. After the battle, she was part of a trial against Clan Wolf which the Nova Cats lost, and was taken as a bondswoman by the Wolves. When her bondcord was cut, she fought her way back to warrior status and was assigned a new *Stormcrow*, which she again used exclusively in the TC configuration.

Weapons and Ammo	Location	Critical	Tonnage
<i>Alternate Configuration TC</i>			
4 ER Medium Lasers	RA	4	4
Double Heat Sink	RT	2	1
Targeting Computer	LT	4	4
Gauss Rifle	LA	6	12
Ammo (Gauss) 16	LA	2	2
Battle Value: 2,373 Role: Skirmisher			

Alternate Configuration Attwater

LB 5-X AC	RA	3	7
LRM 5	RT	1	1
Artemis IV FCS	RT	1	1
Ammo (LB-X) 20	H	1	1
LRM 5	LT	1	1
Artemis IV FCS	LT	1	1
Ammo (LRM) 24	LT	1	1
LB 5-X AC	LA	3	7
3 Jump Jets	RT	3	1.5
3 Jump Jets	LT	3	1.5
Battle Value: 1,482 Role: Sniper			

Notes: Features the following Design Quirks: Stable.

TECHNICAL READOUT

RECORD SHEETS

ORDER OF BATTLE

TECHNICAL READOUT

WOLF CAMPATON

JADE FALCON CAMPATON

NOVA CAT CAMPATON

STEEL VIPER CAMPATON

GHOST BEAR CAMPATON

DIAMOND SHARK CAMPATON

SMOKE JAGUAR CAMPATON

THE CHAOS CAMPATON

HISTORY

LESSONS OF WAR



ALPHA STRIKE STATS

Unit	Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV
Ryoken	(Stormcrow) TC	Skirmisher	BM	2	12"	2	5/5/2	0	6/3	43
Special: CASE, OMNI										
Ryoken	(Stormcrow) Attwater	Sniper	BM	2	12"j	2	2/2/2	0	6/3	32
Special: CASE, FLK1/1/1, IF1, OMNI										

MAD DOG (VULTURE) S

Mass: 60 tons

Speed: 54 kph cruising, 86 kph max

Jump Capacity: None

Payload: 28 tons of pod space available

Manufacturer: Various

Primary Factory: Various

Featured in TRO: *Clan Invasion / 3050 Upgrade*

As Clan Ghost Bear laagered in Spanac, the survivors of the preceding days of fighting reevaluated their expectations for the campaign. Ammunition was being burned through at a prodigious rate with little chance of resupply, and combat came at close quarters against an enemy who refused to show themselves. The Ghost Bear 'Mechs had been successful, but they could be better adapted to the conditions. Fortunately, OmniMechs were well-suited to making those adaptations.

CAPABILITIES

The *Mad Dog* was both the Ghost Bears' most common OmniMech and their biggest consumer of ammunition, and demanded immediate attention. After cross-referencing historic variants with available and salvaged equipment, a new variant was deployed. Now mounting jump jets, the 'Mech's firepower came from a pair of PPCs with pulse lasers for close-in work. An active probe was intended to reduce the number and effectiveness of surprise attacks. Working through the night of 6 May, Ghost Bear technicians had many of the Clan's surviving *Mad Dogs* reconfigured to this new S variant and ready for action the next day.

BATTLE HISTORY

The *Mad Dog S* first saw combat on 9 May with the Golden Bears in the Holth Forest. Ironically, a week of fires and the speed of the Com Guards advance robbed the Ninetieth Division of the cover they hoped to use, and the battlefield was far more open than earlier in the week. Standing off from the green division, the Ghost Bear *Mad Dogs* maintained a punishing long-range bombardment without concern for ammunition use before the First Bear Guards broke through at dusk.

That night, the *Mad Dog S* came into its own when the Eighty-seventh and 104th Divisions began probing Spanac's defenses. Moving with ease through the city environment, the *Mad Dogs* used their situational awareness to direct their Starmates onto the Com Guard forces, and located and downed lone 'Mechs before the Com Guards could react. Satisfied with their performance, Loremaster Laurie Tseng transmitted the design to the Chatterweb for general use by the Clans on Tukayyid.

After Tukayyid, the *Mad Dog S* faded from use in Clan Ghost Bear. Though the S variant proved a handy expedient when faced with unexpected close-quarters fighting, it was generally felt that the better-armored *Summoner* was more appropriate to the role as the Clans adapted to operations in the Inner Sphere. That said, more than a few Com Guard veterans have noted similarities with the *Arcas*, suggesting the *Mad Dog S*'s legacy lives on.

NOTABLE 'MECHS AND MECHWARRIORS

MechWarrior Huayan: Huayan's *Mad Dog A* marched into Spanac with an ER PPC and empty ammo bins, making it a perfect candidate for conversion to the S variant. It took a day of scrounging to find the necessary weapon pods, but the 'Mech was ready to march with the rest of the Seventy-third Battle Cluster to Luk. Thanks to her 'Mech's superior mobility and sensors, Huayan was assigned as her Star's recon element. As such, she was the first to make contact with a Level II from the 311th Division in broken, burnt out terrain 30 kilometers from Luk. Barely pausing to report the sighting, Huayan engaged all six 'Mechs.

Repeated PPC hits jammed the lead *Sentinel's* autocannon, forcing it to back off. A *Wyvern* engaging with its LRMs drew Huayan's attention; three PPC salvos later, the *Wyvern's* chest exploded as its ammo went up and the pilot ejected. Return fire increased as the Level II closed the range, but the green troops struggled to hit Huayan's *Mad Dog* as she jumped between stands of trees. Engaging a *Crab* in a medium-range slugging match, the Clan warrior downed it at the cost of her *Mad Dog's* right arm. A snap shot from her left arm PPC ripped the leg off a flanking *Hussar*, which tore its engine apart upon hitting the ground. A rapidly reversing *Thorn* came apart under laser fire while the final *Stinger* fell to a PPC in the back. Huayan and her skeletal *Mad Dog* located the *Sentinel* behind a rock, thumping on its chest to unjam its autocannon. The terrified pilot ejected.

Huayan was sponsored for a Bloodname immediately after Tukayyid. Unfortunately, she fell to a head shot in the first Trial.

Weapons and Ammo	Location	Critical	Tonnage
<i>Alternate Configuration S</i>			
ER PPC	RA	2	6
Medium Pulse Laser	RT	1	2
2 Double Heat Sinks	RT	4	2
Medium Pulse Laser	CT	1	2
Medium Pulse Laser	LT	1	2
Active Probe	LT	1	1
2 Double Heat Sinks	LT	4	2
ER PPC	LA	2	6
2 Jump Jets	RT	2	2
Jump Jet	CT	1	1
2 Jump Jets	LT	2	2

Battle Value: 2,676 Role: Skirmisher

Notes: Features the following Design Quirks: Improved Targeting (Medium).

TECHNICAL READOUT



ALPHA STRIKE STATS

Unit	Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV
Vulture (Mad Dog) S	Skirmisher	BM	3	10"	j	2	4/4/3	2	5/3	42
Special: ENE, OMNI, PRB, RCN										

RECORD SHEETS

ORDER OF BATTLE

TECHNICAL READOUT

WOLF CAMPAIN

JADE FALCON CAMPAIN

NOVA CAT CAMPAIN

STEEL VIPER CAMPAIN

GHOST BEAR CAMPAIN

DIAMOND SHARK CAMPAIN

SMOKE JAGUAR CAMPAIN

THE CHAOS CAMPAIN

HISTORY

LESSONS OF WAR

HELLBRINGER (LOKI) M

Mass: 65 tons

Speed: 54 kph cruising, 86 kph max

Jump Capacity: None

Payload: 28.5 tons of pod space

Manufacturer: Various

Primary Factory: Various

Featured in TRO: *Clan Invasion / 3050 Upgrade*

OVERVIEW

At the time of Tukayyid, the *Hellbringer* and the *Summoner* were the most iconic OmniMechs fielded by Clan Jade Falcon. While the latter was a well-balanced package in most configurations, the *Hellbringer* sacrificed all other performance aspects in favor of overwhelming firepower, earning it the Inner Sphere designation *Loki* on account of its “utterly mad” variants. One such configuration was first fielded by a Falcon Guards officer in a trial during the mobilization for Tukayyid, and became common in the Cluster and beyond during that conflict.

CAPABILITIES

The M configuration of the *Hellbringer* seems to cherry-pick from other variants. It features the Prime’s Streak missiles, the A’s large lasers, and the B’s Gauss rifle, augmented by more SRMs, whereas other configurations sometimes feature smoke launchers. Rather than slip into eclecticism, the *Hellbringer M* is a package that features the ‘Mech’s traditionally strong long-range firepower but eschews the heat or endurance problems of more conventional configurations. Of course, none of this improves the *Hellbringer M*’s anemic armor, but the configuration has a better chance than most other variants to take out its opponents before having to rely on its soft shell for survival.

BATTLE HISTORY

Some OmniMech configurations are born of tradition, the end result of a history of optimization or compromise. The *Hellbringer M* was born in a single event just prior to the Battle of Tukayyid, when Star Commander Summer Mandaka of the reborn Falcon Guards reforming on Orkney challenged MechWarrior Rollan to a Trial of Grievance over the latter’s insubordination. All of the Falcon warriors present were glad for any distraction from the dreary daily drills at the aptly named Mudd Station, and the trial was widely watched.

Facing a heavier *Timber Wolf* in her *Hellbringer*, Mandaka surprised the viewers with her new configuration. At a glance, it seemed like a Prime, with the lone characteristic shoulder-mounted Streak launcher, but then it opened fire at extreme range as Rollan’s *Timber Wolf* crested a hill. The flight of LRMs from his return fire disabled one of the *Hellbringer*’s knees, but to the onlookers’ astonishment, Mandaka kept her ‘Mech upright. With the two combatants reduced to standing and battering each other, the trial was over in just a few minutes—and everyone’s astonishment grew as the *Hellbringer* outgunned the bigger *Timber Wolf*. By the time a Gauss rifle slug crushed the ruined *Timber Wolf*’s cockpit, the *Hellbringer* was suffering from internal engine damage, but still standing. Unfortunately, this engine damage caused an ammunition explosion just after the *Timber Wolf* fell that killed the stubborn Star Commander, who had disengaged her auto eject system on principle. In the following days, Summer Mandaka’s configuration became standardized and was widely tested.

The proliferation of the new configuration across the Clan was as individual as its creation. When deploying on Tukayyid, MechWarrior Sall of the Falcon Guards’ Bravo Beak proudly strode forward from the landing zone in her own *Hellbringer M*. On the morning of 2 May, MechWarrior Vincent of Ninth Talon Cluster’s Alpha Talon 1 cored an escaping 394th Division *Hermes* at a range of more than 700 meters with his new configuration’s lasers. In the afternoon, MechWarrior Wyler of the Twelfth Falcon Regulars’ Bravo Talon 2 defended himself in an ambush by wrecking the looming 394th *Wyvern* with an unexpected strike from his hip-mounted missiles. By the time that Star Commander Uvin Buhallin, commanding the First Striker Cluster’s Alpha Eye, used his Gauss rifle to decapitate a *Flashman* leading a Level II of 403rd Division BattleMechs in a charge against the Falcon lines, the configuration had spread beyond Gamma Galaxy. During the downtime on 6 May, techs met demands for the new M configuration by *Hellbringer* pilots across all three Galaxies on-planet.

To this day, the late Summer Mandaka’s creation lives on as a popular configuration focused on anti-Mech combat.

NOTABLE 'MECHS AND MECHWARRIORS

MechWarrior Jyles: Proudly serving in Star Colonel Kristen Redmond’s Ninety-fourth Striker Cluster during Operation Revival, Jyles deployed in Trinary Bravo during the capture of Somerset and La Grave. On Tukayyid, he felt strongly that his Cluster was assigned an unworthy task in screening the 394th Division that had harassed the Falcons’ flanks for the duration of the campaign. As much out of boredom as genuine fascination, he jumped on the bandwagon and had his *Hellbringer*’s Prime configuration swapped for that of an M variant on 8 May—just before he received the signal to join his Cluster in the rush for Olalla. As Jyles tore toward the objective, he learned to cherish his new configuration’s heat efficiency, which allowed the *Hellbringer* to retain full combat speed even as its pilot succumbed to battlelust.

In the vaunted city of death, Jyles was responsible for meting it out. When the order to withdraw came in through the comms, it was clearly a ruse by cowards or traitors. Jyles may not have been the first Falcon warrior in Olalla, but he was the last as he alone faced the pitiful aspirations of nine Divisions to take back his city.

Weapons and Ammo	Location	Critical	Tonnage
<i>Alternate Configuration M</i>			
Gauss Rifle	RA	6	12
Ammo (Gauss) 16	RA	2	2
Streak SRM 6	RT	2	3
Ammo (Streak) 15	RT	1	1
SRM 6	CT	1	1.5
Ammo (SRM) 15	LT	1	1
2 ER Large Lasers	LA	2	8
Battle Value: 2,200		Role: Sniper	

Notes: Features the following Design Quirks: Searchlight.

TECHNICAL READOUT



ALPHA STRIKE STATS

Unit	Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV
Loki	(Hellbringer) M	Sniper	BM	3	10"	2	4/4/4	2	4/4	39
Special: CASE, OMNI										

RECORD SHEETS

ORDER OF BATTLE

TECHNICAL READOUT

WOLF CAMPAIN

JADE FALCON CAMPAIN

NOVA CAT CAMPAIN

STEEL VIPER CAMPAIN

GHOST BEAR CAMPAIN

DIAMOND SHARK CAMPAIN

SMOKE JAGUAR CAMPAIN

THE CHAOS CAMPAIN

HISTORY

LESSONS OF WAR

TECHNICAL READOUT

TIMBER WOLF (MAD CAT) TC

Mass: 75 tons

Speed: 54 kph cruising, 86 kph max

Jump Capacity: None

Payload: 27.5 tons of pod space available

Manufacturer: Wolf Clan Site #2

Primary Factory: Strana Mechty

Featured in TRO: *Clan Invasion / 3050 Upgrade*

Drawing upon Natasha Kerensky's long experience in the Inner Sphere, ilKhan Ulric Kerensky expected Precentor Martial Anastasius Foht would have to resort to numbers to overwhelm the Clans, and ambushes or fast strikes to shorten the range. He ordered the Wolf *touman* to be prepared for extended campaigning, favoring energy weapons and weapons that conserve ammo. As part of those preparations, Kerensky ordered a number of *Timber Wolves* to be configured as close-combat specialists capable of dealing with ambushes pursuing enemy strikers.

CAPABILITIES

The *Timber Wolf* TC was a rushed response to the ilKhan's request. It employs a similar arm-mounted weapons package as the *Mad Dog*, with paired large and medium lasers in each arm. In addition, Wolf technicians added short-range Streak missile launchers, intended to be saved for use against damaged enemies or the large number of combat vehicles used by the Com Guards. Once a vehicle was immobilized by the Streaks, the *Timber Wolf* would leave it behind for Elementals or other 'Mechs to finish off. To deal with the rough terrain the Com Guards were expected to hide within, the *Timber Wolf* TC also equipped jump jets.

BATTLE HISTORY

The *Timber Wolf* TC was deployed regularly in the many flanking maneuvers used by the Wolves to attempt to encircle Skupo and force the Com Guards out of position. The 352nd Assault Cluster was particularly taken with the new configuration, enabling more of their Stars to be fully jump-capable. The 352nd maneuvered effectively even in the broken terrain of the Pozoristu Mountains, often appearing where the Com Guards assumed no heavy force could break through.

The *Timber Wolf* TC appeared sporadically amongst other Clusters, as many of the *Timber Wolf* configurations were already well-equipped to conserve ammo. The TC was most frequently adopted by MechWarriors who favored the standard B configuration—not because it was similar, but because they were orders to switch away from the Gauss rifle and missile variant for Tukayyid.

NOTABLE 'MECHS AND MECHWARRIORS

MechWarrior Cyle: Serving in the command Star of Star Colonel Erik Kerensky, MechWarrior Cyle found himself at the front of Clan Wolf's push throughout Tukayyid. At Forest's End and the foothills around Skupo, Cyle punished the Com Guards with devastating laser fire. As the Com Guards tried to pull back, the assault Cluster pursued and routed them.

In the mountains near Brzo, the Com Guards managed to finally turn the battle against Beta Galaxy. While brief, the counterattack proved devastating and the 352nd Assault Cluster took a pounding. The Wolves' withdrawal to higher ground kept many of the Com Guard vehicles separated, and Cyle patiently destroyed those 'Mechs that pursued him. Hours of cat-and-mouse finally ended when reinforcements from Alpha Galaxy arrived. Along with their Khan, Star Colonel Erik Kerensky and much of the 352nd Assault were killed in action, with MechWarrior Cyle and his jump-capable *Timber Wolf* the sole survivor of the command Star.

