

BATTLEPACK™

FOURTH SUCCESSION WAR



FASA
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RANDALL N. BILLS

BATTLETECH® 1705

BATTLEPACK: FOURTH SUCCESSION WAR

TABLE OF CONTENTS

INTRODUCTION	3
How to Use the Scenarios	4
General Scenario Rules	4
Terminology	4
Number of Players	4
Setup	4
Movement and Retreat	4
Ending the Game	4
PERSONALITIES	5
Prince Hanse Davion	5
Archon Katrina Steiner	5
Coordinator Takashi Kurita	5
Chancellor Maximilian Liao	6
Captain-General Janos Marik	6
Precentor Myndo Waterly	7
Justin Xiang Allard	7
Colonel Jaime Wolf	7
PRELUDE TO WAR	8
War Games: Operation Galahad	8
Galahad and Thor	10
Prelude to Invasion	11
SCENARIOS	12
Scenario 1: The Hammer Falls	12
Scenario 2: Rise of the Revenant	14
Scenario 3: Strike at the Heart	16
Scenario 4: Justice is Served	18
Scenario 5: Operation Intruders Communion	20
Scenario 6: Line in the Sand	22
Scenario 7: The Janos Mistake	25
Scenario 8: In the Claw of the Dragon	28
Scenario 9: At the Gates of Hell	31
Scenario 10: Sic Semper Tyrannis	34
NEW 'MECHS	37
FS9-H Firestarter	37
WLF-1 Wolfhound	37
BJ-3 Blackjack	38
HCT-3F Hatchetman	38
HOP-4B Hoplite	39
CTF-2X Cataphract	39
CGR-1A5 Charger	40
STK-3F Stalker	40
RECORD SHEETS	41

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Published by FASA Corporation 1100 W. Cermak Road • Suite B305 Chicago, IL 60608
FASA Corporation can be reached on America OnLine (e-mail—FASALou (Earthdawn), FASAInfo (General Information, Shadowrun, BattleTech) or FASA Art (Art Comments)) in the Online Gaming area (Keyword "Gaming"). Via Internet use <AOL Account Name>@AOL.COM, but please, no list or server subscriptions. Thanks!

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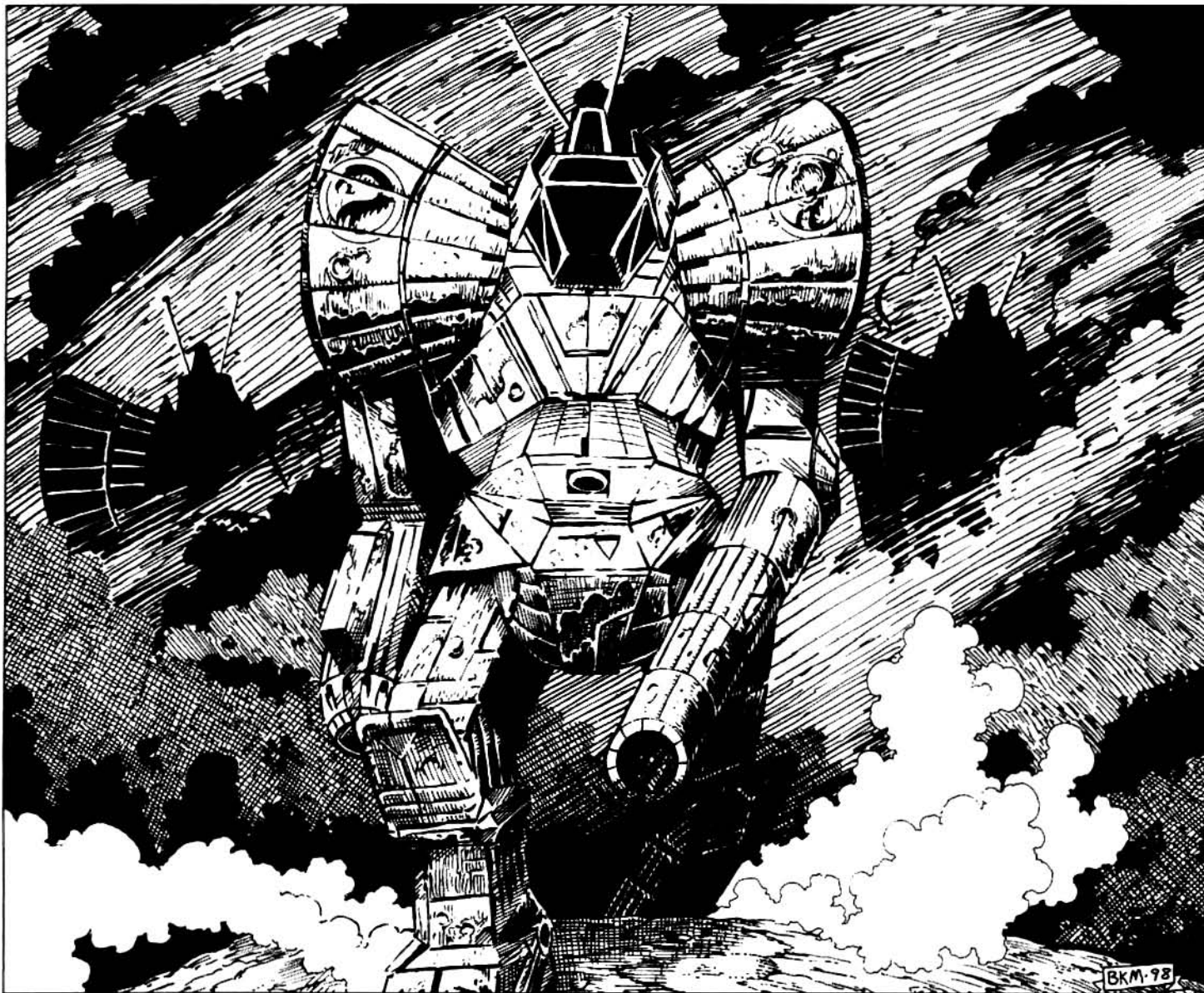
To Bryan Nystul, for entrusting me with so much of his new concept; to Dan "Flake" Grendell, for always being there when a third opinion on **BattleTech** is needed; to all those who worked on and produced the **Fourth Succession War NAIS Military Atlas**, thanks for the incredible attention to detail that made my life so much easier when writing this product; and finally, to Michael Stackpole, on whose **Warrior Trilogy** this product is based—thanks for the characters that brought so much life to the details. After reading the trilogy close to a dozen times, I still found myself lost in the world you helped create when I reread them before beginning work on this project.

Additional material from:

Fourth Succession War NAIS Military Atlas, Volume 1 and 2 by Boy F. Petersen Jr. and the novel **Warrior: Coupé** by Michael A. Stackpole.

BATTLEPACK: FOURTH SUCCESSION WAR

INTRODUCTION



The **BattlePack** is a special supplement designed to enhance the **BattleTech, Fourth Edition** boxed game. Included with this book are a sheet of 20 standup BattleMech playing pieces and a new Woodland mapsheet unique to this product. This book also provides eight 'Mech designs and ten new scenarios, each complete with historical background. By adding these components to those in the **BattleTech** boxed set, you can play larger and more exciting games without needing an extensive library of **BattleTech** books and mapsheets. No other **BattleTech** products are required to play the scenarios in this book.

BattlePack: Fourth Succession War is the first **BattlePack** produced by FASA. It is designed to allow players to take part in ten of the most explosive battles of the Fourth Succession War, the most significant military action of the thirty-first century. After playing the scenarios in this book, players can add the included mapsheet and 'Mechs to their playing options when creating their own **BattleTech** scenarios.

This product describes events that unfold in the Warrior Trilogy of **BattleTech** novels: **Warrior: En Garde**, **Warrior: Riposte** and **Warrior: Coupé**. Originally published by FASA in 1988 and 1989, these long out-of-print books will be re-released by ROC in 1998.

INTRODUCTION

HOW TO USE THE SCENARIOS

The rules given for each scenario provide the information needed to understand and play out the battle, including guidelines for determining the winner and loser. Each scenario begins with a personal account of the battle and includes a **Situation** section that provides the historical background of the engagement. Additional sections in each scenario are titled **Game Set-Up, Attacker, Defender, Victory Conditions** and **Special Rules**.

Game Set-Up provides specific information needed to play the scenarios, including directions for laying out mapsheets and dealing with special terrain features, and suggestions on appropriate **BattleTech** rules to use.

The **Attacker** and **Defender** sections provide rosters of the scenario's combatants and directions for deploying forces. The troop rosters include the 'Mechs used and the skills of their pilots. Each pilot's name is followed by the appropriate skills in parentheses, with Piloting Skill before the slash and Gunnery Skill after the slash. For example, (4/3) represents Piloting Skill 4 and Gunnery Skill 3.

Victory Conditions provides guidelines for determining the outcome of the battle. Combat rarely continues until one side is obliterated; in most cases, both sides may claim some measure of victory if they achieve their tactical objectives. Victory conditions simulate this conduct by listing specific tactical objectives for one or both opponents in each scenario. Finally, **Special Rules** lists any rules aside from those in the standard **BattleTech** game that are needed to play the scenario.

GENERAL SCENARIO RULES

Unless noted otherwise in a given scenario, the following rules apply to all of the scenarios in this book.

TERMINOLOGY

Throughout this book, the playing area (or game board) is referred to in terms of maps and mapsheets. A mapsheet is a single 22" x 17" **BattleTech** mapsheet. The map is the total playing area for a scenario; it may consist of one or more individual mapsheets.

Each player will have a home map edge, which usually represents the direction in which friendly forces are located. A player's units enter the scenario from his home edge, and must exit from that edge to safely retreat off the map.

NUMBER OF PLAYERS

The **BattlePack** scenarios are written for two players. If more than two individuals are playing, divide the players into two opposing teams. The members of each team des-

ignate a "team leader," either by mutual agreement or a dice roll. That player assigns BattleMechs to the players on his team and rolls for his team's Initiative each turn.

SETUP

Roll Initiative for the first turn per standard rules. All units start play off the map unless otherwise noted. A player's units may enter the map on any hex along that player's home edge. Each unit must enter the map on a full hex nearest the home edge; that hex counts as the unit's first hex of movement.

MOVEMENT AND RETREAT

Scenario maps are fixed in place once play begins. Unless otherwise noted, units that exit the map at any edge other than their home edge are considered destroyed. Units that exit the map through their home edge have retreated—they remain out of play for the remainder of the scenario and cannot return. However, retreated units do not count as destroyed when determining victory. Units cannot retreat unless the scenario rules allow them to do so. Units may exit the map intentionally or may be forced off by an opposing unit using a push, charge or death-from-above attack.

Half-hexes along the edge of the map—even those with hex numbers in them—are not considered within the playing area. A unit that enters one of these half-hexes for any reason automatically exits the map.

ENDING THE GAME

Generally, a scenario ends when all of one player's units have been destroyed or have retreated off the map. At that point, the opposing player wins. Depending on the specific scenario, however, a player may need to achieve additional or alternative goals to claim victory.

Victory Levels

Most scenarios include varying levels of victory that depend on the goals of each side. A player must achieve all of his side's objectives to win a Decisive victory. In addition, winning a Decisive victory usually requires minimal loss of units on the winner's side. To win decisively requires skill and luck; scoring such a victory against a player of equal ability is cause for celebration.

A player achieves a Marginal victory when he meets his side's objectives but also suffers significant losses, or when he accomplishes only part of the objective. Though a Marginal victory is still considered a win, the battle could have gone better. Both sides can achieve a Marginal victory in the same scenario.

When both players achieve the same victory level, the scenario is considered a Draw.

BATTLEPACK: FOURTH SUCCESSION WAR

PERSONALITIES

The following individuals played pivotal roles in the Fourth Succession War.



PRINCE HANSE DAVION

The second son of Prince Andrew Davion, Hanse Davion was born in 2980. He enjoyed a fairly carefree childhood, spending his time with a variety of unconventional people in many exciting places. These early experiences gave him an appreciation for the unorthodox and a willingness to experiment with the unexpected that greatly influenced his leadership style in later years.

A tall, athletic man with cropped red hair and a smattering of visible scars, Prince Davion honed his military skills as a MechWarrior with the Third RCT of the Royal Brigade of Guards, and his diplomatic skills as the military governor of New Aragon. Both experiences developed his reputation as a talented, unorthodox leader. His willingness to explore untried policies and execute risky plans has paid off for the Federated Suns both militarily and economically. His greatest achievement to date, however, is his negotiation of the alliance between his realm and the Lyran Commonwealth. Though the immediate advantages of this agreement have already been seen in economic growth and greater military achievement against the allied states' mutual enemy, the Draconis Combine, the true test of this proposed merger will be the success or failure of Prince Davion's marriage to Archon-Designate Melissa Steiner, due to take place in August of 3028.

ARCHON KATRINA STEINER

Archon of the Lyran Commonwealth, Katrina Steiner is renowned for her formidable intelligence and regal beauty. Born in 2976, she became a MechWarrior and ultimately rose to command of the Tenth Lyran Guards 'Mech regiment. Though her record testifies to her fighting skills, her greatest gift lies in strategy—political as well as military. Her succession to the Archonship in 3007 is a case in point; she achieved a bloodless coup



against the reigning Archon, Alessandro Steiner, by building a support base among LCAF officers most opposed to the Archon's disastrous military policies. Her yearlong disappearance in 3005 only added to her support, fueled by rumors that Archon Alessandro was behind it. Shortly after her reappearance, Marik raids into Commonwealth territory forced Alessandro to step down. Katrina Steiner has led the Commonwealth ever since.

Her most recent political gamble has paid dividends unexpected by everyone except the Archon herself. In 3020, Katrina offered a peace proposal to the heads of the other Successor States—all of whom turned her down, except for Prince Hanse Davion of the Federated Suns. Secret negotiations between Houses Steiner and Davion over the next several months culminated in the Federated Commonwealth Alliance Document of 3022—an unprecedented full alliance to be cemented by the marriage of Hanse Davion to Katrina's daughter and heir, Melissa Steiner. The union of these two and their realms is already being denounced in some quarters as a prelude to a Davion-Steiner conquest of the entire Inner Sphere. Only time will tell if this dire prediction is the truth.

COORDINATOR TAKASHI KURITA

Though he enjoyed special treatment as a child, Takashi Kurita flourished under the far harsher standards of the Sun Zhang Military Academy and the Wisdom of the Dragon school, where he distinguished himself as an inspired officer and promising leader. His brilliance allowed him to rise quickly from lance lieutenant to battalion commander, one of the fastest advancements in the history of the DCMS. Soon after he reached that position, his father called him home to assume the traditional post of the Heir-Designate, Commander of the Household Guard at the palace on Luthien. This position also gave him the opportunity to learn the skills he would one day need to successfully navigate the complicated intrigue of court life and interstellar politics.

PERSONALITIES



Takashi became Coordinator of the Draconis Combine in 3004 after his father's assassination. Though he was suspected of complicity in the deed, his brutal purge of all accusing voices soon reinforced the proof of his innocence. A handsome, fit man with the blue eyes so rare in one of his heritage, Takashi Kurita is an intelligent, ruthless, arrogant and skilled leader who commands respect and fear from his subjects and his peers. He has recently formed an alliance between his realm, the Free Worlds League and the Capellan Confederation to offset the alliance between Houses Davion and Steiner, but the only fruits of this uneasy concord so far have been a few successful joint military operations.



CHANCELLOR MAXIMILIAN LIAO

Chancellor of the Capellan Confederation, Maximilian Liao is a shrewd schemer and master manipulator. Born in 2964, he was raised with a hatred of House Davion and a determination to become First Lord of a new Star League. Vain and coldly cynical, he uses others as necessary to achieve his goals. As a young man, Maximilian arranged a coup against his father by destroying his political power and turning his own Warrior Houses against him. Since becoming Chancellor, Maximilian has shown himself to be a true despot; he has protected himself by expanding the Maskirovka, his secret police, and establishing more Warrior House regiments loyal to House Liao rather than to the Capellan Confederation.

Lacking the military power to attain his goals, Maximilian uses subterfuge and diplomacy to divide his enemies and fuel internal strife in their realms. He has carefully nurtured dissidents such as Michael Hasek-Davion in the Federated Suns and Anton Marik in the Free Worlds League, promising them military aid, intelligence and more. He has also successfully directed his agents abroad to wreak sabotage, incite rebellions and steal industrial secrets. In response to the Davion-Steiner alliance, Liao negotiated the Concord of Kapteyn in 3022 with House Marik and House Kurita, forging a military alliance that strengthens his position for now.



CAPTAIN-GENERAL JANOS MARIK

Janos Marik, Captain-General of the Free Worlds League, has become a shadow of the leader and visionary he once was. Born in 2963, he graduated as the top cadet in his class at the Princefield Military Academy on Oriente and went on to take command of the First Atrean Hussars. By the time his father died in 2963, he was a military hero, known for his honor and outspoken concern for the common man. He took the helm of a League wracked with internal strife, economic hardships and military disrepair.

Janos cleared these obstacles by initiating an ambitious program to restabilize the League that quelled civil unrest and gained him popular support. His high hopes and dreams swept the League onto a road that promised prosperity and military success. Neither materialized, however. A string of failures and tragedies, culminating in his brother Anton's rebellion in 3014 and the civil war that followed, shattered the dreams and the man who held them. Disillusioned despite his victory over the rebels, the aging Janos has become paranoid, plagued by assassination attempts and abortive coups both real and imagined. His one lasting achievement was the signing of the Concord of Kapteyn, which established an alliance with House Kurita and with the League's long-standing enemy, House Liao.

PERSONALITIES



PRECENTOR MYNDO WATERLY

Precentor Myndo Waterly has used her natural ruthlessness and political savvy to rise rapidly and aggressively through ComStar's ranks. Born in 3001 in the Draconis Combine, she was sponsored by the Internal Security Force for a prestigious education, but instead joined ComStar after watching the ISF kill a friend and fellow student for political reasons. She sees ComStar's enforced neutrality as a weakness, and has faced excommunication for violating the First Circuit's non-intervention policy. She is determined to see the current Primus, Julian Tjepolo, removed and to ascend to the primacy herself.

Myndo is one of the few within ComStar who advocates using force to fulfill the Word of Blake. She sees the Davion-Steiner alliance as a threat to ComStar's position; she prefers the Inner Sphere to remain splintered into opposing factions and dependent on ComStar. Her commanding presence and willingness to take bold action are building pressure within the First Circuit to somehow prevent the unification of the Inner Sphere's two most powerful realms.



JUSTIN XIANG ALLARD

Justin Allard was born in 2990, the son of Quintus Allard, head of House Davion's Ministry of Intelligence, Information and Operations, and a Liao noblewoman. Skilled in espionage, Justin is also a MechWarrior, and recently became undisputed champion of the 'Mech-duel games on Solaris VII. He has a prosthetic left hand, replacing the one he lost in battle less than two years ago.

Not long after the conflict that cost him his arm, Justin was charged with treason and exiled from the Federated Suns for passing sensitive information to the Capellan Confederation. Given refuge by Capellan Chancellor Maximilian Liao, Justin became a member of the Maskirovka, who have lost no time in using his knowledge of Davion intelligence operations. Kept close to the chancellor as an advisor, he now goes by the name of Justin Xiang.

Unknown to his Liao benefactor, Justin is in fact a deep-cover agent for House Davion. The information he allegedly gave them, which prompted his trial, was misinformation carefully constructed by the MIIO. The trial and the verdict were manufactured to keep the charade going and bring him closer to Maximilian Liao.



COLONEL JAIME WOLF

Colonel Jaime Wolf commands the mysterious and feared mercenary band Wolf's Dragoons. Nobody knows where Wolf or the Dragoons originated; they first appeared in Davion space in 3005 and offered their services to the Federated Suns military. Wolf's Dragoons are one of the few mercenary groups to have worked for all five Successor States, and Wolf has been decorated by each. Throughout their career, the Dragoons have fought in numerous major campaigns and crucial battles.

Wolf is known for strategic genius and has shown intense loyalty toward his troops. With every contract, he has required the mercs' employer to give the Dragoons a world on which to set up their headquarters, and also to make generous provisions for the group's civilians. Wolf is suspected of having a secret supply source outside the Inner Sphere, and perhaps of having access to advanced technology. The Dragoons' intelligence network is highly sophisticated for a mercenary outfit, and they have doubtless accumulated much data about the various House militaries in their tour through the Inner Sphere.

Wolf and his Dragoons are still recovering from a contract with House Kurita that ended in a bloody and vicious duel with Kurita elite forces on the planet Misery. Battered but victorious, Wolf's Dragoons are now once again in Davion's service.

PRELUDE TO WAR

The Inner Sphere of 3020 was essentially the same as the Inner Sphere of 2787, when the First Succession War began. Borders had changed, the level of technology had plummeted and millions of lives had been lost, but five Successor States still existed to battle one another for dominion over the known universe. Ever since the collapse of the Star League, humanity had been on a long, slow, seemingly unstoppable decline.