Star Captain Thomas: Although most of the Diamond Shark leadership dismissed Watch reports of the Wolves' preparations for Tukayyid as overly cautious, if not cowardly, Star Captain Thomas showed an interest in the new *Timber Wolf* configuration for his own use. Using his speed and firepower to great effect, Thomas devastated the Eighteenth Division as the Nineteenth Heavy Cluster broke through the Com Guards lines and then rampaged among their support elements. When Alpha Galaxy was pushed back by reinforcements, Thomas continued to harass the Com Guards; his Trinary was one of the few from the Nineteenth to survive mostly intact. When Khan Hawker called for the Sharks' withdraw from Tukayyid, Thomas was among the last few that joined him aboard his DropShip.

Weapons and Ammo	Location	Critical	Tonnage
<i>Alternate Configuration TC</i>			
Large Pulse Laser	RA	2	6
ER Medium Laser	RA	1	1
Streak SRM 6	RT	2	3
Ammo (Streak) 15	RT	1	1
Streak SRM 6	LT	2	3
Ammo (Streak) 15	LT	1	1
ER Small Laser	LT	1	.5
Large Pulse Laser	LA	2	6
ER Medium Laser	LA	1	1
2 Jump Jets	RT	2	2
Jump Jet	CT	1	1
2 Jump Jets	LT	2	2

Battle Value: 2,903 Role: Skirmisher

Notes: Features the following Design Quirks: Improved Targeting (Medium); Weak Head Armor (1).

TECHNICAL READOUT



ALPHA STRIKE STATS

Unit	Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV
Mad Cat (Timber Wolf) TC	Skirmisher	BM	3	10"	2	5/5/3	2	8/4	56	
Special: OMNI, CASE										

RECORD SHEETS

ORDER OF BATTLE

TECHNICAL READOUT

WOLF CAMPAIN

JADE FALCON CAMPAIN

NOVA CAT CAMPAIN

STEEL VIPER CAMPAIN

GHOST BEAR CAMPAIN

DIAMOND SHARK CAMPAIN

SMOKE JAGUAR CAMPAIN

THE CHAOS CAMPAIN

HISTORY

LESSONS OF WAR

EXECUTIONER (GLADIATOR) TC

Mass: 95 tons

Speed: 43 kph cruising, 86 kph max with MASC

Jump Capacity: 120 meters

Payload: 26.5 tons of pod space available

Manufacturer: Arcadia BattleMech Plant CM-T02

Primary Factory: Arcadia

Featured in TRO: *Clan Invasion / 3050 Upgrade*

Concerned about the nature of the impending Battle of Tukayyid, ilKhan Ulric Kerensky suggested the Clans consider their supply chains and logistics, and plan for longer battles. Expecting the clash with the Com Guards to be a quick and decisive affair, few Clans heeded this advice—with some going so far as to actively ignore it—but the ilKhan's urging spawned a number of new OmniMech configurations based primarily around energy weapons. Some of these temporary configurations, or "TC" for short, would only ever see action on Tukayyid, while others would become the basis for configurations which became standard across the Clans. The *Executioner* TC was one of the latter.

CAPABILITIES

Taking nods from the A and D configurations, the *Executioner* TC was an energy-weapon-only configuration that maintained the damage profile of the Prime variant. The 'Mech mounted an ER PPC in the left arm, twin large pulse lasers in the right, and three ER small lasers. Several extra heat sinks helped offset the increased heat load, and an active probe allowed the TC to act as an assault-sized scout unit. The biggest change was the addition of a targeting computer, enabling the 'Mech to accurately shoot on the move or snipe with deadly effect at range.

The TC variant would live on after Tukayyid in various forms, and eventually become the foundation for the standardized F configuration.

BATTLE HISTORY

A firm favorite with Clan Ghost Bear, the *Executioner* is a 'Mech that most other Clans struggle to use successfully. Designed for fast all-out assaults, the *Executioner's* exceptional mobility for a 'Mech of its size and its distinctive appearance are often enough to "shock and awe" an enemy into submission. The TC variant was used prominently by the Wolves and Bears, alongside the A configuration.

The Wolves put the TC's mobility to good use as a fast-response unit, often probing Com Guard supply lines and defending their own depots. BattleROM footage exists of Wolf *Executioners* literally picking targets to pieces with accurate PPC and laser fire, either amputating limbs or aiming for previously damaged weak spots, all while minimizing its own supply requirements.

The Bears deployed the TC as a shock trooper, enabling Alpha Galaxy to overrun the Com Guards' Ninety-first Division at Spanac and capture their supply caches intact. After resupplying, Alpha Galaxy then struck out against the defending Fourth Army at Luk, and came close to breaking them. A diversionary raid against Spanac, led by Precentor Lurca and the 103rd and 308th Divisions, forced the Bears to pull back and defend their newly won supply depots. Despite this, the *Executioner* TCs of the Fiftieth Strike Cluster enables the Bears to breach the defenses of Luk, if only for a short time. Under

heavy pressure from First Army reinforcements, and now lacking the troops to take and hold the city, the Ghost Bears were forced to withdraw to Spanac while they could still claim a partial victory at Tukayyid.

NOTABLE 'MECHS AND MECHWARRIORS

Khan Garth Radick: An atypical Clan warrior, let alone commander, Radick became the focus of Crusader sentiments within Clan Wolf when he led Beta Galaxy. Unfortunately, Garth's own convoluted military and political plans—which usually relied heavily on deception and guile—failed more often than not due to their overly complicated and inflexible nature. Indeed, some suggested he was merely a puppet for the real force behind the Crusader Wolves: Galaxy Commander Conal Ward.

Regardless of his strategic failings, Radick was a charismatic leader who inspired his troops like few others; morale was always high in Beta Galaxy. Radick chose to lead his men from within the ranks, bringing out the best in his fellow-minded Crusaders. He died at the peak of the Battle of Tukayyid at the Pozoristu Mountains, when the Com Guards' Eleventh Army attempted a determined assault on the Arctic Wolves. With the Silver Keshik trying stem the tide alongside the 341st Assault Cluster, Radick fell to a head shot from a Com Guard *Highlander's* Gauss rifle.

MechWarrior Agnar: Part of the Ghost Bears' Fiftieth Strike Cluster, Agnar's Trinary managed to make it into the suburbs of Luk. Using his TC's mobility to its full potential, he forced the Fourth Army defenders to face him, allowing the rest of the Black Bears to exploit the breaches he created. With Alpha Galaxy taking heavy losses from Com Guards raiders, the Bears were in no position to hold the city, forcing the Fiftieth Strike to withdraw back to Spanac.

Weapons and Ammo	Location	Critical	Tonnage
<i>Alternate Configuration TC</i>			
2 Large Pulse Lasers	RA	4	12
2 ER Small Lasers	RT	2	1
Double Heat Sink	RT	2	1
Active Probe	RT	1	1
Targeting Computer	LT	4	4
ER PPC	LA	2	6
ER Small Laser	LA	1	.5
Double Heat Sink	LA	2	1
Battle Value: 3,363 Role: Skirmisher			

Notes: Features the following Design Quirks: Distracting.

TECHNICAL READOUT



ALPHA STRIKE STATS

Unit	Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV
Gladiator (Executioner) TC	Skirmisher	BM	4	10"/8"	2	6/6/4	0	9/5	62	
Special: —										

RECORD SHEETS

ORDER OF BATTLE

TECHNICAL READOUT

WOLF CAMPATCH

JADE FALCON CAMPATCH

NOVA CAT CAMPATCH

STEEL VIPER CAMPATCH

GHOST BEAR CAMPATCH

DIAMOND SHARK CAMPATCH

SMOKE JAGUAR CAMPATCH

THE CHAOS CAMPATCH

HISTORY

LESSONS OF WAR

TECHNICAL READOUT

PHOENIX HAWK PXH-1bC

Mass: 45 tons

Chassis: Orguss Stinger Endo Steel II

Power Plant: GM 270 XL

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: Pitban 9000

Jump Capacity: 180 meters

Armor: Durallex Light with CASE

Armament:

1 Blankenburg 25 Extended-Range Large Laser

2 Harmon Medium Lasers

1 Zippo Flamer

1 Narc Missile Beacon

Manufacturer: Refit

Primary Factory: None

Communications System: Tek BattleCom with Guardian ECM Suite

Targeting & Tracking System: Tek Tru-Trak

During an audit of assets inherited from the SLDF, the nascent ComStar found itself with a number of damaged *Phoenix Hawks* boasting advanced hardware, mostly from the disbanded 112th Royal Hussar Regiment. Unable to restore them to their factory specs, ComStar mothballed them until Primus Myndo Waterly made a deal to supply the Draconis Combine with 'Mechs in the 3030s. These rare machines were deemed too valuable to give to the Combine due to their advanced electronics, so they were repaired and refitted with Narc beacons stripped from KTO-19 *Kintaros*, and distributed to the Com Guards with a new battlefield role.

CAPABILITIES

The PXH-1b mounted an ER PPC as a primary weapon; as most of ComStar's inherited 'Mechs had lost this gun to damage, their torso-mounted large lasers resumed that duty. The addition of a Narc beacon both enhanced and altered the *Phoenix Hawk's* traditional role. Clan MechWarriors on Tukayyid found that chasing a scouting *Phoenix Hawk* sometimes meant enduring a hail of missiles, ending the career of many an over-eager *ristar*. As anti-infantry weapons proved ineffective against Clan Elementals, the *Hawk's* machine guns were replaced with a single flamer, less for combat than for covering retreats and wreaking havoc behind enemy lines. Though most were lost during the fighting on Tukayyid, the PXH-1bC proved so successful that its strengths were later worked into the design of the *Tessen*.

BATTLE HISTORY

These refitted *Phoenix Hawks* were deployed as they were completed. Many went to the First Division to serve in elite scout and spotter units. During the battles against the Steel Vipers in the Nestle River Delta, Adept Mick Ghoram was able to penetrate the Second Fang's lines and call down artillery and LRM barrages against Viper supply dumps, evading pursuit for nearly a day before succumbing to a Viper *Goshawk*. Ghoram did not go down easy, and nearly escaped when an errant missile strike homed in on his last Narc pod and smashed in the *Goshawk's* chest. Over the next few days, the warriors of Zeta Galaxy seemed to take a perverse pleasure in stomping his machine into the mud.

In the Dinju Pass, a Level II from the 299th Division consisting of two *Phoenix Hawks*, two *Stalkers* and a pair of missile carriers

destroyed a Star of the Jaguar Grenadiers in a pitched assault from ambush. Acolytes Issa Ustiri—a former Solaris contender—and Marko Arkanian used their *Hawks'* superior mobility to crisscross the pass, presenting the Jaguars with no easy target as missiles rained upon them. Star Colonel Brandon Howell grew so enraged that he vowed to sponsor the warriors who brought down the *Phoenix Hawks* in the next Trial of Bloodright, whether they were of his Bloodhouse or not.

NOTABLE 'MECHS AND MECHWARRIORS

Adept VII Epsilon Alice Pollworths: Commanding a recon Level II in the Seventy-eighth Division, Adept Pollworths repeatedly put herself in the line of fire to tag Steel Viper units with her Narc beacon. Focusing on the heaviest 'Mechs in the Viper formations, she is credited with over a dozen kills and assists, including Star Colonel Matheson Bukannon of the Ninety-Fourth Battle Cluster. Though her 'Mech was destroyed, Alice was counted among the few survivors of the Devil's Bath, and went on to command a Level III in the Thirty-first Division. She retains a special hatred for the Clans, and the Vipers in particular, as virtually all of her comrades in the Sixth Division died at their hands.

Technology Base: Inner Sphere

Tonnage: 45

Role: Skirmisher

Battle Value: 1,174

Equipment

		Mass
Internal Structure:	Endo Steel	2.5
Engine:	270 XL	7.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	12 [24]	2
Gyro:		3
Cockpit:		3
Armor Factor:	128	8
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	6
Center Torso	14	23
Center Torso (rear)		5
R/L Torso	11	18
R/L Torso (rear)		4
R/L Arm	7	10
R/L Leg	11	15

Weapons and Ammo Location Critical Tonnage

Weapons and Ammo	Location	Critical	Tonnage
ER Large Laser	RA	2	5
Medium Laser	RA	1	1
Flamer	RA	1	1
Guardian ECM Suite	CT	2	1.5
Ammo (Narc) 18	LT	3	3
CASE	LT	1	.5
Narc Missile Beacon	LA	2	3
Medium Laser	LA	1	1
3 Jump Jets	RT	3	1.5
3 Jump Jets	LT	3	1.5

Notes: Features the following Design Quirks: Improved Communications, Jettison-Capable Weapon (ER Large Laser), Ubiquitous.

TECHNICAL READOUT



ALPHA STRIKE STATS

Unit	Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV
Phoenix Hawk	PXH-1bC	Skirmisher	BM	2	12"	2	2/2/1	0	4/2	27
Special: CASE, ECM, SNARC										

RECORD SHEETS

ORDER OF BATTLE

TECHNICAL READOUT

WOLF CAMPAIN

JADE FALCON CAMPAIN

NOVA CAT CAMPAIN

STEEL VIPER CAMPAIN

GHOST BEAR CAMPAIN

DIAMOND SHARK CAMPAIN

SMOKE JAGUAR CAMPAIN

THE CHAOS CAMPAIN

HISTORY

LESSONS OF WAR

SHADOW HAWK SHD-2HT

Mass: 55 tons

Chassis: Earthwerks SHD

Power Plant: CoreTek 275

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: Pitban LFT-50

Jump Capacity: 150 meters

Armor: Maximillian 43 with CASE

Armament:

2 Martell Model 5 Medium Lasers

1 Krupp Model 32 Large Laser

5 Blankenburg SLS Streak SRM-2 Launchers

Manufacturer: Refit

Primary Factory: None

Communications System: O/P 300 COMSET

Targeting & Tracking System: O/P 2000A

As ComStar received reports from coreward of encounters with Clan battle armor, engineers on Mars were tasked with designing a crash refit program for a BattleMech chassis using stockpiles of preexisting Star League-era equipment. This new design was to be a multipurpose 'Mech, but with an emphasis on destroying battle armor. Saving time by using scrapped Star League plans, the engineering team on Mars produced a new *Shadow Hawk* that met ComStar's requirements.

CAPABILITIES

Internally, the new *Shadow Hawk* was considerably different from the -2H design on which it was based. Its 275 CoreTek Fusion engine was upgraded with double heat sinks, which freed up mass to allow the addition of extra capacitors and a power connection for the laser system that took the place of the standard autocannon. The exterior of this weapon system was kept inside a thin metallic sheath that mimicked the appearance of the autocannon that used to be installed in the same location. Plasma vents were added to the rear of the legs, increasing the distance the new *Shadow Hawk* could travel while airborne. In practice, this could allow a MechWarrior to maintain a moderate range from a Point of Elementals, rendering their small lasers useless while continuing to utilize the *Shadow Hawk's* weapon systems effectively even in harsh terrain.

The most complex change was the replacement of the entire missile launch and targeting systems with five separate Streak missile systems. Targeting of the Streak systems was accomplished through a complex array of infrared, multi-band radar, and LADAR located in the old SRM housing on the head of the BattleMech. From the outside, the launch tubes of the former LRM array looked unchanged, as each Streak system employed a single launch tube and could rapidly expel two missiles once a lock was achieved. A single ammo storage area was protected by CASE, preventing catastrophic ammunition detonation.

Reports after the Battle of Tukayyid showed Clan forces misidentifying this design as a standard *Shadow Hawk* SHD-2H. Clan 'Mechs and Elementals would close quickly in an attempt to render the autocannon and LRM fire from the 'Mech less effective, only to quickly learn of their mistake from a withering barrage of laser fire and accurate missile fire. The -2Ht was so effective in its role that,

by the closing days of the fighting on Tukayyid, Clan forces were assuming that all *Shadow Hawks* corresponded to this design—when in fact less than ten percent of that chassis were the -2Ht.

BATTLE HISTORY

As the -2Ht was primarily an Elemental hunter, it was assigned to special lances that had trained extensively in anti-infantry and simulated battle armor tactics. These lances consisted of two of *Shadow Hawk* -2Ht and two *Jenner* -F BattleMechs, and would be assigned to a Division to respond to heavy concentrations of Elementals forming anywhere in that Division's operational area. An additional team was assigned to each Army and directed to provide backup to any of that Army's subordinate Divisions if needed. During the conflict on Tukayyid, many of these Army teams operated semi-independently, assisting forces in deep raids on Clan supply lines or harassing the flanks of the invaders.

NOTABLE 'MECHS AND MECHWARRIORS

Adept Epsilon VI Condoleezza Patronova: Adept Patronova was CO of the Eighty-fifth Division's anti-Elemental team, "The Can Openers." During the opening days of Tukayyid, when Clan Diamond Shark was isolated in its LZ, Patronova sought out the most advantageous terrain that Elementals would typically use, and then used the delay in combat to train the Acolytes among her team in ambush tactics and deception. The Can Openers were in the Washout, a region northwest of the Shark landing zone, when Khan Hawker felt he had delayed enough. The Diamond Sharks had the same intel ComStar did, and what few Elementals the Sharks would use were deployed on 'Mechs heading directly towards the Washout.

Adept Patronova ordered her team to power down after laying down in the winding waterways that tore through the box canyons of the Washout, relying on hastily wired remote cameras to feed the Sharks' position to her command. Already dismounted, a Star of Elementals soon passed them, scouting the flanks of the Shark line. Patronova ordered her team to power-up; with the Elementals surprised at the sight of BattleMechs rising out of the water, the Can Openers killed eight of the troopers before they lost their first *Jenner*. In the ensuing half-hour hit-and-run battle, Adept Patronova and the Can Openers wiped out the Star of Elementals and escaped minutes before assault elements of Alpha Galaxy arrived. Patronova and her *Shadow Hawk* dubbed *Hook, Line, and Sinker* accounted for ten of the twenty-five kills during that engagement; she would go on to have the highest kill count of any anti-Elemental *Shadow Hawk* pilot during the Battle of Tukayyid, with twenty-nine confirmed kills.

Technology Base: Inner Sphere

Tonnage: 55

Role: Skirmisher

Battle Value: 1,453

TECHNICAL READOUT

Equipment		Mass	Weapons and Ammo	Location	Critical	Tonnage
Internal Structure:		5.5	Medium Laser	RA	1	1
Engine:	275	15.5	5 Streak SRM 2	RT	5	7.5
Walking MP:	5		Ammo (Streak) 50	RT	1	1
Running MP:	8		CASE	RT	1	.5
Jumping MP:	5		Large Laser	LT	2	5
Heat Sinks:	10 [20]	0	Medium Laser	LA	1	1
Gyro:		3	Jump Jet	RL	1	.5
Cockpit:		3	Jump Jet	RT	1	.5
Armor Factor:	152	9.5	Jump Jet	CT	1	.5
	<i>Internal Structure</i>	<i>Armor Value</i>	Jump Jet	LT	1	.5
			Jump Jet	LL	1	.5
Head	3	9				
Center Torso	18	23				
Center Torso (rear)		8				
R/L Torso	13	18				
R/L Torso (rear)		6				
R/L Arm	9	16				
R/L Leg	13	16				

Notes: Features the following Design Quirks: Battlefists, Improved Life Support, Rugged (1), Ubiquitous.



ALPHA STRIKE STATS

Unit	Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV
Shadow Hawk	SHD-2Ht	Skirmisher	BM	2	10"j	2	4/4/0	0	5/5	37
Special: CASE										

RECORD SHEETS

ORDER OF BATTLE

TECHNICAL READOUT

WOLF CAMPAIN

JADE FALCON CAMPAIN

NOVA CAT CAMPAIN

STEEL VIPER CAMPAIN

GHOST BEAR CAMPAIN

DIAMOND SHARK CAMPAIN

SMOKE JAGUAR CAMPAIN

THE CHAOS CAMPAIN

HISTORY

LESSONS OF WAR

RIFLEMAN RFL-5CS

Mass: 60 tons

Chassis: Kallon Type IV

Power Plant: Vlar 300 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Kallon Royalstar

Armament:

2 Magna Mk. III Large Lasers

2 Imperator Ultra-5 Autocannon

Manufacturer: Refit

Primary Factory: None

Communications System: Garret T11-A

Targeting & Tracking System: Garret D2j

Knowing it was all but impossible to beat the skill and technological advantage of the Clans in a straight-up fight, despite a better than two-to-one numerical advantage, Precentor Martial Anastasius Focht hoped to turn the battle into one of attrition. With this aim, various 'Mechs were modified to improve their endurance, among them the fragile *Rifleman*.

CAPABILITIES

A highly effective anti-air platform for the original SLDF, the *Rifleman* always lacked in battlefield endurance, being both under-armored and easily overheated. These flaws were easily addressed thanks to the large cache of Vlar 300 XL engines that powered the majority of ComStar's so-called "Clanbusters," and by the installation of double heat sinks.

Lacking time for a more intensive refit, the RFL-5CS was essentially a combination of the -3C variant's armor profile, the -5M's weaponry, and a larger engine. The Imperator AC/5s were replaced with Ultra-5 versions, increasing both the effective range and damage potential of the 'Mech. Unlike the -5M however, the -5CS's ammunition storage was eventually doubled and moved into the side torsos at the expense of the Magna Mk. II medium lasers. The armor was also increased slightly, although initial plans that attempted to further improve it on the arms and torsos were not implemented. This planned armor profile caused rotation issues that could not be solved by the inexperienced ComStar engineers in the limited time available.

The resulting 'Mech was something of a flawed compromise. Although the increased speed did indeed enable it to be redeployed more quickly, the lackluster armor and lack of support weapons were both deemed to be shortcomings.

BATTLE HISTORY

Distributed thinly throughout ComStar's forces, the -5CS would exceed the already excellent anti-air capabilities of the -3N when properly supported or operated from prepared positions. When paired with other anti-air 'Mechs such as the *Lancelot* or *Orion*, and suitably defended with short-range specialists, the RFL-5CS could be a key component of deadly kill teams. However, the chaos of battle meant these conditions were rarely guaranteed, particularly on terrain in which the 'Mech was unable to fully use its increased speed.

Against the Jade Falcons, a number of -5CSs were deployed in reinforced positions at Robyn's Crossing and Plough Bridge, providing murderous fire to keep the Falcon fighters away. Even with the bridges blown, the *Rifleman* RFL-5CSs continued to provide air cover to the dogged Com Guard defenders. However, once their positions were overrun by the Falcon Guards and Second Falcon Jaegers, the 'Mechs struggled to withdraw in good order. Indeed, the Falcons took great delight in specifically targeting the 'Mech's arms to effectively neuter it.

Some Clans, notably the Wolves, used headhunter Elementals to take out the -5CSs before they became a nuisance. Although they should have been able to retreat and keep the Elementals at range as terrain allowed, this maneuver often separated the *Rifleman* from its defensive escorts. Swarming Elementals from different directions would then trap the 'Mech in a vice from which it couldn't escape. The -5CS's lack of support weapons became a great hinderance in this scenario, and led to more than a few pilot deaths.

NOTABLE 'MECHS AND MECHWARRIORS

Adept Epsilon VI Natália Oliveira Santos: Based at Plough Bridge, Adept Oliveira Santos successfully defended her fellows in the 214th Division, "The Red Arrows," from Falcon aerospace fighters until their positions were overrun by Marthe Pryde's Second Falcon Jaegers. She was able to withdraw in good order and managed to keep ahead of two Points of pursuing Elementals, slowly whittling them down until the terrain stalled her escape and she ran out of ammo. Luckily, the former Brazilian futsal champion had forgotten none of the skills learned during her youth in São Paulo. Putting these to good use, she kicked the leading Elemental in mid-jump, knocking him into his surviving Pointmates, before trampling them all underfoot. Oliveira Santos was one of the few members of her division to survive the battle.

Adept Epsilon XII Paweł Woźniak: Part of the green 138th Division, "Bandit's Bane," Adept Woźniak was hidden in a shielded and camouflaged fieldworks built into a ridgeline just outside of Skupo. Unfortunately, the Wolf Spiders foiled the ambush with an airstrike which breached the fortification, allowing the Wolves to enter and cause havoc. The *Rifleman*'s weapons were poorly suited for use in the close confines of the trench. Unable to maneuver or fire effectively, Woźniak met his end when a Point of Elementals ripped him out of his cockpit.

Technology Base: Inner Sphere

Tonnage: 60

Role: Sniper

Battle Value: 1,303

TECHNICAL READOUT



Equipment

Internal Structure:

Engine: 300 XL

Walking MP: 5

Running MP: 8

Jumping MP: 0

Heat Sinks: 10 [20]

Gyro: 3

Cockpit: 3

Armor Factor: 136

Mass

6

9.5

0

3

3

8.5

Weapons and Ammo

Large Laser

Ultra AC/5

Ammo (Ultra) 20

Ammo (Ultra) 20

Large Laser

Ultra AC/5

Location

RA

RA

RT

LT

LA

LA

Critical

2

5

1

1

2

5

Tonnage

5

9

1

1

5

9

Notes: Features the following Design Quirks: Anti-Aircraft Targeting, Improved Communications, Searchlight, Ubiquitous.

Internal Structure *Armor Value*

Head	3	9
Center Torso	20	22
Center Torso (rear)		7
R/L Torso	14	15
R/L Torso (rear)		4
R/L Arm	10	15
R/L Leg	14	15

ALPHA STRIKE STATS

Unit	Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV
Rifleman	RFL-5CS	Sniper	BM	3	10"	2	4/4/2	0	5/3	36
Special: —										

RECORD SHEETS

ORDER OF BATTLE

TECHNICAL READOUT

WOLF CAMPATCH

JADE FALCON CAMPATCH

NOVA CAT CAMPATCH

STEEL VIPER CAMPATCH

GHOST BEAR CAMPATCH

DIAMOND SHARK CAMPATCH

SMOKE JAGUAR CAMPATCH

THE CHAOS CAMPATCH

HISTORY

LESSONS OF WAR

ARCHER ARC-5CS

Mass: 70 tons
Chassis: Earthwerks Archer II Endo Steel
Power Plant: VOX 280 XL
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: Maximillian 100
Armament:
 2 Diverse Optics Type 18 Medium Lasers
 4 Holly LRM-15 Missile Racks
Manufacturer: Refit
Primary Factory: None
Communications System: Neil 9000
Targeting & Tracking System: RCA Instatrac Mark XII with Artemis IV

Archers experienced something of a renaissance in 3050, when no less than four variants were introduced across the Inner Sphere with a plethora of engine and weapons choices. To remain competitive, ComStar followed Bowie Industries and Defiance Industries in adopting an XL engine for their *Archer*. But ComStar's technicians struggled to maximize the design's weapon loadout while retaining the *Archer's* famed robustness. That struggle came to an end in January 3052 when Precentor Martial Focht issued his *batchall* for Tukayyid. Expecting to face heavily armed Clan OmniMechs, Precentor Martial Focht opted for the prototype with the most firepower, regardless of survivability, and ordered refits to begin immediately.

CAPABILITIES

The ARC-5CS devotes more than half of its mass to weapons and can put more missiles in the air than a *Longbow*. The ARC-5CS even outguns Clan heavy OmniMechs, at the cost of its rear-firing lasers and some armor. While the ARC-5CS's supporters note that its protection remains on par with comparable 'Mechs, detractors point to the lack of CASE and more exposed engine. This divide reflected how the Com Guards expected their new *Archer* to fight. During the Succession Wars, a lone *Archer* might be expected to wade into short range and pummel an opponent with its fists. These new *Archers* would fight at range with escorts to screen them.

BATTLE HISTORY

Only a limited number of ARC-5CSs could be created in time to reach Tukayyid. Their deployment as fire support freed up *Bombardiers* for work with cavalry units, and when the Com Guards were able to keep the Clanners at arm's length, the *Archers* punished them with impunity; notable examples included Devil's Bath, Dinju Pass, and Kozice Valley. Able to move through the forest at Holth where missile carriers could not, the refit *Archers* played a pivotal role in igniting the great flaming ambushes for which the battle became famous. Even when the battlefield became choked with smoke, the *Archers* were able to use spotters to continue fighting when other 'Mechs could not.

At Losijje Lake and Skupo, however, Clan units got inside the *Archers'* minimum range and exploit their weaker armor. The Wolves, in particular, learned to target the ammunition in the *Archers'* legs. At Robyn's Crossing, the Eleventh and 201st Division's *Archers* remained

effective as long as the Falcons stayed on the far side of the river. When the Falcon Guards finally made it across, they used their mobility advantage to get behind the *Archers* and target their rear armor. Elementals would prove especially insidious to this *Archer* design, being virtually immune to attack at short ranges. A full twenty percent of the ARC-5CSs lost at Tukayyid fell to these foes.

NOTABLE 'MECHS AND MECHWARRIORS

Acolyte Epsilon IX Tram Ngo: When Acolyte Ngo arrived on Tukayyid from Galedon IV and was reunited with her *Archer*, she and the rest of the Ninety-First Division were shuttled off to Spanac. After intercepting the Twentieth Polar Bear Attack Cluster west of Luk, Ngo was caught in Spanac by the arrival of Alpha Galaxy, and was one of the few to get a full ammo load before being ordered to retreat.

That put Ngo on the frontlines during the night of 9 May when the Ninety-First was sent to probe the boundaries of Spanac. The operation was proceeding well when Ngo's Level II made contact with elements of the Twelfth Bear Chevaliers. In urban terrain with limited visibility, Ngo saw her escorting *Shootist* and *Wyvern* cut down by a *Kingfisher*. Backing up to buy space and time, she found her legs being swarmed by Elementals. Ngo maintained a rain of missiles and destroyed an already-damaged *Hellbringer* while ineffectively trying to brush off the Elementals. In desperation she charged through a series of industrial sheds and finally dislodged the Elementals, before emerging behind the *Kingfisher*. Without thinking, Ngo fired off a salvo into the rear of the *Kingfisher*, downing the big OmniMech. Unfortunately, a subsequent SRM strike from another Point of Elementals against the *Archer's* leg finally detonated its LRM ammo.

Ngo was recovered after the battle and went on to join the design team that developed the VKG-2F *Viking*.

Technology Base: Inner Sphere
 Tonnage: 70
 Role: Missile Boat
 Battle Value: 1,609

Equipment		Mass
Internal Structure:	Endo Steel	3.5
Engine:	280 XL	8
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	11 [22]	1
Gyro:		3
Cockpit:		3
Armor Factor:	184	11.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	22	29
Center Torso (rear)		8
R/L Torso	15	22
R/L Torso (rear)		5
R/L Arm	11	20
R/L Leg	15	22

TECHNICAL READOUT

Weapons and Ammo	Location	Critical	Tonnage
Medium Laser	RA	1	1
2 LRM 15	RT	6	14
2 Artemis IV FCS	RT	2	2
Ammo (LRM) 8	RT	1	1
Ammo (LRM) 16	RL	2	2
Ammo (LRM) 16	LL	2	2
2 LRM 15	LT	6	14
2 Artemis IV FCS	LT	2	2
Ammo (LRM) 8	LT	1	1
Medium Laser	LA	1	1

Notes: Features the following Design Quirks: Battlefists, Command 'Mech, Stable, Ubiquitous.

ALPHA STRIKE STATS

Unit	Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV
Archer	ARC-5CS	Missile Boat	BM	3	8"	1	4/6/5	0	6/3	44

Special: IF4



RECORD SHEETS

ORDER OF BATTLE

TECHNICAL READOUT

WOLF CAMP/COMP

JADE FALCON CAMP/COMP

NOVA CAT CAMP/COMP

STEEL VIPER CAMP/COMP

GHOST BEAR CAMP/COMP

DIAMOND SHARK CAMP/COMP

SMOKE JAGUAR CAMP/COMP

THE CHAOS CAMP/COMP

HISTORY

LESSONS OF WAR

WARHAMMER WHM-7CS

Mass: 70 tons

Chassis: StarCorps 100

Power Plant: Vox 280 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: Anderson 398

Jump Capacity: 120 meters

Armor: Leviathon Plus

Armament:

2 Fusigon Longtooth Extended-Range

Particle Projector Cannons

3 Hovertec Streak SRM 2 Pods

4 Martell Medium Lasers

Manufacturer: Refit

Primary Factory: None

Communications System: O/P 3000 COMSET

Targeting & Tracking System: O/P 1500 ARB

The Com Guards faced a challenge when evaluating their head-to-head chances against the Clans. Precentor Martial Focht's plan emphasized quick strikes and ambushes, but he knew at some point the Com Guards would be called upon to hold the line. For this purpose, the venerable *Warhammer* was dusted off and upgraded.

CAPABILITIES

The *Warhammer's* PPCs give it long-range firepower, but it is not a pure sniper. At close range, it can bring its array of lasers and missiles to provide even more devastation. In a concession to Focht's preferred tactics, the WHM-7CS was given one surprise: jump jets were added to each leg, primarily as a means of navigating the difficult terrain the Precentor Martial planned on exploiting and the ambushes the Com Guards would attempt.