In 3020, however, Archon Katrina Steiner of the Lyran Commonwealth took an unusual step whose consequences ended up being far more momentous than anyone at the time suspected. Tired of the endless skirmishing and low-level warfare that had become a constant in the Inner Sphere, the Archon issued her famous Peace Proposal—a plea for a blanket cease-fire—to the leaders of the other four Successor States. Three of the four scoffed at the idea, but one—Prince Hanse Davion of the Federated Suns—was intrigued. Though he told the Archon that he could not accept her proposal, he suggested further talks with an eye to some type of alliance between his own nation and the Lyran Commonwealth.

The Archon agreed, and secret communiqués began to flow back and forth between Tharkad and New Avalon, the capital worlds of the two realms. Before long, high-ranking officials were conferring in person and drafting the terms of the alliance.

In the spring of 3022, the Prince of the Federated Suns and the Archon of the Lyran Commonwealth journeyed to Terra. There, in the presence of ComStar officials, they signed the Federated Commonwealth Alliance Document, setting in motion a series of events that led to the Fourth Succession War.

The treaty, which was well received by the people of both Successor States, opened up trade and provided for military exchanges—first of intelligence, later of personnel and technology—between the Lyran Commonwealth and the Federated Suns. During the first five years of the alliance, these new ties fostered economic booms in both realms. The trading of information proved equally profitable, giving rise to a flurry of major scientific research projects. Militarily, the alliance ensured the success of several minor campaigns and reduced raids against the two states from their common neighbor and enemy, the Draconis Combine.

Exchanging military intelligence about the Draconis Combine was more than just a temporary benefit, however. It was also a first step in Hanse Davion's ambitious plan to strengthen Lyran and Federated Suns forces for an eventual invasion of the Capellan Confederation. Ever since Capellan Chancellor Maximilian Liao nearly succeeded in planting an impostor on the Davion throne,

Prince Hanse had vowed revenge against Chancellor Liao and his realm. The Fourth Succession War was the instrument of his vengeance, planned for with strategic innovation and a commitment to long-term, large-scale thinking that had eluded Inner Sphere military planners since the end of the long-ago Second Succession War.

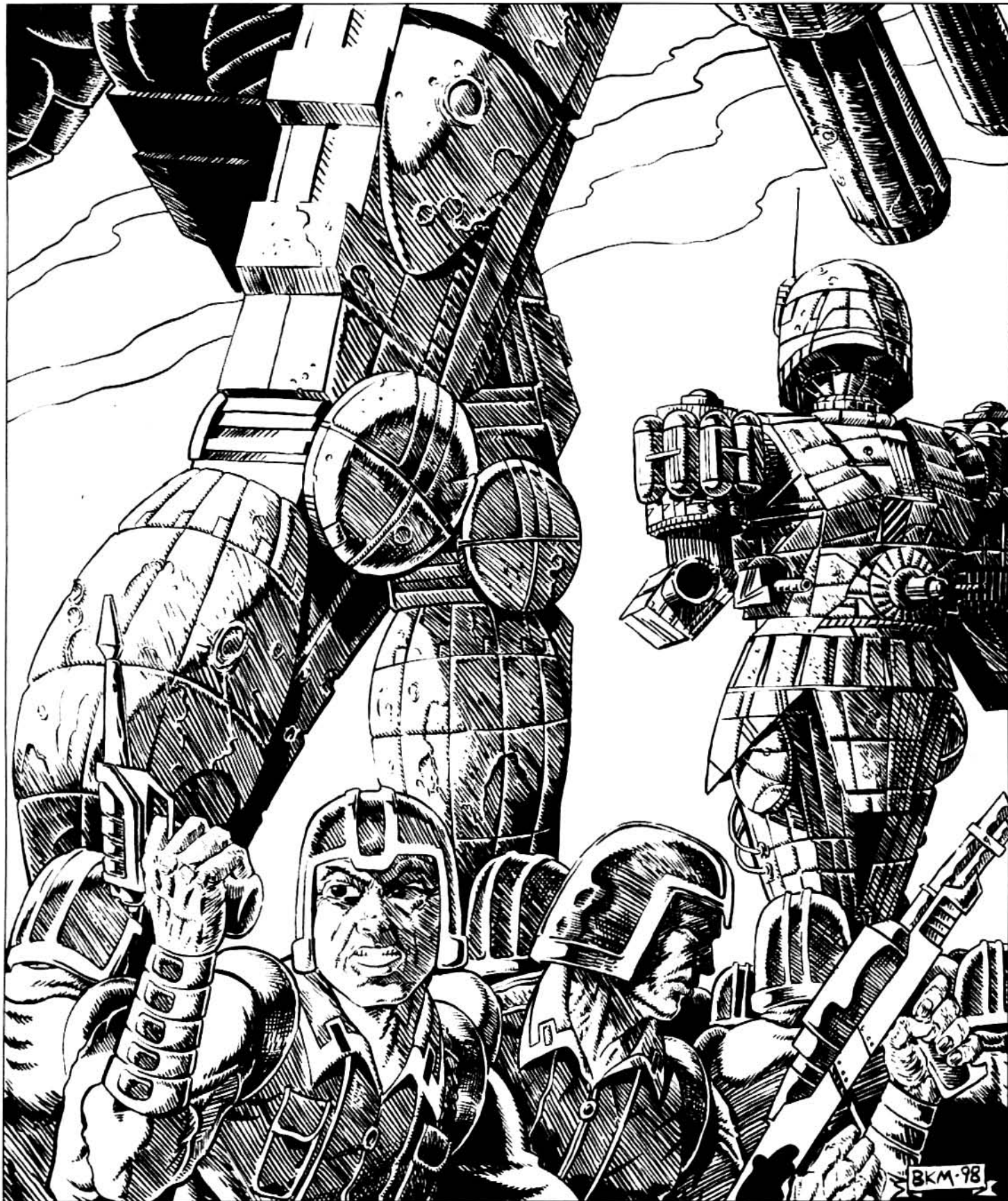
Other military exchanges swiftly followed the sharing of intelligence. In 3023, the first group of cadets from the Commonwealth entered the famous New Avalon Institute of Science in the Federated Suns. The rigorous NAIS regimen, designed to teach cadets more than purely military skills, gave the Lyran Commonwealth Armed Forces its first batch of talented new soldiers and officers who would challenge the traditionally hidebound LCAF commanders. Other, high-level exchanges helped familiarize officers on both sides with one another and with each other's military procedures. Their observations and suggestions laid the foundation for more ambitious plans.

The next step occurred in 3024 on the Commonwealth world of New Earth. Three battalions of Commonwealth troops, one each of infantry, armor and 'Mechs from the Tenth Lyran Guards, squared off against three similar battalions of Federated Suns forces in a series of maneuvers known as the Alliance Games. The Federated Suns forces consistently outfought and outmaneuvered the Commonwealth units, leading many LCAF officers to change their fighting styles. Though some were sufficiently embarrassed by their poor performance to reject "Davion changes" out of hand, strong backing from the Archon and from General of the Armies Edward Regis convinced most of the LCAF of the merits of Davion military doctrine.

WAR GAMES: OPERATION GALAHAD

Despite the friction between the two realms' armed forces, Prince Hanse saw enough promise in the LCAF to step up his plans. In 3026, he launched Operation Galahad, a series of war games involving ten 'Mech regiments and one hundred infantry and armored regiments of the Armed Forces of the Federated Suns. Conducted in the Draconis and Capellan Marches of the Federated Suns, the stated purpose of the exercises was "to increase our vigilance by rehearsing defensive troop movements so that if one of our enemies dares attack us, we can make a devastating retaliation." The maneuvers were expensive, disruptive and controversial. The sheer scale of them violated almost every tenet of current military thinking in the Inner Sphere, which held that engagements much larger than company against company were

PRELUDE TO WAR



PRELUDE TO WAR

wasteful of men and materiel. No one routinely pitted regiment against regiment, and yet it was precisely that type of combat for which Hanse Davion seemed to be preparing. The Draconis Combine and the Capellan Confederation, whose territories bordered the exercise area, came to what seemed like the only reasonable conclusion: that Operation Galahad was cover for a Federated Suns invasion.

While publicly dismissing the maneuvers as empty posturing, Houses Kurita and Liao put their militaries on full alert. For the next three months, Draconis and Capellan forces nervously awaited the Davion onslaught. However, though the AFFS did use the maneuvers as cover for a few minor raids, Operation Galahad ended in November of 3026 without the expected offensive. Vastly relieved, the leaders of the two threatened Successor States ordered their militaries to stand down. The "cover for a massive invasion" appeared to be nothing more than a hugely expensive but ultimately pointless exercise in Davion saber rattling.

GALAHAD AND THOR

In August of 3027, Prince Hanse revived and enlarged Operation Galahad to include almost a third of the AFFS. Thirty 'Mech regiments and more than two hundred infantry and armored regiments participated in war games on twenty worlds near the Capellan and Draconis borders. The prince also commandeered commercial JumpShips and DropShips to carry troops from the interior of the Federated Suns to the border regions. Meanwhile, a similar exercise was being held in the Lyran Commonwealth: Operation Thor, involving more than thirty 'Mech regiments and one hundred infantry and armored regiments on fifteen worlds bordering the Draconis Combine and the Free Worlds League.

LCAF officers viewed Operation Thor as their chance to prove that they could mount massive, complex troop movements as well as the AFFS could. Though snafus abounded and a dense bureaucracy hampered interservice cooperation, the Archon nonetheless proclaimed Operation Thor a success. A high point for the LCAF occurred on the world of Thorin, where the Second Royal Guards 'Mech regiment defeated the Third Ceti Hussars, a Davion 'Mech regiment.

These joint exercises were important for another reason that would prove especially vital during the Fourth Succession War: both were conducted without the aid of ComStar. Instead of sending orders via hyperpulse generator, the LCAF and AFFS High Commands used courier JumpShips to ferry instructions to the units in the field. Slow though it was, the system of radio relays from JumpShip to JumpShip was successful. Its use during Operation Galahad allowed Hanse Davion to shield from ComStar the fact that not all of his units were returning to

their usual posts after the war games ended. Once the war got under way, the JumpShip relays enabled the AFFS to function despite the HPG communications blackout imposed by ComStar.

Conditioned to some extent by the first Operation Galahad, Houses Kurita and Liao reacted mildly to the second one and to Operation Thor. Though their public statements abounded with denunciations of "unwarranted provocation," neither the Draconis Combine nor the Capellan Confederation put its troops on full alert as they had in 3026. Only the Free Worlds League, fearing a Commonwealth offensive, went on a war footing. Had they realized that Galahad was, in the prince's own words, "an elaborate shell game in which I secretly massed troops on the Capellan border by parading them up and down in front of hundreds of holocams," Kurita and Liao leaders might not have been so quick to dismiss the threat as yet another display of military bravado.

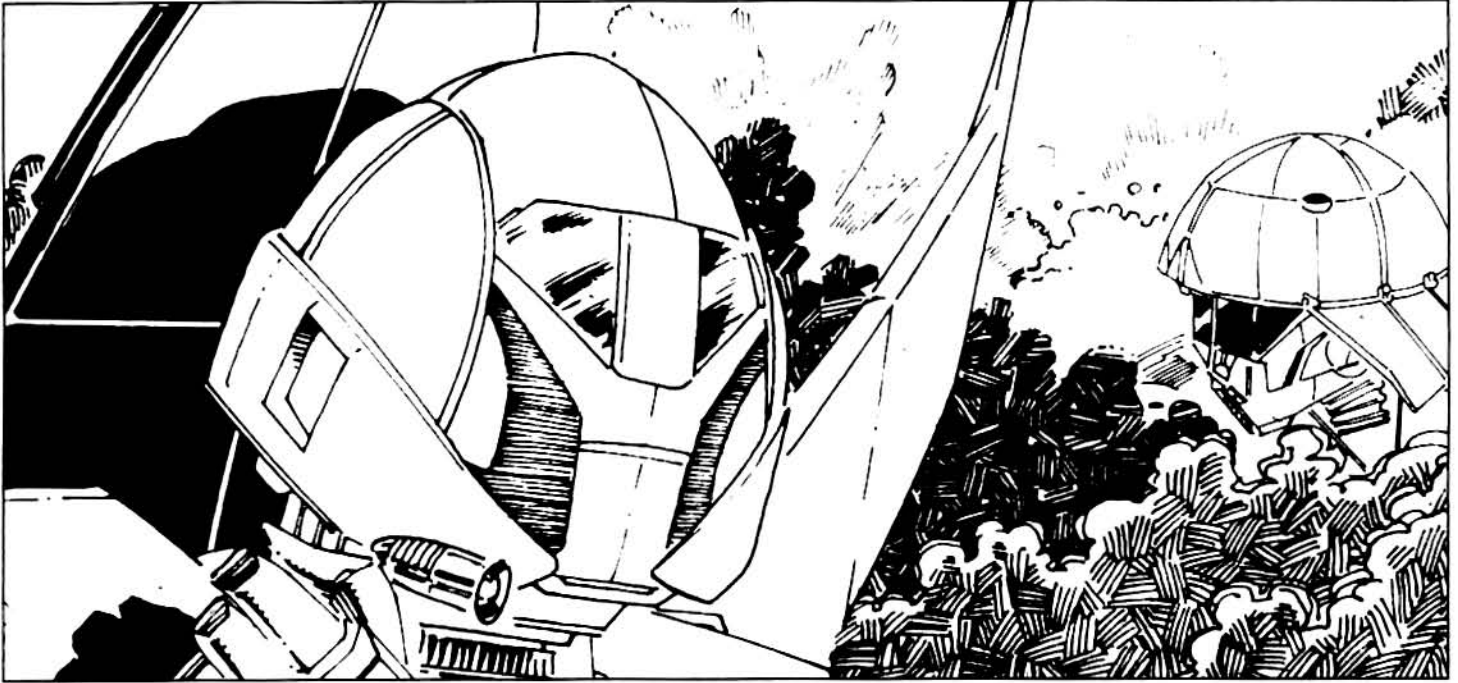
Both the AFFS and the LCAF took advantage of the war games to secretly relocate military units on border worlds. After the first Operation Galahad, two AFFS Regimental Combat Teams were permanently reassigned to the Capellan March. Combine and Capellan military leaders, relieved to have escaped a full-scale Davion invasion, underestimated the importance of this shift. At least one high-level Capellan intelligence analyst noted the restationing of the Davion troops but concluded that it was of "minor concern."

Operation Galahad 3027 covered a more ambitious repositioning of forces; four 'Mech regiments and two more RCTs were reassigned near the Capellan border. In addition, twenty-two commercial JumpShips and thirty commercial DropShips commandeered for the exercises were not returned to the companies that owned them after Operation Galahad ended. The AFFS retained control of the ships even though the owners complained that the Davion government was not paying nearly enough rent.

In the Commonwealth, Operation Thor provided a similar screen for extensive troop reassignments. Amid the confusion of the war games, units stationed in the interior of the Lyran Commonwealth and along the Periphery were moved to planets much closer to the Draconis Combine border. As in the Federated Suns, the LCAF "politely seized" commercial ships, as one ship owner described it.

During the final months of 3027, the Federated Suns and Lyran Commonwealth continued to reposition their forces. Prince Hanse moved more troops to within striking distance of the Capellan border, while Archon Katrina placed most of her forces along the Combine border. The Combine and the Capellan Confederation reacted to these buildups, but Operations Galahad and Thor had created enough doubt about the real intent of the movements to make both realms underestimate the forces

PRELUDE TO WAR



arrayed against them. Given more time to gather and interpret data about the troop buildups, the Combine and the Confederation would have eventually discovered their true extent. In October of 3027, however, Coordinator Takashi Kurita, Chancellor Maximilian Liao and Captain-General Janos Marik received one final shock that drove all other considerations from their minds: invitations to attend the wedding of Hanse Davion, First Prince of the Federated Suns, and Melissa Steiner, the Archon-Designate of the Lyran Commonwealth. Set down in a secret clause in the Federated Commonwealth Alliance Document and kept concealed by ComStar for that organization's own reasons, the upcoming nuptials proved a more than adequate distraction while the Prince and the Archon moved the last of their pieces into place.

PRELUDE TO INVASION

In June of 3028, the governments of the Federated Suns and the Lyran Commonwealth announced details of that year's scheduled Galahad and Thor maneuvers "so that our peaceful exercises do not provoke any unnecessary concerns among our neighbors." The information, delivered by couriers to the leaders of the other Successor States, listed participating units, their destinations and the schedule for returning them to their base worlds. Giving such detailed information to often-hostile neighbors shocked many Commonwealth and Federated Suns citizens even as it reassured the Liao, Kurita and Marik leaders. Some feared that one of the other Houses would use the information as a map for an invasion; a few critics even called the Archon and the Prince either fools or traitors. As it turned out, they were neither.

The war games of 3026 and 3027 had helped lull the remaining three Successor States into a false sense of security. Not even the unprecedented gathering of more than eighty AFFS regiments on the world of Mira near the Capellan border could entirely shake this complacency. Chancellor Liao did beef up nearby troops with local reserves, but did nothing more. Meanwhile, in response to an Operation Thor enlarged to stretch across the entire Commonwealth-Combine border, the Draconis Combine merely placed its border units on a slightly higher than normal state of alert. When the AFFS and LCAF made a point of following their publicized schedules to the letter early on in the military exercises, this low level of response seemed justified. Adding to this impression was the conviction on the part of Liao and Kurita leaders that no invasion could possibly take place without Hanse Davion personally at its helm; they and everyone else were convinced that nothing could happen while the Prince was on Terra for his wedding. Unfortunately for the Combine and the Confederation, their assumptions were wrong.

On August 20, 3028, Prince Hanse Davion stood before his fellow Lords of the Successor States and other powerful personages gathered on Terra to celebrate his wedding to Melissa Steiner. Raising a glass in a toast to his bride, he promised her a fateful wedding gift, saying, "I give you the Capellan Confederation." Even as he spoke, JumpShips carrying Davion troops were appearing in nine Capellan star systems. The Fourth Succession War had begun.

BATTLEPACK: FOURTH SUCCESSION WAR



ATTACKER

The attacker consists of two lances of Justinia's Cuirassiers, Second Battalion.

Command Lance

Captain Fung Suk Lo (3/3),
GHR-5H *Grasshopper*
Subcommander Jason Siao (4/4),
CTF-2X *Cataphract*
Subcommander Choung Sung (4/4),
VND-1R *Vindicator*
Sandra Voung (4/3), VND-1R *Vindicator*

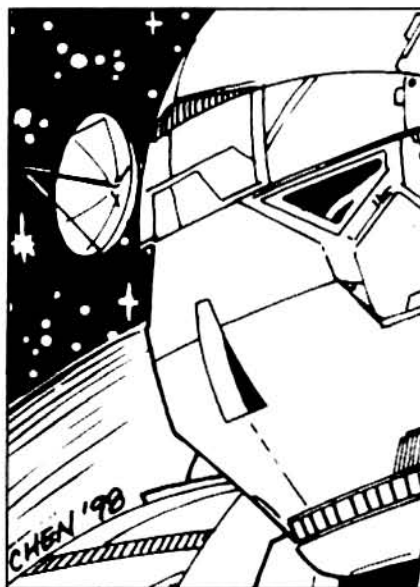
Strike Lance

Commander Travis Yong (3/3), AS7-D *Atlas*
Subcommander Jarvis Collins (4/4),
STK-3F *Stalker*
Anella Ching (4/3), CPLT-C1 *Catapult*
Tonia Smith (4/4), TBT-5N *Trebuchet*

Deployment

The attacker's home map edge is the west edge of the map. The attacking forces enter from their home map edge during the Movement Phase of Turn 1.

SCENARIO 1: THE HAMMER FALLS



Jason shifted in his command chair, trying—vainly—to ease the discomfort of spending more than fourteen hours in the cockpit of his 'Mech. He scanned the dozens of screens and monitors arrayed before him for the umpteenth time. All was still quiet; dead quiet.

A static-filled voice over the comm line startled him. "Jason, you cppy?"

"Yeah, Rick, over."

"You heard the latest scuttle, right?"

"The one that has Max himself sitting behind the walls of Jerome drinking Timbiqui Dark in a brothel? Or the one that Lord Takashi was seen using the company latrine last night?" Jason's strained laughter at his own joke showed the tension the entire unit was feeling at having been stationed outside the walls of Jerome to wait

for the entrenched defenders, Justinia's Cuirassiers, to do something—anything. He only hoped the colonel's plan would actually work and that he could get out of this stinking cockpit.

"Really," came Rick's quick reply. "I hadn't heard that the mighty Coordinator of the Draconis Combine even needed to participate in such a human activity as going to the john."

The laughter of both MechWarriors provided a welcome release of the strain. Attempting to control his laughter, Rick spoke again. "No, the rumor that them backwoodsmen saved the high and mighty Davion Light Guards from a most embarrassing defeat at the hands of the ol' Goliaths. In fact, they managed to destroy the commander's 'Mech and sent the rest of that unit retreating in disarray."

"You have got to be joking," came Jason's disbelieving response. "Where did you hear that rumor?"