BATTLE HISTORY

The Com Guards assigned the WHM-7CS to battle formations in every army on Tukayyid. Clan Jade Falcon in particular fought large numbers of them among the 388th Division near the Prezno River crossings. The 388th's battle Level IIs provided covering fire while fast strikers charged the Falcons. The *Warhammers* would then withdraw, set up another line of battle, and repeat. Despite the heavy casualties to the strikers, the escaping *Warhammers* infuriated many of the Falcons into rash charges of their own.

Warhammers with the Sixth Division were part of the forces sent to defend the Devil's Bath from Clan Steel Viper. The Vipers were shocked to find *Warhammers* jumping out of cover and into nearly punching distance, and the firepower of the *Warhammers* and other Sixth Division 'Mechs took down many a Steel Viper. But the *Warhammers* were unable to escape the return fire, and joined the wreckage left in the mud of Devil's Bath.

NOTABLE 'MECHS AND MECHWARRIORS

Adept Epsilon V Taiwo and Kehinde Okafor: Twin brothers Taiwo and Kehinde joined the Com Guards to serve together. The brothers' coordination with each other on the battlefield has

generally led ComStar to honor their desire to deploy together, and they were assigned to a pair of new *Warhammers* in the Sixth Division. The brothers were successful in several ambushes at Devil's Bath, until a new commanding officer denied Taiwo's request to be allowed to jump out ahead of his brother Kehinde. Jumping out together, the brothers destroyed a *Crossbow* and damaged several other OmniMechs from the First Viper Guards before their own *Warhammers* were cored. The brothers were later pulled out of their 'Mechs and reassigned.

Adept Epsilon IV Marcia Machado: Adept Machado of the 388th Division holds the unofficial record among her division for an unlikely occurrence. As part of the line facing the Twelfth Falcon Regulars, Machado fired one PPC shot after another that found the cockpit of a Jade Falcon. While some survived, the destruction caused the Falcons to focus their fire on Machado, and her reign of luck ended as her 'Mech's leg was ruined. Captured by the Falcons, Machado demanded to be accepted as a warrior, pointing to her marksmanship in battle. The Falcons offered her the opportunity to become a warrior if she proved it was skill, not luck. But when her shot missed her trial opponent, she was sent to the laborer caste.

Adept Epsilon IV John Christopher: Christopher is a second-generation Com Guards MechWarrior, recently graduated from Sandhurst Military Academy and assigned to lead a Level II in the 282nd Division. His first battle came against the Wolf Spiders of Khan Natasha Kerensky. The division was ordered to push back the Wolves, and John Christopher personally destroyed two of their 'Mechs before his Level II was wiped out. He was granted the Star of Honor.

Technology Base: Inner Sphere

Tonnage: 70

Role: Brawler

Battle Value: 1,751

Equipment

		Mass
Internal Structure:		7
Engine:	280 XL	8
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Heat Sinks:	17 [34]	7
Gyro:		3
Cockpit:		3
Armor Factor:	217	14
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	22	34
Center Torso (rear)		10
R/L Torso	15	22
R/L Torso (rear)		8
R/L Arm	11	22
R/L Leg	15	30

TECHNICAL READOUT



Weapons and Ammo	Location	Critical	Tonnage
ER PPC	RA	3	7
2 Medium Lasers	RT	2	2
3 Streak SRM 2	RT	3	4.5
Ammo (Streak) 50	RT	1	1
CASE	RT	1	.5
2 Medium Lasers	LT	2	2
ER PPC	LA	1	2
2 Jump Jets	RL	2	2
2 Jump Jets	LL	2	2

Notes: Features the following Design Quirks: Rugged (2), Searchlight, Stable, Ubiquitous.

ALPHA STRIKE STATS

Unit	Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV
Warhammer	WHM-7CS	Brawler	BM	3	8"j	1	4/4/2	2	7/3	37

Special: CASE

RECORD SHEETS

ORDER OF BATTLE

TECHNICAL READOUT

WOLF CAMPAIN

JADE FALCON CAMPAIN

NOVA CAT CAMPAIN

STEEL VIPER CAMPAIN

GHOST BEAR CAMPAIN

DIAMOND SHARK CAMPAIN

SMOKE JAGUAR CAMPAIN

THE CHAOS CAMPAIN

HISTORY

LESSONS OF WAR

BLACK KNIGHT BL-9-KNT

Mass: 75 tons

Chassis: Technicon 1L Endo Steel

Power Plant: Vlar 300 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Numall DuraBond

Armament:

1 Magna Sunspot Extended-Range Particle Projector Cannon

1 Aberdovey Large Pulse Laser

2 McCorkel Large Lasers

4 Aberdovey Medium Pulse Lasers

Manufacturer: Refit

Primary Factory: None

Communications System: TransComm Alpha

Targeting & Tracking System: Dalban HiRez

Knowing the Com Guards would face a technologically advanced enemy, Precentor Martial Anastasius Focht ordered upgrades to a number of BattleMechs based upon existing files within ComStar's archives. Even the *Black Knight*, a stalwart in the original SLDF since the Reunification War, was deemed to need modifications to fight the might of the Clans.

CAPABILITIES

Already a 'Mech with a storied reputation, the heart of the *Black Knight's* refit by ComStar engineers was a Vlar 300 XL engine, which further improved its effectiveness. The majority of the armament was replaced, with only the twin McCorkel large lasers retained. A Magna Sunspot ER PPC was a simple swap for the older model, while the *Black Knight's* short-range firepower was given a large boost with the use of medium pulse lasers and the addition of an Aberdovey large pulse laser.

Having analyzed the superior performance of hatchet-wielding Federated Commonwealth 'Mechs against the Clans, the biggest alteration was the addition of a hatchet, created in a sword-like form to fit the 'Mech's knightly aesthetics. The redesign would help address the *Black Knight's* well-known heat issues by employing double heat sinks, but pilots still needed to fire the 'Mech's weapons with discipline to avoid quickly overheating it.

While the Com Guards fielded a handful of refit SLDF Royal 'Mechs on Tukayyid such as the *Phoenix Hawk* PXH-1bC, the BL-9-KNT arguably surpasses the capabilities of its Royal counterpart. The upgraded ComStar machine offers improved firepower at both short and medium ranges compared to the -6b Royal variant.

BATTLE HISTORY

These "Clanbuster" *Black Knights* were deployed evenly against all the Clans, with larger concentrations in those armies deemed more likely to fight at close quarters, and proved remarkably effective on the battlefields of Tukayyid.

The BL-9-KNT received its trial by fire early on the first day of the battle against Clan Smoke Jaguar in the Racice River Delta. Lured deep into the swamps in an attempt to counter the advantages of the Clan's superior weapons ranges and heat sinks, the Jaguars' Beta

Galaxy was shocked to be ambushed from below by Fifth Army 'Mechs hidden in the deep pools and river channels. Although unable to fire their PPCs effectively at such short ranges, the *Black Knights* used their lasers and hatchet to devastating effect, causing much disarray among the Jaguars.

Similar events played out—at first—at Devil's Bath, where the Sixth Army lured the Steel Vipers in after them. The BL-9-KNT's long-ranged weapons provided covering fire as the Com Guards withdrew, and once inside the Bath's close confines, the improved short-range weaponry proved its worth. Unfortunately for the Sixth, Precentor Yekel's insults had whipped the Viper's Alpha Galaxy into such a fury that they were virtually hunted down to the last warrior; barely more than a Level II would survive. It was a pyrrhic victory for the Vipers, however, who sustained greater than twenty percent losses and expended all of their ammunition—a factor which greatly contributed to their ultimate defeat on Tukayyid.

NOTABLE 'MECHS AND MECHWARRIORS

Adept Epsilon IX Paris Aquila: A member of the Eighth Army's veteran Thirty-first Division, "The Static Hunters," Adept Aquila was deployed to cut off the advance of the Diamond Sharks' elite Thirty-ninth Striker Cluster. An overconfident *Hellbringer* pilot made the mistake of approaching her hitherto-unknown *Black Knight* variant, and found it much tougher than anticipated. After destroying both of the Clan 'Mech's arm-mounted PPCs, she finished off the Diamond Shark warrior by jabbing her sword-like hatchet through the *Hellbringer's* cockpit.

Adept Epsilon IV Zlata Bengtsson: When the green Sixth Division, "Alert Words," seemingly broke and fled after a token engagement with the First Viper Guards, Adept Bengtsson covered their orderly withdrawal into the Baths. Despite fighting valiantly against the Vipers and the treacherous terrain, the odds were too great and Bengtsson was killed alongside the majority of her division.

Adept Epsilon XIII Alejandro Mendoza: Part of a push to get behind Wolf lines in the Pozoristu Mountains, Adept Mendoza's 222nd Division, "Banished Thoughts," were themselves ambushed by the Wolf Spiders. Star Commander Phelan Wolf's *Wolfhound IIC* destroyed the *Black Knight's* right arm, but Mendoza continued on. Targeted fire from MechWarrior Ranna's *Warhawk* destroyed his 'Mech's other arm and right leg, but the Adept still fought on until his remaining leg was amputated at the knee by Khan Natasha Kerensky's *Dire Wolf*. Mendoza survived Tukayyid, and dined out for many years on fanciful tales of his "invincibility" in battle.

Technology Base: Inner Sphere

Tonnage: 75

Role: Brawler

Battle Value: 1,678

TECHNICAL READOUT

Equipment

Internal Structure:	Endo Steel
Engine:	300 XL
Walking MP:	4
Running MP:	6
Jumping MP:	0
Heat Sinks:	15 [30]
Gyro:	
Cockpit:	
Armor Factor:	216

Mass

4
9.5
5
3
3
13.5

Weapons and Ammo

ER PPC
Medium Pulse Laser
Large Laser
Medium Pulse Laser
Large Pulse Laser
Large Laser
Medium Pulse Laser
Medium Pulse Laser
Hatchet

Location

RA
RA
RT
RT
CT
LT
LT
LA
LA

Critical

3
1
2
1
2
2
1
1
5

Tonnage

7
2
5
2
7
5
2
2
5

Internal Structure

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

Notes: Features the following Design Quirks: Command 'Mech.

ALPHA STRIKE STATS

Unit	Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV
Black Knight	BL-9-KNT	Brawler	BM	3	8"	1	4/4/1	3	7/3	37

Special: ENE, MEL



BLACK KNIGHT BL-9-KNT

RECORD SHEETS

ORDER OF BATTLE

TECHNICAL READOUT

WOLF CAMPATCH

JADE FALCON CAMPATCH

NOVA CAT CAMPATCH

STEEL VIPER CAMPATCH

GHOST BEAR CAMPATCH

DIAMOND SHARK CAMPATCH

SMOKE JAGUAR CAMPATCH

THE CHAOS CAMPATCH

HISTORY

LESSONS OF WAR

MARAUDER MAD-5CS

Mass: 75 tons

Chassis: GM Marauder

Power Plant: Vlar 300 XL

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Valiant Lamellor

Armament:

2 Magna Sunspot Extended-Range PPCs

2 Aberdovey Medium Pulse Lasers

1 Lubalin LB 10-X AC

Manufacturer: Refit

Primary Factory: None

Communications System: Dalban Micronics

Targeting & Tracking System: Dalban Hi-Rez

To counter the Clans, ComStar knew upgrades were needed to some of the worn-down 'Mechs used during the Succession Wars. While they had a few Star League-era *Marauders* available, quite a few of them were not capable of taking the fight to the Clans and winning. Instead of designing something wholly new, ComStar employed a mostly simple upgrade that was easy for MechWarriors used to the low-tech versions to adapt to.

CAPABILITIES

The MAD-5CS was a backbone 'Mech in quite a few Level IIs. Its upgraded PPCs gave the 'Mech more range than the old versions, while it surrendered some range with the heavier-hitting LB 10-X autocannon. The medium pulse lasers allowed for heavier damage and easier targeting than the original medium lasers. The new engine was also an easy decision for ComStar, which was sitting on crates of Vlar 300 XL engines and double heat sinks.

While the 'Mech did not possess the raw damage potential of a Clan OmniMech of its time, compared to the *Marauder* variants used by the Great Houses, it could deal impressive damage while also running cool at long range and overheating only slightly when performing an alpha strike, thanks to the upgraded heat sinks.

BATTLE HISTORY

ComStar deployed all of their original MAD-5CS variants on Tukayyid, later spreading the surviving 'Mechs to all Com Guards units around the Inner Sphere. Though the 'Mech never entered mass production, after the Battle of Tukayyid additional *Marauders* were upgraded to this variant from time to time.

The MAD-5CS showed up in almost all ComStar formations on Tukayyid. It performed well, and even surprised some Clan warriors who had grown used to the subpar performance of other Inner Sphere variants of the venerable 'Mech.

During the Nova Cats' repairs following their landing on Tukayyid, a pair of MAD-5CSs emerged from the forest south of their landing zone. To buy their fellow warriors time, two Nova Cat warriors in light 'Mechs (a *Kit Fox* Prime and a *Mist Lynx* C) challenged the two heavy 'Mechs, assuming they could fight well outside of the Com Guard machines' effective range, negating their heavier armor and firepower.

The *Marauder* pilots played along and refrained from firing their weapons during the first crucial seconds of the engagement, until

suddenly letting loose with their ER PPCs when the Clan warriors slowed to take better aim. The *Kit Fox* was hit squarely in the chest by its opponent, destroying the 'Mech and killing its pilot in a single salvo. While the Nova Cat piloting the *Mist Lynx* survived, his 'Mech was struck in the right leg, freezing its hip in place. The second PPC annihilated a Tukayyid Boar Spider, starting a stampede. The *Marauder* then closed the distance and unleashed its full weapons complement, swiftly destroying the hobbled Clan 'Mech.

NOTABLE 'MECHS AND MECHWARRIORS

Precentor Epsilon V Yves Jaunechose: Yves Jaunechose was just an adept during the Battle of Tukayyid. His performance in his MAD-5CS against the Nova Cats and his ability to adapt quickly to new situations propelled him quickly up the ranks. He received a field promotion and command of his Level II during his first battle against the Nova Cats, when he destroyed a *Kit Fox* with a single salvo. When his immediate superior was killed later in the campaign, Yves was promoted again to command of his own Level III. He continued to pilot his MAD-5CS until he was murdered on Capra in 3066.

Acolyte Epsilon II Mica Glenoris: Mica achieved the questionable distinction of being the worst MechWarrior to ever pilot a MAD-5CS. Though he performed well in the low-tech version of the 'Mech during simulations and training exercises, he was quickly overwhelmed by the upgraded technology in the new variant. He never fired his ER PPCs at their full effective range and, according to BattleROMs, never alternated his ammo feed for the autocannon, even if the situation required it. He died early in the fighting when his 'Mech's head was blown off by a Clan Wolf warrior. Until his own death, the Clan Wolf MechWarrior swore he heard a "thank you" on an open channel from a member of Glenoris' Level II.

Technology Base: Inner Sphere

Tonnage: 75

Role: Sniper

Battle Value: 1,648

Equipment

		Mass
Internal Structure:		7.5
Engine:	300 XL	9.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	18 [36]	8
Gyro:		3
Cockpit:		3
Armor Factor:	208	13
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	23	35
Center Torso (rear)		10
R/L Torso	16	23
R/L Torso (rear)		7
R/L Arm	12	23
R/L Leg	16	24

TECHNICAL READOUT



Weapons and Ammo	Location	Critical	Tonnage
ER PPC	RA	3	7
Medium Pulse Laser	RA	1	2
LB 10-X AC	RT	6	11
Ammo (LB-X) 20	CT	2	2
ER PPC	LA	3	7
Medium Pulse Laser	LA	1	2

Notes: Features the following Design Quirks: Command 'Mech, Directional Torso Mount (RT), Hyper-Extending Actuators, Narrow/Low Profile; Exposed Weapon Linkage (LB 10-X).

ALPHA STRIKE STATS

Unit	Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	PV
Marauder	MAD-5CS	Sniper	BM	3	8"	1	4/4/3	0	7/3	36

Special: FLK1/1/1

RECORD SHEETS

ORDER OF BATTLE

TECHNICAL READOUT

WOLF CAMPATCH

JADE FALCON CAMPATCH

NOVA CAT CAMPATCH

STEEL VIPER CAMPATCH

GHOST BEAR CAMPATCH

DIAMOND SHARK CAMPATCH

SMOKE JAGUAR CAMPATCH

THE CHAOS CAMPATCH

HISTORY

LESSONS OF WAR

BATTLE OF TUKAYYID

ORDER OF BATTLE

CAMPAIGN: CLAN SMOKE JAGUAR

COM GUARD

Starting Divisions: 8, no reinforcements

SECOND ARMY

82nd Division (reinforces against CDS)

THIRD ARMY

322nd Division (reinforces against CDS)

FIFTH ARMY

323rd Division (reinforces against CDS)

207th Division

299th Division

50th Division

367th Division

401st Division (reinforces against CSV)

CLAN SMOKE JAGUAR

Starting Clusters: 10

ALPHA GALAXY

6th Jaguar Dragoons

Jaguar Grenadiers

122nd Striker Cluster

7th Jaguar Dragoons

5th Jaguar Regulars

BETA GALAXY

267th Battle Cluster

1st Jaguar Guards

2nd Jaguar Guards

362nd Assault Cluster

214th Jaguar Dragoons

CAMPAIGN: CLAN NOVA CAT

COM GUARD

Starting Divisions: 11, no reinforcements

SECOND ARMY

81st Division

SEVENTH ARMY

417th Division

9th Division

13th Division

431st Division

244th Division

467th Division

TWELFTH ARMY

48th Division

116th Division

312th Division

167th Division

CLAN NOVA CAT

Starting Clusters: 12

ALPHA GALAXY

489th Assault Cluster

1st Nova Cat Guards

2nd Nova Cat Guards

449th Assault Cluster

BETA GALAXY

44th Nova Cat Cavaliers

179th Striker Cluster

200th Aggressor Cluster

Nova Cat Lancers

GAMMA GALAXY

Nova Cat Grenadiers

12th Nova Cat Cavaliers

189th Striker Cluster

246th Battle Cluster

ORDER OF BATTLE

CAMPAIGN: CLAN GHOST BEAR

COM GUARD

Starting Divisions: 12, no reinforcements

FIRST ARMY

12th Division
91st Division (reinforces against CWF)
308th Division
211th Division
103rd Division (reinforces against CJF)

SECOND ARMY

121st Division

FOURTH ARMY

90th Division
130th Division
83rd Division
311th Division
87th Division
104th Division

CLAN GHOST BEAR

Starting Clusters: 13

ALPHA GALAXY

50th Striker Cluster
1st Bear Guards
3rd Bear Guards
139th Striker Cluster

BETA GALAXY

7th Bear Guards
12th Bear Chevaliers
332nd Assault Cluster
304th Assault Cluster
14th Battle Cluster

DELTA GALAXY

20th Polar Bear Cluster
73rd Battle Cluster
8th Bear Cuirassiers
68th Striker Cluster

CAMPAIGN: CLAN DIAMOND SHARK

COM GUARD

Starting Divisions: 7, +2 reinforcements

SECOND ARMY

301st Division

EIGHTH ARMY

31st Division
56th Division
85th Division
182th Division
143rd Division
79th Division (reinforces against CSV)

REINFORCEMENTS

82nd Division
(from CSJ area of operations, reinforces against CWF)
323rd Division (from CSJ area of operations)

CLAN DIAMOND SHARK

Starting Clusters: 9

ALPHA GALAXY

19th Heavy Cluster
39th Strike Cluster
21st Assault Cluster
27th Cruiser Cluster

GAMMA GALAXY

222nd Assault Cluster
369th Strike Cluster
21st Strike Cluster
8th Assault Cluster

OMEGA GALAXY

3rd Shark Regulars

RECORD SHEETS

ORDER OF BATTLE

TECHNICAL READOUT

WOLF CAMPAIGN

JADE FALCON CAMPAIGN

NOVA CAT CAMPAIGN

STEEL VIPER CAMPAIGN

GHOST BEAR CAMPAIGN

DIAMOND SHARK CAMPAIGN

SMOKE JAGUAR CAMPAIGN

THE CHAOS CAMPAIGN

HISTORY

LESSONS OF WAR

ORDER OF BATTLE

CAMPAIGN: CLAN JADE FALCON

COM GUARD

Starting Divisions: 14, +1 reinforcements

FIRST ARMY

309th Division

SECOND ARMY

77th Division

THIRD ARMY

111th Division

201st Division

203rd Division

2nd Division (reinforces against CSV)

11th Division

ELEVENTH ARMY

403rd Division

388th Division

214th Division

222nd Division (reinforces against CWF)

223rd Division (reinforces against CWF)

39th Division (reinforces against CWF)

TWELFTH ARMY

394th Division

REINFORCEMENTS

103rd Division (from CGB area of operations)

CLAN JADE FALCON

Starting Clusters: 15

JADE FALCON (GAMMA) GALAXY

Falcon Guards (aka Jade Falcon Guards)

3rd Falcon Talon Cluster

7th Falcon Talon Cluster

9th Falcon Talon Cluster

12th Falcon Regulars

PEREGRINE (VAU) GALAXY

4th Falcon Talon Cluster

4th Falcon Velites

8th Falcon Regulars Cluster

89th Falcon Striker Cluster

94th Striker Cluster

124th Striker Cluster

GYRFALCON (DELTA) GALAXY

1st Falcon Striker Cluster

2nd Falcon Jaegers Cluster

5th Battle Cluster

305th Assault Cluster

RESERVES

Jade Falcon Eyrie Cluster

Jade Falcon Solahma Cluster

Peregrine Eyrie Cluster

Peregrine Solahma Cluster

Gyrfalcon Eyrie Cluster

Gyrfalcon Solahma Cluster

CAMPAIGN: CLAN STEEL VIPER

COM GUARD

Starting Divisions: 7, +3 reinforcements

SECOND ARMY

321st Division

SIXTH ARMY

386th Division

78th Division

1st Division

102nd Division

4th Division

6th Division

REINFORCEMENTS

2nd Division (from CJF area of operations)

401st Division (from CSJ area of operations)

79th Division (from CDS area of operations)

CLAN STEEL VIPER

Starting Clusters: 15

ALPHA GALAXY

1st Viper Guards

250th Assault Cluster

2nd Viper Guards

4th Viper Guards

333rd Combat Assault Cluster

400th Assault Cluster

GAMMA GALAXY

57th Striker Cluster

423rd Assault Cluster

428th Assault Cluster

94th Battle Cluster

101st Battle Cluster

ZETA GALAXY

1st Fang

2nd Fang

71st Phalanx

38th Phalanx

ORDER OF BATTLE

CAMPAIGN: CLAN WOLF

COM GUARD

Starting Divisions: 13, +5 reinforcements

NINTH ARMY

198th Division
247th Division
366th Division
379th Division
34th Division
76th Division

TENTH ARMY

66th Division
166th Division
138th Division
208th Division
282nd Division
283rd Division

TWELFTH ARMY

278th Division

REINFORCEMENTS

91st Division (from CGB area of operations)
82nd Division (from CDS area of operations)
222nd Division (from CJF area of operations)
223rd Division (from CJF area of operations)
39th Division (from CJF area of operations)

CLAN WOLF

Starting Clusters: 14

ALPHA GALAXY

13th Wolf Guards Cluster
328th Assault Cluster
4th Wolf Guards Cluster
279th Battle Cluster

BETA GALAXY

341st Assault Cluster
352nd Assault Cluster
3rd Battle Cluster

GAMMA GALAXY

7th Battle Cluster
11th Battle Cluster

DELTA GALAXY

11th Wolf Guards Cluster
4th Striker Cluster

EPSILON GALAXY

Nega Garrison Cluster
Choyer Garrison Cluster
Gurbeng Garrison Cluster



RECORD SHEETS

ORDER OF BATTLE

TECHNICAL READOUT

WOLF CAMPAIGN

JADE FALCON CAMPAIGN

NOVA CAT CAMPAIGN

STEEL VIPER CAMPAIGN

GHOST BEAR CAMPAIGN

DIAMOND SHARK CAMPAIGN

SMOKE JAGUAR CAMPAIGN

THE CHAOS CAMPAIGN

HISTORY

LESSONS OF WAR

ORDER OF BATTLE

CAMOSPECS



FIRST ARMY



SECOND ARMY



THIRD ARMY



FOURTH ARMY



FIFTH ARMY



SIXTH ARMY



SEVENTH ARMY



EIGHTH ARMY



NINTH ARMY



TENTH ARMY



ELEVENTH ARMY



TWELTH ARMY

COM GUARD

The Com Guards usually employ appropriate camouflage in combat, but otherwise paint their machines white.

ORDER OF BATTLE



Alpha Galaxy paints their 'Mechs dark blue with black trim.



Gamma Galaxy employs a dark green color scheme with blue and silver accents.



Omega Galaxy employs a color scheme of dark green with blood-red accents. A red coral-like pattern is painted around the lower right leg.



DIAMOND SHARK



Alpha Galaxy uses shaded charcoal grays, blended with a blue-gray camouflage pattern and white rock elements.



Beta Galaxy usually paints its machines a dark blue with a pattern of white and slate gray trim resembling cracked ice.



Delta Galaxy uses shades of light and dark grays painted in a faded pattern with light blue highlights.



GHOST BEAR



Jade Falcon Galaxy uses appropriate camouflage trimmed with jade—except the Ninth Talon, which uses blue trim.



The machines of **Gyrfalcon Galaxy** are painted in a bright green with yellow highlights.



Peregrine Galaxy uses a simple scheme of gray with blood red highlights. Bloodnamed warriors may trim their equipment with gold.



JADE FALCON

RECORD SHEETS

ORDER OF BATTLE

TECHNICAL READOUT

VAULT CAMPAIGN

JADE FALCON CAMPAIGN

NOVA CAT CAMPAIGN

STEEL VIPER CAMPAIGN

GHOST BEAR CAMPAIGN

DIAMOND SHARK CAMPAIGN

SMOKE JAGUAR CAMPAIGN

THE CHAOS CAMPAIGN

HISTORY

LESSONS OF WAR

ORDER OF BATTLE



NOVA CAT



Alpha Galaxy uses a scheme of black with a swath of blue nebulae and stars painted along the chest of their 'Mechs.



Beta Galaxy

With few exceptions, the Nova Cats paint their 'Mechs in appropriate camouflage.



Gamma Galaxy



SMOKE JAGUAR



Alpha Galaxy uses a flat gray scheme with jaguar spots on the upper surfaces.



Beta Galaxy uses a multilayered gray camouflage meant to represent a mist. Bloodnamed warriors paint large felid eyes on the torso of their 'Mechs.



ORDER OF BATTLE



The warriors of **Alpha Galaxy** display a bold steel-gray and blood-red striped scheme on their equipment.



When Clan Steel Viper joined the invasion, **Gamma Galaxy** changed their scheme to mimick the scale patterns of Terran serpents.



Zeta Galaxy fields their machines in appropriate camouflage.



STEEL VIPER



Alpha Galaxy paints its machines forest green, with tan trimming and small gold highlights.



The machines of **Beta Galaxy** are painted a sandy tan on the upper half and dark gray on the lower half.



WOLF



Gamma Galaxy employs a green scheme that fades to brown at the feet.



Delta Galaxy employs a lowland camouflage; the bottom half is predominantly gray with black accents and the top half is brown with black triangles.



The machines of **Epsilon Galaxy** are painted in standard Clan Wolf gray when not in appropriate camouflage.

RECORD SHEETS

ORDER OF BATTLE

TECHNICAL READOUT

WOLF CAMPAIGN

JADE FALCON CAMPAIGN

NOVA CAT CAMPAIGN

STEEL VIPER CAMPAIGN

GHOST BEAR CAMPAIGN

DIAMOND SHARK CAMPAIGN

SMOKE JAGUAR CAMPAIGN

THE CHAOS CAMPAIGN

HISTORY

LESSONS OF WAR

ORDER OF BATTLE

TIMELINE

DATE	CLAN	EVENT(S)
1 May	CSJ	Smoke Jaguars land (first hour).
	CSJ	Khan Osis leads a combat drop to begin the Battle of Tukayyid.
	CSJ	saKhan Weaver lands Beta Galaxy in the Racice Delta.
	CSJ	Track: Soft Landing.
	CNC	<i>Into the Cat's Maw</i> (Fiction).
	CNC	Nova Cats land (third hour).
	CGB	Ghost Bears land (fifth hour).
	CDS	Diamond Sharks land (seventh hour).
	CJF	Jade Falcons land (ninth hour).
	CSV	Steel Vipers land (eleventh hour).
2 May	CNC	Alpha and Gamma Galaxies near the city of Joje.
	CGB	Twentieth Polar Bear Cluster destroyed in an ambush.
	CNC	Track: Herding Sheep.
	CSJ	Track: End Run.
	CDS	Diamond Sharks encounter construction delays.
	CJF	Com Guards make minor hit and run attacks to slow Falcons.
	CSJ	Track: Ambush at the Dinju Pass.
3 May	CDS	Diamond Sharks move out from their landing zone.
	CDS	Diamond Sharks advance into the canyons of Kozice Vallley.
	CDS	222nd Assault Cluster breaks bid to destroy the 85th Division.
	CSJ	Track: Blaze of Glory.
	CSJ	Track: Spoils of War.
	CSJ	Khan Osis lost and Loremaster Hoyt killed early in the day.
	CSJ	saKhan Sarah Weaver killed at the end of the day.
	CGB	<i>Light Show</i> (Fiction).
	CGB	Ghost Bears shatter 121st Division on way to Luk.
4 May	CGB	Track: Teddy Bears' Picnic.
	CNC	Nova Cats emerge from Lake Losiije.
	CGB	Track: Assault on Dvigrad Fortress.
	CGB	The Blitzkrieg and Night Howlers; Ninety-first Divisions arrive at Spanac.
	CGB	Claws of Glory and Twelfth Division fight in burning Holth Forest.
	CGB	Spanac under siege.
	CJF	Falcons assault Plough Bridge and Robyn's Crossing, both bridges are detonated.
	CNC	Nova Cats low on ammo. Smoke Jaguars retreating.
	CDS	Track: Blood Frenzy.
	CGB	At the end of the day, Ghost Bears take Spanac.
	CJF	<i>Rise of the Phoenix</i> Part 1 (Fiction).
	CSJ	Majority of Smoke Jaguars leave Tukayyid.
	5 May	CDS
CDS		Alpha and Gamma Galaxies cut off from the landing zone.
CWF		Wolf lands.
CSV		Track: Dezgra Demolition.
CGB		Beginning in the evening, ComStar bombards Spanac with artillery.

ORDER OF BATTLE

DATE	CLAN	EVENT(S)
6 May	CWF	Track: Forest's End.
	CNC	Track: ComStar Counterattack.
	CSV	With the front line clusters wallowing in Devil's Bath, ComStar attacks the Viper supply lines.
	CGB	Track: A Matter of Luk.
	CGB	As Ghost Bears deploy toward Luk, ComStar counterattacks Spanac.
	CDS	Diamond Sharks still trapped in Kozice Valley.
	CNC	Nova Cats crushed at Joje, retreat to northern lake district.
	CWF	Clan Wolf attacks Skupo.
	CDS	Fifth Army arrives at Diamond Shark front from Smoke Jaguar area of operations.
7 May	CDS	Omega Galaxy ordered to attack.
	CDS	Track: The Sharks are Circled.
	CDS	Track: A Certain Kind of Courage.
	CNC	Track: Park and Ride.
	CSV	Steel Vipers destroy the Sixth Army.
	CSV	Track: Springs Eternal.
	CJF	Operation Skipping Stone uses jumping 'Mechs to cross the Prezno River.
8 May	CJF	Track: Crossing the Streams.
	CDS	Omega Galaxy sacrifices itself for the rest of the Diamond Sharks to withdraw.
	CJF	Falcons enter the fake town of Olalla and are ambushed.
	CJF	Track: City of Death.
	CSV	Track: Sad Time at the Station.
	CSV	Steel Vipers' last offensive. By the end of the day, the Vipers are in retreat from Hladno Springs.
	CNC	Nova Cats leave Tukayyid. ComStar forces in their area are too worn down to reinforce others.
9 May	CDS	Diamond Sharks leave Tukayyid. Elements of Twelfth Army sent to reinforce Jade Falcon and Wolf.
	CJF	<i>Rise of the Phoenix</i> Part 2 (Fiction).
	CWF	Track: Battle in the Trenches.
	CWF	Wolf resupplying before heading into Pozoristu Mountains.
	CJF	Track: Retreat of the Falcons.
10 May	CJF	Aidan Pryde's last stand.
	CGB	Ghost Bear campaign ends in draw.
	CWF	Wolves patiently encircle Skupo, the Tenth Army forced to retreat.
	CJF	Jade Falcons leave Tukayyid.
	CSJ	Remaining Smoke Jaguars destroyed.
11 May	CWF	Wolves rush to hold Scenic Highway connecting Skupo and Brzo.
	CWF	Track: Bloody Basin Pass.
12 May	CSV	<i>H₂SO₄</i> (Fiction).
13 May	CWF	Reinforcements from the Eleventh Army arrive from the Jade Falcon front.
14 May	CSV	Steel Vipers leave Tukayyid.
	CWF	<i>The Spirit of Cooperation</i> (Fiction).
	CWF	Attack moves deep in to the Pozoristu Mountains.
16 May	CWF	Track: Storm in the Mountains.
	CWF	Khan Garth Radick killed in Pozoristu Mountains.
17 May	CWF	Reinforcements from the Jade Falcon campaign, reorganized as Thirteenth Army, arrive.
20 May	CWF	Wolves enter the city of Brzo.
21 May	All	Battle of Tukayyid ends.