"Swear it's true! Me and the colonel's aide, Julia, were taking a walk last night, and she just couldn't wait to tell me. You know how haughty those damn Light Guards can be."

"Yeah, I sure do. But Delta Company really saved their hides? Seems too good to be true that they actually might have to learn a little humility over this. What do you ... " Jason quit talking when the Priority message light began flashing, indicating an urgent incoming message from the colonel.

"All units, this is Grandfather. The hen has left the chicken coop, I repeat, the hen has left the chicken coop. All units execute Plan Beta, I repeat, Plan Beta is a go!"

Well, what do you know, Jason thought as he flipped the switch to acknowledge receipt of the order, the ploy worked. *The Cuirassiers are leaving Jerome, thinking we've sent the majority of our forces to support Beta Regiment in response to attacks from the Blackwind Lancers. A wide smile slowly spread across his face as the fusion engine in the depths of his 'Mech surged to life, allowing the machine to move forward. I think it's time we showed the hen how wrong she is.*

SITUATION

St. Andre

Sarna Commonality, Capellan Confederation

4 September 3028

On August 20, 3028, Prince Hanse Davion stood before the leaders of the Great Houses and the other powerful people gathered on Terra for his wedding and toasted his bride with the fateful words, "I give you the Capellan Confederation,"

THE HAMMER FALLS

As those present lost all sense of decorum and began shouting and rushing around, Prince Hanse watched jubilantly. He knew none of them could do anything to stop Operation Rat—the name given to the invasion of the Capellan Confederation by Federated Suns troops—from snapping shut on Maximilian Liao. Even as he'd made the toast, JumpShips carrying Davion troops were already appearing in Capellan star systems.

The first wave of the attack targeted nine Capellan worlds: Shensi, Algol, Aldebara, Styk, St. Andre, Liao, New Hessen, Gan Singh and Poznan. This first wave had two main objectives in addition to its territorial aims: crippling the Capellan command structure and destroying its most powerful units.

Reports from the front painted an unexpectedly successful picture of the invasion, pleasantly surprising AFFS marshals. Surviving Capellan units involved in the first wave had, on average, lost nearly one-third of their forces, and many units, like Cochraine's Goliaths, had been wiped out or had surrendered. Davion losses, on the other hand, were half of what had been expected. An optimistic Prince Hanse authorized the next phase of the operation on September 15, 3028.

Of the first-wave attacks, one of the most important was the assault on St. Andre. Not only did it achieve the destruction of one of House Liao's elite units, Cochraine's Goliaths, it also proved the worth of Prince Davion's pet project—the training cadres.

The training cadres were formed and staffed with MechWarriors who had never attended a military academy, but who had received their training on the remaining frontiers of the Federated Commonwealth. Considered backwoods-men by the more elite units of the AFFS, and therefore inferior in skill and quality, they rewarded their Prince's faith in them by demonstrating again and again that they were exceptional warriors worthy of respect. Delta Company—one of the first of the training cadres to be formed—became renowned throughout the Inner Sphere for their heroic actions on St. Andre.

News of Delta Company's victory over the Goliaths quickly spread to all the Federated forces on St. Andre. Perhaps more than the actual defeat of the Goliaths, the morale boost provided by the training cadre's victory was a decisive factor in the entire St. Andre campaign. Outside the city of Jerome, the Alpha Regiment of the Twelfth Vegan Rangers received word of the victory just before springing a trap on Justinia's Cuirassiers.

GAME SET-UP

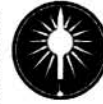
Lay out the Woodland and standard **BattleTech** mapsheets as shown.

VICTORY CONDITIONS

The scenario ends when all the attacking units have been destroyed. It also ends if all defending units are destroyed in the End Phase of Turn 9 or later.

The attacker wins a Decisive Victory if he destroys all the units in the Recon Lance. He wins a Marginal Victory if he is able to destroy 6 defending 'Mechs but fails to destroy all of the 'Mechs in the defender's Recon Lance.

The defender wins a Decisive Victory if he destroys all the attacking units and a 'Mech survives from the Recon Lance. He wins a Marginal Victory if he destroys all of the attacking units, but no units in the Recon Lance survive.



DEFENDER

The defender consists of a company of the Twelfth Vegan Rangers, Alpha Regiment.

First Battalion.

Command Lance

Major Jennifer Nichols (4/3).

CPLT-C1 *Catapult*

Lieutenant Karla Lewis (4/4).

JM6-S *JagerMech*

Sergeant Paul Winters (4/3).

GHR-5H *Grasshopper*

James Doolittle (5/3), ENF-4R *Enforcer*

Assault Lance

Lieutenant Fox Dillon (4/3).

AWS-8Q *Awesome*

Sergeant Jonnie Ferris (4/4).

BNC-3E *Banshee*

Paul Jeffries (5/4), CP-10-Z *Cyclops*

Suzanne Thornton (4/4), STK-3F *Stalker*

Recon Lance

Lieutenant Jason Phelps (3/3).

FS9-H *Firestarter*

Sergeant Joshua Jacobs (4/4).

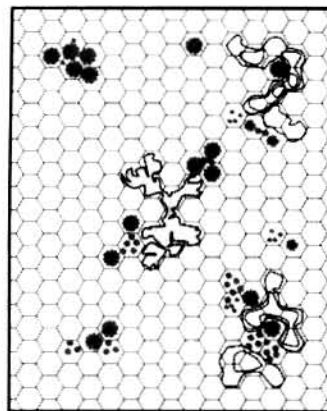
ASN-21 *Assassin*

Julius Tilman (5/3), JR7-D *Jenner*

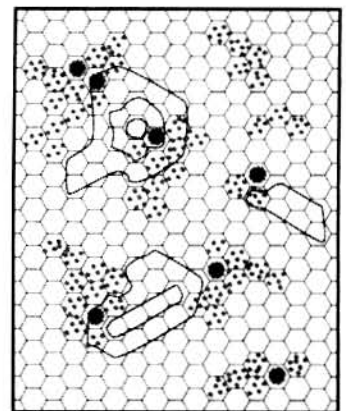
Jeff Minx (4/4), SDR-5V *Spider*

Deployment

The defender's home map edge is the east edge of the map. The Recon Lance sets up before play begins anywhere on the Woodland map. The Command Lance enters from their home map edge during the Movement Phase of Turn 6. The Assault Lance enters from their home map edge during the Movement Phase of Turn 9.



BATTLETECH



WOODLAND

BATTLEPACK: FOURTH SUCCESSION WAR



ATTACKER

The attacker consists of the Recon Company of the Eleventh Legion of Vega, First Battalion.

Command Lance

Tai-i Fuhito Tetsuhara (4/3), PNT-9R *Panther*
Karl Tomo (4/4), PNT-9R *Panther*
Robert Fruin (4/4), JR7-D *Jenner*
Craig Langer (4/4), JR7-D *Jenner*

Support Lance

Chu-i Geoff Itemji (4/3), QKD-4G *Quickdraw*
Jusiral Tishilar (4/3), PNT-9R *Panther*
Okubo Lashjui (4/4), JR7-D *Jenner*
Mark Ochoa (5/4), JR7-D *Jenner*

Pursuit Lance

Chu-i Basir Fanhorn (3/4), ASN-21 *Assassin*
James Iverson (5/4), JR7-D *Jenner*
Stephen Tetsuo (4/4), SDR-5V *Spider*
Sean Theisen (4/3), SDR-5V *Spider*

Deployment

The attacker places his units second, and may position them anywhere on the map.



DEFENDER

The defender consists of a lance of the Fourth Skye Rangers, First Battalion, Third Company.

Assault Lance

Hauptmann George Carlson (4/3),
AS7-D *Atlas*
First Lieutenant Scott Hayes (4/3), BNC-3E
Banshee
Joseph Steinbrenner (4/3), ZEU-6S *Zeus*
Scott Thompson (4/3), ZEU-6S *Zeus*

Deployment

The defender sets up first in the following hexes: *Atlas* in Hex 0908, *Banshee* in 0809 and the *Zeuses* in hexes 0710 and 0610. The *Atlas* and *Banshee* face north. Both *Zeuses* face northeast.

SCENARIO 2: RISE OF THE REVENANT

Sudden illumination flooded the valley as the sun burst above the horizon. Stark, white light from Marfik's Class-K star flashed momentarily off the retreating BattleMechs of the Eleventh Legion of Vega before the forest gloom swallowed the massive war machines. Lights flickered across the sky as long-range missiles raced toward the advancing Lyran units. Violent detonations and brilliant fireballs marked the prairie floor as the missiles tore the earth. It was an empty gesture; the long-range missiles had been launched at well over a kilometer, too far away to damage their targets.

So, this is the vaunted Pillar of Steel, thought Hauptmann-Kommandant Kathleen Heany as she slowly brought her *Atlas* to a halt. Laughter threatened to overtake her as she shook her head in disbelief. *After all these years of fearing the might of the Combine . . .* She fought to regain her composure before opening a comm line to the rest of the unit.

"All units, this is Heany," she stated, squashing the lingering impulse to laugh out loud. "It seems the vaunted Steel Pillar is completely rusted through. A slight push and it will tumble to the ground. This will show those Federats that the Steiner way is still the best. Before darkness falls, we'll show the Dracs and Feds why assault 'Mechs were christened King of the Battlefield!" A deafening silence greeted her announcement, and a cold smile lit her face. She expected no less from her unit. "All units, general advance forward. Let's take 'em, Fourth Skye Rangers!"

As she opened a second comm line, her smile turned dangerous. "This is Alpha Flight to Nest. I repeat, Alpha Flight to Nest. Theodore Kurita will be ours before the sun goes down."

SITUATION

DonnerBrau Forest, Marfik
Dieron Military District, Draconis Combine
14 September 3028

Operation Götterdämmerung, designed by the High Command of the LCAF with direct input from Archon Katrina Steiner, was very different from Hanse Davion's Operation Rat. Götterdämmerung was an effort to push the enemy back on a broad front, rather than a deep-strike invasion designed to split the enemy's forces. The Commonwealth also faced more and better 'Mech regiments than the AFFS as it attempted a more difficult offensive. That the offensive succeeded as well as it did is a testament to the Commonwealth's strength.

On August 20, as Federated Suns JumpShips were appearing in the Capellan Confederation, General Nondi Steiner—supreme commander of the LCAF—was musing silently over a battlecomputer at her headquarters on the world of Tamar.

It showed her that 272 Commonwealth JumpShips, with 1,092 DropShips, carrying thirty-three BattleMech regiments and 622 support regiments, had successfully made the jump into twenty-three enemy star systems: Vega, Karbala, Kandis, New Caledonia, Jabuka, Camlann, Ramsau, Basiliano, Orestes, Harvest, Moritz, Diosd, Weingarten, Buckminster, Marfik, Al Hillah, Heiligendreuz, Sabik, Shionoha, Wheel, Volders, Hyperion and Ko.

The Archon and her generals, in setting goals for Operation Götterdämmerung, felt that the offensive would be a success if, by year's end, the LCAF had gained ten worlds and had dealt out more punishment than it received. The plan succeeded beyond their wildest dreams. With the exceptions of Buckminster and Vega, where Lyran forces became bogged down, the LCAF captured more than twice the number of worlds they had set for their objective—and in less than a quarter of their original four-month timetable.

RISE OF THE REVENANT



It is difficult to say who was more shocked by the initial success of Operation Götterdämmerung, the Kurita military or the High Command of the Lyran Commonwealth. Always ready to take advantage of unexpected victory, on October 21, Archon Katrina Steiner authorized her troops to exploit their success.

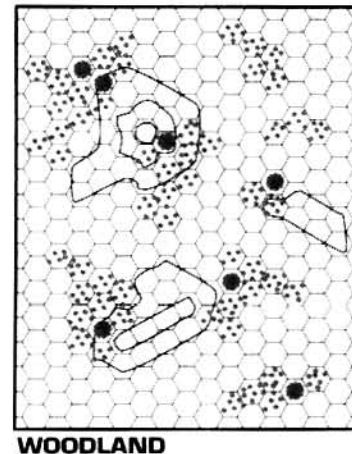
Of the worlds targeted in the first wave, the planet Marfik held the largest potential gain for the Lyran forces. Lyran Intelligence placed Theodore Kurita, heir to the Dragon throne, on Marfik in command of the Eleventh Legion of Vega. The Lyran unit assigned to the conquest of Marfik—the Fourth Skye Rangers—hoped to capture Theodore alive, giving the Commonwealth leverage to use against House Kurita. Unfortunately, the Rangers' arrogant belief that 'Mech regiments did not require the support of conventional forces to succeed led the Rangers to abandon their armor and infantry regiments as they advanced against the Legion. Recognizing the opportunity presented to his forces by such a foolish action on the part of his enemy, Theodore ordered his troops to fall back into the

vast forested areas of Marfik and wage guerrilla warfare. This tactic allowed the defending Kurita troops to hold the invaders at bay for weeks.

Battles were short and fierce, with the Commonwealth's numerical superiority and passion for slugfests taking a heavy toll on the Combine force. Despite the losses to his troops, Colonel Kurita showed great skill at repeatedly inflicting significant damage and then escaping to fight again. The ultimate success of his strategy became painfully clear to the invading force when, after weeks of harassing and delaying the Lyran forces, Theodore Kurita managed to escape offplanet.

GAME SET-UP

Lay out the Woodland map as shown.



VICTORY CONDITIONS

The attacker's goal is to destroy 1 defending 'Mech before withdrawing. Once this is accomplished, he will retreat his forces as quickly as possible off any map edge. Attacking units may not begin to retreat until at least 1 defending 'Mech has been destroyed. The scenario ends when all of the attacking 'Mechs are either destroyed or have retreated from the map.

The attacker wins a Decisive Victory if he destroys 1 defending unit and withdraws at least 10 units from the board. He wins a Marginal Victory if he destroys 1 defending unit and withdraws at least 6 units from the board.

The defender wins a Decisive Victory if he destroys 7 of the attacking units before they withdraw. He wins a Marginal Victory if he destroys 3 of the attacking units before they withdraw.

SPECIAL RULES

Because the attacking force has the advantage of complete surprise, the defending side automatically loses the Initiative for the first two turns.

BATTLEPACK: FOURTH SUCCESSION WAR



ATTACKER

The attacker consists of a lance from the Second Crucis Lancers, Third Battalion, Second Company.

Support Lance

Leftenant Jason Argyle (5/5), STK-3F *Stalker*
Armand Toole (5/5), GHR-5H *Grasshopper*
Paul Grundman (6/5), AWS-8Q *Awesome*
Betty Keys (6/5), CPLT-C1 *Catapult*

Deployment

The attacker's home map edge is the west map edge. The attacking units enter from the east map edge during the Movement Phase of Turn 1.



DEFENDER

The defender consists of elements of the Ariana Grenadiers.

Command Lance

Justina Ferris (4/3), CTF-2X *Cataphract*
Ruth Dunning (4/3), DV-6M *Dervish*
Dennis Duong (5/3), VND-1R *Vindicator*
Cynthia Wong (4/3), VND-1R *Vindicator*

Deployment

The defender's home map edge is the east map edge. The defending units set up anywhere on the Woodland map.

boots—toward destiny. He knew that this would be one of the hardest and most important fights of the entire war. He only hoped he was worthy of the legends that would be born this day.

SITUATION

Gizhiga Mountain Range, Tikonov
Tikonov Commonality, Capellan Confederation
9 October 3028

On September 23, House Davion launched the second wave of Operation Rat by targeting nine worlds: Tsitsang, Ningpo, Hunan, Genoa, Zurich, Alrescha, New Canton, Buchlau and Tikonov.

The primary focus of the second wave was the planet of Tikonov for four reasons: it was the capital of the Tikonov Commonality; it was a vital economic center of the Confederation; it was a heavily fortified world that could harbor many 'Mech regiments for a dangerous counterattack deep into the Federated Suns; and it was the base for Colonel Pavel Ridzik, commander and driving force of the Capellan military. The AFFS High Command believed that killing the colonel and thus depriving the Capellan military of its best commanding officer would significantly reduce the morale and effectiveness of the remaining Capellan forces.

Some Davion marshals even dared hope that the colonel could be captured alive and persuaded to command his loyal forces to lay down their arms. Such a coup would have devastating repercussions for the Capellan Confederation.

Despite much stiffer resistance by Capellan forces, who had had time to prepare for this assault, the second wave of Operation Rat was judged successful, and Hanse Davion gave the go-ahead for Wave Three.

The strategic objective of the third wave was to cut off the finger of Capellan worlds thrusting into the Federated Suns by seizing the planets Slocum, Arboris, Achernar, Tigress, Tybalt, Jonathan, Menker, Saiph, Yangtze, Ronel, Pleione and

SCENARIO 3: STRIKE AT THE HEART

Marshal Orval Gossiage unconsciously clenched his hands into tight fists and gritted his teeth against the wave of sickness he always felt during a jump, even after all his years of active duty. Unwilling to give in to such a human weakness, he weathered it with the stoicism that had become his hallmark. As the swimming spots in front of his eyes began to clear, he gazed out the main viewport on the bridge of the *Monolith*-class JumpShip, the *Black Orchid*. He saw an unfamiliar sun in the distance, but more importantly, he saw JumpShips still materializing in the Tikonov system. Only moments before, he had stood on this same deck, ten-odd light-years away, and looked out on what seemed like a sea of JumpShips—a sight that still took his breath away. As he stared into the inky sky, ships continued to appear, each one tearing the very fabric of the universe. Bright light strobed the darkness, and within a few minutes it was concluded.

As soon as the last JumpShip arrived insystem, more than three hundred DropShips began disconnecting from their parent vessels in preparation for the high-speed run to Tikonov. He knew he should already be aboard the *Rose*, his command DropShip, preparing for his own departure—but he couldn't seem to tear his eyes from the scene unfolding before him. The assembled fleet represented an awe-inspiring power—for the first time in all the hundreds of years of Crucis Lancer history, all eight Regimental Combat Teams had been assembled for the invasion of a single planet. His entire life had been spent in the military, yet he had never seen such a vast collection of military personnel and hardware brought together for a single purpose. That he was a part of it gave him a sense of pride that he had not felt since the day, twenty years ago next month, when he had first donned the uniform of the Armed Forces of the Federated Suns.

A glaring tone startled him from his reverie; the all-clear notice for DropShips to begin departure. With one last glance at the mighty armada, Marshal Gossiage turned and began to walk crisply—or as crisply as one can walk in magnetic

STRIKE AT THE HEART

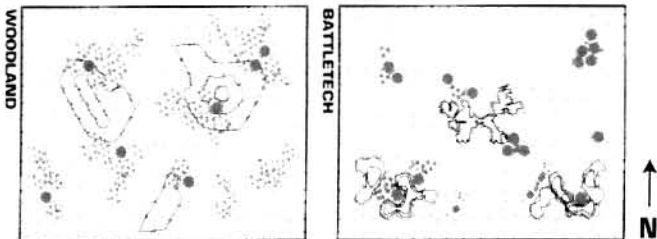
Kansu. The operation officially began on November 12; by the end of the year, the Federated Suns had achieved the objectives of Wave Three. By far the greatest result of this stage of Davion's plan, however, was the unexpected defection of the four elite regiments of the Northwind Highlanders from House Liao to House Davion. Well satisfied by his troops' victories in the third wave and determined to take advantage of his amazing good fortune in gaining the services of the Highlanders (not to mention their intimate and useful knowledge of his enemy), Hanse Davion launched Wave Four in the first days of 3029.

The fourth wave of Operation Rat sought to seize eleven worlds: Azha, Second Try, Woodstock, Bharat, Foot Fall, Foochow, Tall Trees, Menkalinan, Hamal, Highspire and Shipka. The AFFS accomplished this goal by February. His troops weary from nearly seven months of constant fighting and his supply and transport assets stretched to their limits, the Prince delayed the launch of the next wave, instead ordering his marshals to consolidate what had already been gained.

The prince was jubilant at the progress of his grand plan. In less than seven months, his forces had captured forty-one worlds from the Capellan Confederation, a feat no House had been able to accomplish in more than one hundred years of near-constant warfare. In addition, Prince Davion had captured Tikonov, the heart of the Capellan Confederation's arms-production capabilities. With that asset under his control, he felt comfortable allowing his troops a rest—for now.

GAME SET-UP

Lay out the Woodland and standard **BattleTech** map sheets as shown.



VICTORY CONDITIONS

The scenario ends when all the attackers are destroyed or have left the map from the west map edge. The Second Crucis Lancers are attempting to capture the city of Gizhiga, which lies a kilometer beyond the Woodland map. Their goal is to march across the map without losing any forces, which will allow them to attack and capture the city.



The attackers achieve a Decisive Victory if they are able to exit all 4 'Mechs off the west map edge. The attackers achieve a Marginal Victory if they exit 3 'Mechs off the west map edge.

The defenders achieve a Decisive Victory if they are able to destroy 2 or more attacking units. The defenders achieve a Marginal Victory if they destroy 1 attacking unit.

SPECIAL RULES

The Second Crucis Lancers comprise the most inexperienced troops of all the Crucis Lancers regiments, which is reflected in their poor Piloting and Gunnery skills. In addition, modify the Lancers' Initiative Rolls by -1 for the duration of the scenario.