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Adder (Puma) TC

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 35

Tech Base: Clan

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)					
					Min	Sht	Med	Lng		
5	Machine Gun	LA	—	2 [DB,AI]	—	1	2	3		
5	Machine Gun	RA	—	2 [DB,AI]	—	1	2	3		
1	Small Pulse Laser	LT	2	3 [P,AI]	—	2	4	6		
1	Anti-Missile System	LT	1	[PD]	—	1	—	—		
1	Active Probe	LT	—	[E]	—	—	—	5		
1	Large Pulse Laser	RT	10	10 [P]	—	6	14	20		
1	Targeting Computer	RT	—	[E]	—	—	—	—		
1	Flamer	CT	3	2 [DE,H,AI]	—	1	2	3		

Ammo: [AMS] 24, [Machine Gun] 200

BV: 1,247

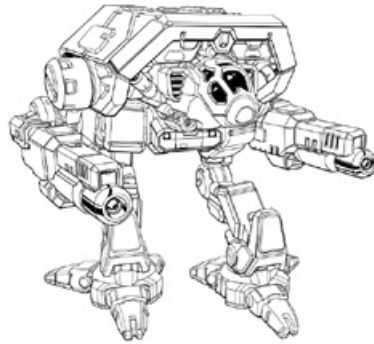


WARRIOR DATA

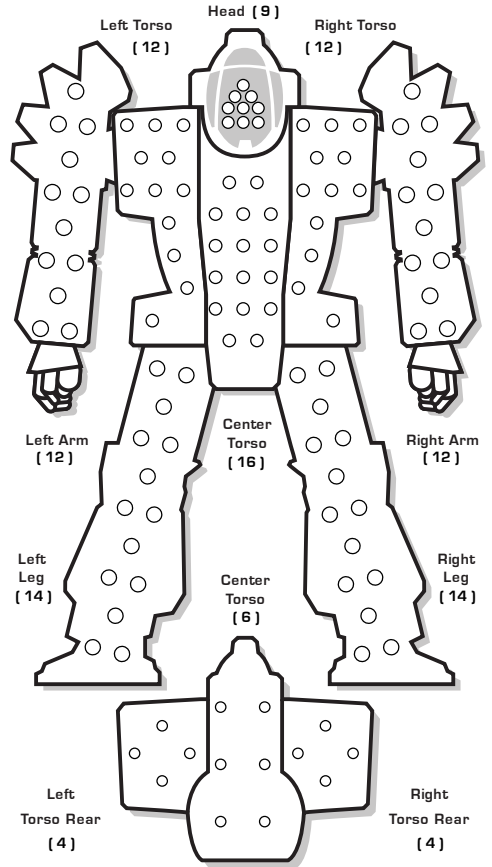
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Machine Gun
- Machine Gun
- Machine Gun
- Machine Gun

1-3

- Machine Gun
- Ammo [Machine Gun] 100
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Small Pulse Laser
- Anti-Missile System
- Active Probe
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

Center Torso

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

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Flamer
- Endo Steel

4-6

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Machine Gun
- Machine Gun
- Machine Gun
- Machine Gun

1-3

- Machine Gun
- Ammo [Machine Gun] 100
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Large Pulse Laser
- Large Pulse Laser

1-3

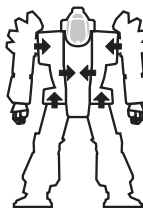
- Targeting Computer
- Targeting Computer
- Ammo [AMS] 24
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

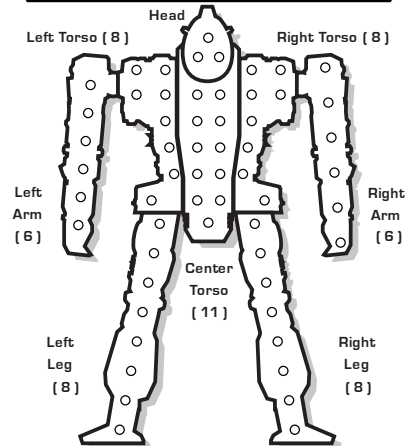
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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*
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™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Shadow Cat TC

Movement Points:

Walking: 6

Running: 9 [12]

Jumping: 6

Tonnage: 45

Tech Base: Clan

Rules Level: Standard

Role: Scout

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	LA	2	3 [P,AI]	-	2	4	6
1	LB 10-X AC	RA	2	10	-	6	12	18
[DB,C/F/S]								
1	SRM 4	LT	3	2/Msl [M,C,S]	-	3	6	9
1	Active Probe	LT	-	[E]	-	-	-	5
1	Small Pulse Laser	RT	2	3 [P,AI]	-	2	4	6

Ammo: [LB-10X] 20, [SRM 4] 25

BV: 1,378

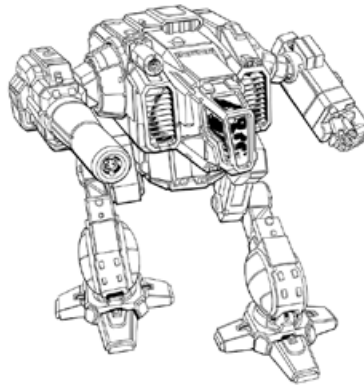


WARRIOR DATA

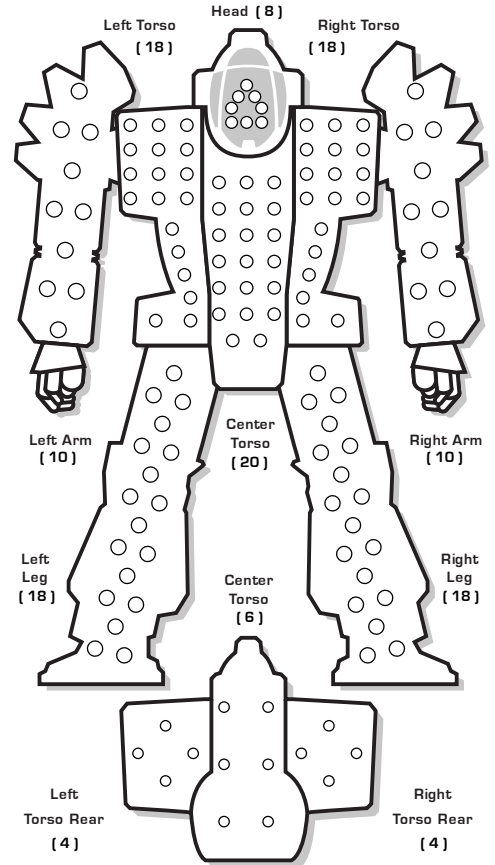
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Small Pulse Laser
- Endo Steel

Center Torso

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- SRM 4
- Ammo [SRM 4] 25
- Active Probe

Right Torso (CASE)

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

Center Torso

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

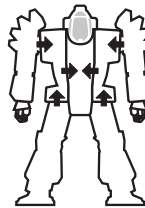
Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Small Pulse Laser
- Ammo [LB-10X] 10
- Ammo [LB-10X Cluster] 10

Left Leg

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

Center Torso

- LB 10-X AC
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Small Pulse Laser
- Ammo [LB-10X] 10
- Ammo [LB-10X Cluster] 10

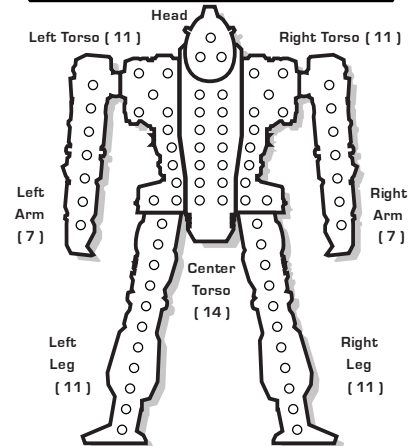
Right Torso (CASE)

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level* Effects Double Heat Sinks: 10 [20]

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*
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™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Stormcrow (Ryoken) TC

Movement Points: **Tonnage:** 55
Walking: 6 **Tech Base:** Clan
Running: 9 **Rules Level:** Standard
Jumping: 0 **Role:** Skirmisher

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
4	ER Medium Laser	RA	5	7 [DE]	-	5	10	15
1	Targeting Computer	LT	-	[E]	-	-	-	-

Ammo: [Gauss] 16

BV: 2,373

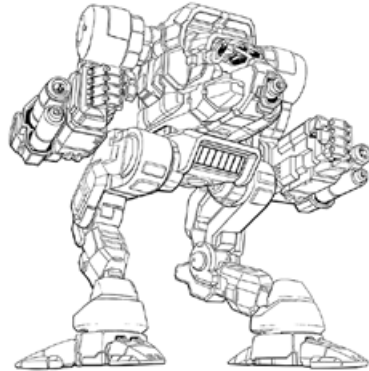


WARRIOR DATA

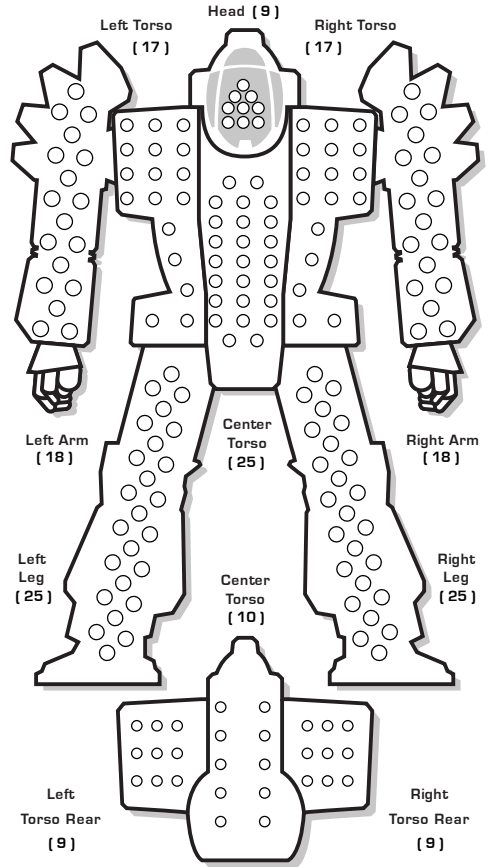
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Ammo [Gauss] 8
- Ammo [Gauss] 8
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

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

1-3

Center Torso

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

1-3

Right Torso

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Ferro-Fibrous

4-6

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

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

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

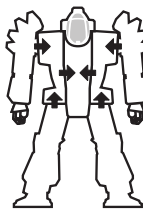
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

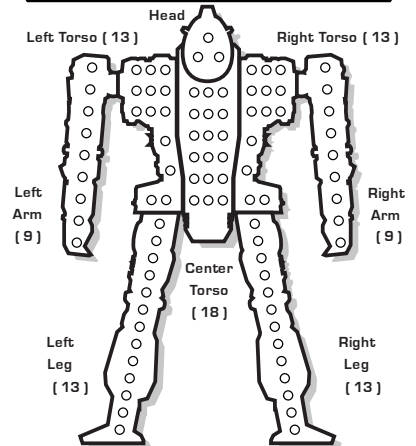
4-6

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
11		11 (22)
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*
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™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Stormcrow (Ryoken) Attwater

Movement Points: **Tonnage:** 55
 Walking: 6 **Tech Base:** Clan
 Running: 9 **Rules Level:** Standard
 Jumping: 6 **Role:** Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 5-X AC	LA	1	5 [DB,C/F/S]	3	8	15	24
1	LB 5-X AC	RA	1	5 [DB,C/F/S]	3	8	15	24
1	LRM 5	LT	2	1/Msl [M,C,S]	-	7	14	21
	w/Artemis IV							
1	LRM 5	RT	2	1/Msl [M,C,S]	-	7	14	21
	w/Artemis IV							

Ammo: (LB-5X) 20, (LRM 5) 24

BV: 1,482



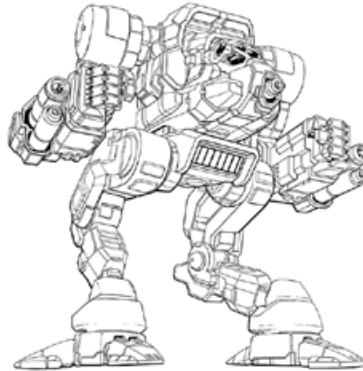
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken:

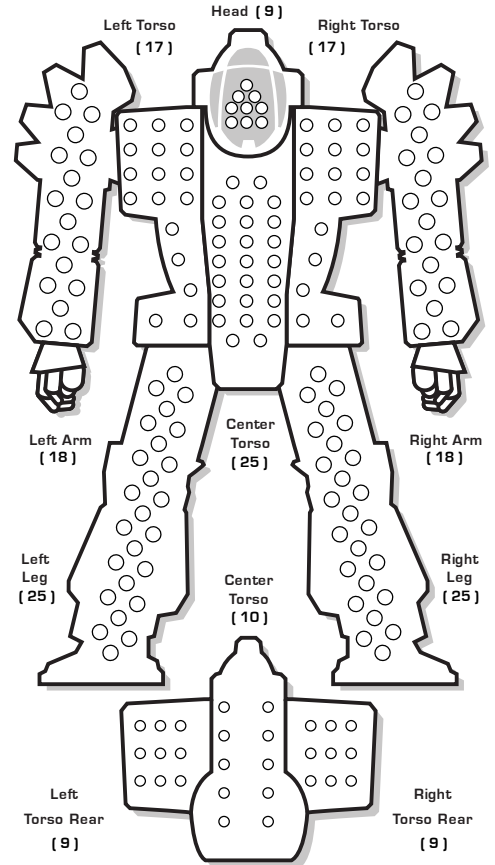
1	2	3	4	5	6
---	---	---	---	---	---

 Consciousness #:

3	5	7	10	11	Dead
---	---	---	----	----	------



ARMOR DIAGRAM



CRITICAL TABLE

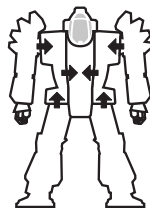
- Left Arm**
- Shoulder
 - Upper Arm Actuator
- 1-3
- LB 5-X AC
 - LB 5-X AC
 - LB 5-X AC
 - LB 5-X AC
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Left Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Jump Jet
 - Jump Jet
 - LRM 5
- 1-3
- Artemis IV FCS
 - Ammo (LRM 5) 24
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

- Head (CASE)**
- Life Support
 - Sensors
 - Cockpit
 - Ammo (LB-5X) 20
 - Sensors
 - Life Support
- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Endo Steel
 - Ferro-Fibrous
- 4-6

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

- Right Arm**
- Shoulder
 - Upper Arm Actuator
- 1-3
- LB 5-X AC
 - LB 5-X AC
 - LB 5-X AC
 - LB 5-X AC
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Jump Jet
 - Jump Jet
 - LRM 5
- 1-3
- Artemis IV FCS
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
- 4-6

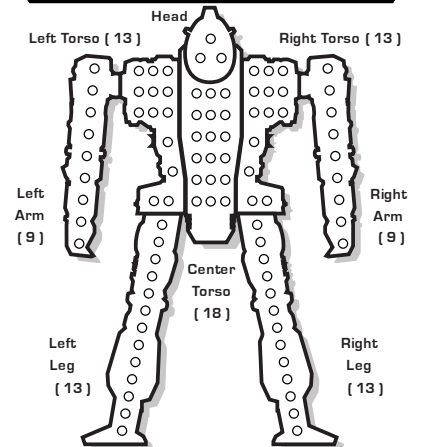
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel



Damage Transfer Diagram

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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*
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™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Mad Dog (Vulture) S

Movement Points: **Tonnage:** 60
Walking: 5 **Tech Base:** Clan
Running: 8 **Rules Level:** Standard
Jumping: 5 **Role:** Skirmisher

Weapons & Equipment Inventory

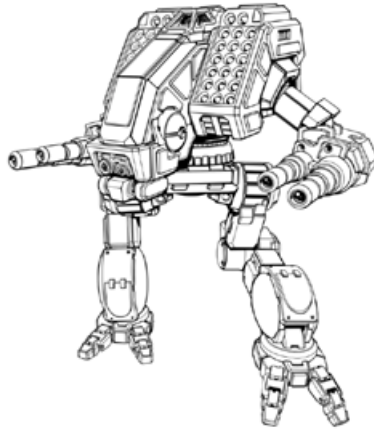
Qty	Type	Loc	Ht	Dmg	(hexes)						
					Min	Sht	Med	Lng			
1	ER PPC	LA	15	15 [DE]	-	7	14	23			
1	ER PPC	RA	15	15 [DE]	-	7	14	23			
1	Medium Pulse Laser	LT	4	7 [P]	-	4	8	12			
1	Active Probe	LT	-	[E]	-	-	-	5			
1	Medium Pulse Laser	RT	4	7 [P]	-	4	8	12			
1	Medium Pulse Laser	CT	4	7 [P]	-	4	8	12			

WARRIOR DATA

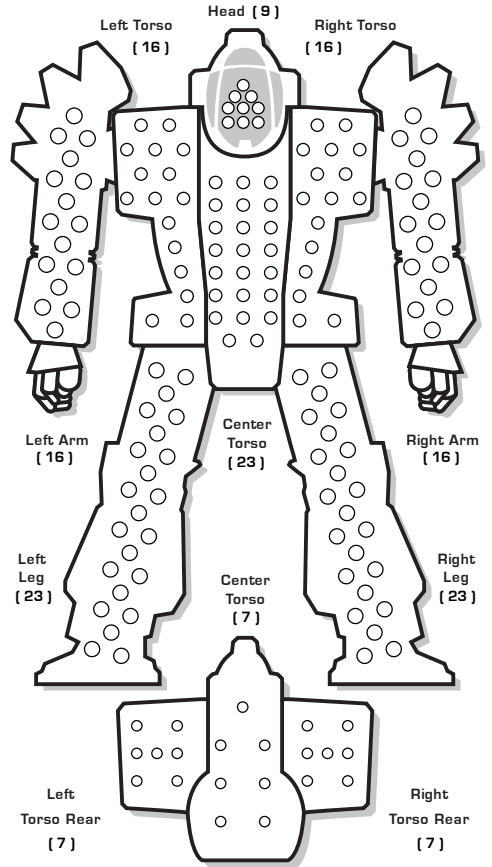
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



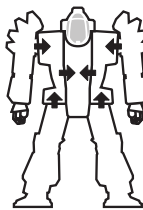
BV: 2,676



CRITICAL TABLE

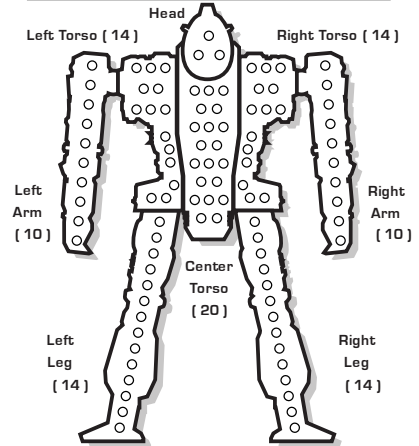
Location	1-3	4-6	1-3	4-6	1-3	4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. ER PPC 4. LER PPC 5. Ferro-Fibrous 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	Head	1. Life Support 2. Sensors 3. Cockpit 4. Ferro-Fibrous 5. Sensors 6. Life Support	Right Arm	1. Shoulder 2. Upper Arm Actuator 3. ER PPC 4. LER PPC 5. Ferro-Fibrous 6. Roll Again
Left Torso	1. XL Fusion Engine 2. XL Fusion Engine 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Gyro 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 5. Jump Jet 6. Medium Pulse Laser	Center Torso	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Gyro 5. Gyro 6. Gyro	Right Torso	1. XL Fusion Engine 2. XL Fusion Engine 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink
Right Torso	1. XL Fusion Engine 2. XL Fusion Engine 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Gyro 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 5. Jump Jet 6. Medium Pulse Laser	Right Leg	1. Life Support 2. Sensors 3. Cockpit 4. Ferro-Fibrous 5. Sensors 6. Life Support	Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again
Left Leg	1. Jump Jet 2. Jump Jet 3. Medium Pulse Laser 4. Active Probe 5. Ferro-Fibrous 6. Ferro-Fibrous	1. Gyro 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 5. Jump Jet 6. Medium Pulse Laser	Right Leg	1. Life Support 2. Sensors 3. Cockpit 4. Ferro-Fibrous 5. Sensors 6. Life Support	Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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

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	

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Hellbringer (Loki) M

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 65

Tech Base: Clan

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	LA	12	10 [DE]	-	8	15	25
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Streak SRM 6	RT	4	2/Msl [M,C]	-	4	8	12
1	SRM 6	CT	4	2/Msl [M,C,S]	-	3	6	9

Ammo: [Gauss] 16, [SRM 6] 15, [Streak SRM 6] 15

BV: 2,200

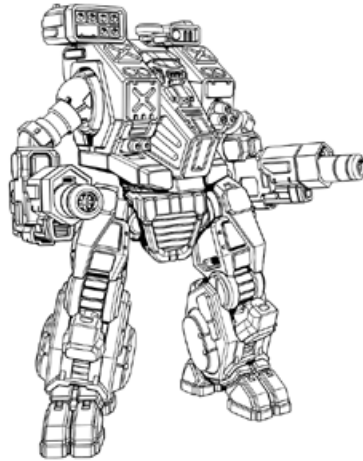


WARRIOR DATA

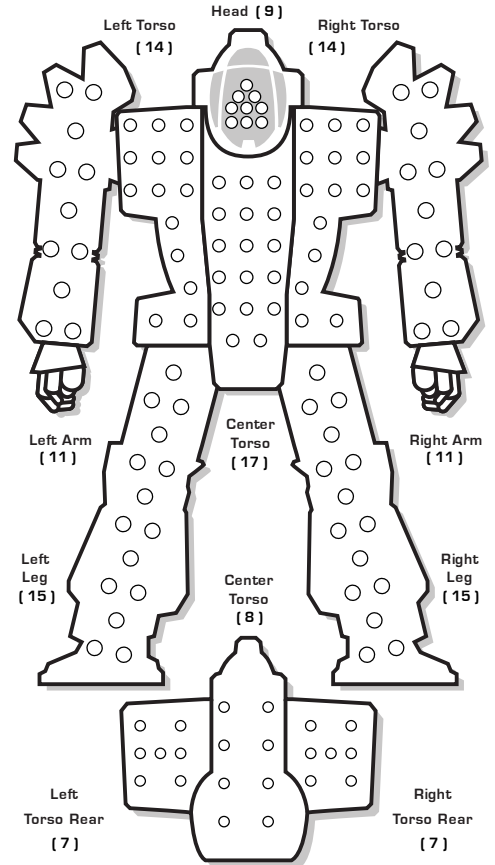
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM

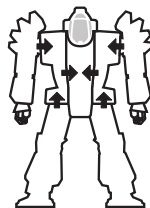


CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - ER Large Laser
 - ER Large Laser
 - Roll Again
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**
- Left Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - Ammo (SRM 6) 15
 - 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
- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - SRM 6
 - Roll Again
- 4-6**

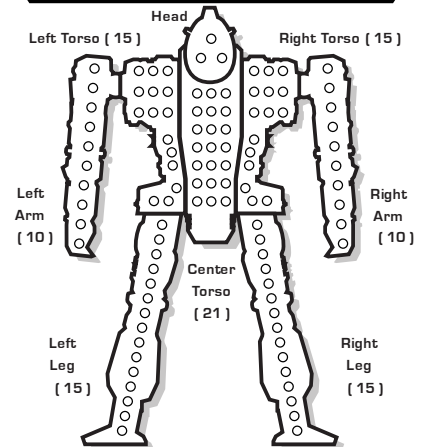
Engine Hits ○○○○
Gyro Hits ○○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

- Right Arm (CASE)**
- Shoulder
 - Upper Arm Actuator
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- 1-3**
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- 4-6**
- Right Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - Streak SRM 6
 - Streak SRM 6
 - Ammo (Streak SRM 6) 15
 - 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	Double Heat Sinks:
30	Shutdown	13 [26]
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

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Timber Wolf (Mad Cat) TC

Movement Points: **Tonnage:** 75
Walking: 5 **Tech Base:** Clan
Running: 8 **Rules Level:** Standard
Jumping: 5 **Role:** Skirmisher

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Streak SRM 6	LT	4	2/Msl [M.C]	—	4	8	12
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	Streak SRM 6	RT	4	2/Msl [M.C]	—	4	8	12

Ammo: (Streak SRM 6) 30

BV: 2,903

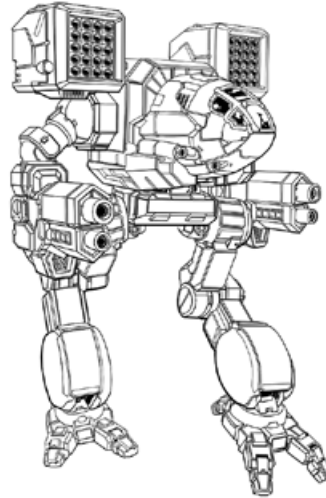


WARRIOR DATA

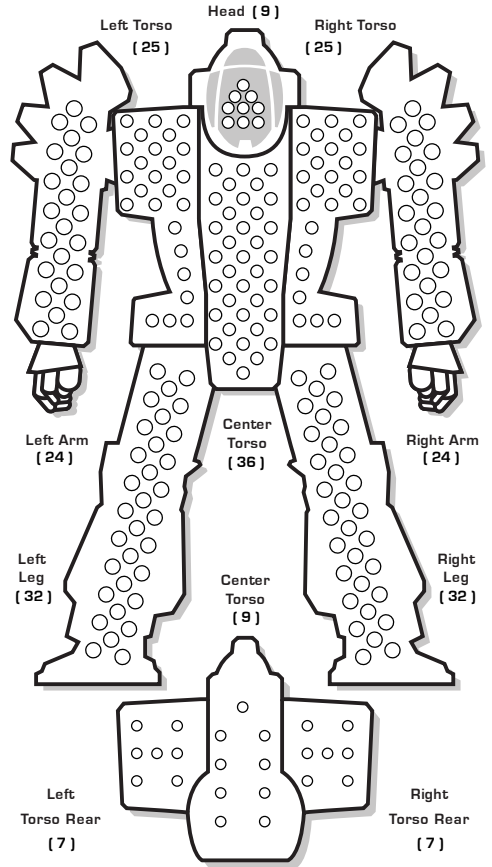
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM

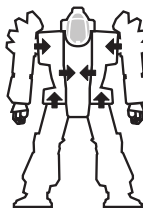


CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Large Pulse Laser
 - Large Pulse Laser
 - ER Medium Laser
- 1-3**
- Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**
- Left Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Jump Jet
 - Streak SRM 6
 - Streak SRM 6
- 1-3**
- ER Small Laser
 - Ammo (Streak SRM 6) 15
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
- 4-6**
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Ferro-Fibrous
 - Sensors
 - Life Support
- 1-3**
- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Endo Steel
- 4-6**

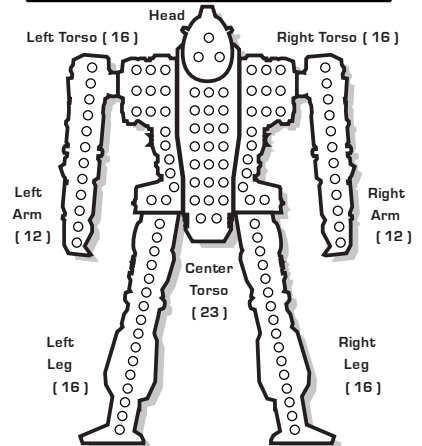
Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Large Pulse Laser
 - Large Pulse Laser
 - ER Medium Laser
- 1-3**
- Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**
- Right Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Jump Jet
 - Streak SRM 6
 - Streak SRM 6
- 1-3**
- Ammo (Streak SRM 6) 15
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
- 4-6**
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	15 (30)
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

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Phoenix Hawk PXH-1bC

Movement Points: **Tonnage:** 45
Walking: 6 **Tech Base:** Inner Sphere
Running: 9 **Rules Level:** Standard
Jumping: 6 **Role:** Skirmisher

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Narc	LA	—	[M]	—	3	6	9
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Flamer	RA	3	2 [DE,H,A]	—	1	2	3
1	ECM Suite (Guardian)	CT	—	[E]	—	—	—	6

Ammo: (Narc) 18

BV: 1,174



WARRIOR DATA

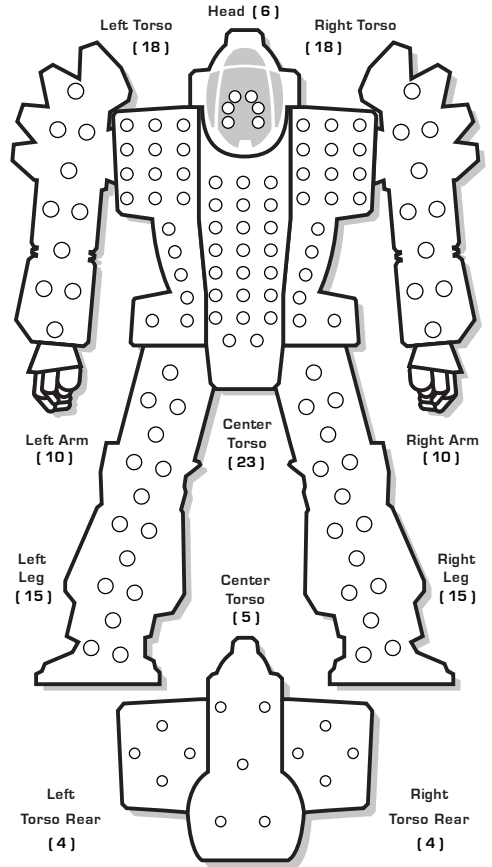
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



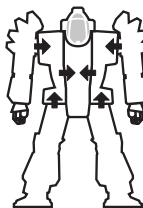
ARMOR DIAGRAM



CRITICAL TABLE

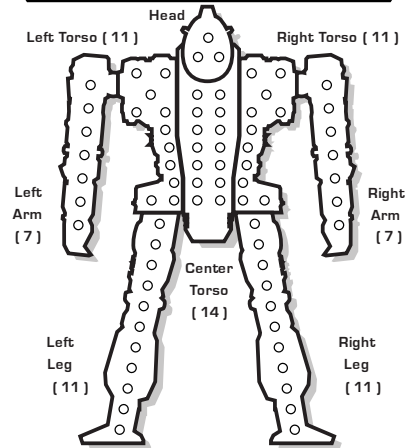
- | | | |
|---|---|---|
| <p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink Medium Laser Narc Narc Endo Steel Endo Steel <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine XL Fusion Engine Jump Jet Jump Jet Jump Jet <p>1-3</p> <ol style="list-style-type: none"> Ammo (Narc) 6 Ammo (Narc) 6 Ammo (Narc) 6 CASE Endo Steel Roll Again <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Endo Steel Sensors Life Support <p>1-3</p> <p>Center Torso</p> <ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine XL Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro XL Fusion Engine XL Fusion Engine XL Fusion Engine ECM Suite (Guardian) ECM Suite (Guardian) <p>4-6</p> | <p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink ER Large Laser ER Large Laser Medium Laser Flamer Endo Steel <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine XL Fusion Engine Jump Jet Jump Jet Jump Jet <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel Roll Again <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel |
|---|---|---|

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	12 (24)
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

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Shadow Hawk SHD-2Ht

Movement Points: **Tonnage:** 55
 Walking: 5 **Tech Base:** Inner Sphere
 Running: 8 **Rules Level:** Standard
 Jumping: 5 **Role:** Skirmisher

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)		
					Min	Sht	Med Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6 9
1	Medium Laser	RA	3	5 [DE]	-	3	6 9
1	Large Laser	LT	8	8 [DE]	-	5	10 15
5	Streak SRM 2	RT	2	2/Msl [M,C]	-	3	6 9