BATTLEPACK: FOURTH SUCCESSION WAR



ATTACKER

The attacker consists of a lance of the Tyr Regiment, Second Battalion.

Assault Lance

Kavellrist Nels Rasmussen (4/3), AS7-D *Atlas*
Kavellrist Dolores Olsen (4/3), ZEU-6S *Zeus*
Kavellrist Barrie Cizek (4/4), CP-10-Z *Cyclops*
Kavellrist Don Siggurson (4/3),
STK-3F *Stalker*

Deployment

The attacker enters from the east map edge during the Movement Phase of Turn 1.



DEFENDER

The defender consists of elements of the Seventeenth Rasalhague Regulars.

Command Lance

Tai-i Jerry Osaka (4/4), DRG-1N *Dragon*
Matthew Skelly (5/4), CPLT-C1 *Catapult*
Frank Katsuke (4/4), QKD-4G *Quickdraw*
Warren Jarrett (4/3), DV-6M *Dervish*

Fire-Support Lance

Chu-i Tyler Jetneke (4/3), TBT-5N *Trebuchet*
Jason Sellers (4/4), CLNT-2-3T *Clint*
Tom Tetsu (4/3), PNT-9R *Panther*
Kevin Tompson (5/4), PNT-9R *Panther*

Deployment

The defender sets up anywhere on the map.

SCENARIO 4: JUSTICE IS SERVED

Today is the beginning of the end. For how long have my ancestors dreamed of this day? For how many centuries has the blood of Rasalhague cried out for revenge against the Dragon?

We entered the Kirchbach system on 31 October 3028. It seems appropriate that we make this assault on All Hallow's Eve, when it is traditionally believed that the Lord of the Dead calls forth lost souls to walk the earth. Though we may terrorize the Dragon today, the results of our attack will haunt him long after he loses his fear of the yellow bird.

It is appropriate that one of my lineage should be blessed with this opportunity, the chance to finally see the hated Enemy vanquished from our worlds. That other sources aid us in this revenge is of no import. We have been preparing for this day since 2330, when our approaching doom—led by Urizen Kurita and ordered by Shiro Kurita—first landed on our worlds with conquest and death in their hearts. For decades, sheer determination allowed my ancestors to hold on to what was theirs by right, but ultimately, the Dragon proved too mighty. Nearly seven hundred years have passed since the Rasalhague Principality fell to the Draconis Combine. Seven hundred years! My people, my ancestors, grant me the ability and strength necessary to drive the invaders from my homeland—your homeland.

I know my pen wanders this day, and those of you who will read this diary may wonder at my sanity. But I simply cannot contain the tide of feelings washing over me this moment. Our DropShips are burning toward Kirchbach—in less than three days, I will be fighting on the soil of my homeland from the cockpit of an *Atlas*, one of the most feared 'Mechs ever to appear on a battlefield.

And yet, I cannot help thinking that I would feel the same if I were to ride against the enemy on a horse brandishing a saber. The time is now, and regardless of what has gone before, or what we will see tomorrow, the invaders WILL be driven from our land. There can never be a compromise again. It is time that justice is served. They will die, or we will!

—Excerpt from the diary of Kavellrist Nels Rasmussen

SITUATION

*The Plains of Östersund, Kirchbach
Rasalhague Military District, Draconis Combine
2 November 3028*

Almost immediately after the LCAF concluded the first wave of assaults in Operation Götterdämmerung, it began a second phase designed to capitalize on its success so far. Though the Draconis Combine was more prepared to face this follow-up invasion of its territory, the audacity of the Lyran Commonwealth Armed Forces still came as a shock.

Dubbed the exploitation phase, one of the operation's objectives was to further damage the DCMS in an effort to force Luthien to commit its reserves to defending against the Lyran invasion; in pursuit of a secondary goal, many Commonwealth RCTs pursued the opponents they had defeated in the first wave, hoping to inflict yet more casualties on the already damaged units.

In this phase, the Commonwealth attacked nineteen Combine worlds: Lothan, Shirotori, Tukayyid, Engadin, Liezen, Hohenems, Grumium, Kirchbach, Stanzach, The Edge, Utrecht, Verthandi, Kimall II, Kornephoros, Gunzburg, Kufstein, Aubisson, Hainfeld and Cebalrai. They succeeded in taking fourteen planets, forcing the Combine troops to flee those worlds. It was clear to the Commonwealth generals, however, that the Combine had recovered from its initial surprise—the

JUSTICE IS SERVED

DCMS troops were fighting more effectively and inflicting heavier damage.

The generals also could see that their troops were growing tired. Though the many civilian transports dra-gooned for the military effort continued to ferry in adequate supplies of ammunition, food and reinforcements, they could not bring rest to the Commonwealth troops. As fatigue took hold, old distrusts resurfaced and commanders abandoned the barely proven RCT strategies, returning to their old, familiar tactics. Interservice squabbling broke out between regiments in the RCTs, and the Lyrans did not have the experience required to effectively handle questions of priority and seniority.

Even with these problems, however, the Lyran Commonwealth considered the exploitation phase another success. They had gained more territory and the hope for even more.

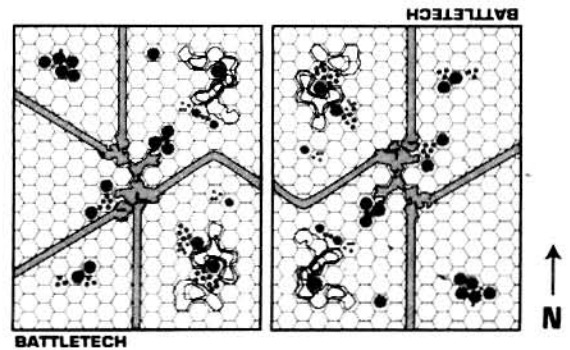
Of those worlds attacked during the exploitation phase, the recovery of the planet Kirchbach held the greatest symbolic meaning for the Lyran troops. Though Kirchbach was a Combine prefecture capital and so an important military target, the battle that unfolded on the plains near the city of Östersund held much greater meaning for the local population.

Kirchbach belonged to the Rasalhague Principality long before the Draconis Combine conquered the planet, an event that took place centuries before the Fourth Succession War. Ever a rebellious people, however, the majority of the population continued to pledge its allegiance to Rasalhague and bided its time, waiting for the opportunity to rebel and overthrow what they saw as the tyrannical rule of the Draconis Combine.

When the Lyran forces landed on Kirchbach, they unveiled a completely unknown regiment. The Tyr Regiment was made up of assault 'Mechs, painted dark blue and bearing the emblem of the Tyr underground movement: a gold Viking helm set above a silver star representing the Rasalhague Principality. The pilots of these 'Mechs were members of the Tyr underground movement and men and women who traced their ancestry directly to the Rasalhague Principality. To both the locals and the Combine defenders, the appearance of this regiment seemed almost miraculous. Their arrival and subsequent victory over the defending Seventeenth Rasalhague Regulars galvanized the Rasalhague loyalists into beginning riots and worker strikes. This, combined with planned sabotage by the Tyr underground, paralyzed the planet's economy, transportation and administration systems and made the Combine defenders feel as if they were fighting on enemy soil. The two-pronged approach to conquering the planet succeeded better than either the Tyrs or the Lyrans hoped, and both benefited from the cooperation.

GAME SET-UP

Lay out both standard **BattleTech** mapsheets as shown. Treat the shaded hexes marked on the map below as Depth 1 water.



VICTORY CONDITIONS

The scenario ends when all the units on one side or the other have been destroyed or retreated from the map.

The Tyr regiment's goal is to destroy as many enemy units as possible, thereby forcing the enemy troops to retreat offplanet. The Seventeenth Regulars will attempt to hold the enemy off as long as possible before receiving the command to retreat offplanet.

As soon as the defenders receive the retreat order (see **Special Rules**), the defending player rolls D6. On a result of 1-3, the defending player will retreat his 'Mechs off the north map edge. On a result of 4-6, he will retreat his 'Mechs off the south map edge. The player may not retreat off any other map edge.

The attacker wins a Decisive Victory by destroying 6 or more defending units. He wins a Marginal Victory by destroying 4 or 5 defending units.

The defender wins a Decisive Victory by retreating 6 or more units off the map. He wins a Marginal Victory by retreating 4 or 5 units off the map.

SPECIAL RULES

As soon as the local population on Kirchbach saw the Tyr regiment, the mostly Scandinavian inhabitants began to riot and disrupt communication between the garrisoning Combine forces.

To simulate this disorder, the defending units may not withdraw from the map except under specific circumstances. Beginning on Turn 10, the defending player rolls D6 at the beginning of each turn. A result of 6 means he has received the word to retreat, and follows the rules in the Victory Conditions for retreat. Any other result forces him to remain on the map for another turn. On Turn 11, he must roll a 5 to retreat; on Turn 12, a 4, and so on. At the beginning of Turn 15, the player automatically rolls to determine which map edge he may retreat off, and may begin retreating that turn.

BATTLEPACK: FOURTH SUCCESSION WAR



ATTACKER

The attacker consists of elements of the Fourth Tau Ceti Rangers, First Battalion.

Command Lance

Captain Twil Oster (3/3), CTF-2X *Cataphract*
Subcommander Walter Parry (4/3),
VND-1R *Vindicator*
Jas Hodges (4/4), HBK-4G *Hunchback*
Cynthia Keller (4/4), TBT-5N *Trebuchet*

Strike Lance

Commander Vicky Enix (4/3),
CGR-1A5 *Charger*
Subcommander Abe Froeman (4/4),
AWS-8Q *Awesome*
Subcommander Teoweyn Foster (4/3),
QKD-4G *Quickdraw*
Jenny Collins (4/4), CPLT-C1 *Catapult*

Deployment

The attacker enters from the east map edge during the Movement Phase of Turn 1.



DEFENDER

The defender consists of two reinforced lances of the Delta Company of the Davion

Light Guards.

Fox Lance

Corporal Hugh de Payens (3/3),
FS9-H *Firestarter*
Subaltern Joshua Kenson (4/3),
FS9-H *Firestarter*
Subaltern Frank Krill (3/3), JR7-D *Jenner*
James Faraday (4/3), JR7-D *Jenner*
Julia French (4/3), JR7-D *Jenner*

Cat Lance

Corporal Geoffrey St. Omer (3/3),
WLF-1 *Wolfhound*
Kelly Bruebaker (4/3), HCT-3F *Hatchetman*
Subaltern Joseph Carlyle (3/3),
JR7-D *Jenner*
Subaltern Jewel Smith (4/4), JR7-D *Jenner*
Geoff Sutfin (4/4), JR7-D *Jenner*

Deployment

The defending player sets up first, anywhere on the Woodland mapsheet.

Hasek-Davion, the supreme commander of the Capellan March, Chancellor Liao and his advisors learned that all the supplies for the AFFS forces moved through only six worlds: Kawich, Nopah, Basalt, New Aragon, Algot and Halloran V. House Davion had erected huge warehouses on these worlds and stationed men and equipment there to manage the countless crates that flowed in and out. The traitor reported no 'Mech garrisons on these worlds. This detail, more than any other, convinced Chancellor Liao that his Operation Riposte had a chance of succeeding.

SCENARIO 5: OPERATION INTRUDERS COMMUNION

Captain Andrew Redburn stared at the auxiliary monitor in his *Centurion*. "Say that again, Captain. What the hell are you telling me?"

The captain of the *Overlord*-class DropShip gritted his teeth against the anger in Redburn's voice. "I said, we've been had, Redburn. They had a damned *Leopard* hiding in the *Overlord's* shadow. It's broken off and is heading back toward your base."

Andrew slammed his fist against the arm of his command couch. *Andrew, you're a lame-brained idiot! Sure, you learned how to anticipate the landing zone for incoming enemies, and you got your people here, but Justin Xiang Allard taught you that! He clenched his fists so tightly that his knuckles went white. Dammit! Trust Justin to keep a few tricks in reserve. He must have planned this little raid, and he knew I'd take the bait like a raw recruit. Maybe he's even on the Leopard.*

Redburn looked at his primary monitor and saw that all of Delta Company, save himself and three others, had already disembarked from the *Defiant*. "Listen up, Delta Company. We've got a *Leopard* heading back toward our base to rip things up while we're here. Bisot, de Ridefort, St. Armand and I haven't unloaded yet, so we'll head back. Drew, since we're pulling two of your *Valkyries*, fold your lance in with Archie's fire team."

"Roger, Cap."

Redburn shifted radio frequencies to the band he shared with his second-in-command, Lieutenant Robert Croan. "Robert, this is your play. You've got twenty-three 'Mechs in perfect working order. Their *Overlord* can carry thirty-six 'Mechs, though it's probably loaded light. Hit and run until you can size them up, then hurt them. If they decide to break off, let them run. But guard any salvage."

Croan's voice came back strong and steady. "Copy, Captain. Be careful."

Andrew nodded. "Words to live by." Punching a button, Andrew brought the *Defiant's* captain back on screen. "Captain, how about boosting us back to the western perimeter of our base, low arc, high speed?"

The older man smiled. "Course plotted and locked in. We'll be there in just under fifteen minutes."

—Excerpt from *The Capellan's Dying Breath*, a novelization of the death throes of the Capellan Confederation's military during the Fourth Succession War

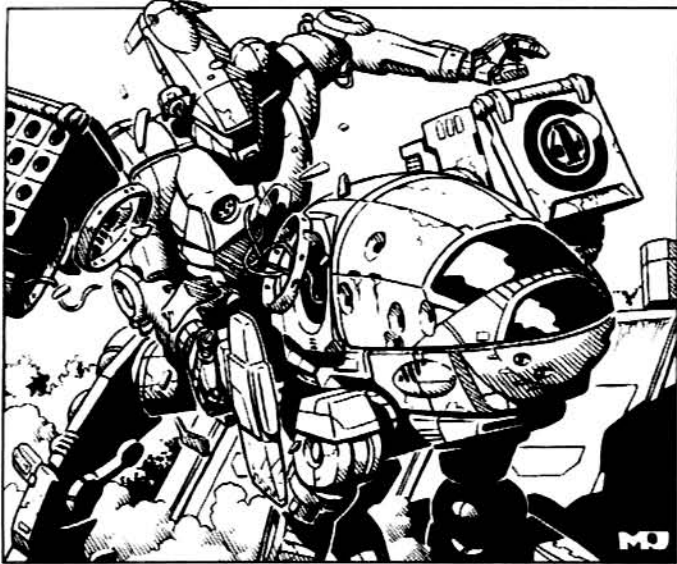
SITUATION

*Outskirts of Oakland, Bethel
Capellan March, Federated Suns
14 April 3029*

When Davion forces launched the fourth wave of Operation Rat, they met no resistance from any front-line Liao units. Chancellor Liao had withdrawn his troops from those worlds and others in late December in order to prevent those troops from being cut off from the rest of the Confederation. He also had plans to use those troops in an ambitious scheme to cripple the Davion offensive.

From information supplied by a traitor highly placed within the staff of Duke

OPERATION INTRUDERS COMMUNION



The operation was ingenious, if obvious: to target and destroy the supply warehouses and thereby sever the supply lines of the invading Davion troops, forcing them to break off their invasion. However, Prince Hanse had known about the traitor in Duke Hasek-Davion's command staff for three years. Rather than eliminating the spy, the prince allowed him to maintain his post, believing he someday might find a use for the turncoat.

When he finally decided to use the spy, Hanse Davion made the most of the opportunity. Through the spy, the AFFS fed false information about the six stockpile planets to the Confederation, concealing the presence of the heavy fortifications assigned to protect this vital materiel. And so when Chancellor Liao sent the last and best of his front-line units to destroy Davion supply lines, the Capellan forces were wiped out—six front-line 'Mech regiments and twice that many armor and infantry units.

Only a separate operation launched against the world of Axton kept Operation Riposte from being a complete debacle. This raid allowed Liao troops to appropriate files and information from a small laboratory of the New Avalon Institute of Science (NAIS) on the planet. Though the Capellans captured nothing with military application, they discovered the location of a major NAIS military research lab on the planet Bethel.

The Liao Fourth Tau Ceti Rangers and a special commando squad spent weeks in meticulous planning and rehearsals before making the three-day trip to Bethel in Operation Intruders Communion. They landed on April 14 to face Delta Company of the Davion Light Guards.

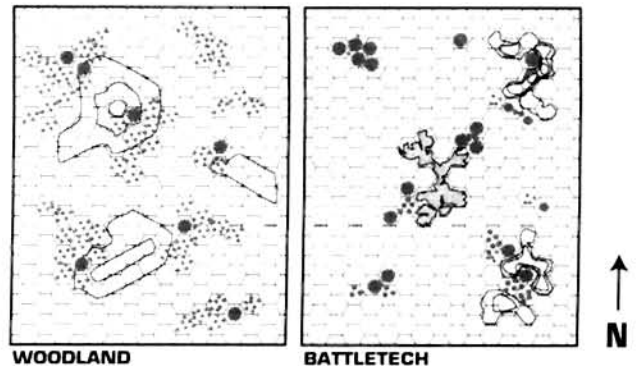
Though the Liao forces quickly learned that Delta Company comprised twenty-seven 'Mechs rather than the standard twelve for a company, they managed to maintain the element of surprise by sending the majority of their forces to the city of Oakland and pinning down the bulk of

Delta Company, while the commandos went after the real objective: the secret NAIS facility.

Because only a token force defended the facility, the Capellans succeeded in stealing several NAIS research projects, the most valuable of which was the formula for triple-strength myomer—a muscle that could make a light 'Mech as strong as a heavy, and a heavy 'Mech as maneuverable as a light. When the Capellan force returned to the Capellan capital of Sian, Chancellor Maximilian Liao wasted little time gloating over his troops' success. Confident that his realm would soon face another wave of Davion attacks, the Chancellor ordered scientists to analyze the myomer formula and begin outfitting 'Mechs with the new myomer as soon as possible.

GAME SET-UP

Lay out the Woodland and standard **BattleTech** map-sheets as shown.



VICTORY CONDITIONS

The attacking elements of the Fourth Tau Ceti Rangers are attempting to pin down the defending force until the commando forces extract as much data as possible from the secret NAIS facility, after which they will withdraw. The scenario ends at the end of Turn 12 or when one side has been destroyed, whichever occurs first.

The attacker wins a Decisive Victory if he destroys 6 or more defending units. He wins a Marginal Victory if he destroys 4 or 5 units.

The defender wins a Decisive Victory if he destroys 4 or more attacking units. He wins a Marginal Victory if he destroys 2 or 3 units.

SPECIAL RULES

Because Delta Company specializes in "swarming" larger 'Mechs using multiple smaller 'Mechs, a tactic that generally confuses and disorients the enemy, the defending player adds a +2 modifier to Initiative die rolls for the entire scenario.

BATTLEPACK: FOURTH SUCCESSION WAR



ATTACKER

The attacker consists of elements of the Fifth Syrtis Fusiliers, First Battalion, Second Company.

Assault Lance

Leftenant Ammanda Johnson (3/3),
STK-3F *Stalker*
Subaltern Jay Lenny (4/3), AS7-D *Atlas*
Mort Collins (4/3), AWS-8Q *Awesome*
Jack Fuller (4/4), JM6-S *JagerMech*

Fire Lance

Leftenant Jock Pordue (4/3),
CPLT-C1 *Catapult*
Subaltern Jeffrey Franks (4/4),
JM6-S *JagerMech*
Subaltern Lydia Poe (5/4), TBT-5N *Trebuchet*
Peter Fische (4/4), DV-6M *Dervish*

Deployment

The attacker sets up first. His forces start play on the Woodland mapsheet, set up in the center (see shaded area on p. 24: hex columns numbered 06xx to 10xx). Within this area, the attacker may place units in any hexes with any facing.

SCENARIO 6: LINE IN THE SAND

MIIO Interrogator: Why do you insist on this fabrication? It was simply the Capellans outsmarting us for the first time in the war. Why do you insist there was a plot?

Leftenant Ammanda Johnson: Because there was. I don't even know why I'm talking to you—you're part of the plot.

MIIO Interrogator: You are speaking with me because I am the only one left for you to speak to. All of your comrades have already been debriefed and are enjoying their extended R&R. Do you not wish to join them?

Leftenant Ammanda Johnson: Of course I want to join them, you idiot! But you'll never let me go, will you? So why do you even bother to ask?

MIIO Interrogator: Ammanda, there is no need to indulge in violent temper or language. I'm trying to help you.

Leftenant Ammanda Johnson: You can help me by letting me go!

MIIO Interrogator: You know I can't do that yet.

Leftenant Ammanda Johnson: Why? Because you know I'll tell everyone I meet that your prince sent us to Sarna to be destroyed?

MIIO Interrogator: You mean our prince.

Leftenant Ammanda Johnson: NO! Your prince. My prince died at the hands of those Capellan bastards! And because of our loyalty to him, YOUR prince sent us to our deaths!

MIIO Interrogator: Please control your temper. We have already showed you the transmission we intercepted that showed the Big Mac being reassigned from Sarna. For once in this war, the Maskirovka actually pulled the wool over our

eyes. Explain to me why you cannot accept the truth in this matter.

Leftenant Ammanda Johnson: I don't need your so-called evidence—I already know the truth! I also know that I'll never make it out of this place alive. What will it be? A sudden heart attack, internal bleeding that didn't show up before, or something else?

MIIO Interrogator: (Sigh) Why do you insist on believing the worst of us? We are not the Maskirovka or the ISF. We do not employ such methods in the Federated Suns.

Leftenant Ammanda Johnson: The hell you don't! Your prince knew he could never turn us from our loyalty to Prince Michael. He also knew that the entire Capellan March would revolt if he disbanded us. And he had to know that we're too good to get us out of the way by posting us to some backwater world in the Periphery. No, the only choice was to send us to our deaths. We chew up the Big Mac, the Fusiliers are destroyed, and in the end Sarna is captured. It worked out beautifully, didn't it? (hysterical laughter)

MIIO Interrogator: Our prince would never do the things you accuse him of.

Leftenant Ammanda Johnson: (Mocking laughter)

MIIO Interrogator: Very well. (Sigh) You leave us no choice.

Leftenant Ammanda Johnson: Hey! Stop that—what are you doing? (sounds of a scuffle)

MIIO Interrogator: It is better this way, Ammanda. The war is won, and the victors always write the history books.

—Excerpt from the interrogation of Leftenant Ammanda Johnson, one of the few surviving members of the Fifth Syrtis Fusiliers.

SITUATION

Landing Zone Pulsar, Sarna
Sarna Commonality, Capellan Confederation
27 May 3029

Throughout the Fourth Succession War, the Federated Suns managed to roll over the Capellan Confederation virtually unimpeded. Despite the successful Capellan raid against the world of Bethel, the AFFS saw no need to change its

LINE IN THE SAND



DEFENDER



The defender consists of elements of the Fourth McCarron's Armored Cavalry Regiment.

Command Lance

Captain Jason Torrance (3/3),
CTF-2X *Cataphract*
Subcommander Collie Florence (4/3),
GHR-5H *Grasshopper*
Subcommander Victor Kung (4/4),
VND-1R *Vindicator*
Andrea Assellin (4/4), VND-1R *Vindicator*

Strike Lance

Commander Laura Sung (4/3),
CGR-1A5 *Charger*
Subcommander Charlie Voe (5/4),
CGR-1A5 *Charger*
Jason Williams (4/3), AWS-8Q *Awesome*
Ferris Razani (5/4), CTF-2X *Cataphract*

Recon Lance

Commander Susan Marshigama (4/3),
QKD-4G *Quickdraw*
Subcommander Stephen Jones (5/4),
HER-2S *Hermes II*
Subcommander James Clifton (4/3),
CDA-2A *Cicada*
Subcommander Forrest Jones (5/3),
ASN-21 *Assassin*

Deployment

The defender sets up second and may place his 'Mechs anywhere on either of the standard **BattleTech** mapsheets.

fifth wave of Operation Rat, especially the resupplying of regiments, continued as planned, and the soldiers of the AFFS tried to enjoy every quiet moment during the short lull. They knew they soon would receive their orders to move out. Those orders came in late April, 3029.

The overall objective of Wave Five was consistent with previous waves: to conquer Confederation worlds and destroy as many Liao regiments as possible. Toward this end, nine more worlds came under assault: Corey, Zaurak, Menkib, New Macao, Mandate, Wei, Remshield, Tsingtao and Sarna.

The fifth wave came at a bad time for the Capellans. The Sarna Commonality had been stripped of its few JumpShips to form the Command Circuit for Operation Intruders Communion. As a result, the front-line 'Mech and armor regiments in the region were isolated from each other, and only reservists defended many worlds. Only the planet Sarna was able to mount effective resistance. By the second week of August, the AFFS launched its sixth wave against Liao territory, attacking an additional five worlds: Palos, Heligoland, Kaifeng, Sakhalin and Truth.

On the world of Sarna, however, the most gripping tableau of the fifth wave unfolded.

ComStar, the semi-mystical order with control over all interstellar communication, had so far remained neutral in the war. Playing favorite to no one, they passed along all information—including information obtained through stealth and sabotage. The majority of ComStar's ruling body was content with this situation, except for Precentor Myndo Waterly. She believed that the leader of ComStar, Primus Julian Tiepolo, was leading the order down the path to destruction. In her view, ComStar had to do something to stop the Davion war machine. Earlier in the war, she had tried to maneuver the other

LINE IN THE SAND

ComStar leaders into declaring an Interdiction—a total communications blackout—against the Federated Suns. Though stymied by the non-interventionist stance of her fellow Precentors, she did get them to agree that if Davion attacked the world of Sarna, they would put the Federated Suns under total Interdiction. Confident that Hanse Davion would never have the resources—much less the audacity—to pursue the war long enough to warrant attacking Sarna, the rest of ComStar's ruling First Circuit never dreamed that Myndo Waterly would force them to pay for their arrogance.

On May 27, 3029, Davion forces made planetfall on Sarna. Deep in Liao territory, Sarna was a potent symbol for all Confederation citizens. Its downfall would be among the final stakes in the heart of the Capellan Confederation. The task of conquering it went to the Fifth Syrtis Fusiliers RCT, along with two regiments of the Crater Cobras mercenary unit, the Second Regiment of the Screaming Eagles and fifteen conventional regiments.

Expecting only light resistance—and wanting the glory of this conquest for themselves—the Fifth Syrtis Fusiliers boosted ahead of the other forces in hopes of conquering the planet before their fellow troops arrived. However, they quickly found themselves in the fight of their lives with no support. Davion intelligence had intercepted a Liao transmission with orders that reassigned the five elite regiments of McCarron's Armored Cavalry from Sarna to the world of Palos. However, four of those regiments were still on the planet, and the Fusiliers had dropped into their trap. Fighting desperately for survival, only a handful of lances held out until reinforcements arrived.

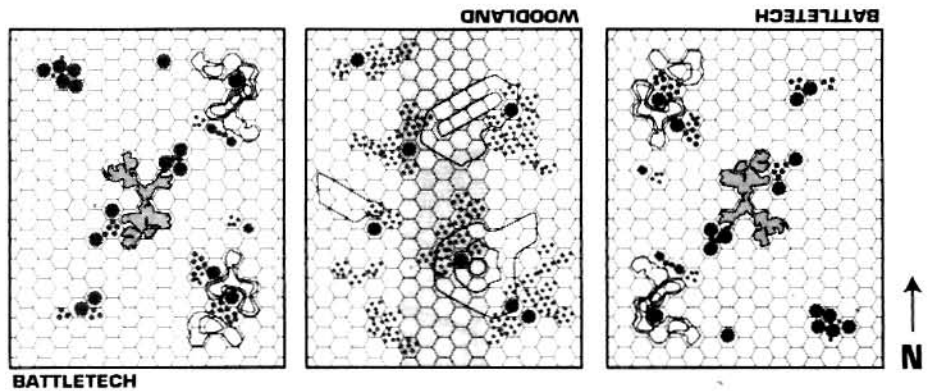
The battle effectively destroyed the Fifth Syrtis Fusiliers RCT. More important for the overall war effort, ComStar finally enacted a complete communications blackout against the Federated Suns.

GAME SET-UP

Lay out both standard **BattleTech** mapsheets and the Woodland mapsheet as shown.

All Level 0 Clear hexes on the Woodland mapsheet are considered Swamp (see **Special Rules**, below). The half hexes that join with the two standard **BattleTech** mapsheets along both long edges of the Woodland mapsheet are also considered Swamp.

The shaded area represents the attacker's deployment zone.



VICTORY CONDITIONS

The scenario ends when one side or the other has been destroyed, or all of the attacking forces have left the map.

Because of the position in which the forces of the Fifth Syrtis Fusiliers find themselves, they immediately begin to retreat off the map. Starting on Turn 1, the attacking player may begin to move his forces off the map. Units may only leave the map via the east and west map edges, though all attacking units need not leave through the same map edge.

The attacker wins a Decisive Victory if he retreats 6 or more 'Mechs off the map. He wins a Marginal Victory if he retreats 4 or 5 'Mechs off the map.

The defender wins a Decisive Victory if he destroys 6 or more attacking units before they leave the map. He wins a Marginal Victory if he destroys 4 or 5 attacking units before they leave the map.

SPECIAL RULES

All Level 0 Clear hexes on the Woodland mapsheet are considered Swamp. Increase the movement cost to enter any Swamp hex by 1 MP. For example, entering a swampy Clear hex costs 2 MP rather than the standard 1 MP.

When a BattleMech enters a Swamp hex, the player must make a Piloting Skill Roll. If the roll fails, the unit becomes stuck in the hex and may not move for the rest of the turn (a BattleMech that fails this roll does not fall). The unit may torso twist normally, but may not change its facing. For any weapon or physical attacks made against a unit stuck in a Swamp hex, modify the to-hit number by -2.

A jumping BattleMech that lands in a Swamp hex automatically becomes stuck. 'Mechs that fall do not.

At the start of the next turn's Movement Phase, the player controlling a stuck unit makes a Piloting Skill Roll. On a successful roll, the unit breaks away from the swampy terrain and may move normally. If the roll fails, the unit remains stuck and the player makes another Piloting Skill Roll at the start of the next Movement Phase.



ATTACKER

The attacker consists of a reinforced lance from the Third Republican Regiment, Third Battalion, Second Company.

Command Lance

Commander Jon Fiong (4/3),
CTF-2X *Cataphract*
Subcommander Suzan Lei (4/4),
GHR-5H *Grasshopper*
Subcommander Paula Terrel (4/4),
CPLT-C1 *Catapult*
Commander Tom Franks (5/4),
VND-1R *Vindicator*
Subcommander Sung Young (5/4),
SDR-5V *Spider*
Subcommander Sharon Fong (4/4),
SDR-5V *Spider*

Deployment

The attacker enters via the west map edge during the Movement Phase of Turn 1.



DEFENDER

The defender consists of one lance of the Fifteenth Marik Militia, Second Battalion,

First Company.

Assault Lance

Force Commander Dan Jackson (3/3),
AS7-D *Atlas*
Lieutenant, Senior Grade Jay Dill (4/3),
AWS-8Q *Awesome*
Lieutenant, Junior Grade Ferra McConner
(5/4), CP-10-Z *Cyclops*
Bryan Potter (4/3), QKD-4G *Quickdraw*

Deployment

The defender sets up first, anywhere on the east **BattleTech** mapsheet.

for final approval."

"But sir! How can we—"

"You think I like doing this?" the old man almost shouted as he rose from his seat, a fire burning in his eyes. "Do you think I relish the fact that enemies will set foot on our soil?" The old man suddenly fell back into his chair again, the tirade seeming to have sapped his remaining energy.

The blond man noticed, with remorse, that the momentary fire—something he had not seen in his liege's eyes for months—was gone, leaving them dull and lifeless. He shivered.

"If it is a mistake, it will be my mistake," the old man said quietly. "Please, general, see it done."

"Yes, my lord," came the soft reply. The blond man left the room, closing the door gently behind him. As he sped down the hall to carry out his lord's orders, a single thought echoed in his mind:

But if it is a mistake, what will it cost us?

SCENARIO 7: THE JANOS MISTAKE

The old man slumped forward at his desk, his brown-spotted hands trembling slightly as he held the crisp, white piece of paper. That such an innocuous thing could bring such devastating news had always been a source of wonder to him. Only moments before, he had been celebrating one of the few military victories that his realm had achieved in decades, and now this.

"How reliable is this?" the old man whispered in a voice that rasped like dull metal on leather.

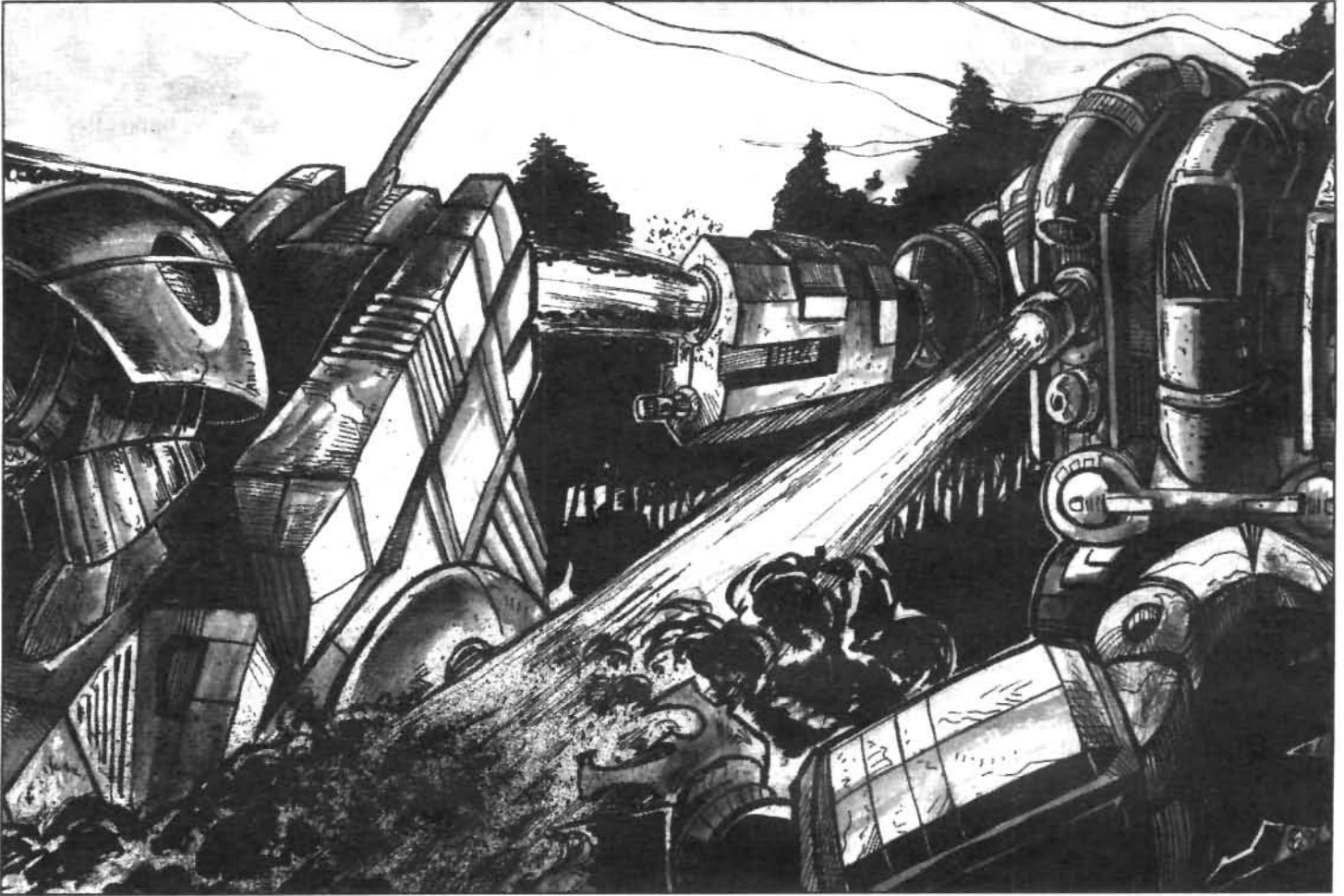
"Our top analysts have been following the coded messages for weeks now. The assault on Callison simply confirms what our people have already suspected for some time. In fact, I have a memo here stating that even before the Republican troops invaded, a reshuffling of Commonwealth troops along the border had already begun. Whether that was a coincidence before the Callison attack is irrelevant. What is important is that we now have what looks like a major invasion by both the so-called Tikonov Free Republic and Commonwealth troops against League worlds in the Terran Corridor." The short, blond man stopped talking for a moment to gaze at his lord. The pity and sadness he felt for this once-great man, now so decrepit, never touched his face. Only his eyes showed his emotion. "Sir, you know we do not have the forces to cover all of those worlds if that invasion occurs." He stopped again, waiting for the old man to say something, anything. A look of concern crept over his face as the silence stretched and the paper began to shake violently. "Sir ..."

"I know," the old man whispered, cutting off the other man. "You think I do not know exactly what is going on. They know that we have overextended ourselves in Operation Dagger. Now the dagger is at our throats." The old man snapped the paper down on the desk top, then pressed his hands flat against the hardwood surface—whether to stop them from shaking or to support himself, the blond man did not want to know.

"Sir, what are your orders? Should we shift forces from coreward planets to reinforce the Terran Corridor?"

"No. Those planets are lost. What was once ours will become theirs, to become ours again in the future." A bitter laugh—one of the loudest sounds to come from the old man in days—erupted from him, shaking him terribly. The laugh turned into a hacking cough that tore at the blond man's heart. "Is that not always the way of things in these Succession Wars? The planets are lost, but we will keep the forces on them. Those, we cannot replace. Send orders for the forces garrisoning those worlds to retreat. Draw up a plan for this action and submit it to me

THE JANOS MISTAKE



SITUATION

*Gasston Heights, Wasat
Free Worlds League
22 June 3029*

When the Fourth Succession War erupted, the Free Worlds League was as surprised as the Capellan Confederation. Captain-General Janos Marik, ruler of the League's shaky coalition of semi-autonomous provinces, felt that his realm would be the first to suffer because of the Federated Commonwealth Alliance. The Captain-General's fear of invasion was one of the major reasons he signed the Concord of Kapteyn, which loosely allied his realm with the Capellan Confederation and the Draconis Combine. However, the invasion of the Capellan Confederation and the Draconis Combine by the AFFS and LCAF respectively seemed to leave Janos's realm safe. Pleasantly surprised, Janos was more than willing to sit back and let the other Houses destroy one another.

Neither of the Captain-General's allies cared much for this attitude, however. Strongly worded communiqués from the Capellan Chancellor and the Combine's Coordinator

convinced Janos Marik that he had no choice but to help both states. With great reluctance, the Captain-General set in motion what became Operation Dagger.

October 1 saw the operation under way, with Marik forces appearing in five Lyran Commonwealth star systems: Wyatt, Milton, Phecda, Launam and Timbiqui. Despite heavy fighting that lasted until late November, Marik forces managed to capture all five planets. They also conducted heavy raids against numerous other Commonwealth worlds in an attempt to force House Steiner to pull units from the Draconis front.

Though initially amazed at Operation Dagger's success, Janos was horrified when he received news of a terrible occurrence on the planet Scarborough—namely, a clash between Marik forces and Capellan units taking refuge on that world. The Duchy of Andurien, always a volatile and rebellious member of the League, immediately declared war on the Capellan Confederation. In less than a day, the Captain-General went from successful conquest of several hard-won worlds to fighting a desperate two-front war.

THE JANOS MISTAKE

When the lull came in early 3029, Janos breathed a sigh of relief, believing that he might have time to pull his realm from the war. This was not to be the case, however. To the dismay of the Marik high command, several regiments from the newly formed Tikonov Free Republic attacked four Marik worlds, throwing to the winds weeks of negotiations concerning a peace treaty. League diplomats had assured Janos Marik that the leader of the new realm, Pavel Ridzik, was interested in a truce. The attack by Ridzik's forces came as a complete shock.

Unfortunately for Janos, the Federated Suns had gotten to Ridzik first, saving him from a Capellan assassin. Ardan Sortek, a personal aide and friend of Hanse Davion, was sent to set up the new realm with Pavel Ridzik in control. A nonaggression pact between the Tikonov Republic and the Federated Suns allowed the AFFS to bypass dozens of formerly Capellan worlds within the tiny new state and concentrate on capturing other Capellan planets. When news of the Marik invasion of Commonwealth worlds reached Hanse Davion, he told Ardan Sortek to convince Ridzik that an invasion of the Free Worlds League would bolster his forces' morale as well as prove his own worth as a leader of men.

Tikonov Free Republic forces invaded four League worlds: Procyon, Wasat, Van Diemen IV and Talitha. Though the tactical fighting on these worlds was furious—especially on the world of Wasat, where the Third Republican Guards clashed with the Fifteenth Marik Militia—the strategic effects of the invasion were much more devastating. Even as the Republic forces were invading, the Commonwealth invaded the League world of Callison. News of the Marik Guard's defeat on Callison greatly worried the League's generals, and the apparent preparations for a massive invasion of the League by Commonwealth and Republic forces brought them to the edge of panic.

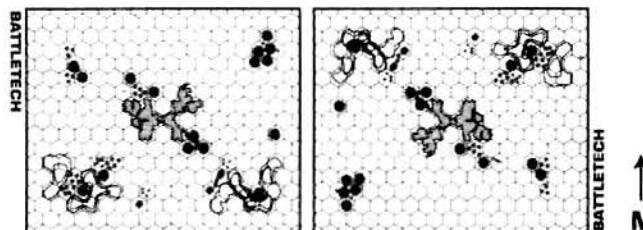
Janos Marik reasoned that he could not save the planets threatened by the imminent invasion, but he could save the regiments stationed on them. On July 28, he issued orders to all troops Terra-ward of a line between the planets Callison and Wasat to evacuate immediately. He also pulled Marik regiments off Launam, Milton, Phecda, Timbiqui and Wyatt. In his fear, he gave up fourteen worlds that he might have saved. He did not know that the Commonwealth had no intention of launching an offensive, and that their messages implying such a scheme were a bluff.