Ammo: (Streak SRM 2) 50

BV: 1,453



WARRIOR DATA

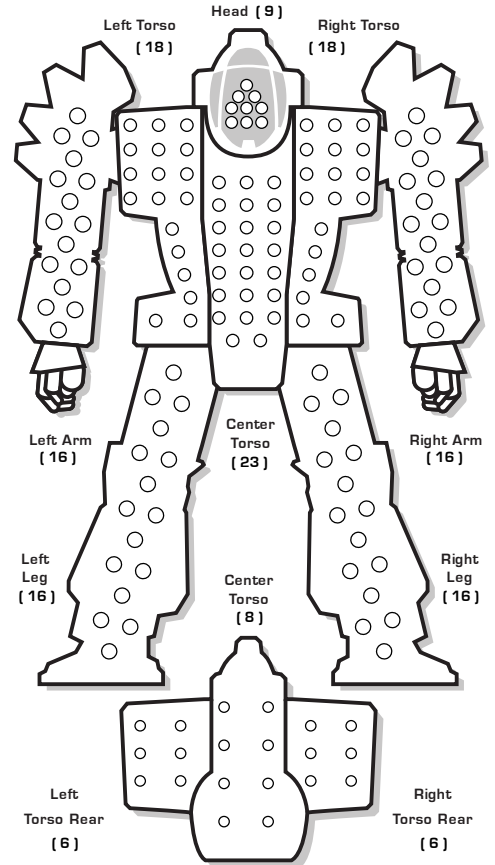
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Laser
 - Roll Again

- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Left Torso**
- Jump Jet
 - Large Laser
 - Large Laser
 - Roll Again
 - Roll Again
 - Roll Again

- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Roll Again

Head

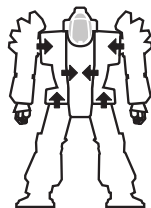
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- 1-3**
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Jump Jet
 - Roll Again

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



Damage Transfer Diagram

Right Arm

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

- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso

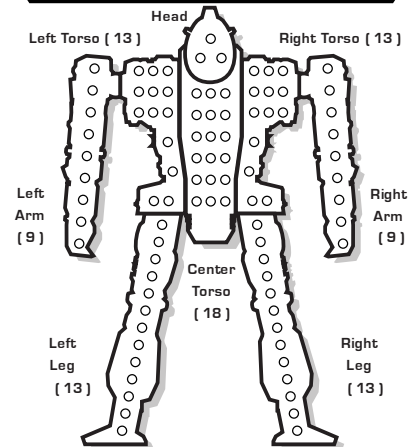
- Jump Jet
- Streak SRM 2
- Streak SRM 2
- Streak SRM 2
- Streak SRM 2
- Streak SRM 2

- 1-3**
- Ammo (Streak SRM 2) 50
 - CASE
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	○
28	Ammo Exp, avoid on 8+	○
26	Shutdown, avoid on 8+	○
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

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Rifleman RFL-5CS

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Ultra AC/5	LA	1	5/Sht	2	6	13	20
				[DB,R/C]				
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Ultra AC/5	RA	1	5/Sht	2	6	13	20
				[DB,R/C]				

Ammo: [Ultra AC/5] 40

BV: 1,303

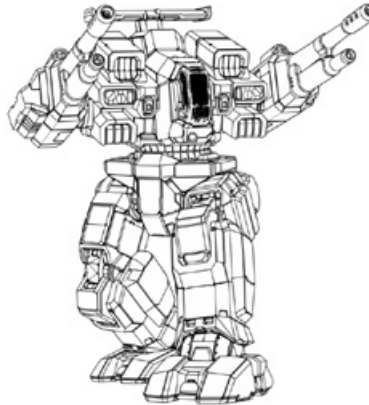


WARRIOR DATA

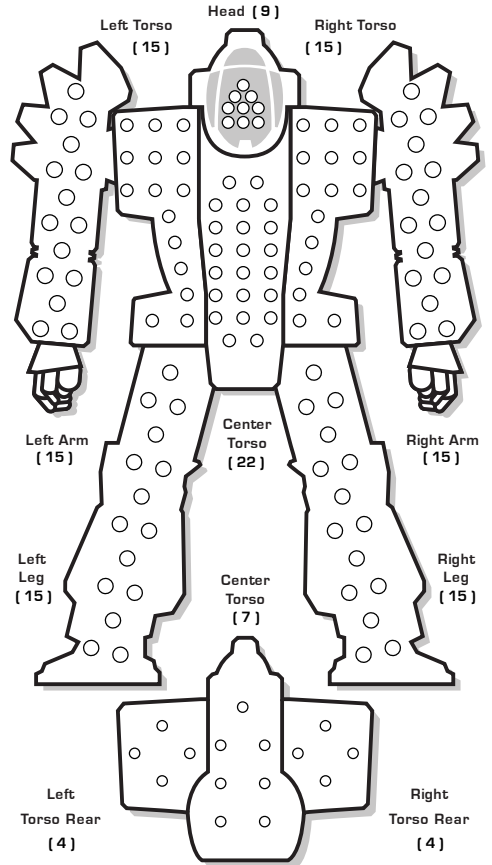
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Large Laser
 - Large Laser
 - Ultra AC/5
 - Ultra AC/5

- Center Torso**
- Ultra AC/5
 - Ultra AC/5
 - Ultra AC/5
 - Roll Again
 - Roll Again
 - Roll Again

- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Ammo [Ultra AC/5] 20
 - Roll Again
 - Roll Again

- Right Torso**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- 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

- Right Arm**
- Ultra AC/5
 - Ultra AC/5
 - Ultra AC/5
 - Roll Again
 - Roll Again
 - Roll Again

- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Roll Again
 - Roll Again

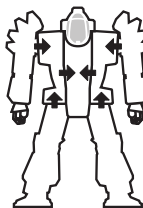
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Large Laser
 - Large Laser
 - Ultra AC/5
 - Ultra AC/5

- Center Torso**
- Ultra AC/5
 - Ultra AC/5
 - Ultra AC/5
 - Roll Again
 - Roll Again
 - Roll Again

- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Ammo [Ultra AC/5] 20
 - Roll Again
 - Roll Again

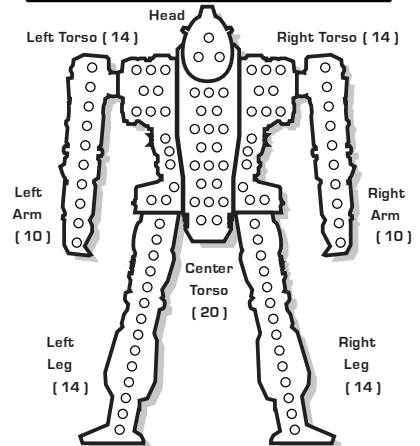
- Right Leg**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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*
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: Archer ARC-5CS

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
2	LRM 15	LT	5	1/Msl [M,C,S]	6	7	14	21
	w/Artemis IV							
2	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21
	w/Artemis IV							

Ammo: (LRM 15) 48

BV: 1,609

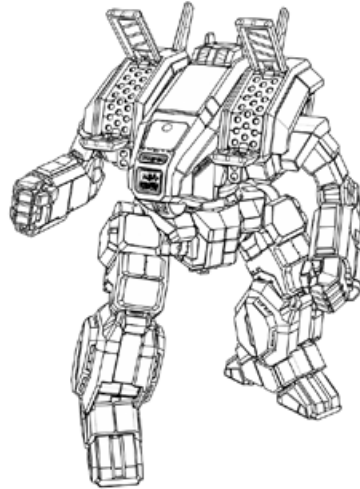


WARRIOR DATA

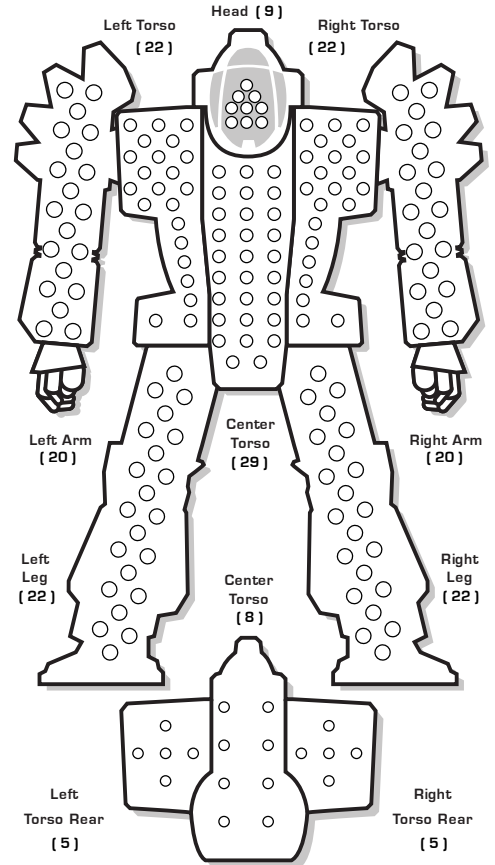
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



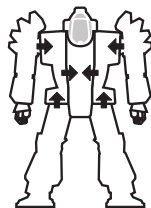
CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Laser
 - Endo Steel
- 1-3**
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6**
- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - LRM 15
 - LRM 15
 - LRM 15
- 1-3**
- Artemis IV FCS
 - LRM 15
 - LRM 15
 - LRM 15
 - Artemis IV FCS
 - Ammo (LRM 15) 8
- 4-6**

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support
- 1-3**
- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Roll Again
 - Roll Again
- 4-6**

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Laser
 - Endo Steel
- 1-3**
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6**
- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - LRM 15
 - LRM 15
 - LRM 15
- 1-3**
- Artemis IV FCS
 - LRM 15
 - LRM 15
 - LRM 15
 - Artemis IV FCS
 - Ammo (LRM 15) 8
- 4-6**

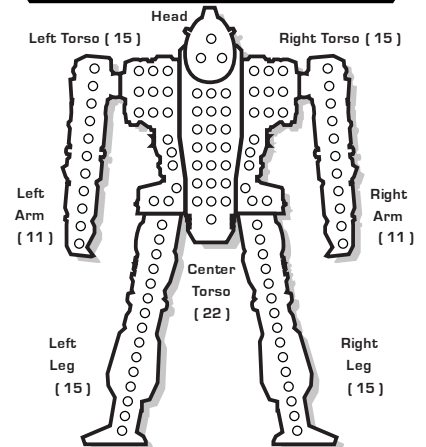
Engine Hits ○○○○
Gyro Hits ○○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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*
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-7CS

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	ER PPC	RA	15	10 [DE]	—	7	14	23
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
2	Medium Laser	RT	3	5 [DE]	—	3	6	9
3	Streak SRM 2	RT	2	2/Msl [M.C]	—	3	6	9

Ammo: [Streak SRM 2] 50

BV: 1,751

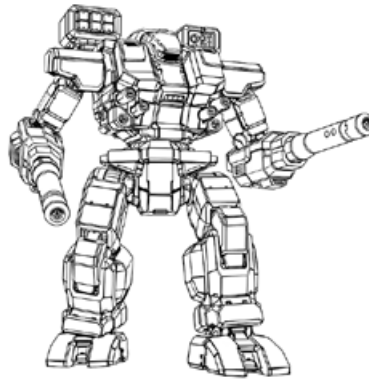


WARRIOR DATA

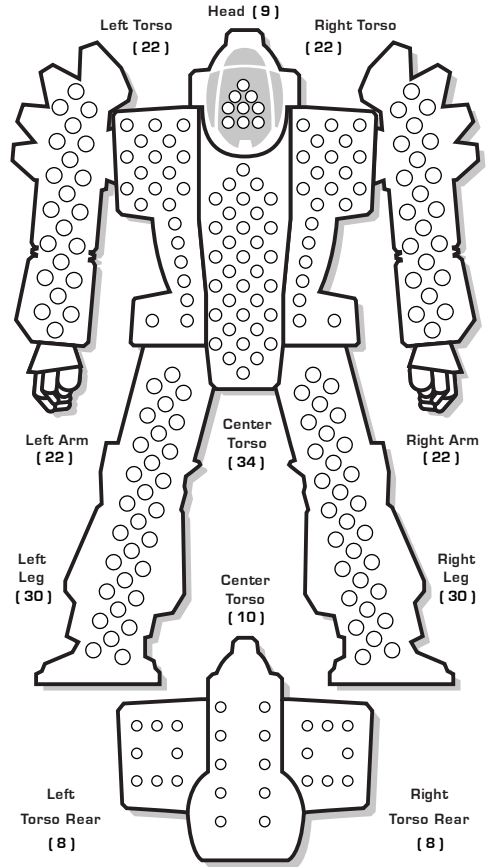
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- Center Torso**
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - ER PPC
 - ER PPC
 - ER PPC

- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- Right Torso**
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - ER PPC
 - ER PPC
 - ER PPC

- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet

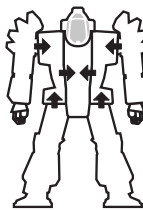
- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Roll Again
 - Roll Again

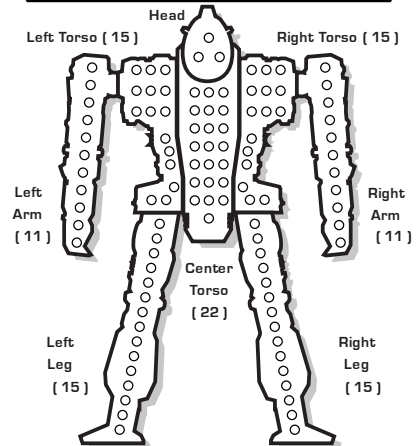
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
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..... BATTLETECH FICTION



SHRAPNEL

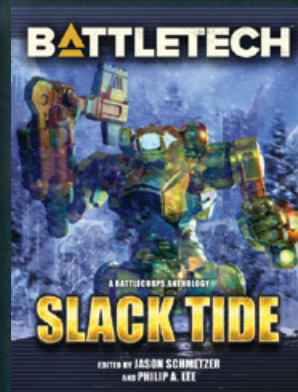
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Shrapnel Issue 2..... CAT36091

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Any able commander can win a single battle, but only true leaders with skill, guts, and vision can win a war. Do you have what it takes to change the course of the Succession Wars and add your name to the annals of history?

Building off of the *BattleTech: A Game of Armored Combat, Chaos Campaign: Succession Wars* provides rules for selecting a force and embarking on a planetary assault mini-campaign, as well as tools to create campaigns of your own.

This module introduces *Chaos Campaign* play, which offers consequences between individual missions, a reason to chase down specific objectives while preserving your troops, and ways to improve your force as you progress.

FREE DOWNLOAD

FREE TO USE ONLINE

The BattleTech Master Unit List (MUL), is an online tool for use with *BattleTech* and *Alpha Strike* games. This ever-growing database of official unit specs provides players with the means to build setting-accurate Forces by identifying the 'Mechs, vehicles, fighters, and infantry elements covered by the last twenty-five years' worth of published Technical Readouts and other sources. For *Alpha Strike* players, the MUL can be even more effective, as it provides full unit stat cards for virtually all of these units as well.

Armed with this tool, players can thus access the broadest possible selection of playable units, and begin building custom armies suitable for any desired period or faction in the official *BattleTech* canon.

www.MasterUnitList.info



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NOVA CAT CAMPAIGN

5

5

5

5

5

5

DIAMOND SHARK CAMPAIGN

2

2

2

2

2

2

JADE FALCON CAMPAIGN

6

6

6

6

6

6

GHOST BEAR CAMPAIGN

3

3

3

3

3

3

WOLF CAMPAIGN

7

7

7

7

7

7

STEEL VIPER CAMPAIGN

4

4

4

4

4

4

SMOKE JAGUAR CAMPAIGN

1

1

1

1

1

1

BATTLETECH
BATTLE OF TUKAYYID



TUKAYYID

KEY

- PLAINS
- FOREST
- MOUNTAINS
- ITEM OF INTEREST
- CITY EPICENTER OF METROPOLITAN COMPLEX POPULATION OF SURROUNDING AREA > 50,000,000
- WATER
- DESERT
- ARCTIC
- DROPPORT
- CITY POPULATION OF SURROUNDING AREA < 1,000,000

1

3

5

7

9

2

4

6

8

10

+0

+0



+6

+6

+6

+6

+6

+6

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EQUATORIAL

BOREAL

CRUCIBLE SEA

KRAJ SEA

SIROK SEA

AUSTREAL

NUBIBUS INSULA

LAKE LOSIJE

Skupo & Brzo

Kozice Prime

Relocation Camp C22

Relocation Camp GL-3

Monastery of Pantaleon

Triton

Deir Amba Bicho

Relocation Camp A01

Relocation Camp B06

Cathedral of the One Star

Spire

SALLAIRE

Gosith

Jervis Bay

Kakanj

Jossau

WORLD-SPLIT MOUNTAINS

CHAFFIN'S HEART

COKOLADU MOUNTAINS

NORBUNGLE RANGE

GRMLJAVINA BAY

EBOR'S SEAS

SLOMLJEN BAY

SUNT BAY

WABELT

SLIDENWALLS

DINARIC

DEVIL'S BATH

WORLD-SPLIT MOUNTAINS

WORLD-SPLIT MOUNTAINS

PRZENO PLAIN

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