That single deception allowed the LCAF to absorb in a few weeks what should have taken months if not years to conquer, all without firing a shot. After the war, when the Tikonov Free Republic was absorbed by the newly emerg-

ing Federated Commonwealth in 3032, a corridor of worlds that had once belonged to the Free Worlds League united the two realms of House Davion and House Steiner.

GAME SET-UP

Lay out both standard **BattleTech** mapsheets as shown.



VICTORY CONDITIONS

The scenario ends when all units on one side or the other have been destroyed or when the defender's headquarters (see **Special Rules**, below) is destroyed.

The Third Republican forces have been slowly losing the battle because of the battlefield acumen of the Fifteenth Marik Militia's commander, Colonel Hawkins. In an attempt to decapitate the head of the snake, the Republicans' priority is to destroy the defending forces' HQ. Therefore, the attacker wins a Decisive Victory if his forces destroy the HQ. The attacker cannot win a Marginal Victory.

The defender wins a Decisive Victory if the HQ is not destroyed. He wins a Marginal Victory if the HQ is destroyed, but his forces destroy 4 or more enemy units.

SPECIAL RULES

The defending commander of the Fifteenth Marik Militia is commanding his troops from a hidden headquarters. At the beginning of the game, the defending player secretly chooses any hex on the map in which to hide his HQ. The defender should write down the hex number on a piece of paper, which is later revealed to the attacker. The HQ remains hidden until an enemy unit moves into its hex, attempts to move into its hex, or ends its movement adjacent to its hex. If a unit attempts to enter a hex containing the HQ, the unit immediately ends its movement and the HQ is revealed.

The HQ, though not considered an immobile target, cannot move from the hex in which it is hidden at the beginning of the game. It has a total of 25 points of armor and can be attacked as if it were a standard unit. Once 25 or more points of damage have been done to the HQ, it is destroyed.

BATTLEPACK: FOURTH SUCCESSION WAR



ATTACKER

The attacker consists of the Regimental Command Lance of the Tenth Lyran Guards.

Regimental Command Lance

Duke Frederick Steiner (3/2), AS7-D *Atlas*
Leutnant-Colonel Tonya Graham (3/3),
ZEU-6S *Zeus*
First Leutnant Julie Camara (3/3),
AWS-8Q *Awesome*
Leutnant Cole File (4/3), STK-3F *Stalker*

Deployment

The attackers move onto the map during the Movement Phase of Turn 1 using the Dropping Troops rule (see **Special Rules**, below). They may land on either mapsheet.



DEFENDER

The defender consists of several elements from the Legions of Vega.

Command Lance

Chu-sa Ome Takiro (4/4),
GHR-5H *Grasshopper*
Chu-i Jason Oma (4/4), DRG-1N *Dragon*
Keith Richards (5/4), DRG-1N *Dragon*
Jeffrey Kaneda (5/4), STK-3F *Stalker*

Support Lance

Chu-i Jefferson Oshika (4/3),
CPLT-C1 *Catapult*
Wu Minowa (4/4), AWS-8Q *Awesome*

Recon Lance

Chu-i Stephen Awano (4/4),
WTH-1 *Whitworth*
Hajii Rekai (4/4), WTH-1 *Whitworth*
Hojim Mara (5/4), PNT-9R *Panther*

Deployment

The defender deploys first, anywhere on either mapsheet.

SCENARIO 8: IN THE CLAW OF THE DRAGON

Theodore nodded as though agreeing with Frederick's comment, but the buzzing from the visiphone unit on the sideboard cut off further conversation. Theodore raised an earpiece to the side of his head and turned the phone so Frederick could not see the picture.

Even without hearing what the caller said, the questions Theodore barked and the rage that turned his face scarlet told Frederick all he needed to know. Something had gone wrong, very wrong.

Theodore swept the visiphone from the sideboard, sending it crashing to the floor amid sake bowls and crystal decanters of other potables. He whirled, his eyes molten with fury, stabbing a finger toward the captive Lyran noble. "You bastard! How could you sit here and listen to me prattle on about honor and agree with me when you were planning such treachery?!"

Frederick stiffened as Theodore drew his pistol. "I have no idea what you're talking about," he said, meeting Theodore's stare defiantly.

Theodore watched him for a second, then nodded. "No, you would not have resorted to such trickery. Your cousin sent Loki agents to cripple my fleet's JumpShips." He snorted with disgust. "What you fail to do honorably in combat, she accomplishes by trickery."

Frederick's stare, like the barrel of the gun in Theodore's hand, never wavered. "Get used to it, Theodore. It is the way of things. Politicians will forever betray warriors because what we observe as the conventions of war they exploit as our weakness." Frederick smiled, a sense of completion filling him as Theodore's finger tightened on the trigger.

—Excerpt from the holodrama "Death of a Hero," aired in May, 3030, across the Lyran Commonwealth

SITUATION

Outskirts of Kanashimi, Dromini VI
Dieron Military District, Draconis Combine
15 September 3029

Prince Hanse Davion informed Archon Katrina Steiner in early April of his intention to resume the war in late May. He suggested that the Lyran Commonwealth renew its offensive against the Draconis Combine at the same time. The Archon assembled the High Command of the LCAF a week later and informed the generals of her decision to resume the attack. By mid-May, the LCAF was ready to renew the offensive.

Lyran troops had fought to a stalemate on seven worlds—Engadin, Gunzburg, Liezen, Shirotori, Stanzach, The Edge and Utrecht—and the LCAF's top priority was to pacify them. Additionally, the High Command targeted fifteen new worlds for invasion: Csesztreg, Feltre, Galuzzo, Nox, Quarrel, Altenmarkt, Dromini VI, Asta, La Blon, Yorii, Atair, Sabik, Lambrecht, Dyeve and Satalice.

Several events during this new invasion convinced the Archon that the war could not go on much longer. Though the invasion had gained the Commonwealth more worlds and damaged the Combine's ability to fight, casualties were four times higher than expected, for several reasons. First, the Draconis Combine had ceased to underrate the LCAF and had made excellent preparations against a major Lyran offensive. Second, the Commonwealth units were still fatigued from the earlier fighting even though they had spent months resting and repairing. The largest contributing factor toward the higher casualty rate, however, was the failure of the Commonwealth regiments to adhere to the concept of Regimental Combat Teams. Over the course of the war, teamwork among Commonwealth regiments had gradually disappeared in favor of the old, familiar tactics that had made the LCAF a ponderous, often ineffective military force.

IN THE CLAW OF THE DRAGON



The Archon was not the only one to see this dangerous situation. *Tai-sa* Theodore Kurita—the de facto military ruler of the entire Dieron Military District—had spent weeks intently analyzing the Commonwealth offensive. By August, he realized that the enemy's impressive efforts lacked depth and in some places were paper-thin. He saw that the LCAF had committed most of its force to the front lines, leaving its rear lightly defended.

Tai-sa Kurita concluded that conditions were right for a massive counterattack. He outlined his plan to the regimental commanders, surprising many by disdaining a broad-front attack. Instead, he proposed "to launch an offensive that will most resemble a fatal disease. First will come the infection; then the sudden spread of the disease, overcoming the victim. That is why I have called this plan Operation Contagion."

On August 5, a day after *Tai-sa* Kurita received nearly unanimous support from the other commanders, the preliminary operation began with the quiet invasion of Dromini VI. Within weeks, the planet had been captured, and Combine regiments were secretly beginning to gather on Dromini VI in preparation for the main invasion.

Five days after the Kurita main offensive began, JumpShips appeared in the Dromini system at a nonstandard entry point. DropShips detached from the ships and

began a high-speed run toward the planet. This astonished and angered *Tai-sa* Kurita, who realized that he must have been betrayed to the Lyran Commonwealth. Yet from the number of enemy ships headed for the planet, Kurita knew there could be no more than a single regiment of 'Mechs and several conventional regiments aboard them—no match for the massed strength of Combine forces surrounding Kanashimi, the planet's largest city.

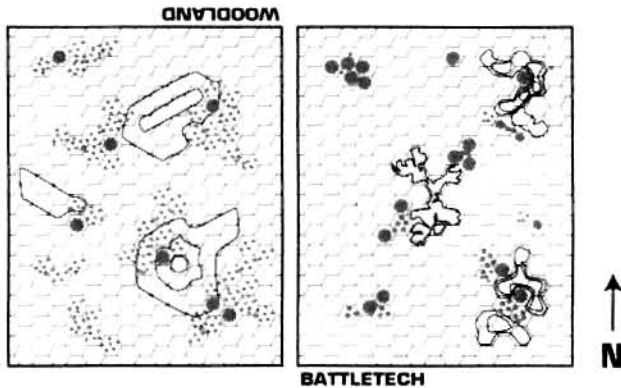
The approaching Tenth Lyran Guards, however, had no intention of fighting through the defenders. Instead, they dropped directly on the city. Catching the Kurita 'Mechs completely off guard, the Commonwealth forces sought out and destroyed the Combine's supplies.

Much more devastating to Operation Contagion, however, was an incident that occurred in space while the Tenth Lyran Guards distracted the enemy on the ground. Agents of Loki, the Commonwealth's intelligence service, had traveled to Dromini masquerading as crew members of one of the Commonwealth JumpShips that carried the Tenth Lyran Guards. That ship left them behind in silvery life bubbles that they slowly maneuvered toward the six Combine JumpShips in the system. Fourteen Commonwealth agents armed with demolition packs crippled the Combine vessels and stopped the offensive cold.

IN THE CLAW OF THE DRAGON

GAME SET-UP

Lay out the standard **BattleTech** and Woodland map-sheets as shown.



VICTORY CONDITIONS

The scenario ends when all the units on either side or all 5 ammunition bunkers (see **Ammunition Bunkers**) have been destroyed. The attacker is attempting to destroy all the ammunition bunkers, thereby depriving the defender of further munitions for his invasion. The defender is attempting to destroy all of the attacking units before they can destroy the bunkers.

The attacker wins a Decisive Victory if he destroys all 5 ammunition bunkers. He wins a Marginal Victory if he destroys 3 or 4 bunkers.

The defender wins a Decisive Victory if he destroys all of the attacking units and 2 or fewer bunkers are destroyed. He wins a Marginal Victory if he destroys all of the attacking units and 3 or 4 bunkers are destroyed.

SPECIAL RULES

This scenario requires special rules for dropping troops and for ammunition bunkers, as described below.

Dropping Troops

Players can insert BattleMechs directly into hostile territory by dropping them out of a DropShip in the atmosphere or low orbit. The attacking units enter this scenario using this risky maneuver, known as a combat drop.

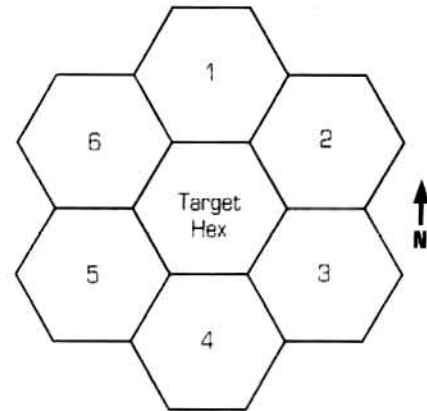
The attacking player should nominate a hex on the mapsheet in which each unit will land. For each 'Mech, the player makes a Piloting Skill Roll to determine whether the landing was successful. A failed roll means the landing failed and the unit missed the target hex.

On a failed landing, the unit will scatter. To determine where the 'Mech lands, first roll one die to determine the

direction of the scatter per the Scatter Diagram below. Then roll 1D6 per point by which the Piloting Skill Roll result fell below the target number. The total result of the dice rolls represents the distance away from the target hex (in hexes) that the unit lands.

A BattleMech that fails its landing will also take damage as though it had fallen a number of elevation levels equal to the number of points by which the roll failed (see **Falling**, p. 15, **BattleTech** boxed set rulebook). For example, if a 'Mech with a Piloting Skill Roll target number of 4 or higher rolled a 2, the unit would suffer damage as from a fall of 2 elevation levels.

Dropped troops always land at the end of the Movement Phase. They may not fire or otherwise act for the remainder of that turn, but may be fired upon (the attacker modifies the to-hit number by +1 for target movement, and adds the appropriate modifiers for range, terrain and so on). Landed units function normally thereafter.



SCATTER DIAGRAM

Ammunition Bunkers

At the beginning of the game, the defending player places five ammunition bunkers anywhere on either map-sheet (use markers such as dice, coins and so on to represent the bunkers). They must be placed in Clear Level 0 hexes, each at least ten hexes away from all other bunkers.

Each ammunition bunker is an immobile target that mounts 60 points of armor. Once the bunker has taken 60 or more points of damage, it is destroyed. No unit may move through a hex containing an ammunition bunker. However, once a bunker is destroyed, the hex is considered Rough terrain, and units may move through it per standard movement rules.

BATTLEPACK: FOURTH SUCCESSION WAR



ATTACKER

The attacker consists of elements of the Eighth Galedon Regulars.

Command Lance

Chu-i Takira Oni (5/4), DRG-1N *Dragon*
Simone Taylor (5/4), CP-10-Z *Cyclops*
Kim Minuro (5/4), CPLT-C1 *Catapult*
Tiron Jefferson (5/4), TBT-5N *Trebuchet*

Deployment

The attackers may enter via any map edge during the Movement Phase of Turn 1. Different units may enter from different map edges.



DEFENDER

The defenders are two of the few Wolf's Dragoons from Delta Regiment to survive the fighting on the worlds of Misery and Wapakoneta.

Provisional Lance

Captain Lucas Kent (2/1), HOP-4B *Hoplite*
Lauren Simmons (2/1), WLF-1 *Wolfhound*

Deployment

The defender sets up first, anywhere on the map.

SCENARIO 9: AT THE GATES OF HELL

Leftenant Julia Andrews unconsciously let her medipack slip from her hand to the ground as her eyes fell upon the bowl of the Tartarus Caldera. She had arrived with the advanced medics of the incoming Davion forces, quickly assembled a team and traveled to the slopes of the caldera to give any needed aid to the defending Wolf's Dragoons. Through the billowing smoke that obscured most of the caldera's floor, she began to make out details. A sudden strong wind whipped in from the south, shredding the smoke and sending it streaming away. As Julia saw clearly what the bowl contained, she slowly sank to her knees, shaking her head in disbelief.

Millions of years before, a volcano had thrust itself out of the valley floor, creating a huge cone. Over time, after the eruptions stopped, the valley floor had risen as the volcano mouth collapsed, creating the wide caldera. The cone still towered several hundred meters above the valley floor, and the floor of the caldera was two kilometers across and half a kilometer deep. As she stared at the scene below her, Julia thought that hell must look very much like this place.

Hundreds upon hundreds of BattleMechs and tanks lay shattered across the valley. Most of them were still burning, giving off the dense black smoke that the south wind valiantly attempted to sweep away. Dead and dying soldiers filled the spaces not occupied by gutted machines. Even over the raging fires and the howl of the wind, Julia could hear the moans and cries of the wounded and dying.

How can this be? she wondered as she knelt there in shock. She had heard of the Draconis Combine's private war with the Dragoons, but had not quite believed. Now, with the decimated remnants of these once-proud warriors lying before her, she could believe what she'd heard through the grapevine—that the Dragoons had almost single-handedly stalled the entire Combine offensive.

A new sound tore her from her reverie. Through the smoke, in the middle of the caldera floor, she could see movement. Unlimbering her binoculars, she peered through the smoke. After a moment of scrutiny, she recognized the sound she'd been hearing as the measured steps of a BattleMech, possibly two. Another strong gust of wind ripped the billowing smoke apart in front of her, giving her a view of two 'Mechs slowly walking in a circle—an *Archer* and a *Warhammer*.

A puzzled expression crept across her face. *What is going on?* Then realization dawned, and tears sprang to her eyes. *That must be Colonel Wolf and Captain Kerensky. It looks like they're marching their 'Mechs around their comrades, protecting them while they sleep. What nightmare have they lived through, what hell have they visited, that they can sleep now?*

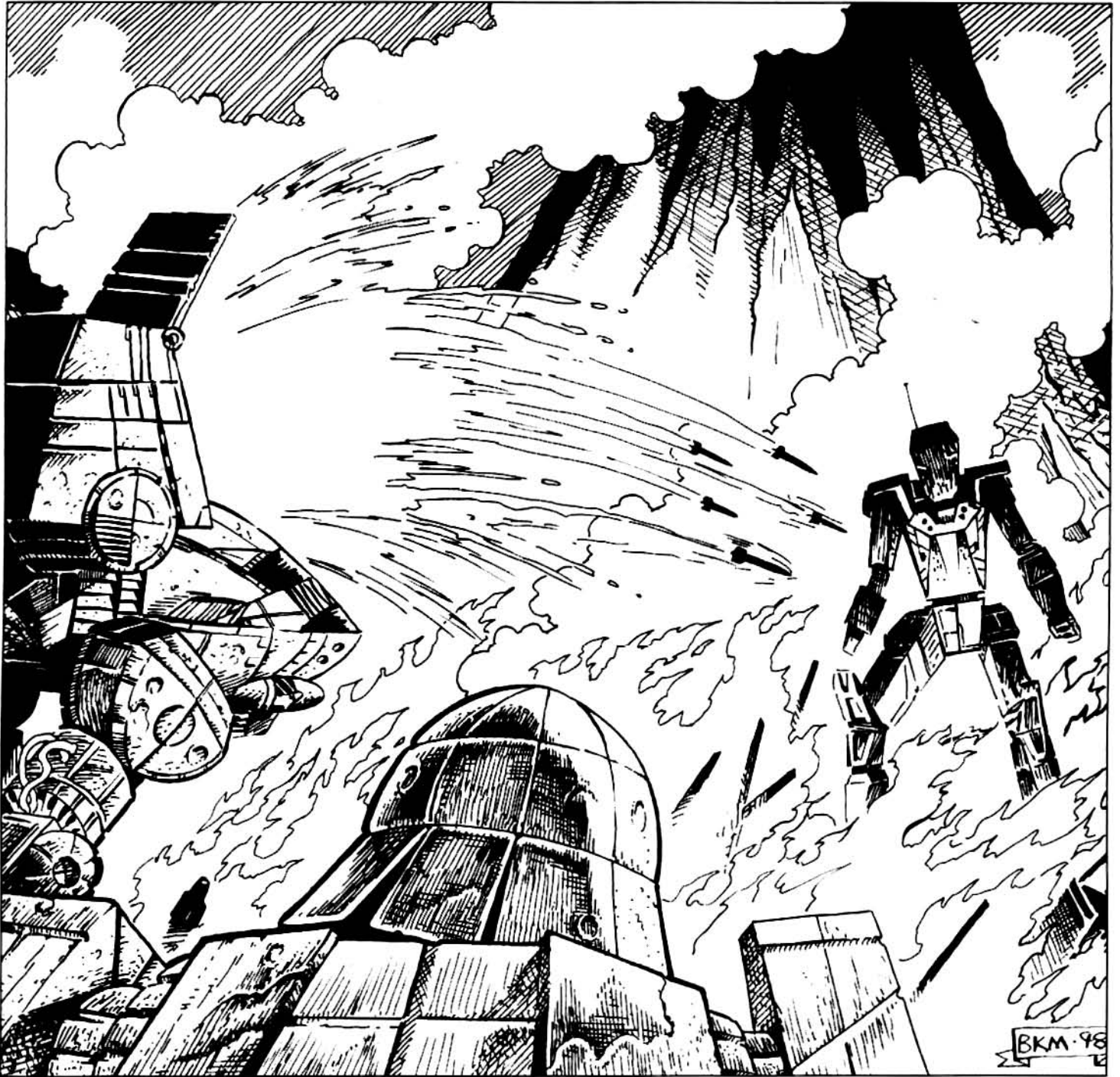
With an effort, Leftenant Andrews shook off her grief and climbed to her feet. She quickly stowed her binoculars, grabbed her medipack and began the descent down the crater's side. *The survivors will need me.*

SITUATION

*Tartarus Caldera, Crossing
Draconis March, Federated Suns
28 September 3029*

Early in the planning of Operation Rat, AFFS marshals realized that even if the Lyran Commonwealth managed to tie up the Draconis Combine with its offensive, the Federated Suns would still be vulnerable along its border with House Kurita's realm. The war had required the AFFS to shift a dozen RCTs and 'Mech regiments from the Draconis March to the Capellan invasion, greatly reducing the Federated Suns' defenses against the Draconis Combine. Because of this situation, some marshals feared that the planned offensive against the Confederation would open the Federated Suns' "back door" to a Combine assault. They asked the Prince to reconsider Operation Rat, but came away realizing that he was willing to lose one or two worlds to the Draconis Combine if it meant gaining dozens from the Capellan Confederation. They

AT THE GATES OF HELL



also came away with this enigmatic statement from their Prince: "Let's wait awhile. There's still time for fate to lend us a hand." Fate did so, in the form of the five elite regiments of Wolf's Dragoons.

In 3023, Wolf's Dragoons had left the Lyrn Commonwealth and signed a five-year contract with the Draconis Combine. They were immediately stationed in the Galedon Military district, and their initial, successful raids against the Federated Suns quickly proved their worth.

However, it slowly became apparent to the Dragoons that the Dragon had no intention of letting them go after their contract expired. Instead, Takashi Kurita planned to absorb the elite Dragoon regiments into his own military. To do this, the DCMS began to drain the Dragoons of their money, spare parts and spirit. In the final year of their contract, the situation worsened as a smear campaign began against the Dragoons in an attempt to stir up the civilian population. Those behind the campaign hoped it would

AT THE GATES OF HELL

provoke the Dragoons into attacking unarmed civilians, which would give the DCMS the excuse they needed to step in and take control of the mercenary unit.

However, the Dragoons failed to rise to the bait, even though civilian riots had occurred in areas surrounding some of their garrisons. Finally, unable to withstand any more vilification from their employers, the Dragoons—in ancient Japanese style—challenged the Dragon to an honor battle on the world of Misery. Nine Draconis Combine regiments assembled on Misery to face off against the Dragoons. Though badly outnumbered, the Dragoons waited until exactly midnight on April 22, 3028, to begin their advance against the DCMS forces—the exact moment at which their contract with the Dragon expired.

The fighting lasted for two months and was bitter beyond comprehension. The Dragoons used every trick in their arsenal to win, but achieved a Pyrrhic victory—they lost more than half their personnel. Having beaten the forces arrayed against them, they retreated from the planet, arriving in Davion space in early June. They immediately signed a contract with House Davion and began to repair their regiments, knowing that war would quickly find them again.

At the onset of the Fourth Succession War, Takashi Kurita seemed obsessed with the complete destruction of Wolf's Dragoons. Shamed by his units' defeat at their hands, he attacked only three worlds during his first incursion into Davion space: Harrow's Sun, Wapakoneta and Glenmora, all worlds on which he knew his troops would meet the Dragoons. For months, the front between the Combine and the Federated Suns saw no action as Takashi Kurita desperately sought to finish off the mercenaries. But by early December, even against overwhelming force, the Dragoons had managed to stay in the fight on all three planets.

Takashi Kurita finally awoke from his obsession and began to realize that he was missing an opportunity. His forces attacked seven more worlds in December: Galtor III, Marduk, Klathandu IV, Breed, Deshler, David and Northwind. By the end of January, however, only Galtor III and Marduk had fallen to the invaders. As the lull in the war overtook the Inner Sphere, the Dragoons used the time to retreat from the three worlds they had been defending. Reduced to less than a single active regiment, the Dragoons reunited on the world of Crossing.

In May, the Draconis Combine resumed its offensive, attacking the worlds of Niles and Groveld III. Five more worlds came under attack soon after: Bergman's Planet, New Aberdeen, Lim, Royal and McComb.

As expected, the Combine also sent forces against the Dragoons. On Crossing, the Dragoons chose Tartarus Caldera as the place to make their final stand.

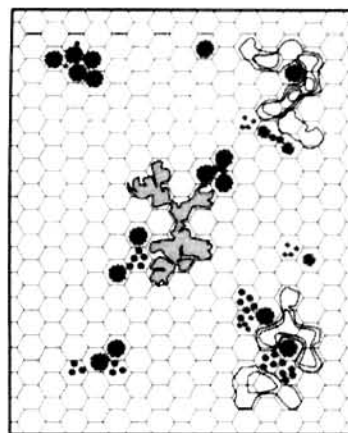
Outnumbered four to one, the Dragoons fought with a fire that the Combine units simply could not match. Having lost more than three-quarters of their members to the Combine forces, the Dragoons used their fury to spur them on to incredible acts of heroism. As the Eighth Galedon Regulars met the final remnants of the Dragoons in the bottom of the caldera, the mercenaries again proved their military superiority and forced the DCMS units to withdraw. On October 28, the DCMS troops evacuated Crossing.

Though the Combine offensive had gained worlds and eliminated the Galtor Thumb, it did not fulfill the expectations of its planners. The Davion defenders had proved stubborn and unwilling to give up worlds without making the Combine pay a high price.

For Prince Hanse Davion, the fighting on his worlds was a qualified success. Though his forces had checked the Combine offensive, they had suffered heavy casualties in the process. The losses sustained by AFFS troops—especially the horrific decimation of Wolf's Dragoons—gave the Prince much to think about.

GAME SET-UP

Lay out the standard **BattleTech** mapsheet as shown.



BATTLETECH

VICTORY CONDITIONS

The scenario ends when all units on one side or the other have been destroyed.

The attacker wins a Decisive Victory by destroying all of the defending units. He cannot win a Marginal Victory.

The defender wins a Decisive Victory by destroying all of the attacking units. He wins a Marginal Victory by destroying 3 attacking units.

BATTLEPACK: FOURTH SUCCESSION WAR



ATTACKER

The attacker consists of one lance of the First Kathil Uhlans.

Pursuit Lance

Leftenant Michael Finley (3/3).

ENF-4R *Enforcer*

Subaltern Kimberly Jackson (4/3).

HCT-3F *Hatchetman*

Subaltern Troy McConner (4/3).

HCT-3F *Hatchetman*

Subaltern Jack Foster (4/3).

FS9-H *Firestarter*

Deployment

The attacker sets up first and may place his units anywhere on the mapsheet.



DEFENDER

The defender consists of one lance of House Imarra troops.

Command Lance

Major Carl Sung (4/4), CTF-2X *Cataphract*

Commander Jessica Ericsson (4/4).

CTF-2X *Cataphract*

Subcommander Sandy Voug (4/4).

BJ-3 *Blackjack*

Subcommander Kim Fuchi (5/4).

BJ-3 *Blackjack*

Deployment

The defender enters via any map edge during the Movement Phase of Turn 1. Different units may enter from different map edges.

technology and the skill to work with them an aura of holiness. Of all the lostech skills, the ability to manufacture and repair the delicate machinery of jump drives was the most vital to sustaining human life and activities, including warfare, throughout the Inner Sphere's far-flung worlds. No one could believe that any enemy would attack one of the few remaining sites at which jump drives could be made and repaired, and so only militia protected the Yare shipyards that orbited the world of Kathil.

The Capellan objective was not to strike at the shipyards themselves, but to destroy the massive geothermal generating stations on the planet's surface and the microwave uplink stations that transmitted the power to the orbiting factories and docks. A successful assault, Chancellor Maximilian Liao reasoned, would halt Davion JumpShip construction and repair, forcing the AFFS to curtail its offensive to protect its remaining JumpShips from breaking down.

A heroic effort by a Davion spy within the Chancellor's own inner circle warned the Federated Suns of the scheme; but despite the warning, Prince Hanse Davion and the AFFS could do little about it. The AFFS had no large units available near enough to reach Kathil in time. So Prince Hanse asked Morgan Hasek-Davion, heir to the throne, to go to Kathil and form a fighting force from the planet's militia, Delta Company of the Davion Light Guards and the few survivors from the Fifth Syrtis Fusiliers.

On the night of September 7, DropShips carrying House Liao Death Commandos and the Second Battalion of the Fourth Tau Ceti Rangers entered Kathil's atmosphere. Microwave transmitters on the planet's surface destroyed a *Union* class DropShip carrying the Death Commandos' 'Mechs. The rest of the force landed to face the First Kathil Uhlans—the name Morgan had given his new ad hoc unit.

The fighting was exceptionally brutal, but the Uhlans prevailed against the invaders. By dawn, only eight Ranger 'Mechs

SCENARIO 10: SIC SEMPER TYRANNIS

I will rule the Inner Sphere! All peoples will bow before my majesty. (thump, thump) Why can the multitudes of fools in this universe not see what I have always seen? (thump) I am the Celestial Paragon! (thump, thump, thump) The Great Satan that sits conspiring in his Hell on New Avalon will be brought low. I have lost half of my planets? (hysterical laughter) What does that matter! I am still the fulfillment of destiny! (thump) I do not care that everyone has betrayed me—even my own daughter! (THUMP, THUMP) This cannot affect me. Bow and worship at my feet, my people, and fear me, my enemies. Especially fear me, the most-hated Viper—he who betrayed me to the depths of his soul. Xiang! You arrogantly name your 'Mech Yeng-Lo-Wang, but the Ruler of the Nine Hells bows to the commands of no one! (thump, THUMP) No one but I! I, the incarnation of light and joy for all! And I will send him to eat your soul! If not I, then my descendant, for now I only have one daughter. And in her, or her child, or her child's child, you and your seed will find destruction! (thump, thump, thump) I am no tyrant! (thump, thump, thump, thump) ...

—Excerpt from an audio recording taken from the hospital cell of former Chancellor Maximilian Liao

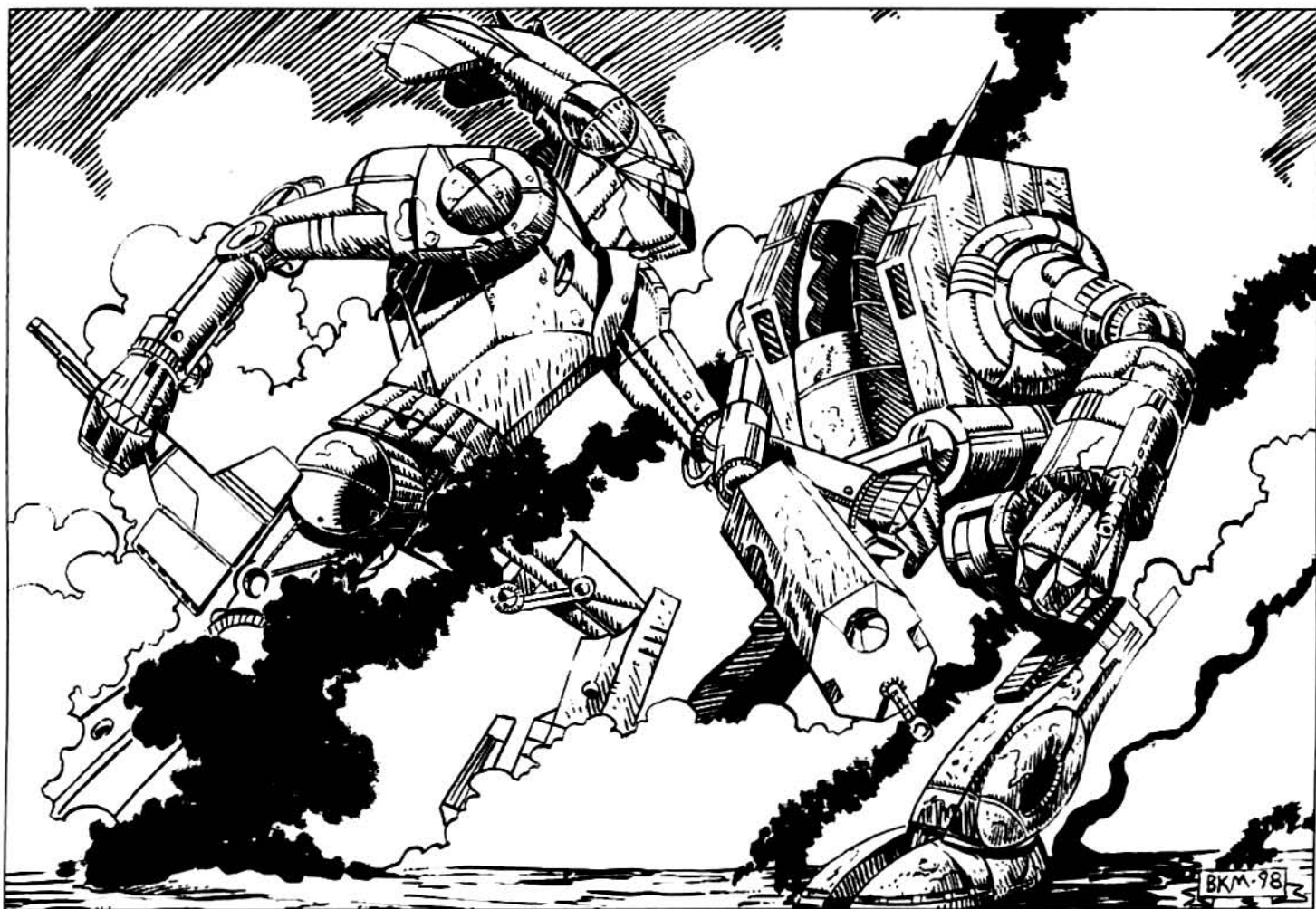
SITUATION

Sian Royal Spaceport, Sian

Sian Commonality, Capellan Confederation

24 October 3029

Though the ComStar Interdiction against the Federated Suns presented no clear military opportunities to the battered and weary military of the Capellan Confederation, it did give Liao leaders the courage to dream of the unthinkable. They planned an attack against Yare Industries, one of the few remaining JumpShip drive manufacture and repair yards in the Inner Sphere. The gradual decline in technology since the fall of the Star League had given surviving bits of



and their pilots were still in fighting condition. Seeing no choice, they surrendered, asking only repatriation to the planet Tikonov. Duke Hasek-Davion granted the Rangers' request on condition that their DropShip crews help the Davion forces get to Sian to rescue the Federated Suns spy whose actions had not only helped save Kathil, but had also hindered the entire Liao war effort.

On October 24, a DropShip of the Fourth Tau Ceti Rangers arrived at the private spaceport just outside the Chancellor's Palace. To the assembled VIPs, the descending DropShip represented triumph. Though the Tau Ceti Rangers had failed to destroy the power stations and transmitters on Kathil, they had sent word of the capture of Duke Morgan Hasek-Davion. The welcoming ceremony for the DropShip's return also gave the 'Mechs of Warrior House Imarra, an elite Liao unit, its first chance to show off after being fitted with the new triple-strength myomer fibers made from the formula that Capellan forces had stolen from the Federated Suns in an earlier raid.

As the DropShip neared the planet's surface, it fired missiles that released large clouds of thick green smoke to

shroud the parade ground. As the ship touched down, it opened up on the House Imarra 'Mechs, and the First Kathil Uhlans swept out to meet the Liao defenders.

Though caught by surprise, the House Imarra MechWarriors moved forward confidently to meet the threat. They thought the extra speed and power of their refitted 'Mechs would give them a big advantage, but their confidence soon turned to horror. Within seconds of exposure to the green smoke, the myomers in the House Imarra 'Mechs exploded into flames.

The Federated Suns' elaborate ruse to trick House Liao into hunting down and stealing the faulty myomer had worked to perfection. With the House Imarra 'Mechs seriously hampered, the Uhlans easily defeated them, picked up the spy and departed for home.

As the Uhlans' DropShips left Sian, the enormity of his defeat finally hit Chancellor Liao. He had not crippled the enemy's JumpShip industry as he had hoped, nor had he captured Morgan Hasek-Davion; the secret myomer formula had proved to be a cruel trick that led his 'Mechs to fiery defeat, and his own daughter Candace, Duchess of St.

SIC SEMPER TYRANNIS

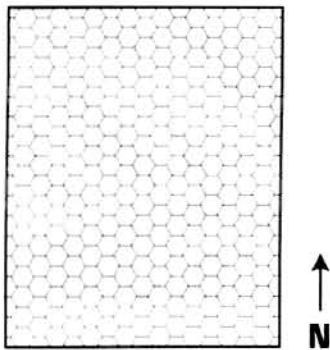
Ives, had defected to the Federated Suns. The combined shocks of these events snapped the Chancellor's mind.

In mid-November, on New Avalon, Prince Hanse Davion gave a speech in which he welcomed Candace Liao, spoke of the formation of the independent St. Ives Compact, and made the stunning announcement that his wife Melissa was with child. Meanwhile, Davion forces were rushing through the seventh and final wave of Operation Rat. They swiftly swallowed the planets Bora, Campertown, Charndo, Elnath, Lesalles, Old Kentucky, Phact, Quemoy, Raballa, Sarmaxa, Ulan Bator, Wazan and Yunnah, with almost no resistance from Liao troops. By mid-December, almost all hostilities throughout the Inner Sphere had ceased as the various Successor State governments began in earnest to sue for peace.

On February 19, 3030, the leaders of the Inner Sphere signed the ComStar Peace Pact, ending the Fourth Succession War.

GAME SET-UP

Place one **BattleTech** mapsheet face-down as shown.



VICTORY CONDITIONS

The game ends when all units on either side are destroyed, or at the end of Turn 10. The attacker has come to Sian simply to extract an agent. At the end of Turn 10, the attacking forces have found their agent, at which point they leave. The defender attempts to destroy as many attacking units as possible before they can depart with the traitor.

The attacker wins a Decisive Victory if 3 or more of his units survive at the end of the scenario. He wins a Marginal Victory if 1 or 2 of his units survive.

The defender wins a Decisive Victory if he destroys all 4 attacking units. He wins a Marginal Victory if he destroys 3 attacking units.

SPECIAL RULES

This scenario uses the following special rules for the green smoke deployed by the Uhlans and the triple-strength myomer used by the Capellans. Additionally, the

Blackjack BattleMechs employed by the defender are equipped with double heat sinks.

GREEN SMOKE

The scenario occurs at the Sian spaceport, where thick, green smoke completely covers the battlefield, obscuring the vision of the MechWarriors. For the duration of the scenario, all units receive a +2 modifier to all their to-hit numbers.

This smoke is a chemical compound that does excessive damage to the internal structures of the defending Liao 'Mechs when it comes into contact with them. During the End Phase of every turn, check to see if any of the defending 'Mechs have a location with no armor. If any location lacks armor, that location automatically takes 6 points of additional damage. The attacker makes a single roll for a possible critical hit on the Determining Critical Hits Table. This damage also transfers per the rules for ammunition explosions (see **BattleMech Critical Hit Effects**, p. 24, **BattleTech** rulebook).

TRIPLE-STRENGTH MYOMER

Each of the defending 'Mechs is equipped with extra-strength myomer stolen from a secret NAIS facility. Though this triple-strength myomer gives the 'Mechs great strength, the formula used to create it contained an intentional flaw that made the fibers vulnerable to the chemical compound in the green smoke. Despite this flaw, however, the myomer still provides the defending 'Mechs with the following benefits when they are running hot. For each turn that it ends with a Heat Level of 9 or higher, a BattleMech equipped with the myomer receives the following benefits, which take effect in the next turn:

- Ignore the standard -1 MP heat effect when the 'Mech reaches 5 on the Heat Scale (but apply all other heat modifiers to movement). In addition, increase the 'Mech's Walking MP by 1 and recalculate its Running MP accordingly. Triple-strength myomer does not affect Jumping MP.
- Double the damage for punching, kicking, clubbing and hatchet attacks.

DOUBLE HEAT SINKS

The BJ-3 *Blackjack* is equipped with double heat sinks, which can dissipate twice as much heat as standard models, though they are three times as bulky. The *Blackjack* has ten double heat sinks, which means it can dissipate 20 points of heat each turn. Each heat sink destroyed therefore reduces the 'Mech's ability to dissipate heat by 2.

NEW 'MECHS

FS9-H FIRESTARTER

Mass: 35 tons

Chassis: Argile H/09

Power Plant: GM 210

Cruising Speed: 65 kph

Maximum Speed: 97 kph

Jump Jets: Firestone Radial 6s

Jump Capacity: 180 meters

Armor: Livingston Ceramics

Armament:

2 Magna II Medium Lasers

2 Deprus RF Machine Guns

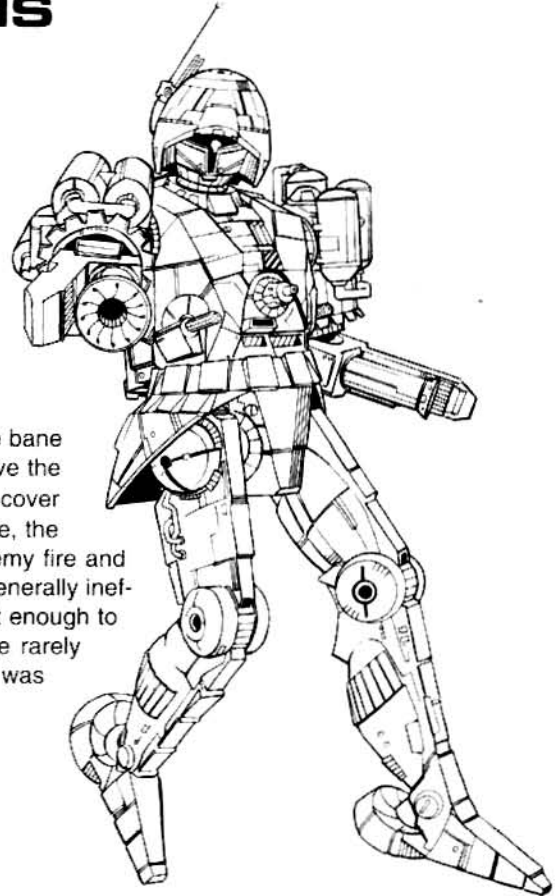
4 Purity L-series Flamers

Manufacturer: Argile Technologies of Skye

Communications System: Tansech Omni-7

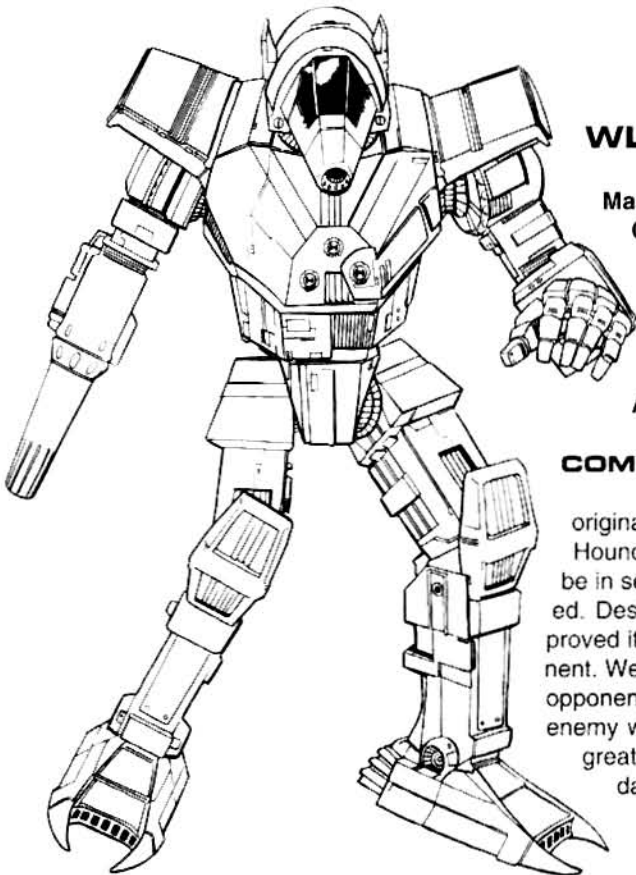
Targeting and Tracking System:

Tansech C30-97



COMMENTARY:

One of the most specialized BattleMechs ever produced, the *Firestarter* is the bane of unarmored infantry units throughout the Inner Sphere. The four flamers that give the 'Mech its name are often used to set fire to any terrain features that might provide cover to an enemy, or to channel an enemy's movement into an ambush. Fast and agile, the *Firestarter* is also used as a scout 'Mech, as it is tough enough to withstand enemy fire and still report back to its unit. In 'Mech to 'Mech combat, however, the *Firestarter* is generally ineffective. Its two medium lasers and machine guns provide some firepower, but not enough to seriously threaten anything except very light 'Mechs. The *Firestarter* is therefore rarely used as anything but an incendiary and a scout, the two missions for which it was designed.



WLF-1 WOLFHOUND

Mass: 35 tons

Chassis: Arc-Royal KH/3

Power Plant: GM 210

Cruising Speed: 65 kph

Maximum Speed: 97 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Medium

Armament:

1 Cyclops Eye Large Laser

4 Defiance B3M Medium Lasers

Manufacturer: TharHes Industries

Communications System:

O/P COM-22/H47

Targeting and Tracking System:

Digital Scanlok 347

COMMENTARY:

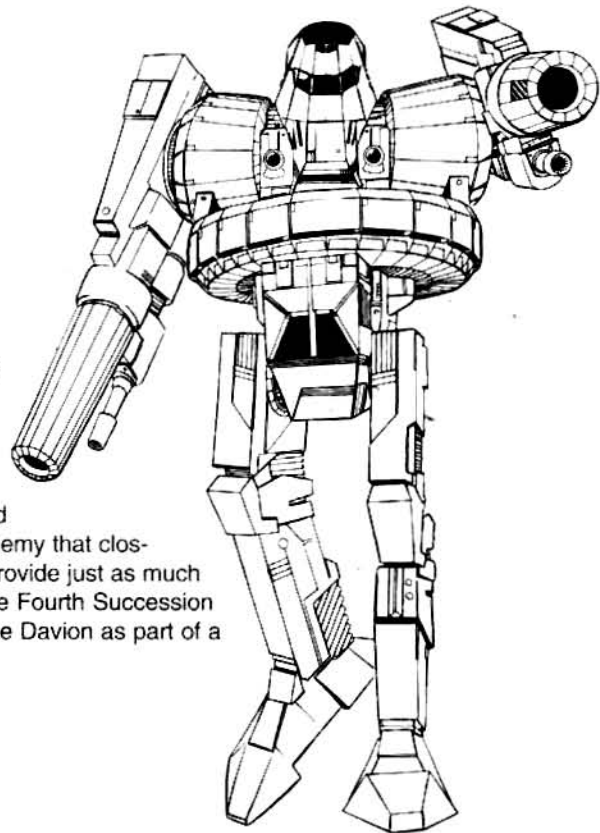
A bit of an anomaly among BattleMechs, the *Wolfhound* was designed originally for use by mercenaries. The *Wolfhound* made its debut with the Kell Hounds and Wolf's Dragoons mercenary units, though some few are rumored to be in service with the Federated Commonwealth, where the manufacturer is located. Designed as a response to the Draconis Combine's *Panther*, the *Wolfhound* proved itself more than a match for that 'Mech, routinely defeating its chosen opponent. Well armored for a light 'Mech, the *Wolfhound* uses its large laser to soften up opponents at long ranges, then rushes in with great speed to savage the damaged enemy with its medium lasers. Carrying only energy weapons, the *Wolfhound* has great staying power as well, allowing it to remain on the battlefield until it is too damaged to continue fighting.

NEW 'MECHS

BJ-3 BLACKJACK

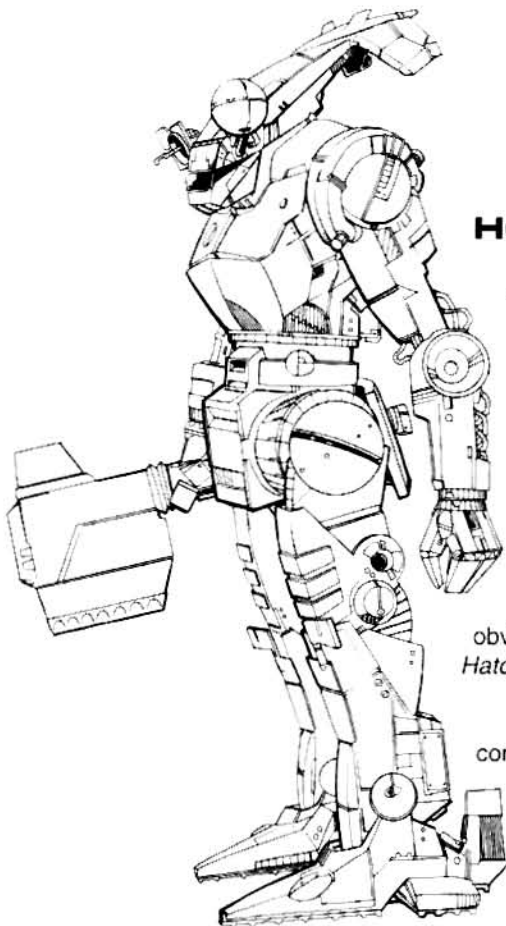
Mass: 45 tons
Chassis: GM BJ-I
Power Plant: GM 180
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: Whitworth Jetlift
Jump Capacity: 120 meters
Armor: StarGuard II

Armament:
2 Ceres Arms Smasher PPCs
4 Intek Medium Lasers
Manufacturer: General Motors
Communications System:
Dalban Micronics
Targeting and Tracking System:
Dalban AQ



COMMENTARY:

The *Blackjack* was originally designed as an insurgency-suppression and fire-support 'Mech. After the rediscovery of lost Star League technology that allowed heat to be dispersed twice as fast from a BattleMech, Duchess Candace Liao ordered several *Blackjacks* upgraded with that technology and concentrated the upgraded 'Mechs in fire support. Adding PPCs to the upgraded *Blackjacks* greatly increased their firepower, and their mobility allowed them to stay at long range, performing their fire-support duties admirably. An enemy that closes with the *Blackjack* finds that it is far from defenseless—four medium lasers provide just as much punch at short range as the PPCs do at long range. After performing well in the Fourth Succession War, most of the *Blackjacks* and their upgraded technology were given to House Davion as part of a peace proposal.



HCT-3F HATCHETMAN

Mass: 45 tons
Chassis: Chariot Type II
Power Plant: GM 180
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: Luxor 2/Q
Jump Capacity: 120 meters
Armor: Durallex Medium

Armament:
1 Defiance Killer Autocannon
2 Defiance B3M Medium Lasers
Manufacturer: Defiance Industries of Hesperus II
Communications System: TharHes Thalia HM-22
Targeting and Tracking System:
TharHes Ares-8a

COMMENTARY:

The *Hatchetman* is an unusual BattleMech for several reasons. The first, and most obvious, is the large metal hatchet it carries that gives it its name. At close ranges, the *Hatchetman* can swing the hatchet with incredible force, severely damaging anything it hits.

The second unusual design feature is the *Hatchetman*'s ejection system. Instead of simply ejecting the MechWarrior, as most designs do, the entire head assembly comes off. The head is equipped with maneuvering jets and can travel a short distance before landing. This arrangement provides much more protection to the pilot, reducing the chance of ejecting unprotected into a firefight. The *Hatchetman* has excellent firepower as well, using its autocannon for fighting at longer ranges and adding the two medium lasers in close battles.

NEW 'MECHS

HOP-4B HOPLITE

Mass: 55 tons

Chassis: Star League HO-01a

Power Plant: DAV 220

Cruising Speed: 43 kph

Maximum Speed: 65 kph

Jump Jets: None

Jump Capacity: None

Armor: DuraShield 12-b.1

Armament:

1 Magna Hellstar PPC

1 Mitchell Systems LRM 15 Rack

Manufacturer: Unknown

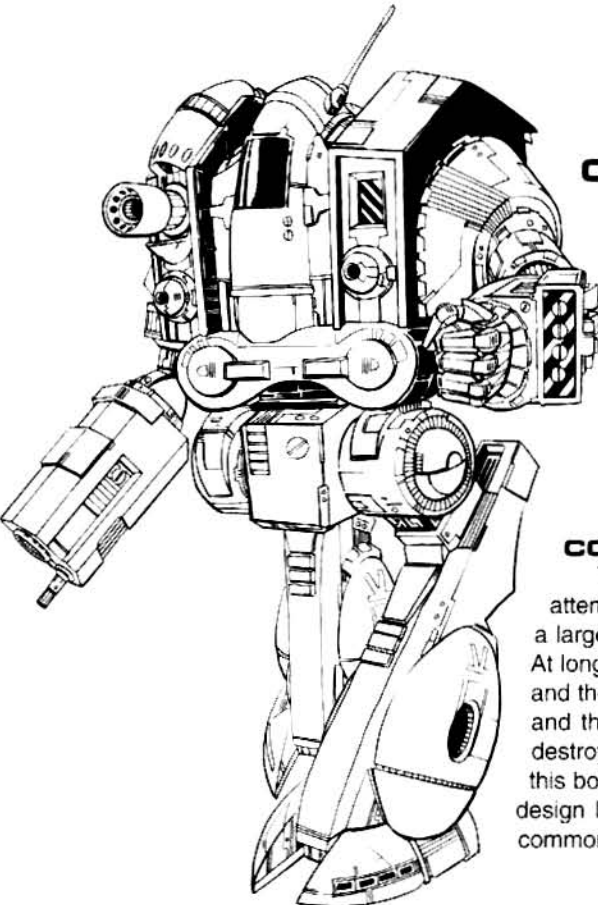
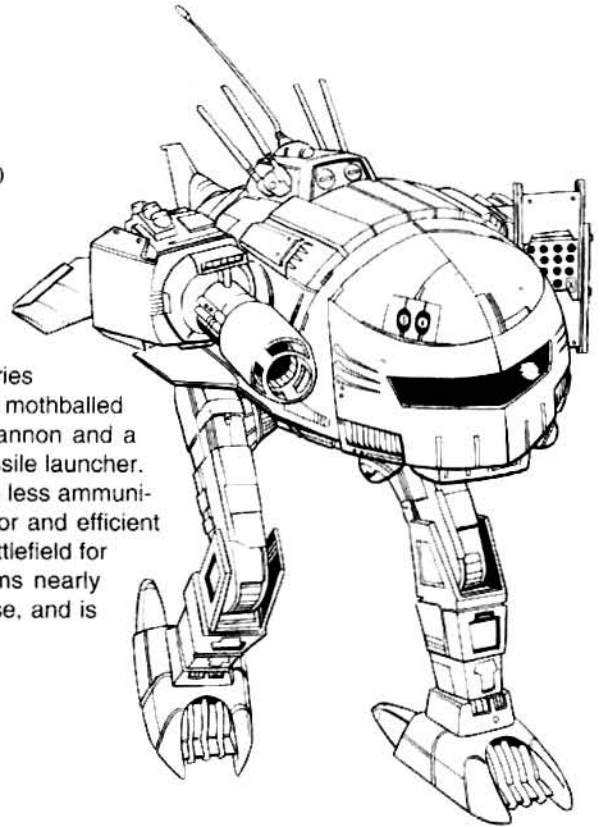
Communications System: MultiGab 2000

Targeting and Tracking System:

Daiban HiRez II

COMMENTARY:

A Star League design long thought lost, the *Hoplite* has reappeared in the ranks of Wolf's Dragoons. No one has yet discovered where the mercenaries got the BattleMech, but it seems likely that the Dragoons simply found some mothballed on a forgotten Periphery world. Most of the *Hoplites* fielded have an autocannon and a small LRM launcher, but several have been seen with a PPC and a larger missile launcher. The PPC variant is much more efficient than the autocannon design, requiring less ammunition and capable of delivering more firepower to a target. With plenty of armor and efficient heat dissipation, this PPC-armed *Hoplite* has proved that it can stay on the battlefield for long periods, delivering fire support. With no short-range weapons and arms nearly incapable of physical attacks, however, the *Hoplite* can be vulnerable up close, and is often paired with another 'Mech such as the *Enforcer* to help protect it.



CTF-2X CATAPHRACT

Mass: 75 tons

Chassis: Earthwerks CTF

Power Plant: VOX 280

Cruising Speed: 43 kph

Maximum Speed: 65 kph

Jump Jets: None

Jump Capacity: None

Armor: Kallon Royalstar

Armament:

1 SarLon MaxiCannon Type 10

1 Firmir MaxiLase Large Laser

1 Hovertec Quad SRM Launcher

2 Firmir Standard Medium Lasers

Manufacturer: Earthwerks Incorporated

Communications System: CommuTech

Multi-Channel 10

Targeting and Tracking System:

BlazeFire Sightlock

COMMENTARY:

The *Cataphract* is the Capellan Confederation's attempt at a heavy 'Mech, an attempt that has so far proven successful. Layered with armor, the 'Mech can absorb a large amount of damage, but even more impressive is the damage it can deal out. At longer ranges, the autocannon and large laser combine to provide a vicious punch, and the *Cataphract* only becomes deadlier as it closes. Adding the two medium lasers and the SRM to the autocannon and large laser creates a barrage of fire that can destroy lighter 'Mechs almost instantly. Unfortunately, the *Cataphract* cannot maintain this bombardment for long without becoming dangerously overheated. This flaw in the design limits its usefulness, but the *Cataphract* has nonetheless become increasingly common in Capellan regiments.

CGR-1A5 CHARGER

Mass: 80 tons

Chassis: Wells 990

Power Plant: Pitban 320

Cruising Speed: 43 kph

Maximum Speed: 65 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Heavy

Armament:

1 Tomodzuru Autocannon Mount Type 20

2 Bical SRM-6 Missile Racks

1 Argra 3L Medium Laser

1 Magna Mark I Light Laser

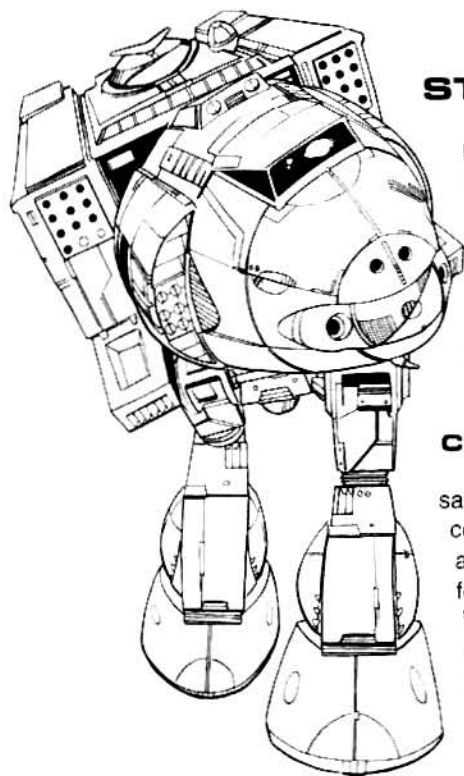
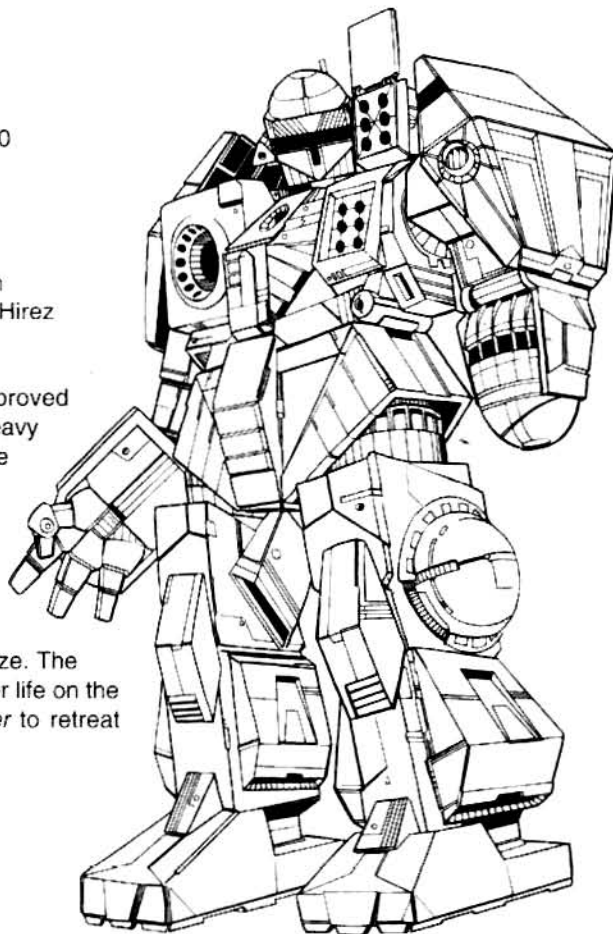
Manufacturer: Wells Technologies

Communications System: Tek BattleCom

Targeting and Tracking System: Dalban Hirez

COMMENTARY:

The *Charger* is a much-maligned design, as several early models proved ineffective on the battlefield. These original *Chargers* were designed as heavy scouts, but the engine required to give them the necessary speed left little room for armor and even less for weapons. Many in the Inner Sphere wrote the design off, but the Capellan Confederation is continually testing new variants. The latest one changes the focus of the design from scout to close assault 'Mech. Carrying the largest autocannon available, as well as two large SRM racks and a medium and small laser, these new *Chargers* can reduce most opponents to slag in a remarkably short time. Though it is slightly slower than the scout version, the 'Mech is still quite fast for its size. The Capellans also increased the armor by 50 percent, giving the 'Mech a longer life on the battlefield. The need for ammunition, however, often causes the *Charger* to retreat long before it is severely damaged.



STK-3F STALKER

Mass: 85 tons

Chassis: Titan H1

Power Plant: Strand 225

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: None

Jump Capacity: None

Armor: Valiant Lamellor

Armament:

2 Jackson B5c Long-Range Missile 10-Racks

2 Magna Mark III Heavy Lasers

4 Magna Mark II Medium Lasers

2 Thunderstroke Short-Range Missile 6-Racks

Manufacturer: Triad Technologies

Communications System: Cronol PR

Targeting and Tracking System:

Spar 3c Tight Band

COMMENTARY:

Designed to fight well at all ranges, the *Stalker* mounts far more weaponry than it can safely fire at once. It can fire all of its long-range or all of its short-range weapons without concern, however, making it deadly at all ranges. The *Stalker* is also extremely well armored, absorbing damage that would destroy most 'Mechs while continuing to fight. The tradeoff for all this weaponry and armor, however, is in the *Stalker's* speed. One of the slowest 'Mechs in use, the *Stalker* is generally used either as fire support or in heavy cavalry units, where a slow and steady push against the enemy is the objective. An extremely popular design, the *Stalker* sees use throughout the Inner Sphere and Periphery, and is a common sight on any battlefield.

The Successor States circa 3028



HOUSE STEINER



HOUSE DAVION



HOUSE KURIITA



HOUSE LIAO



HOUSE MARIK



FREE BASALGUE
REPUBLIC



WOLF'S DRAGOONS



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